SUFFER NOT THE ALIEN

Every tool at their disposal, every scrap of knowledge, is sharpened upon the whetstone of the Deathwatch's hatred of the alien.

Use this firefight ploy after rolling your attack dice for a friendly **DEATHWATCH☠** operative, if it's shooting against or fighting against an operative that doesn't have the **CHAOS** or **IMPERIUM** keyword. You can re-roll any of your attack dice.

AUSPICATOR TRACKING

Neurally connected to a battle-brother's senses, auspicator lenses can improve their data prescience to almost precognitive levels.

Use this firefight ploy when a friendly **DEATHWATCH**☠ operative is counteracting, before it performs any actions. You can change its order.

ADVANCED AUSPEX SCAN

Between unstinting sweeps of their bioscryer cuffs, their inbuilt auspexes warning of hostile threats and the augmented instincts of the Deathwatch themselves, no lurking threat can long evade their sights.

Use this firefight ploy when a friendly **DEATHWATCH** operative performs the **Shoot** action. Until the end of the activation/counteraction, its ranged weapons have the Saturate weapon rule and enemy operatives cannot be obscured.

TRANSHUMAN PHYSIOLOGY

The genetically modified physiology of a Space Marine is capable of resisting wounds that would kill a lesser being.

Use this firefight ploy when an operative is shooting a friendly **DEATHWATCH☠** operative, in the Roll Defence Dice step. You can retain one of your normal successes as a critical success instead.