

WATCH MASTER

105 PTS



M

6"

T

5

SV

2+

W

5

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Vigil spear	24"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Vigil spear LANCE	Melee	6	2+	6	-2	2

AUFSTELLUNG

1x Watch Master (32mm)

Equipped with: Vigil spear

ABILITIES

CORE - Leader

Purgatus Quarry

At the start of the first battle round, select up to one enemy unit to be this unit's hunted:

- This unit's attacks that target this unit's hunted unit can re-roll wound rolls of 1.
- Each time this unit's hunted is destroyed, select up to one enemy unit to be this unit's hunted.

Strategic Acumen

n your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase.

Watch Master

This model's attacks that target a Character unit can:

- Re-roll hit rolls of 1.
- Re-roll wound rolls of 1.

Leader

This model can be attached to the following units: AQUILA KILL TEAM, DEATHWATCH KILL TEAM, DEATHWATCH TERMINATOR SQUAD, FORTIS KILL TEAM, INDOMITOR KILL TEAM, PROTEUS KILL TEAM, SPECTRUS KILL TEAM

WEAPON RULES

LANCE

Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

