


DEATHWATCH

FACTION EQUIPMENT

DIGITAL WEAPONS

Various high-powered lasers, toxic needlers, incineration projectors and more are concealed as bionic implants or in the knuckles of gauntlets. They lack the power to be used at range, but can be triggered up close to exploit a weakness while the enemy fends off the main attack.


Once per turning point, when a friendly **DEATHWATCH**  operative performs the **Fight** action, at the start of the Roll Attack Dice step, you can use this rule. If you do, inflict 1 damage on the enemy operative in that sequence.

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SCRUTAVORE SERVO-THRALL

This specialised servo-skull circles a kill team's deployment on anti-grav motors, consuming data at a voracious rate before dissecting it and feeding the resultant analyses to the battle-brothers to provide maximum strategic awareness. Many are built upon the skulls of loyal serfs, though some are constructed around the sanctified craniums of defeated xenos.

Once per turning point, during a friendly **DEATHWATCH**  operative's activation, you can use this rule. If you do, during that activation, that operative can perform a mission action for 1 less AP.


Having an enemy operative within its control range doesn't prevent that friendly operative from performing that mission action. However, in such an instance, after it does so, you and your opponent roll-off. If your opponent wins, you cannot use this equipment for the rest of the battle.

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SANCTUS-V BIOSCRYER CUFFS

Developed by Techmarines and Apothecaries of the Castilos Nullifact watch fortress, these vambrace-mounted monitron relays offer unparalleled analysis and purgation of a range of bio-threats to the wearer's augmented physiology.

Once during each friendly **DEATHWATCH**  operative's activation, before or after it performs an action, if it's not within control range of enemy operatives, you can use this rule. If you do, select one of the following:

- That friendly operative regains up to D3 lost wounds.
- Remove any changes to that friendly operative's APL stat.
- Remove one of the following tokens that friendly operative has (before that token's activation effects are resolved, if relevant): Neutron Fragment, Poison, Terrorchem.

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AMMUNITION RESERVE

Awarded to kill teams whose marksmanship is as efficient as it is lethal, additional caches of individually crafted shells, fuel canisters and ammunition cells serve to secure victory during the most dangerous missions.

Once per battle, you can use the Special Issue Ammunition faction rule for up to two **Shoot** actions during one turning point, but you must select different weapon rules for both uses. This takes precedence over the normal Special Issue Ammunition rules.