

DEATHWATCH VETERAN W/ CARBINE

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

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

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].

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.

