

DEATHWATCH® FACTION RULE

VETERAN ASTARTES

These genetically modified superhumans are made to wage unending war. Their skills have been honed over long years of battle and further refined with specialist knowledge through their Long Vigil.

During each friendly DEATHWATCH® operative's activation, it can perform either two **Shoot** actions or two **Fight** actions. If it's two **Shoot** actions and an auxiliary grenade launcher, frag cannon, heavy plasma incinerator, infernus heavy bolter, plasma pistol or stalker bolt rifle is selected for both, 1 additional AP must be spent for the second action.

Each friendly DEATHWATCH® operative can counteract regardless of its order. Whenever it does, it can perform an additional 1AP action for free during that counteraction, but both actions must be different.

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SPECIAL ISSUE AMMUNITION

The Deathwatch utilise a range of specialised ammunition in many of their weapons. Each type is designed to eliminate specific xenos foes.

Once per turning point, when a friendly **DEATHWATCH®** operative is performing the **Shoot** action, in the Select Weapon step, you can use this rule. If you do, select one of the following weapon rules for that operative's ranged weapons to have until the end of the action. This rule cannot be used with explosive grenades (see universal equipment) or meltabombs.

- Blast 1" (you cannot select this if the weapon profile being used has the Torrent weapon rule)
- Devastating 1
- Lethal 5+
- Piercing 1
- Rending
- Saturate
- Severe

DEATHWATCH MARKER/TOKEN GUIDE



Ammunition Reserve
token



Digital Weapons token



Scrutavore Servo-Thrall
token



Vigilant Marksman
token



Advanced
Omni-Scrambler token



Melta Bomb token



Strategic Command
Strategy Ploy token



Strategic Command
Firefight Ploy token