

DEATHWATCH VETERAN W/ HEAVY THUNDER HAMMER - IMPERIUM - AGENTS OF THE IMPERIUM

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	2

AUFSTELLUNG 1x Deathwatch Veteran w/ heavy thunder hammer Equipped with: Bolt pistol, Heavy thunder hammer, Power weapon Wargear Options: ■ This model can replace its Heavy thunder hammer with Power weapon and Astartes shield.	KEYWORDS: Tacticus FACTION KEYWORDS: -
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RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL, LETHAL HITS	12"	1	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Heavy thunder hammer DEVASTATING WOUNDS	Melee	3	4+	10	-2	3
Power weapon SUSTAINED HITS 1	Melee	4	3+	5	-2	2

ABILITIES

Astartes shield The bearer has a 4+ invulnerable save.
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WEAPON ABILITIES

Devastating Wounds Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks. Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost. <i>Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.</i>
Lethal Hits Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target. <i>Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].</i>
Pistol [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes. Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with: - One or more of its [CLOSE-QUARTERS] weapons. - One or more of its other ranged weapons.
Sustained Hits This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X. <i>Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).</i>