

DEATHWATCH VETERAN W/ STALKER BOLT RIFLE - IMPERIUM - DEATHWATCH

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

AUFSTELLUNG 1x Deathwatch Veteran w/ stalker bolt rifle Equipped with: Bolt pistol, Stalker bolt rifle, ► Plasma incinerator - Standard, ► Plasma incinerator - Supercharge, Close combat weapon Wargear Options: ■ This model can replace its Stalker bolt rifle with Plasma incinerator.	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
Stalker bolt rifle HEAVY, LETHAL HITS, PRECISION	30"	2	3+	5	-2	2
► Plasma incinerator - Standard ASSAULT, HEAVY	24"	2	3+	7	-2	1
► Plasma incinerator - Supercharge ASSAULT, HAZARDOUS, HEAVY	24"	2	3+	8	-3	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

WEAPON ABILITIES

Assault Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).
Hazardous Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
Heavy In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unengaged. - That unit was not set up on the battlefield this turn. - No model in that unit has moved more than 3" this turn.
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.
Precision While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.