

WATCH CAPTAIN ARTEMIS - IMPERIUM -
DEATHWATCH

65 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

AUFSTELLUNG

1x Watch Captain Artemis

Equipped with: Hellfire Extremis, Master-crafted power weapon

KEYWORDS:

Epic Hero, Character, Infantry, Grenades, Imperium, Watch Captain Artemis, Captain

FACTION KEYWORDS:

Adeptus Astartes, Deathwatch

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hellfire Extremis ANTI-INFANTRY 4+, DEVASTATING WOUNDS, IGNORES COVER, TORRENT	12"	D6	N/A	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	6	2+	5	-2	2

ABILITIES

CORE - Leader

Invulnerable Save

This model has a 4+ invulnerable save.

Tactical Instinct

While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Unstoppable Champion

The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with 1 wound remaining.

Leader

This model can be attached to the following units:

- DEATHWATCH VETERANS

- FORTIS KILL TEAM

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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.

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.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

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Mission Tactics
Refer to the Detachment Rule for more information.

CORE RULES

- Feel No Pain 6+**
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.
- 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.