RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Deathwatch marksman bolt carbine HEAVY, LETHAL HITS	24"	2	3+	5	-1	1
Special-issue bolt pistol PISTOL, PRECISION, LETHAL HITS	18"	1	3+	4	-1	1

MELEE WEAPONS

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

AUFSTELLUNG

1x Deathwatch Veteran w/ carbine

Equipped with: Deathwatch marksman bolt carbine, Special-issue bolt pistol, Close combat weapon, Combat knife

Wargear Options:

■ This model can replace its Deathwatch marksman bolt carbine with Combat knife.

ABILITIES

–

KEYWORDS: Tacticus

FACTION: -

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

DEATHWATCH VETERAN W/ CARBINE

WEAPON RULES

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.

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].

KEYWORDS: Tacticus

FACTION: -

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

DEATHWATCH VETERAN W/ CARBINE

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.

KEYWORDS: Tacticus

FACTION: -