

CODEX: DEATHMARCH



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INTRODUCTION

The Deathwatch is a force unlike any other of the Imperium. Whilst many forces have feuds and quarrels amongst themselves, the Deathwatch is a collaboration where many instances exist where the most intense of rivalries that span up to ten millennia are brought to heel in the name of the Imperium.

While the war-torn galaxy sees violence at every turn, humanity is besieged on all sides by traitors, xenos, and daemons. While fighting these foes, there arose a need for the establishment of specialist detachments which were meant to fight specific enemies. The Inquisition, while ever striving to preserve the Imperium, has its three main branches forge new defenses to fight against the ever growing enemies of the Imperium. Unique among the Inquisition, the Ordo Hereticus maintains the Adeptus Sororitas. The other two main branches of the Inquisition, the Ordo Malleus and the Ordo Xenos have their own chamber militant. The Malleus is surrounded by secrecy of its founding of the Astartes known as the Grey Knights. The Ordo Xenos, however, has the Deathwatch.

The Deathwatch even to the extent of being tied directly to the Inquisition is more unique still. It does not recruit like other Astartes, where initiates are brought into the chapter and trained to become Astartes, the Deathwatch recruits already fully made Astartes from chapters across the Imperium. This method is not without its flaws, however. With drawing from multiple chapters, the recruits bring their own biases and headstrong natures along with them. In order to make a unified fighting force, these things must be extracted and utterly expunged from the warriors.

THE DEATHWATCH

General Information

The Deathwatch are of the post human race known as the Adeptus Astartes, or the Space Marines. These mighty warriors were originally created by the Emperor of Mankind in order to reform the empire that was created before the great warp storm which ceased communication between Terra and her colonies across the galaxy. The Emperor fought a long war to unify Terra from the control of minor warring factions and then spearhead a Great Crusade across the galaxy. The first space marines were the Thunder Warriors. These warriors were not space marines as such, but served as the template for what would be the iconic saviors of mankind. The Emperor also made 20 (21) Primarchs, who were meant to be the generals of these new space marines, each commanding one legion of troops. The legions were genetically similar to the Primarchs to which they were going to serve under. While most legions had found their Primarch, two legions were expunged from Imperial Record and nothing is known about the fate of the legions or their Primarchs what is known by the other Primarchs and the Emperor himself.

During the Great Crusade, a schism between the legions occurred. The Luna Wolves under Horus along with eight other legions turned against the Emperor and the other nine. After a long and bloody conflict spanning the galaxy, there came a time for the traitors to either win or lose the war. They assaulted the Imperium homeworld of Terra. During this battle hundreds of thousands died and, in the end, the Emperor and Horus came to blows aboard his flagship the Vengeful Spirit. As the Emperor fought he could not bring himself to kill his favored son, who had no similar qualms about killing his sire. Horus wounded the Emperor gravely, who in turn dealt a death blow to his son. From that point the Emperor was rushed back to the Imperial Palace and placed upon the Golden Throne.

The following years lead to the nine loyal legions were split during the Second Founding, making the legions which were commanded at numbers of around 100,000 now led by other marines at sizes no larger than 1,000 men strong with auxiliary and command units in addition to that. Nine chapters remained with their original name and scheme, while the rest were changed into these Second Founding Chapters. With the original nine chapters, however, there are times where rules are flexible. Such as the Dark Angels, with undisclosed numbers of veterans, or Blood Angels who have the Death Company included in their numbers. In addition there are the Salamanders, who have companies of 120 instead of 100 (and 60 in the scout company) and only seven companies instead of 10. Furthermore, the aforementioned feuds between legions (and chapters) live on – most notably the feud between the Dark Angels and the Space Wolves.

Deathwatch Fundamentals

Where the Deathwatch is so unique in its recruiting, the fact that it does not have to spend years training its men before battle is a huge advantage in the galaxy at war. Whereas a chapter can be crippled for decades if it sustains heavy losses, the Deathwatch can recruit members quick enough to be at full strength within a matter of months. Although full space marines are the standard sent as recruits to the Deathwatch, an extremely rare instance where a scout marine is sent to the Deathwatch to serve has occurred. The recruits sent to the Deathwatch are tested for loyalty and worthiness, and any which are not up to the Deathwatch's standards are returned to their chapter in shame. For a chapter to recommend a brother for service is a daunting task, as it is generally required that a Chapter Master approves the nomination only after the brother in question's Captain, Apothecary, and Chaplain agree upon his worthiness to be sent. Although these brothers may have served in their parent chapter for decades, centuries, or even millennia they are still subjected to the training of the Deathwatch – hypno-indoctrination, combat training for various enemies, as well as many other physical and mental tests. Only after the Watch Captain overseeing him believes him ready and the Watch Commander agrees will he be placed into a Kill Team.

Whereas the chapters of the space marines are run by a single Chapter Master and his captains, the Deathwatch is run by Inquisitors and under them the Watch Commanders. Under the Captains are the Watch Captains. While an extremely rare sight, some Watch commanders will take the field with their men, although what could necessitate such a strong leader needing to be at the conflict in person is a hard thing to fathom indeed. Under these Watch Captains are commanding units such as Kill Team Leaders, Chaplains, Librarians, Techmarines, and Apothecaries. Finally under this are the ordinary members of the Deathwatch. Split into Kill Teams of various sizes with members from various chapters, the Kill Team is the staple unit of the Deathwatch and what sees most of the fighting in the galaxy.



The Deathwatch main base of operations is the Watch Fortress Erioch in the Jericho Reach. While many others exist, they vary in purpose and size enormously. Some have no inhabitants at certain times, and still others can house half a dozen or more at minimum. Such is the variation of the duty of the Deathwatch. Beyond these there are Watch Stations around the galaxy which monitor for potential xenos activity of interest for the Deathwatch to investigate. These stations may vary in size from a single bunker implanted on the side of an asteroid to a small escort ship. They could be centuries old and operated by as little as circuits and serfs or only a single are often merely way stations between or in transit to a mission for a Kill Team. Even some stations still are merely operated by only a machine spirit whose sole purpose it is to keep vigil over a planet or sector.

Although the Watch Fortress Erioch could easily house an entire chapter of Astartes, its largest occupancy was in 756.M41 during the events of the Council of Ascension. Most always, Erioch

only houses a few score of Deathwatch at any given time, as the others are on mission or stationed elsewhere. The most senior member of the Deathwatch is the Master of the Vigil, who is the Watch Commander or ranking Watch Captain at Watch Fortress Erioch. The High Lords of Terra themselves have to confirm the promotion of a battle brother to the rank of Master of the Vigil. Like the other members of command, he is to remain in command until either relieved or killed. He will keep the mantle for an extended time only if a time of crisis or large scale war makes it unwise to change the leadership of the Deathwatch at that moment. Unlike the other members of the Deathwatch, the Master of the Vigil has a unique pauldron on his armour which shows a gauntleted hand gripping a snarling serpent by the throat. Beyond this he bears no further rank insignia.

Deathwatch Service

The Apocryphon Oath is the oath of service all members of the Deathwatch must recite in order to be inducted into the Deathwatch. It goes as follows:

“Hark ye, who are pure in the eyes of the Emperor. Hark now, as I, your loyal Orator, recite this, the Apocryphon Oath, of one of His most holy Space Marines.

Let it be known by all dominions, powers, and authorities, that the bearer of this seal, Brother [NAME] of the [CHAPTER], has taken the most sacred Apocryphon Oath, and has been seconded to the Deathwatch until such time of his death, or until the specifics of his oath shall be considered and proclaimed to be discharged.

On the honor of your chapter, your Primarch, and the Emperor, you are sworn to destroy the Alien, confront the myriad enemies of the Imperium, and obey the most solemn vows of the Apocryphon Conclave. You will watch in the dark places, you will safeguard the night, and annihilate the vile xenos and bring unto them the judgment of mankind. You will stand as the bulwark upon which the Imperium persists, from now, unto the ending of the universe.

The bearer of this oath will be accorded the utmost honor in word and deed. Let all know that the gaze of the Emperor and the blessed Primarchs shall follow the bearer wherever he designs to tread, so that even in death, they shall know his name.

So it is sealed, by word, blood, and deed, by the grave of the Apocryphon Conclave, the Deathwatch, and the Senatorum Imperialis.

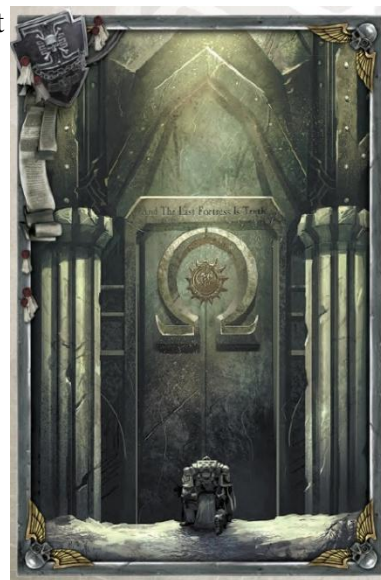
To be Unclean, That is the Mark of the Xenos
To be Impure, That is the Mark of the Xenos
To be Abhorred, That is the Mark of the Xenos
To be Reviled, That is the Mark of the Xenos
To be Hunted, That is the Mark of the Xenos
To be Purged, That is the Fate of the Xenos
To be Cleansed, For That is the Fate of All Xenos

We bring justice by sword, by shell, by flame. In His name, suffer not the alien to live!”

Serving in the Deathwatch varies from member to member. For some it could be as short as a year (or even less) and for others it could be a life-long sentence. When a member is elevated to Watch Commander, it essentially means he may never return to his home chapter for the rest of his life, and a Watch Captain who may return will likely not do so for many years – if at all. Another type of service which restrains a member from returning to their chapter is that of being interred in a Dreadnought. In the rare circumstances that it is viable to rescue such a critically injured battle-brother and return to the nearest fortress, permission to keep the battle-brother must be acquired by the Deathwatch from his original chapter before he can be interred. The final form of service which restricts the member from returning to his chapter is that of a Black Shield. A Black Shield is a member who, when arriving to the Watch Fortress, is wearing all black armour without any chapter insignia or emblems on his armour. Whether this is done out of shame or fear of retribution, such as if the chapter of his origin has turned renegade, was destroyed, or even some have thought them to possibly be traitors who have returned to the light and wish to be accepted. Whatever the cause of this is of no consequence. No questions are asked and if the marine can pass the trials, he is inducted just the same most times – the Watch Commander may turn them away if he wishes, but this rarely happens. If he fails the trials, he is released. There are no restrictions on these Black Shields on being promoted in ranks, although to date it has only been recorded once with a Watch Commander by the name of Israfil. He was lost in battle against the Mire and, despite the valiant efforts of the Deathwatch and a Dark Angels battle group, his remains were not recovered.

The Omega Vault

One of the mysteries of the Deathwatch is that of the Omega Vault. Sealed by ancient engines, catacombs, and chambers the Omega Vault sits at the very heart of Watch Fortress Erioch. There is only one entrance to the Omega Vault, which has the words “Et Ultimum Castellum Est Veritas”, High Gothic for “And the Last Fortress is Truth” etched above the entryway. While one may try, the doors of the Omega Vault remain closed at all times until they open upon their own will. Each portion within the Omega Vault is individually sealed and contains defense systems and elaborate locks which make it impossible to open a chamber without it being opened on its own. Artifacts and information are released sometimes in direct response to events occurring in the Jericho Reach, though how the Omega Vault is able to possibly know what is needed and when is an enigma in and of itself. To date, only one chamber has ever been opened at any given time, but once the yielded item is removed the vault begins processes to seal itself again, sounding its bell toll to warn the occupants to leave before they are sealed in the vault with nothing but their thoughts to keep them company. At one point the gift from the vault was a living being held in stasis, an Astropath with one final message to send before he expired from age and his mission complete. At the center of the Vault is the Inner Vault, containing the secret of secrets. Slowly,



one-by-one, the locks of the Inner Vault have unlocked with every opening. The one thing which is certain of the Omega Vault is that it was built at least for, but likely by, humans. This is evident in the fact that there is a pathogen which is lethal to anything and everything which is not human.

NON PATĪ XENOS VIVERE

SUFFER NOT THE ALIEN TO LIVE

While the Deathwatch fight across the galaxy, their main mission is the use and/or destruction of the xenos races for the furthering of mankind. During this tedious mission, many varied species and subspecies of xenos have been encountered. From the well-known Eldar, Orks, and Tyranids down to the Umbra, Mire, and the Hrudii – all have been encountered and catalogued. Their weaknesses have been recorded and Kill Teams are trained in how to properly dispatch any and all xenos they may encounter in their service. While training is a good portion of the battle, good equipment also helps. The Adeptus Mechanicus have been working with the Deathwatch and its Ordo Xenos masters for ages, making weapons specifically purposed to killing certain potential enemies.



While it is commonly accepted that the xenos are a threat to humanity, some are considered tolerable in the way that they are able to advance humanity. Some species have been classified as useable by mankind for one reason or another and are allowed to survive if, and *only* if, they agree to be subservient to mankind and work for the Inquisition. It is only in these rare instances that a species is not immediately dispatched or captured for study.

FORCES OF THE DEATHWATCH

Inquisitor of the Ordo Xenos

Some of the bravest and most dedicated individuals of the Imperium are lucky enough to be made into Inquisitors. These men and women are the ultimate authority in the field, carrying the weight of the High Lords of Terra as their only masters sans the Emperor himself. These men and women come from varied walks of life and there is no set criterion to which applies to the choosing of a candidate sans that it is done by another Inquisitor. The only necessity is intelligence and loyalty, as other aspects of the person's character may not show themselves until much later in life. In some instances, even a teen may be chosen to be forged in the image of an Inquisitor, although this is not common practice. When an Inquisitor is made their choice of apprentice, that apprentice will spend

several years learning the knowledge and tradecraft of their master. These less qualified students are known by many titles depending on their duty – Interrogator, Novitiate, Neophyte, or Approbator are some of the most common. After the overseeing Inquisitor feels that the apprentice has proven himself or herself, other Inquisitors will give their consent in order to grant the Inquisitorial Seal and full Inquisitor status unto the apprentice. In some cases it may be necessary that the apprentice is immediately elevated without such pomp and circumstance surrounding their elevation, such as if their master is killed or is repealed for various situations. In this case, the apprentice will inherit their master's Inquisitorial Seal and from then on take on the mantle that was formerly their teacher's.



Although the Inquisition does not officially have ranks as such, the need for a higher tier of Inquisitors was seen by the High Lords. Because of this, there was the formation of the Lord Inquisitors. Although known by more than a few names, they are all the same. These Lords are chosen from those who are seen to have the qualities needed for such a daunting position. An existing Lord must nominate the individual who must then be approved by two other Lords. Rather than have set power over an area of space or a type of law, Inquisitor Lords are essentially allowed their full power wherever they deem fit and necessary to exercise it.

Ordo Xenos Inquisitor

WS: 4 BS: 4 S: 3 T:3 W:3 I: 4 A: 3 Ld: 10 Sv: 4+

Unit Type: Infantry

Special Rules: Independent Character, Stubborn, Forewarned is Forearmed

Watch Captain

A Watch Captain of the Deathwatch is a Battle-Brother who has proven himself to be a worthy leader of men. Although the commitment to accept the position of Watch Captain means that the Battle-Brother will likely not see his home chapter for many years, if accepted, he will be received in honor no matter his destination. Although not a common sight in battle, a Watch Captain is likely to command a Kill Team or sometimes more than one Kill Team in order for them to achieve a goal. Often privy to knowledge the team cannot know, at least at one point or another, he must steer them blindly and have faith that they would follow him into the Eye of Terror if he so deemed it necessary. For this reason, a Watch Captain is a most noble figure indeed.



On the few occasions where a Watch Captain is required to go into battle personally, the sight is a magnificent one. He will lead men against horrific foes and show those foes the true meaning of the Emperor's Wrath. Should he show enough prowess and be deemed worthy, he may even be asked to take the mantle of the Watch Commander. If he does so, he will never see his own chapter again and be permanently assigned to the Deathwatch.

Watch Captain

WS: 6 BS: 5 S: 4 T: 4 W: 3 I: 5 A: 3 Ld: 10 Sv: 3+

Unit Type: Infantry

Special Rules: And They Shall Know No Fear, Deathwatch Tactics, Independent Character, Forewarned is Forearmed.

Chaplain

The Chaplains are the Astartes defenders of the faith. Typically assigned to every company in a standard chapter, the Chaplains of the Deathwatch are usually not deployed anywhere specific and are available on an as-needed basis. Their duty is to ensure the faith of each Astartes Battle-Brother and to ensure that he has not been corrupted by the taint of Chaos. His other task is to protect the relics of the chapter, for without them, the history and honor of the chapter could be lost forever. Leading men where the fighting is fiercest is the call for the Chaplains. All the while saying hymns and praises to the Emperor. The liturgies of battle hang on his every breath until the fighting is done or he has been slain. His shining example is a beacon to all near him to fight in the glorious name of the Emperor.



Chaplain

WS: 5 BS: 4 S: 4 T: 4 W: 2 I: 4 A: 2 Ld: 10 Sv: 3+

Unit Type: Infantry

Special Rules: And They Shall Know No Fear, Deathwatch Tactics, Independent Character, Zealot, Forewarned is Forearmed.

Apothecary

The Apothecarion of a chapter is what ensures its survival. Armed with a narthecium redactor, it is his duty when a Battle-Brother has fallen to remove his geneseed for implantation into the next generation of recruits. If a brother is fallen but still alive, it is he who attempts to get him back into the fight as soon as possible. In order to retrieve the geneseed of a marine, it often puts him in



perilous danger, and he bears this in mind as he literally carries the future of his chapter in blazing battle. With the Deathwatch, the Apothecarion is slightly different. As it does not have recruits as other chapters do, often if a geneseed is the only available thing to recover from the marine and not his body, this precious part will be sent back to his chapter of origin in order that they may honor his memory with a new recruit.

Although usually part of a command squad, the Deathwatch often will have an Apothecary as part of a Kill Team. While not always the case, this ensures that a specialist will be present in order to deal with any mission-specific tasks which were believed to be probably by the overseeing Watch Captain or Inquisitor for that mission.

Apothecary

WS: 4 BS: 4 S: 4 T: 4 W: 1 I: 4 A: 2 Ld: 9 Sv: 3+

Unit Type: Infantry

Special Rules: And They Shall Know No Fear, Deathwatch Tactics, Forewarned is Forearmed, Independent Character

Librarian

A member of the Librarius is known as a Librarian. While the designation during the time of the Great Crusade was banned by the Emperor himself from the Edict of Nikaea, a need arose during the Horus Heresy to see these psychic individuals reinstated and allow the use of their gifts. While not in every chapter, often a Librarius is maintained and new recruits seen to have psychic potential are trained in the ways of a Librarian. The powers of a Librarian are not common, often each one is completely unique in what powers they have or don't have; but a general trend is that they do have similarities in their abilities. While some chapters are skeptical of psykers of any shape, such as the Black Templars, there are others which have quite a few or are entirely made up of them, such as the Grey Knights of the Ordo Malleus. To not use psykers of any form could most definitely be considered a waste, as the raw power they are able to channel can often turn the tide of a battle from an utter devastating defeat into a glorious victory.



Librarian

WS: 5 BS: 4 S: 4 T: 4 W: 2 I: 4 Ld: 10 Sv: 3+

Unit Type: Infantry

Special Rules: And They Shall Know No Fear, Deathwatch Tactics, Independent Character, Psyker (lvl 1), Forewarned is Forearmed.

Techmarine



Often seen as the rust colored warriors of the Astartes, the Techmarines are somewhat of an anomaly. They are trained within their chapter for a set amount of time before being sent to Mars in order to be trained by the Tech Adepts of the Adeptus Mechanicus. During this time they master the art of working with technology and machinery, but some chapters view this as them losing some of the camaraderie that was once had between them. This time apart and knowledge added makes some feel that they are now partly of their chapter and partly of the Mechanicus. No matter, as the Techmarines are essential for the functioning of a chapter. They maintain vehicles, weapons, and ships as well as make the prostheses which are used by injured Battle-Brothers. In the Deathwatch, they are even allowed a special exception to some rules. Where normally the modification of a vehicle or weapon is considered technological heresy by the Adeptus

Mechanicus, the Deathwatch has special permissions granted to their Techmarines for them to modify weapons for various reasons. Often these modifications are shared with the Mechanicus who also grants the Deathwatch certain experimental weapons as well as unlimited supplies of their specialist bolter ammunition, which the Deathwatch needs for every mission.

Techmarine

WS: 4 BS: 4 S: 4 T: 4 W: 1 I: 4 A: 1 Ld: 9 Sv: 2+

Unit Type: Infantry

Special Rules: And They Shall Know No Fear, Blessing of the Ommissiah, Bolster Defenses, Deathwatch Tactics, Independent Character, Forewarned is Forearmed.

Command Squad



Veterans of many campaigns, command squads are attached to the leaders of the Deathwatch. Trained to fight any enemy imaginable, they have the prerequisites to ensure the survival of the leadership of the Deathwatch. Often having included with the command squad are the Standard Bearer, Company Champion, and the Apothecary – although in the case of the Deathwatch the Apothecary may or may not be with a command squad. These are truly the best of the best, warriors who have proven their mettle time and time again. Their sheer determination to complete their given task will ensure the victory of the Imperium.

Command Squad Veteran

WS: 4 BS: 4 S: 4 T: 4 W: 1 I: 4 A: 2 Ld: 9 Sv: 3+

Company Champion

WS: 5 BS: 4 S: 4 T: 4 W: 1 I: 4 A:2 Ld: 9 Sv: 3+

Unit Type: Infantry

Special Rules: And They Shall Know No Fear, Deathwatch Tactics, Honour or Death (Champion only), Forewarned is Forearmed.

Honour or Death: A model with this special rule must always issue a challenge and/or accept a challenge in close combat when possible.

Deathwatch Squads and Deathwatch Assault Squads

Generally members of the Deathwatch are deployed via Kill Teams, but in certain cases it is more practical to deploy them as full squads in the same way as a standard chapter would. These instances would often be that where an entire planet or even a sector has been deemed a warzone and in need of the Deathwatch to purge the xenos threat in the area. In these cases it is almost certain that even a handful of Kill Teams would not be sufficient to defeat the enemy and that it would be more practical to deploy members in a standard combat formation for optimal results. These squads are generally larger in size.



Deathwatch Squad Member

WS: 4 BS: 4 S: 4 T: 4 W: 1 I: 4 A:1 Ld: 9 Sv: 3+

Deathwatch Squad Sergeant

WS: 4 BS: 4 S: 4 T: 4 W: 1 I: 4 A:2 Ld: 9 Sv: 3+

Unit Type: Infantry (Assault Unit is Jump Infantry)

Special Rules: And They Shall Know No Fear, Deathwatch Tactics, Combat Squads, Forewarned is Forearmed, Heroic Intervention (Assault Squad Only).

Heroic Intervention: Deathwatch Assault Squads ignore the penalty for disordered charges. Furthermore, a Deathwatch Assault Squad Sergeant automatically passes the Initiative Test if he wishes to make a Glorious Intervention.

Kill Team

The staple unit of the Deathwatch, a Kill Team is the same as any other unit except in every way. Often a small squad no larger than 5-6 men (rarely up to 10); a Kill Team is able to infiltrate an enemy and destabilize it before they are even discovered as having been there. While not always

the case, if a Kill Team is found they are able to escape without much difficulty, but the mission is always the priority. Fighting to the last man is not an uncommon sight should the mission necessitate it, and because of this the Kill Team is armed with the very best weapons available. Able to have the flexibility a small squad provides also allows for better tactics and easier mobility for a Kill Team versus a regular unit.

Kill Team Member

WS: 4 BS: 4 S: 4 T: 4 W: 1 I: 4 A: 2 Ld: 9 Sv: 3+

Kill Team Sergeant

WS: 4 BS: 4 S: 4 T: 4 W: 1 I: 4 A: 2 Ld: 9 Sv: 3+

Unit Type: Infantry

Special Rules: And They Shall Know No Fear, Deathwatch Tactics, Forewarned is Forearmed, Combat Squads.

Thunderfire Cannon

Artillery is not exactly an uncommon sight for the forces of the Adeptus Astartes. But the Deathwatch normally does not have use for something so large and cumbersome. However, there are uses for such a device when the combat is large enough to necessitate it. A Thunderfire Cannon is operated by a single Techmarine and can cut down swathes of foes in a single salvo. Armed with multiple different shell types, this versatility also makes the Thunderfire Cannon a viable option for any operation.

Thunderfire Cannon

WS: - BS: - S: - T: 7 W: 2 I: - A: - Ld: - Sv: 3+

Techmarine

WS: 4 BS: 4 S: 4 T: 4 W: 1 I: 4 A: 1 Ld: 9 Sv: 3+

Unit Type: Artillery

Special Rules: (Gunner Only) And They Shall Know No Fear, Deathwatch Tactics, Blessing of the Ommissiah, Bolster Defenses, Forewarned is Forearmed.

Dreadnought

Mighty warriors of often great age, the Dreadnoughts are marines who fought and should have died from their wounds but from sheer faith and willpower remained alive. They were interred in a Dreadnought Sarcophagus and serve, even in death. Although a rare sight in a chapter due





circumstances which make for a Dreadnought, it is even more innumerable rare for a Dreadnought in Deathwatch colors. The wounds which make a marine eligible for interring often make it difficult to transport the wounded marine the large distance to be evacuated while still making certain the mission is completed. Should they escape with their injured brother, he still needs to survive the journey to the nearest station where he can be treated and then put into stasis until a Dreadnought Sarcophagus is ready for him. Even at this, permission from the marine in question's home chapter must be sought in order for him to be interred, as once this is done he will never return to said chapter. But should there be such a well trained and battle hardened warrior interred, it is a fearsome sight.

Dreadnought

WS: 4 BS: 4 S: 6 F:12 S:12 R:10 I: 4 A: 2 HP: 3

Venerable Dreadnought

WS: 4 BS: 4 S: 6 F: 12 S: 12 R: 10 I: 4 A: 2 HP: 3

Unit Type: Walker

Special Rules: Forewarned is Forearmed, Venerable (Venerable Dreadnought Only).

Inquisitorial Henchmen

The henchmen which are taken as bodyguard for an Inquisitor are some of the best trained humans in the galaxy. Often hand-picked as exception warriors, these men and women will stop at nothing to protect the Inquisitor and follow his or her orders to the letter. It's truly a shame that they were not made into Space Marines, but this is the cruel hand of fate.

Inquisitorial Henchmen Acolyte

WS: 3 BS: 3 S: 3 T: 3 W:1 I: 3 A: 1 Ld: 8 Sv: 5+

Unit Type: Infantry

Special Rules: Unyielding Loyalty

Deathwatch Terminators

Veterans of campaigns beyond number, Deathwatch Terminators are a rare sight but do exist. They often do not act on Kill Team missions but are able to ensure victory when called upon. Their armor, rather than power armor, is Tactical Dreadnought Armour, which is the very best available. It houses a power field generator which gives a personal shield over the wearer and makes it so even the



most lethal of weapons bounce off harmlessly. Commonly armed with a storm bolter and power fist, a Terminator is a death sentence to anything he targets.

Deathwatch Terminator

WS: 4 BS: 4 S: 4 T: 4 W: 1 I: 4 A: 2 Ld: 9 Sv: 2+

Deathwatch Terminator Sergeant

WS: 4 BS: 4 S: 4 T: 4 W: 1 I: 4 A: 2 Ld: 9 Sv: 2+

Unit Type: Infantry

Special Rules: Deathwatch Tactics, And They Shall Know No Fear, Combat Squads, Forewarned is Forearmed.

Rhinos and Razorbacks

Standard transport of the Astartes, Rhinos and Razorbacks are medium sized APCs which offer light to medium armament. Whereas a Rhino offers more capacity, a Razorback offers a heavier weapon array in order to give cover fire to nearby units, but this is done at a sacrifice to transport capacity. Although not commonly seen in the Deathwatch (as per many things) they are known to be used from time to time.

Rhino

BS: 4 F: 11 S: 11 R: 10 HP: 3

Transport Capacity: 10 Models

Razorback

BS: 4 F: 11 S: 11 R: 10 HP: 3

Transport Capacity: 6 Models

Unit Type: Vehicle (Tank)

Special Rules: Repair (Rhino Only)

Drop Pods

A quick entry into battle can stun an enemy and make dispatching them even easier. A common method for deploying troops to key locations, a Drop Pod is a sound way to make sure a Kill Team gets where it needs to go as quickly as possible without a chance of getting pinned down while en route. These pods hold up to 10 marines, a Dreadnought, or even a Thunderfire Cannon and its operator. What this means is that no matter the enemy, a Drop Pod can deliver its doom.

Drop Pod

BS: 4 F: 12 S: 12 R: 12 HP: 3

Transport Capacity: 10 models, a single Dreadnought, OR a Thunderfire Cannon

Unit Type: Vehicle (Open-Topped, Transport)

Special Rules: Drop Pod Assault, Immobile, Inertial Guidance System.

Chimeras

While not a vehicle of the Astartes, a Chimera transport is a main portion of the forces of the Astra Militarum Imperial Guard and the Inquisition. It offers a smaller option than a Rhino for an Inquisitor and his Henchmen to use in order to get from point A to B. Although not having the best armament or armor, it is a transport which can traverse water as well as land; something certain missions make an extremely generous commodity.

Chimera

BS: 3 F: 12 S: 10 R: 10 HP: 3

Transport Capacity: 12 models

Unit Type: Vehicle (Tank, Transport)

Special Rules: Amphibious, Lasgun Arrays

Land Raiders

While some choose to take the lightly armed and armored Rhino or Razorback, others in the Astartes choose the Land Raider. It is large and bulky but have a devastating amount of weapons and can transport passengers with better accommodations along the way providing better armor to prevent the death of the occupants. While the Land Raider is a generic term, there are three main design variants employed by the Astartes: The Crusader, The Redeemer, and standard land raider.

Land Raider

BS: 4 F: 14 S: 14 R: 14 HP: 3

Transport Capacity: 10 Models

Land Raider Crusader

BS: 4 F: 14 S: 14 R: 14 HP: 3

Transport Capacity: 16 Models

Land Raider Redeemer

BS: 4 F: 14 S:14 R: 14 HP: 3

Transport Capacity: 12 Models

Unit Type: Vehicle (Tank, Transport)

Special Rules: Assault Vehicle (Crusader and Redeemer only), Power of the Machine Spirit

Stormraven Gunships

A small orbital dropship, the Stormraven is a versatile craft. Able to be armed with a variety of weapons as well as transport a large amount of men to battle, a Stormraven is a viable option when a Thunderhawk is too large to be an option. Somewhat a recent invention, the Stormraven has been accepted by the Astartes because of its grand performance with the Grey Knights and Blood Angels who pioneered their experimental use. Although a transport, the sheer firepower of a Stormraven is what makes for it to be such a perfect aerial weapon when fielded under the command of a seasoned warrior.

Stormraven Gunship

BS: 4 F: 12 S: 12 R: 12 HP: 3

Transport Capacity: 12 Models and/or a single Dreadnought. If zooming and a wrecked or explodes result occurs, the Dreadnought will suffer a S10 hit on its rear armor. If hovering, it is S4 instead.

Unit Type: Vehicle (Flyer, Hover, Transport)

Special Rules: Assault Vehicle, Power of the Machine Spirit, Skies of Fury

Valkyrie Gunships

Valkyrie Gunships are a favorite among the Astra Militarum Imperial Guard. Offering a quick transport option for veterans or troopers alike, Inquisitors also favor them for themselves and their henchmen squads. While not very heavily armored, it is moderately armed and provides excellent fire on key targets with its missile pods or hellstrike missiles.

Valkyrie Gunship

BS: 3 F: 12 S: 12 R: 10 HP: 3

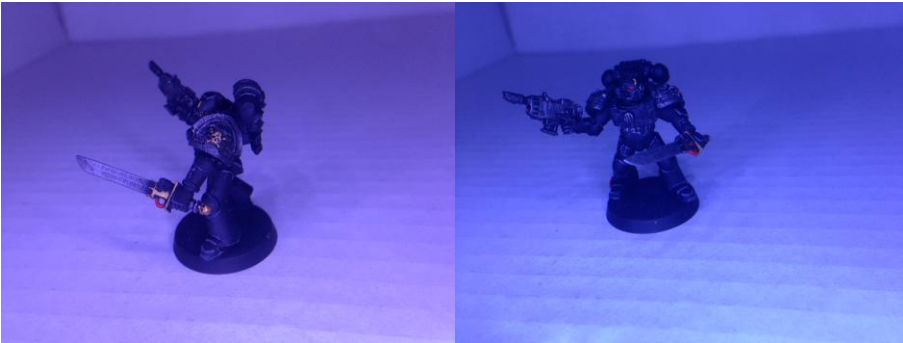
Transport Capacity: 12 Models

Unit Type: Vehicle (Flyer, Hover, Transport)

Special Rules: Grav Chute Insertion

MODEL GALLERY

All models in this section have been purchased, assembled, and painted by Christopher Quillinan.



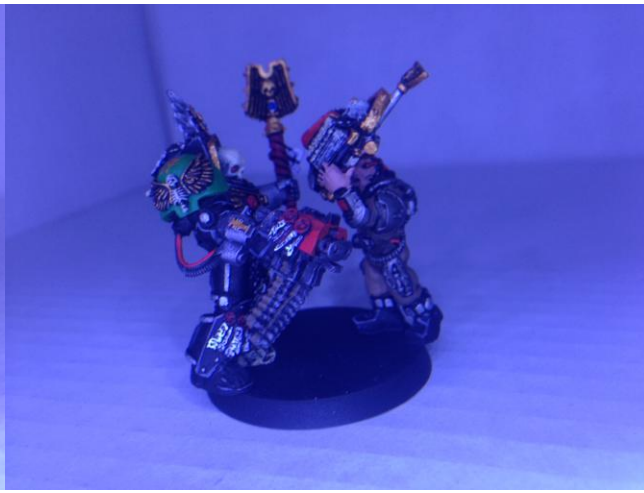
Deathwatch Ordo Xenos Inquisitor with Needle Pistol and Power Sword



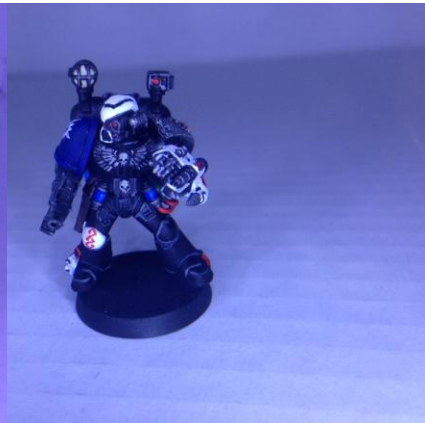
Silver Skull Librarian with Force Staff and Bolt Pistol



Deathwatch Chaplain of the Salamanders with Storm Bolter and Crozius



Techmarine with Grav Pistol



Deathwatch Command Squad with Glorious Standard
And Cruciform of the Crusade (Only one may be played at a time)

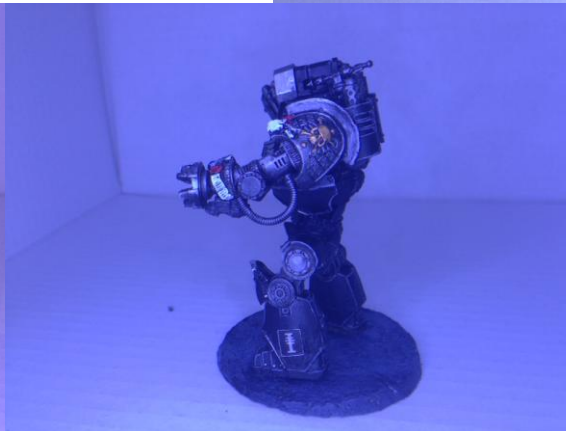
An Apothecary of the Novamarines. May be taken
independently from squad.



A Deathwatch Kill Team, the standard unit used in operations of the Deathwatch. Armed with Stalker Pattern Bolters, the Sergeant has a Power Sword and a Combi-Grav Gun. Truly prepared for any encounter.



Deathwatch Terminators often will perform in only the most dire of times, such as an extermination of a species.



A Deathwatch Contemptor Pattern Dreadnought of the Sons of Medusa chapter. A truly awful sight for any xenos to behold.

I wanted to extend a special than you to Paul. He runs the Gamer Templates Facebook company and I wanted to show you all the work he has done for me regarding Deathwatch. While not just limited to Imperium, he does templates for all armies.



www.facebook.com/bespokegamertemplates

CHAPTERS USED IN CHRISTOPHER'S DEATHWATCH FORCE:

I went through the Lexicanum, the novels, and the RPG in order to find as many unique chapters as I could. I only repeated a couple of them (Salamanders, because that's my main army) as I wanted a truly varied look. Although I did not take photos of all my models that are Deathwatch, I wanted to list all the ones I have done just to give people a look at the variety a single small-medium size army can have. I will go in alphabetical order.

Angels Vermillion	Iron Hands
Black Consuls	Iron Lords
Black Dragons	Lamenters
*Black Shields (not technically a chapter but still)	Mantis Warriors
Black Templars	Mortificators
Blood Angels	Nova Marines
Blood Ravens	Praetors of Orpheus
Brazen Minotaurs	Raven Guard
Carcharodons	Red Scorpions
Crimson Fists	Red Talons
Dark Angels	Relictors
Death Specters	Revilers
Death Strike	Salamanders (3 of them)
Emperor's Spears	Scythes of the Emperor
Executioners	Silver Skulls
Exorcists	Sons of Medusa
Fire Lords	Space Wolves
Flesh Tearers	Storm Wardens
Guardians of the Covenant	Ultramarines
Howling Griffons	White Consuls
Imperial Fists	White Scars

RULES FOR THIS CODEX

Deathwatch Force Organization Chart:

Compulsory: 1 HQ, 1 Elites

Optional: 1 HQ, 1+ Troops, 1+ Elites, 1-4 Heavy Support, 1-2 Fast Attack

For Allies, Deathwatch count as a standard Codex: Space Marine choice.

Special Rules:

And They Shall Know No Fear: A unit that contains at least one model with this special rule automatically passes Fear and Regroup tests. The unit can move, shoot/run, and declare charges as normal in the turn which it Regroups, but does not make the 3" Regroup move. If a unit containing one or more models with this special rule is caught by a Sweeping Advance, they are not destroyed, but remain locked in combat instead.

Assault Vehicle: Passengers disembarking from Access points on a vehicle with this special rule can charge on the turn they do so, even on a turn that the vehicle was destroyed.

Combat Squads: A full strength, ten-man unit with this special rule can break down into two five-man units, called combat squads, considered to be two five-man squads of the same type. For example, a ten-man Tactical Squad can split into two five-man Tactical Squads using the Combat Squads special rule.

You must decide which units are splitting into combat squads, and which models go into each combat squad, immediately before determining your Warlord Traits. A unit split into combat squads therefore is now two separate units for all game purposes, including calculating the total number of units in the army and determining the number of units you can place in reserve. Then proceed with deployment as normal. In an exception to the normal rules, two combat squads split from the same unit can embark in the same transport vehicle, providing its Transport Capacity allows. Once you have decided whether or not to split a unit into combat squads, it must remain that way for the entire battle. It cannot split up or join back together later on in the battle, nor can you use a redeployment to split up a unit or join it back together.

Forewarned is Forearmed: All units of the Deathwatch that are also Space Marines or Inquisitors gain the Preferred Enemy against enemies from any one codex chosen from the following list: Dark Eldar, Eldar, Necrons, Orks, Tau Empire, or Tyranids.

Scour the Xenos: Whenever a model from the Deathwatch causes the last Wound from an enemy warlord from the above list (regardless of the codex chosen for Preferred Enemy) the Deathwatch player scores a Strategic Victory point.

Bolster Defenses: After deployment, but before Scout redeployments and Infiltrate deployments, nominate one piece of terrain in your deployment zone (this may not be one you have purchased as part of your army). The terrain piece's cover save is increased by one for the duration of the game (to a maximum of 3+). Note that a piece of terrain can only be bolstered once.

Blessing of the Ommissiah: In each of your Shooting phases, instead of firing his weapons, a character with this special rule may choose to repair a single friendly vehicle that he is in base contact with or embarked upon. To repair a vehicle, roll a D6 and add the following modifier when applicable:

The character has a servo-harness	+1
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If the result is 5+, you may either restore a Hull Point (but may not exceed the vehicle's starting HP value), repair a Weapon Destroyed result, or repair an Immobilized. This result is effective immediately (a weapon repaired may fire in the same phase).

Skies of Fury: If the Stormraven has moved more than 6", passengers can still disembark, but they must do as follows:

Nominate any point over which the Stormraven moved that turn and deploy the squad as if it were deep striking onto that point. If the unit scatters, every disembarking model must immediately take a Dangerous Terrain test. If any of the models cannot be deployed, the entire unit is destroyed. Models that disembark using the Skies of Fury special rule cannot charge in the turn that they do so.

Unyielding Loyalty: When a unit has this rule and has an Inquisitor attached, they gain the Fearless special rule.

Power of the Machine Spirit: In a turn in which the vehicle neither moves Flat Out nor uses smoke launchers, the vehicle can fire one weapon at its full Ballistic Skill than normally permitted. In addition, this weapon can be fired at a different target unit to any other weapons, subject to normal rules for shooting.

Drop Pod Assault: Drop Pods and units embarked upon them must be held in reserve and must enter play using the Deep Strike rules. At the beginning of your first turn, choose half of your Drop Pods (rounding up) to make a Drop Pod Assault. Units making a Drop Pod Assault arrive on their controlling player's first turn. The arrival of the remaining Drop Pods is rolled for as normal. A unit that Deep Strikes via Drop Pod cannot charge in the turn it arrives.

Immobilized: A Drop Pod cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an Immobilized damage result that cannot be repaired in any way. Note that this does not cause it to lose a Hull Point.

Inertial Guidance System: Should a Drop Pod scatter on top of impassable terrain or another model (friend or foe) then reduce the scatter distance by the minimum required in order to avoid the obstacle. Note that if a Drop Pod scatters off the edge of the board, it suffers a Deep Strike Mishap as per the *Warhammer 40,000* rule book.

Repair: If a rhino is Immobilized, then in subsequent turns, it may attempt to repair itself instead of shooting. To make the attempt, roll a D6 in the Shooting phase: on the roll of a 6, the vehicle is no longer Immobilized. Note that a successful Repair does not restore a Hull Point.

Venerable: If a Venerable Dreadnought suffers a penetrating hit, you can make your opponent re-roll the result on the Vehicle Damage table. This second result is final, even if it is worse than the first.

Warlord Traits:

D6 – Result

1. **Preceding Reputation** – When an enemy unit takes a Fear Test, they suffer a -1 Ld penalty for each Deathwatch unit within 12” beyond the first.
2. **Strategic Strike** – The Warlord and his unit at the start of Turn Two, the controlling player can choose whether he wishes for them to arrive that turn. If he decides to keep them in Reserve, he can also choose whether he wishes them to arrive in Turn Three. However, they automatically arrive Turn Four. This unit also rolls only 1D6 for their scatter instead of the usual 2D6.
3. **Cleanser of the Xenos** – The Warlord may once per game call an orbital shooting attack. This does not prevent the Warlord and/or his unit from declaring a charge against the target unit that turn.

Range: Unlimited S:10 AP:1 Type: Ordnance1, Barrage, Large Blast, Orbital

Orbital: If an arrow is rolled on the scatter die, an orbital bombardment always scatters the full 2D6” – the Warlord’s Ballistic skill does not reduce this amount.

4. **Use Their Strengths Against Them** – The Warlord has +1 to his Invulnerable save (to a maximum of 2), if the Warlord has no invulnerable save, he receives a 6+ invulnerable save. In addition, choose one of the Warlord’s ranged weapons. That weapon gains +1 Strength (to a maximum of 10) and the Rending special rule.
5. **Vengeance is Just** – The Warlord and his unit have the Hatred (Xenos) special rule.
6. **Bring it Down** – The Warlord and all units within 12” reroll any failed To Hit rolls in both the shooting and assault phase.

CHAPTER TACTICS

Unlike any other chapter in the forces of the Adeptus Astartes, the Deathwatch recruits from most chapters of the Imperium instead of making its own recruits. This brings in a wealth of knowledge and different leadership styles, combat styles, and general expertise than any other chapter can rightfully claim to have. Thus the Deathwatch has exceptional Chapter Tactics which have developed from the “crème of the crop”, to coin the ancient Terran phrase.

Chapter Tactics – Deathwatch

Masters of Insurgency: The Deathwatch is known to infiltrate target locations, strike, and retreat after a job well done. Members of the Deathwatch with this rule have the Infiltrate, Scout,

Stealth, Shrouded, Furious Charge, Move Through Cover, and Hit & Run special rules for (game) turns 1 and 2.

In addition to Masters of Insurgency, choose one of the following tactics (Duty and Honour **OR** Final Push):

Duty and Honour: The Deathwatch prides itself on completing the mission, no matter the costs. Once per game at the beginning of *either* player turn, the controlling player may declare *X* number of their units are making their Duty and Honour (including Dreadnoughts). *X* is equal to the current game turn number. If activated on Game Turn 3, three units may make their Duty and Honour. Choose a single special rule from the following list to be added to *X* units for the remainder of the game:

- Counter-Attack
- Monster Hunters
- Tank Hunters
- Hatred
- Skyfire
- Interceptor.

*Note that the special rule chosen does not need to be the same for each unit. Each unit may only pick one special rule.

Final Push: Whenever the Deathwatch forces are depleted to half strength (rounding down) or the enemy is depleted to half strength (rounding up), the Deathwatch automatically gain the following:

- Furious Charge
- Hatred
- Hit & Run

ARMOURY OF THE DEATHWATCH

Deathwatch Relics – Only One of Each Relic May Be Chosen Per Army:

The Following Are Relics Intended for Inquisitors Only:

The Bane of Xenos – 25 points

Range: N/A S:+2 AP:3 Type: Melee, Fleshbane, Concussive

Captured Personal Shield – 40 points

The bearer of this relic has +2 to his invulnerable save. If the bearer has no invulnerable save, he has a 5+ invulnerable save. In addition, the bearer has the Eternal Warrior special rule.

Ancient Xenotech Pistol – 20 points

Range: 18” S:6 AP:3 Type: Pistol, Master-Crafted, Ignores Cover

The Tome of Vethric – 10 points

The Tome of Vethric may only be carried by an Inquisitor. If your opponent’s army contains any detachment chosen from any of the codices of: Dark Eldar, Eldar, Necrons, Orks, Tau Empire, or Tyranids – the model and his unit bearing the Tome of Vethric gain the corresponding special rules:

Dark Eldar – Night Vision

Eldar – Split Fire

Orks – Counter-Attack

Necrons – Tank Hunter

Tau Empire – Furious Charge

Tyranids – Monster Hunter

*Note that these rules are cumulative if multiple codices are represented in the enemy force.

The Following Are Intended for Deathwatch Space Marines Only:

Gift from the Parent Chapter – 35 points each

*Note that a Gift from the Parent Chapter may be given *in addition* to another relic.

Depending on the parent chapter of the model taking this relic, select from the following list:

Salamanders – **Surtur’s Breath** (Flamer)

Range: Template +6 S:6 AP:4 Type: Master-Crafted, Assault 1

Imperial Fists – Bolter Range: 30” S:5 AP:3 Type: Assault 4

Raven Guard – Lightning Claws Range: N/A S:+3 AP:2 Type: Melee, Rending, Shred

White Scars – Halberd Range: N/A S+1 AP:3 Type: Melee, Rending +2I

Iron Hands – Cybernetic Eye Range: 18” S:6 AP:5 Type: Pistol, Assault 1

Blood Angels – Chainsword Range: N/A S:+3 AP:3 Type: Melee, Rending

Space Wolves – Axe Range: N/A S:+2 AP:2 Type: Melee, Fleshbane,

Dark Angels – Power Sword Range: N/A S:+2 AP:2 Type: Melee, Instant Death

Ultramarines – Bolt Pistol Range: 18” S:5 AP:3 Type: Pistol, Assault 2

Unknown Founder – Either Choose from the above or may choose to take a Combi Weapon which ignores the Secondary One Use Rule

Standards of Battle (One Per Army)

The Glorious Standard – 65 points – This standard recounts glories from battles from the Horus Heresy up through the 41st millennium. The bearer of this standard and all Deathwatch forces within 12” have the Zealot and Crusader special rules.

Cruciform of the Crusade – 85 points – In the early days of the Achilus Crusade there were many bloody battles to establish the Imperium’s foothold within the Jericho Reach. In one such battle a squad of Battle-Brothers was dispatched to deal with the emergence of a Chaos Cult during the Argoth Uprisings. In the course of the battle the Battle-Brothers were forced to make a stand in an Imperial Chapel, where they held their ground for several days. At one point in the fighting a Heretic’s missile knocked the sacred Aquila down from the chapel’s spire. Enraged by the affront to the Emperor, one of the Battle-Brothers dropped his weapons and hefted the eight foot stone cross and eagle on his shoulder, charging the Heretic lines, instantly followed by his brothers and ending the battle in less than an hour of bloody carnage. Since then, the Aquila, known as the Cruciform of the Crusade, has been a relic for the Deathwatch of the Jericho Reach. The cross may be carried into battle by a Battle-Brother or by one of their followers. The bearer and all Deathwatch forces within 12” have the Zealot and Crusader special rules and add D3” to their charge distance.

DEATHWATCH EQUIPMENT:

The Omega Vault’s Gifts: The Omega Vault is an armoury of the Deathwatch in the Watch Fortress Erioch. Contained within are many different sealed containers, each with weapons that will be needed at some point. Some of these weapons have already unlocked and are available to be used.

Hellfire Flamer – 25points - A modification of the technology that created Hellfire Bolt Rounds, the Hellfire Flamer was recovered from the Omega Vault shortly after the first reports of Hive Fleet Dagon reached the Watch Fortress. Mixing potent mutagenic acids into the refined Promethium mix, the fire from a Hellfire Flamer eats away at chitin and bone with alarming speed, making it an ideal weapon for facing Tyranids. The Hellfire Flamer uses the following profile:

Range: Template S: 1 AP: - Type: Flamer, Poisoned (2+)

Chalice of Vision – 30 points – (Blood Angels Only) The Chalice of Vision is a relic which is used in a ritual that makes the user achieve a state of clarity much like their progenitor. This relic grants the user +1 to his WS, BS, and I. In addition, he has the acute senses special rule and may choose to reroll one of one of either a failed To Hit, To Wound, Armour Penetration, or Leadership Check once per turn.

In addition to the Gifts of the Omega Vault, many chapters either bring with their own weapons or merit or craft them while in their service. Many of these gifts are contained in gene locked containers, so that only a certain bloodline chapter may access the sacred weapons.

Deathroar (Dark Angels) – 25 points – Deathroar is a special plasma pistol left to the Deathwatch by the Dark Angels Captain Raziel, who was felled in the Cellebos Warzon while holding a fortress key to the success of the Imperium.

Range: 12” S:8 AP:2 Type: Pistol, Assault2

Frost Blade (Space Wolves) – 20 points – Frost Blades have teeth that are made usually from Kraken fangs or tempered diamond. This is the perfect combination between a power weapon and a chain weapon.

Range: N/A S:+2 AP:2 Type: Melee, Concussive

Helm of Varthion (Ultramarines) – 15 points – This helm belonged to Ultramarines Sergeant Varthion. This helm grants +1 to WS, I, and A characteristics and makes the melee weapon of the wearer master-crafted.

Conflagration Meltagun and Infernus Pistol (Salamanders) – 20 points/15points – These unique melta based weapons were hand crafted by Salamanders Techmarine Enthor Calibos during his tour with the Deathwatch. These weapons are more powerful and less wasteful than conventional weapons of their type.

Conflagration Meltagun: Range: 18” S: 9 AP: 1 Type: Assault1, Melta

Conflagration Infernus Pistol: Range: 12” S: 9 AP:1 Type: Pistol, Melta

Shard of Bekrin (Blood Angels) – 40 points – When on the Shrine World of Bekrin, Battle Brother Tarvos of the Blood Angels seconded to the Deathwatch fell defeating a Hive Tyrant. His corpse was not recovered, but his broken power sword was. The weapon, though nearly destroyed utterly and broken in half, still hums with power.

Shard of Bekrin: Range: N/A S:+3 AP:2 Type: Melee

Deathwatch Weapons:

Barrage Plasma Weapons – Gun 25 points, Pistol 20 points – These weapons sacrifice safety for added firepower. They consume more energy per shot and fire at a higher rate.

Barrage Plasmagun: Range: 24” S:7 AP:2 Type: Salvo 3/4, Gets Hot

Barrage Plasma Pistol: Range: 12" S:7 AP:2 Type: Salvo 2/3, Gets Hot

Balefire Gun – 30 points – Specially designed for more resilient foes, this flamer combines radioactive compounds with promethium. This means that this weapon is environmentally hazardous and is only to be used in dire circumstances.

Range: Template S:7 AP:4 Type: Flamer, Poison (3+)

Armourbane Missile Launcher – 25 points – Specifically designed for the purpose of defeating armour, the Armourbane Missile Launcher fires Krak Missile exclusively. It has extra sensors and arrays in order to make it effective against fliers and heavy creatures or vehicles.

Armourbane Missile Launcher: Range: 48" S:8 AP:3 Type: Heavy1, Skyfire,
Interceptor

Immolation Rifle – 25 points – The Immolation Rifle is an extremely rare weapon which is meant for anti-personnel use which have no armour or light armour. This weapon is meant for organic foes, and does not damage machinery, metal, etc.

Immolation Rifle: Range: Template S:6 AP:5 Type: Template, Assault1,
Shred

Executioner Axe – 20 points – The Executioner Axe is one of twelve found in the Watch Fortress Erioch. These weapons are entrusted to those who are shown favor by the Watch Commander. *Only a member of a Deathwatch Captain's Command Squad/Kill Team may be equipped with this weapon.

Executioner Axe: Range: N/A S:+2 AP:2 Type: Melee, Specialist
Weapon, Two-Handed,
Unwieldy, Master-Crafted

Power Falchion – 15 points – These weapons are found commonplace among White Scars seconded to the Deathwatch. These weapons are the marriage of a Power Sword and Power Axe, and shows as such.

Power Falchion: Range: N/A S:+1 AP:2 Type: Melee, Specialist
Weapon

Power Spear – 20 points – This weapon is a favored among the Iron Snakes Chapter, and most of the ones in the Deathwatch armoury are from that Chapter as a gift. These massive weapons are able to be used like a halberd, or as a javelin depending on what their duty is.

Power Spear (Melee): Range: N/A S:+1 AP:3 Type: Melee, Two-Handed,
Specialist Weapon, Unwieldy

Power Spear (Thrown): Range: 8" S:5 AP:4 Type: Assault1, Javelin

Javelin: When this weapon is thrown, the model who was equipped with it is no longer considered to be armed with it. In order to re-equip the weapon, mark where the enemy who was struck with the weapon is (dead or alive). The model who threw this weapon must come in contact with that point or enter Assault with that model/unit in order to re-equip this weapon.

Artificer Omnissian Axe – 15 points – (Techmarine Only) These power axes are crafted with care for the members of the Techmarines to use. They include often forgotten Artificer technology which makes them all the more deadly.

Artificer Omnissian Axe: Range: N/A S:+2 AP:2 Type: Melee, Unwieldy, Specialist Weapon, Master-Crafted

Firestorm Multi-Melta – 25 points – Originally crafted from a damaged Maxima Pattern Multi-Melta, the Firestorm design trades for higher energy consumption and shorter range for a higher damage and burst fire. Modifications of weapons normally is frowned upon by the Adeptus Mechanicus, but the Deathwatch's Techmarines have received special permission to recreate these weapons in limited numbers.

Firestorm Multi-Melta: Range: 16" S:9 AP:1 Type: Rapid Fire, Melta

Deathwatch Relic Blades – 25points – These blades have been serving the Imperium since the days of the Great Crusade. While few exist, even fewer exist in the hands of the Deathwatch. The legacies of these blades and their wielders are often inscribed on the blade itself.

Deathwatch Relic Blade: Range: N/A S:+2 AP:3 Type: Melee, Two-Handed

The Righteous Fist – 35 points – This massive powerfist was used to defeat Hive Fleet Dagon. Pitted and scarred from countless battles, it is said this powerfist has been known to crush the head of a Carnifex in a single blow. The oversized grip makes it ideal for destroying larger xenos.

The Righteous Fist: Range: N/A S:X2 AP:1 Type: Melee, Specialist Weapon, Unwieldy, Monster-Killer, Master-Crafted, Instant Death

Monster-Killer: This weapon grants the user the Monster Hunter special rule.

Ultra Pattern Mark IX Sniper Rifle – 25 points – This massive sniper rifle is the envy of any marksmen. This heavy needle sniper rifle has an extremely long range and is perfect for anti personnel and anti-material work. *May only be selected by one kill team member

Ultra Pattern SR: Range: 60" S:X AP:4 Type: Heavy1, Sniper, Needle

Needle: This type of projectile is known to go long distances without drop or wind effect. This rule makes the weapon count as having Master-Crafted and Shred in addition to getting a precision shot on a 4+ rather than a 6.

Hesh Pattern Bolter – 5 point (upgrade to bolter) – The Hesh Pattern Bolter was designed to be a compact bolter for close quarters or vehicle crew use.

Hesh Pattern Bolter: Range: 18” S:4 AP:5 Type: Assault2

*Note that this type of bolter may not fire specialist ammo types.

Deathwatch Graviton Cannon – 25 points – A different design of the standard Graviton Gun, the Graviton Cannon can fire in one of two ways. In a standard area-of-effect or as a concentrated beam.

Standard Fire: Range: 24” S* AP:4 Type: Heavy1, Blast, Concussive, Graviton Pulse, Haywire

Concentrated: Range: 24” S* AP:1 Type: Heavy1, Concussive, Graviton Pulse, Haywire

Graviton Pulse: Instead of rolling to wound normally with this weapon, any model caught in its blast must roll equal or under their strength on a D6 or suffer a wound (a “6” is always a failure.) After the graviton pulse has been fired, leave the blast marker in place. This area is now difficult and dangerous terrain for the next game turn. (*Note the concentrated fire mode uses the wound system of the graviton pulse but not the area section.)

Armour of the Deathwatch:

Flak Armour: Confers a 5+ Armour Save

Carapace Armour: Confers a 4+ Armour Save

Deathwatch Scout Armour: Confers a 4+ Armour Save and the Stealth special rule.

Power Armour: Confers a 3+ Armour Save

Artificer Armour: Confers a 2+ Armour Save

Terminator Armour: Confers a 2+ Armour Save and a 5+ Invulnerable Save. Grants Relentless special rule.

Special Equipment:

Drake Mantle (Salamanders) – 20 points – confers a 5+ Invulnerable save or adds +2 to current save.

Winged Jump Pack (Blood Angels) – 15 points – Confers the Fear special rule. Makes user a Jump Unit type.

Wings of the Raven (Raven Guard) – 15 points – This makes the user a Jump Unit type. It also confers the a special move. Once every other turn, the wearer may push the pack to its limits and move an extra 2D6” for the purposes of movement, running, or assaulting. If done in the movement phase, the wearer may only run D3” that phase or assault D6”. If done as a run, the wearer may only assault D3”. If done as an assault the wearer only moves 6” the following movement phase and as normal for run. (Unless the model remains locked in combat until the next game turn, then ignore these effects).

Great Wolf Pelt (Space Wolves) – 20 points – This large cloak of a Great Wolf of Fenris confers a +1 to Leadership and Initiative.

Artificer Bionics (Iron Hands) – 15 points – These bionics are much improved over the standard bionics of the Iron Hands. They confer a +1 bonus to Strength and Toughness, but cause a -1 to Initiative.

Pain Glove (Imperial Fists) – 15 points – This tool is for penitence as well as torture. It is used to cleanse a battle brother and renew his spirit. This confers a +1 to Leadership as well as the Fearless special rule.

Totem of Subetai (White Scars) – 30 points – This staff is for White Scars librarians. If a librarian should suffer Perils of the Warp, reroll his test.

Weapon Charm (Dark Angels) – 15 points – A weapon given such a charm gains the Master-Crafted special rule.

Heraldry Scroll (Ultramarines) – 10 points – When a model has this, he has +1 WS and A.

Standard Armoury:

Since the Deathwatch recruits from such a vast array of chapters, the members often will come pre-equipped with their own weapons. Thus some squads can see a large difference in armament between its members, and yet some squads will be nearly uniform.

Space Wolves –

Wolf Claws (Standard – 20 points/claw. Terminator – 5 points/claw)

This pair of lightning claws can choose to reroll either failed To Hit rolls OR failed To Wound rolls, instead of the standard Shred special rule’s effects.

Wolfteeth Necklace – 10 points

This talisman allows the user To Hit in close combat on a 3+ (unless it would be a 2+ normally) regardless of WS between the opponents.

Blood Angels –

Glaive Encarmine – 15 points

Axe – S:+1 AP:2 Type: Melee, Two-Handed, Master-Crafted, Specialist
Weapon, Unwieldy

Sword – S:User AP:3 Type: Melee, Two-Handed, Master-Crafted

Angelus Boltgun – 10 points

Range: 12” S:4 AP:4 Type: Assault2

Blood Talons (Dreadnought Only)

S:User AP:3 Type: Melee, Shred, Twin Blood Talons

Twin Blood Talons – for every unsaved wound caused by Blood Talons, immediately make an additional attack. These attacks can generate further attacks. Continue until no unsaved wounds are caused or the enemy are slain.

Magna-Grapple (Dreadnought Only)

Range: 12” S:8 AP:2 Type: Heavy1, Grapple

Grapple: If the Magna-Grapple shot hits a vehicle and the target is not destroyed, roll a D6 and add 8 to the score. If the result is lower than the target's highest armour value, nothing happens. If the result is equal or higher than this value, immediately move the vehicle 2D6” directly towards the Dreadnought. The target does not change its facing and will stop within 1” of difficult or impassible terrain, another (friendly or enemy) vehicle, or a unit locked in close combat. Treat any non-vehicle unit the target moves over as having been tank shocked. Once the drag has been completed, the Dreadnought releases the grapple. The vehicle may act as normal the next phase, if it survives the impending assault.

Dark Angels –

Corvus Hammer – 25 points

S: +1 AP:- Type: Melee, Rending

Blade of Caliban – 5 points

S:+1 AP:3 Type: Melee, Unwieldy

Mace of Absolution – 15 points

Normal S:+2 AP:4 Type: Melee, Bane of the Traitor, Concussive

Smite S:+6 AP:2 Type: Melee, Bane of the Traitor, Concussive, One
Use Only

Halberd of Caliban – 20 points

S:+2 AP:2 Type: Melee, Bane of the Traitor, Two-Handed

Bane of the Traitor: When a weapon with this is used against any unit from Codex: Chaos Space Marine, it's AP is improved by 1 to a maximum of 1.

Perfidious Relic of the Unforgiven – 15 points

Models in a unit with this have the Adamantium Will and Fear special rules.

Weapons for Use by Any Member of the Deathwatch:

Ranged Weapons

Stalker Pattern Boltgun: Each member of the Deathwatch is equipped with a Stalker Pattern Boltgun, which includes a mounted scope and special technology. To represent this, if a unit equipped with Stalker Pattern Boltguns does not move in the movement phase, it treats its weapon profile type as: Heavy2, Sniper and also cause Pinning.
*Note that this is in addition to any effects from specialist ammunition. Also, movement for the scout and infiltrate moves do not restrict use of this special ability.

Specialist Ammunition: The Deathwatch is the prime manufacturer of special bolter ammo. Among their ammo caches are Dragonfire, Hellfire, Inferno, Kraken, and Vengeance rounds, as well as more obscure round designs.

Antiphasic Bolts**

Range :24” S:4 AP:4 Type: Rapid Fire, Antiphasic

Antiphasic: Keep track of Wounds caused on Necron units by antiphasic bolts. Successful Reanimation Protocols and Ever-living rolls caused by antiphasic bolts must be re-rolled

Dragonfire Bolt**

Range:24” S:4 AP:5 Type: Rapid Fire, Ignores Cover

Hellfire Rounds**

Range: 24” S:1 AP:5 Type: Rapid Fire, Poisoned (2+)

Implosion Shells ***

Range: 18” S:5 AP:4 Type: Heavy 1, Implosion*

*Any model hit by an implosion shell reduces its total movement by D3” for the following game turn. Including but not limited to: movement phase moving, running, and/or assault distance rolls.

Inferno Bolts ***

Range: 24” S: 4 AP:5 Type: Rapid Fire, Inferno*

*Inferno – Re-roll any failed to wound rolls.

Kraken Bolt**

Range: 30” S:4 AP:4 Type: Rapid Fire

Metal Storm Frag Rounds**

Range: 18” S:3 AP: - Type: Assault 2

Vengeance Round**

Range: 18” S:4 AP:3 Type: Rapid Fire, Gets Hot

Witch Bolts ***

Range: 24” S:3 AP:5 Type: Rapid Fire, Psychic Disruption*

*Psychic Disruption: Any model classified as a psyker (anything which uses psychic powers of any kind or can make psychic tests for any reason) which is wounded and not killed by Witch Bolts is unable to make a psychic test for the following game turn after it was wounded. This means if the model was wounded on the bottom of turn three, it is affected until the bottom of turn four.

**This Specialist ammo can be used in all bolt weapons (bolt pistol, boltgun, heavy bolter). Change from “rapid fire” as appropriate. Bolt Pistol – Pistol 1. Heavy Bolter – Heavy 3. For Bolt Pistols, subtract 12” from the max range value. For Heavy Bolters, add 12” to the max range value.

***Any rounds marked by this may only be fired once per game, whenever the owning player chooses (if the unit is somehow under the influence of another player via a psychic power, etc. then only standard bolt rounds may be fired). This also means the owning player may choose to fire these as an overwatch fire, and that the effects would take place during that assault phase, if any are applicable (such as Witch Bolt affecting psykers activating a force weapon).

Stalker Silenced Shells

Range: 30” S:3 AP:3 Type: Sniper, Ignores Cover, Silenced.

Silenced: A unit that fires silenced shells counts as having the Stealth and Shrouded special rules for the following player turn unless an enemy unit with acute senses is within 12" of the unit which fired the Silenced Shells.

Hellfire Shells (Heavy Bolter Only):

Range: 24" S: 1 AP:5 Type: Heavy 1, Blast, Poisoned (2+)

Heavy Bolter with Suspensor Unit

Range: 18" S: 5 AP: 4 Type: Assault 3

Needle Pistol

Range: 12" S:3 AP:2 Type: Pistol, Poisoned (2+)

Sythian Venom Talon

Range: N/A S:User AP:1 Type: Melee, Specialist Weapon, Unwieldy

Conversion Beamer

Range:

Up to 18" S:6 AP:- Type: Heavy 1, Blast

18"- 42" S:8 AP:4 Type: Heavy 1, Blast

42"- 72" S:10 AP:1 Type: Heavy 1, Blast

Cyclone Missile Launcher

(Frag) Range: 48" S:4 AP:6 Type: Heavy 2, Blast

(Krak) Range: 48" S:8 AP:3 Type: Heavy 2

Orbital Strike Relay

Barrage Bomb:

Range: Infinite S:6 AP:4 Type: Ordnance D3, Large Blast, Orbital

Lance Strike:

Range: Infinite S:10 AP:1 Type: Heavy 1, Lance, Blast, Orbital

Psyk-out Bomb:

Range: Infinite S:6 AP:4 Type: Ordnance1, Large Blast, Psi-Shock, Orbital

Psi-Shock: Any Psyker that suffers an unsaved wound from this also suffer Perils of the Warp in addition to any other effects.

Orbital: If an arrow is rolled on the scatter dice, an orbital bombardment always scatters the full 2D6" – the user's Ballistic Skill makes no difference.

Laspistol

Range: 12" S:3 AP: - Type: Pistol

Hot-Shot Lasgun

Range: 18" S:3 AP:3 Type: Rapid Fire

Lascannon

Range: 48" S:9 AP:2 Type: Heavy1

Infernus Pistol

Range: 6" S: 8 AP:1 Type: Pistol, Melta

Metlagun

Range: 12" S: 8 AP:1 Type: Assault1, Melta

Multi-Melta

Range: 24" S:8 AP:1 Type: Heavy1, Melta

Hand Flamer

Range: Template S: 3 AP:6 Type: Pistol

Flamer

Range: Template S:4 AP:5 Type: Assault1

Heavy Flamer

Range: Template S:5 AP:4 Type: Assault1

Flamestorm Cannon

Range: Template S:6 AP:3 Type: Assault1

Grenade Launcher

Frag: Range: 24" S:3 AP:6 Type: Assault1, Blast

Krak: Range: 24" S:6 AP:4 Type: Assault1

Bolt Pistol

Range: 12” S:4 AP:4 Type: Pistol

Boltgun

Range: 24” S:4 AP:5 Type: Rapid Fire

Storm Bolter

Range: 24” S:4 AP:5 Type: Assault2

Heavy Bolter

Range: 36” S:4 AP:4 Type: Heavy 3

Hurricane Bolters

Counts as three twin-linked boltguns fired as a single weapon.

Assault Cannon

Range:24” S:6 AP:4 Type: Heavy4, Rending

Missile Launcher

(Frag) Range: 48” S:4 AP:6 Type: Heavy1, Blast

(Krak) Range: 48” S:8 AP:3 Type: Heavy1

(Flakk) Range: 48” S:7 AP:4 Type: Heavy1, Skyfire

Stormstrike Missiles

Range: 72” S:8 AP:2 Type: Heavy1, Concussive, One Use Only

Typhoon Missile Launcher

(Frag) Range: 48” S:4 AP:6 Type: Heavy 2, Blast

(Krak) Range: 48” S:8 AP:3 Type: Heavy 2

Thunderfire Cannon

Surface Range: 60” S:6 AP:5 Type: Heavy 4, Blast, Barrage

Airburst Range: 60” S:5 AP:6 Type: Heavy 4, Blast, Barrage,
Ignores Cover

Subterranean Range: 60” S:4 AP:- Type: Heavy 4, Blast, Barrage,
Tremor

Tremor: Any unit hit by a Subterranean blast will move as if in difficult terrain in its following Movement phase. If the unit is moving through difficult terrain anyway, it rolls one less dice than normal (to a minimum

of one) to determine its maximum move. A vehicle must instead take a Dangerous Terrain test if it moves in the following Movement phase.

Plasma Pistol

Range: 12” S:7 AP:2 Type: Pistol, Gets Hot

Plasma Gun

Range: 24” S:7 AP:2 Type: Rapid Fire, Gets Hot

Plasma Cannon

Range: 36” S:7 AP:2 Type: Heavy1, Blast, Gets Hot

Heavy Stubber:

Range: 36” S:4 AP:- Type: Heavy3

Shotgun

Range: 12” S:3 AP:- Type: Assault2

Space Marine Shotgun

Range: 12” S:4 AP:- Type: Assault2

Sniper Rifle

Range: 36” S:X AP:6 Type: Heavy1, Sniper

Grav Pistol

Range: 12” S:* AP:2 Type: Pistol, Concussive, Graviton

Grav Gun

Range: 18” S:* AP:2 Type: Salvo 2/3, Concussive, Graviton

Grav Cannon

Range: 24” S:* AP:2 Type: Salvo 3/5, Concussive, Graviton

Graviton: The To Wound roll for a graviton weapon is equal to the armour save of the target, to a minimum of 6+. When resolving a hit against a vehicle, roll a D6 for each hit instead of rolling for armour penetration. On a 6, the target suffers an immobilized result and loses a single hull point. Grav weapons do not affect buildings.

Melee Weapons

Chainfist

S: X2 AP:2 Type: Melee, Armourbane, Specialist Weapon, Unwieldy

Chainsword

S:User AP:- Type: Melee

Eviscerator

S: X2 AP:2 Type: Melee, Armourbane, Two-Handed, Unwieldy

Crozius Arcanum

S:+2 AP:4 Type: Melee, Concussive

Force Weapon

Sword: S: User AP:3 Type: Melee, Force

Axe: S:+1 AP:2 Type: Melee, Force, Unwieldy

Stave: S:+2 AP:4 Type: Melee, Concussive Force

Lightning Claw

S:User AP:3 Type: Melee, Shred, Specialist Weapon

Power Fist

S: X2 AP:2 Type: Melee, Specialist Weapon, Unwieldy

Power Weapon

Sword: S: User AP:3 Type: Melee

Axe: S:+1 AP:2 Type: Melee

Maul: S:+2 AP:4 Type: Melee, Concussive

Lance: S:+1/User* AP:3/4 Type: Melee

*Lances use the first profile on a turn which the model charges. The second is used at any other time.

Thunder Hammer

S: X2 AP:2 Type: Melee, Concussive, Specialist Weapon, Unwieldy

Servo-Arm

S:X2 AP:1 Type: Melee, Specialist Weapon, Unwieldy

Special Issue Wargear

Frag Grenades

Range: 8” S:3 AP:- Type: Assault1, Blast

Models equipped with frag grenades don't suffer an Initiative penalty for assaulting enemies through difficult terrain.

Krak Grenades

Range: 8” S:6 AP:4 Type: Assault1

Psyk-Out Grenades

Whenever a unit equipped with psyk-out grenades assaults, any model with the Daemon, Psyker, Psychic Pilot, or Brotherhood of Psykers special rules have their Initiative reduced to 1 for the remainder of the phase.

Melta Bombs

Range: - S:8 AP:1 Type: Armourbane, Unwieldy

Psychic Hood

Each time a unit (or model) is targeted by an enemy psychic power and is within 6” of a friendly model with a psychic hood, the wearer of the hood can attempt to Deny the Witch in their stead as if he were in that unit. If the Deny the Witch attempt is failed, the power is resolved as normal but affects only the initial target, not the wearer of the hood. If a model with a psychic hood is embarked on a vehicle, he can only use the hood to protect the vehicle he is embarked upon.

Auspex

A model with an auspex can use it in place of making a shooting attack. If done, target an enemy unit within 12” (this does not designate a squad shooting target). That unit's cover save is reduced by 1 until the end of the phase.

Combat Shield

A combat shield confers a 6+ Invulnerable save

Digital Weapons

A model with digital weapons can re-roll a single failed To Wound roll in each Assault phase.

Iron Halo

An Iron Halo confers a 4+ Invulnerable save.

Jump Pack

Models equipped with jump packs gain the Jump unit type as in the Core Rulebook.

Narthecium

As long as the Apothecary is alive, all models in his unit have Feel No Pain

Rosarius

A rosarius confers a 4+ invulnerable save

Servo-Harness

Grants the bearer an extra servo-arm, a plasma cutter, and a flamer. In the Shooting phase, the bearer may fire both harness-mounted weapons, or one harness-mounted weapon and another weapon.

Plasma Cutter: Range:12" S:7 AP:2 Type: Assault1, Gets Hot, Twin-Linked.

Servo-Skulls

Servo-Skulls are treated as counters rather than units. They are placed on the battlefield after deployment areas have been determined but before any forces are deployed. Each Servo-Skull can be placed anywhere on the battlefield outside the enemy's deployment zone. Once deployed, Servo-Skulls cannot move. Enemy infiltrators cannot set up within 12" of a Servo-Skull. A friendly unit arriving by Deep Strike rolls one D6 less for scatter if it aims to arrive within 12" of a Servo-Skull. Likely, friendly blast templates placed within 12" of a Servo-Skull roll one D6 less for scatter. Servo-Skulls cannot be attacked or harmed in any way, however, should an enemy unit move within 6" of a Servo-Skull, the Servo-Skull will self-destruct or flee – remove it from play.

Signum

At the start of the Shooting phase, a model with a signum may choose to use it instead of shooting. If he does so, one model in his squad is BS 5 for the remainder of the Shooting phase. Do this before any To Hit rolls are attempted.

Storm Shield

A storm shield confers a 3+ Invulnerable save. In addition, a model with a storm shield may never claim the 1+ Attack gained for being armed with two Melee weapons in an assault.

Teleport Homer

Friendly units composed entirely of models in Terminator armour do not scatter when they Deep Strike so long as the first model is placed within 6" of the homer's bearer. The homer must have been on the battlefield at the start of the turn to be used.

Ulumeathi Plasma Syphon

Models firing plasma weapons within 12" of a model with an Ulumeathi Plasma Syphon will count their Ballistic Skill as 1.

Vehicle Armoury

Dreadnought Close Combat Weapon

S: X2 AP:2 Type: Melee

Deathwind Missile Launcher

Range: 12" S: 5 AP: - Type: Heavy1, Large Blast

Ceramite Plating

Melta weapons do not roll an extra D6 for armour penetration while shooting at this vehicle at half range or less.

Frag Assault Launchers

Any unit charging into close combat on the same turn as it disembarks from a vehicle equipped with frag assault launchers are armed with frag grenades.

Extra Armour

This vehicle treats Crew Stunned as Crew Shaken instead.

Hellstrike Missiles

Range: 72" S: 8 AP: 3 Type: Ordnance 1, One Use Only

Hunter-Killer Missile

An additional weapon fired at the vehicle's full BS

Range: Unlimited S:8 AP:3 Type: Heavy1, One Use Only

Locator Beacon

Friendly units do not scatter when they Deep Strike, so long as the first model is placed within 6" of a model with a locator beacon. The locator beacon must have been on the battlefield at the start of the turn in order for it to be used.

Multi-Laser

Range: 36" S: 6 AP: 6 Type: Heavy 3

Multiple Rocket Pods

Range: 48" S: 4 AP: 6 Type: Heavy 1, Barrage, Blast

Searchlight

Searchlights are used when Night Fighting rules are in effect. If a vehicle has a searchlight, it can, after firing all of its weapons, choose to illuminate its target with the searchlight. If it does so, it also illuminates itself. Illumination lasts until the end of the following turn. Illuminated units gain no benefit from the Night Fighting special rule.

Smoke Launchers

Once per game, instead of shooting or moving Flat Out (or running in the case of Walkers), a vehicle with smoke launcher can trigger them. Mark the vehicle to show it is obscured. The vehicle may not fire any of its weapons in the same turn as it used smoke launcher, but counts as obscured in the next enemy Shooting phase, receiving a 5+ cover save.

After the enemy's Shooting phase, the smoke disperses with no further effect. Note the vehicle may use its smoke launchers even when its crew are shaken or stunned.

WARGEAR LIST

Ranged Weapons

Barrage Plasma Pistol	20 pts
Armourbane Missile Launcher	25 pts
Ultra Pattern Mark IX Sniper Rifle	25 pts
Hesh Pattern Bolter (must be equipped with bolter)	5 pts
Deathwatch Graviton Cannon	25 pts
Infernus Pistol	15 pts
Hand Flamer	10 pts
Plasma Pistol	15 pts
Shotgun	3 pts
Space Marine Shotgun	5 pts
Sniper Rifle	10 pts
Grav Pistol	15 pts
Combi Weapon	6 pts

Melee Weapons

Executioner Axe	20 pts
Power Falchion	15 pts
Power Spear	20 pts
Deathwatch Relic Blade	25 pts
The Righteous Fist (Unique)	35 pts
Chainsword	5 pts
Eviscerator	15 pts
Lightning Claw	15 pts
Power Fist	25 pts
Power Weapon	15 pts
Thunder Hammer	30 pts

Terminator Weapons

Can replace storm bolter with one of the following:

Combi Weapon	6 pts
Lightning Claw	10 pts
Thunder Hammer	25 pts

Can replace power weapon with one of the following:

Lightning Claw	5 pts
Storm Shield	5 pts
Power Fist	10 pts
Chainfist	15 pts
Thunderhammer	15 pts

Heavy Weapons

Firestorm Multi-Melta	25 pts
Lascannon	20 pts
Multi-melta	10 pts
Plasma Cannon	15 pts
Heavy Bolter (Add 5 pts for Suspensor Unit)	10 pts
Heavy Flamer	10 pts
Missile Launcher (frag, krak, and flakk)	20 pts
Grav Cannon	15 pts

Special Weapons

Hellfire Flamer	25 pts
Barrage Plasma Gun	25 pts
Balefire Gun	30 pts
Immolation Rifle	25 pts
Meltagun	10 pts
Plasmagun	15 pts
Grav gun	15 pts
Flamer	5 pts

Special Issue Wargear

Drake Mantle (Salamanders)	20 pts
Winged Jump Pack (Blood Angels)	15 pts
Wings of the Raven (Raven Guard)	15 pts
Great Wolf Pelt (Space Wolves)	20 pts
Artificer Bionics (Iron Hands)	15 pts
Pain Glove (Imperial Fists)	15 pts
Totem of Subetai (White Scars)	30 pts
Weapon Charm (Dark Angels)	15 pts
Heraldry Scroll (Ultramarines)	10 pts
Frag/Krak Grenades	3 pts
Auspex	5 pts
Digital Weapons	10 pts
Teleport Homer	10 pts
Jump Pack (non-Terminator)	15 pts
Signum	10 pts

Deathwatch Chapter Legacies

Deathroar	25 pts
Frost Blade	20 pts
Helm of Varthion	15 pts
Conflagration Meltagun/Infernus Pistol	20/15 pts
Shard of Bekrin	40 pts
Chalice of Vision	30 pts

Chapter Supplied Equipment

Space Wolves	
Wolf Claws (Standard)	20pts/claw
Wolf Claws (Terminator)	5 pts/claw
Wolftooth Necklace	10 pts
Blood Angels	
Glaive Encarmine	15 pts
Angelus Boltgun	10 pts
Blood Talons (Dreadnought Only)	0 pts
Magna-Grapple (Dreadnought Only)	15pts
Dark Angels	
Corvus Hammer	25 pts
Blade of Caliban	5 pts
Mace of Absolution (Terminator)	15 pts
Halberd of Caliban (Terminator)	20 pts
Perfidious Relic of the Unforgiven	15 pts

Deathwatch Relics

Inquisitor Only:	
Bane of the Xenos	25 pts
Captured Personal Shield	40 pts
Ancient Xenotech Pistol	20 pts
Tome of Vethric	10 pts
Marine Only:	
Gift from Parent Chapter (see list)\	35 pts/each
Deathwatch Standards:	
The Glorious Standard	65 pts
Cruciform of the Crusade	85 pts

Vehicle Equipment

Heavy Stubber	5 pts
Storm Bolter	5 pts
Extra Armour	10 pts
Hunter-Killer Missile	10 pts

ARMY LIST

HQ

Ordo Xenos Inquisitor

WS: 4 BS:4 S:3 T:3 W:3 I:4 A:3 Ld:10 Sv:4+

25 points

Wargear: Carapace armour, bolt pistol, chainsword, frag grenades, krak grenades, psyk-out grenades.

Special Rules: Independent Character, Stubborn, Forewarned is Forearmed

Options:

May replace bolt pistol and/or chainsword for:

-Power weapon, plasma pistol, combi-weapon -10 points each

-Needle pistol or Scythian venom talon -15 points each

-Conversion Beamer -45 points

May replace carapace armour with power armour -8 points

May take up to three servo-skulls -3 points each

May take any of the following:

-Digital Weapons -5 points

-Ulumeanthi plasma siphon -10 points

May Upgrade to Psyker (Lvl 1) -30 points

An Inquisitor that is a psyker can exchange one weapon for a force weapon for free.

A Mastery lvl1 Inquisitor may generate a power from the Divination, Pyromancy, or Telekinesis disciplines.

May take items from the Deathwatch Relics (Inquisitors Only) list.

Watch Captain

WS: 6 BS:5 S:4 T:4 W:3 I:5 A:3 Ld: 10 Sv:3+

90 points

Wargear: Power armour, bolt pistol, chainsword, frag grenades, krak grenades, iron halo.

Special Rules: And They Shall Know No Fear, Deathwatch Tactics, Independent Character, Forewarned is Forearmed

Options:

- May replace bolt pistol for Stalker Pattern Boltgun -0 points
- May replace chainsword for a Deathwatch Relic Blade -25 points
- May take a storm shield -15 points
- May replace power armour with artificer armour -20 points

May take items from the Melee Weapons, Ranged Weapons, Special Issue Wargear, Deathwatch Equipment, and/or Deathwatch (Marine Only) Relics list.

May replace power armour and all weapons with Terminator armour and a storm bolter

-30 pts

If in Terminator armour, may select from the Terminator Weapons, Special Issue Wargear, and/or Deathwatch (marine only) relics lists.

If a Watch Captain is present the Master of the Vigil cannot be chosen.

MASTER OF THE VIGIL – 225 pts

Ws: 6 Bs: 5 S: 5 T: 5 W: 4 I: 5 A: 4 Ld: 10 Sv: 2+

Special Rules: And They Shall Know No Fear, Independent Character, Fearless, Hatred(Xenos), The Vigil, Chosen of the High Lords, Forewarned is Forearmed

Wargear: Armour of the vigil, staff of reason, master crafted bolt pistol, frag/krak grenades, psyk-out grenades,

The vigil- all codex: Deathwatch models within 12" gain stubborn and crusader; in addition this model does not confer the slay the warlord secondary objective when removed from play.

Chosen of the high lords- must be warlord if taken in this army.

Armour of the vigil- artificer armour with and archaic power field confers 2+ armour save and 3+ invulnerable save

Staff of reason: Range: N/A S:+2 AP:3 Type: Melee, Specialist Weapon, Rending

Chaplain

90 points

WS:5 BS:4 S:4 T:4 W:2 I:4 A:2 Ld:10 Sv:3+

Wargear: Power armour, Bolt pistol, Crozius Arcanum, frag/krak grenades, Rosarius

Special Rules: And They Shall Know No Fear, Deathwatch Tactics, Independent Character, Zealot, Forewarned is Forearmed

Options:

May replace bolt pistol with one of the following:

-Stalker Boltgun -0 points

-Power Fist -25 points

A Chaplain in power armour may take items from the Ranged Weapons, Special Weapons, Special Issue Wargear, Deathwatch Equipment, and/or Deathwatch Relics (marine only) lists.

A Chaplain may replace his power armour, bolt pistol, and frag/krak grenades with Terminator armour and a storm bolter -30 points

A Chaplain in Terminator armour may take items only from the Terminator Weapons, Special Issue Wargear and Deathwatch Relics lists

Librarian

65 points

WS:5 BS:4 S:4 T:4 W:2 I:4 A:2 Ld:10 Sv:3+

Wargear: Power armour, Bolt pistol, Force weapon, frag/krak grenades, Psychic hood

Special Rules: And They Shall Know No Fear, Deathwatch Tactics, Independent Character, Psyker (lvl 1), Forewarned is Forearmed

Psyker: Librarians generate their psychic powers from the; Biomancy, Divination, Pyromancy, Telekinesis, and Telepathy disciplines. Librarians may also choose to use the Deathwatch Psychic Powers list instead.

Options:

May be upgraded to Psyker (lvl 2) -25 points

May replace bolt pistol with a stalker boltgun -0 points

A Librarian in power armour may take from the Ranged Weapons, Melee Weapons, Special Issue Equipment, and Deathwatch Relics (marine only) lists.

A Librarian may replace his power armour, bolt pistol, and frag/krak grenades with Terminator armour
-25 points

A Librarian in Terminator armour may take items from the Terminator Weapons, Special Issue Wargear, Deathwatch Equipment, and/or Deathwatch Relics lists.

Techmarine

50 points

WS: 4 BS:4 S:4 T:4 W:1 I:4 A:1 Ld: 9 Sv:2+

Wargear: Artificer armour, Bolt pistol, Stalker Boltgun, frag/krak grenades, Servo-arm

Special Rules: And They Shall Know No Fear, Blessing of the Omnissiah, Bolster Defenses, Deathwatch Tactics, Independent Character, Forewarned is Forearmed

Options

May upgrade servo-arm to servo harness
-25 points

May take items from the Melee Weapons, Ranged Weapons, Deathwatch Equipment, and/or Special Issue Wargear lists.

May replace bolt pistol and/or Stalker Boltgun for an Artificer Omnissian Axe
-15 points

Command Squad

100 points (may be selected once for every HQ choice present excluding Inquisitors)

Veteran - WS: 4 BS:4 S:4 T:4 W:1 I:4 A:2 Ld:9 Sv:3+

Champion - WS: 5 BS:4 S:4 T:4 W:1 I:4 A:2 Ld:9 Sv:3+

Apothecary - WS: 4 BS:4 S:4 T:4 W:1 I:4 A:2 Ld:9 Sv:3+

Wargear: Power armour, Bolt pistol, Chainsword, frag/krak grenades

Special Rules: And They Shall Know No Fear, Deathwatch Tactics, Forewarned is Forearmed, Honour or Death (Champion Only), Independent Character (Apothecary only)

Options

One Veteran may take one of the following:

Deathwatch Relic – Deathwatch Standard

One Veteran may be upgraded to a Champion with a power weapon and combat shield -15 points

One Veteran may be upgraded to an Apothecary with a narthecium -15 points

Any Veteran may take any of the following:

Melta Bombs -5 points

Storm Shield -10 points

Any Veteran may replace his chainsword and/or bolt pistol with a Stalker Boltgun -0 points

Any Veteran may take items from the Melee Weapons Deathwatch Equipment, and Ranged Weapons lists

The unit may select a dedicated transport.

*Note an Apothecary may be selected on his own, without the HQ requirement for the command squad. He may also be chosen to be an upgrade for a Kill Team, using the Command Squad entry for restrictions.

Elites

Deathwatch Squad

120 points

Brother WS: 4 BS:4 S:4 T:4 W:1 I:4 A:2 Ld:9 Sv:3+

Brother-Sergeant WS: 4 BS:4 S:4 T:4 W:1 I:4 A:2 Ld:9 Sv:3+

Wargear: Power armour, Bolt pistol, Stalker Boltgun, frag/krak grenades, Special Ammo

Special Rules: And They Shall Know No Fear, Deathwatch Tactics, Combat Squads, Forewarned is Forearmed

Options

May include up to five additional members -22 points/model

Any model can replace his Stalker Boltgun with one of the following:

Storm Bolter -5 points/model

Combi Weapon -10 points/model

Two Brothers may each take one weapon from either the Special Weapons and/or Heavy Weapons lists.

The Brother-Sergeant may replace his bolt pistol and/or Stalker Boltgun with:

Chainsword	-0 points
Grav pistol	-15 points
Lightning Claw	-15 points
Plasma Pistol	-15 points
Power Weapon	-15 points
Power Fist	-25 points

The Brother-Sergeant may take melta bombs -5 points

The unit may select a dedicated transport

Deathwatch Assault Squad

95 points

Brother WS: 4 BS:4 S:4 T:4 W:1 I:4 A:2 Ld:9 Sv:3+

Brother-Sergeant WS: 4 BS:4 S:4 T:4 W:1 I:4 A:2 Ld:9 Sv:3+

Wargear: Power armour, Bolt pistol, Chainsword, frag/krak grenades

Special Rules: And They Shall Know No Fear, Combat Squads, Deathwatch Tactics, Heroic Intervention, Forewarned is Forearmed

Options

May include up to five additional members -19 points/model

Any model may take items from the Melee Weapons list

Any model may replace his bolt pistol and/or chainsword with one of the following:

Grav pistol -15 points/model

Plasma pistol -15 points/model

Any model may take any of the following:

Melta bombs -5 points/model

Storm shield -10 points/model

The entire squad may take jump packs -3 points/model

The Brother-Sergeant may replace his bolt pistol and/or chainsword with a Deathwatch Relic Blade

-25 points

If they do not select jump packs, the unit may select a dedicated transport.

Kill Team

150 points

Brother WS: 4 BS:4 S:4 T:4 W:1 I:4 A:2 Ld:9 Sv:3+

Brother-Sergeant WS: 4 BS:4 S:4 T:4 W:1 I:4 A:2 Ld:9 Sv:3+

Wargear: Power armour, Bolt pistol, Stalker Boltgun, frag/krak grenades, Special Ammo

Special Rules: And They Shall Know No Fear, Deathwatch Tactics, Combat Squads, Forewarned is Forearmed

Options

May include up to five additional members -22 points/model

The entire squad may select to use Deathwatch Scout Armour -5 points/model

Any model can replace his Stalker Boltgun with one of the following:

Storm Bolter -5 points/model

Combi Weapon -10 points/model

Two Brothers may each take one weapon from either the Special Weapons and/or Heavy Weapons lists.

Any Brother may select from the Melee Weapons, Ranged Weapons, Special Issue Equipment, and Deathwatch Equipment lists.

Any Brother and/or the Brother-Sergeant exchange their bolt pistol and/or Stalker Bolter for:

Chainsword -0 points

Grav pistol -15 points

Lightning Claw -15 points

Plasma Pistol -15 points

Power Weapon -15 points

Power Fist -25 points

Melta bombs

-5 points

Black Shield - +15 points to any Deathwatch marine (Including 1 Character of any sort. Max of 1 Black Shield/squad except for a Black Shield Character which joins a squad with a Black Shield. May only have 3 Black Shields/army in total.)

When a Black Shield is in a squad, it arouses suspicion as to who he was and why he doesn't display his chapter. To represent this, roll a D6 to see the effect this mysterious persona has on the squad.

D6 Result

1. Untrustworthy – Successful leadership checks must be rerolled by the squad to account for the lack of trust and uniformity.
2. Unknown Entity – The squad has accepted the Black Shield as their own, but others are not so quick. The squad is treated as “allies of convenience” by other squads in the force. This excludes a Watch Captain and his squad and/or an Inquisitor and his squad.
3. Proven Battle Brother – The Black Shield has proven himself to be just as good, if not better than his brothers of the Deathwatch. Treat him and his unit as normal.
4. Exceptional Prowess – The Black Shield, wherever he came from, is one of the best. Whether from trying to prove himself or from vast experience is unknown. The squad counts as having +1 to its victory count from combat.
5. Natural Leader – The Black Shield can get his squad to act better together than they ever imagined possible. Add +1 to the Ld value and reroll failed Morale and Ld checks if desired.
6. Unnaturally Exceptional – The Black Shield is from some chapter which prided itself on excellence. In combat treat the Black Shield as a character with the following stats:

WS: 5 BS: 5 S:5 T:5 W:2 I:5 A:3 Ld: 10 Sv: 2+

His attacks have the Rending special rule. If he has two close combat weapons add one Attack to the profile as normal.

Dreadnought (two maximum per army)

100 points

Dreadnought: WS: 4 BS:4 S:6 F:12 S:12 R:10 I:4 A:2 HP:3

Venerable: WS:5 BS:5 S:6 F:12 S:12 R:10 I: 4 A:2 HP:3

Wargear: Power Fist with built-in storm bolter, Multi-melta, Searchlight, Smoke launchers.

Special Rules: Venerable (Venerable Dreadnought Only), Forewarned is Forearmed

Options:

May replace its multi-melta with one of the following:

Twin-linked autocannon	-5 points
Twin-linked heavy bolter	-5 points
Twin-linked heavy flamer	-5 points
Plasma cannon	-10 points
Assault cannon	-20 points
Twin-linked lascannon	-25 points

May replace storm bolter with heavy flamer -10 points

May take extra armour -10 points

May replace power fist and storm bolter with one of the following:

Missile launcher	-10 points
Twin-linked autocannon	-15 points

May upgrade to a Venerable Dreadnought -25 points

May select a Drop Pod as a Designated Transport

Troops

Inquisitorial Henchmen Squad (Acolytes only)

20 points

WS: 3 BS: 3 S:3 T:3 W:1 I:3 A:1 Ld:8 Sv:5+

Wargear: Flak armour, laspistol, chainsword

Special Rules: Unyielding Loyalty

Unit Composition: 5 Acolytes

Options

May include up to 5 additional Acolytes -4 points/model

Any Acolyte may replace his flak armour with carapace armour -4 points/model

Any Acolyte may replace its flak armour with power armour -10 points/model

Any Acolyte may take melta bombs -5 points

Any Acolyte may exchange his laspistol and/or chainsword with:

Boltgun (standard ammo only) -1 point

Storm Bolter -3 points

Hot-Shot Lasgun -5 points

Up to three Acolytes may exchange their laspistol and/or chainsword with:

Meltagun -10 points

Plasmagun - 15 points

Flamer - 5 points

Grenade Launcher -5 points

May select a Chimera as a Dedicated Transport

Dedicated Transport

Rhino

35 points

BS: 4 F:11 S:11 R:10 HP:3

Wargear: Storm bolter, Searchlight, Smoke Launchers

Special Rules: Repair

Transport Capacity: 10 models

Fire Points: Two models can fire from the Rhino's top hatch.

Options:

May Select Items from the Vehicle Equipment List

Razorback

55 points

BS: 4 F:11 S:11 R:10 HP:3

Wargear: Twin-linked Heavy Bolter, Searchlight, Smoke launchers

Transport Capacity: 6 models

Options:

May take items from the Vehicle Equipment List

May replace its twin-linked heavy bolter with one of the following:

Twin-linked heavy flamer	-0 points
Twin-linked assault cannon	-20 points
Twin-linked lascannon	-20 points
Lascannon and twin-linked plasma gun	-20 points

Drop Pod

35 points

BS: 4 F: 12 S: 12 R: 12 HP: 3

Wargear: Storm Bolter

Special Rules: Drop Pod Assault, Immobile, Inertial Guidance System

Transport Capacity: 10 models, or a Dreadnought, or a Thunderfire Cannon

Options:

May replace its storm bolter with a deathwind launcher -15 points

May take a locator beacon -10 points

Chimera (Acolytes and/or Inquisitor Only)

65 points

Wargear: Multi-laser, Heavy Bolter, Searchlight, Smoke Launcher

Special Rules: Amphibious, Lasgun Arrays

Amphibious: A chimera treats water features as open terrain for movement.

Lasgun Arrays: A chimera has three lasguns on each side of the hull of the chimera. Up to three models may fire one lasgun each per side. Use the chimera's BS for firing these weapons. If a crew shaken or stunned result occurs, the arrays only make snap shots that turn. Each array may select its own target, but all three lasguns in each array must fire at the same one.

Transport Capacity: 12 models

Fire Points: Two models may fire from the top hatch.

Options: May select from the Vehicle Equipment list

May replace Heavy Bolter for a Heavy Flamer -0 points

May replace multi-laser with either a heavy flamer or a heavy bolter
-0 points

Fast Attack

Valkyrie Squadron

125 points

Type: Vehicle (Flyer, Hover, Transport)

Wargear: Multi-Laser, Two Hellstrike Missiles, Extra Armour, Searchlight

Special Rules: Grav Chute Insertion*

*Grav Chute Insertion: If a Valkyrie has moved more than 6", its passengers may disembark but they must do so as follows. Nominate a point over which the Valkyrie moved this turn and deploy the unit as if it were deep striking onto that point. If the unit scatters, every model must take a dangerous terrain test. If any model cannot be deployed, the unit is destroyed.

Transport Capacity: 12 models

Options:

May include up to two additional Valkyries -125 pts/model

Any Valkyrie may replace its multi-laser with a lascannon -10 pts/model

Any Valkyrie may replace both its hellstrike missiles with multiple rocket pods
-10 pts/model

Any Valkyrie may take a pair of sponsons armed with heavy bolters
-20 pts/model

*May not have more Valkyries (not squadrons but individual models) than henchmen squads in army list unless playing using an Unbound army list.

Heavy Support

Deathwatch Terminator Squad

200 points

Brother WS: 4 BS:4 S:4 T:4 W:1 I:4 A:2 Ld:9 Sv:2+

Brother-Sergeant WS:4 BS:4 S:4 T:4 W:1 I:4 A:2 Ld:9 Sv: 2+

Wargear: Terminator armour, Storm bolter, Power fist (Brother only), Power Weapon (Brother-Sergeant only)

Special Rules: And They Shall Know No Fear, Deathwatch Tactics, Combat Squads, Forewarned is Forearmed

Options:

May include up to five additional Brothers -40 points/model

Any model can replace all his weapons with:

Pair of Lightning Claws -0 points/model

Thunder Hammer and Storm Shield -5 points/model

Any model may replace his power fist with a chainfist -5 points/model

For every five models in the squad, one Brother may select from the following:

Replace Storm Bolter with a heavy flamer -10 points/model

Replace Storm Bolter with a plasma cannon -15 points/model

Replace Storm Bolter with an assault cannon -20 points/model

Take a cyclone missile launcher -25 points/model

The Brother-Sergeant may select items from the Terminator Weapon List

May select a Land Raider variant as a dedicated transport.

Land Raider

250 points

BS:4 F:14 S:14 R:14 HP:4

Wargear: Twin-linked heavy bolter, two twin-linked lascannons, Searchlight, Smoke launchers

Special Rules: Assault vehicle, Power of the Machine Spirit

Transport capacity: 10 models

Options:

May select from the Vehicle List

May take a multi-melta

-10 points

Land Raider Crusader

250 points

BS:4 F:14 S:14 R:14 HP:4

Wargear: Twin-linked assault cannon, two hurricane bolters, frag assault launchers, Searchlight, Smoke Launchers.

Special Rules: Assault Vehicle, Power of the Machine Spirit

Transport Capacity: 16 models

Options:

May select from the Vehicle List

May take a multi-melta

-10 points

Land Raider Redeemer

240 points

BS:4 F:14 S:14 R:14 HP:4

Wargear: Twin-linked assault cannon, two flamestorm cannons, frag assault launchers, Searchlight, smoke launchers

Special Rules: Assault Vehicle, Power of the Machine Spirit

Transport Capacity: 12 models

Options:

May select from the Vehicle List

May take a multi-melta

-10 points

Stormraven Gunship

200 points

BS:4 F:12 S:12 R:12 HP:3

Wargear: Twin-linked assault cannon, twin-linked heavy bolter, four stormstrike missile, Ceramite plating.

Special Rules: Assault Vehicle, Power of the Machine Spirit, Skies of Fury

Transport Capacity: 12 models and/or 1 Dreadnought

Options:

May replace twin-linked assault cannon with one of the following:

Twin-linked plasma cannon -0 points

Twin-linked lascannon -0 points

May replace twin-linked heavy bolters with one of the following:

Twin-linked multi-melta -0 points

Typhoon missile launcher -25 points

May replace its two side Access points with side sponsons with hurricane bolters

-30 points

May take any of the following:

Searchlight -1 point

Extra Armour -5 points

Locator Beacon -10 points

Thunderfire Cannon

100 points

Cannon WS- BS- S- T:7 W:2 I- A:- Ld- Sv:3+

Techmarine WS:4 BS:4 S:4 T:4 W:1 I:4 A:1 Ld:9 Sv:2+

Wargear (Cannon): Thunderfire Cannon

Wargear (Techmarine): Artificer armour, Bolt pistol, frag/krak grenades, Servo-harness

Special Rules: And They Shall Know No Fear, Blessing of the Ommissiah, Bolster Defenses, Deathwatch Tactics, Forewarned is Forearmed

Options:

May select a Drop pod as a Designated Transport

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