

# WATCH MASTER

95 PTS



M

6"

T

4

SV

2+

W

5

LD

6+

OC

1

4+

## 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 <b>LANCE</b> | Melee | 6 | 2+ | 6 | -2 | D3 |

AUFSTELLUNG

1x Watch Master

Equipped with: Vigil spear

## ABILITIES

CORE - Leader

### Rites of Battle

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.

### 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.

### Leader

This model can be attached to the following units: AQUILA KILL TEAM, DEATHWATCH KILL TEAM

## WEAPON RULES

**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.

## 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.

