

DEATHWATCH VETERAN W/ HEAVY THUNDER HAMMER

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



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL LETHAL HITS	12"	1	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Heavy thunder hammer DEVASTATING WOUNDS	Melee	3	4+	10	-2	3
Power weapon SUSTAINED HITS 1	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.

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**.*

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).*

