

DEATHWATCH

HOR

CODEX: DEATHWATCH

This Team List uses the special rules and wargear lists found in Codex: Deathwatch. If a rule differs from the Codex, it will be clearly stated.

The points are intended for the model WITHOUT the equipment listed, you need to add the costs of the wargear you can find in the Deathwatch points values section of the Codex.

If a weapon found on the lists at the end of this opus has a different points cost in Codex: Deathwatch as a result of Chapter Approved or other official publications, use that points cost instead.

FACTION KEYWORDS

All models in this list have the **Imperium**, **Adeptus Astartes** and **Deathwatch** faction keywords. They also have their unit name as a keyword.

SPECIAL ISSUE AMMUNITION

Special issue ammunition works as stated in Codex: Deathwatch.

ELITE KILL TEAM

In campaign play, all core models on this kill team choose battle honours as though they were special models taken as core models.

MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models

MISSION TACTICS

All models in a Deathwatch list have the Mission Tactics ability. Before the game choose a unit name that would be found on the title of a datasheet (I.e. Dire Avenger, Tactical Squad, Necron Warrior, Hörmagaunt, etc): you can re-roll wound rolls of 1 against a model with that name. Once per battle at the start of your Movement Phase, you may change the name against which you gain the Mission Tactics.

TEAM LEADERS

Deathwatch Veteran Sergeant										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Veteran Sergeant	6"	3+	3+	4	4	4	3	9	3+	39
EQUIPMENT	<ul style="list-style-type: none">- Frag Grenade- Krak Grenade- Boltgun									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear, Special Issue Ammunition, Inspiring Presence- Attack Pattern Makhaira: Friendly units within 6" of this model may re-roll hit rolls of 1.									
OPTIONS	<ul style="list-style-type: none">- May replace his Boltgun with two items from the Deathwatch Equipment list.- May replace his Boltgun with a Guardian Spear for 12 pts.- May take a Combat Shield.- May take up to two items from the Fortress Armoury.- May take items from Special Issue Wargear.- May take up to two augmetics.									
KEYWORDS	INFANTRY, SERGEANT, TACTICAL VETERAN									

Deathwatch Warden										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Warden	6"	3+	3+	4	4	4	3	9	3+	45
EQUIPMENT	<ul style="list-style-type: none">- Crozius Arcanum- Frag Grenade- Krak Grenade- Bolt Pistol									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear, Special Issue Ammunition, Inspiring Presence- Litanies of Hate- Rosarius									
OPTIONS	<ul style="list-style-type: none">- May replace its Bolt Pistol with an item from the Pistols list.- May take a Power Fist.- May take a Jump Pack for <i>15 pts</i>, increasing Movement to 12" and gaining the JUMP PACK and FLY keywords.- May take a single item from the Fortress Armoury.- May take items from Special Issue Wargear.- May take a single augmetic.									
KEYWORDS	INFANTRY, WARDEN									

Deathwatch Primaris Warden										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Warden	6"	3+	3+	4	4	5	3	8	3+	55
EQUIPMENT	<ul style="list-style-type: none">- Crozius Arcanum- Absolvor Bolt Pistol- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear, Special Issue Ammunition- Rosarius- Litanies of Hate- Spiritual Leaders, amended: This rule is replaced in its entirety by the Inspiring Presence Heralds of Ruin rule.									
OPTIONS	<ul style="list-style-type: none">- May take items from the Special Issue Wargear.- May take a single Augmetic.									
KEYWORDS	WARDEN, INFANTRY, PRIMARIS									

Deathwatch Codicier										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Codicier	6"	3+	3+	4	4	4	3	9	3+	55
EQUIPMENT	<ul style="list-style-type: none">- Force Stave- Frag Grenade- Krak Grenade- Bolt Pistol									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear, Special Issue Ammunition- Psychic Hood									
OPTIONS	<ul style="list-style-type: none">- May replace his force stave with a force sword or force axe.- May replace his bolt pistol with an item from the Pistols list.- May take a Jump Pack for <i>15 pts</i>, increasing Movement to 12" and gaining the JUMP PACK and FLY keywords.- May take a single item from the Fortress Armoury.- May take items from Special Issue Wargear.- May take a single augmetic.									
Psyker	This unit can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase. This model knows <i>Smite</i> and one other power from the Interromancy, Librarius, Tempestas, or Sanguinary disciplines. If this model learns another power, it must be chosen from the same discipline as the first.									
KEYWORDS	INFANTRY, PSYKER, CODICIER									

Deathwatch Primaris Codicier										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Lexicanum	6"	3+	3+	4	4	5	3	8	3+	63
EQUIPMENT	<ul style="list-style-type: none">- Force Sword- Bolt Pistol- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear, Special issue Ammunition- Psychic Hood									
OPTIONS	<ul style="list-style-type: none">- May take items from the Special Issue Wargear.- May take a single Augmetic.									
Psyker	This unit can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase. This model knows <i>Smite</i> and one other power from the Interromancy, Librarius, Tempestas, or Sanguinary disciplines. If this model learns another power, it must be chosen from the same discipline as the first.									
KEYWORDS	PSYKER, CODICIER, INFANTRY, PRIMARIS									

Biker Sergeant										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Biker Sergeant	14"	3+	3+	4	5	4	3	9	3+	49
EQUIPMENT	<ul style="list-style-type: none">- Frag Grenade- Krak Grenade- Space Marine Bike with Twin Boltgun									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear, Special Issue Ammunition- Turbo Boost- Attack Pattern Glaive: If this model is your team leader, all friendly models within 6" may declare charges, even if they fell back earlier in the turn.									
OPTIONS	<ul style="list-style-type: none">- May take up to two items from the Deathwatch Equipment list.- May take a teleport homer.- May take a single item from the Fortress Armoury.- May take items from Special Issue Wargear.- May take a single augmetic.									
KEYWORDS	BIKER, SERGEANT									

Vanguard Sergeant										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Vanguard Sergeant	12"	3+	3+	4	4	4	3	9	3+	31
EQUIPMENT	<ul style="list-style-type: none">- Frag Grenade- Krak Grenade- Bolt Pistol- Chainsword									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear, Special Issue Ammunition- Jump Pack Assault- Attack Pattern Shamshir: If this model is your team leader, all friendly units within 6" may shoot even if they fell back earlier in the turn.									
OPTIONS	<ul style="list-style-type: none">- May replace its Bolt Pistol and Chainsword with two items from the Vanguard Equipment list.- May replace its bolt pistol and Chainsword with a Heavy Thunder Hammer.- May take a single item from the Fortress Armoury.- May take items from Special Issue Wargear.- May take a single augmetic.									
KEYWORDS	INFANTRY, JUMP PACK, FLY, VANGUARD, SERGEANT									

Deathwatch Terminator Sergeant										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Terminator Sergeant	5"	3+	3+	4	4	4	3	9	2+	42
EQUIPMENT	- Storm Bolter - Power Sword									
RULES	- And They Shall Know No Fear, Special Issue Ammunition - Crux Terminatus - Unflinching - Attack Pattern Cestus: If this model is your team leader, you may choose to pass or fail route tests.									
OPTIONS	- May replace its power sword with a weapon from the Terminator Melee Weapons list. - May replace storm bolter and power sword with two lightning claws or a thunder hammer and storm shield. - May replace storm bolter with a combi-flamer, combi-plasma gun or combi-meltagun. - May take a single augmetic. - May take a single item from the Fortress Armoury. - May take items from Special Issue Wargear.									
KEYWORDS	INFANTRY, TERMINATOR, SERGEANT									

Deathwatch Intercessor Sergeant										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Intercessor Sergeant	6"	3+	3+	4	4	4	3	8	3+	30
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Rifle - Chainsword - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear, Special Issue Ammunition - Attack Pattern Makhaira: Friendly units within 6" of this model may re-roll hit rolls of 1. 									
OPTIONS	<ul style="list-style-type: none"> - May either replace their Bolt Rifle with a Chainsword or Power Sword, or take a Chainsword or Power Sword. - May replace its Bolt Rifle with a Stalker Bolt Rifle or an Auto Bolt Rifle. - May take items from the Special Issue Wargear. - May take up to two Augmetics. - May take Attack Pattern Makhaira special rule for 12 Pts. 									
KEYWORDS	INTERCESSORS, INFANTRY, PRIMARIS, SERGEANT									

Deathwatch Aggressor Sergeant										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Aggressor Sergeant	5"	3+	3+	4	5	4	3	8	3+	35
EQUIPMENT	<ul style="list-style-type: none">- Auto Boltstorm Gauntlets- Fragstorm Grenade Launcher									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Fire Storm- Relentless Advance- Attack Pattern Celeritas: models within 6" does not suffer any penalty to their hit rolls for Advancing and firing Assault Weapons.									
OPTIONS	<ul style="list-style-type: none">- May replace Auto Boltstorm Gauntlets and Fragstorm Grenade Launcher with Flamestorm Gauntlets.- May take items from the Special Issue Wargear.- May take a single Augmetic.- May take Attack Pattern Celeritas special rule for 10 Pts.									
KEYWORDS	AGGRESSORS, INFANTRY, PRIMARIS, MK X GRAVIS, SERGEANT									

Deathwatch Reiver Sergeant										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Reiver Sergeant	6"	3+	3+	4	4	4	3	8	3+	30
EQUIPMENT	<ul style="list-style-type: none">- Bolt Carbine- Heavy Bolt Pistol- Krak Grenade- Frag Grenade- Shock Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear, Special Issue Ammunition- Terror Troops- Attack Pattern Debilito: models within 6" of this model gain the Terror Troops rule.									
OPTIONS	<ul style="list-style-type: none">- May replace bolt carbine or Heavy Bolt Pistol with combat knife.- May take a Grav-Chute and gain the <i>Grav Chute</i> rule.- May take a Grapnel Launcher and gain the <i>Grapnel Launchers</i> rule.- May take items from the Special Issue Wargear.- May take a single Augmetic.- May take Attack Pattern Debilito special rule for 10 Pts.									
KEYWORDS	REIVERS, INFANTRY, PRIMARIS, SERGEANT									

Deathwatch Inceptor Sergeant										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Inceptor Sergeant	10"	3+	3+	4	5	4	3	8	3+	39
EQUIPMENT	- Two Assault Bolters									
RULES	- And They Shall Know No Fear - Meteoric Descent - Crushing Charge - Attack Pattern Fluidium: models within 6" may Fall Back and shoot as if they could FLY:									
OPTIONS	- May replace two assault bolters with two plasma exterminators - May take items from the Special Issue Wargear. - May take a single Augmetic. - May take Attack Pattern Fluidium special rule for 12 Pts.									
KEYWORDS	INCEPTORS, FLY, JUMP PACK, MK X GRAVIS, INFANTRY, PRIMARIS, SERGEANT									

Deathwatch Hellblaster Sergeant										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Hellblaster Sergeant	6"	3+	3+	4	4	4	3	8	3+	30
EQUIPMENT	<ul style="list-style-type: none">- Plasma Incinerator- Bolt Pistol- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear, Special issue Ammunition									
OPTIONS	<ul style="list-style-type: none">- May replace bolt pistol with plasma pistol.- May replace plasma incinerator with assault plasma incinerator or heavy plasma incinerator.- May take items from the Special Issue Wargear.- May take a single Augmetic.									
KEYWORDS	HELLBLASTERS, INFANTRY, PRIMARIS, SERGEANT									

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CORE

Deathwatch Terminator										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Terminator	5"	3+	3+	4	4	2	2	8	2+	23
EQUIPMENT	<ul style="list-style-type: none">- Storm Bolter- Power Fist									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear, Special Issue Ammunition- Teleport strike- Crux Terminatus- Unflinching									
OPTIONS	<ul style="list-style-type: none">- Up to three models with the TERMINATOR keyword in your team may replace their storm bolter with a weapon from the Deathwatch Terminator Heavy Weapons list.- May replace its power fist with a weapon from the Deathwatch Terminator Melee Weapons list.- Any may replace its storm bolter and power fist with two lightning claws or a thunder hammer and storm shield.- May take items from Special Issue Wargear.									
KEYWORDS	INFANTRY, TERMINATOR									

Deathwatch Veteran										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Veteran	6"	3+	3+	4	4	1	2	8	3+	14
EQUIPMENT	- Frag Grenade - Krak Grenade - Boltgun									
RULES	- And They Shall Know No Fear, Special Issue Ammunition									
OPTIONS	- May replace its Boltgun with two items from the Deathwatch Equipment List, or a Heavy Thunder Hammer. - For every 5 models with the VETERAN keyword in your team, two may replace their Boltgun with a weapon from the Heavy Weapons list. - If not equipped with a weapon taken from the Heavy Weapons list, this model may take a combat shield or storm shield, taking the place of one of its weapons. - May take items from Special Issue Wargear.									
KEYWORDS	INFANTRY, VETERAN									

Deathwatch Vanguard Veteran

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Vanguard	12"	3+	3+	4	4	1	2	8	3+	17
EQUIPMENT	<ul style="list-style-type: none">- Bolt Pistol- Chainsword- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear, Special Issue Ammunition- Jump Pack Assault									
OPTIONS	<ul style="list-style-type: none">- May replace its Bolt Pistol and Chainsword with two items from the Vanguard Equipment list.- May replace its Bolt Pistol and Chainsword with a Heavy Thunder Hammer.- May take items from Special Issue Wargear.									
KEYWORDS	INFANTRY, JUMP PACK, FLY, VANGUARD VETERAN									

Deathwatch Biker

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Deathwatch Intercessor										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Intercessor	6"	3+	3+	4	4	2	2	7	3+	17
EQUIPMENT	<ul style="list-style-type: none">- Bolt Rifle- Bolt Pistol- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear, Special Issue Ammunition									
OPTIONS	<ul style="list-style-type: none">- May replace Bolt Rifle with Auto Bolt Rifle or Stalker Bolt Rifle.- For every 5 models with the INTERCESSORS keyword on your team, one may take an Auxiliary Grenade Launcher.									
KEYWORDS	INTERCESSORS, INFANTRY, PRIMARIS									

SPECIAL

Deathwatch Apothecary										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Apothecary	6"	3+	3+	4	4	2	2	8	3+	38
EQUIPMENT	<ul style="list-style-type: none"> - Frag Grenade - Krak Grenade - Bolt Pistol - Chainsword 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear, Special Issue Ammunition - Narthecium Amendment: At the end of any of your Movement phases, the Apothecary can attempt to heal or revive a single model. Select a friendly <CHAPTER> INFANTRY or BIKER model within 3" of the Apothecary that died the previous turn. On a 4+ a single slain model is returned with 1 wound remaining. If the Apothecary fails to revive a model it can do nothing else for the remainder of the turn (shoot, charge, fight, etc.) while recovering the gene-seed of the fallen warrior. A model can only be the target of the Narthecium ability once in each turn. You can instead choose a wounded model: it immediately regains D3 lost wounds. 									
OPTIONS	<ul style="list-style-type: none"> - May take a Bike for 25 <i>pts</i>, increasing Movement to 14" and Toughness and Wounds by 1. This also swaps the INFANTRY keyword for the BIKER keyword. - May take items from the Special Issue Wargear. - May swap its Bolt Pistol for a Bolter or an item from the Pistols list. 									
KEYWORDS	CHARACTER, INFANTRY, APOTHECARY									

Deathwatch Primaris Apothecary										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Primaris Apothecary	6"	3+	3+	4	4	3	3	8	3+	48
EQUIPMENT	- Absolvor Bolt Pistol - Reductor Pistol - Frag Grenade - Krak Grenade									
RULES	- And They Shall Know No Fear, Special Issue Ammunition. - Narthecium Amendment: See Apothecary, above.									
OPTIONS	- May take items from the Special Issue Wargear and Fortress Armoury.									
KEYWORDS	PRIMARIS, CHARACTER, INFANTRY, APOTHECARY									

Deathwatch Artifex										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Artifex	6"	3+	3+	4	4	2	2	8	2+	36
EQUIPMENT	<ul style="list-style-type: none">- Frag Grenade- Krak Grenade- Bolt Pistol- Power Axe- Servo-Arm									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Blessing of the Ommissiah- Tools of the Ommissiah: at the start of your turn you may pick one effect. It remains in effect until the start of your next turn.<ol style="list-style-type: none">1. Noospheric Interference: Choose a weapon owned by an enemy model within 18". Your opponent must subtract 1 when rolling to hit with that weapon. Weapons that auto hit now hit on a 2+ instead.2. Psalm of Stability: Pick a friendly model within 12": that model and every friendly model within 3" ignores the penalty to Heavy weapons for moving and shooting or the penalty to assault weapons for advancing.3. Auspex pulse: One enemy model within 18" cannot claim the bonus for being in cover.4. Cooling vents: A friendly model within 6" gets a 2+ save against being slain from Overcharge effects.5. Servos Overcharge: Pick a friendly model within 12": that model and every friendly model within 3" adds +2" to movement and charge rolls.6. Vox intercept: the first time an opponent spends a TP roll a D6: on a 5+ he or she needs to spend an additional TP.									
OPTIONS	<ul style="list-style-type: none">- May replace power axe with an item from the Deathwatch Equipment list.- May replace bolt pistol with an item from the Pistols list.- May take a Servo-Harness.- May take items from the Special Issue Wargear and Fortress Armoury.									
KEYWORDS	CHARACTER, INFANTRY, ARTIFEX									

Blackshield										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Blackshield	6"	3+	3+	4	4	2	3	8	3+	25
EQUIPMENT	<ul style="list-style-type: none">- Frag Grenade- Krak Grenade- Boltgun									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear, Special Issue Ammunition- Atonement Through Honour									
OPTIONS	<ul style="list-style-type: none">- May replace its Boltgun with two items from the Deathwatch Equipment list.- May replace its Boltgun with a Heavy Thunder Hammer.- May take items from Special Issue Wargear and Fortress Armoury.									
KEYWORDS	INFANTRY, BLACKSHIELD									

Deathwatch Scout										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Scout	6"	3+	3+	4	4	2	2	8	4+	24
EQUIPMENT	<ul style="list-style-type: none">- Frag Grenade- Krak Grenade- Boltgun									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear, Special Issue Ammunition.- Concealed Positions (see Codex: Space Marines)- Camo Cloak (see Codex: Space Marines)- Priority Alpha Orders: at the beginning of the game choose an enemy model with the CHARACTER keyword. This model may always target that model even if it's not the closest.									
OPTIONS	<ul style="list-style-type: none">- May replace its Boltgun with two items from the Vanguard Equipment list, with the exception of a Storm Shield.- May replace its Boltgun with a Stalker Pattern Boltgun, a Storm Bolter or a Deathwatch Shotgun.- May take items from Special Issue Wargear.									
KEYWORDS	INFANTRY, SCOUT									

Deathwatch Aggressor										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Aggressor	5"	3+	3+	4	5	2	2	7	3+	21
EQUIPMENT	- Auto Boltstorm Gauntlets - Fragstorm Grenade Launcher									
RULES	- And They Shall Know No Fear - Fire Storm - Relentless Advance - Restriction: You may not take more than 3 Aggressors in your team.									
OPTIONS	- May replace Auto Boltstorm Gauntlets and Fragstorm Grenade Launcher with Flamestorm Gauntlets.									
KEYWORDS	AGGRESSORS, MK X GRAVIS, INFANTRY, PRIMARIS									

Deathwatch Inceptor										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Inceptor	10"	3+	3+	4	5	2	2	8	3+	25
EQUIPMENT	- Two Assault Bolters									
RULES	- And They Shall Know No Fear - Meteoric Descent - Crushing Charge									
OPTIONS	- May replace two assault bolters with two plasma exterminators									
KEYWORDS	INCEPTORS, FLY, JUMP PACK, MK X GRAVIS, INFANTRY, PRIMARIS									

Deathwatch Hellblaster										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Hellblaster	6"	3+	3+	4	4	2	2	7	3+	18
EQUIPMENT	- Plasma Incinerator - Bolt Pistol - Frag Grenade - Krak Grenade									
RULES	- And They Shall Know No Fear, Special Issue Ammunition									
OPTIONS	- May replace bolt pistol with plasma pistol - May replace plasma incinerator with assault plasma incinerator or heavy plasma incinerator.									
KEYWORDS	HELLBLASTERS, INFANTRY, PRIMARIS									

Deathwatch Reiver										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Reiver	6"	3+	3+	4	4	2	2	8	3+	18
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Carbine - Heavy Bolt Pistol - Krak Grenade - Frag Grenade - Shock Grenade 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear, Special Issue Ammunition - Terror Troops 									
OPTIONS	<ul style="list-style-type: none"> - May replace bolt carbine with combat knife. - May take a Grav-Chute and gain the <i>Grav Chute</i> rule. - May take a Grapnel Launcher and gain the <i>Grapnel Launchers</i> rule. - May take items from the Special Issue Wargear. 									
KEYWORDS	REIVERS, INFANTRY, PRIMARIS									

ARMOURY

Special Issue Wargear

Gear	Cost	Effect
Purity Seals	8	Once per battle round, the bearer may re-roll a single failed hit, wound, save or leadership roll.
Auspex	7	After your opponent sets up a unit that is arriving on the battlefield as reinforcements within 12" of the model holding the Auspex, your models within 6" of the Auspex owner can immediately shoot at that enemy unit as if it were the Shooting phase, but you must subtract 1 from your hit rolls when doing so. You can use this ability only once per turn, regardless of how many Auspexes you have.
Master-Crafted Weapon	10	One of this model's melee weapons improves its damage characteristic by 1.
Auxiliary Grenade Launcher	5	Increase the range of all of this model's grenades to 30".
Preysense Augur	6	Instead of deploying normally, this model may be set up behind enemy lines. At the end of any of your movement phases, set this model up anywhere on the battlefield within 8" of a table edge and more than 9" from any enemy model.
Hellfire Honours	7	(Codicier Only) Once per turn when this model is selected to shoot in the Overwatch phase, it may instead attempt to manifest the <i>Smite</i> power as though it were the Psychic phase. The roll to manifest this power is made with a -2 penalty.
Locator Beacon	5	Friendly units entering play from reinforcements or reserves do not have to roll to see if they arrive if they arrive within 8" of this model. They must meet all of their other criteria for arrival.

Bionics	5	Parts of the battle-brother's body have been replaced or augmented with unfeeling adamantium and steel. If this model suffers a wound or mortal wound, roll a D6. On a 6+ the wound is not lost.
Suspensors	10	The bearer may ignore the -1 penalty to Hit when firing a Heavy weapon after moving, but must halve the weapon's Range to do so. Does not apply to weapons that hit automatically.
Refractor Field	10	The model gains a 5+ Invulnerable Save
Expanded Ammo Stores	5	This model may select 2 options from the list below to be added to its list of available special issue ammunition.

Expanded Ammo Stores

Unless stated otherwise, Expanded Ammo Stores uses the normal profile for a weapon of its type.

Type	Effect
Grav	Add 1 to hit rolls when targeting enemy units that have the Fly keyword.
Tempest	On a hit roll of 5+, the target enemy unit is pushed d3" directly away from the firer.
Stormshard	This weapon's type changes to assault when using this ammo.
Metal Storm	Subtract 1 from this weapons Strength when using this ammunition. When firing this weapon, every hit roll of 5+ counts as two hits.
Psybolt	Improve this weapons Strength by one when using this ammunition.
Kinetic	Improve this weapon's damage by one when using this ammunition.
Cognis	A weapon firing this ammunition counts its AP as one worse (if it has any AP) and hits on rolls of 5 or 6 in the Overwatch phase.
Synapse	When an enemy unit loses one or more wounds to an attack from this weapon, it may not be affected by beneficial aura abilities until the start of the firing model's next turn.
Disruptor	Enemy models may not take "aftersaves" for wounds caused by this weapon. Examples of "aftersaves" are Disgustingly Resilient or The Flesh is Weak.
Hypersonic	Enemy models count their Invulnerable save as one point worse against wounds caused by this ammunition.

The Fortress Armoury

Deathwatch armouries are chock-full of esoteric items left or created by battle brothers over the years. An exceptional Deathwatch rotation might result in the chamber gifting one of its relics to the battle brother when he returns to his chapter, but typically, brothers who excelled during their rotations will request that their wargear be given to their old watch fortress upon their deaths. While some of these items are not true relics, they are sufficiently rare that no kill team may ever have two instances of the same item from this list.

Brennart's Clavis (21 points)

Brother Brennart was a techmarine seconded to the Deathwatch from the Abrogators chapter. Certainly, Brother Brennart could fix vehicles, but his real talent was bending cogitators and logic engines to his will. He could coax secrets out of even the most intractable machine spirit. His ministrations allowed his team to identify threats before they became a serious problem and then slip utterly unnoticed through every layer of security, appearing suddenly amidst the thick of battle or the middle of an incubating genestealer cult with a precision that bordered on the supernatural.

A model with this item, along with up to 3 others may deploy in tunnels beneath the battlefield and will appear together at the end of the first turn within the footprint of a set of ruins. If there are no ruins on the table, they will enter play within 6" of a random table edge. In either case, they must be placed more than 9" from an enemy model and within 3" of each other.

Vivisection Gauntlet (10 points; Apothecary or Artifex only)

A vivisection gauntlet mounts to the user's clavis and is programmed to interrogate a variety of xenofoms as quickly as possible. An artifex or apothecary trained in its use can extract rudimentary thoughts and memories from a xenos (or a human) in moments and use the information to help his team.

You may decide to use the vivisection gauntlet when you set up the bearer at the start of a mission. Roll a d6. On a 1, the bearer suffers a mortal wound which cannot be healed in the course of the mission. On a 2-6, this kill team gains d3+1 tactical points.

Espenæs Pattern Meaconing Comm Jammer (12 points)

Battle brothers returning from Deathwatch duty tell stories of arcane "grey boxes" that can scramble and even hijack communications across all EM bands and even into the warp. Many have been the offers that chapter masters have made to the Ordo Xenos for working examples of these items, but to no avail. The devices are in high demand among Deathwatch kill teams and their delicate, complicated nature ensures there are never enough to go around.

When your opponent spends a single tactical point on any model within 18" of the model carrying this, roll a d6. On a 5+, the tactical point is still spent, but there is no effect.

The Collector (9 points)

No one knows who built the power maul known as The Collector, but the list of famous space marines who have used it in battle is a veritable who's who of noteworthy names. It has been carried by no less than six different winners of the Feast of Blades. Its legend within the hallowed halls of over a dozen watch fortresses is such that even some xenos have been known to flee once they recognize it. It has collected the blood (hence its name) of over 40 different xenos species and its crackling power field ensures that this blood just stains the flanges a darker black.

The rules for this weapon can be found below.

Overkill (23 points)

Curis Ruan was a human master artificer in watch fortress Ceraven, deep in Segmentum Pacificus. He was also notoriously cantankerous and did not suffer wasteful requests idly; even if those requests came from transhuman super soldiers. An unnamed watch captain ordered him to build a new gun; one that had the rate of fire and range of a plasma gun, but the penetrating power of a meltagun. After several attempts at crossing the two radically different weapons, none of which were up to the watch captain's standard, an exasperated Ruan built this monstrous rifle by fusing the body of a full-sized plasma gun on the spine of a full-sized meltagun, slaving both weapons to the same trigger. It is not known whether this met the watch captain's specifications, but once it was discovered in the watch armoury, it has been in continuous and enthusiastic use by brothers of the Deathwatch ever since.

Overkill is a combi weapon that fuses the profiles for a meltagun and a plasmagun, rather than a bolter and another weapon. It replaces one of the model's weapons.

Hazred's Mantle (17 points)

Brother-Sergeant Hazred was seconded to the Deathwatch from the Angels Praenuntius chapter to watch fortress Gnaeus in Segmentum Tempestus. On his first mission, he was swallowed whole by a Fakzull land worm that promptly fled his squad's attempts to rescue him. Over the course of ten standard weeks, he managed to kill the beast from inside and though his power armour was ruined, he was able to signal a passing rogue trader. To barter his way, he paid with the carcass of the worm he had slain and the small part of its impenetrable hide that he was able to hold on to was fashioned into this cloak. Eventually, he made his way back to the watch fortress to rejoin his disbelieving comrades. Since then, several more of these cloaks have made their way into fortress armouries.

A model bearing this cloak has a 3+ invulnerable save.

The Black Shield (5 points; Blackshield only)

Most watch fortresses have a variation of this weapon. For the Blackshield who has had enough, this is the gold standard for ways to die fighting the enemies of mankind. A battle brother who carries the black shield is kept on continual combat duty until he receives the fate that he seeks.

A model with this item counts as having a 5+ invulnerable save. In addition, if an enemy model has a choice between attacking this model or another in close combat, it suffers -1 to hit if it chooses not to attack this model.

Charosian's Hood (6 points)

Brother Charosian of the Exorcists was the first to receive this honour during the Paven's World Reconciliation by resisting the witchery of an Eldar psyker with willpower alone. This item is given to mark those who are exceptionally difficult to target with psychic powers.

A model with this item may attempt to deny the witch once per enemy psychic phase. If this model is a psyker, it may attempt to deny an additional enemy psychic power.

Ranged Weapons						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Collector	-	Melee	+2	-2	1	If the target of this weapon has an armour save of 3+ or better, change this weapon's damage to d3.
Vivisection Gauntlet	-	Melee	1	-1	1	This weapon always wounds on a 2+ unless the target is a vehicle in which case it wounds on a 6+.

Augmetics

The permanent ranks of the Deathwatch are few and chapter masters take a very dim view of Imperial organizations that borrow their troops and return them broken or dead. To this end, Deathwatch medicae tend to over-engineer augmetics for injured battle brothers, believing it is best if they return them better than they received them. It is even rumoured that some of the more exotic augmetics might be based on xenos tech. In any event, a model can take as many augmetics as its datasheet allows and may never take the same augmentation twice.

Mobility (7 points)

These subtle augmetics are typically used to help aging Imperial servants continue with their duties. However, with sufficient incentive, an enterprising mechwright can tune them to outperform the most athletic warriors. This augmetic gives the user +2" movement if it is non-jump pack infantry and +1" movement if it is any other type. Furthermore, the user always passes the roll to climb or jump and is never slowed by terrain.

Strength (10 points)

Augmentations to bone and muscle enhance a space marine's already formidable strength and endurance to legendary levels. In either case, this augmetic allows the wearer to ignore the penalty for Advancing and fire Assault weapons. He also treats all Rapid Fire weapons as Assault when advancing. Furthermore, it removes the -1 to hit for close combat weapons that have that rule.

Dermal Armour (4 points)

This augmentation inserts shielding and structural enhancements around the user's internal organs, often including replacement of the skull. However elegant or horrifying, the user of this augmentation gains a 4+ save that is only effective against mortal wounds.

Sensory (12 points)

These augmetics require the most cogent medicae technologies and integration techniques. A model with this augmetic improves its BS by 1.

Reaction Enhancer (10 points)

This augmetic sharpens the reaction speed of its user. A model with this augmetic gains +1 attack.

Metabolic Velocity (9 points)

Once per mission, at the beginning of the Fight phase, this model may use Metabolic Velocity after which it ceases to function for the rest of the mission. After all close combat attacks have been resolved, this model may pile in and fight again.

Metabolic Regeneration (5 points)

At the end of each friendly turn, roll a d6. On a 5+, this model regains a wound lost earlier in the mission.

Darksight Enhancement (7 points)

Whether full replacement of the battle brother's eyes or subtle upgrade to existing structures, Darksight is a marked improvement on a battle brother's vision.

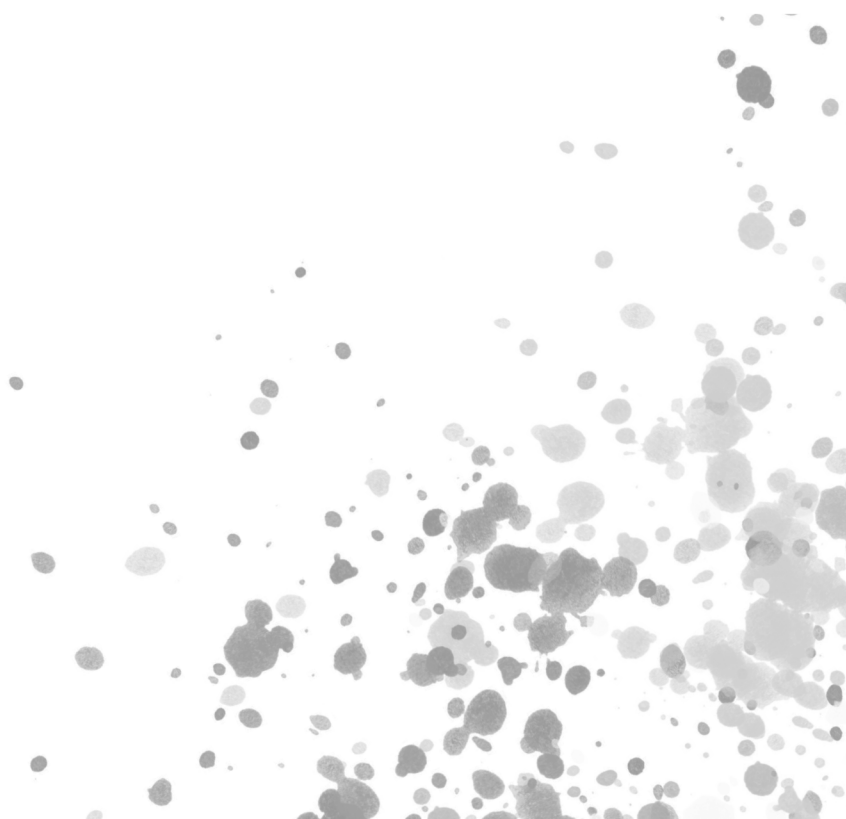
This model never suffers penalties to hit rolls unless they are caused by this model's own weapons. Furthermore, this model never suffers scenario penalties which are specifically described as being visual in nature (darkness, smoke, dust, etc).

Tactical Processor (6 points)

One of the Ordo Xenos' most closely guarded secrets is their ability to manufacture these highly coveted devices. These items are typically given to battle brothers who wish to become permanent staff on the Deathwatch.

When a tactical point is spent on this model, roll a d6. On a 5+, the point is refunded. Furthermore, this

model may consolidate an extra 2" and may do so in any direction.



Philosophies

No Drama (3 TP): Your kill team has no Special choices.

On Foot (2 TP): Your kill team consists of only infantry without the Fly keyword.

Operators (2 TP): Your kill team has 3 Special choices (Special models taken as Core does not count towards this limit).

Actions

Cross-Load (1TP): Use when you choose one of your units to attack with a bolt weapon in the Shooting phase. Choose two types of special issue ammunition and apply them both when resolving this model's attacks.

Tactical Advance (1 TP): Use at the start of the Shooting phase. Choose an infantry model and move (or advance) that model as though it were the Movement phase.

Apex Predator (1 TP): Use at the end of any Fight phase. Choose one of your units that is within 1" of one or more enemy models. This unit may pile in and fight again.

Mission Priority (1 TP): Use this Stratagem at the start of any of your turns after the first to change the current Mission Tactic for another one.

Veteran Reflexes (1 TP): Use this Stratagem when a model is targeted by an enemy shooting attack. Subtract 1 from the hit rolls made against this model from that shooting attack.

