

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

# DEATHWATCH VETERAN W/ HEAVY THUNDER HAMMER

| ☯ RANGED WEAPONS                                  |       |   |    |   |    |   |
|---------------------------------------------------|-------|---|----|---|----|---|
| WEAPON                                            | RANGE | A | BS | S | AP | D |
| Bolt pistol<br><small>PISTOL, LETHAL HITS</small> | 12"   | 1 | 3+ | 4 | 0  | 1 |

| ⚔ MELEE WEAPONS                                           |       |   |    |    |    |   |
|-----------------------------------------------------------|-------|---|----|----|----|---|
| WEAPON                                                    | RANGE | A | WS | S  | AP | D |
| Heavy thunder hammer<br><small>DEVASTATING WOUNDS</small> | Melee | 3 | 4+ | 10 | -2 | 3 |
| Power weapon<br><small>SUSTAINED HITS 1</small>           | Melee | 4 | 3+ | 5  | -2 | 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.

**ABILITIES**

**Astartes shield**

The bearer has a 4+ invulnerable save.

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## WEAPON RULES

### 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.*

### 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]**.*

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## 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.

*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).*