

WATCH MASTER

95 PTS



M	T	SV	W	LD	OC
6"	4	2+	5	6+	1

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 LANCE	Melee	6	2+	6	-2	D3

AUFSTELLUNG

1x Watch Master
Equipped with: Vigil spear

ABILITIES

CORE - Leader

Invulnerable Save

This model has a 4+ invulnerable save.

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.

Watch Master

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.

Leader

This model can be attached to the following units:

- DEATHWATCH VETERANS
- FORTIS 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.

Mission Tactics

Refer to the Detachment Rule for more information.

