



WARHAMMER 40,000

PSYCHIC AWAKENING
WARDENS OF THE WATCH





THE SHIELD THAT SLAYS

In this section you will find new and revised rules for the Deathwatch, including army-wide abilities, unit datasheet updates, Stratagems, Relics, Litanies and more.

This section is a supplement to *Codex: Deathwatch* — you will need a copy of that book to use the rules in this section.

NEW DATASHEETS

Since the release of *Codex: Deathwatch*, new units have been introduced to the Adeptus Astartes range. The following datasheets from *Codex: Space Marines* may be used in a Deathwatch army; replacing their <CHAPTER> faction keyword with DEATHWATCH, and replacing the **Angels of Death** rule with the **Hunters of the Alien** rule as outlined below.

- *Captain in Phobos Armour*
- *Lieutenants in Phobos Armour*
- *Librarian in Phobos Armour*
- *Invictor Tactical Warsuit*
- *Suppressor Squad*
- *Eliminator Squad*
- *Repulsor*
- *Repulsor Executioner*
- *Impulsor*
- *Noctis Kill Team* (page 3)

All DEATHWATCH units in a Battle-forged army gain the **Hunters of the Alien** ability;

HUNTERS OF THE ALIEN

As the Chamber Militant of the Ordo Xenos, the Deathwatch are specifically tasked with destroying the alien menace in whatever form it should take. Amongst even the superhuman Adeptus Astartes, the Deathwatch stand as the paramount slayers of aliens across the entire Imperium.

This unit has the following abilities; And They Shall Know No Fear, Shock Assault, Special Issue Ammunition, Tactical Doctrines, Suffer Not The Alien to Live.

And They Shall Know No Fear

The Space Marines of the Deathwatch stand unafraid before innumerable Xenos monstrosities that would test the mettle of any man.

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

Shock Assault

The Astartes of the Deathwatch strike with the fury of a thunderbolt. Few opponents can withstand their terrifying onslaught in combat.

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.

Special Issue Ammunition

From hollow shells filled with superheated gas to rounds which douse their targets in acid, the Deathwatch utilise a range of specialised bolt shells in many of their weapons to better fight the alien.

In addition to the weapons listed in *Codex: Deathwatch* (pg. 64), the following weapons can utilise Special Issue Ammunition.

- *Oculus Bolt Carbine*
- *Marksman Bolt Carbine*
- *Instigator Bolt Carbine*

When firing a weapon with Special Issue Ammunition, select an ammo type from the chart below and apply the bonus modifiers. This replaces the **Special Issue Ammunition** chart from *Codex: Deathwatch*.

Dragonfire Bolt	This weapon ignores cover bonuses, and to-hit rolls of 6+ cause 2 hits instead of 1.
Hellfire Round	This weapon always wounds on a 2+ (except against VEHICLES and TITANIC units)
Kraken Bolt	Add 6" to the range of this weapon (3" if weapon is a Pistol), and improve the AP of the Attack by -1.
Vengeance Round	Subtract 6" from the range of this weapon (3" if weapon is a Pistol) and improve the AP of the attack by -2.

"I am vigilance. I am the hunter's patience and the castellan's fortitude. I am the burning brand that banishes the shadows, the shield that holds the monsters at bay and the sword that pierces their foul black hearts. I am oath, duty, victory. I am the Deathwatch, and my vigil shall never end."

- Watch Master
Utorian Denash
of Fort Pykaman



Tactical Doctrines

The Deathwatch are masters of adaptive combat tactics, even moreso than the chapters of the Astartes that they draw their recruits from.

Units with this ability gain a bonus depending on which Doctrine is currently active for your army. 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). This bonus is not cumulative with any other rules that improve the Armour Penetration characteristic of a weapon, with the exception of any bonuses granted by the choices from the Special Issue Ammunition chart.

At the start of the first battle round, you may select either the Devastator, Tactical or Assault Doctrines to be active. At the start of the second and all subsequent battle rounds you may choose to either keep the current Doctrine active or change to another one of your choosing.

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.

Suffer Not The Alien To Live

Each xenos that falls to the Deathwatch is another opportunity to learn, adapt, and overcome their nefarious enemy.

If any Tactical Doctrine is active, whenever a unit with this ability destroys a unit with the NECRON, T'AU EMPIRE, AELDARI, ORK or TYRANID keywords, or an UNALIGNED INFANTRY model, gain 1 CP.



"Come you aliens, show me what passes for fury amongst your misbegotten kind!"

- Brother Sergeant Avitus



NOCTIS KILL TEAM



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Infiltrator	6"	3+	3+	4	4	2	2	7	3+
Infiltrator Helix Adept	6"	3+	3+	4	4	2	2	7	3+
Infiltrator Sergeant	6"	3+	3+	4	4	2	3	8	3+
Incursore	6"	3+	3+	4	4	2	2	7	3+
Suppressor	12"	2+	2+	4	4	2	2	7	3+
Eliminator	6"	3+	3+	4	4	2	2	7	3+

This unit contains 1 Infiltrator Sergeant and 4 Infiltrators. It can include up to 5 additional models in any combination of Infiltrators, Incursore, Suppressors and Eliminators. 1 Infiltrator Helix Adept may be chosen as one of these 5 additional models.

- Each Infiltrator (including Helix Adept and Sergeant) is armed with a Marksman Bolt Carbine, Bolt Pistol, Frag & Krak Grenades.
- Each Incursore is armed with an Oculus Bolt Carbine, Bolt Pistol, Frag & Krak Grenades.
- Each Suppressor is armed with an Accelerator Autocannon, Bolt Pistol, Frag & Krak Grenades.
- Each Eliminator is armed with a Bolt Sniper Rifle, Bolt Pistol, Frag & Krak Grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Marksman Bolt Carbine	24"	Rapid Fire 1	4	0	1	Unmodified hit rolls of 6 automatically hit and wound.
Oculus Bolt Carbine	24"	Rapid Fire 1	4	0	1	Negates the benefits of cover.
Accelerator Autocannon	48"	Heavy 2	7	-2	2	-
Bolt Sniper Rifle. When firing this weapon, choose one of the profiles below. All profiles can target a CHARACTER model even if it not the closest enemy unit.						
- Executioner Round	36"	Heavy 1	5	-1	1	Add 2 to the hit roll. Negates the benefits of cover.
- Hyperfrag Round	36"	Heavy D3	5	0	1	-
- Mortis Round	36"	Heavy 1	5	-2	D3	Wound rolls of 6+ inflict a mortal wound in addition.
Las Fusil	36"	Heavy 1	8	-3	3	-
Instigator Bolt Carbine	24"	Assault 1	4	-1	2	Can target an enemy CHARACTER models even if not the closest unit.
Bolt Pistol	12"	Pistol 1	4	0	1	-
Frag Grenades	6"	Grenade D6	3	0	1	-
Krak Grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- The Infiltrator Sergeant may replace a Marksman Bolt Carbine with a Chainsword, Power Sword or Power Fist.
- Any Eliminator may replace their Bolt Sniper Rifle with a Las Fusil or an Instigator Bolt Carbine

ABILITIES

Angels of Death, Combat Squads, Special Issue Ammunition

Mixed Unit: A Noctis Kill Team unit may contain models with different keywords or types. For the purposes of determining what models a vehicle can transport, Suppressors have the **JUMP PACK** keyword.

Concealed Positions: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.

Smoke Grenades: Once per battle, instead of shooting in your Shooting phase, one model in this unit may use its Smoke Grenades. Until the start of your next shooting phase, when resolving an attack made with a ranged weapon against this unit, subtract 1 from the hit roll.

Omni-scramblers: Enemy units set up on the battlefield as reinforcements cannot be set up within 12" of this unit.

Suppressing Fire: If this unit includes any Suppressors, when an enemy model is destroyed as a result of an attack made with an by a model in this unit, that enemy model's unit cannot fire Overwatch this turn.

Multi-spectrum Array: If this unit includes any Incursore, when resolving an attack made with a ranged weapon by a model in this unit, you may ignore negative hit roll modifiers and Ballistic Skill modifiers.

Helix Adept: At the end of your movement phase, this unit's Infiltrator Helix Adept can provide medical attention to this unit. If this unit contains a model that has lost any wounds, that model regains 1 lost wound. Otherwise, if any models from this unit have been destroyed, roll one D6; on a 5+ you can return one destroyed model from this unit to the battlefield with 1 wound remaining, placing it within 3" of the Helix Adept and in unit coherency. On a 4 or less the Helix Adept cannot shoot this turn as it recovers the gene-seed of the fallen warrior. Each unit can only be provided medical attention once per turn.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS

INFANTRY, PRIMARIS, PHOBOS, NOCTIS KILL TEAM



RELIGS OF THE WATCH

Among the vast armouries of the Deathwatch's Watch Fortresses are countless artifacts and heirloom weapons of such potency that only the most entrusted Brothers of the Watch are permitted to bear them in battle.

If your army is led by a DEATHWATCH Warlord, you can give one of the following Relics of the Watch to a DEATHWATCH CHARACTER model from your army instead of giving them a Relic from Codex: Deathwatch. Named characters (such as Watch Captain Artemis) cannot be given the following Relics.

Note that some Relics are weapons that replace one of the model's existing weapons. Where this is the case, you must, if you are using points values, still pay the cost of the weapon that is being replaced. Write down any Relics your models have on your army roster.

AUGURY MALIFICA

Crafted by the techno-seers of the Grey Knights Chapter, this heavily modified auspex scanner is barely recognisable as the original device. Strange attachments have been added, subtle alterations have been made, and seven rituals of detection were performed to consecrate the Augury. The result is a piece of equipment that can, with a reasonable degree of accuracy, predict an imminent Warp breach. However, if the Grey Knights were to learn of the true whereabouts of this Relic long thought lost, it would undoubtedly be detrimental to Chapter relations.

Whenever a model attempts to manifest or deny a Psychic test within 18" of a model with this relic, you may choose to add or subtract 1 from the result of the dice roll. However, GREY KNIGHTS models may re-roll hit and wound rolls of 1 against the bearer of this relic.

THE CORRODED FALCHION

This ornate, curving blade is a revered relic that has seen countless standard centuries of service with the Deathwatch. After being plunged into the toxic heart of a Venomthrope in battle, Chapter Artificers discovered the Tyranid's bio-acid blood had penetrated the blade at the molecular level. Kept in a stasis-sheath to stop its decay, the Falchion has been used in battle to great effect—the ingrained bio-acid causing swift and horrific damage to any unfortunate enough to feel its touch.

Models with a power sword only. The Corroded Falchion replaces the bearer's power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Corroded Falchion	Melee	Melee	+1	-5	1
Abilities: Against non-VEHICLE models, this weapon has a damage characteristic of 3 instead of 1.					

CRUCIFORM OF THE CRUSADE

In the early days of the Achilus Crusade there were many bloody battles to establish the Imperium's foothold within the Jericho Reach. At one point in the fighting a Heretic missile knocked the sacred Aquila down from the chapel's spire. Enraged by the affront to the Emperor, one of the Battle-Brothers dropped his weapons and hefted the eight foot stone cross and eagle on his shoulder, charging the Heretic lines, instantly followed by his brothers and ending the battle in less than an hour of bloody carnage. Since then, this Aquila has been a relic for the Deathwatch.

A model with this relic doubles the range of any aura abilities he has (ie a Watch Captain's Rites of Battle, or a Chaplain's Litanies of Battle). Furthermore, any DEATHWATCH units that can draw line of sight to this relic automatically pass any morale tests.

PLASMA GUN 438

The weapon denoted 438 in the Deathwatch armoury vaults is a Plasma Gun of ancient, pre-Heresy design. It has a noticeably different muzzle casing than that of later patterns and exposed cooling ducts. While the gun is undeniably a powerful weapon, its provenance is entirely unknown.

Plasma Gun 438 is a unique ranged weapon with the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Plasma Gun 438	36"	Assault 3	8	-4	d3
Abilities: After resolving a ranged attack with this weapon, roll a d6. On a 4+, the targetted unit takes a mortal wound and on a 6 takes d3 mortal wounds. However, on a roll of 1 the bearer of this relic suffers a mortal wound.					

FIST OF DRAGOS

Brother Dragos battled with great success against Orks, Eldar, and even Space Marine Renegades, always seeking out the most heavily-armoured targets to destroy personally with his mighty Power Fist. Battlewagons, grav-tanks and even Dreadnoughts were added to his tally.

Model with power fist only. The Fist of Dragos replaces the bearer's power fist and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Fist of Dragos	Melee	Melee	x3	-4	D6
Abilities: When attacking with this weapon you must subtract 1 from the hit roll. Damage rolls of 1 or 2 with this weapon instead count as 3.					

SKULL OF BRANTOR

This Servo Skull is unusual in that it is built around the cranium of a Space Marine, three service studs clearly embedded into the brow. Brother Brantor was a highly skilled tracker and marksman, and his current position allows him to continue his service to the Deathwatch.

At the start of the first battle round, select an enemy unit. The bearer of this Relic and any DEATHWATCH units within 6" of him may re-roll all hit rolls made by ranged attacks against the chosen unit for the remainders of the battle and are never effected by any negative to-hit modifiers when doing so.

REMEMBRANCE SHIELD

Roughly four centuries ago, a raiding party of Ulthwé Aeldari were cut down following a Kill-Team's ambush. To commemorate this crushing victory, a combat shield was fashioned, incorporating a number of large, deeply coloured jewels, taken as trophies from the fallen xenos. The shield must offend the Ulthwé greatly, for there have been numerous attacks over the intervening years apparently designed to seize the shield and kill the one who bears it. So far, all have failed.

This model has a 3+ Invulnerable save. Whenever this model would be affected by an enemy psychic power, roll a D6. On a 4+, they are unaffected by the power. AELDARI units within 12" of this Relic suffer -1 to their Leadership characteristic.

VETERANS OF THE LONG VIGIL

The Brothers of the Deathwatch are drawn as a tithe from all Chapters of the Adeptus Astartes. Among their number, Veterans from numerous chapters bring their unique disciplines and combat skills to their service in the Deathwatch, and are frequently given the honoured task of leading Kill-Team as Veteran Sergeants.

If your army is led by a DEATHWATCH Warlord, instead of determining a Warlord Trait for that model you can instead include one Veteran of the Long Vigil in your army. To do so, select a Sergeant from your army (This can be a Watch Sergeant, an Intercessor Sergeant, a Biker Sergeant—an any model named “Sergeant” in its datasheet).

You may upgrade that Sergeant to a Veteran of the Long Vigil, and he and his unit gain one of the abilities below depending on which Chapter he was originally drawn from. Only one Veteran of the Long Vigil may be included in any army.



TYRANNIC WAR VETERAN

The Battle of Macragge was truly the greatest test ever faced by the Ultramarines—and their successful defence of their homeworld stands testament to their reputation as the paragons of the Adeptus Astartes.

Add +1 to the Leadership characteristic of this unit. Models in this unit can shoot in a turn in which they fell back, although they must subtract 1 from the hit roll of ranged attacks if they do so.



TOCHRAN CRUSADE VETERAN

When the notorious Xenos warlord Trazyn the Infinite claimed to discover one of the missing artefacts of the Salamanders' Primarch, the Chapter embarked on a decade-long war to rebuke the Necron.

This unit may re-roll a single hit roll and wound roll when resolving attacks. When resolving an attack made with a weapon that has an AP of -1 against this unit, it is instead treated as AP 0.



VETERAN OF THE DEVASTATION OF BAAL

The Battle of Baal represented the largest concentration of Hive Fleet Leviathan ever encountered. The Blood Angels were victorious, at great cost—and the brutal skirmish forever steered those who bore witness.

Models in this unit may add +1 to their attacks characteristic and wound rolls on any turn in which they charge, are charged, or heroically intervene.



GREYMANE OF THE KVARIAM OCEAN WAR

The Great Company of Gunnar Redmoon launched a daring underwater assault on a T'au mining world deep within Imperial Space. The sea was choked with the corpses of the Fire Caste before the xenos finally fled.

This unit may heroically intervene as if it were a character, and may move up to 6" when it does so. Furthermore, hit rolls of 6+ in the fight phase count as 2 hits instead of 1 with this unit.



VETERAN OF THE DEFENCE OF EX LUCAN VII

Four entire companies of the Dark Angels and their successors formed Taskforce Shadowguard to lay an ambush on mining world Ex Lucan VII. The Eldar raiders who tested them were entirely annihilated.

Models in this unit may add 6" to the maximum range of Heavy and Rapid Fire weapons. If this unit does not move in the movement phase, they may re-roll hit rolls of 1..



VETERAN OF GRAMMACHUS BETA

When the foul tendrils of a Tyranid Hive Fleet assaulted the Forge World of Grammachus Beta, an indomitable Iron Hands defence saved the planet—with minimal collateral damage to the local populace.

When a models in this unit fires Overwatch, a hit roll of 5 or 6 scores a hit. In addition, whenever a model in this unit would lose a wound, roll a D6. On a 6 the wound is not lost.



VETERAN OF THE FELLSTORM HUNT

Whilst combating Ork Waaagh Skullkrumpa on the world of Cardrim, an awakening Necron dynasty forced the encircled White Scars 4th Brotherhood to embark on a dual-fronted campaign of destruction.

Models in this unit may charge during a turn in which they fell back. In a turn in which this unit charges or makes a heroic intervention, add +1 to the damage characteristic of melee weapons the unit is armed with.



SAVIOR OF RYNN'S WORLD

The Imperial Fists' swift defence of their successor chapter's homeworld was speaks to the bonds of honour between these ancient and noble chapters. The Ork invaders were obliterated, and Rynn's World saved.

When resolving ranged attacks made by ranged weapons in this unit, the target does not receive the benefit of cover. Furthermore, Heavy weapons have +1 to their damage characteristic.



DAMOCLES GULF VETERAN

The Raven Guard under Chapter Master Kayvaan Shrike continuously strikes at the T'au Empire in the Damocles Gulf—dozens of precise, surgical covert operations, designed to bleed the fledgling empire dry.

When resolving an attack made with a ranged weapon against this unit by a model that is more than 12" away, this unit is always treated as having the benefit of cover, and the attacker must subtract 1 from the hit roll.



CRUSADER OF THE 3RD WAR FOR ARMAGEDDON

The Helsreach Crusade under command of Chaplain Grimaldus fought tooth and nail against the gigantic force of Ork Waaagh Ghazghkull, finally driving the greenskins back and saving Armageddon once more.

When a charge roll is made for this unit, you can re-roll any or all of the dice. In addition, when this unit charges, is charged or heroically intervenes, to-hit rolls of 6+ with melee weapons automatically hit and wound the target.



WARLORD TRAITS

Each commander of the Deathwatch brings with him centuries of experience in battling the Xenos hordes of the galaxy—and in many cases, armed with specialist knowledge against a particular breed of alien menace.

If a DEATHWATCH CHARACTER model is your Warlord, you can use the following Warlord Traits table to determine what Warlord Trait they have. If you use the "Hero of the Chapter" stratagem to determine a Warlord Trait from this chart, the Stratagem costs 3 CP instead of 1 CP.

GREENSKIN SLAYER

With thousands of Orkish skulls underfoot, this Warlord knows exactly how to counter a Greenskin's attack.

ORK units within 6" of this Warlord are treated as having WS 6. Enemy units that take morale tests within 12" of this model do so at -1 leadership, and 1 extra model is removed from play should they fail.

BANE OF THE HIVEMIND

This Warlord has been touched by the Great Devourer's warp-shadow, bringing forth a latent psychic prowess that disrupts the Tyranids synaptic link.

This Warlord cannot be effected by TYRANID or GENESTEALER CULT Psychic Powers. Whenever an enemy attempts to manifest a psychic power within 12" of this Warlord, any roll of doubles will cause a Perils of the Warp.

BREAKER OF DYNASTIES

The Necrons are a fearsome foe, but this Warlord cuts through their metal necrodermis with such ferocity it might as well be rotten flesh and brittle bone.

NECRON units within 6" of this model cannot roll for Reanimation Protocols. Successful Invulnerable saves made against attacks from this Warlord must be re-rolled.

SCOURGE OF THE CRAFTWORLDS

The ancient Aeldari are a cunning foe, and this Warlord has made a career out of negating their trickery.

DEATHWATCH units within 6" of this Warlord ignore negative to-hit modifiers when targeting ASURYANI models. Whenever a DEATHWATCH model within 6" of this Warlord suffers a mortal wound in the Psychic Phase, roll a D6. On a 4+ the wound is not lost.

NEMESIS OF THE FIRE CASTE

The fledgling T'au Empire overwhelm their foes with punishing volleys of firepower—but this Warlord knows exactly how to counter their offense.

T'AU EMPIRE units attacking any DEATHWATCH units within 6" of this Warlord must subtract -1 from their to-hit rolls. Furthermore, DEATHWATCH units within 6" of this Warlord may add +1 to their armour saves against attacks made by ranged weapons with a damage characteristic of 1.

COMORRAGH'S TORMENT

The loathsome Drukhari are terrifying combatants, but their grim totems draw only contempt from the Deathwatch.

DRUKHARI units within 6" of this model are treated as being on battle round 1 for the purposes of the Power From Pain rule. To wound rolls of 1, 2 or 3 made against DEATHWATCH INFANTRY units within 6" of this Warlord always count as failing.

RUINER OF CEGORACH

This Warlord is all too familiar with the wayfarers of the labyrinth, and is well versed in denying their webway assaults.

HARLEQUIN units within 6" of this model cannot use their Flip Belt ability. When DEATHWATCH units within 6" resolve Overwatch attacks, both 5s and 6s count as successful hits.

KILLER OF MERCENARIES

Though the minor races are not often seen in great number, this Warlord has much experience battling them—and doing so with fierce precision.

This Warlord and all DEATHWATCH units within 12" may re-roll all to hit and to wound rolls against UNALIGNED units (excluding BUILDINGS).

"In the Emperor's name I have fought across burning plains and amidst lightning-wreathed peaks, in the cold void of space and through the ruins of cities laid low. I have done battle with the mutant, the heretic, and the alien, and I have become their bane."

- Veteran Brother
Lauraedian



STRATAGEMS

If your army is Battle-forged and includes any DEATHWATCH Detachments (excluding Auxilliary Support Detachments), you have access to the Stratagems shown here in addition to those in *Codex: Deathwatch* and can spend Command Points to activate them. In addition, you can also access the following Stratagems from *Codex: Space Marines*, replacing any instance of the <CHAPTER> faction keyword with DEATHWATCH.

- *Duty Eternal*
- *Boltstorm*
- *Hunter-Slayer Missile*
- *Steady Advance*
- *Rapid Fire*
- *Big Guns Never Tire*
- *Skilled Riders*
- *Target Sighted*
- *Gene-Wrought Might*
- *Hero of the Chapter*
- *Transhuman Physiology*
- *Vengeance of the Machine Spirit*

2CP

DEATHSWORN PSYKER

Deathwatch Stratagem

This Librarian has not forgotten his roots; and he wields the unbridled psychic fury of his home chapter against the Xenos hordes.

When determining Psychic Powers for a DEATHWATCH LIBRARIAN, you may select one power from the relevant Psychic Power chart from any one of the following publications:

- *Codex: Space Marines*
- *Codex: Blood Angels*
- *Codex: Dark Angels*
- *Codex: Space Wolves*
- *Supplement: Ultramarines*
- *Supplement: White Scars*
- *Supplement: Salamanders*
- *Supplement: Imperial Fists*
- *Supplement: Raven Guard*
- *Supplement: Iron Hands*

You may only use this stratagem once per battle. Note: This unit should be modelled appropriately!

0CP

CRITICAL MISSION

Deathwatch Stratagem

The Kill-Teams of the Deathwatch are tasked with one solemn goal; destruction of the most dangerous Xenos creatures.

Use this stratagem at the start of the first battle round. Select one unit in the enemy army that does not have the CHAOS or IMPERIUM faction keywords. When that unit is destroyed, you immediately gain D3 Command Points. This not restricted by the Tactical Restraint rule (Sep. '19 FAQ).

2CP

SACRED AMMUNITION

Deathwatch Stratagem

These thrice-blessed rounds are crafted by the finest artificers in the Ordo Xenos.

Use this stratagem when a DEATHWATCH INFANTRY unit fires a ranged attack with Special Issue Ammunition. You may select two effects from the chart instead of one.

1CP

EXTREMIS WARHEADS

Deathwatch Stratagem

The Corvus Blackstar's Cluster Launchers can be primed with lethal Extremis Warheads, savaging the foe.

Use this stratagem when a CORVUS BLACKSTAR model uses its Blackstar Cluster Launcher. When rolling to determine mortal wounds, the enemy unit suffers mortal wounds on a D6 roll of 4+, and on a D6 roll of 6 it instead suffers D3 mortal wounds.

1CP

TEMPEST BOLTS

Deathwatch Stratagem

These bolts contain a plasma shock generator that cripples machinery.

Use this stratagem when a unit selects Special Issue Ammunition. Instead of choosing from the chart, this unit may choose to use Tempest Bolts, in which case they wound VEHICLES on a 2+.



At battle's end, speak the Liturgy in a clear voice. Respect the bravery of the living. Give the Rite of Passage to the fallen. Honour the battle gear of the dead. To do all this with reverence, even when exhausted by battle and weary from the field, is the duty of a Chaplain. It is his burden and satisfaction.

- Adeptus Astartes
Book of Faith

LITANIES OF THE SHIELD

Deathwatch Chaplains are exemplars of righteous fury. Powerful orators and accomplished warriors both, they provide bellicose counsel to their Watch Brothers and act as spiritual bastions for the Deathwatch. The litanies that Chaplains intone on the battlefield imbue those around them with a renewed vigor and fury with which to drive back the alien threats to the Imperium.

Before the battle, generate litanies for DEATHWATCH CHAPLAIN models 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 bares.

If this litany is inspiring, whenever a friendly DEATHWATCH unit within 6" would lose a wound as a result of a mortal wound, roll a D6. On a 5+ that wound is not lost. This is not cumulative with any similar rules, eg the Psychic Fortress psychic power.

2. GATECHISM OF SUNDERANCE

The Chaplain calls upon his brothers to unleash a relentless storm of firepower.

If this litany is inspiring, select a friendly DEATHWATCH unit within 6". When this unit makes a ranged attack with a Rapid Fire weapon, it is always treated as being within half range (For example, a 24" Rapid Fire 1 Boltgun firing at a target 20" away may fire two shots instead of one).

3. EXHORTATION OF FURY

The Chaplain bellows his fury at the enemy, imbuing his brothers with rage.

If this litany is inspiring, select a friendly DEATHWATCH unit within 6". 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. Against units that do not have the CHAOS or IMPERIUM faction keywords, you may make an additional attack on a hit roll of 5 or 6. These bonus attacks cannot generate any further attacks.

4. 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 a friendly DEATHWATCH unit within 6". When resolving an attack made with a ranged weapon by a model in that unit, add 1 to the hit roll.

5. CANTICLE OF HATE

Bellowing hatred to his foe, the Chaplain charges forward, delivering his bretheren into the fray of combat.

If this litany is inspiring, add +2 to charge rolls made for friendly DEATHWATCH units whilst they are within 6" of this model. 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.

6. HYMN OF IRON

The Chaplain recites sacred techno-oaths, charging the venerable machine spirits of the Deathwatch with the destruction of any and all Xenos.

If this litany is inspiring, select a friendly DEATHWATCH VEHICLE unit within 6". This unit may re-roll a single to hit roll, a single to wound roll, a single damage roll and a single save roll until the end of the battle round.



WARHAMMER 40,000

PSYCHIC AWAKENING: WARDENS OF THE WATCH

FAQ & Designers' Commentary

FAQs

Q. Why?

A: Like many Warhammer 40,000 players I was disappointed by GW's decision to relegate Deathwatch and Harlequins to a White Dwarf article rather than a full Psychic Awakening release. But, I held onto hope that the rules could still be comprehensive and fun. Alas, hope is the first step on the road to disappointment.

When it was clear that the Deathwatch would not be receiving *any* of the fun new stuff afforded to everyone else in the Psychic Awakening series—new models, new psychic powers, new subfactions, new datasheets, new relics, new warlord traits, new doctrines, new custom subfactions, etc—and instead received merely a copy & pasted set of generic rules that every other Space Marine army had already received *in addition* to their own unique rules, my disappointment turned to anger at what can only be described as extreme laziness on the part of GW.

But, rather than complain about it online I took heed of that old adage, "be the change you want to see in the grim darkness of the 41st millenium", and decided to do something about it. Hence, *Psychic Awakening: Wardens of the Watch* came to be.

So I set out to prove that one graphic designer with a love for penning custom Warhammer rules can do in one week what GW decided was too hard for a multi-million-dollar company's rules team to do over the space of an 18-month release window. In essence, this is a *protest* book, and I challenge GW to do better by their players.

Q. You sound pretty salty over plastic army men. Are you okay?

A: Look man, this whole lockdown thing has been super boring and I needed an outlet.

Q. You realise a lot of this stuff is hideously overpowered right?

A: Yeah probably, but you should have seen the stuff I removed! While I admit some of it might not be super balanced (maybe I have more in common with the GW rules team than I thought), bear in mind I wrote and designed all this it within the space of a few days to prove that I could do so on my own. If this was a real release we would talk about playtesting and balancing.

Q. The weapons profile chart on the Noctis Kill Team looks a wee bit screwy.

A: Yeah, oh well.

Q. Can you do one of these for Harlequins?

A: Sorry but I have no intention of doing a Harlequins equivalent—I'm a Deathwatch player, I'm here to slay the Aeldari, not write supplements for them!

Designers Note: If you actually decide to use these rules, or have any ideas on how to make them more balanced, please let me know! I'd love to hear your thoughts and constructive criticism.