






































































IMPERIUM							CORVUS BLACKSTAR - Eclipse Fury										274 Pts	
Adeptus Astartes - Deathwatch																		
1																		
Full HP	20-30"	30-45"	18"	3+	4+	8		15	15	15	14	3	4	6+		3+		
Mid HP	13-20"	19-30"	12"	4+	5+	8		14	14	14	9	2	4	7+		3+		
Low HP	7-10"	10-15"	6"	5+	6+	8		13	13	13	5	1	4	8+		3+		
Unit Aptitudes																		
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.															
Infernum Halo-launcher			You can re-roll failed cover saves for a Corvus Blackstar that is Jinking if it is equipped with an infernum halo-launcher.															
Ceramite Plating			Melta weapons do not roll an extra D6 armour penetration when shooting a vehicle equipped with ceramite plating at half range or less.															
Huge Transport Capacity (12)			This model has a transport capacity of X Infantry models.															
Firing Deck (0)			Each time this Transport shoots, select one weapon from up to X models embarked within it; this Transport counts as being equipped with those weapons as well.															
Explosive Fatal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D6 mortal wounds.															
Unit Special Rules																		
And They Shall Know No Fear / Assault Vehicle / Stealth / Searchlight / Flyer (Hover) / Transport																		
Psychic Domains																		

Weapons								Pts
Blackstar cluster launcher - Frag-cluster			1	4	0	D3+1	Bomb - Large Blast	6
Blackstar cluster launcher - Infernus-cluster			1	5	-2	D3	Bomb - Blast - Ignores Cover	10
Hurricane boltgun	24"		6	4	0	1	Rapid Fire 6	17
Stormstrike missile launcher	48"		1	8	-4	D6	Heavy - One Use Only - Lethal Hits - Concussive	20
Twin lascannon	48"		1	12	-3	D6+1	Heavy - Twin	21
Vehicles close combat	Melee		User	User	0	1	Melee	
Faction Aptitudes								Unit type
Oath of the Moment	Kill Team	Mission Tactics						Vehicle

IMPERIUM							CORVUS BLACKSTAR - Shadowhawk Gunship										302 Pts	
Adeptus Astartes - Deathwatch																		
1																		
Full HP	20-30"	30-45"	18"	3+	4+	8		15	15	15	14	3	4	6+		3+		
Mid HP	13-20"	19-30"	12"	4+	5+	8		14	14	14	9	2	4	7+		3+		
Low HP	7-10"	10-15"	6"	5+	6+	8		13	13	13	5	1	4	8+		3+		
Unit Aptitudes																		
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.															
Auspex Array			Ranged weapons equipped by the bearer have the Ignores cover special rule.															
Ceramite Plating			Melta weapons do not roll an extra D6 armour penetration when shooting a vehicle equipped with ceramite plating at half range or less.															
Huge Transport Capacity (12)			This model has a transport capacity of X Infantry models.															
Firing Deck (0)			Each time this Transport shoots, select one weapon from up to X models embarked within it; this Transport counts as being equipped with those weapons as well.															
Explosive Fatal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D6 mortal wounds.															
Unit Special Rules																		
And They Shall Know No Fear / Assault Vehicle / Stealth / Searchlight / Flyer (Hover) / Transport																		
Psychic Domains																		

Weapons								Pts
Blackstar cluster launcher - Frag-cluster			1	4	0	D3+1	Bomb - Large Blast	6
Blackstar cluster launcher - Infernus-cluster			1	5	-2	D3	Bomb - Blast - Ignores Cover	10
Blackstar rocket launcher - Corvid warhead		30"	D6	6	-2	D6	Heavy - Sky Fire	10
Blackstar rocket launcher - Dracos warhead		30"	1	4	-1	D3	Heavy - Large Blast - Ignores Cover	10
Hurricane boltgun		24"	6	4	0	1	Rapid Fire 6	17
Twin assault cannon		24"	6	6	0	1	Heavy - Twin - Rending - Devastating Wounds	19
Vehicles close combat		Melee	User	User	0	1	Melee	
Faction Aptitudes								Unit type
Oath of the Moment	Kill Team	Mission Tactics						Vehicle

IMPERIUM				PROTEUS KILL TEAM - Kill Team Artemis												538 Pts		
Adeptus Astartes - Deathwatch																		
10																		
Squad Galatael	6"			2+	2+	4	4					3	3	4	6+	2	3+	
Squad Galatael with Storm Shield	6"			2+	2+	4	4					3	3	4	6+	2	3+	4++/4++
Squad Crull	6"			2+	2+	4	4					3	3	4	6+	2	3+	
Unit Aptitudes																		
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.														
Galatael Assault				Each time the Squad Galatael unit ends a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the Lethal hits special rule.														
Special Issue Ammunition				In addition to the normal profile for their boltgun (including boltguns that are part of a Combi-weapon), models with special issue ammunition can choose, in each of their Shooting phases, to instead use one of the profiles until the beginning of their next Shooting phase.														
Crull Focus				Each time a model in the Squad Crull unit makes an attack that targets your Oath of Moment target, re-roll a Wound roll of 1.														
Unit Special Rules																		
Frag & Krak Grenades / And They Shall Know No Fear / Deep Strike / Heroic Intervention / Bulky																		
Psychic Domains																		

Weapons								Pts
Bolt pistol	12"	1	4	0	1	Pistol		
Combi-melta - Bolt	24"	2	4	0	1	Rapid Fire 1		
Combi-melta - Melta	12"	1	9	-4	D6	Assault - Melta		11
Frag cannon - Frag-round	18"	2	6	0	1	Assault - Heavy - Rapid Fire D3 - Blast		10
Frag cannon - Solid-shell	24"	2	7	-3	D6	Assault - Heavy - Impact		11
Hand flamer	Template	1	3	0	1	Pistol - Ignores Cover		2
Heavy flamer	Template	1	5	-1	1	Assault - Ignores Cover		7
Meltagun	12"	1	9	-4	D6	Assault - Melta		11
Plasma pistol - Standard	12"	1	7	-2	1	Pistol		5
Plasma pistol - Supercharge	12"	1	8	-3	2	Pistol - Gets Hot		6
Power fist	Melee	-1	x2	-2	2	Melee - Specialist - Unwieldy		16
Twin boltgun	24"	2	4	0	1	Rapid Fire 1 - Twin		1
Twin lightning claw	Melee	User	+1	-2	2	Melee - Twin - Shred - Specialist		13
Astartes chainsword	Melee	User	User	0	2	Melee		
Boltgun	24"	2	4	0	1	Rapid Fire 1		
Power sword	Melee	User	+1	-3	1	Melee		20
Ammunition Dragonfire Bolt	=	=	=	=	=	Ignores Cover		
Ammunition Hellfire Round	=	=	-3	-1	=	Poisoned (2+)		
Ammunition Kraken Bolt	+25%	=	=	-1	=	Concussive		
Ammunition Vengeance Round	-25%	=	=	-3	=	Gets Hot		
Faction Aptitudes								Unit type
Oath of the Moment	Kill Team	Mission Tactics						Infantry / Jump / Bike

IMPERIUM

Adeptus Astartes - Deathwatch

PROTEUS KILL TEAM - Kill Team Landachici

347 Pts

5



6"



2+



2+



4



4



3



3



4



6+



2



3+









Unit Aptitudes


















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.
Special Issue Ammunition	In addition to the normal profile for their boltgun (including boltguns that are part of a Combi-weapon), models with special issue ammunition can choose, in each of their Shooting phases, to instead use one of the profiles until the beginning of their next Shooting phase.
Atonement Through Honour	A model with this special rule doubles its Attacks in the assault phase if it is locked in combat with an Independent Character, a Monstrous Creature or a Vehicle, or if the combat it is in contains more enemy models than friendly ones (count all models locked in the combat, not just the ones engaged with this model).

Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear

Psychic Domains

Weapons								Pts
Frag cannon - Frag-round	18"	2	6	0	1	Assault - Heavy - Rapid Fire D3 - Blast		10
Frag cannon - Solid-shell	24"	2	7	-3	D6	Assault - Heavy - Impact		11
Grav-pistol	12"	1	4	-1	1	Pistol - Concussive - Graviton - Anti-Vehicle		4
Infernus heavy bolter - Heavy-bolter	36"	3	5	-1	2	Assault - Heavy - Sustained Hit 1		11
Infernus heavy bolter - Heavy-flamer	Template	1	5	-1	1	Assault - Heavy - Ignores Cover		10
Infernus heavy bolter - Hellfire-shell	24"	1	1	0	D3	Heavy - Blast - Poisoned (2+)		7
Power maul	Melee	User	+3	-1	1	Melee - Concussive		10
Power sword	Melee	User	+1	-3	1	Melee		10
Relic blade	Melee	+1	+1	-2	2	Melee - Devastating Wounds - Two Handed		12
Close combat weapon	Melee	User	User	0	1	Melee		
Stalker pattern boltgun	30"	2	4	-1	1	Heavy - Sniper		12
Ammunition Dragonfire Bolt	=	=	=	=	=	Ignores Cover		
Ammunition Hellfire Round	=	=	-3	-1	=	Poisoned (2+)		
Ammunition Kraken Bolt	+25%	=	=	-1	=	Concussive		
Ammunition Vengeance Round	-25%	=	=	-3	=	Gets Hot		
Faction Aptitudes								Unit type
Oath of the Moment	Kill Team	Mission Tactics						Infantry

IMPERIUM					VENERABLE DREADNOUGHT - Venerable Dreadnought Nihilus												178 Pts	
Adeptus Astartes - Deathwatch																		
1																		
Full HP	6"	9"		3+	3+	8		15	15	13	9	6	4	6+	3	2+		
Mid HP	4"	6"		4+	4+	8		14	14	12	6	5	4	7+	2	2+		
Low HP	2"	3"		5+	5+	8		13	13	11	3	4	4	8+	1	2+		
Unit Aptitudes																		
Thrice-blessed Hull			Revered ancient Nihilus has a 6+ invulnerable save, which is increased to 5+ against damage sustained from enemy witchfire powers and Psychic Attacks.															
Wisdom of the Ancients (Aura)			While a friendly Adeptus Astartes Infantry unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1.															
Even In Death, I Serve			The first time this model is destroyed, remove it from play without resolving its Deadly Demise special rule. Then, at the end of the phase, roll one D6: 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 D6 wounds remaining.															
Venerable			If a Venerable Dreadnought suffers a penetrating hit, you can make your opponent re-roll the result on the Vehicle Damage table. You must accept the second result, even if it is worse than the first.															
Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 6, the unit suffers D3 mortal wounds.															
Unit Special Rules																		
And They Shall Know No Fear / Searchlight / Smoke launchers / Walker																		
Psychic Domains																		

[illegible]

Adeptus Astartes - Deathwatch

160 Pts

1



6"

 2_+  2_+ 

4



4



5



5



4



6+



1



3+

 $4_{++}/4_{++}$

Unit Aptitudes

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.

Special Issue Ammunition

In addition to the normal profile for their boltgun (including boltguns that are part of a Combi-weapon), models with special issue ammunition can choose, in each of their Shooting phases, to instead use one of the profiles until the beginning of their next Shooting phase.

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.

Unit Special Rules

Independent Character / Frag & Krak Grenades / And They Shall Know No Fear / Fearless / Feel no Pain (6+)

Psychic Domains

[illegible]

Adeptus Astartes - Deathwatch

110 Pts

1



6"

 2_+  2_+ 

4



4



4



4



4



5+



1



3+

 $4_{++}/4_{++}$

Unit Aptitudes

Catechism of Death

Melee weapons equipped by figurines within 6" of Chaplain Cassius have the Devastating Wounds special rule.

Special Issue Ammunition

In addition to the normal profile for their boltgun (including boltguns that are part of a Combi-weapon), models with special issue ammunition can choose, in each of their Shooting phases, to instead use one of the profiles until the beginning of their next Shooting phase.

Unflinching

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

Litany of Hate

While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Spiritual Leader







Once per battle, at the start of any phase, you can select one friendly Adeptus Astartes unit that is **Battle-shocked** and within 12" of this model. That unit is no longer **Battle-shocked**.







Unit Special Rules

Independent Character / Frag & Krak Grenades / And They Shall Know No Fear / Zealot / Master-carfted

Psychic Domains

Litanies of Battle

Weapons									Pts
Ammunition Dragonfire Bolt			=	=	=	=	=	Ignores Cover	
Ammunition Hellfire Round			=	=	-3	-1	=	Poisoned (2+)	
Ammunition Kraken Bolt			+25%	=	=	-1	=	Concussive	
Ammunition Vengeance Round			-25%	=	=	-3	=	Gets Hot	
Bolt pistol			12"	1	4	0	1	Pistol	
Crozius Arcanum			Melee	User	+2	-1	2	Melee - Concussive	10
Faction Aptitudes									Unit type
Oath of the Moment	Kill Team	Mission Tactics							Infantry

Weapons									Pts
Ammunition Dragonfire Bolt			=	=	=	=	=	Ignores Cover	
Ammunition Hellfire Round			=	=	-3	-1	=	Poisoned (2+)	
Ammunition Kraken Bolt			+25%	=	=	-1	=	Concussive	
Ammunition Vengeance Round			-25%	=	=	-3	=	Gets Hot	
Bolt pistol			12"	1	4	0	1	Pistol	
Cleanse - Witchfire			24"	D6	5	-1	D3	Psychic	
Cleanse - Focused Witchfire			24"	D6	6	-2	D3	Psychic - Devastating Wounds - Hazardous	
Force sword			Melee	User	+1	-3	D3	Melee - Psychic	14
Faction Aptitudes									Unit type
Oath of the Moment	Kill Team	Mission Tactics							Infantry

IMPERIUM

Adeptus Astartes - Deathwatch

WATCH MASTER - Gonzro Landachici

197 Pts

1

6"





2+

2+

4

4







6

5

5

6+

1

2+

4++/4++







Unit Aptitudes

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.
Special Issue Ammunition	In addition to the normal profile for their boltgun (including boltguns that are part of a Combi-weapon), models with special issue ammunition can choose, in each of their Shooting phases, to instead use one of the profiles until the beginning of their next Shooting phase.
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 special rule. If it does, until the end of the battle, increase the cost of that Stratagem to your opponent by 1CP.
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 Rund or Fell Back.
Clavis	Subtract 1 from the Weapon Skill, Control Objective and Initiative characteristics of any enemy vehicles within 6" of a model that is equipped with a clavis.

Unit Special Rules

Independent Character / Frag & Krak Grenades / And They Shall Know No Fear

Psychic Domains

Weapons									Pts
Ammunition Dragonfire Bolt			=	=	=	=	=	Ignores Cover	
Ammunition Hellfire Round			=	=	-3	-1	=	Poisoned (2+)	
Ammunition Kraken Bolt			+25%	=	=	-1	=	Concussive	
Ammunition Vengeance Round			-25%	=	=	-3	=	Gets Hot	
Vigil Spear - Boltgun			24"	2	4	0	1	Rapid Fire 1	
Vigil Spear - Strike			Melee	User	x2	-2	D3	Melee	16
Vigil Spear - Sweep			Melee	x2	User	-1	1	Melee	11
Faction Aptitudes									Unit type
Oath of the Moment	Kill Team	Mission Tactics							Infantry