

THE RULES

Welcome to the rules section of *Codex Supplement: Deathwatch*. On the following pages you will find all the rules content you need to bring every aspect of the Deathwatch to life on your tabletop battlefields. Maybe you're inspired to dive straight into some open play games; maybe you want to forge your own tales of glory and infamy with narrative play; perhaps you can't wait to pit yourself against your opponents in nail-biting matched play contests; whichever appeals to you – even if it's a bit of all three – this section of your Codex supplement provides a modular toolbox that allows you to get the most out of your collection.

Of course, there's no need to take it all in at once! Some of the content on the following pages, things like your army's datasheets and the rules for its weapons, will be useful no matter what kind of game you're playing. Others – such as your army's Stratagems, Warlord Traits and Relics – will become relevant once you start playing games with Battle-forged armies. Then there's content such as the Xenopurge discipline, which you will unlock by including particular models in your tabletop army. In each case, you can include these new elements at your own pace; whether you're a brand new hobbyist playing your first few games or a veteran general ready to cause carnage, there's plenty here to provide countless hours of fresh and exciting gameplay.

The Deathwatch are a unique faction in Warhammer 40,000 in that they deploy kill teams to wage war, and this section provides rules for you to do just that. A kill team is a group of elite soldiers that come together, pooling their experience and skills, to offer Deathwatch players a unique unit capable of performing tasks ordinarily exclusive to specialised units.

Finally, you will find bespoke content for your Deathwatch Crusade force. Exciting new rules such as Special-issue Equipment allow you to utilise some of the unique and esoteric equipment the Deathwatch are famous for. You will also find rules to upgrade your Deathwatch heroes to become Masters of the Specialisms – warriors famed for engaging a particular kind of target on the field of battle.

'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 Pykman



BATTLE-FORGED RULES

DETACHMENT ABILITIES (PG 33)

Units in Deathwatch Detachments gain an additional ability to better reflect how the Chapter operates together and wages war on the battlefield – specifically Mission Tactics that capture the focused aspect of a Deathwatch assault. You can find out more about Detachment abilities in the Battle-forged Armies section of the Warhammer 40,000 Core Book.

STRATAGEMS (PG 34-35)

Deathwatch armies have access to unique battlefield strategies and tactics that they can utilise to best their foes in any theatre of war; these are represented by the Stratagems in this section, which you can spend Command points to use in your games. You can find out more about Stratagems and Command points in the Warhammer 40,000 Core Book.

KILL TEAM SPECIALISMS (PG 36)

Deathwatch armies can field flexible combat units made from several different datasheets – these units are known as kill teams. If your army includes any such units, they can be upgraded to have a particular Specialism on the battlefield, making them even better at hunting a certain type of foe. You can find out more about how to create kill teams on page 51.

ARMY RULES

WARLORD TRAITS (PG 37)

The Warlord of a Deathwatch army can have one of the traits presented in this section. These help to personalise the leader of your force and better reflect their individual combat prowess and command style on the battlefield.

RELICS (PG 38-39)

Deathwatch heroes can take powerful artefacts and venerated weapons called Relics into battle; these Relics and the rules they bestow are described in this section.

XENOPURGE DISCIPLINE (PG 40)

If your army includes any Deathwatch Detachments, Deathwatch Librarians in that Detachment can be given additional psychic powers from the Xenopurge discipline. This represents the different psychic capabilities of a Librarian that has focused his arts on purging the galaxy of its xenos taint. You can find out more about psychic powers in the Warhammer 40,000 Core Book.

MATCHED PLAY RULES

CHAPTER APPROVED RULES (PG 41)

If you are playing a battle that instructs you to select secondary objectives, then you will be able to choose from the additional Deathwatch ones printed here. These represent the tactical and strategic goals unique to Deathwatch armies. You can find out more about selecting secondary objectives in many matched play mission packs, including the Eternal War mission pack found in the Warhammer 40,000 Core Book.

CRUSADE RULES

CRUSADE (PG 42-49)

Deathwatch armies have access to a host of additional rules that further personalise your Crusade force. These include bespoke Agendas, Requisitions, Battle Honours, Battle Scars and Crusade Relics that reflect the rich background of the Deathwatch. Amongst the rules presented in this section are Masters of the Specialisms, a new type of Battle Honour that Deathwatch Captains and Watch Masters can take to better reflect their individual proficiencies.

DATASHEETS

DATASHEETS (PG 50-60)

This section is essential to all Deathwatch players, regardless of preferred play style, containing as it does the datasheets for unique Deathwatch units. Each datasheet describes, among other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core Book.

POINTS

POINTS VALUES (PG 61)

If you are playing a game that uses points values, you can use the alphabetised lists in this section to determine the cost of each unit from your army. These values supplement those found in *Codex: Space Marines* and will be reviewed and updated annually.

WARGEAR

WEAPON PROFILES (PG 62-63)

This section provides an alphabetised list of the weapons that are unique to Deathwatch units and are not listed in *Codex: Space Marines*. This list should be used in conjunction with the datasheets section.

RULES REFERENCE

GLOSSARY (PG 64)

In this section you will find a glossary of rules terms used in this Codex supplement. This is intended to work alongside the glossary found in the Warhammer 40,000 Core Book and *Codex: Space Marines*, and aid in resolving any complex rules interactions that may arise.

REFERENCE (PG 64)

Here you will find a handy bullet-pointed rules reference that summarises some common Deathwatch rules.

COMBAT PATROL

Combat Patrol is the smallest size game, and the Deathwatch force below is a great way to start – regardless of whether you want to play an open play game, forge a narrative with a Crusade army, or compete in a matched play mission.

Created from the contents of the Combat Patrol: Deathwatch boxed set, this force can be used in a Battle-forged army, and in itself comprises a Patrol Detachment, as described in the Warhammer 40,000 Core Book.

On the battlefield, the Intercessors unit forms a resilient and hard-hitting mainstay, with weapon options to suit long-range fire or devastating volleys at short range. This unit could even be taken as two units, each comprising five models. In such instances you could give one unit stalker bolt rifles to provide armour-piercing fire from afar, and arm the other with bolt rifles or auto bolt rifles, allowing them to advance up the battlefield and capture objective markers while laying down a hail of fire.

The force's Lieutenant is both a useful support character and a capable warrior in his own right. His Tactical Precision ability

allows your other units to perform to the best of their abilities, as their offense will be all the more effective whilst under his orders. When the enemy draws close, he can lead the charge himself and engage them in melee. With a high number of attacks and excellent Weapon Skill, the Emperor's enemies will be brought low with the swing of his master-crafted power sword.

Aggressors are multi-purpose fighters that excel at range and in melee. They can lay down a substantial amount of firepower with any of their ranged weapon options, and are durable enough to shrug off return fire. Should the enemy draw close, each of them is equipped with two power fists – fearsome weapons capable of slaying the mightiest of warriors and tearing open battle tanks.

Finally, the Apothecary is a support character that will keep your forces fighting through grievous injuries. By having him in close proximity to your units, they will both shrug off minor damage and have more serious injuries healed in his unparalleled care.



DETACHMENT ABILITIES

A **DEATHWATCH** Detachment is one that only includes models with the **DEATHWATCH** keyword (excluding models with the **AGENT OF THE IMPERIUM** or **UNALIGNED** keyword). Note that such a Detachment is also an **ADEPTUS ASTARTES** Detachment, as described in *Codex: Space Marines*, and as such all the **ADEPTUS ASTARTES** Detachment abilities also apply to that Detachment.

If every unit from your army (excluding **UNALIGNED** units) has the **DEATHWATCH** keyword, then every unit that has the Combat Doctrines ability and is in a **DEATHWATCH** Detachment gains the Mission Tactics ability, below.

MISSION TACTICS

Thousands of years of collated strategic data and hard-won combat experience have provided the Deathwatch with the ultimate battlefield tactics to combat almost any foe.

Do not use the rules in *Codex: Space Marines* to determine which combat doctrine is active for your army during each battle round. Instead, at the start of each battle round, select the Devastator Doctrine, Tactical Doctrine or Assault Doctrine. The combat doctrine you select is active for your army until the end of that battle round. Note, however, that when selecting a combat doctrine at the start of the battle round:

- You cannot select the Devastator Doctrine to be active for your army more than once during the battle.
- You cannot select the Tactical Doctrine to be active for your army more than twice during the battle.
- You cannot select the Assault Doctrine to be active for your army more than three times during the battle.



STRATAGEMS

If your army includes any **DEATHWATCH** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to the Stratagems shown here, and can spend Command points to use them.

DEATH TO THE ALIEN!

1CP

Deathwatch – Battle Tactics Stratagem

The vehement hatred that the Deathwatch feel for their xenos foes is a potent weapon in its own right.

Use this Stratagem in the Fight phase, when a **DEATHWATCH** unit from your army is selected to fight. Until the end of the phase, while that unit is within Engagement Range of any **TYRANIDS**, **AELDARI**, **ORK**, **NECRONS** or **T'AU EMPIRE** units, add 1 to the Attacks characteristic of models in that unit.

PROGNOSTICATING VOLLEY

1CP

Deathwatch – Battle Tactics Stratagem

Engaging oracular ballistic contra-auguries, the Deathwatch erect a web of firepower that even their swift Aeldari targets cannot evade through their trickery.

Use this Stratagem in your Shooting phase, when a **DEATHWATCH** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes a ranged attack against an **AELDARI** unit, you can ignore any or all hit roll and Ballistic Skill modifiers for that attack.

SYNAPTIC SEVERANCE

1CP

Deathwatch – Battle Tactics Stratagem

The Deathwatch know better than any the value of eliminating the leader-beasts that coordinate Tyranid swarms in battle, as well as the optimum ganglions to aim for to ensure neural haemorrhage.

Use this Stratagem in your Shooting phase or the Fight phase, when a **DEATHWATCH** unit from your army is selected to shoot or fight. Until the end of the phase, each time a model in that unit makes an attack against a **TYRANIDS SYNAPSE** unit, an unmodified hit roll of 6 automatically wounds the target.

ADAPTIVE TACTICS

2CP

Deathwatch – Epic Deed Stratagem

Only a truly versatile approach to warfare allows the tactical genius of a Watch Master to best the myriad xenos foes they face.

Use this Stratagem in your Command phase, if a **WATCH MASTER** unit from your army is on the battlefield. Change the Battlefield Role selected for the purposes of the Xenos Hunters Chapter Tactic for your army (see *Codex: Space Marines*). You can only use this Stratagem once.

ATONEMENT THROUGH HONOUR

1CP

Deathwatch – Epic Deed Stratagem

Regardless of their origins, all Black Shields fight with a grim and stubborn fury to prove their loyalty to the Imperium.

Use this Stratagem in your opponent's Charge phase. Select one **DEATHWATCH** unit from your army that contains a Black Shield. That unit can perform a Heroic Intervention this phase as if it were a **CHARACTER** unit.

SANCTION OF THE BLACK VAULT

1CP

Deathwatch – Requisition Stratagem

In missions with certain classes of extremis threat rating, the wardens of the Black Vault may grant an exceptional artefact to a veteran warrior of proven skill in the eradication of the xenos.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **DEATHWATCH** keyword. Select one **DEATHWATCH** model in your army that has the word 'Sergeant' in their profile. That model can have one of the following Relics of the Watch Fortresses (pg 38), even though they are not a **CHARACTER**: Artificer Armour; Master-crafted Weapon; Digital Weapons; Banebolts of Eryxia; Artificer Bolt Cache. Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once.

A VIGIL UNMATCHED

1CP

Deathwatch – Requisition Stratagem

Some of the Deathwatch's champions have unparalleled records of service, their capacity for slaying the xenos a true gift.

Use this Stratagem after nominating a **DEATHWATCH CHARACTER** model that is not a named character to be your **WARLORD**. You can generate one additional Warlord Trait for them from the Deathwatch Warlord Traits table (pg 37). Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once.

STEM THE GREEN TIDE

2CP

Deathwatch – Strategic Ploy Stratagem

As the Orks begin their stampeding charge, the Deathwatch hurl tanglefoot grenades into their midst.

Use this Stratagem in the Charge phase, after an enemy **ORK** unit has declared a charge against one or more **DEATHWATCH** units from your army.

- The **DEATHWATCH** units that were selected as a target of that charge can fire Overwatch at that **ORK** unit.
- Until the end of the phase, if any models from that **ORK** unit are destroyed as a result of Overwatch, subtract 2 from charge rolls made for that unit.

PRIORITY DOCTRINE ADOPTION

1CP

Deathwatch – Strategic Ploy Stratagem

Multifaceted tactical awareness and advanced strategic bioscryers enable the Deathwatch to smoothly switch their combat priorities.

Use this Stratagem in your Command phase. Select one **DEATHWATCH** unit from your army, then select one combat doctrine. Until the start of your next Command phase, that unit gains the bonus of the combat doctrine you selected instead of the active combat doctrine. You can only use this Stratagem if every unit from your army has the **DEATHWATCH** keyword (excluding **AGENT OF THE IMPERIUM** and **UNALIGNED** units).

TARGETING SCRAMBLERS

1CP

Deathwatch – Strategic Ploy Stratagem

With a shrill binharic screech, these arcane devices exorcise T'au targeting data in a heartbeat.

Use this Stratagem in your opponent's Shooting phase, after a **T'AU EMPIRE** unit has resolved its shooting attacks against a **DEATHWATCH** unit from your army. Remove all markerlight counters from that **DEATHWATCH** unit.

OVERKILL

1CP

Deathwatch – Strategic Ploy Stratagem

Extensive experience has taught the Deathwatch to pulverise and sunder Necrons with bolt and blade even after they fall.

Use this Stratagem in your Shooting phase or the Fight phase, after making attacks with a **DEATHWATCH** unit from your army against a **NECRONS** unit. Your opponent must subtract 1 from Reanimation Protocol rolls made for that **NECRONS** unit as a result of those attacks.

BROTHERHOOD OF VETERANS

2CP

Deathwatch – Strategic Ploy Stratagem

Battle-brothers of the Deathwatch learn not only the many ways in which to slay the xenos, but also gain an understanding of the doctrines and tactics of fellow Chapters.

Use this Stratagem in your Command phase. Select one **DEATHWATCH** unit from your army, then select one Chapter Tactic or Successor Tactic (see *Codex: Space Marines*). Until the end of the turn, models in that unit have that Chapter Tactic or Successor Tactic instead of the Xenos Hunters Chapter Tactic.

DISRUPTIVE LAUNCH

1CP

Deathwatch – Strategic Ploy Stratagem

With a blaze of jump pack exhaust, the foe can be driven back and the mobile warriors' brothers given space to unleash death.

Use this Stratagem in your Movement phase, when a **DEATHWATCH JUMP PACK** unit, **INDOMITOR KILL TEAM** unit that contains an Inceptor, or **PROTEUS KILL TEAM** unit that contains a Vanguard Veteran with jump pack from your army Falls Back. That unit is eligible to shoot even though it Fell Back this turn.

TELEPORTARIUM

1CP

Deathwatch – Strategic Ploy Stratagem

Utilising the arcane secrets of teleportation technology, the Deathwatch burst from nowhere to attack.

Use this Stratagem during deployment. Select one **DEATHWATCH INFANTRY**, **DEATHWATCH DREADNOUGHT** or **DEATHWATCH BIKER** unit from your army. All models in that unit gain the Teleport Strike ability (see *Codex: Space Marines*). You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case you can use this Stratagem twice), or an Onslaught battle (in which case you can use this Stratagem three times).

RELENTLESS ASSAULT

1CP

Deathwatch – Strategic Ploy Stratagem

Deathwatch bikers are fierce hunters of the most evasive xenos.

Use this Stratagem in your Movement phase, when a **DEATHWATCH BIKER** unit, or a **KILL TEAM** unit that contains a Veteran Biker or Outrider from your army Falls back. That unit is eligible to charge even though it Fell Back this turn.

SHROUD FIELD

2CP

Deathwatch – Wargear Stratagem

Unknown stealth technologies are hidden within each Corvus Blackstar.

Use this Stratagem at the start of the first battle round. Select one **CORVUS BLACKSTAR** unit from your army. Until the end of the battle round, that unit cannot be selected as a target for ranged attacks unless it is the closest eligible target to the firing model.

CLAVIS

1CP

Deathwatch – Wargear Stratagem

The clavis is a strange archeotech device that can disrupt the deviant machine spirits of xenos war engines.

Use this Stratagem at the start of the Fight phase. Select one enemy **VEHICLE** unit within 1" of a **WATCH MASTER** unit from your army.

- That unit suffers D3 mortal wounds.
- Until the end of the phase, that unit is not eligible to fight until after all eligible units from your army have done so.

SPECIAL-ISSUE LOADOUT

2CP

Deathwatch – Wargear Stratagem

Individual shells are loaded when optimised volleys are required.

Use this Stratagem in your Shooting phase, when you select a **DEATHWATCH INFANTRY** unit from your army to shoot. Until the end of the phase, bolt weapons (excluding bolt sniper rifles – see *Codex: Space Marines*) without the Special-issue Ammunition ability (pg 50) that models in that unit are equipped with gain that Special-issue Ammunition ability and their Type characteristic is changed to Heavy 1.

Mission priority, strategic fluidity and tactical adaptability are vital tools. But never forget that your guiding principal should be the deep and abiding hatred of every vile strain of xenos before you.

KILL TEAM SPECIALISMS

If your army is Battle-forged and includes any **DEATHWATCH** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), then when you muster your army, you can upgrade any **KILL TEAM** units from your army to have a Specialism. If you have a Crusade force, it is also possible for some **CHARACTER** units to gain a Specialism as described on page 46.

Each time you upgrade one of the aforementioned units, you must select the Specialism it will have. Its Power Rating is increased, as shown in the table below. If you are playing a matched play game, or a game that uses a points limit, then the points value of that unit is also increased by the amount shown in the same table. Make a note on your army roster each time you upgrade a unit using these rules.

SPECIALISMS		
SPECIALISM	POWER	POINTS
AQUILA	+1	+25
DOMINATUS	+1	+25
FUROR	+2	+35
MALLEUS	+2	+35
PURGATUS	+1	+25
VENATOR	+1	+25

Each time you upgrade a unit to have a Specialism, it gains a keyword that matches its Specialism and the associated ability below. These units are still considered to be the same datasheet for the purposes of any mission rules that limit the number of times any particular datasheet can be included in your army.

With the exception of **KILL TEAM CASSIUS** (see below), a Crusade force cannot start with any units upgraded in this manner – to include one in a Crusade force, you must use the Kill Team Specialism Requisition (pg 44).

An army (and a Crusade army) cannot contain more than one **KILL TEAM** unit with the same Specialism (e.g. an army cannot contain two **VENATOR KILL TEAM** units or two **DOMINATUS KILL TEAM** units), with the exception of units upgraded using the Masters of the Specialisms rules (pg 46).

Kill Team Cassius

If your army is Battle-forged and includes **KILL TEAM CASSIUS** (pg 57) as part of any **DEATHWATCH** Detachment (excluding Auxiliary Support Detachments), that unit is upgraded to have the Aquila Specialism, even if this would cause your army to contain more than one unit with the same Kill Team Specialism. This upgrade does not increase the Power Rating or points value of that unit, and does not prevent you from upgrading another unit to have the Aquila Specialism.

AQUILA

Aquila Kill Teams are equipped to handle varied or unknown horrors with a measured and strategically versatile response.

After selecting a Battlefield Role for the purposes of the Xenos Hunters Chapter Tactic for your army (see *Codex: Space Marines*), select one additional Battlefield Role. Until the end of the battle, each time a model in this unit makes an attack against an enemy unit with either of the selected Battlefield Roles, re-roll a wound roll of 1.

VENATOR

Venator Kill Teams employ tactics to combat agile foes, balancing speed with heavy firepower to scythe them down.

- Each time a model in this unit makes an attack against an enemy unit with the Fast Attack or Flyer Battlefield Role, re-roll a wound roll of 1.
- If you selected the Fast Attack or Flyer Battlefield Role for the Xenos Hunters Chapter Tactic (see *Codex: Space Marines*), each time a model in this unit makes an attack against an enemy unit with that Battlefield Role, you can re-roll the wound roll.

MALLEUS

Charged with the sundering of xenos war engines and hulking alien monsters, Malleus Kill Teams are also bulwarks of defence.

- Each time a model in this unit makes an attack against an enemy unit with the Heavy Support, Lord of War or Dedicated Transport Battlefield Role, re-roll a wound roll of 1.
- If you selected the Heavy Support, Lord of War or Dedicated Transport

Battlefield Role for the Xenos Hunters Chapter Tactic (see *Codex: Space Marines*), each time a model in this unit makes an attack against an enemy unit with that Battlefield Role, you can re-roll the wound roll.

DOMINATUS

If the enemy rely upon specialist forces of their own, a Dominatus Kill Team will counter their strengths with expert optimisation.

- Each time a model in this unit makes an attack against an enemy unit with the Elites Battlefield Role, re-roll a wound roll of 1.
- If you selected the Elites Battlefield Role for the Xenos Hunters Chapter Tactic (see *Codex: Space Marines*), each time a model in this unit makes an attack against an enemy unit with that Battlefield Role, you can re-roll the wound roll.

FUROR

Furor Kill Teams specialise in destroying foes that seek to overwhelm the Deathwatch with sheer weight of numbers.

- Each time a model in this unit makes an attack against an enemy unit with the Troops Battlefield Role, re-roll a wound roll of 1 for that attack.
- If you selected the Troops Battlefield Role for the Xenos Hunters Chapter Tactic (see *Codex: Space Marines*), each time a model in this unit makes an attack against an enemy unit with that Battlefield Role, you can re-roll the wound roll.

PURGATUS

Indomitable in heart and mind, Purgatus Kill Teams specialise in slaying the cunning and horrific leaders of a xenos host.

- Each time a model in this unit makes an attack against an enemy unit with the HQ Battlefield Role, re-roll a wound roll of 1.
- If you selected the HQ Battlefield Role for the Xenos Hunters Chapter Tactic (see *Codex: Space Marines*), each time a model in this unit makes an attack against an enemy unit with that Battlefield Role, you can re-roll the wound roll.

WARLORD TRAITS

If a **DEATHWATCH CHARACTER** model is your **WARLORD**, you can use the table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one.

1. VIGILANCE INCARNATE

In standing sentinel over a vital swathe of the Imperium, this warlord always knows the appropriate tactics to defeat a foe.

In your Command phase, you can select one friendly **DEATHWATCH CORE** unit within 6" of this **WARLORD**. Each time you do, select one Battlefield Role; until the start of your next Command phase, each time a model in that unit makes an attack against an enemy unit with that Battlefield Role, re-roll a wound roll of 1.

2. PARAGON OF THEIR CHAPTER

An exemplar of their former brotherhood, the commander is a hero who selflessly upholds their honour in every mission.

Select one Warlord Trait from the Chapter Warlord Traits (see *Codex: Space Marines*) for this **WARLORD**. Replace all instances of that Chapter's keyword on that Warlord Trait with **DEATHWATCH**. If this **WARLORD** has the heraldry of one of those Chapters (or, other than Crimson Fists, Black Templars and Flesh Tearers, one of their successor Chapters), you must select that Chapter's Warlord Trait. Note that this cannot be a Chapter Warlord Trait found in a Codex supplement.

3. NOWHERE TO HIDE (AURA)

This warlord has slain Hrud in their warrens, Kroot guerillas in their jungles and Necrons in their tombs. No alien can hide from his wrath.

In your Command phase, you can select one enemy unit on the battlefield. Until the start of your next Command phase, while a friendly **DEATHWATCH CORE** unit is within 6" of this **WARLORD**, each time a model in that friendly unit makes an attack against that enemy unit, it does not receive the benefit of cover to its saving throw against that attack.

4. OPTIMISED PRIORITY (AURA)

Endowed with preternatural strategic prowess, this warlord swiftly balances complex threat protocols.

While a friendly **DEATHWATCH CORE** or **DEATHWATCH CHARACTER** unit that is performing an action is within 6" of this **WARLORD**, that unit can make ranged attacks without that action failing.

5. CASTELLAN OF THE BLACK VAULT

Within the arsenals of the Deathwatch are masterpiece artefacts fashioned by the Imperium's greatest smiths and artificers. Those who guard these vaults are not afraid to make use of them.

When mustering your army, you can give one of the following Relics to this **WARLORD**: Adamantine Mantle; Artificer Armour; Mastercrafted Weapon; Digital Weapons. This is in addition to any other Relics they may have, and each Relic in your army must be unique.

6. THE TIES THAT BIND (AURA)

A legendary war leader whose vast experience has been earned over countless missions, this warlord personally assembles forces that are each a carefully crafted association of expertise, personalities and insight that fight as one.

- While a friendly **DEATHWATCH CORE** unit is within 6" of this **WARLORD**, you can re-roll Morale tests taken for that unit.
- In your Command phase, you can select one friendly **DEATHWATCH CORE** unit within 6" of this **WARLORD**. Until the start of your next Command phase, that unit gains the Objective Secured ability. If a model in that unit already has this ability, it counts as one additional model when determining control of an objective marker.

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters gains a Warlord Trait, they must have the one shown below.

Named Character

Chaplain Cassius
Codicier Natorian
Watch Captain Artemis

Warlord Trait

Optimised Priority
Nowhere to Hide
Vigilance Incarnate

RELICS

If your army is led by a **DEATHWATCH WARLORD**, you can, when mustering your army, give one of the following Relics of the Watch Fortresses to a **DEATHWATCH CHARACTER** model in your army instead of giving them a Relic from *Codex: Space Marines*. These are considered to be Chapter Relics for all rules purposes. Named characters and **VEHICLE** models cannot be given any of the following Relics.

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

THE BEACON ANGELIS

The Beacon Angelis was devised to guide the Deathwatch to the threshold of the alien adversary. Housed within a reliquary, it calls out to the warriors' augur arrays with the voices of a hundred electric cherubim, its summons so strong that it draws the righteous unto its locale regardless of what darkness may surround it.

Once per battle, if the bearer did not arrive as Reinforcements this turn, it can activate the Beacon Angelis. In the Reinforcements step of your Movement phase, you can select one friendly **DEATHWATCH INFANTRY** or **DEATHWATCH BIKER** unit that is either on the battlefield and did not arrive as Reinforcements this turn, is in a teleportarium chamber or is in Strategic Reserves. Remove that unit and set it up as Reinforcements wholly within 6" of the bearer and more than 9" away from any enemy models.

DOMINUS AEGIS

This artefact takes the form of an ornate tower shield; from its sculpted edge, it projects a hemispherical force field that protects all those within its reach. Carried to war by those kill teams expected to plunge into the heart of the xenos hordes, it has saved countless lives, the bearer and his team fighting to victory as the dome-like force field keeps the worst of the alien scum at bay.

Model with a storm shield, relic shield or combat shield only. This Relic replaces a storm shield, relic shield or combat shield.

- Add 1 to armour saving throws made for the bearer.
- The bearer has the following ability: '**Dominus Aegis (Aura)**: While a friendly **DEATHWATCH CORE** or **DEATHWATCH CHARACTER** unit is within 6" of the bearer, models in that unit have a 5+ invulnerable save.'

OSSEUS KEY

The ancient clavis known as the Osseus Key is said to be the most powerful of its kind. Where other such devices are made from sanctified platinum, the Osseus Key is made from the hand and finger bones of deceased Imperial Fist heroes that fought in the Horus Heresy, scrimshawed with inhuman care and imbued with the fiercest machine spirits of the age. No portal can bar its bearer from entry, and no xenos machine can stand before his wrath.

WATCH MASTER only. The bearer has the following aura abilities:

- While an enemy **VEHICLE** unit is within 12" of the bearer, each time a model in that unit makes an attack, subtract 1 from that attack's hit roll.

- While an enemy **VEHICLE** unit is within 12" of the bearer, subtract 1 from the Attacks characteristic of each model in that unit.

THE THIEF OF SECRETS

The power sword known as the Thief of Secrets is inhabited by a machine spirit that has an unquenchable thirst for knowledge. It has tasted the vitae of countless alien races, absorbing those liquids through auto-sanctified sanguinator-channels and codifying them through the honeycombed array of logicum cells within. The biological secrets of many xenos races have thus been laid bare, allowing the blade's user to modulate its power field, the better to slice through chitinous armour, rupture xenoform organs and burn out alien nervous systems with ease.

Model equipped with power sword, master-crafted power sword or xenophase blade only. This Relic replaces a power sword, master-crafted power sword or xenophase blade and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Thief of Secrets	Melee	Melee	+1	-4	1

Abilities: Each time an attack is made with this weapon, invulnerable saving throws cannot be made against that attack. Each time an attack made with this weapon is allocated to a **TYRANIDS**, **AELDARI**, **ORK**, **NECRONS** or **T'AU EMPIRE** model, that attack has a Damage characteristic of 2.

THE TOME OF ECTOCLADES

This grimoire, bound in the skin of the alien, holds the most powerful truths the Deathwatch have uncovered about their foes, both xenos and those who harbour them. The bearer can ascertain the vulnerabilities of those he is about to face – such knowledge has, in the past, saved not only the book's custodian but entire worlds.

Once per battle, in your Command phase, you can use the Tome of Ectoclades. If you do, select one datasheet used by a unit from your opponent's army. Until the start of your next Command phase, the bearer has the following ability: '**Tome of Ectoclades (Aura)**: While a friendly **DEATHWATCH CORE** unit is within 6" of the bearer, each time a model in that unit makes an attack against a unit belonging to the selected datasheet, you can re-roll the wound roll.'

ADAMANTINE MANTLE

Though few of these flowing cloaks bear much more than cryptic watch fortress symbolism or simple patterns of office, within their fabric are hidden threads of braided adamantine that can withstand even the most determined enemy attack.

Each time the bearer would lose a wound, roll one D6: on a 5+, that wound is not lost.

MASTER-CRAFTED WEAPON

Worked upon by the watch fortress' experienced Techmarines, occupying the entire lives of mortal artificers and calibrated by specially sanctioned tech-magi, these priceless weapons are commissioned to honour the confirmed eradication of especially significant xenos horrors.

When you select this Relic, select one weapon the bearer is equipped with (this cannot be a Relic or a weapon whose profile includes the word 'master-crafted'). Add 1 to the Damage characteristic of that weapon. That weapon is considered to be a Chapter Relic.

DIGITAL WEAPONS

Digital weapons are concealed armaments fitted into ornamentation, bionic implants or the knuckles of a power-armoured gauntlet. Some fire high-powered lasers, toxin-coated nano-needles or far less common ammunition; the Deathwatch possess a great deal of undisclosed technology.

Each time the bearer fights, it can make 1 additional attack using the close combat weapon profile (see the Warhammer 40,000 Core Book). Each time you make that attack, if a hit is scored, the target suffers 1 mortal wound and the attack sequence ends.

ARTIFICER ARMOUR

Crafted by the finest artificers to the highest specifications, these ornate suits of armour provide superior protective capabilities that rival even Terminator plate. Some are engraved with depictions of the vile creatures the wearer has struck down during his long vigil.

The bearer has a Save characteristic of 2+ and has a 5+ invulnerable save.

THE BLACKWEAVE SHROUD

This hypermorphic bodyglove of uncertain origin is worn beneath a warrior's armour, extending autonomous microfilaments that reinforce the ports to the wearer's black carapace. It forms a fibrous medium that shields the warrior's most vital biosystems.

- Add 1 to the Toughness characteristic of the bearer.
- Each time the bearer would lose a wound as a result of a mortal wound, roll one D6: on a 4+, that wound is not lost.

SPEAR OF THE FIRST VIGIL

This ancient vigil spear was presented to the first Watch Masters of the Deathwatch at the time of the Chapter's founding. Wound around its shaft in nano-script a molecule thick is the earliest known and most extensive example of the Litany Xenomortis; some verses are so archaic and esoteric that their true meaning is now unknown.

Model equipped with vigil spear only. This Relic replaces a vigil spear and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Spear of the First Vigil (shooting)	24"	Rapid Fire 2	4	-1	2
Spear of the First Vigil (melee)	Melee	Melee	+2	-3	3

Abilities (shooting profile only): Special-issue Ammunition (pg 50)

THE SOUL FORTRESS

This psychoreactive coif enhances the wearer's natural repugnance for his foes into a radiating barrier that rejects insidious mental incursion and dampens the spiritual manipulations of the xenos. With the Soul Fortress, xenos-hunting Librarians have delved into the dens of psychically gifted alien horrors without fear of taint, their minds girded against auras of soul-draining enervation.

LIBRARIAN model only.

- Each time a Psychic test is taken for the bearer, you can ignore any and all modifiers to that test.
- Increase the range of the bearer's Psychic Hood ability to 24".

BANEVOLTS OF ERYXIA

Arch-Magister Eryxia spent her entire life in search of the perfect bolt shell. She spent decades working with the Deathwatch, perfecting not only the specialist ammunition of their Chapter, but also their magazines. Some of her finest creations are still extant, housed within ammunition clips chased in platinum. Whatever the nature of the foe, just one of Eryxia's Banebolts, when delivered to the centre mass, can slay its target in a second.

When you select this Relic, select one bolt weapon (see *Codex: Space Marines*) the bearer is equipped with. When that model is chosen to shoot with, you can choose for that weapon to fire a Banebolt of Eryxia. If you do, you can only make one attack with that weapon, but that attack has a Strength characteristic of 6, an AP characteristic of -2 and a Damage of 3.

VHORKAN-PATTERN AUSPICATOR

This omnikinoptic device was the only one of its kind to escape the purge that saw its creator executed. Telian Vhorkan, an accomplished scoptocrat, created this scryer unit by incorporating his unwilling underlings into the auspicator's enmeshed logic drives. From there, they plot oracular dynamics and feed the prophetic data to nearby receivers.

The bearer has the following ability: **'Omnikinopticon (Aura):** While a friendly **DEATHWATCH CORE** unit is within 6" of the bearer, each time a model in that unit makes a ranged attack against a unit that can **FLY**, add 1 to that attack's hit roll.

ARTIFICER BOLT CACHE

The greatest hunters of the Deathwatch may be gifted with autocalibrated bolts of exquisite and varied lethality, each uniquely forged for their personal weapons.

Bolt weapons (see *Codex: Space Marines*) that the bearer is equipped with gain the Special-issue Ammunition ability (pg 50).

EYE OF ABIDING

This dark bronze bionic eye appears to be far in advance of any Imperial technology; its hidden workings contain a seemingly endless array of multiwave lenses, entropic filters and pan-dimensional vitreous humours that cast aside the densest veil.

- Each time the bearer makes an attack, you can ignore any and all hit roll, wound roll, Ballistic Skill and Weapon Skill modifiers for that attack.
- Each time the bearer makes an attack, on an unmodified would roll of 6, invulnerable saving throws cannot be made against that attack.

XENOPURGE DISCIPLINE

PSYKER models in **DEATHWATCH** Detachments can know all of their psychic powers from the Xenopurge discipline instead of the Librarius or Obscuration disciplines (see *Codex: Space Marines*). Before the battle, generate the psychic powers for **PSYKER** models that know powers from the Xenopurge discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the **PSYKER** knows.

1. PREMORPHIC RESONANCE

The psyker peers into the timeless eddies of the warp, seeing future echoes of whatever sinuous, scuttling or bounding movements the enemy will make before imprinting this foreknowledge into the minds of his brothers to guide their aim.

Blessing: *Premorphic Resonance* has a warp charge value of 6. If manifested, select one friendly **DEATHWATCH** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase:

- Any Overwatch attacks made by that unit score hits on rolls of 5+.
- If that unit starts the Fight phase within Engagement Range of any enemy models, it can fight first that phase.
- Each time a melee attack is made by a model in that unit, add 1 to that attack's hit roll.

2. FORTIFIED WITH CONTEMPT

Fanning the fires of the Deathwatch's hatred into an inferno of contempt, the psyker instils a feeling of such vehement disgust in his brothers that they shrug off the direst of injuries in their determination to exact their vigil's vow.

Blessing: *Fortified With Contempt* has a warp charge value of 6. If manifested, select one friendly **DEATHWATCH INFANTRY** or **DEATHWATCH BIKER** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time a model in that unit would lose a wound, roll one D6: on a 5+, that wound is not lost.

3. NEURAL VOID

The psyker assails the target with a void-black darkness upon their minds, woven from psychomantic shadow. Mental cohesion and coordination begin to break down, orders become garbled and impetus blunted.

Malediction: *Neural Void* has a warp charge value of 7. If manifested, select one enemy unit within 18" of this **PSYKER**. Until the start of your next Psychic phase:

- Subtract 1 from the Attacks characteristic of models in that unit.
- Each time a charge is declared for that unit, only the closest enemy unit can be selected as the target of that charge.

4. PSYCHIC CLEANSSE

Before the empyric might of the psyker, teeming throngs of lesser minds are swept aside in a purgation that purifies the unclean.

Witchfire: *Psychic Cleansse* has a warp charge value of 6. If manifested, roll one D6 for each enemy model within 9" of this **PSYKER**: on a 6, that model's unit suffers 1 mortal wound.

5. MANTLE OF SHADOW

The psyker draws a shadow over his allies, shrouding their presence from enemy senses and assuring the completion of priority missions without detection.

Blessing: *Mantle of Shadow* has a warp charge value of 6. If manifested, select one friendly **DEATHWATCH INFANTRY** unit within 12" of this **PSYKER**. Until the start of your next Psychic phase, if that unit does not shoot or declare a charge, enemy models cannot target that unit with ranged attacks unless they are within 12" of it or it is the closest eligible unit.

6. SEVERANCE

The psyker has trained his powerful mind to single out entities from which his foes gain their strength, snipping their influence with his razored thoughts. In an instant, commanding screeches fade to whimpers, inspiring presences falter and communications vomit babbling nonsense.

Malediction: *Severance* has a warp charge value of 7. If manifested, select one enemy **CHARACTER** unit within 18" of this **PSYKER**.

- That unit suffers 1 mortal wound.
- Until the start of your next Psychic phase, reduce the range of that unit's aura abilities by 3" (if the result of the Psychic test was greater than that **CHARACTER** unit's Leadership characteristic, then until the start of your next Psychic phase, enemy units cannot benefit from that unit's aura abilities).

CHAPTER APPROVED RULES

If every model in your army (excluding **AGENTS OF THE IMPERIUM** and **UNALIGNED** units) has the **DEATHWATCH** keyword, and your **WARLORD** has the **DEATHWATCH** keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the **DEATHWATCH** secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission etc.).

BATTLEFIELD SUPREMACY

THE LONG VIGIL

Progressive Objective

The Deathwatch stand sentinel over some of the most heavily infested and dangerous stretches of the Imperium. They have guarded these sites for millennia against horrors uncounted. Their vow to stand firm is at the heart of their vigil and they will see their enemies dead before they give it up.

Score 5 victory points at the start of your Command phase if there are no enemy units (excluding **AIRCRAFT**) within 6" of your deployment zone and there is at least one **DEATHWATCH** unit (excluding **AIRCRAFT**) from your army wholly within your deployment zone. You cannot score this secondary objective during the first battle round.

PURGE THE ENEMY

CULL ORDER

End Game Objective

Sometimes the subtlety and finesse of a blade slid between alien ribs must be supplemented by discriminative but far wider extermination protocols. Target priorities switch in an instant as specific segments of the enemy hierarchy are methodically eliminated.

If you selected this secondary objective, then after both sides have finished deploying, starting with your opponent, both players alternate selecting Battlefield Roles (HQ, Troops, etc.) from the units in their opponent's army until three different Battlefield Roles have been selected. If their opponent's army does not include units with three Battlefield Roles, select as many as possible.

At the end of the battle, for each Battlefield Role that was selected, score 5 victory points if every enemy unit in your opponent's army with that Battlefield Role has been destroyed.

SHADOW OPERATIONS

CRIPPLE STRONGHOLD

Progressive Objective

The Deathwatch do not just slay, they painstakingly disassemble every asset of their enemies. Infrastructure is sabotaged, brood dens are torched and the creatures' every means of propagation, proselytism and survival is sundered, decontaminated and wiped from existence.

If you selected this secondary objective, then after both sides have finished deploying, your opponent must select one objective marker on the battlefield to be the location of their Stronghold objective marker (if any objective markers are wholly within your opponent's deployment zone, one of these must be selected to be the Stronghold objective marker).

If you selected this secondary objective, then **DEATHWATCH INFANTRY** units from your army can attempt the following action, as described in the Warhammer 40,000 Core Book:

Cripple Stronghold (Action): One **DEATHWATCH INFANTRY** unit from your army can start to perform this action at the end of your Movement phase if it is within range of the Stronghold objective marker and no enemy units (excluding **AIRCRAFT**) are within range of that objective marker. This action is completed at the start of your next Command phase so long as the unit performing the action is still within range of the same objective marker.

Score 6 victory points each time a unit from your army successfully completes this action.

NO MERCY, NO RESPITE

SUFFER NOT THE ALIEN

End Game Objective

Every tool at their disposal, every scrap of hard-won knowledge, is sharpened upon the whetstone of the Deathwatch's hatred of the alien. They will not rest until the galaxy is free from the xenos' stench.

Score 1 victory point at the end of the battle for each enemy **TYRANIDS**, **AELDARI**, **ORK**, **NECRONS** and **T'AU EMPIRE** unit destroyed by a **DEATHWATCH** unit from your army during the battle.

CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with the Deathwatch, such as Agendas, Battle Traits and Crusade Relics that are bespoke to Deathwatch units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This content, available exclusively to the Deathwatch, is in addition to the Crusade rules found in *Codex: Space Marines*, and contains the following sections:

AGENDAS

Deathwatch units attempt to achieve unique Agendas in Crusade battles, which can be found on page 43. These Agendas reflect the unique goals of Deathwatch armies on the battlefield and help to reflect their particular methods of waging war. You can find out more about Agendas in Crusade mission packs, such as that presented in the Warhammer 40,000 Core Book.

REQUISITIONS

Crusade armies that include any Deathwatch units have access to a number of additional Requisitions, suited to their methods of waging war. You can find these on page 44.

BATTLE TRAITS

Deathwatch units can be given one of the Battle Traits presented on page 45 as they gain experience and are promoted in your Crusade force. These help to better reflect the unique upgrades and Battle Honours that are bestowed to Deathwatch units.

MASTERS OF THE SPECIALISMS

Masters of the Specialisms, presented on page 46, is a new type of Battle Honour that can be bestowed to Deathwatch character units. They help to reflect the specialist nature of the Deathwatch, with each Master of the Specialisms being recognised as an expert in conducting certain missions.

BATTLE SCARS

If a Deathwatch unit gains a Battle Scar, you can select one from those presented on page 47, so long as the condition of that Battle Scar has been met. These Battle Scars represent the unique challenges and afflictions of the Deathwatch, and help to add further character to your Crusade force.

SPECIAL-ISSUE EQUIPMENT

Special-issue Equipment, presented on page 48, is a new category of Battle Honour available to Deathwatch units. They allow you to equip your units with the unique and specialised wargear that the Deathwatch are renowned for.

CRUSADE RELICS

In addition to the Crusade Relics presented in the Warhammer 40,000 Core Book and *Codex: Space Marines*, Deathwatch character units have access to a collection of unique Crusade Relics described on page 49.



AGENDAS

If your Crusade army includes any **DEATHWATCH** units, you can select one Agenda from the Deathwatch Agendas listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

SECURE XENOTECH

Deathwatch Agenda

Some powerful xenos artefacts must be analysed, some must be destroyed, while others lie like some hideous jewel or prize. They call out with alluring signals, pulses of empyric power or chemical trails to those of their own kind, or one of the countless acquisitive and corruptible enemies of Mankind. They must be secured at all costs!

If you selected this Agenda, then after both sides have finished deploying, your opponent must set up one objective marker anywhere on the battlefield that is not within their own deployment zone. This objective marker represents the Xenotech, but does not count as an objective marker for any other rules purposes. **DEATHWATCH INFANTRY** units from your army can perform the following action, as described in the Warhammer 40,000 Core Book:

Secure Xenotech (Action): At the end of your Movement phase, one **DEATHWATCH INFANTRY** unit from your army can start to perform this action if it is within 3" of the Xenotech objective marker and no enemy units (excluding **AIRCRAFT**) are within 3" of that objective marker. This action is completed at the start of your next Command phase. If completed, remove the Xenotech objective marker from the battlefield.

- If a unit completed this action, it gains 3 experience points.
- If that unit is also wholly within your deployment zone at the end of the battle, it gains 5 experience points instead and, before your next battle, you can use either the Relic Requisition or the Bestowed in Honour and Necessity Requisition (pg 44) once for 0RP.

WATCH ETERNAL

Deathwatch Agenda

The xenos crawl from the outer dark, out of shadowy holes, from unlit hovels and across the barriers from hellish subrealms, eagerly grasping for the Emperor's light. Throw them back, stand your vigil and let not one pass.

At the end of the battle, if there are no enemy units within 6" of your deployment zone (excluding **AIRCRAFT**), each **DEATHWATCH** unit from your army that was not destroyed during the battle gains 2 experience points.

'Do not ask, "Why kill the alien?"

Rather ask, "Why not?"

- Watch Captain Artemis,
Watch Company Tertius, Talasa Prime

SUFFER NOT THE ALIEN

Deathwatch Agenda

The Emperor's realm recoils at the unnatural presence of the alien. Those who know of the Deathwatch are thankful that the battle-brothers do not.

You can only select this Agenda if your opponent's army includes any **TYRANIDS**, **AELDARI**, **ORK**, **NECRONS** or **T'AU EMPIRE** units.

Keep a Suffer Not The Alien tally for each unit from your army. Add 1 to a unit's Suffer Not The Alien tally each time it destroys an enemy **TYRANIDS**, **AELDARI**, **ORK**, **NECRONS** or **T'AU EMPIRE** unit.

Each unit gains 1 experience point for every 2 marks on its Suffer Not The Alien tally.

STRENGTH FROM DIVERSITY

Deathwatch Agenda

Stretched thin across the breadth of the Imperium, all Deathwatch are equipped to adapt to changing threats.

Keep a Ranged tally for each unit from your army. Add 1 to a unit's Ranged tally each time it destroys an enemy unit with a ranged attack.

Keep a Melee tally for each unit from your army. Add 1 to a unit's Melee tally each time it destroys an enemy unit with a melee attack.

If a unit has at least 1 mark on its Ranged tally and at least 1 mark on its Melee tally, it gains 2 experience points.

XENOPSYKER ASSAULT

Deathwatch Agenda

There is little as disturbing about the xenos as their alien thoughts, and perhaps none of their number as horrific as those who can manifest their sickening notions into reality.

You can only select this Agenda if your opponent's army includes any **TYRANIDS PSYKER**, **AELDARI PSYKER** or **ORK PSYKER** units.

Keep a Xenopsyker Assault tally for each unit from your army. Add 1 to a unit's Xenopsyker Assault tally each time a unit passes a Deny the Witch test as a result of a **TYRANIDS PSYKER**, **AELDARI PSYKER** or **ORK PSYKER** unit attempting to manifest a psychic power. Add 2 to a unit's Xenopsyker Assault tally each time it destroys a **TYRANIDS PSYKER**, **AELDARI PSYKER** or **ORK PSYKER** unit.

Each unit gains a number of experience points equal to its Xenopsyker Assault tally.

It matters not to me that these creatures employ warp sorcery or that they worship the abominations of Chaos. Long before succumbing to such vile corruption, their existence as xenos had already damned them.



3 am the sentinel that guards Aflamb's frontier. 3 am the watcher that reveals gene-traitors. 3 am the hunter that strikes the predator. 3 am the flame that cleanses the strata of vermin.

REQUISITIONS

If your Crusade force includes any **DEATHWATCH** units, you can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book and *Codex: Space Marines*.

BESTOWED IN HONOUR AND NECESSITY 1RP

Those who have risen to lead within the Deathwatch are heroic and valiant warriors, fitting custodians indeed for the esoteric and deadly relics of the watch fortresses.

Purchase this Requisition when you add a Crusade card for a **DEATHWATCH** unit to your Order of Battle, or when a **DEATHWATCH** unit from your Order of Battle gains a rank. You can use the Relic Requisition on that unit without spending any extra Requisition points (see the Warhammer 40,000 Core Book). Select one model in that unit that has the word 'Sergeant' in their profile. For the purposes of the Relic Requisition, treat that model as if it were a **CHARACTER**. The Relic that model gains must be one of the following: Artificer Armour; Master-crafted Weapon; Digital Weapons; Banebolts of Eryxia; Artificer Bolt Cache.

KILL TEAM SPECIALISM 1RP

There are those who are expert in their watch fortress' manifold battle tactics, and those whose focus is legend.

Purchase this Requisition when a **KILL TEAM** unit (excluding **KILL TEAM CASSIUS**) from your army gains a rank of Battle-hardened or higher. You can upgrade that unit with a Kill Team Specialism (pg 36); increase its Power Rating accordingly and make a note on its Crusade card. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

EXPIATION IN VIGIL 1RP

With no expectation of reunion with former brotherhoods, a Black Shield's vigil is undertaken with an iron will.

Purchase this Requisition when you add a Crusade card for a **DEATHWATCH CORE** unit to your Order of Battle. Select one model in that unit that is not a Black Shield or has the word 'Sergeant' in their profile; that model becomes a Black Shield. Change its Weapon Skill characteristic to 2+ and add 1 to its Wounds and Attacks characteristic. For the purposes of the Atonement Through Honour Stratagem, that model is considered a Black Shield model. Make a note of the model you selected on that unit's Crusade card.

REARM, REFORM, REDEPLOY 1RP

The highly versatile capacity of Deathwatch kill teams sees their composition and equipment alter mid-assignment.

Purchase this Requisition either before or after a battle. Select one of the following **KILL TEAM** units from your Crusade force. You can reconfigure the wargear options of any models in that unit. In addition, you can remove any number of optional models from that unit; for each model that you remove, you must add a new model to the unit following the usual restrictions specified on that unit's datasheet. You cannot make any changes that would cause your total Power Level to exceed your Crusade force's Supply Limit. Once you have made all changes to that unit, adjust its Crusade card accordingly.

Roaring over the blackened surface of a world already liberated once from the Aeldari, Veteran Bikers unleash a deafening hail of shells. An unerring cascade of death rips towards the revenant xenos, aiming to remind them exactly whose ascendancy has long since died.



BATTLE TRAITS

When a **DEATHWATCH** unit gains a Battle Trait, you can use one of the tables below. If you do, roll one D6 and consult the appropriate table to randomly determine what Battle Trait the unit gains, or choose a Battle Trait from the appropriate table that tells the best narrative for your unit. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book or *Codex: Space Marines*.

DEATHWATCH WATCH MASTER AND CAPTAIN UNITS ONLY

D6 TRAIT

Voice of Experience

Having led countless successful missions, this commander's weighty authority is a tangible presence felt far and wide.

- 1-3 At the start of your Command phase, you can select one friendly **DEATHWATCH** unit within 6" of this model. Until the end the turn, that unit is always considered to be within range of this model's aura abilities.

Executioner Emeritus

This officer's vigil has lasted many long years; he is a veteran amongst veterans and he knows the weaknesses and frailties of more foes than most living Space Marines.

- 4-6 Each time this model makes an attack, improve the Armour Penetration characteristic of that attack by 1.

DEATHWATCH CHAPLAIN UNITS ONLY

D6 TRAIT

Perpetual Repugnance

Hate for the xenos fuels this Chaplain's bombastic and blood-filled recitations.

- 1-3 Each time this model recites a litany, if it is within 12" of a **TYRANIDS**, **AELDARI**, **ORK**, **NECRONS** or **T'AU EMPIRE** unit, that litany is automatically inspiring (do not roll).

Promulgator of the Litany

This soul warden has selflessly studied the tenets of every warrior under his care that he might heal any divisions. Deeply respected by all, the Chaplain unites the spirits of his battle-brothers with the Litany Xenomortis.

- 4-6 Add 6" to the range of this model's Spiritual Leaders ability.

DEATHWATCH LIBRARIAN UNITS ONLY

D6 TRAIT

Scholar of the Forbidden Librarius

This psyker's mind is as adaptable as their Chapter's tactics.

- 1-3 At the beginning of each battle, this model can replace its *Smite* psychic power with one psychic power from the *Xenopurge* discipline. It knows that power until the end of that battle.

Mental Duellist

This Librarian has sustained an extended vigil; his seasoned empyric senses have been honed to a weapon that has engaged in many mind-wars with xenos witches.

- 4-6 Once in each of your opponent's Psychic phases, you can re-roll one Deny the Witch test taken for this model.

DEATHWATCH UNITS ONLY (EXCLUDING VEHICLES)

D6 TRAIT

Duty's Bond

As each Space Marine originates from a warrior brotherhood, it is in the fires of battle – shedding xenos blood at each other's side – that true bonds of fellowship are forged.

- 1 Each time this unit is selected for the Brotherhood of Veterans Stratagem, that Stratagem costs OCP to use.

Unwavering Enmity

The Deathwatch sustain their hatred, feeding the fires of their wrath to illuminate the dark galaxy.

- 2 While this unit is within Engagement Range of a **TYRANIDS**, **AELDARI**, **ORK**, **NECRONS** or **T'AU EMPIRE** unit, it is always treated as having made a charge move for the purposes of the Shock Assault ability [see *Codex: Space Marines*].

Chosen Prey

These veterans have raised the slaying of a particular breed to a high art, the creatures' every flaw and weakness known to them.

- 3 When a unit gains this Battle Trait, select one of the following Faction keywords: **TYRANIDS**; **AELDARI**; **ORK**; **NECRONS**; **T'AU EMPIRE**. Each time a model in this unit makes an attack against an enemy unit with that keyword, add 1 to that attack's hit roll.

Rapid Appraisal

Utilising their subliminal psychoconditioning, the most experienced veterans identify their target and select and load the relevant shell with an effortless and lethal speed.

- 4 Each time this unit is selected for the Special-issue Loadout Stratagem, that Stratagem costs OCP to use.

Mobile Hunters

The Deathwatch know more than most how the xenos cannot simply be waited for; they must be hunted down, swiftly and remorselessly.

- 5 For the purposes of the Bolter Discipline ability [see *Codex: Space Marines*], this unit always counts as having Remained Stationary.

Special Operations

Often do Deathwatch kill teams operate alone and unsupported deep inside xenos lines. There, they maintain the primacy of mission objectives, for they understand the threat they face.

- 6 While this unit is within the opponent's deployment zone, it has the Objective Secured ability (if this unit already has the Objective Secured ability, then for the purposes of determining which player controls an objective marker, each model in this unit counts as two models).

MASTERS OF THE SPECIALISMS

Masters of the Specialisms are a new type of Battle Honour that can be given to **DEATHWATCH CAPTAIN** models and **DEATHWATCH WATCH MASTER** models. When a **DEATHWATCH CAPTAIN** or **DEATHWATCH WATCH MASTER** model from your army would gain a Battle Honour, you can instead choose for it to gain one of the Master Specialisms listed below. As with any Battle Honour, make a note on the unit's Crusade card when it gains a Master Specialism, and increase its Crusade points total by 1.

Each **DEATHWATCH CAPTAIN** model can only have a single Master Specialism, and your Order of Battle cannot include more than one **DEATHWATCH CAPTAIN** model with the same Master Specialism (e.g. you cannot have two **DEATHWATCH CAPTAIN** models with the Master Venator Specialism). Watch Masters are veteran members of the Deathwatch with countless years of experience and expertise. **DEATHWATCH WATCH MASTER** models can have more than one Master Specialism.

MASTER VENATOR

A peerless hunter, a Master Venator pre-empts the enemy's swift movements, directing his warriors in a combination of ambush, encirclement and interweaving fire patterns that none escape.

- This model is upgraded with the **VENATOR** Specialism (pg 36). This does not increase this model's Power Rating further.
- After each battle, if this model is part of your Crusade army, select one **DEATHWATCH CORE** unit from your Crusade army that destroyed an enemy unit with the Fast Attack or Flyer Battlefield Roles during that battle. If that unit is Marked for Greatness after the battle, as described in the Warhammer 40,000 Core Book, it gains 5 experience points instead of 3.

MASTER MALLEUS

Masters Malleus follow in the footsteps of the famed Watch Captain Brontos. They know the patterns of power relays, exposed ganglions and volatile fluids whose penetration can silence heavy guns and down the most monstrous of xenos.

- This model is upgraded with the **MALLEUS** Specialism (pg 36). This does not increase this model's Power Rating further.
- After each battle, if this model is part of your Crusade army, select one **DEATHWATCH CORE** unit from your Crusade army that destroyed an enemy unit with the Heavy Support, Lord of War or Dedicated Transport Battlefield Roles during that battle. If that unit is Marked for Greatness after the battle, as described in the Warhammer 40,000 Core Book, it gains 5 experience points instead of 3 (it gains +6 experience points instead if any of those destroyed units had the Lord of War Battlefield Role).

MASTER DOMINATUS

Exploiting the weaknesses of the enemy's hulking or specialist praetorians is the expertise of a Master Dominatus. The foe's prized assets are dismantled through his vast knowledge.

- This model is upgraded with the **DOMINATUS** Specialism (pg 36). This does not increase this model's Power Rating further.
- After each battle, if this model is part of your Crusade army, select one **DEATHWATCH CORE** unit from your Crusade army that destroyed an enemy unit with the Elites Battlefield Role during that battle. If that unit is Marked for Greatness after the battle, as described in the Warhammer 40,000 Core Book, it gains 5 experience points instead of 3.

MASTER AQUILA

The tenets of a Master Aquila draw upon a wealth of ancient data and personal experience, but also upon an ability to correlate, strategise and assess rapidly and repeatedly, often on instinct. A Master Aquila is an exemplar of the Deathwatch's adaptability.

- This model is upgraded with the **AQUILA** Specialism (pg 36). This does not increase this model's Power Rating further.
- After each battle, if this model is part of your Crusade army, select one **DEATHWATCH CORE** unit from your Crusade army that destroyed an enemy unit during that battle. If that unit is Marked for Greatness after the battle, as described in the Warhammer 40,000 Core Book, it gains 4 experience points instead of 3.

MASTER FUROR

Furor tactics are one of the most fundamental of the Chapter's doctrines. One feted as a Master Furor is the bane of heinous multitudes, orchestrating dismemberment on vast scales.

- This model is upgraded with the **FUROR** Specialism (pg 36). This does not increase this model's Power Rating further.
- After each battle, if this model is part of your Crusade army, select one **DEATHWATCH CORE** unit from your Crusade army that destroyed at least two enemy units with the Troops Battlefield Role during that battle. If that unit is Marked for Greatness after the battle, as described in the Warhammer 40,000 Core Book, it gains 5 experience points instead of 3.

MASTER PURGATUS

Masters Purgatus are far more than visceral executioners. They stoke sedition in enemy hierarchies, despatch assets to cut off escape routes and deploy sniper teams for perfect head shots.

- This model is upgraded with the **PURGATUS** Specialism (pg 36). This does not increase this model's Power Rating further.
- After each battle, if this model is part of your Crusade army, select one **DEATHWATCH CORE** unit from your Crusade army that destroyed an enemy unit with the HQ Battlefield Role during that battle. If that unit is Marked for Greatness after the battle, as described in the Warhammer 40,000 Core Book, it gains 5 experience points instead of 3.

Named Characters

Watch Captain Artemis always has the **FUROR** Specialism. This does not increase his Power Rating or Crusade points.

BATTLE SCARS

Excluding **CHARACTER** units, each time a **DEATHWATCH INFANTRY** or **DEATHWATCH BIKER** unit gains a Battle Scar, you can select a Battle Scar from those listed below instead of using the table in the Warhammer 40,000 Core Book. All the normal rules for Battle Scars apply (e.g. a unit cannot have more than six Battle Scars). As with any Battle Scar, make a note on the unit's Crusade card, but unlike other Battle Scars, do not decrease a unit's Crusade points for acquiring one of the Battle Scars listed below.

BRING NOT SHAME TO YOUR CHAPTER

Believing they have sullied their respective Chapters' names, these warriors fight with wild abandon to reclaim their honour.

You can only select this Battle Scar if the unit gained no more than 1 experience point from the battle.

- In your Shooting phase, each time this unit is selected to shoot, roll one D6: on a 1, until the end of the phase, models in this unit can only target the closest eligible enemy unit.
- In your Charge phase, each time this unit declares a charge, roll one D6: on a 1, until the end of the phase, this unit can only select the closest enemy unit as the target of its charge.
- You can select this unit as the target of the Atonement Through Honour Stratagem (pg 34), even if it does not contain a Black Shield. If this unit does contain a Black Shield model, that Stratagem costs 0CP if it is this **DEATHWATCH** unit that is selected.

A BROTHERHOOD IN TURMOIL

Tensions that were once mastered resurface and volatile brothers clash, crippling team cohesion and stoking a simmering rage.

You can only select this Battle Scar if you lost the battle.

- Add 1 to the Strength characteristic of models in this unit.
- Add 1 to Advance and charge rolls made for this unit.
- Apply the effects of the Disgraced and Mark of Shame Battle Scars (see the Warhammer 40,000 Core Book) to this unit. Note that the effects of these Battle Scars do not count as additional Battle Scars for this unit.

XENOPHOBIC FURORE

A seething hatred for their xenos tormentors drives out of these warriors' minds all thoughts save furious retribution.

You can only select this Battle Scar if the unit was destroyed by a **TYRANIDS**, **AELDARI**, **ORK**, **NECRONS** or **T'AU EMPIRE** unit. When a unit gains this Battle Scar, make a note of the Faction keyword of the enemy unit that destroyed this unit on its Crusade card. While there are any units on the battlefield with the Faction keyword noted:

- Add 1 to the Attacks characteristic of models in this unit.
- This unit cannot perform actions.
- Models in this unit are ignored for the purposes of determining who controls objective markers.

As the Imperium wages vast battles across the surface of Ghorja Forge against the ravenous Tyranids, Kill Team Ulandres defends the vital geothermal mines against Genestealer infiltrators. Xenos ichor drips through to the lower levels as the Deathwatch enact Furor tactics.



SPECIAL-ISSUE EQUIPMENT

When a **DEATHWATCH INFANTRY** or **DEATHWATCH BIKER** unit gains a Battle Honour, you can select one from the following categories instead of selecting one from the Warhammer 40,000 Core Book or *Codex: Space Marines*. If you do, roll one D6 and consult your chosen table below to randomly determine what item of Special-issue Equipment the unit gains, or choose one that tells the best narrative for your unit.

A unit cannot have more than one item from each of these categories. Models in a unit do not have to be equipped with a weapon that has the Special-issue Ammunition ability in order to gain an item from the Special-issue Ammunition category (they could still make use of this item with the Special-issue Loadout Stratagem – see page 35). As with any Battle Honour, make a note on the unit's Crusade card when it gains an item of Special-issue Equipment and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

SPECIAL-ISSUE WARGEAR

D6 WARGEAR

- | | |
|---|--|
| 1 | <p>Onyx-class Blind Grenades
These miniaturised canisters spew a dense cloud of opaque gas and refractive filaments that shroud a kill team's operatives.
This unit gains the SMOKESCREEN keyword.</p> |
| 2 | <p>Dragonheart Charges
The origins of these devices – each fusing a cryptic chemical reaction producing a 'living' plasma – reside in a city-sized, multi-layered tank many miles under the surface of Vorg II.
This unit gains the MELTA BOMB keyword.</p> |
| 3 | <p>Neurostun Grenades
These detonate in a vapour of metallic dust through which runs a painful electrostatic charge able to disrupt the senses.
This unit gains the SHOCK GRENADES keyword.</p> |
| 4 | <p>Heuristic Revelators
These vigilant machine spirits are housed in auspicators or gun sights, granting access to extra targeting data and hissing in binharic condemnation at every cowering enemy.
Each time a model in this unit makes a ranged attack against an enemy unit within 18" of it, the target does not receive the benefit of cover to its saving throw against that attack.</p> |
| 5 | <p>Teleport Transponders
Such technology is rarely made, but rather hoarded, each transponder a unique artefact. Some hide in armour flourishes, are worked into signet rings or even form revered sigils.
Each model in this unit gains the Teleport Strike ability.</p> |
| 6 | <p>Soultrawl Divinator
These powerful scanners, worked into handheld units or perhaps mounted on armoured forearms, are thought to detect the malevolent intent that stains an enemy's spirit.
The cost of the Auspex Scan Stratagem is 1CP if it is this unit that is selected. Each time this unit is selected for the Auspex Scan Stratagem, it can target a unit within 18" instead of 12".</p> |

Items from the category below are considered additional special-issue ammunition types to those presented on page 50. If a unit has an item from the category below, each time you choose for a model in that unit to fire special-issue ammunition, you can use that ammunition type instead of one of the ones presented on page 50.

SPECIAL-ISSUE AMMUNITION

D6 AMMUNITION

- | | |
|---|--|
| 1 | <p>Derevenant Shells
Developed by Deathwatch survivors from Fort Volossia, these bolts contain a cyclic temporal core found to disrupt Necron reanimation long enough for their remains to vanish entirely.
Each time an attack made with a weapon firing this special-issue ammunition destroys a NECRONS model, until the end of the phase, a Reanimation Protocol roll cannot be made for that model.</p> |
| 2 | <p>Helspears
Many are the entities – xenos and otherwise – that hide behind the warp's corrupting power. Sheathed in a proscribed material, these bolts can pierce their hellish defences.
Each time an attack is made with a weapon firing this special-issue ammunition against a DAEMON or PSYKER unit, invulnerable saving throws made against that attack are only successful on an unmodified roll of 6.</p> |
| 3 | <p>Tempest Bolts
Seething with barely constrained voltaic wrath, these bolts detonate in a crackle of coruscating energy that worms its way into every delicate system of enemy war engines.
Each time an attack is made with a weapon firing this special-issue ammunition, subtract 6" from the Range characteristic of that attack, and if the target of that attack is a VEHICLE unit, an unmodified wound roll of 4+ is always successful.</p> |
| 4 | <p>Metal Storm Frag Shells
Replacing the usual mass-reactive tip with a proximity detonator, these shells erupt in a blizzard of slicing shards.
Each time an attack is made with a weapon firing this special-issue ammunition, that attack has a Type characteristic of Assault D3 and the Blast ability.</p> |
| 5 | <p>Thermic Penetrator Rounds
Supplemented by thermic acceleration, these bolts are released at hypervelocities that result in near instant hits.
Each time an attack is made with a weapon firing this special-issue ammunition, add 1 to that attack's hit roll and improve the Armour Penetration characteristic of that attack by 1 (this is cumulative with the Armour Penetration characteristic bonus conferred by the Combat Doctrines ability).</p> |
| 6 | <p>Inertial Fusion Bolts
A series of micro vacuum wells collapse on detonation. Like a crushing fist, they violently implode and cause horrendous, gaping craters in whatever they penetrate.
Each time an attack is made with a weapon firing this special-issue ammunition, the target cannot make use of any abilities that allow them to ignore wounds.</p> |

CRUSADE RELICS

When a **DEATHWATCH CHARACTER** gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply.

ARTIFICER RELICS

A **DEATHWATCH CHARACTER** model can be given the following Artificer Relic instead of one of the ones presented in the Warhammer 40,000 Core Book.

The Arachnosavant's Illuminator

A creation of the artificer lord known as the Arachnosavant, this small but heavily shielded device imbues the specialist shells of a weapon with an excoriating radiation.

Select one weapon that the bearer is equipped with that has the Special-issue Ammunition ability (pg 50). Each time an attack is made with this weapon, if the attack successfully wounds, it inflicts 1 mortal wound on the target and the attack sequence ends.

ANTIQUITY RELICS

A **DEATHWATCH CHARACTER** model of Heroic rank or higher can be given the following Antiquity Relic instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

Mag-pulse Discharger

This wrist-mounted defensive device is as much a psychological weapon. The warrior thrusts his palm towards approaching xenos hordes, his disgust seeming to be a divine force driving them back.

Once in each of your opponent's Charge phases, when an enemy unit within 12" of the bearer is selected to charge, you can choose for the bearer to use this Relic. If you do, until the end of the turn, subtract 2 from charge rolls for that unit.

LEGENDARY RELICS

A **DEATHWATCH CHARACTER** model of Legendary rank can be given the following Legendary Relic instead of one of the ones presented in the Warhammer 40,000 Core Book. In addition, in order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model a Legendary Relic). Add an additional 2 to a unit's total Crusade points for each Legendary Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +3.

The Watcher's Veil

This ancient piece of archeotech projects an aura of nebulous confusion; enemies find their gaze sliding away from the bearer, unable to focus. The densest xenos lairs are breached, their ranks of sentries and outer defences bypassed to reach a priority target.

The bearer has the following ability: **'The Watcher's Veil (Aura):** While a friendly **DEATHWATCH CORE** or **DEATHWATCH CHARACTER** unit is within 6" of the bearer, that unit cannot be targeted if the firing model is more than 30" away, and each time a ranged attack is made against that unit, subtract 1 from that attack's hit roll.'

Deathwatch Apothecaries are granted a highly sensitive privilege: limited access to genetic records of every Chapter whose warriors are under their care. Should such a combatant fall, the Apothecary removes their progenoid glands, ensuring they reach their Chapter.



DATASHEETS

This section contains the datasheets that you will need to fight battles with your Deathwatch models, as well as the weapon profiles for the wargear they can be equipped with. You can find out how to use datasheets and weapon profiles in the Warhammer 40,000 Core Book.

WARGEAR & WEAPON LISTS

The weapon profiles found on a unit's datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet. If they are unique to the Deathwatch, their profiles can be found on pages 62-63. Profiles for those weapons widely available to all Space Marine Chapters can instead be found in *Codex: Space Marines*. In addition, some datasheets reference one or more weapon lists (e.g. *Combi-weapons* list); these can be found in *Codex: Space Marines*.



ABILITIES

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. Some of these referenced abilities are common to all Adeptus Astartes units (e.g. Angels of Death), and are therefore described in *Codex: Space Marines*. Others are specific to Deathwatch units and described below:

SPECIAL-ISSUE AMMUNITION

The Deathwatch utilise a range of specialised bolt shells in many of their weapons. From rounds that douse their targets in acid to hollow shells filled with superheated gas, each type is designed to eliminate specific xenos foes.

Each time a unit is selected to shoot, if it contains any models that are equipped with a weapon with this ability, then before you select any targets, each weapon with this ability can fire special-issue ammunition. If any do, select one of the ammunition types below for that weapon; until the end of the phase, each time that weapon is fired, apply the modifiers and abilities associated with that special-issue ammunition:

- **Dragonfire Bolts:** Each time an attack is made with a weapon firing this special-issue ammunition, the target does not receive the benefits of cover against that attack.
- **Hellfire Rounds:** Each time an attack is made with a weapon firing this special-issue ammunition against a unit that does not have the **VEHICLE** or **TITANIC** keyword, add 1 to that attack's wound roll.
- **Kraken Bolts:** Each time an attack is made with a weapon firing this special-issue ammunition, add 6" to the Range characteristic and improve the Armour Penetration characteristic of that attack by 1 (this is cumulative with the Armour Penetration bonus conferred by the Combat Doctrines ability – see *Codex: Space Marines*).
- **Vengeance Rounds:** Each time an attack is made with a weapon firing this special-issue ammunition, add 1 to the Damage characteristic of that attack.

MIXED UNIT

When faced with an array of missions to complete and varying enemies to lay low, the Deathwatch are highly adept at forming effective kill teams that mesh starkly diverse armour and equipment.

If this unit contains models with different Toughness characteristics, each time an attack is made against this unit, use the Toughness characteristic of the majority of the models in this unit when determining what roll is required for that attack to successfully wound. If there is no majority Toughness characteristic value in this unit, the controlling player selects which of the values is the majority value.

For the purposes of the Bolter Discipline ability (see *Codex: Space Marines*) and for determining which models can embark within a **TRANSPORT** model, the following rules apply:

- **TERMINATOR** models have the **TERMINATOR** keyword.
- **BIKER** models do not have the **INFANTRY** keyword and instead have the **BIKER** keyword.
- Vanguard Veteran models with jump packs have the **JUMP PACK** keyword.
- Inceptor models have the **JUMP PACK** keyword.
- Outrider models do not have the **INFANTRY** keyword and instead have the **BIKER** keyword.

Vanguard Veterans with jump packs and Inceptors can move across terrain as if they have the **FLY** keyword.

Note that for the purposes of interacting with terrain features, all models in this unit are treated as **INFANTRY**, even if this unit contains any **BIKER** models that might behave differently or have specific restrictions whilst interacting with a terrain feature.

Designer's Note: *This is a slight abstraction that means that a **BIKER** model in a mixed unit behaves slightly differently to **BIKER** models in other units, but it helps to minimise unusual and complicated effects that could come about from forcing one model from a unit to move and benefit from cover in a different way to other models from the same unit.*

CREATING KILL TEAMS

When you are mustering your army, or adding a unit to your Order of Battle, you can create a **KILL TEAM** unit. A **KILL TEAM** unit can be comprised of models from several different **ADEPTUS ASTARTES** datasheets, as described below. You can add any number of **KILL TEAM** units to your army, subject to the usual restrictions. Each **KILL TEAM** unit has the Troops Battlefield Role.

CREATING A KILL TEAM

A **KILL TEAM** unit includes between 5 and 10 models. Overleaf you will find details of the four different **KILL TEAM** units available. Each will specify which models, and how many of each model, can be included in that **KILL TEAM** unit.

WARGEAR

A model included in a **KILL TEAM** unit can be equipped with any of the wargear listed for that model under the wargear options on its original datasheet. For the purposes of wargear options, any option that requires a minimum number of models in the unit will require that number of models of that type to be included in the unit (e.g. one model can be equipped with an Astartes grenade launcher for every 5 Intercessors or Intercessor Sergeant in this unit, not for every 5 models of any type).

ABILITIES

All **KILL TEAM** units have the Mixed Unit ability (pg 50).

A model in a **KILL TEAM** unit retains any abilities that applied to that model on its original datasheet. If a model in a **KILL TEAM** unit has an ability on their original datasheet that requires every model in the unit to have that ability in order to be able to use it, then they can only use that ability if every model in their **KILL TEAM** unit has that ability.

Example: Elliot creates a Proteus Kill Team unit that contains 1 Watch Sergeant, 4 Deathwatch Veterans and 5 Deathwatch Terminators. Before this unit is set up, Elliot uses the Combat

Squads ability to create one unit containing the Watch Sergeant and 4 Deathwatch Veterans, and another containing 5 Deathwatch Terminators. This unit of 5 Deathwatch Terminators can be set up using the Teleport Strike ability because, after using the Combat Squads ability, all of the models in the new unit have the Teleport Strike ability.

KEYWORDS

Models in **KILL TEAM** units do not retain any keywords from their original datasheet. Instead, **KILL TEAM** units have the following Faction keywords: **IMPERIUM**, **ADEPTUS ASTARTES**, **DEATHWATCH**.

The entry for each **KILL TEAM** unit will detail any keywords that unit has, as well as any other keywords gained while that unit contains certain models.

POWER RATING

Each **KILL TEAM** unit will give instructions on how to calculate that unit's Power Rating. This will start at a fixed value, and then vary depending on which additional models have been included in that **KILL TEAM** unit.

Example: Elliot wants to create a Fortis Kill Team unit to add to his Order of Battle. To do this he must calculate the unit's Power Rating. Elliot's unit contains 1 Intercessor Sergeant model, 4 Intercessor models, 2 Assault Intercessor models, 2 Outrider models and 1 Hellblaster model. This unit starts with a Power Rating of 6 for the Intercessor Sergeant model and 4 Intercessor models. Elliot then adds 2 to the Power Rating for the 2 Assault Intercessor models, 4 for the 2 Outriders models and 2 for the Hellblaster model. The Power Rating of this Kill Team unit is therefore 14 (6+2+4+2).

Bursts of cerulean plasma impacted rapidly on Korvaan's Gravis armour as he crushed ruined lumps of alien defences beneath every thunderous step. The T'au's anti-grav defence line struggled to stay ahead of the kill team's implacable advance; sections collapsed, power failing as the Deathwatch's fire tore fist-sized chunks from them. Already the flaming wreckage of crippled defences laced with T'au corpses lay behind Korvaan. Brother Faustan's melta rifle tore into the floating bunkers, leaving dripping scars of molten slag. Large calibre automatic fire from the sergeant and the team's other Heavy Intercessors flew from their rifles in a throaty roar against the central defenders. The xenos retreated fitfully, desperate to return fire, but pinned and dying in the face of penetrator rounds, detonations and searing melta fire.

Korvaan sent a status request to Brother Vestis directly behind him. An encoded reply flashed back. Korvaan and the Heavy Intercessors instantly responded, the trio's bulky forms smoothly fanning out and now pouring their fire into the T'au on either side. The T'au directly in front who had somehow weathered the torrential fusillade sought to take advantage of what might be a temporary reprieve and leaned out of cover to take their vengeance. Now Vestis strode forward and unleashed a storm of bolts and frag shrapnel, fletching the xenos in eruptions of fire and gore.

Brother Caltar leapt up with a bright flare of his jump pack. The Inceptor landed with a crunch of protesting rockcrete on a ruined balcony ten feet above Korvaan, and poured streams of heavy fire at the T'au defenders from a plunging angle. The xenos attempted to counter with forays from Pathfinders and minutely coordinated fire arcs of pulse fire. Korvaan grunted as he pushed forward; flares of pain blooming at several locations, straining his armour's capacity to seal off ruptures and dispense pain suppressors.

With an unpleasant whine, T'au reinforcements – bulky battlesuits bristling with multiple weapons – powered over the heads of their dying kin. But Korvaan had seen the telltale movements among the T'au infantry, his inlaid knowledge telling him they had called in backup. With a pre-planned fire pattern, Brother Vestis unleashed a flurry of air-bursting explosions to shock the battlesuits' sensors. At Korvaan's side, Faustan sent a hissing thermal beam through one battlesuit, while the sergeant's single Vengeance round took out another. Beyond, Korvaan saw the dust cloud thrown up by xenos tanks. Whatever tricks they tried, he thought, his kill team would have a decisive answer for.

PROTEUS KILL TEAM

The sheer versatility of their weapon loadout, coupled with their durability and manoeuvrability, make it little wonder that Proteus Kill Teams have worked miraculous feats of arms on countless hostile worlds over the course of the Imperium's history.

A **PROTEUS KILL TEAM** contains: 1 Watch Sergeant; 4 Deathwatch Veterans (pg 56). You can add any 5 of the following models to this unit:

- 1 Deathwatch Veteran (pg 56)
- 1 Deathwatch Terminator (pg 58)
- 1 Veteran Biker (pg 59)
- 1 Vanguard Veteran (see *Codex: Space Marines – Vanguard Veteran Squad*)

ABILITIES

The following change to one ability applies:

- Veteran Bikers can only use the Turbo-boost ability if their unit only contains Veteran Biker models (such as after using the Combat Squads ability).

KEYWORDS

A **PROTEUS KILL TEAM** unit has the following keywords (note that these are not Faction keywords): **INFANTRY**, **CORE**, **KILL TEAM**, **PROTEUS**.

In addition, the unit can gain the following keywords:

- While a **PROTEUS KILL TEAM** unit contains any Vanguard Veterans, it has the **MELTA BOMBS** keyword. While a **PROTEUS KILL TEAM** unit only contains Vanguard Veterans with jump packs, it also has the **FLY** keyword.
- While a **PROTEUS KILL TEAM** unit only contains Deathwatch Terminators, it has the **TERMINATOR** keyword.
- While a **PROTEUS KILL TEAM** unit only contains Veteran Bikers, it has the **BIKER** keyword.

POWER RATING

A **PROTEUS KILL TEAM** has a Power Rating of 7. If you added any models to this unit, add the following to this unit's Power Rating:

- Deathwatch Veteran (+1 Power Rating per model)
- Deathwatch Terminator (+2 Power Rating per model)
- Veteran Biker (+2 Power Rating per model)
- Vanguard Veteran (+2 Power Rating per model)

FORTIS KILL TEAM

Further refined from Watch Master Mordelai's original concept, Fortis Kill Teams exemplify the supreme adaptability of the Tacticus variant of Mk X power armour, seamlessly merging a variety of close support roles and deadly firepower.

A **FORTIS KILL TEAM** contains: 1 Intercessor Sergeant; 4 Intercessors (see *Codex: Space Marines – Intercessor Squad*). You can add any 5 of the following models to this unit:

- 1 Intercessor (see *Codex: Space Marines – Intercessor Squad*)
- 1 Assault Intercessor (see *Codex: Space Marines – Assault Intercessor Squad*)
- 1 Outrider (see *Codex: Space Marines – Outrider Squad*)
- 1 Hellblaster (see *Codex: Space Marines – Hellblaster Squad*)

WARGEAR OPTIONS

A **FORTIS KILL TEAM** has the following additional wargear options:

- Any Intercessor or Intercessor Sergeant can have their bolt rifle replaced with one of the following: 1 auto bolt rifle; 1 stalker bolt rifle.
- Any Hellblaster can have their plasma incinerator replaced with one of the following: 1 assault plasma incinerator; 1 heavy plasma incinerator.

ABILITIES

The following changes to two abilities apply:

- The Devastating Charge ability only applies to Outriders in this unit.
- Outriders can only use the Turbo-boost ability if their unit only contains Outriders (such as after using the Combat Squads ability).

KEYWORDS

A **FORTIS KILL TEAM** unit has the following keywords (note that these are not Faction keywords): **INFANTRY**, **CORE**, **PRIMARIS**, **KILL TEAM**, **FORTIS**.

In addition, the unit can gain the following keywords:

- While a **FORTIS KILL TEAM** only contains Outriders, it has the **BIKER** keyword.

POWER RATING

A **FORTIS KILL TEAM** has a Power Rating of 6. If you added any models to this unit, add the following to this unit's Power Rating:

- Intercessor (+1 Power Rating per model)
- Assault Intercessor (+1 Power Rating per model)
- Outrider (+2 Power Rating per model)
- Hellblaster (+2 Power Rating per model)

INDOMITOR KILL TEAM

Comprising warriors wearing the heavier Gravis variant of Mk X, Indomitor Kill Teams are mobile bastions capable of unleashing the firepower of a squadron of battle tanks. Before them, hordes of xenos and monstrous beasts alike are torn apart.

An **FORTIS KILL TEAM** contains: 1 Heavy Intercessor Sergeant; 4 Heavy Intercessors (see *Codex: Space Marines – Heavy Intercessor Squad*). You can add any 5 of the following models to this unit:

- 1 Heavy Intercessor (see *Codex: Space Marines – Heavy Intercessor Squad*)
- 1 Aggressor (see *Codex: Space Marines – Aggressor Squad*)
- 1 Inceptor (see *Codex: Space Marines – Inceptor Squad*)
- 1 Eradicator (see *Codex: Space Marines – Eradicator Squad*)

WARGEAR OPTIONS

An **INDOMITOR KILL TEAM** has the following additional wargear options:

- Any Heavy Intercessor or Heavy Intercessor Sergeant can have their heavy bolt rifle replaced with one of the following: 1 heavy auto bolt rifle; 1 heavy stalker bolt rifle.
- Any Aggressor can have their 2 auto boltstorm gauntlets and 1 fragstorm grenade launcher replaced with: 2 flamestorm gauntlets.
- Any Inceptor can have their 2 assault bolters replaced with 2 plasma exterminators.
- Any Eradicator can have their melta rifle replaced with 1 heavy melta rifle.

ABILITIES

The following change to one ability applies:

- Only Eradicators in this unit can shoot twice when this unit uses the Total Obliteration ability.

KEYWORDS

An **INDOMITOR KILL TEAM** unit has the following keywords (note that these are not Faction keywords): **INFANTRY, CORE, PRIMARIS, MkX GRAVIS, KILL TEAM, INDOMITOR.**

In addition, the unit can gain the following keywords:

- While an **INDOMITOR KILL TEAM** unit only contains Inceptors, it has the **FLY** keyword.

POWER RATING

An **INDOMITOR KILL TEAM** has a Power Rating of 9. If you added any models to this unit, add the following to this unit's Power Rating:

- Heavy Intercessor (+2 Power Rating per model)
- Aggressor (+2 Power Rating per model)
- Inceptor (+2 Power Rating per model)
- Eradicator (+3 Power Rating per model)

SPECTRUS KILL TEAM

Sinister, silent and all but invisible until they strike, Spectrus Kill Teams are adept in inflicting death from both near and far. Clad in close-fitting Mk X Phobos battle plate, they specialise in battlefield control and enemy destabilisation.

A **SPECTRUS KILL TEAM** contains: 1 Infiltrator Sergeant; 4 Infiltrators (see *Codex: Space Marines – Infiltrator Squad*). You can add any 5 of the following models to this unit:

- 1 Infiltrator (see *Codex: Space Marines – Infiltrator Squad*)
- 1 Incursor (see *Codex: Space Marines – Incursor Squad*)
- 1 Reiver (see *Codex: Space Marines – Reiver Squad*)
- 1 Eliminator (see *Codex: Space Marines – Eliminator Squad*)

WARGEAR OPTIONS

A **SPECTRUS KILL TEAM** has the following additional wargear options:

- Any Reiver can have their combat blade replaced with 1 bolt carbine.
- Any Eliminator can have their bolt sniper rifle replaced with 1 las fusil.

ABILITIES

The following changes to three abilities apply:

- The Omni-scramblers ability only applies while there are any Infiltrators or Infiltrator Sergeants in this unit.
- The Multi-spectrum Array ability only applies to Incursors in this unit.
- The Terror Troops ability only applies while there are any Reivers in this unit.

KEYWORDS

A **SPECTRUS KILL TEAM** unit has the following keywords (note that these are not Faction keywords): **INFANTRY, CORE, PHOBOS, PRIMARIS, KILL TEAM, SPECTRUS.**

In addition, the unit can gain the following keywords:

- While a **SPECTRUS KILL TEAM** contains any Infiltrator or Incursor models, it has the **SMOKESCREEN** keyword.
- While a **SPECTRUS KILL TEAM** contains any Reivers, it has the **SHOCK GRENADES** keyword.

POWER RATING

A **SPECTRUS KILL TEAM** has a Power Rating of 8. If you added any models to this unit, add the following to this unit's Power Rating:

- Infiltrator (+1 Power Rating per model)
- Incursor (+1 Power Rating per model)
- Reiver (+1 Power Rating per model)
- Eliminator (+2 Power Rating per model)



The galaxy's foremost xenos hunters, each Watch Master commands one of the Chapter's vigilant fortresses. These leaders possess centuries of strategic and esoteric knowledge of the horrors assailing Mankind. In battle, the crackling blade and tailored bolts of their vigil spears destroy any xenos before them.



Born survivor of a feral world and formerly of the macabre Mortifactors Chapter, Artemis leads a Watch Company of Talasa Prime. Known for his instinct for xenos trickery, he still relishes the prospect of violence, whether with his blade, the mutagenic acid-fire of Hellfire Extremis or a time-warping stasis grenade.

WATCH MASTER

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Watch Master	6"	2+	2+	4	4	6	4	9	2+

A Watch Master is equipped with: vigil spear; frag grenades; krak grenades. Your army can only include one **WATCH MASTER** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Vigil spear (shooting)	24"	Rapid Fire 1	4	-1	2	Special-issue Ammunition (pg 50)
Vigil spear (melee)	Melee	Melee	+1	-3	D3	-

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Iron Halo: This model has a 4+ invulnerable save.

Watch Master: In your Command phase, select one friendly **DEATHWATCH CORE** or **DEATHWATCH CHARACTER** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

Rites of Battle [Aura]: While a friendly **DEATHWATCH CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH
KEYWORDS: INFANTRY, CHARACTER, WATCH MASTER

WATCH CAPTAIN ARTEMIS

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Watch Captain Artemis	6"	2+	2+	4	4	5	4	9	3+

Watch Captain Artemis is equipped with: Hellfire Extremis; master-crafted power sword; stasis grenade; frag grenades; krak grenades. Your army can only include one **WATCH CAPTAIN ARTEMIS** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellfire Extremis						Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.
- Boltgun	24"	Rapid Fire 1	4	0	1	Special-issue Ammunition (pg 50)
- Hellfire flamer	12"	Assault D6	2	0	1	Each time an attack is made with this weapon, that attack automatically hits the target, and unless that target has the VEHICLE or TITANIC keywords, a wound roll of 2+ for that attack is always successful.
Master-crafted power sword	Melee	Melee	+1	-3	2	-
Stasis grenade	6"	Grenade 1	-	-	-	This weapon can only be used once per battle. Each time an attack is made with this weapon, if a hit is scored, the target suffers D6 mortal wounds and the attack sequence ends.

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Rites of Battle [Aura]: While a friendly **DEATHWATCH CORE** unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll a hit roll of 1.

Unstoppable Champion: Each time this model would lose a wound, roll one D6; on a 6, that wound is not lost.

Iron Halo: This model has a 4+ invulnerable save.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH
KEYWORDS: INFANTRY, CHARACTER, CAPTAIN, WATCH CAPTAIN ARTEMIS

CHAPLAIN CASSIUS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaplain Cassius	6"	2+	3+	4	4	4	4	10	3+

Chaplain Cassius is equipped with: Deathwatch bolt pistol; artificer crozius; frag grenades; krak grenades. Your army can only include one **CHAPLAIN CASSIUS** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Deathwatch bolt pistol	12"	Pistol 1	4	0	1	Special-issue Ammunition (pg 50)
Artificer crozius	Melee	Melee	+2	-2	2	-

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Spiritual Leaders (Aura): While a friendly **DEATHWATCH CORE** unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.

Fiery Conviction: Each time this model recites a litany, add 1 to the roll to see if it is inspiring.

Rosarius: This model has a 4+ invulnerable save.

Designer's Note: *This datasheet is intended to represent Chaplain Cassius at an earlier point in his life than the datasheet presented in Codex Supplement: Ultramarines. As such, if you want to field a thematic Deathwatch army, we recommend that it does not contain both this unit and PRIMARIS units.*

PRIEST

This model knows the *Litany of Hate* and one other litany from the *Litanies of Battle* (see *Codex: Space Marines*). In your Command phase, if this model is on the battlefield, it can recite one litany it knows that has not already been recited by a friendly model this turn. Roll one D6: on a 3+ the recited litany is inspiring and takes effect until the start of your next Command phase.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH
KEYWORDS: INFANTRY, CHARACTER, PRIEST, CHAPLAIN, CASSIUS



With dedication, Chaplain Cassius demonstrates Mankind's spiritual superiority over xenos corruption. He crushes alien skulls with his artificer crozius while roaring fiery litanies. During his vigil with the Deathwatch, Cassius' purging of a hidden Genestealer Cult ignited his long war against the entire Tyranid race.

CODICIER NATORIAN

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Codicier Natorian	6"	2+	3+	4	4	4	3	9	3+

Codicier Natorian is equipped with: Deathwatch bolt pistol; Duty's Revelation; frag grenades; krak grenades. Your army can only include one **CODICIER NATORIAN** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Deathwatch bolt pistol	12"	Pistol 1	4	0	1	Special-issue Ammunition (pg 50)
Duty's Revelation	Melee	Melee	+1	-4	D3	-

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Psychic Hood: Each time a Deny the Witch test is taken for this model, if the unit attempting to manifest the psychic power is within 12" of this model, add 1 to that Deny the Witch test.

Battle-psyker: Each time this model attempts to manifest *Smite* or a Witchfire psychic power, add 1 to that Psychic test.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the *Xenopurge* discipline (pg 40).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH
KEYWORDS: INFANTRY, CHARACTER, PSYKER, LIBRARIAN, CODICIER NATORIAN



A Librarian formerly of the Blood Ravens Chapter, Codicier Natorian is a potent battle-psyker. He first manifested his powers as a youth, slaughtering scores of Orks in a psychic rampage. Natorian's powers enhance his innate prowess, and he destroys xenos with empyric blasts and hate-fuelled sweeps of Duty's Revelation.



Deathwatch Veterans' skills have been honed in their former Chapter for decades, sometimes centuries. Throughout their long vigil against the manifold xenos threats, each Veteran learns to arm himself so as to best contribute to the mission at hand, and squads carry an array of weapons to fell any foe.

DEATHWATCH VETERANS

9 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Veteran	6"	3+	3+	4	4	2	2	8	3+
1	Watch Sergeant	6"	3+	3+	4	4	2	3	9	3+
0-1	Black Shield	6"	2+	3+	4	4	2	3	8	3+

This unit can contain a maximum of 10 models. If this unit contains 6 or more models, it has **Power Rating 18**. Each Veteran, Watch Sergeant and Black Shield is equipped with: Deathwatch boltgun; power sword; frag grenades; Krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Deathwatch boltgun	24"	Rapid Fire 1	4	0	1	Special-issue Ammunition (pg 50)
Deathwatch frag cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag	12"	Assault 2D3	6	-1	1	Blast
- Shell	24"	Assault 2	7	-2	2	-
Deathwatch shotgun	Before selecting targets, select one of the profiles below to make attacks with.					
- Cryptclearer	18"	Assault 2	5	0	1	-
- Wymsbreath	8"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
- Xenopurge	12"	Assault 2	4	-1	2	-
Infernus heavy bolter	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Heavy bolter	36"	Heavy 3	5	-1	2	-
- Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Stalker-pattern boltgun	30"	Heavy 1	4	-2	2	Special-issue Ammunition (pg 50)
Heavy thunder hammer	Melee	Melee	x2	-3	4	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power sword	Melee	Melee	+1	-3	1	-

OTHER WARGEAR	ABILITIES
Combat shield	The bearer has a 5+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

WARGEAR OPTIONS

- Any Veteran, Watch Sergeant or Black Shield can have their Deathwatch boltgun and power sword replaced with one of the following:
 - Deathwatch shotgun
 - Stalker-pattern boltgun
 - Up to 2 items from the *Deathwatch Equipment* list (pg 62)
- Up to 4 Veterans can each have their Deathwatch boltgun and power sword replaced with one of the following: 1 Deathwatch frag cannon; 1 infernus heavy bolter; 1 heavy bolter; 1 heavy flamer; 1 missile launcher.
- For every 5 models in the unit, one model can have their boltgun and power sword replaced with 1 heavy thunder hammer.
- If a Watch Sergeant is not equipped with 1 storm shield, it can be equipped with 1 combat shield.

ABILITIES

Angels of Death, Combat Squads (see *Codex: Space Marines*), **Mixed Unit** (pg 50)

Black Shield: If a Black Shield is equipped with two melee weapons from the *Deathwatch Equipment* list (pg 62), increase its Attacks characteristic to 4.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH
KEYWORDS: INFANTRY, CORE, VETERANS

KILL TEAM CASSIUS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4	Veteran	6"	3+	3+	4	4	2	2	8	3+
1	Watch Sergeant	6"	3+	3+	4	4	2	3	9	3+
1	Terminator	5"	3+	3+	4	4	3	2	8	2+
1	Veteran Biker	14"	3+	3+	4	5	3	2	8	3+
2	Vanguard Veteran	12"	3+	3+	4	4	2	2	8	3+

- The Watch Sergeant is equipped with: Deathwatch boltgun; frag grenades; krak grenades.
- One Veteran is equipped with: plasma pistol; power sword; frag grenades; krak grenades.
- One Veteran is equipped with: Deathwatch boltgun; Astartes chainsword; frag grenades; krak grenades.
- One Veteran is equipped with: Deathwatch combi-melta; frag grenades; krak grenades.
- One Veteran is equipped with: Deathwatch frag cannon; frag grenades; krak grenades.
- The Terminator is equipped with: Deathwatch heavy flamer; meltagun; power fist; Deathwatch teleport homer.
- The Veteran Biker is equipped with: Deathwatch twin boltgun; power sword; frag grenades; krak grenades.
- One Vanguard Veteran is equipped with: 2 lightning claws; frag grenades; krak grenades.
- One Vanguard Veteran is equipped with: hand flamer; Astartes chainsword; frag grenades; krak grenades.

Your army can only include one **KILL TEAM CASSIUS** unit.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Deathwatch boltgun	24"	Rapid Fire 1	4	0	1	Special-issue Ammunition (pg 50)
Deathwatch heavy flamer	Before selecting targets, select one of the profiles below to make attacks with. Each time an attack is made with this weapon, that attack automatically hits the target.					
- Hellfire	12"	Heavy D6	2	0	1	Each time an attack is made with this weapon profile, unless the target has the VEHICLE or TITANIC keywords, a wound roll of 2+ for that attack is always successful.
- Infernum	12"	Heavy 2D6	4	0	1	Blast
- Promethium	12"	Heavy D6	5	-1	1	-
Deathwatch twin boltgun	24"	Rapid Fire 2	4	0	1	Special-issue Ammunition (pg 50)
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR ABILITIES

Deathwatch teleport homer	Once per battle, at the start of your Movement phase, if this unit contains a TERMINATOR model, you can remove this unit from the battlefield and then, in the Reinforcements step of your next Movement phase, you can set this unit back up on the battlefield, anywhere wholly within your own deployment zone and more than 9" away from any enemy models, or anywhere within 3" of a friendly DEATHWATCH model and more than 9" away from any enemy models. If the battle ends and this unit is not on the battlefield, it is destroyed. If this unit has split into two units because of its Combat Squads ability, only one of those units can use the Deathwatch Teleport Homer ability. <i>We recommend placing a Deathwatch Teleport Homer model next to the unit as a reminder, removing it once this ability has been used (a Deathwatch Teleport Homer does not count as a model for any rules purposes).</i>
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ABILITIES

Angels of Death, Combat Squads (see <i>Codex: Space Marines</i>), Mixed Unit (pg 50)	Unflinching: This unit automatically passes Morale tests.
Crux Terminatus: This unit's Terminator has a 5+ invulnerable save.	

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH
KEYWORDS: INFANTRY, CORE, SMOKESCREEN, KILL TEAM, KILL TEAM CASSIUS



Kill Team Cassius is an elite squad of specialists, even among Talasa Prime's ranks of Veterans. Hand-picked by Chaplain Cassius for an unauthorised mission, the kill team uncovered the first recorded Genestealer Cult alongside him on Ghosar Quintus. They have fought together many times since, and baulk at no xenos horror.



The indomitable warriors honoured to wear hulking suits of Terminator armour are an inspiring sight to their brethren. Deathwatch Terminators carry the most powerful close combat weapons, and the strength and durability of their armour allows them to take the heaviest firepower directly into hidden xenos lairs.

DEATHWATCH TERMINATOR SQUAD 9 POWER

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Deathwatch Terminator	5"	3+	3+	4	4	3	2	8	2+
1	Deathwatch Terminator Sergeant	5"	3+	3+	4	4	3	3	9	2+

If this unit contains 6 or more models, it has **Power Rating 18**. The Deathwatch Terminator Sergeant is equipped with: storm bolter; power sword. Every Deathwatch Terminator is equipped with: storm bolter; power fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Cyclone missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag missile	36"	Heavy 2D6	4	0	1	Blast
- Krak missile	36"	Heavy 2	8	-2	D6	-
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Chainfist	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a VEHICLE model, that attack has a Damage characteristic of 3.
Lightning claw	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.
Power axe	Melee	Melee	+2	-2	1	-
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power maul	Melee	Melee	+3	-1	1	-
Power sword	Melee	Melee	+1	-3	1	-
Thunder hammer	Melee	Melee	x2	-2	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

OTHER WARGEAR ABILITIES

Deathwatch teleport homer	Once per battle, at the start of your Movement phase, you can remove this unit from the battlefield and then, in the Reinforcements step of your next Movement phase, you can set this unit back up on the battlefield, anywhere wholly within your own deployment zone and more than 9" away from any enemy models, or anywhere within 3" of a friendly DEATHWATCH model and more than 9" away from any enemy models. If the battle ends and this unit is not on the battlefield, it is destroyed. If this unit has split into two units because of its Combat Squads ability, only one of those units can use the Deathwatch Teleport Homer ability. <i>We recommend placing a Deathwatch Teleport Homer model next to the unit as a reminder, removing it once this ability has been used (a Deathwatch Teleport Homer does not count as a model for any rules purposes).</i>
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

WARGEAR OPTIONS

- Up to 3 Deathwatch Terminators can each have their storm bolter replaced with one of the following: 1 assault cannon; 1 heavy flamer; 1 plasma cannon; 1 storm bolter and 1 cyclone missile launcher.
- Any number of models can each have their power fist replaced with one of the following: 1 chainfist; 1 power axe; 1 power maul; 1 power sword.
- Any number of models can each have their storm bolter and power fist or storm bolter and power sword replaced with one of the following: 2 lightning claws; 1 thunder hammer and 1 storm shield.
- The unit can be equipped with 1 Deathwatch teleport homer.

ABILITIES

Angels of Death, Combat Squads, Teleport Strike (see *Codex: Space Marines*)

Crux Terminatus: Every model in this unit has a 5+ invulnerable save.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: INFANTRY, CORE, TERMINATOR, DEATHWATCH TERMINATOR SQUAD

VETERAN BIKE SQUAD

5 POWER

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
2-5	Veteran Biker	14"	3+	3+	4	5	3	2	8	3+
1	Veteran Biker Sergeant	14"	3+	3+	4	5	3	3	9	3+
0-1	Veteran Attack Bike	14	3+	3+	4	5	4	4	8	3+

If this unit contains 4 or more models it has **Power Rating 10**.

- The Veteran Biker Sergeant and every Veteran Biker is equipped with: twin boltgun; frag grenades; Krak grenades.
- A Veteran Attack Bike is equipped with: bolt pistol; heavy bolter; twin boltgun; frag grenades; Krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin boltgun	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS

- The Veteran Biker Sergeant can be equipped with one of the following:
 - Deathwatch shotgun
 - Stalker-pattern boltgun
 - Up to 2 items from the *Deathwatch Equipment* list (pg 62)
- Any Veteran Biker can be equipped with one of the following: 1 bolt pistol; 1 Astartes chainsword; 1 power axe; 1 power maul; 1 power sword.
- The Veteran Attack Bike can have its heavy bolter replaced with 1 multi-melta.

ABILITIES

Angels of Death, Combat Squad (see *Codex: Space Marines*)

Turbo-boost: When this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH
KEYWORDS: BIKERS, VETERAN BIKE SQUAD



Matching their speed, strength and firepower against the swiftest xenos, Veteran Bikers are expert hunters. Undertaking extended missions in dangerous territory, they assess their enemy's every weakness, close off escape routes and use their velocity to enact sudden strikes from unexpected angles.



Corvus Blackstars are sleek and shrouded aircraft used to insert kill teams into heavily infested landing zones or even xenos strongholds. With a barrage of missiles, Blackstars secure aerial supremacy and sweep the target site clear before firing their hover jets and delivering their deadly payload of elite warriors.

CORVUS BLACKSTAR

15 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Corvus Blackstar (8+ wounds remaining)	20-50"	6+	3+	8	7	14	3	8	3+
	Corvus Blackstar (4-7 wounds remaining)	20-40"	6+	4+	8	7	N/A	D3	8	3+
	Corvus Blackstar (1-3 wounds remaining)	20-30"	6+	5+	8	7	N/A	1	8	3+

A Corvus Blackstar is equipped with: 2 blackstar rocket launchers; twin assault cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blackstar rocket launcher	30"	Heavy 2D3	5	-1	1	Blast
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Stormstrike missile launcher	72"	Heavy 1	8	-3	3	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

OTHER WARGEAR	ABILITIES
Auspex array	Each time the bearer makes a ranged attack, the target does not receive the benefits of cover against that attack.
Infernum halo-launcher	Each time a ranged attack made by an AIRCRAFT model is allocated to the bearer, add 1 to any armour saving throw made against that attack.

WARGEAR OPTIONS

- This model can have their twin assault cannon replaced with 1 twin lascannon.
- This model can have their 2 blackstar rocket launchers replaced with 2 stormstrike missile launchers.
- This model can be equipped with 1 hurricane bolter.
- This model can be equipped with 1 infernum halo-launcher or 1 auspex array.

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Airborne: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can FLY. You can only fight with this model if it is within Engagement Range of any enemy units that can FLY, and this model can only make melee attacks against units that can FLY. Enemy units can only make melee attacks against this model if they can FLY.

Supersonic: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

Hover Jet: In your Command phase, this model can hover. If it does, then until the start of your next Command phase, its Move characteristic becomes 20" and it loses the Airborne, Hard to Hit and Supersonic abilities.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Blackstar Cluster Launcher: In your Movement phase, after this model has made a Normal Move or Advanced, you can select one enemy unit this model moved across as part of that move. If you do, roll one D6 for each model in that enemy unit (up to a maximum of ten D6). That enemy unit suffers 1 mortal wound for each result of 6.

TRANSPORT

This model has a transport capacity of 12 DEATHWATCH INFANTRY or DEATHWATCH BIKER models. Each JUMP, PACK or TERMINATOR model takes the space of two other models. Each BIKER model takes the space of three other models. It cannot transport PRIMARIS models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH
KEYWORDS: VEHICLE, TRANSPORT, AIRCRAFT, FLY, CORVUS BLACKSTAR

POINTS VALUES

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit's size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of 'x pts/model', then the unit costs x points for every model in that unit. You must then add points for each weapon, or other item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and other wargear not listed in a unit's entry cost no additional points to include in that unit).

HQ

Chaplain Cassius (pg 55)

Unit size.....1 model
Unit cost.....100 pts

Codicier Natorian (pg 55)

Unit size.....1 model
Unit cost.....100 pts

Watch Captain Artemis (pg 54)

Unit size.....1 model
Unit cost.....110 pts

Watch Master (pg 54)

Unit size.....1 model
Unit cost.....125 pts

TROOPS

Deathwatch Veterans (pg 56)

Unit size.....5-10 models
Unit cost (Black Shield).....25 pts/model
Unit cost (other models).....20 pts/model

- Combat shield.....+4 pts
- Deathwatch combi-flamer.....+5 pts
- Deathwatch combi-grav.....+10 pts
- Deathwatch combi-melta.....+10 pts
- Deathwatch combi-plasma.....+10 pts
- Deathwatch frag cannon.....+15 pts
- Grav-gun.....+5 pts
- Grav-pistol.....+5 pts
- Inferno pistol.....+5 pts
- Infernus heavy bolter.....+15 pts
- Hand flamer.....+5 pts
- Heavy bolter.....+10 pts
- Heavy flamer.....+10 pts
- Heavy thunder hammer.....+12 pts
- Lightning claw.....+3 pts
- Meltagun.....+5 pts
- Missile launcher.....+15 pts
- Plasma gun.....+5 pts
- Plasma pistol.....+5 pts
- Power axe.....+3 pts
- Power fist.....+8 pts
- Power maul.....+3 pts
- Power sword.....+3 pts
- Stalker-pattern boltgun.....+5 pts
- Storm bolter.....+2 pts
- Storm shield.....+5 pts
- Thunder hammer.....+12 pts
- Xenophase blade.....+10 pts

Kill Team Cassius (pg 57)

Unit size.....9 models
Unit cost.....260 pts

ELITES

Deathwatch Terminator Squad (pg 58)

Unit size.....5-10 models
Unit cost.....33 pts/model

- Assault cannon.....+10 pts
- Chainfist.....+5 pts
- Cyclone missile launcher.....+20 pts
- Heavy flamer.....+5 pts
- Plasma cannon.....+10 pts
- Power axe.....+3 pts
- Power fist.....+5 pts
- Power maul.....+3 pts
- Power sword.....+3 pts
- Deathwatch teleport homer.....+5 pts
- Thunder hammer.....+10 pts

FAST ATTACK

Veteran Bike Squad (pg 59)

Unit size.....3-7 models
Unit cost.....30 pts/model

- Deathwatch boltgun.....+5 pts
- Deathwatch combi-flamer.....+10 pts
- Deathwatch combi-grav.....+15 pts
- Deathwatch combi-melta.....+15 pts
- Deathwatch combi-plasma.....+15 pts
- Deathwatch shotgun.....+5 pts
- Flamer.....+5 pts
- Grav-gun.....+10 pts
- Grav-pistol.....+5 pts
- Inferno-pistol.....+5 pts
- Hand flamer.....+5 pts
- Heavy bolter.....+15 pts
- Lightning claw.....+5 pts
- Meltagun.....+10 pts
- Multi-melta.....+25 pts
- Plasma gun.....+10 pts
- Plasma pistol.....+5 pts
- Power axe.....+3 pts
- Power fist.....+10 pts
- Power maul.....+3 pts
- Power sword.....+3 pts
- Stalker-pattern boltgun.....+2 pts
- Storm bolter.....+5 pts
- Storm shield.....+5 pts
- Thunder hammer.....+15 pts
- Xenophase blade.....+10 pts

FLYER

Corvus Blackstar (pg 60)

Unit size.....1 model
Unit cost.....180 pts

- Auspex array.....+5 pts
- Hurricane bolter.....+15 pts
- Infernum halo-launcher.....+5 pts

Kill Team Specialisms (pg 36)

AQUILA.....+25 pts
DOMINATUS.....+25 pts
FUROR.....+35 pts
MALLEUS.....+35 pts
PURGATUS.....+25 pts
VENATOR.....+25 pts



WEAPON PROFILES

On this page you will find the weapon profiles for many unique weapons that Deathwatch models can be equipped with. Weapon profiles for all other weapons that Deathwatch models can be equipped with can be found in *Codex: Space Marines*. If a weapon has the Blast ability, the details of this ability can be found in the Warhammer 40,000 Core Book.

WEAPON LISTS

The wargear options section of some datasheets in this Codex refer to one or more weapon lists. These lists can be found below:

DEATHWATCH EQUIPMENT

Up to two items can be selected from the following list:

- Astartes chainsword*
- Bolt pistol*
- Grav-pistol*
- Inferno pistol*
- Hand flamer*
- Lightning claw*
- Plasma pistol*
- Power axe*
- Power fist*
- Power maul*
- Power sword*
- Storm shield (maximum 1 per model)
- Thunder hammer*
- Xenophase blade* (Watch Sergeant or Veteran Biker Sergeant only)

One item can be selected from the following list:

- Deathwatch boltgun
- Deathwatch combi-flamer
- Deathwatch combi-grav
- Deathwatch combi-melta
- Deathwatch combi-plasma
- Flamer*
- Grav-gun*
- Meltagun*
- Plasma gun*
- Storm bolter*

*(see *Codex: Space Marines*)

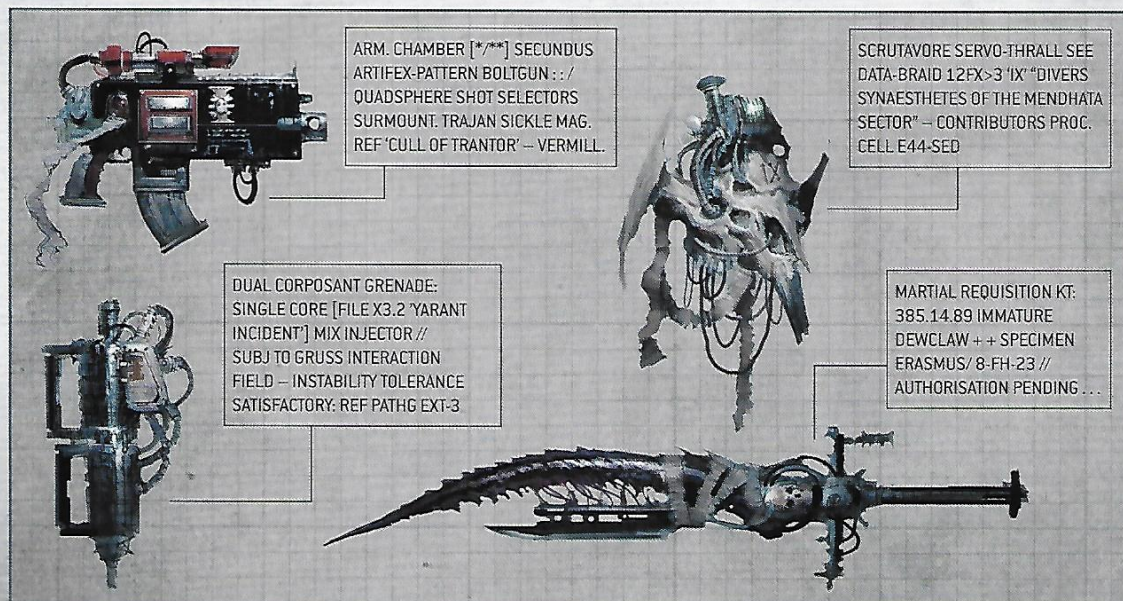
RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Blackstar rocket launcher	30"	Heavy 2D3	5	-1	1	Blast
Deathwatch bolt pistol	12"	Pistol 1	4	0	1	Special-issue Ammunition (pg 50)
Deathwatch boltgun	24"	Rapid Fire 1	4	0	1	Special-issue Ammunition (pg 50)
Deathwatch combi-flamer	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	Special-issue Ammunition (pg 50)
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Deathwatch combi-grav	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	Special-issue Ammunition (pg 50)
- Grav-gun	18"	Rapid Fire 1	5	-3	1	Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.
Deathwatch combi-melta	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	Special-issue Ammunition (pg 50)
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.
Deathwatch combi-plasma	Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	Special-issue Ammunition (pg 50)
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Deathwatch frag cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag	12"	Assault 2D3	6	-1	1	Blast
- Shell	24"	Assault 2	7	-2	2	-

RANGED WEAPONS

	RANGE	TYPE	S	AP	D	ABILITIES
Deathwatch heavy flamer	Before selecting targets, select one of the profiles below to make attacks with. Each time an attack is made with this weapon, that attack automatically hits the target.					
- Hellfire	12"	Heavy D6	2	0	1	Each time an attack is made with this weapon profile, unless the target has the VEHICLE or TITANIC keywords, a wound roll of 2+ for that attack is always successful.
- Infernum	12"	Heavy 2D6	4	0	1	Blast
- Promethium	12"	Heavy D6	5	-1	1	-
Deathwatch shotgun	Before selecting targets, select one of the profiles below to make attacks with.					
- Cryptclearer	18"	Assault 2	5	0	1	-
- Wyrm'sbreath	8"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
- Xenopurge	12"	Assault 2	4	-1	2	-
Deathwatch twin boltgun	24"	Rapid Fire 2	4	0	1	Special-issue Ammunition (pg 50)
Hellfire Extremis	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	Special-issue Ammunition (pg 50)
- Hellfire flamer	12"	Assault D6	2	0	1	Each time an attack is made with this weapon, that attack automatically hits the target, and unless that target has the VEHICLE or TITANIC keywords, a wound roll of 2+ for that attack is always successful.
Infernus heavy bolter	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Heavy bolter	36"	Heavy 3	5	-1	2	-
- Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Stalker-pattern boltgun	30"	Heavy 1	4	-2	2	Special-issue Ammunition (pg 50)
Stasis grenade	6"	Grenade 1	-	-	-	This weapon can only be used once per battle. Each time an attack is made with this weapon, if a hit is scored, the target suffers D6 mortal wounds and the attack sequence ends.
Vigil spear (shooting)	24"	Rapid Fire 1	4	-1	2	Special-issue Ammunition (pg 50)

MELEE WEAPONS

	RANGE	TYPE	S	AP	D	ABILITIES
Artificer crozius	Melee	Melee	+2	-2	2	-
Duty's Revelation	Melee	Melee	+1	-3	D3	-
Heavy thunder hammer	Melee	Melee	x2	-3	4	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Vigil spear (melee)	Melee	Melee	+1	-3	D3	-



GLOSSARY

Below you will find a glossary that contains a number of terms used in this Codex.

Deathwatch Detachment: A Detachment in a Battle-forged army where every model has the **DEATHWATCH** keyword (excluding models with the **AGENT OF THE IMPERIUM** or **UNALIGNED** keywords).

Deathwatch secondary objectives (pg 41): Additional secondary objectives that can be used in certain matched play mission packs if every Detachment in your army is a **DEATHWATCH** Detachment.

Fortis Kill Team (pg 52): A particular type of **KILL TEAM** unit.

Indomitor Kill Team (pg 53): A particular type of **KILL TEAM** unit.

Kill Team (pg 51): A unit that consists of models from various datasheets.

Kill Team Specialisms (pg 36): Upgrades available to **KILL TEAM** units.

Masters of the Specialisms (pg 46): A Crusade Battle Honour category that can only be taken by **DEATHWATCH CAPTAIN** and **DEATHWATCH WATCH MASTER** models.

Mixed Unit (pg 50): Additional rules that apply to a unit that consists of various different models.

Proteus Kill Team (pg 52): A particular type of **KILL TEAM** unit.

Spectrus Kill Team (pg 53): A particular type of **KILL TEAM** unit.

REFERENCE

Below you will find a bullet-pointed summary of several Deathwatch rules.

DETACHMENT ABILITIES (PG 33)

- If your army is Battle-forged and every unit in your army is **DEATHWATCH** [or **UNALIGNED**], every unit in a **DEATHWATCH** Detachment that has the Combat Doctrines ability gains the Mission Tactics ability (see below).

KILL TEAM (PG 51)

- A unit comprised of models from a variety of different units.
- The unit gains the Mixed Unit ability (pg 50).
- Models in the unit can be equipped with weapons and other wargear specified on their original datasheet. Any option that requires a minimum number of models requires that number of models of that type to be included in the unit.
- Models retain any abilities from their original datasheet. If a model has an ability that requires every model in the unit to have that ability, then every model in the unit must have that ability in order for that unit to use that ability.
- The types of kill team are as follows: Proteus, Fortis, Indomitor and Spectrus. Each have their own rules, such as additional keywords, Power Ratings and abilities, specified on pages 52-53.

KILL TEAM SPECIALISMS (PG 36)

- If Battle-forged, you can upgrade **KILL TEAM** units.
- Doing so increases the unit's Power Rating and points value.
- Your army cannot contain more than one unit with the same Specialism.

- **KILL TEAM CASSIUS** always has the Aquila Specialism (this does not prevent another **KILL TEAM** unit from having this Specialism).
- Upgraded units gain a new keyword and an additional ability.
- Different types of Kill Team Specialisms, each gives a bonus to wound rolls when attacking enemy units with a specific Battlefield Role (bonus can further improve depending on what Battlefield Role was selected for the Xenos Hunters Chapter Tactic).
- **Aquila:** Before battle, select one additional Battlefield Role. Bonus against units with that Battlefield Role.
- **Dominatus:** Bonus against Elites units.
- **Furor:** Bonus against Troops units.
- **Malleus:** Bonus against Heavy Support, Lord of War, Dedicated Transport units.
- **Purgatus:** Bonus against HQ units.
- **Venator:** Bonus against Fast Attack or Flyer units.

MASTERS OF THE SPECIALISMS (PG 46)

- **DEATHWATCH CAPTAIN** and **WATCH MASTER** models can have a Master Specialism instead of gaining a Battle Trait.
- A Master Specialism increases a model's Crusade points total by 1.
- You cannot have two **CAPTAIN** models in your Order of Battle with the same Master Specialism.

MISSION TACTICS (PG 33)

- At start of each battle round, you can select which combat doctrine is active for your army, instead of that shown in

Codex: Space Marines.

- You cannot select the Devastator Doctrine more than once.
- You cannot select the Tactical Doctrine more than twice.
- You cannot select the Assault Doctrine more than three times.

MIXED UNIT (PG 50)

- Each time an attack is made against this unit, use the Toughness characteristic of the majority of the models in the unit.
- For the purposes of interacting with terrain features, the unit is treated as **INFANTRY**, and Vanguard Veterans with jump packs and Inceptors can move as if they have the **FLY** keyword.
- For the purposes of the Bolter Discipline ability and embarking within transports, models in this unit are treated as having specific keywords.

SPECIAL-ISSUE AMMUNITION (PG 50)

- Weapons with this ability can fire the following special-issue ammunition:
 - **Dragonfire bolts:** Target does not receive the benefits of cover against that attack.
 - **Hellfire rounds:** Unless target is a **VEHICLE** or **TITANIC** unit, add 1 to the attack's wound roll.
 - **Kraken bolts:** Add 6" to the Range characteristic and improve the Armour Penetration characteristic of the attack by 1.
 - **Vengeance round:** Add 1 to the Damage characteristic of the attack.