

DEATHWATCH WATCH SERGEANT



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

15

NAME	ATK	HIT	DMG	WR
Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1
Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
Power weapon	5	3+	4/6	Lethal 5+

Adaptable Armoury: You can select one additional equipment option.

Strategic Command: You can do each of the following once per battle if this operative is in the killzone:

- Use a DEATHWATCH strategy ploy for OCP.
- Use a DEATHWATCH firefight ploy for OCP.

DEATHWATCH AEGIS VETERAN



APL

▼ 3

MOVE

6"

SAVE

2+

WOUNDS

15

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Power maul & storm shield	5	3+	4/6	Shock, Shield*

***Shield:** Whenever this operative is fighting or retaliating with this weapon, each of your blocks can be allocated to block two unresolved successes (instead of one).

Storm Shield: Whenever an operative is shooting this operative, worsen the x of the Piercing weapon rule by 1 (if any). Note that Piercing 1 would therefore be ignored.

DEATHWATCH BLADEMASTER VETERAN



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

15

NAME	ATK	HIT	DMG	WR
Special issue bolt pistol	4	3+	3/4	Range 8", Piercing 1
Xenophage blade (duel)	5	3+	4/6	Brutal, Lethal 5+
Xenophage blade (phase sweep)	4	3+	4/6	Brutal, Lethal 5+, Phase Sweep*

Adaptive Swordsmanship: You can ignore any changes to the Hit stat of this operative's xenophage blade. Whenever this operative is fighting or retaliating, you can resolve one of your successes before the normal order. If you do, that success must be used to block.

***Phase Sweep:** Whenever this operative performs the **Fight** action with this weapon profile, if it isn't incapacitated, it can immediately perform a free **Fight** action afterwards, but you must select this weapon profile and it can only fight against each enemy operative within its control range once per activation or counteraction using this weapon profile. This takes precedence over action restrictions, and you can continue to perform free **Fight** actions until this operative is incapacitated or has fought against every enemy operative within its control range.

DEATHWATCH BOMBARD VETERAN



APL

▼ 3

MOVE

5"

SAVE

3+

WOUNDS

18

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Frag cannon (shell)	4	3+	5/7	Piercing 1
Frag cannon (shrapnel)	5	3+	4/5	Torrent 2"
Fists	4	3+	3/4	-

DEATHWATCH BREACHER VETERAN



APL

▼ 3

MOVE

5"

SAVE

3+

WOUNDS

18

NAME	ATK	HIT	DMG	WR
_auxiliary_grenade_launcher_frag	4	3+	2/4	Blast 2"
auxiliary_grenade_launcher_krak	4	3+	4/5	Piercing 1
hellstorm_bolt_rifle	4	3+	4/5	Torrent 1"
melta_bomb	4	3+	5/3	Range 3", Devastating 3, Heavy (Reposition only), Limited 1, Piercing 2
fists	4	3+	3/4	-

DEATHWATCH DEMOLISHER VETERAN

APL
▼ 3MOVE
6"SAVE
3+WOUNDS
15

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Heavy thunder hammer	5	4+	6/7	Shock, Stun

Brutal Assault: Whenever this operative is fighting, its heavy thunder hammer has the Brutal weapon rule. Whenever this operative performs the **Charge** action, its heavy thunder hammer has the Ceaseless weapon rule until the end of the activation/counteraction.

Aggressive Force: Whenever this operative is fighting or retaliating, Normal and Critical Dmg of 3 or more inflicts 1 less damage on it. This isn't cumulative with the Shield that Slays strategy ploy.

DEATHWATCH DISRUPTOR VETERAN

APL
▼ 3MOVE
7"SAVE
3+WOUNDS
13

NAME	ATK	HIT	DMG	WR
Marksman bolt carbine	4	3+	3/4	Lethal 5+
Fists	4	3+	3/4	-

Advanced Omni-Scrambler: STRATEGIC GAMBIT. Select one enemy operative visible to or within 6" of this operative, then roll one D6. In the Firefight phase of this turning point, that enemy operative cannot be activated or perform actions until one of the following is true:

- Your opponent has activated a number of enemy operatives equal to the result of the D6.
- It's the last enemy operative to be activated.

Auspex Triangulation: The Advanced Auspex Scan firefight ploy costs you OCP when both of the following are true:

- This operative isn't within control range of enemy operatives.
- The target of that **Shoot** action (primary target, if relevant) is visible to this operative.

Note that it doesn't have to be this operative performing the **Shoot** action, and that any subsequent **Shoot** actions during that activation/counteraction must meet these same requirements (or that ploy has no effect on those subsequent **Shoot** actions).

DEATHWATCH GUNNER VETERAN



APL

3

MOVE

6"

SAVE

3+

WOUNDS

15

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Heavy plasma incinerator (standard)	5	3+	4/6	Piercing 1
Heavy plasma incinerator (supercharge)	5	3+	5/6	Hot, Lethal 5+, Piercing 1
Fists	4	3+	3/4	-

DEATHWATCH HEADTAKER VETERAN

APL
▼ 3MOVE
↗ 7"SAVE
🛡 3+WOUNDS
🔥 13

NAME	ATK	HIT	DMG	WR	
Special issue bolt pistol	4	3+	3/4	Range 8", Piercing 1	
Combat knives	5	3+	4/5	-	

Grav-chute and Grapnel Launcher: Whenever this operative is climbing, treat the vertical distance as 2" (regardless of how far the operative actually moves vertically). Whenever this operative is dropping, ignore the vertical distance.

Clandestine Headtaker: This operative can perform the **Charge** action while it has a Conceal order. Whenever this operative is fighting against an operative it wasn't visible to at the start of the activation/counteraction, the first time you strike during that sequence, you can immediately resolve another of your successes as a strike (before your opponent).

DEATHWATCH HORDE-SLAYER VETERAN



APL

▼ 3

MOVE

5"

SAVE

3+

WOUNDS

18

NAME	ATK	HIT	DMG	WR
🔫 Bolt pistol	4	3+	3/4	Range 8"
🔥 Infernus heavy bolter (flame)	5	2+	3/3	Range 8", Saturate, Torrent 2"
🔥 Infernus heavy bolter (focused bolt)	5	3+	4/5	Piercing Crits 1
🔥 Infernus heavy bolter (sweeping bolt)	4	3+	4/5	Piercing Crits 1, Torrent 1"
➔ Fists	4	3+	3/4	-

DEATHWATCH MARKSMAN VETERAN



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

15

NAME	ATK	HIT	DMG	WR
☰ Stalker bolt rifle (mobile)	4	3+	3/4	-
☰ Stalker bolt rifle (heavy)	4	2+	3/5	Heavy (Dash only), Lethal 5+, Piercing Crits 1
🗡 Fists	4	3+	3/4	-

Vigilant Marksman: This operative can perform the **Guard** action during its activation regardless of the killzone (see close quarters rules, *Kill Team: Tomb World*).

When using the close quarters rules, once per turning point, after this operative performs a free **Shoot** action on guard, it can immediately perform a free **Guard** action. However, if it does, it cannot counteract during that turning point (nor **Guard** twice if it's counteracted).