

# DEATHWATCH INBOUND!

The Deathwatch are the alien-hunting veterans of the Adeptus Astartes. Skilled in the art of tracking, fighting and exterminating xenos threats, they are engaged in a never-ending war to protect the Imperium from the many races that would see it destroyed.



**T**he ranks of the Deathwatch Chapter of Space Marines are filled with some of the finest alien hunters in the galaxy. Seconded from their parent Chapter for an indefinite period of time, these Space Marines are tasked with seeking out alien warlords, armies and invasions and exterminating them before they can become a threat to the security of the Imperium of Mankind.

Their duty is not an easy one, for the galaxy is a big place forever under attack by the likes of Orks, Drukhari, Necrons and T'au, and the Deathwatch are few in number. But what they lack in manpower, they more than make up for with their superhuman physiology and decades (if not centuries) of training and knowledge. Armed with the best wargear the Imperium's artificers can manufacture, the Deathwatch take on everything the galaxy can throw at them, and they prevail.

## START COLLECTING!

Start Collecting! Deathwatch is the ideal way to begin a new Deathwatch army. It includes Watch Captain Artemis, ten Deathwatch Space Marines, a Venerable Dreadnought and a Deathwatch upgrade frame.

START COLLECTING!

DEATHWATCH



12 STARS IN THE SKY WARHAMMER

## HONOUR YOUR WARGEAR

Over the next few pages, you'll find a host of new rules for fielding a Deathwatch army that brings them in line with the abilities found in the new *Codex: Space Marines*. These rules include Bolter Discipline and Shock Assault, making your Deathwatch Marines even more devastating at range and in combat (as if they needed it!). They now also have access to the Devastator, Tactical and Assault combat doctrines so you can maximise that increased firepower when the enemy are at range and boost your combat potential when they stray too close.

You'll also find fourteen new stratagems, new wargear options for Intercessor Sergeants and Litanies of Battle for your Deathwatch Chaplains, bringing them in line with the new rules for *Codex Chaplains*. We feel sorry for all the aliens out there. They're in for a rough time.

# ADDITIONAL DEATHWATCH RULES

Presented here is a new ability for Deathwatch miniatures known as Angels of Death. This ability grants this Chapter of Adeptus Astartes additional rules to represent their elite method of waging war. All Deathwatch units in *Codex: Deathwatch*, and the Repulsor Executioner datasheet found in the Space Marines Summer Update, gain the Angels of Death ability:

## ANGELS OF DEATH

*The Adeptus Astartes are amongst the finest warriors in the Imperium.*

This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines.

**DESIGNER'S NOTE:** *With the addition of the Angels of Death ability, some Deathwatch units will gain some or all of the abilities below twice. Such units gain no additional benefit from this.*

## AND THEY SHALL KNOW NO FEAR

*The Space Marines of the Adeptus Astartes stand unafraid before the greatest terrors of the galaxy.*

When a Morale test is taken for this unit, you can re-roll the dice.

## BOLTER DISCIPLINE

*To a Space Marine, the boltgun is far more than a weapon – it is an instrument of Mankind's divinity, the bringer of death to his foes, whose howling blast is a prayer to the gods of battle.*

Instead of following the normal rules for Rapid Fire weapons, models in this unit firing Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The firing model's target is within half the weapon's maximum range.

- The firing model is INFANTRY and every model in its unit remained stationary in your previous Movement phase.
- The firing model is a TERMINATOR, BIKER, or DREADNOUGHT.

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon with the Rapid Fire type. A bolt weapon is a guardian spear or any weapon whose profile includes the word 'bolt' (boltgun, bolt rifle, storm bolter, combi-bolter, hurricane bolter, etc.). Rules that apply to bolt weapons also apply to the boltgun profile of combi-weapons (including Hellfire Extremis) and Relics that replace bolt weapons.

## SHOCK ASSAULT

*The Adeptus Astartes are elite shock troops who strike with the fury of a thunderbolt. Few opponents can withstand this onslaught.*

If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.



## COMBAT DOCTRINES

Models in this unit gain a bonus depending on which combat doctrine is active for your army (see below). If you have a Battle-forged army, units only benefit from this bonus if every unit from your army has this ability (excluding **SERVITOR** and **UNALIGNED** units). With the exception of Special Issue Ammunition (see Codex: Deathwatch), and unless otherwise specified, this bonus is not cumulative with any other rules that improve the Armour Penetration characteristic of a weapon.

At the start of the battle, the Devastator Doctrine is active. A combat doctrine remains active for the duration of the battle, though you can change which combat doctrine is active once at the start of each battle round after the first, as follows:

- If the Devastator Doctrine was active during the previous battle round, you can change it so that the Tactical Doctrine is now active.
- If the Tactical Doctrine was active during the previous battle round, you can change it so that the Assault Doctrine is now active.

## DEVASTATOR DOCTRINE

The Armour Penetration characteristic of Heavy and Grenade weapons this model is equipped with is improved by 1 whilst this combat doctrine is active. For example, AP 0 becomes AP -1.

## TACTICAL DOCTRINE

The Armour Penetration characteristic of Rapid Fire and Assault weapons this model is equipped with is improved by 1 whilst this combat doctrine is active. For example, AP 0 becomes AP -1.

## ASSAULT DOCTRINE

The Armour Penetration characteristic of Pistol and melee weapons this model is equipped with is improved by 1 whilst this combat doctrine is active. For example, AP 0 becomes AP -1.

## WARGEAR OPTIONS

Replace the third bullet point of the wargear options of the Deathwatch Intercessors datasheet with the following:

- The Intercessor Sergeant can be equipped with one of the following instead of 1 bolt rifle, 1 auto bolt rifle or 1 stalker bolt rifle: 1 chainsword; 1 hand flamer; 1 power fist; 1 power sword. A model can only be equipped with 1 chainsword.
- If the Intercessor Sergeant is not equipped with 1 chainsword, it can additionally be equipped with one of the following: 1 chainsword; 1 power fist; 1 power sword; 1 thunder hammer.



## STRATAGEMS

If your army is Battle-forged and includes any Deathwatch Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here, and can spend Command Points to activate them. These reflect the unique strategies used by the Deathwatch on the battlefield.

1CP

### DUTY ETERNAL

#### *Deathwatch Stratagem*

*Having tasted death before, the pilot of a Dreadnought is determined to do his duty to the very end.*

Use this Stratagem when a DEATHWATCH DREADNOUGHT model from your army is chosen as a target for an attack. Until the end of the phase, when resolving an attack made against that model, halve the damage inflicted (rounding up).

1CP

### BIG GUNS NEVER TIRE

#### *Deathwatch Stratagem*

*None can withstand the Deathwatch's armoured wrath.*

Use this Stratagem in your Shooting phase, when a DEATHWATCH VEHICLE unit from your army is chosen to shoot with. Until the end of that phase, that unit does not suffer the penalty for moving and firing Heavy weapons.

2CP

### BOLTSTORM

#### *Deathwatch Stratagem*

*Switching shot selectors to full auto, the Deathwatch unleash a short-lived but inescapable hail of fire.*

Use this Stratagem at the start of your Shooting phase. Select one DEATHWATCH INTERCESSORS unit from your army. Until the end of that phase, auto bolt rifles that models in that unit are equipped with gain the following ability: 'When resolving an attack made with this weapon against a target that is within half range, do not make a hit roll: it automatically scores a hit.'

2CP

### VENGEANCE OF THE MACHINE SPIRIT

#### *Deathwatch Stratagem*

*Vengeful machine spirits can wreak havoc on the enemy in their death throes, even as their systems fail.*

Use this Stratagem when a DEATHWATCH LAND RAIDER model or DEATHWATCH REPULSOR model from your army is destroyed. That model can either automatically explode (do not roll a D6), shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase (use the top row of that model's damage table when shooting with that ranged weapon or resolving that attack with a melee weapon).

2CP

### RAPID FIRE

#### *Deathwatch Stratagem*

*The combination of superhuman reflexes and rigid bolter-drills enable Deathwatch Intercessors to produce a devastating rate of fire.*

Use this Stratagem at the start of your Shooting phase. Select one DEATHWATCH INTERCESSORS unit from your army. Until the end of that phase, bolt rifles that models in that unit are equipped with have a Type characteristic of Rapid Fire 2.

1CP

### STEADY ADVANCE

#### *Deathwatch Stratagem*

*A measured advance allows Deathwatch squads to unleash a steady stream of bolter fire.*

Use this Stratagem in your Shooting phase, when a DEATHWATCH INFANTRY unit from your army is chosen to shoot with. Until the end of that phase, for the purposes of the Bolter Discipline ability, that unit is treated as if it had remained stationary in your previous Movement phase.

3CP

### TARGET SIGHTED

#### *Deathwatch Stratagem*

*With pinpoint accuracy, Intercessors pick out key enemy leaders, striking weak spots with deadly volleys of fire.*

Use this Stratagem at the start of your Shooting phase. Select one DEATHWATCH INTERCESSORS unit from your army. Until the end of that phase, stalker bolt rifles that models in that unit are equipped with gain the following ability: 'This weapon can target a CHARACTER unit even if it is not the closest enemy unit. When resolving an attack made with this weapon, a wound roll of 6+ inflicts 1 mortal wound on the target in addition to any other damage.'

1CP

### GENE-WROUGHT MIGHT

#### *Deathwatch Stratagem*

*Through inhuman strength, Primaris Deathwatch deliver blows that inflict terrifying damage.*

Use this Stratagem in the Fight phase, when a DEATHWATCH PRIMARIS INFANTRY unit from your army is chosen to fight with. Until the end of that phase, when resolving an attack made with a melee weapon by a model in that unit, an unmodified hit roll of 6 automatically scores a hit and successfully wounds the target (do not make a wound roll).

1CP

## HERO OF THE CHAPTER

*Deathwatch Stratagem*

*Each member of the Deathwatch is a champion, a post-human demigod standing between Mankind and the darkness.*

Use this Stratagem before the battle, after nominating your Warlord. Select one DEATHWATCH CHARACTER model from your army that is not your Warlord and determine one Warlord Trait for it; it is regarded as your Warlord for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once per battle.

1CP

## HAMMER OF WRATH

*Deathwatch Stratagem*

*By launching themselves directly into the enemy ranks upon the flaming jets of their jump packs, Space Marines can crash home into combat with bone-breaking force.*

Use this Stratagem when a JUMP PACK unit from your army finishes a charge move. For each model in that unit, you can select one enemy unit within 1" of that model and roll one D6; on a 5+ that enemy unit suffers 1 mortal wound.

2CP

## TRANSHUMAN PHYSIOLOGY

*Deathwatch Stratagem*

*Space Marines have reserves of willpower that allow them to fight through even the most grievous of wounds.*

Use this Stratagem when a DEATHWATCH unit from your army that is not a VEHICLE is chosen as a target for an attack. Until the end of the phase, when resolving an attack made against that unit, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the model making that attack may have.

1CP

## ADAPTIVE STRATEGY

*Deathwatch Stratagem*

*The Deathwatch will adapt to the flow of battle, adjusting their combat tactics to best their foe.*

Use this Stratagem at the start of the battle round if there are any DEATHWATCH CHARACTER models from your army on the battlefield, before you change which combat doctrine is active. If the Assault Doctrine is currently active, you can change it so that the Tactical Doctrine is now active. Alternatively, if the Tactical Doctrine is currently active, you can change it so that the Devastator Doctrine is now active. You can only use this Stratagem once per battle.

1CP

## HUNTER-SLAYER MISSILE

*Deathwatch Stratagem*

*Hunter-slayer missiles are machine spirit-guided warheads that track and eliminate priority targets.*

Use this Stratagem at the start of your Shooting phase. Select one Deathwatch Intercessors

Use this Stratagem in your Shooting phase. Select one DEATHWATCH REPULSOR model from your army to launch a hunter-slayer missile, then select one enemy VEHICLE unit or MONSTER unit within 48" of that model that is not within 1" of any units from your army. Roll one D6; if the result is equal to or greater than that model's Ballistic Skill, that unit suffers D3 mortal wounds. Each DEATHWATCH REPULSOR model can only be selected for this Stratagem once per battle.

1CP

## VETERAN FURY

*Deathwatch Stratagem*

*When the fighting is at its fiercest, the Terminator-armoured warriors of the Deathwatch truly show their quality.*

Use this Stratagem in any phase. Select one DEATHWATCH TERMINATOR unit from your army. Until the end of that phase, when resolving an attack made by a model in that unit, add 1 to the hit roll.



# LITANIES OF BATTLE

Replace the **Litanies of Hate** ability on the datasheets of all **CHAPLAIN** units in *Codex: Deathwatch* with the following:

**Priest:** This model knows the Litany of Hate and one litany from the Litanies of Battle (see below). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.

**Litany of Hate:** If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly **DEATHWATCH** units whilst their unit is within 6" of this model.

Before the battle, generate the litanies for **DEATHWATCH CHAPLAIN** models that know litanies from the Litanies of Battle using the table below. You can either roll one D6 to generate each litany randomly (re-rolling duplicate results), or you can select which litanies the model knows.

## 1 LITANY OF FAITH

*The Chaplain exhorts his charges to steel themselves against even the most dangerous weapons the enemy can bring to bear.*

If this litany is inspiring, then when a model in a friendly **DEATHWATCH** unit within 6" of this model would lose a wound as a result of a mortal wound, roll one D6; on a 5+ that wound is not lost.

## 2 CATECHISM OF FIRE

*The Chaplain calls upon his brothers to unleash a relentless storm of close-range firepower.*

If this litany is inspiring, select one friendly **DEATHWATCH** unit within 6" of this model. When resolving an attack made with a ranged weapon by a model in that unit against the closest visible enemy unit to that model, add 1 to the wound roll.

## 3 EXHORTATION OF RAGE

*The Chaplain bellows his fury at the enemy, his brothers surging forwards to strike them down.*

If this litany is inspiring, select one friendly **DEATHWATCH** unit within 6" of this model. When resolving an attack made with a melee weapon by a model in that unit, on an unmodified hit roll of 6 you can make one additional attack against the same unit using the same weapon. This additional attack cannot generate another attack.

## 4 MANTRA OF STRENGTH

*The Chaplain focuses his mind on the purity of the blood that runs through his veins, bestowed upon him by his Primarch.*

If this litany is inspiring, add 1 to this model's Attacks and Strength characteristics and add 1 to the Damage characteristic of melee weapons this model is equipped with.

## 5 RECITATION OF FOCUS

*The Chaplain recites creeds that focus the minds of his brothers to ensure their shots strike true.*

If this litany is inspiring, select one friendly **DEATHWATCH** unit within 6" of this model. When resolving an attack made with a ranged weapon by a model in that unit, add 1 to the hit roll.

## 6 CANTICLE OF HATE

*Bellowing his hatred of the foe, the Chaplain leads his brothers in the wholesale destruction of the enemy.*

If this litany is inspiring, add 2 to charge rolls made for friendly **DEATHWATCH** units whilst they are within 6" of this model. In addition, when a friendly **DEATHWATCH** unit makes a pile-in or consolidate move within 6" of this model, models in that unit can move up to an additional 3". This is not cumulative with any other ability that adds to a unit's charge roll or increases the distance it can pile in or consolidate.