

DEATHWATCH

STRATEGY PLOYS

MISSION TACTICS

Select Conceal or Engage. Whenever a friendly **DEATHWATCH** operative is shooting against or fighting against an enemy operative that has that order, that friendly operative's weapons have the Balanced weapon rule.

THE LONG VIGIL

Whenever an operative is shooting a friendly **DEATHWATCH** operative that's within your territory, you can re-roll one of your defence dice.

THE SHIELD THAT SLAYS

Whenever a friendly **DEATHWATCH** operative is within your opponent's territory, Normal and Critical Dmg of 4 or more inflicts 1 less damage on it.

THEY SHALL KNOW NO FEAR

You can ignore any changes to the stats of friendly **DEATHWATCH** operatives from being injured (including their weapons' stats).

FIREFIGHT PLOYS

SUFFER NOT 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

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

ADVANCED AUSPEX SCAN

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

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.

OPERATIVES

ARCHETYPE: SECURITY / SEEK AND DESTROY

5 **DEATHWATCH** operatives selected from the following list:

- WATCH SERGEANT
- AEGIS
- BLADEMASTER
- BOMBARD*
- BREACHER*
- DEMOLISHER
- DISRUPTOR
- GUNNER
- HEADTAKER
- HORDE-SLAYER*
- MARKSMAN

Your kill team can only include each operative on this list once, and can only include up to one **GRAVIS** operative (marked with an *).

FACTION RULES

VETERAN ASTARTES

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.

SPECIAL ISSUE AMMUNITION

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"
- Devastating 1
- Lethal 5+
- Piercing 1
- Rending
- Saturate
- Severe

FACTION EQUIPMENT

AMMUNITION RESERVE

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.

SANCTUS-V BIOSCRYER CUFFS

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.

DIGITAL WEAPONS

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.

SCRUTAVORE SERVO-THRALL

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.

DEATHWATCH

WATCH SERGEANT	APL 3	MV 6"	SV 3+	W 15
	A	HT	D	WR
⊕ Plasma pistol				
- Standard	4	3+	3/5	Rng 8", Piercing 1
- Supercharge	4	3+	4/5	Rng 8", Hot, Lethal 5+, Piercing 1
X 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.

AEGIS	APL 3	MV 6"	SV 2+	W 15
	A	HT	D	WR
⊕ Bolt pistol	4	3+	3/4	Rng 8"
X 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

BLADEMASTER	APL 3	MV 6"	SV 3+	W 15
	A	HT	D	WR
⊕ Special issue bolt pistol	4	3+	3/4	Rng 8", Piercing 1
X Xenophage blade				
- Duel	5	3+	4/6	Brutal, Lethal 5+
- 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.

BOMBARD	APL 3	MV 5"	SV 3+	W 18
	A	HT	D	WR
⊕ Bolt pistol	4	3+	3/4	Rng 8"
⊕ Frag cannon				
- Shell	4	3+	5/7	Piercing 1
- Shrapnel	5	3+	4/5	Torrent 2"
X Fists	4	3+	3/4	-

BREACHER	APL 3	MV 5"	SV 3+	W 18
	A	HT	D	WR
⊕ Auxiliary grenade launcher				
- Frag	4	3+	2/4	Blast 2"
- Krak	4	3+	4/5	Piercing 1
⊕ Hellstorm bolt rifle	4	3+	4/5	Torrent 1"
⊕ Melta bomb	4	3+	5/3	Rng 3", Devastating 3, Heavy (Reposition only), Limited 1, Piercing 2
X Fists	4	3+	3/4	-

DEMOLISHER	APL 3	MV 6"	SV 3+	W 15
	A	HT	D	WR
⊕ Bolt pistol	4	3+	3/4	Rng 8"
X 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.

DISRUPTOR	APL 3	MV 7"	SV 3+	W 13
	A	HT	D	WR
⊕ Marksman bolt carbine	4	3+	3/4	Lethal 5+
X 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 following Firefight phase, 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 0CP 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).

GUNNER	APL 3	MV 6"	SV 3+	W 15
	A	HT	D	WR
⊕ Bolt pistol	4	3+	3/4	Rng 8"
⊕ Heavy plasma incinerator				
- Standard	5	3+	4/6	Piercing 1
- Supercharge	5	3+	5/6	Hot, Lethal 5+, Piercing 1
X Fists	4	3+	3/4	-

HEADTAKER	APL 3	MV 7"	SV 3+	W 13
	A	HT	D	WR
⊕ Special issue bolt pistol	4	3+	3/4	Rng 8", Piercing 1
X 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).

HORDE-SLAYER	APL 3	MV 5"	SV 3+	W 18
	A	HT	D	WR
⊕ Bolt pistol	4	3+	3/4	Rng 8"
⊕ Infernus heavy bolter				
- Flame	5	2+	3/3	Rng 8", Saturate, Torrent 2"
- Focused bolt	5	3+	4/5	Piercing Crits 1
- Sweeping bolt	4	3+	4/5	Piercing Crits 1, Torrent 1"
X Fists	4	3+	3/4	-

MARKSMAN	APL 3	MV 6"	SV 3+	W 15
	A	HT	D	WR
⊕ Stalker bolt rifle				
- Mobile	4	3+	3/4	-
- Heavy	4	2+	3/5	Heavy (Dash only), Lethal 5+, Piercing Crits 1
X Fists	4	3+	3/4	-

Vigilant Marksman: This operative can perform the **Guard** action during its activation regardless of the killzone.

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 (nor **Guard** twice if it's counteracted).