

WATCH MASTER - IMPERIUM -
DEATHWATCH

95 PTS

M	T	Sv	W	LD	OC
6"	4	2+	5	6+	1

AUFSTELLUNG 1x Watch Master Equipped with: Vigil spear	KEYWORDS: Character, Infantry, Captain, Grenades, Imperium, Watch Master FACTION KEYWORDS: Adeptus Astartes, Deathwatch
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⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Vigil spear	24"	2	2+	4	-1	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Vigil spear LANCE	Melee	6	2+	6	-2	D3

ABILITIES

CORE - Leader

Invulnerable Save This model has a 4+ invulnerable save.
Strategic Knowledge While this model is leading a unit, that unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.
Watch Master Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.
Leader This model can be attached to the following units: - DEATHWATCH VETERANS - FORTIS KILL TEAM

WEAPON ABILITIES

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.

FACTION RULES

Mission Tactics Refer to the Detachment Rule for more information.
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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.
