

DEATHWATCH

ARMY RULES

From their hidden bases in orbiting watch fortresses, the Deathwatch dispatch carefully selected operatives to hunt down and exterminate alien presences wherever they may be found. Each of these post-human warriors is a veteran of countless battles, tithed by their original Chapter to undertake the Long Vigil and guard against alien incursion.

KILL TEAMS

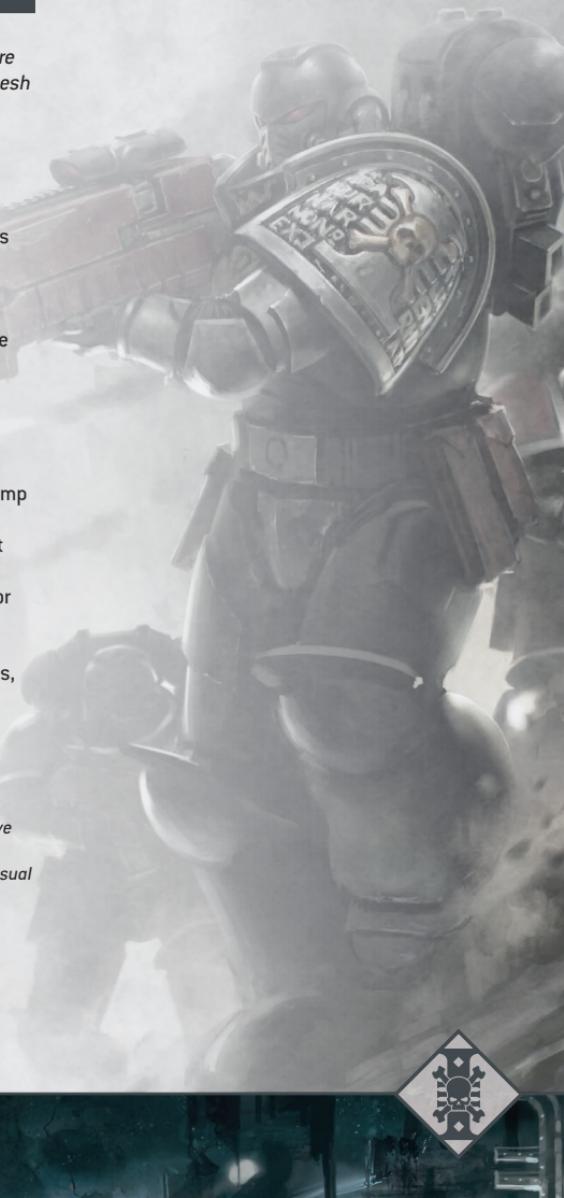
When faced with an array of missions to complete and varying enemies to lay low, the Deathwatch are highly adept at forming effective kill teams that mesh starkly diverse armour and equipment.

Each time an attack targets a **KILL TEAM** unit from your army that contains models with different Toughness characteristics, until the attacking unit has finished making its attacks, use the Toughness characteristic of the majority of the models in that unit when determining what roll is required for that attack to successfully wound. If two or more Toughness characteristics are tied for majority, use the highest value.

For the purposes of determining which models can embark within a **TRANSPORT** model, Kill Team Terminator models, Kill Team Outrider models, Kill Team Biker models and models equipped with a jump pack each take up the space of 2 models, but can otherwise embark within any **TRANSPORT** their unit can embark within, even though similar models in other units may have the **TERMINATOR**, **MOUNTED** or **JUMP PACK** keywords.

For the purposes of interacting with terrain features, all models in units with the Kill Team ability are treated as **INFANTRY**, even though similar models in other units may have the **MOUNTED** or **JUMP PACK** keywords.

Designer's Note: While the slight abstractions in the above rules cause some models to behave differently to similar models in other units, they are designed to minimise unusual or complicated movement, **TRANSPORT** and **Benefit of Cover** effects.



DEATHWATCH – BLACK SPEAR TASK FORCE

DETACHMENT RULE

If your Army Faction is **ADEPTUS ASTARTES**, you can use this Black Spear Task Force Detachment rule.

RESTRICTIONS

- Your army can include **DEATHWATCH** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.
- Your army cannot include any of the following units: **ASSAULT SQUAD; ASSAULT SQUAD WITH JUMP PACKS; ATTACK BIKE SQUAD; DEVASTATOR SQUAD; LAND SPEEDER STORM; SCOUT SQUAD; SCOUT SNIPER SQUAD; TACTICAL SQUAD.**



MISSION TACTICS

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

At the start of your Command phase, you can select one of the Mission Tactics listed below. Until the start of your next Command phase, that Mission Tactic is active and its effects apply to all units from your army with this ability. Each Mission Tactic can only be selected once per battle.

FUROR TACTICS

When the enemy horde grows close, the Deathwatch will be tasked with the decimation of their core. Aiming not for clinical kills but for maximum destruction over a wide area, they tear the heart from the enemy army.

While this Mission Tactic is active, weapons equipped by **ADEPTUS ASTARTES** units from your army have the **[SUSTAINED HITS 1]** ability.

MALLEUS TACTICS

When the giants of war lumber forth, the Deathwatch will adopt Malleus tactics. Even the largest behemoth has a weak point, and the archives of the Deathwatch number them all.

While this Mission Tactic is active, weapons equipped by **ADEPTUS ASTARTES** units from your army have the **[LETHAL HITS]** ability.

PURGATUS TACTICS

By adopting Purgatus tactics, the Deathwatch focus their deadly ire upon the commanders of the enemy host, assassinating them one after another with pitiless head shots and killing thrusts of the blade.

While this Mission Tactic is active, each time an **ADEPTUS ASTARTES** unit from your army makes an attack, if a Critical Hit is scored, that attack has the **[PRECISION]** ability.



DEATHWATCH – BLACK SPEAR TASK FORCE

STRATAGEMS

If you are using the Black Spear Task Force Detachment rule, you can use these Black Spear Task Force Stratagems.

ARMOUR OF CONTEMPT



BLACK SPEAR TASK FORCE – BATTLE TACTIC STRATAGEM

The belligerency and transhuman physiologies of the Adeptus Astartes make them unyielding foes.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

TELEPORTARIUM



BLACK SPEAR TASK FORCE – STRATEGIC PLOY STRATAGEM

Site-to-site battlefield teleportation is a rare capability indeed, used only by the Deathwatch in extreme situations.

1CP

WHEN: End of your opponent's Fight phase.

TARGET: Up to two **KILL TEAM** units from your army, or one other **ADEPTUS ASTARTES INFANTRY** unit from your army.

EFFECT: Remove those units from the battlefield. In the Reinforcements step of your next Movement phase, set each of those units up anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

RESTRICTIONS: You cannot select any units that are within Engagement Range of one or more enemy units.

ADAPTIVE TACTICS



BLACK SPEAR TASK FORCE – STRATEGIC PLOY STRATAGEM

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

WHEN: Your Command phase.

TARGET: Up to two **KILL TEAM** units from your army, or one other **ADEPTUS ASTARTES** unit your army.

EFFECT: For each unit targeted, select the Furor Tactics, Malleus Tactics or Purgatus Tactics. Until the start of your next Command phase, that Mission Tactic is active for that unit instead of any Mission Tactic that is active for your army.

HELLFIRE ROUNDS



BLACK SPEAR TASK FORCE – WARGEAR STRATAGEM

Hellfire rounds douse their targets in voracious acids that are utterly lethal to organic life.

WHEN: Your Shooting phase.

TARGET: Up to two **KILL TEAM** units from your army that have not been selected to shoot this phase, or one other **ADEPTUS ASTARTES** unit from your army (excluding **VEHICLES**) that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, bolt weapons* (excluding Devastating Wounds weapons) equipped by models in your unit have the [ANTI-INFANTRY 2+] and [ANTI-MONSTER 5+] abilities.

RESTRICTIONS: You cannot select any units that have already been targeted with either the Kraken Rounds or Dragonfire Rounds Stratagems this phase.

DEATHWATCH – BLACK SPEAR TASK FORCE

STRATAGEMS

If you are using the Black Spear Task Force Detachment rule, you can use these Black Spear Task Force Stratagems.

KRAKEN ROUNDS

1CP

BLACK SPEAR TASK FORCE – WARGEAR STRATAGEM

Kraken rounds utilise adamantine cores and improved propellants to penetrate the thickest hide.

WHEN: Your Shooting phase.

TARGET: Up to two **KILL TEAM** units from your army that have not been selected to shoot this phase, or one other **ADEPTUS ASTARTES** unit from your army (excluding **VEHICLES**) that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, improve the Armour Penetration characteristic of bolt weapons* equipped by models in your unit by 1 and improve the range characteristic of those weapons by 6".

RESTRICTIONS: You cannot select any units that have already been targeted with either the Dragonfire Rounds or Hellfire Rounds Stratagems this phase.

DRAGONFIRE ROUNDS

1CP

BLACK SPEAR TASK FORCE – WARGEAR STRATAGEM

Dragonfire rounds are designed to explode just before contact, saturating foes in cover with searing gas and flames.

WHEN: Your Shooting phase.

TARGET: Up to two **KILL TEAM** units from your army that have not been selected to shoot this phase, or one other **ADEPTUS ASTARTES** unit from your army (excluding **VEHICLES**) that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, bolt weapons* equipped by models in your unit have the [ASSAULT] and [IGNORES COVER] abilities.

RESTRICTIONS: You cannot select any units that have already been targeted with either the Kraken Rounds or Hellfire Rounds Stratagems this phase.

* BOLT WEAPONS

The following are bolt weapons:

- Absolvor bolt pistol
- Assault bolters
- Auto boltstorm gauntlets
- Bolt carbine
- Bolt pistol
- Bolt rifle
- Bolt sniper rifle
- Boltgun
- Boltstorm gauntlet
- Centurion bolters
- Combi-bolter
- Combi-weapon
- Deathwatch twin boltgun

- Forge bolter
- Hellfire Extremis
- Infernus heavy bolter – heavy bolter profile
- Instigator bolt carbine
- Long Vigil ranged weapon
- Marksman bolt carbine
- Master-crafted bolt rifle
- Master-crafted boltgun
- Master-crafted heavy bolt rifle
- Master-crafted scoped bolt carbine

- Master-crafted special issue bolt pistol
- Occulus bolt carbine
- Special issue bolt pistol
- Sternguard bolt pistol
- Sternguard bolt rifle
- Sternguard heavy bolter
- Storm bolter
- Twin bolt rifle
- Twin boltgun
- Twin heavy bolter
- Vigil spear

DEATHWATCH – BLACK SPEAR TASK FORCE ENHANCEMENTS

If you are using the Black Spear Task Force Detachment rule, you can use these Black Spear Task Force Enhancements.

THIEF OF SECRETS

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

ADEPTUS ASTARTES model only. Improve the Strength, Damage and Armour Penetration characteristics of the bearer's melee weapons by 1. If an enemy model is destroyed as the result of a melee attack made by the bearer, at the end of that phase, until the end of the battle, improve the Strength, Damage and Armour Penetration characteristics of the bearer's melee weapons by 2 instead.

OSSEUS KEY

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

WATCH MASTER or **TECHMARINE** model only. At the start of your opponent's Shooting phase, select one enemy **VEHICLE** unit (excluding **TITANIC** units) within 12" of and visible to the bearer. That model must take a Leadership test. If that test is passed, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; if that test is failed, that unit is not eligible to shoot this phase.

BEACON ANGELIS

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

ADEPTUS ASTARTES model only. Models in the bearer's unit have the Deep Strike ability. In addition, you can target the bearer's unit with the Rapid Ingress Stratagem for OCP.

THE TOME OF ECTOCLADES

This grimoire, bound in the skin of the alien, holds the most powerful truths the Deathwatch have uncovered about their foes, whether xenos or those who harbour them. On occasion, such knowledge has been known to save not only the book's custodian, but entire worlds.

WATCH MASTER or **CAPTAIN** model only. Once per battle, after you have selected an enemy unit using the Oath of Moment ability in your Command phase, the bearer can use this Enhancement if they are on the battlefield. When they do, select a second enemy unit – until the start of your next Command phase, each time an **ADEPTUS ASTARTES** model from your army makes an attack that targets either of those enemy units, you can re-roll the Hit roll and you can re-roll the Wound roll.





WATCH MASTER

M T SV W LD OC
6" 4 2+ 5 6+ 1



RANGED WEAPONS

Vigil spear	RANGE	A	BS	S	AP	D
	24"	2	2+	4	0	2

MELEE WEAPONS

Vigil spear [LANCE]	RANGE	A	WS	S	AP	D
	Melee	6	2+	6	-2	D3

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Strategic Knowledge: While this model is leading a unit, that unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

Watch Master: Once per battle, after your opponent uses a Stratagem, if this model is your WARLORD and is on the battlefield, it can use this ability. If it does, until the end of the battle, increase the cost of that Stratagem to your opponent by 1CP.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, CAPTAIN, WATCH MASTER

FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

WATCH MASTER

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



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Watch Master

This model is equipped with: vigil spear.

LEADER

This model can be attached to the following units:

- DEATHWATCH VETERANS
- PROTEUS KILL TEAM

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, CAPTAIN, WATCH MASTER



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

WATCH CAPTAIN ARTEMIS

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



RANGED WEAPONS

Hellfire Extremis
[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, IGNORES COVER, TORRENT]

RANGE	A	BS	S	AP	D
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12"	D6	N/A	4	-1	1
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MELEE WEAPONS

Master-crafted power weapon

RANGE	A	WS	S	AP	D
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Melee	6	2+	5	-2	2
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ABILITIES

CORE: Feel No Pain 6+, Leader

FACTION: Oath of Moment

Tactical Instinct: While this model is leading a unit, you can target that unit with a Stratagem even if that Stratagem has already been used on another unit from your army this phase. In addition, that unit can be targeted with a Stratagem even while it is Battle-shocked.

Unstoppable Champion: The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with 1 wound remaining.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CAPTAIN, WATCH CAPTAIN ARTEMIS

FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

WATCH CAPTAIN ARTEMIS

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



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Watch Captain Artemis

This model is equipped with: Hellfire Extremis; master-crafted power weapon.

LEADER

This model can be attached to the following units:

- DEATHWATCH VETERANS
- PROTEUS KILL TEAM

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CAPTAIN, WATCH CAPTAIN ARTEMIS



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

KILL TEAM CASSIUS

M	T	SV	W	LD	OC	
6"	4	3+	4	5+	2	CHAPLAIN CASSIUS
6"	4	3+	2	6+	2	KILL TEAM VETERAN

M	T	SV	W	LD	OC	
5"	5	2+	3	6+	2	KILL TEAM TERMINATOR
12"	5	3+	3	6+	2	KILL TEAM BIKER

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Deathwatch twin boltgun	24"	4	3+	4	0	1
Frag cannon [BLAST, HEAVY, RAPID FIRE D3]	18"	D3	4+	7	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Long Vigil ranged weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Psychic Cleanse [PSYCHIC]	24"	D6	3+	5	-1	D3

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Artificer crozius	Melee	5	2+	6	-1	2
Close combat weapon	Melee	3	3+	5	-2	1
Force weapon [PSYCHIC]	Melee	5	2+	5	-3	D3
Long Vigil melee weapon	Melee	3	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	4	3+	5	-2	1

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment, Kill Team

Catechism of Death: While this unit contains Chaplain Cassius, melee weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

Unflinching: Each time this unit takes a Battle-shock or Leadership test, you can re-roll that test.

WARGEAR ABILITIES

Jump Pack: The bearer has a Move characteristic of 12" and can move over models and terrain as if they were not there.

Psychic Hood: Models in the bearer's unit have the Feel No Pain 4+ ability against Psychic Attacks.

INVULNERABLE SAVE*

* Chaplain Cassius and Kill Team Terminator only.

KEYWORDS – ALL MODELS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, KILL TEAM CASSIUS | CHAPLAIN CASSIUS: CHARACTER, EPIC HERO

FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH



4+

KILL TEAM CASSIUS

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



WARGEAR

- Chaplain Cassius is equipped with: artificer crozius; bolt pistol.
- Vael Donatus is equipped with: boltgun; bolt pistol; close combat weapon.
- Zameon Gydrael is equipped with: Long Vigil ranged weapon; Long Vigil melee weapon.
- Rodricus Grytt is equipped with: frag cannon; bolt pistol; close combat weapon.
- Antor Delassio is equipped with: Long Vigil ranged weapon; Long Vigil melee weapon, jump pack.
- Edryc Setorax is equipped with: twin lightning claws, jump pack.
- Jensus Natorian is equipped with: psychic Cleanse; bolt pistol; force weapon; psychic hood.
- Drenn Redblade is equipped with: Long Vigil melee weapon; boltgun.
- Garran Branatar is equipped with: heavy flamer; Long Vigil ranged weapon; power fist.
- Ennox Sorlock is equipped with: Long Vigil ranged weapon; close combat weapon.
- Jetek Suberei is equipped with: Deathwatch twin boltgun; Long Vigil melee weapon.

UNIT COMPOSITION

- 1 Chaplain Cassius – EPIC HERO
- 8 Kill Team Veterans:
 - Vael Donatus
 - Zameon Gydrael
 - Rodricus Grytt
 - Antor Delassio
 - Edryc Setorax
 - Jensus Natorian
 - Drenn Redblade
 - Ennox Sorlock
- 1 Kill Team Terminator (Garran Branatar)
- 1 Kill Team Biker (Jetek Suberei)

CASSIUS

Your army cannot contain both CHAPLAIN CASSIUS and KILL TEAM CASSIUS.

KEYWORDS – ALL MODELS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, KILL TEAM CASSIUS | CHAPLAIN CASSIUS: CHARACTER, EPIC HERO

FACTION KEYWORDS: ADEPTUS ASTARTES, DEATHWATCH

DEATHWATCH VETERANS

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Boltgun	24"	2	3+	4	0	1
Frag cannon [BLAST, HEAVY, RAPID FIRE D3]	18"	D3	4+	7	-1	2
▶ Infernus heavy bolter – heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
▶ Infernus heavy bolter – heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Long Vigil ranged weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
▶ Missile launcher – frag [BLAST, HEAVY]	48"	D6	4+	4	0	1
▶ Missile launcher – krak [HEAVY]	48"	1	4+	9	-2	D6

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Deathwatch thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	10	-2	3
Long Vigil melee weapon	Melee	3	3+	5	-2	1
Xenophage blade [DEVASTATING WOUNDS]	Melee	4	3+	5	-2	1

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, BATTLELINE, KILL TEAM, GRENADES, IMPERIUM, DEATHWATCH VETERANS

ABILITIES

FACTION: Oath of Moment

Death to the Alien: Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack does not have the IMPERIUM or CHAOS keywords, you can re-roll the Hit roll instead.

WARGEAR ABILITIES

Astartes Shield: The bearer has a 4+ invulnerable save.



DEATHWATCH VETERANS

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



WARGEAR OPTIONS

- Any number of models can each have their boltgun and Long Vigil melee weapon replaced with one of the following:
 - 1 Long Vigil ranged weapon and 1 close combat weapon
 - 1 Astartes shield, 1 boltgun and 1 close combat weapon
 - 1 Astartes shield and 1 Long Vigil melee weapon
- For every 5 models in this unit, up to 2 models can each have their boltgun and Long Vigil melee weapon replaced with 1 Deathwatch thunder hammer.
- For every 5 models in this unit, up to 2 models can each have their boltgun and Long Vigil melee weapon replaced with one of the following:
 - 1 frag cannon and 1 close combat weapon
 - 1 infernus heavy bolter and 1 close combat weapon
 - 1 missile launcher and 1 close combat weapon
- The Watch Sergeant's Long Vigil melee weapon can be replaced with 1 xenophage blade.
- The Watch Sergeant's boltgun can be replaced with 1 Long Vigil ranged weapon.

UNIT COMPOSITION

- 1 Watch Sergeant
- 4-9 Deathwatch Veterans

Every model is equipped with: boltgun; Long Vigil melee weapon.

ATTACHED UNIT

If a **CHARACTER** from your army with the Leader ability can be attached to a **VANGUARD VETERAN SQUAD**, it can be attached to this unit instead.

KEYWORDS: INFANTRY, BATTLELINE, KILL TEAM, GRENADES, IMPERIUM, DEATHWATCH VETERANS



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

DEATHWATCH TERMINATOR SQUAD

M T SV W LD OC

5" 5 2+ 3 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Cyclone missile launcher – frag [BLAST]	36"	2D6	3+	4	0	1
Cyclone missile launcher – krak	36"	2	3+	9	-2	D6
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Plasma cannon – standard [BLAST]	36"	D3	3+	7	-2	1
Plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	3+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	8	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	5	-2	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, DEATHWATCH TERMINATOR SQUAD

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Terminatus Assault: Each time this unit ends a Charge move, each enemy unit within Engagement Range of this unit must take a Battle-shock test.

Teleport Homer: At the start of the battle, you can set up one Teleport Homer token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for OCP, but when resolving that Stratagem, you must set this unit up within 3" of that token and not within 9" of any enemy models. That token is then removed.

WARGEAR ABILITIES

Storm Shield: The bearer has a Wounds characteristic of 4.

INVULNERABLE SAVE

4+

FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

DEATHWATCH TERMINATOR SQUAD

The indomitable warriors honoured to wear hulking suits of Terminator armour are an inspiring sight to their brethren. Deathwatch

Terminators carry the most powerful close combat weapons, and the strength and durability of their armour allows them to take the heaviest firepower directly into hidden xenos lairs.



WARGEAR OPTIONS

- Up to 3 Deathwatch Terminators can each have their storm bolter replaced with one of the following:
 - 1 assault cannon
 - 1 heavy flamer
 - 1 plasma cannon
 - 1 cyclone missile launcher and 1 storm bolter (this model's storm bolter cannot be replaced)
- Any number of models can each have their power fist and storm bolter replaced with one of the following:
 - 1 storm bolter and 1 power weapon
 - 1 storm bolter and 1 chainfist
 - 1 twin lightning claws
 - 1 thunder hammer and 1 storm shield

UNIT COMPOSITION

- 1 Deathwatch Terminator Sergeant
- 4-9 Deathwatch Terminators

Every model is equipped with: power fist; storm bolter.

ATTACHED UNIT

If a **CHARACTER** from your army with the Leader ability can be attached to a **TERMINATOR SQUAD**, it can be attached to this unit instead.

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, DEATHWATCH TERMINATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

VETERAN BIKE SQUAD

M T SV W LD OC
12" 5 3+ 3 6+ 2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Long Vigil ranged weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Twin bolter [TWIN-LINKED]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Long Vigil melee weapon	Melee	3	3+	5	-2	1
Xenophage blade [DEVASTATING WOUNDS]	Melee	4	3+	5	-2	1

ABILITIES

FACTION: Oath of Moment

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

WARGEAR ABILITIES

Astartes Shield: The bearer has a 4+ invulnerable save.

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, VETERAN BIKE SQUAD

FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

VETERAN BIKE SQUAD

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



WARGEAR OPTIONS

- The Veteran Biker Sergeant can be equipped with one of the following:
 - 1 Long Vigil ranged weapon
 - 1 Long Vigil melee weapon
 - 1 xenophage blade
 - 1 Astartes shield
- Any number of Veteran Biker models can each be equipped with 1 Long Vigil melee weapon.

UNIT COMPOSITION

- 1 Veteran Biker Sergeant
- 2-5 Veteran Bikers

Every model is equipped with: bolt pistol; close combat weapon; twin boltguns.

ATTACHED UNIT

If a **CHARACTER** from your army with the Leader ability can be attached to a **OUTRIDER SQUAD**, it can be attached to this unit instead.

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, VETERAN BIKE SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

CORVUS BLACKSTAR

M	T	SV	W	LD	OC
20+"	10	3+	14	6+	0



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Blackstar rocket launcher [BLAST]	30"	D6+1	3+	5	0	1
Hurricane bolter [RAPID FIRE 6, TWIN-LINKED]	24"	6	3+	4	0	1
Stormstrike missile launcher	48"	1	3+	10	-2	3
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: Deadly Demise D6, Hover, Stealth

FACTION: Oath of Moment

Blackstar Cluster Launcher: Each time this model ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 5+, that unit suffers 1 mortal wound.

WARGEAR ABILITIES

AuspeX Array: Ranged weapons equipped by the bearer have the [IGNORES COVER] ability.

Infernun Halo-launcher: The bearer has the SMOKE keyword.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, IMPERIUM, TRANSPORT, CORVUS BLACKSTAR

FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

CORVUS BLACKSTAR

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



WARGEAR OPTIONS

- This model's twin assault cannon can be replaced with 1 twin lascannon.
- This model's 2 Blackstar rocket launchers can be replaced with 2 stormstrike missile launchers.
- This model can be equipped with 1 hurricane bolter.
- This model can be equipped with one of the following:
 - 1 auspex array
 - 1 infernum halo-launcher

UNIT COMPOSITION

- 1 Corvus Blackstar

This model is equipped with: 2 Blackstar rocket launchers; twin assault cannon; armoured hull.

TRANSPORT

This model has a transport capacity of 12 ADEPTUS ASTARTES INFANTRY models or one KILL TEAM unit. Each JUMP PACK, GRAVIS or TERMINATOR model takes up the space of 2 models and each MOUNTED model takes up the space of 3 models.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, IMPERIUM, TRANSPORT, CORVUS BLACKSTAR

FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

PROTEUS KILL TEAM

M	T	SV	W	LD	OC		M	T	SV	W	LD	OC	
6"	4	3+	2	6+	1	KILL TEAM VETERANS	5"	5	2+	3	6+	1	KILL TEAM TERMINATOR
12"	5	3+	3	6+	2	KILL TEAM BIKER							

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Boltgun	24"	2	3+	4	0	1
Frag cannon [BLAST, HEAVY, RAPID FIRE D3]	18"	D3	4+	7	-1	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	8	-2	2
Deathwatch thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	10	-2	3
Long Vigil melee weapon	Melee	3	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Terminator thunder hammer [DEVASTATING WOUNDS]	Melee	3	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	5	-2	1

ABILITIES

FACTION: Kill Team, Oath of Moment

Proteus Doctrines: Each time a model in this unit makes an attack that targets a unit that is not Below Half-strength, add 1 to the Hit roll.

WARGEAR ABILITIES

Astartes Shield: The bearer has a 4+ invulnerable save.

Jump Pack: The bearer has a Move characteristic of 12" and can move over models and terrain features as if they were not there.

Storm Shield: The bearer has a Wounds characteristic of 4.

INVULNERABLE SAVE*

* Kill Team Terminator models only.

4+

KEYWORDS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, PROTEUS KILL TEAM



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

PROTEUS KILL TEAM

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



WARGEAR OPTIONS

- Any number of Kill Team Veterans can replace their bolgun and Long Vigil melee weapon with:
 - 1 Long Vigil ranged weapon*
 - 1 bolgun and 1 Astartes shield
 - 1 Long Vigil melee weapon and 1 Astartes shield
- For every 5 models in this unit, up to 2 models can replace their bolgun and Long Vigil melee weapon with 1 Deathwatch thunder hammer.
- For every 5 models in the unit, up to 2 models can replace their bolgun and Long Vigil melee weapon with one of the following:
 - 1 frag cannon
 - 1 Infernus heavy bolter*
- Any number of Kill Team Biker models can be equipped with one of the following:
 - 1 bolt pistol
 - 1 Long Vigil melee weapon

- Up to 3 models can each have their storm bolter replaced with one of the following:
 - 1 assault cannon*
 - 1 heavy flamer*
 - 1 plasma cannon*
 - 1 cyclone missile launcher* and 1 storm bolter (this model's storm bolter cannot be replaced)
- Any number of Kill Team Terminator models can replace their power fist and storm bolter with one of the following:
 - 1 storm bolter and 1 power weapon
 - 1 storm bolter and 1 chainfist
 - 1 twin lightning claws
 - 1 Terminator thunder hammer and 1 storm shield

*The profile for this weapon can be found on the Deathwatch Armoury card.

UNIT COMPOSITION (10 MODELS MAXIMUM)

- 5-10 Kill Team Veterans
- 0-4 Kill Team Veterans with Jump Packs
- 0-2 Kill Team Bikers
- 0-4 Kill Team Terminators

Every Kill Team Veteran is equipped with: bolgun; Long Vigil melee weapon; close combat weapon.

Every Kill Team Veteran with Jump Pack is equipped with: Long Vigil melee weapon; close combat weapon; jump pack.

Every Kill Team Biker is equipped with: twin bolgun; close combat weapon.

Every Kill Team Terminator is equipped with: storm bolter; power fist.

ATTACHED UNIT

If a **CHARACTER** from your army with the Leader ability can be attached to a **VANGUARD VETERANS SQUAD**, it can be attached to this unit instead.

KEYWORDS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, PROTEUS KILL TEAM



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

FORTIS KILL TEAM

M	T	SV	W	LD	OC	
6"	4	3+	2	6+	1	KILL TEAM INTERCESSOR
12"	5	3+	4	6+	2	KILL TEAM OUTRIDER



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt rifle [ASSAULT, HEAVY]	24"	2	3+	4	-1	1
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Long Vigil ranged weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Plasma incinerator – standard [ASSAULT, HEAVY]	24"	2	3+	7	-2	1
Plasma incinerator – supercharge [ASSAULT, HAZARDOUS, HEAVY]	24"	2	3+	8	-3	2
Twin bolt rifle [TWIN-LINKED]	24"	2	3+	4	-1	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	4+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Long Vigil melee weapon	Melee	3	3+	5	-2	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, TACTICUS, FORTIS KILL TEAM

ABILITIES

FACTION: Kill Team, Oath of Moment

Fortis Doctrines: Each time a model in this unit makes an attack that targets a unit that is Below Half-strength, add 1 to the Hit roll.



FORTIS KILL TEAM

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



WARGEAR OPTIONS

- 1 Kill Team Intercessor's bolt rifle can be replaced with one of the following:
 - 1 hand flamer
 - 1 plasma pistol
 - 1 Astartes chainsword
 - 1 Long Vigil melee weapon
- 1 model equipped with a bolt rifle can replace its close combat weapon with one of the following:
 - 1 Astartes chainsword
 - 1 Long Vigil melee weapon
- For every 5 models in this unit, 1 model's bolt rifle can be replaced with 1 Long Vigil ranged weapon.
- Any number of Kill Team Intercessors with plasma incinerators can each have their bolt pistol replaced with 1 plasma pistol.*

**The profile for this weapon can be found on the Deathwatch Armoury card.*

UNIT COMPOSITION (10 MODELS MAXIMUM)

- 5-10 Kill Team Intercessors
 - 0-4 Kill Team Intercessors with plasma incinerators
 - 0-4 Kill Team Intercessors with heavy bolt pistols
 - 0-2 Kill Team Outriders
- Every Kill Team Intercessor is equipped with: bolt pistol; bolt rifle; close combat weapon.
- Every Kill Team Intercessor with plasma incinerator is equipped with: bolt pistol; plasma incinerator; close combat weapon.
- Every Kill Team Intercessor with heavy bolt pistol is equipped with: heavy bolt pistol; Astartes chainsword.
- Every Kill Team Outrider is equipped with: bolt pistol; twin bolt rifle; Astartes chainsword.

ATTACHED UNIT

If a **CHARACTER** from your army with the Leader ability can be attached to an **INTERCESSOR SQUAD**, it can be attached to this unit instead.

KEYWORDS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, TACTICUS, FORTIS KILL TEAM



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

INDOMITOR KILL TEAM

M	T	SV	W	LD	OC
5"	6	3+	3	6+	1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Assault bolters [ASSAULT, PISTOL, SUSTAINED HITS 2, TWIN-LINKED]	18"	3	3+	5	-1	2
Auto boltstorm gauntlets [TWIN-LINKED]	18"	3	3+	4	0	1
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1
Heavy bolt rifle [ASSAULT, HEAVY]	30"	2	3+	5	-1	1
Heavy bolter [ASSAULT, HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Flamestorm gauntlets [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6+1	N/A	4	0	1
Melta rifle [HEAVY, MELTA 2]	18"	1	3+	9	-4	D6
Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6
Plasma exterminators – standard [ASSAULT, PISTOL, TWIN-LINKED]	18"	2	3+	7	-2	2
Plasma exterminators – supercharge [ASSAULT, HAZARDOUS, PISTOL, TWIN-LINKED]	18"	2	3+	8	-3	3

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Power fists [TWIN-LINKED]	Melee	3	4+	8	-2	2

KEYWORDS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, GRAVIS, INDOMITOR KILL TEAM

ABILITIES

FACTION: Kill Team, Oath of Moment

Indomitor Doctrines: Each time a model in this unit makes an attack, add 1 to the Hit roll if this unit is below its Starting Strength, and add 1 to the Wound roll as well if this unit is Below Half-strength.

WARGEAR ABILITIES

Jump Pack: The bearer has a Move characteristic of 10" and can move over models and terrain features as if they were not there.

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

INDOMITOR KILL TEAM

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



WARGEAR OPTIONS

- For every 5 models in this unit, 1 model equipped with a heavy bolt rifle can have its heavy bolt rifle replaced with 1 heavy bolter.
- 1 model equipped with a melta rifle can have its melta rifle replaced with 1 multi-melta.
- Any number of models equipped with flamestorm gauntlets can each have their flamestorm gauntlets replaced with 1 auto boltstorm gauntlets and 1 fragstorm grenade launcher.
- Any number of models equipped with assault bolters can each have their assault bolters replaced with 1 plasma exterminators.

ATTACHED UNIT

If a **CHARACTER** unit from your army can be attached to a **HEAVY INTERCESSOR SQUAD**, it can be attached to this unit instead.

UNIT COMPOSITION (10 MODELS MAXIMUM)

- 5-10 Kill Team Heavy Intercessors
- 0-2 Kill Team Heavy Intercessors with power fists
- 0-2 Kill Team Heavy Intercessors with melta rifles
- 0-2 Kill Team Heavy Intercessors with jump packs

Every Kill Team Heavy Intercessor is equipped with: bolt pistol*, heavy bolt rifle; close combat weapon.

Every Kill Team Heavy Intercessor with power fists is equipped with: flamestorm gauntlets; power fists.

Every Kill Team Heavy Intercessor with melta rifle is equipped with: bolt pistol*, melta rifle; close combat weapon.

Every Kill Team Heavy Intercessor with jump pack is equipped with: assault bolters; close combat weapon; jump pack.

*The profile for this weapon can be found on the Deathwatch Armoury card.

KEYWORDS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, GRAVIS, INDOMITOR KILL TEAM

FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

SPECTRUS KILL TEAM

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Accelerator autocannon [HEAVY]	48"	3	4+	8	-1	2
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt carbine [PRECISION]	24"	2	3+	4	0	1
Bolt sniper rifle [HEAVY, PRECISION]	36"	1	3+	5	-2	3
Las fusil [HEAVY]	36"	1	3+	9	-3	D6
Marksman bolt carbine [HEAVY]	24"	2	3+	4	0	1
Occulus bolt carbine [ASSAULT, IGNORES COVER]	24"	2	3+	4	0	1
Special-issue bolt pistol [PISTOL, PRECISION]	12"	1	3+	4	-1	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Combat knife [PRECISION]	Melee	4	3+	4	0	1
Paired combat blades [SUSTAINED HITS 1]	Melee	3	3+	4	0	1

KEYWORDS: INFANTRY, KILL TEAM, SMOKE, GRENADES, IMPERIUM, PHOBOS, SPECTRUS KILL TEAM

ABILITIES

CORE: Infiltrators, Scouts 6"

FACTION: Kill Team, Oath of Moment

Spectrus Doctrines: At the end of your opponent's turn, if this unit is more than 6" away from all enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves. It will arrive back on the battlefield in the Reinforcements step of your next Movement phase.

WARGEAR ABILITIES

Helix Gauntlet: Models in the bearer's unit have the Feel No Pain 6+ ability.

Infiltrator Comms Array: Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

Jump Pack: The bearer has a Move characteristic of 12" and can move over models and terrain features as if they were not there.



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

SPECTRUS KILL TEAM

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



WARGEAR OPTIONS

- One model equipped with a marksman bolt carbine can be equipped with one of the following:
 - 1 helix gauntlet
 - 1 Infiltrator comms array
- One model can replace its bolt sniper rifle with 1 bolt carbine.
- Any number of models can each replace their bolt sniper rifle with 1 las fusil.
- Any number of models can each replace their combat knife with 1 bolt carbine and 1 close combat weapon.

ATTACHED UNIT

If a **CHARACTER** from your army with the Leader ability can be attached to an **INFILTRATOR SQUAD**, it can be attached to this unit instead.

UNIT COMPOSITION (10 MODELS MAXIMUM)

- 5-10 Kill Team Infiltrators
- 0-2 Kill Team Infiltrators with bolt sniper rifles
- 0-2 Kill Team Infiltrators with jump packs
- 0-4 Kill Team Infiltrators with oculus bolt carbines
- 0-4 Kill Team Infiltrators with combat knives

Every Kill Team Infiltrator is equipped with: bolt pistol; marksman bolt carbine; close combat weapon.

Every Kill Team Infiltrator with bolt sniper rifle is equipped with: bolt pistol; bolt sniper rifle; close combat weapon.

Every Kill Team Infiltrator with jump pack is equipped with: bolt pistol; accelerator autocannon; close combat weapon; jump pack.

Every Kill Team Infiltrator with oculus bolt carbine is equipped with: bolt pistol; oculus bolt carbine; paired combat blades.

Every Kill Team Infiltrator with combat knife is equipped with: special-issue bolt pistol; combat knife.

KEYWORDS: INFANTRY, KILL TEAM, SMOKE, GRENADES, IMPERIUM, PHOBOS, SPECTRUS KILL TEAM



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

DEATHWATCH ARMOURY

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
► Cyclone missile launcher – frag [BLAST]	36"	2D6	3+	4	0	1
► Cyclone missile launcher – krak	36"	2	3+	9	-2	D6
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
► Infernus heavy bolter – heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
► Infernus heavy bolter – heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
► Plasma cannon – standard [BLAST, HEAVY]	36"	D3	4+	7	-2	1
► Plasma cannon – supercharge [BLAST, HAZARDOUS, HEAVY]	36"	D3	4+	8	-3	2
► Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
► Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Long Vigil ranged weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

WEAPON LISTS

Some KILL TEAM models can be equipped with one or more weapons whose profiles are not listed on their datasheet. The profiles for these weapons are instead listed on this card.

