

The cover art features a central figure of a Deathwatch Astartes warrior. The warrior is depicted from the waist up, wearing dark, heavily detailed power armor. His face is visible through the helmet's visor, showing a determined and fierce expression. He holds a large, futuristic combat knife in his right hand, which is glowing with bright green energy. His left arm is raised, holding a large, complex weapon. The background is a dramatic, fiery landscape with orange and red hues, suggesting a battlefield or a planet under attack. The entire scene is framed by a metallic border with skull motifs at the corners.

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40,000

CODEX ADEPTUS ASTARTES
DEATHWATCH



DEATHWATCH

SLAYERS OF THE ALIEN HORDE

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INTRODUCTION

Welcome, veteran battle-brother, to the Deathwatch. The sanctified primer you hold in your hands contains a wealth of information about this secretive order and its ceaseless war against the xenos threat. Read on, and prepare yourself to join that endless battle for the survival of the Emperor's realm.

The threat of the alien is omnipresent. From the Imperium Nihilus to the Segmentum Pacificus, alien races grow in number and belligerence. Left unchecked, these teeming hordes would savage the Imperium like scavengers at a carcass. Protecting Humanity from this fate are the Deathwatch. Hand-picked from the Emperor's Space Marine Chapters, those who serve in the Deathwatch have proven their skills against the xenos a hundred times over. These heroes fight hidden wars to turn back the xenos tide. Their Kill Teams strike suddenly and with absolute precision, relying upon speed, strategy and martial might to annihilate alien incursions before they can ever threaten the Emperor's realm.

From the history of the Deathwatch to their heraldic schemes and greatest heroes, this book provides all the information you need to command your own Deathwatch force. An army of elite and highly specialised warriors, the Deathwatch are exciting to collect and game with. With their flexible range of wargear, and with the black and silver of their armour broken by the proud colours of many Space Marine Chapters, they present an enjoyable challenge to modellers and painters alike. Thanks to the ever-expanding range of cross-compatible multi-part Space Marine kits available, collecting a Deathwatch army presents keen modellers with an excellent opportunity to create individual warriors based upon all of their favourite Chapters, exemplifying the appearance, favoured wargear and ways of war of those brotherhoods brought together as one.

Within this book you will find all the information you need to collect a Deathwatch army and field it on the tabletop.

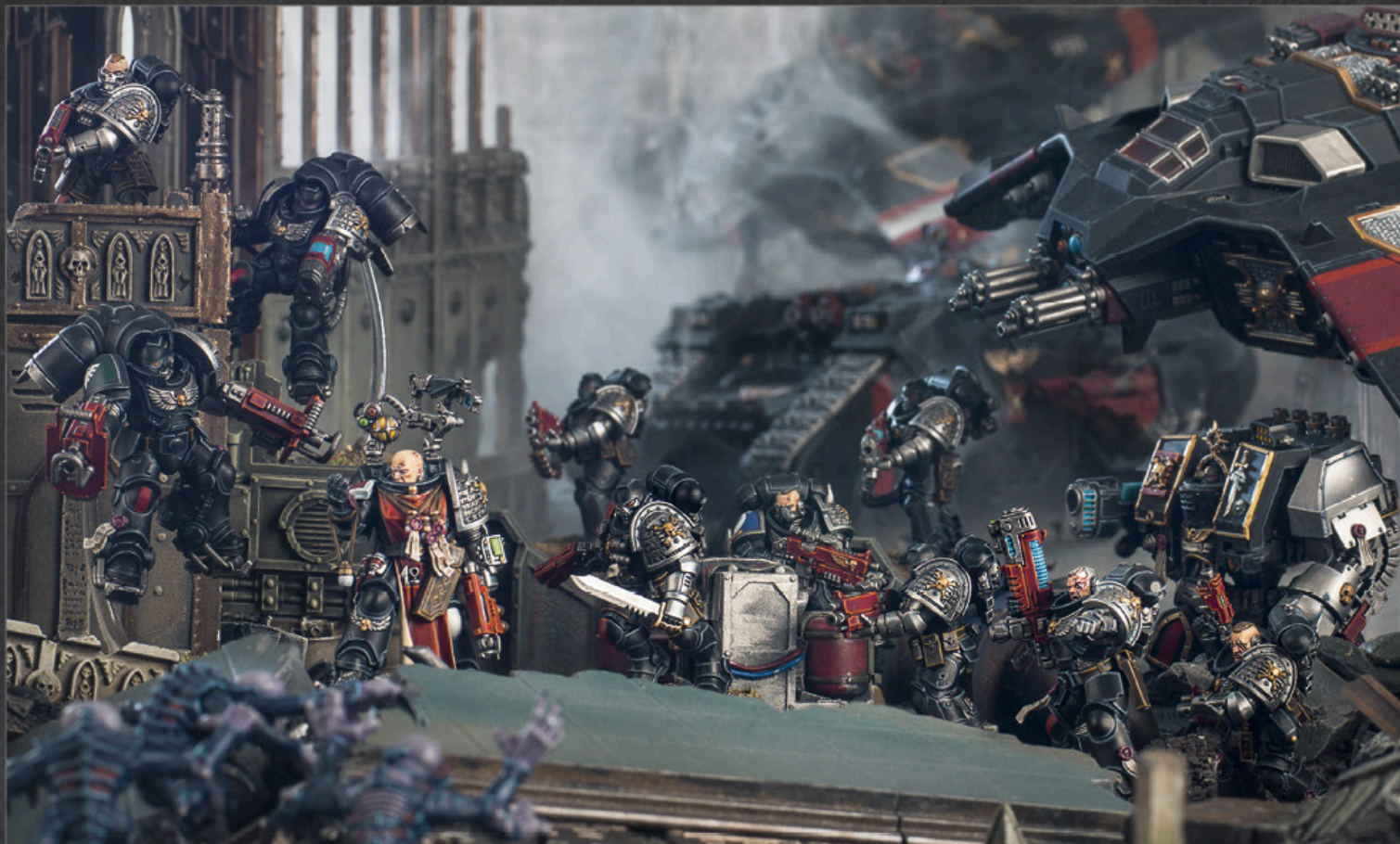
THE DEATHWATCH: In this section of the book you will discover the shrouded history of the Deathwatch, learning of their mighty fortresses and their elite Watch Companies.

THE DEATHWATCH AT WAR: This section presents a breathtaking showcase of beautifully painted Citadel Miniatures, displaying the colour schemes and heraldry of the Deathwatch.

KNIGHTS OF THE LONG VIGIL: Here you will find datasheets, wargear lists and weapon rules for every Deathwatch unit, allowing you to field them in your games of Warhammer 40,000.

HUNTERS OF THE ALIEN: This section provides additional rules, including Warlord Traits, Stratagems, Relics and Tactical Objectives, as well as matched play points to transform your Deathwatch collection into a Battle-forged gaming army.

To play games with your army, you will need a copy of the Warhammer 40,000 rules. To find out more about Warhammer 40,000 or download the free core rules, visit warhammer40000.com.





No matter how well defended the enemy's sanctum, no matter how elite the warriors that guard it, no site of alien power or worship is safe from the wrath of the Deathwatch. It is they who bring the Emperor's cleansing flame, slaying foul xenos warlords and toppling inhuman idols to break the unclean spirit of their foes.





THE DEATHWATCH

With the advent of the Great Rift and the sundering of the Imperium, Humanity has never faced a darker hour. Yet amidst that darkness the light of defiance shines all the brighter, and few burn as brightly as the Deathwatch.

The air fills with the roar of the alien. This galactic beast screams its war cry in a hundred thousand voices, some guttural, some shrill, plaguing the ear with its inhuman cadences. It surges forwards, blackening the lands with its filth. The alien cares not for order, nor for harmony; it desires only destruction and the theft of Mankind's rightful realm.

Before this hated nemesis stands the thin black line of the Deathwatch. These warriors form the Shield that Slays, a noble brotherhood of paragons whose might is sufficient to hurl back a hundred invasions and still not seek rest. They are the vigilant few, the watchmen in the void, whose star-borne fortresses stand guard against terrors unimaginable. Between them they will keep the light of the Imperium burning until the stars themselves go out.

It is well that such paragons of excellence stand in defiance of the alien; in reality, the Imperium has little choice. The numbers of the xenos races defy comprehension. They spawn like vermin in dark corners beyond the sight of Mankind, but soon enough they thrust the hideous truths of their existence into the light. Their vicious hordes smash headlong into the Imperium just as a stormy sea crashes against a rocky cliff, and they are just as relentless. They are monsters from the depths of space, ranging from tiny brain-eating parasites to colossal bio-titans that shake the earth with their tread. Without the Deathwatch to break them, the endless waves of these aliens

would erode the Imperium's strength until it collapsed entirely, drowned in the infinite malice of the xenos usurpers that would see it fall.

The watch fortresses of the Imperium stand sentinel against emerging threats throughout the galaxy. But not all such incursions can be put down quietly – often the Deathwatch is called upon to engage hordes of truly mind-numbing scale. Where lesser soldiers would quail in fear, the Deathwatch calmly observe, analyse, and strike at the crux point that will do the maximum damage. With clinical efficiency they identify the greatest threat, make it their mission to expunge it, and then reassess to strike anew. Their target may be the leaders at the core of the foe, the spearhead of its counter-attack, an enemy horde, or a dozen threats besides – each will be exterminated in its turn. In this way the Deathwatch wage their war of relentless logic melded with iron determination and heroic flair. It is a combination that has seen victories beyond count recorded across the millennia. Without these warriors, the Imperium would have crumbled and fallen apart long ago. With them, it stands defiant.

Though few realise it, the weight of Mankind's hopes against the constant threat of alien apocalypse are borne upon the broad shoulders of the Deathwatch.

As yet, they have proved equal to the task.

'There are those who believe that, because the alien too is threatened by the rise of Chaos, we can somehow find common cause. These xenophiles are heretics who would have us put our trust in the xenos beasts, leaving us helpless as they plunge their blades into our backs. There can be no tolerance, no compromise, no peace with such animals. There can be only war, and the endless purgation of the xenos threat.'

- Watch Master Vaedrian
Shenol of Watcher Keep

THE ULTIMARIS DECREE

When he learned of the Deathwatch, Roboute Guilliman immediately recognised their importance. He also saw how thinly stretched the resources of the Deathwatch were. In some places, the Great Rift had cut watch fortresses off from any support. In others, furious warp storms drove desperate xenos migrations before them, leaving the Deathwatch embattled against waves of displaced enemies that had nothing left to lose.

Foreseeing that Humanity's shield would soon be sundered without aid,

Guilliman issued the Ultimaris Decree. This order bound every newly founded Primaris Space Marine Chapter to the tithe of the Deathwatch in perpetuity. It also seconded several Chapters' worth of the newly awakened Primaris battle-brothers and deployed them – along with all their supporting materiel – directly to the watch fortresses scattered across the Imperium. So desperate was the hour that nearly every Watch Master accepted these untested new recruits without question. Soon enough the Primaris Marines' might was proven, and put to good use.



When the world of Anthasem revolted, and its people gave their worship to alien demagogues, it seemed that planet must surely be lost. Yet there strode Watch Captain Sephanor and his brave battle-brothers, to drive back the xenos and their turncoat pawns. For five days and five nights, Anthasem burned in the fires of war. Yet at the last it was Sephanor, not the aliens, that emerged victorious.



THE LONG VIGIL

Not one of the countless xenos empires scattered across the stars could be said to rival the Imperium of Man. Yet Humanity does not have the luxury of facing these threats one at a time, and thus neither does the Deathwatch.

The Imperium is beset on all sides. From the loathsome scourge of Chaos – a threat so insidious it even hides beneath the mask of Humanity itself – no world is safe. But as relentless attacks by the armies of the Dark Gods draw Imperium forces to the defence of countless systems, the galaxy-wide threat of the alien deepens the peril still further. All too often the xenos batter at the gates of the Emperor's rightful domain with terrifying force, threatening to smash down his defences to conquer, subjugate or devour vast swathes of Imperial space.

Against the xenos stand the Adeptus Astartes of the Deathwatch, a selfless brotherhood exemplary in strength, yet virtually unknown to the common man. It is given to the Deathwatch to be the ever-vigilant eyes and ears of the Imperium, standing fast against threats from without. More than that, it is their duty to investigate, analyse and destroy the most dangerous xenos threats to the sanctity of Mankind's realm, be they ancient and malevolent evils or new and ambitious empires. Where a Necron tomb world stirs in its slumbers, the Deathwatch

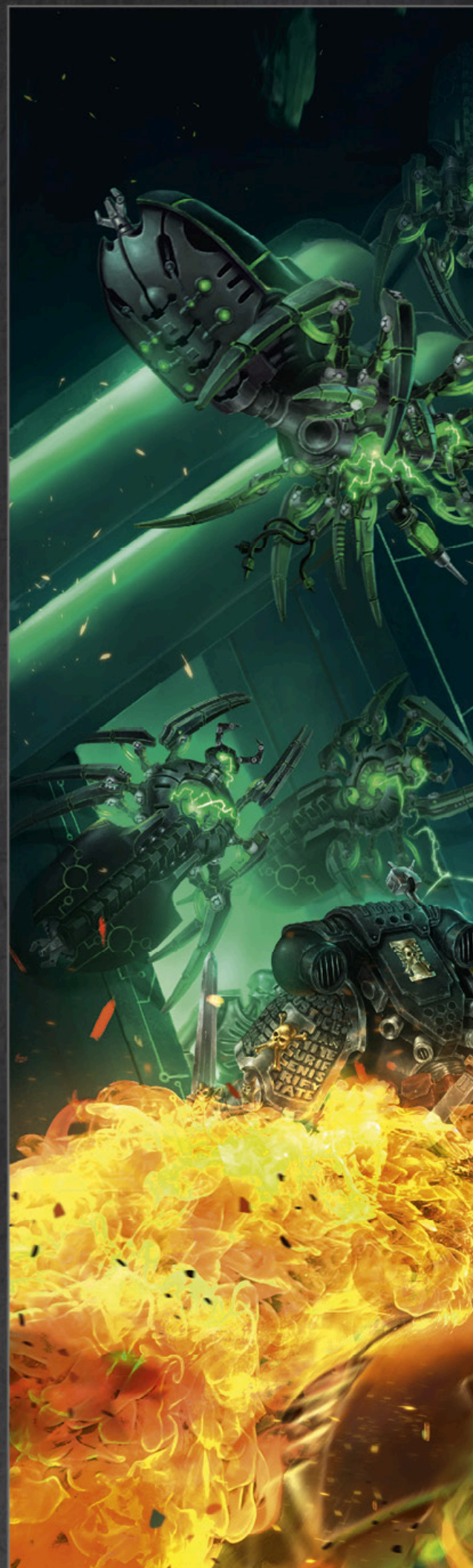
are there to ensure it does not awaken. When a Tyranid fleet casts its tendrils into sovereign territory, the Deathwatch seek to burn it clean. Should the perfidious Aeldari emerge from hiding to wage their subtle wars of manipulation and shadow, the Deathwatch stand ready to cast them into oblivion. Even the system-swallowing rampages of the Ork Waaaghs! can be broken and scattered beyond recovery by the Watch Companies of this hidden order. No alien foe is beyond their reach – if the terrors of the xenos races know fear at all, they know it best in the jet-black form of the Deathwatch Space Marine.

Since the Great Rift yawned wide across the stars and tore the Emperor's realm in two, the mission of the Deathwatch has become more critical than ever. With every Imperial world engaged in the all-out war for survival, scant forces can be spared to look to the countless xenos invasions still taking place. So must the Deathwatch fight harder than ever, standing alone against overwhelming odds and holding back tides of enemies that might otherwise overrun worlds already beset by traitor foes.

THE ORDO XENOS

The Ordo Xenos is the arm of the Inquisition tasked with defeating the alien in all its forms, and as such it is counted amongst the Deathwatch's foremost allies. The two organisations frequently work side by side, both on the battlefield and in the strategium. There have been times when a watch fortress' commander has been not a Space Marine, but a Lord Inquisitor – and conversely times when the esoteric forces of the Inquisition have been led by a battle-brother of the Deathwatch.

The two organisations do not always see eye to eye. Inquisitors are accorded a great deal of autonomy, and the more radical members of their order have been known to treat with the alien in order to defeat a greater threat. The extreme reaction this engenders in the Deathwatch, who are by nature of a more puritan bent, has led to bloodshed on more than one occasion. Such situations are rare, however, for both organisations ultimately serve the Imperium in its endless wars against the alien menace.





A BROTHERHOOD OF HEROES

It is considered a great honour to join the Deathwatch, for in many ways they are a level above their kinsmen – the elite of the elite. Just as the Adeptus Astartes are recruited only from the most promising warriors of all Mankind, the Chapter is formed from only the most talented and lethal of proven battle-brothers. This makes it a force truly like no other.

The Deathwatch is organised into small elite companies, much in the style of a Space Marine Chapter. Its numbers are not recruited from a single home world, however, nor from trusted source planets rich in quality genetic stock. Instead the organisation is comprised of Space Marines from Chapters that have pledged to tithe a portion of their strength to the war against the alien. Its ranks number only heroes, and each of them had already proven himself an expert alien hunter even before his training as a Deathwatch operative began.

Should a battle-brother consistently excel in the slaughter of the alien, he will invariably come to the notice of the officers of his Chapter. Most commonly it is the Captain of his company that vouches for his skill in combat against the alien, his Apothecary that attests to his impeccable physical ability, and his Chaplain that weighs his strength of character and the

sanctity of his soul. If all three officers are in agreement, the Chapter Master is consulted, and with his approval the potential recruit's fate is set. Though it may be years until he is called upon to join the Long Vigil, he will become one of the most specialised of all the Imperium's defenders, every waking hour given over to a single overarching goal – the eradication of the xenos foe.

Most of the Chapters in the Imperium will dispatch a brother chosen to join the Deathwatch after a ceremony to mark his departure. The Ultramarines gather as much of the relevant company's strength as possible, saluting their departing comrade as he boards the black-hulled Thunderhawk that will take him to his new life. The Dark Angels Chapter sends him on his way under an oath of secrecy, reminding him that he must never speak of hidden truths. Regardless of Chapter, the occasion is always a solemn one. All

know in their hearts they will likely never see their brother again – he will join the front line in the war against the alien as a martyr to the cause. In recognition of his probable fate, the initiate's armour is painted jet black.

Upon arrival at the watch fortress that will become his new home, the Deathwatch recruit begins a punishing regime of physical and mental conditioning that takes him to the peak of efficacy. He may have faced dozens of alien species in his former life, but thousands more haunt the dark reaches of the galaxy. Through a gruelling course of hypno-indoctrination, the recruit's subconscious mind is filled with every detail the Deathwatch has gleaned about the nature of its xenos nemeses. So it is that when he comes to battle an alien he previously considered unknown, its weak spots and vulnerabilities rise unbidden to the forefront of his mind.



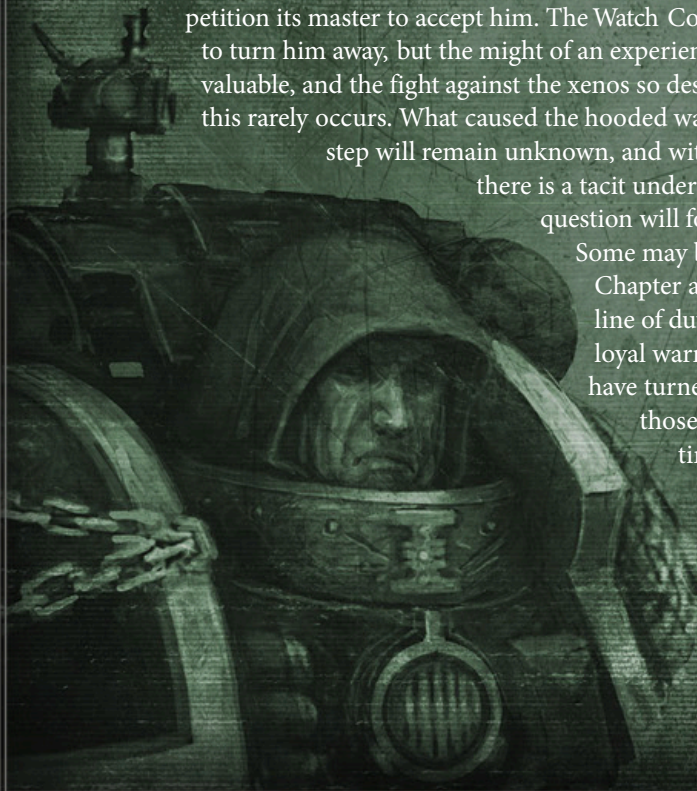
Once a Space Marine has completed his training, any former rank he may have held is put aside, and he is assigned to a squad known as a Kill Team. Each of these groups is a band of disparate battle-brothers taken from as many as ten different Chapters, all of whom have their own cultures, specialities and insights into the arts of war. This can lead to friction and rivalry as personalities clash and spark against one another, but the members of the team share the same core ideals, and have sworn the same vows – to defend Mankind no matter the cost.

The Space Marines that fight together in these Kill Teams inevitably bond in adversity. Every team learns to respect and even rely upon its differing methods and abilities. By the time the Kill Team plunges into the white heat of battle, it has been forged into a weapon far stronger than the sum of its parts. As any swordsmith knows, the finest blades are made of many layers, and must be folded together, beaten, and tempered before they can be considered masterpieces of their craft. It is just so with the Deathwatch Kill Team; each squad is a unique and exceptional weapon whose edge has been honed so finely it can topple an alien empire with a single well-placed strike.

BLACK SHIELDS

There are those in the ranks of the Deathwatch whose path to the watch fortress' gates is walked in shadow. Known as Black Shields, these mysterious warriors do not divulge their true name, nor do they bear the heraldry of their Chapter. Any icons, colours and scripts that would identify them have long been scoured from their armour, and they gladly don the sombre colours of the Deathwatch. Though the occasion is infrequent indeed, a Black Shield that enters a watch fortress will petition its master to accept him. The Watch Commander has the right to turn him away, but the might of an experienced Space Marine is so valuable, and the fight against the xenos so desperate, that in practice this rarely occurs. What caused the hooded warrior to take this drastic step will remain unknown, and within the Deathwatch there is a tacit understanding that the question will forever remain unasked.

Some may be the remnants of a Chapter all but destroyed in the line of duty, others may be the last loyal warriors of a Chapter who have turned renegade, or even those legendary few lost in time – those who would be instantly executed were their former allegiance known. Regardless of origin, all fight with a grim and stubborn fury to prove their loyalty to the Imperium once more.



TOOLS OF THE ALIEN HUNTER

The greatness that runs in the veins of a Deathwatch Space Marine is an echo of his Primarch's godlike power. The supernatural strength and toughness of his genetic legacy are potent indeed, but these are far from his only weapons. Each warrior is given free rein of his fortress' armoury, and chooses those tools of war most suited to his combat style.

The finest wargear the Imperium can provide lines the reliquaries of each watch fortress. Though many of these artefacts are the work of the Adeptus Mechanicus, not even the Tech-Priests of the machine cult know of their true number. The act of innovation is tantamount to heresy in the rest of the Imperium, but it is not

forbidden within the Deathwatch. With every new war the Chapter reassesses and fine-tunes its mission tactics, and its equipment is subjected to the same rigorous scrutiny.

The weapons the Deathwatch bear to war are painstakingly engineered, customised and auto-sanctified to be the bane of specific alien foes. Not a single bolt-round's potential is wasted; be it filled with bio-acid, volatile promethium or superheated plasma, it will be selected and aimed to do the maximum damage to its target. Even heavy weaponry and the guns of strike craft can be set to fire

different ammunition types depending on their target. This is a necessary measure, for Kill Teams rarely know the exact composition of the enemies they will be facing, and consider versatility a weapon unto itself. With a small arsenal of military assets at his command, a member of the Deathwatch can theoretically crush any breed of foe.

The suits of power armour found in the Deathwatch are amongst the finest of their kind. Many are so ancient and well respected they bear names of antiquity, such as Iron Sanctum or the Pride of Lord Varicco. Just as with guns, blades and other weapons, it is up to the initiate whether he continues to use the battle-plate he is familiar with, or whether he replaces it with a suit tended to by the Deathwatch's Techmarines. There is no uniformity enforced upon this order save the Chapter colours – the only real dogma is that the battle-brother maximises his own effectiveness in the field. It is not uncommon to find a Kill Team where each member bears a different suite of weapons.

Though many of the Chapter's tools of battle resemble advanced versions of those used by their fellow Space Marines, there are far stranger relics available to them. Their war vaults contain everything from oversized thunder hammers designed to slay alien giants to stasis bombs that use time itself as a weapon. Some even contain doomsday warheads that can destroy worlds – though rarely used, the Deathwatch understand that the loss of a single planet must sometimes be accepted to prevent the unbridled expansion of a xenos infection.

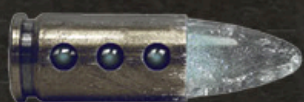
Since the addition of Primaris Space Marines to the ranks of the Deathwatch, further tools of destruction have been added to their arsenal. Bolt rifles, plasma incinerators and howling gatling cannons add long-range heavy firepower to mow down the xenos hordes. Meanwhile, assault bolters and flamestorm gauntlets tear the aliens apart at point-blank range. With such potent weaponry at their disposal, the Deathwatch can wreak more havoc on their foes than ever before.



The icon of the Deathwatch is worn proudly by all Deathwatch battle-brothers upon their left shoulder guard. The stylized letter 'D' in this icon indicates their close ties to the Ordo Xenos of the Inquisition.

SPECIAL ISSUE AMMUNITION

The self-propelled projectiles that complement the Deathwatch's bolters are each tiny masterpieces of war. Hand-crafted by munitions-artificers and thrice-blessed in fonts of holy water, certain shells are worth as much as an Imperial city. To waste even a single such round would be a gross sin, and the Deathwatch ensure that every shot they fire counts.



Kraken bolts are fashioned around an adamantium core that lends them additional weight and stopping power. These shells can punch through even the thickest xenos hides.



As their name suggests, Vengeance rounds were developed for use against the Traitor Legions. Their unstable plasma cores are equally lethal against elite xenos warriors, however.



Hellfire rounds house a crystalline reservoir of tailored bio-corrosives that rapidly dissolve xenos abominations from the inside out.



Dragonfire bolts are highly pressurised metal shells that contain a violently combustible gas. Designed to detonate in pyrotechnic air bursts, these shells make a mockery of cover and slaughter lightly armoured foes en masse.

1. Chapter icon

When a battle-brother ritually repaints his colours to those of the Deathwatch, he keeps his former Chapter icon upon his right shoulder guard, as a mark of honour to the Chapter that fashioned him into a warrior of such veteran skill.

2. Mk VIII battle-plate

The Mk VIII armour used by the Deathwatch is a latter-day design, but provides just as much strength and agility as its predecessors. Some suits bear backpack-mounted auspicator lenses to improve data prescience.

3. Artifex pattern bolter

The artifex pattern bolter is amongst the most potent of its kind. Fitted with multi-spectral augur lenses, a silacharibdis shot selector and a gene-grip bioveritor, its warlike spirit responds only to its rightful owner.

4. Bioscryer cuff

The right forearm of a Deathwatch battle-brother's power armour can bear a complex monitron relay that allows the wearer to analyse the hostility of the environment – and his own vital signs – at the touch of a rune.

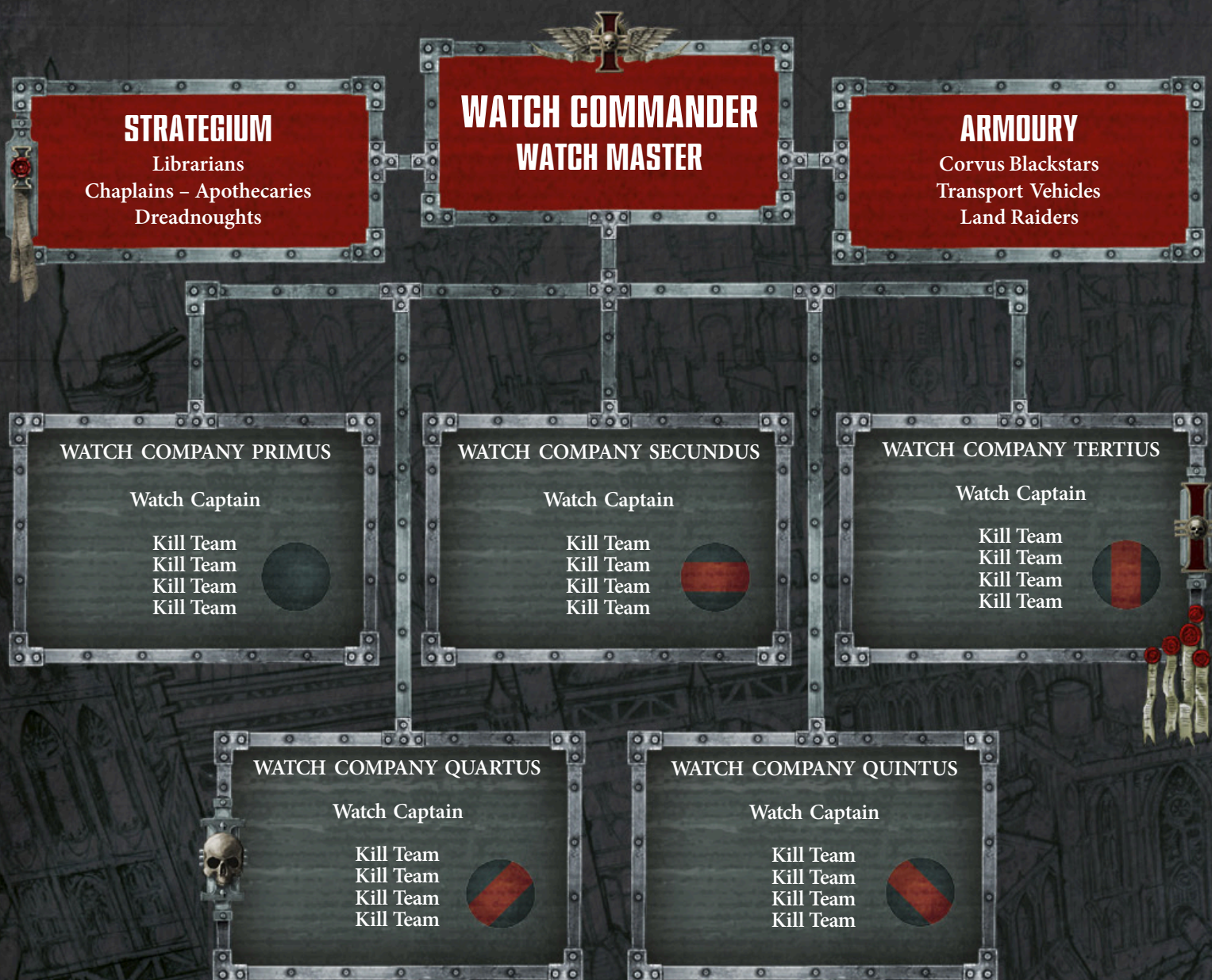
5. Iconography

The heraldic icon of the Deathwatch shares its origin with that of the Inquisition – theirs too is the duty of constant vigilance, merciless judgement, and excruciation of those who would do harm to the Imperium.



THE STRUCTURE OF THE SHIELD

Almost every Deathwatch base in the Imperium has the same core structure. The Watch Commander – usually a Watch Master – is attended by a strategium staff of Librarians, Chaplains, Apothecaries and Dreadnoughts, whilst his Techmarines are entrusted with rule of the Armoury, and his Watch Captains with the leadership of four largely independent Kill Teams.



The members belonging to a given Watch Company can be identified by distinctive red and black markings upon the greaves of their armour, and some Kill Teams will also display a numeral representing their position within the company.

Though the greater structure of a watch fortress is traditionally kept sacrosanct, the teams under a Watch Captain are flexible in the extreme. In times of war against a transparent threat, some may be specialised towards combating a particular breed or even rank of xenos. This may result in battle-brothers moving from one Kill Team to another, or may lead to entire Kill Teams of the same type of specialists, such as Aggressors or Bikers, being fielded. It is rare for Kill Teams to be kept cohesive for long, though there are those whose histories have spanned the centuries, forming bonds of brotherhood so strong they are counted amongst the foremost assets of the Chapter.

Whenever one of a watch fortress' command staff takes leadership of one of its Kill Teams, the name is changed accordingly – for example, when led by Epistolary Galius, Kill Team Tidaeus would become Kill Team Galius for the duration of that mission. All teams can adopt more specialist configurations at the behest of its leader, but when the nature of the enemy is unknown, it is common for Kill Teams to utilise Aquila tactics, a wide-spectrum offensive pattern capable of adapting to overcome any obstacle.



Strategic disposition of Watch Fortress Talasa Prime in the aftermath of the Cicatrix Maledictum

Talasa Prime, the archetypal training world for the Deathwatch in the Ultima Segmentum, maintains an Aquila pattern watch fortress in addition to dozens of attendant watch stations. It has a wide variety of Kill Teams, each tested against those races that would encroach upon Ultramar's borders. Overall command is entrusted to Watch Master Mordelai, a humourless and extremely efficient proponent of Malleus war doctrine, who has the long-standing trust of Marneus Calgar himself.

WATCH COMMANDER

Watch Master Mordelai of the Imperial Fists



LIBRARIUS

Epistolary Galius of the Novamarines



Epistolary Kuran of the Revilers



Hengir Stormhowl of the Space Wolves



RECLUSIAM

Brother-Chaplain Mordran of the Blood Angels



Brother-Chaplain Kubalai of the White Scars



Brother-Chaplain Jeramael of the Dark Angels



ANCIENTS

Symio, Venerable Dreadnought of the Blood Angels



Nihilus, Venerable Dreadnought (Chapter unknown)



WATCH COMPANY PRIMUS

Watch Captain Prium of the Praetors of Orpheus



Kill Team Saleth led by Sergeant Saleth of the Silver Skulls



Kill Team Kaamun led by Sergeant Kaamun of the Iron Hands



Kill Team Corvelax led by Sergeant Corvelax of the Raven Guard



Kill Team Kades led by Sergeant Kades of the Scythes of the Emperor



WATCH COMPANY SECUNDUS

Watch Captain Greymane of the Space Wolves



Kill Team Vashtor led by Sergeant Vashtor of the Salamanders



Kill Team Tyreus led by Sergeant Tyreus of the Howling Griffons



Kill Team Vonst led by Sergeant Vonst of the Brazen Claws



Kill Team Amarator led by Sergeant Amarator of the Patriarchs of Ulixis



WATCH COMPANY TERTIUS

Watch Captain Artemis of the Mortifactors



Kill Team Zakaellon led by Sergeant Zakaellon of the Disciples of Caliban



Kill Team Crull led by Sergeant Crull of the Flesh Tearers



Kill Team Dothros led by Sergeant Dothros of the Minotaurs



Kill Team Cruad led by Sergeant Cruad of the Howling Griffons



WATCH COMPANY QUARTUS

Watch Captain Arteros of the Blood Angels



Kill Team Cabalerez led by Sergeant Cabalerez of the Crimson Fists



Kill Team Voth led by Sergeant Voth of the Knights of the Raven



Kill Team Dentreich led by Sergeant Dentreich of the Black Templars



Kill Team Hokk led by Sergeant Hokk of the Iron Lords



WATCH COMPANY QUINTUS

Watch Captain Nereus of the Imperial Fists



Kill Team Xarveus led by Sergeant Xarveus of the Ultramarines



Kill Team Enthruegi led by Sergeant Enthruegi of the Mentors



Kill Team Arteus led by Sergeant Arteus of the Ultramarines



Kill Team Torath led by Sergeant Torath of the Aurora Chapter



HERALDRY OF THE HONoured

The stations of the Deathwatch are many, and neither the Inquisition nor the Watch Commanders themselves know of them all. Some are only a few centuries old, formed in response to emergent xenos threats. Others have legends that span millennia, their oaths of vigilance and ancient heraldry borne upon proud standards in their Sanctum Bellicos.



Talasa Prime is the capital training world of the Deathwatch – not just a space station, but a whole planet sited in the realm of Macragge. The lords of Talasa's Deathwatch keep their own counsel, though their wars against the Tyranid hive fleets and the T'au race have proved critical.



The Praefex Venatoris keep watch over a string of alien portals used by the Commorrite Aeldari in the Segmentum Obscurus. Their forces are constantly on hair-trigger alert, for they must move fast if they are to save the teeming human worlds of Syracia Thrive from alien piracy.



The Onyx Patrol is not a watch station so much as a fleet, for its quarry is the nomadic Aeldari craftworlders. Its web of informants crosses the Segmentum Solar, and its warp drives are kept hot. Since the patrol's inception, Aeldari sightings in the core sectors have become rare indeed.

'EVERY WATCH FORTRESS IS A LIGHT IN THE DARKNESS, A BLAZING WATCHFIRE THAT DRIVES BACK THE SHADOWS IN WHICH THE XENOS MENACE LURKS. WITHOUT THEIR ILLUMINATION, THE EMPEROR'S WORLDS WOULD BE SWALLOWED UP ONE BY ONE, BOUND INTO SHROUDS OF ENDLESS NIGHT STITCHED CLOSED BY ALIEN CLAWS'

- Inquisitor Ishmael, excerpt from *A Treatise on the Shield that Slays*



The Ghoul Stars harbour hidden threats, from the emergent Barghesi to the awakening Necron dynasties. Fort Pykman favours Malleus tactics; it stands ready to demolish ancient sites should there be even a flicker of suspicion they are linked to tomb worlds or alien worldnests.

Furor Shield monitors the Ork-held Octarius Sector, into which Kryptman of the Ordo Xenos misdirected a tendril of Hive Fleet Leviathan. Both Tyranids and Orks adapt under duress – when the victor of this ever-escalating war emerges, the Shield stands ready to slay them.

The Eye of Damocles is a vast watch fortress that monitors the borders between Imperial space and that of the usurper T'au Empire. Its Kill Teams specialise in vertical assault. Dominatus teams will often strike from Corvus Blackstars to turn one-sided firefights into bloody melees.

THE TIES THAT BIND

Each Kill Team is selected with utmost care. The archives of the Deathwatch detail every member's history, the oaths he has sworn, his areas of expertise, the races he has engaged and any quirks or flaws he may have. The team's leader will delve long into these records before each mission, for his choices can be the difference between victory and death.

The battle-brothers of the Deathwatch are exceptional individuals taken from Chapters across the galaxy. In this diversity and fund of experience lies great strength. Where a breed of alien is encountered, one too recently discovered to have been included in the Deathwatch's indoctrination and against which a member of a Kill Team may have no experience, another will have met that creature in battle and defeated it, or one roughly analogous to it. Once a Kill Team has fought together long enough to share the full extent of this knowledge, it will often be disbanded, its members assembled into different Kill Teams to learn anew. With a gamut of hard-won wisdom much in evidence, the battle-brothers of each Kill Team come to rely upon one another's expertise; they have little option, for they may spend years out of contact with their watch fortress. It is common for a veteran sergeant to seek his men's advice as often as the other way around, and in many

cases he acts more as an arbiter than as a traditional commander.

Deathwatch officers will invariably choose the members of their Kill Team in order to draw on as much relevant experience as possible. With different Chapters having long-standing specialisations, it is easy enough to identify who will have the most relevant insights in a given circumstance. In matters of how best to launch a close assault, a Sternguard Veteran of the Imperial Fists will likely yield to the advice of a Vanguard Veteran from the Blood Angels Chapter, whereas in the defence of a bastion complex, it will almost certainly be the other way around. Rivalries which have existed for many years between Chapters do sometimes sour these relationships, at least initially – headstrong Space Wolves may clash with dour Dark Angels in an echo of their Primarchs' famous rivalry, and a tactician from the Hammers of Dorn may endlessly debate the finer points of

the Codex Astartes with his Ultramarines equivalent. Over time, however, these instances of conflict lead to mutual respect or even firm friendship.

Kill Teams are borne to their allocated war zones by onyx-coloured Strike Cruisers. These magnificent warships operate out of the watch fortresses, using their warp engines to ply the cursed tides of the empyrean in order to reach their target as swiftly as possible. The Navigators that steer them are amongst the best in the Imperium, as are the Astropaths that provide the psychic link back to their base of operations. So it is that the Deathwatch slip through the sea of stars like stilettos cutting through silk – silent and swift until the time comes to stab at the heart of a xenos empire. It is just as well, for if even a single Deathwatch vessel misses its mark, it could spell disaster – with that failure, a swathe of Imperial space could be ceded to the alien, never to be recovered.

TACTICAL SUPREMACY

Over the course of the Imperium's history, the Deathwatch's Kill Teams have worked miraculous feats of arms. They have stymied alien invasions, cleansed infested space-fleets, and even hunted the denizens of hostile planets to extinction. In the process, some necessarily become specialised in the persecution of a particular type of enemy.

Some Kill Teams accomplish such unalloyed success against their chosen foes that their ways of war are taught in every watch fortress. For example, the methods Squad Veridium used to eradicate the remnants of the Beast's greenskin armies in M32 are still in widespread use. Codified as Furor tactics, their techniques involved the delivery of explosive firepower across a wide frontage. By concentrating on the tightly packed throng at the fore, Squad Veridium aimed each detonation to cause maximum collateral damage, sowing the field with dismembered corpses that slowed those elements behind.

Venator tactics were perfected after fighting the all-female pirates of Wych Cult Sybilla. Frustrated by the Aeldari's ability to evade the Emperor's vengeance, Jaaghen Khan requisitioned bikes for his combat squad and led his enemies on long running battles where they perfected the art of leading their fire. When the enemy struck back by surrounding them, the Khan brought in the rest of his Kill Team. Equipped with comprehensive data concerning their targets, the Kill Team filled the air with so

much firepower that the Khan's nimble foes were torn from the sky. This has proven an invaluable tactic against fast-moving xenos hosts ever since.

It was Kill Team Brontos that first codified Malleus tactics. When breaking the Tyranid war-monstrosities infesting Rakkor IX, Captain Brontos and his men rode to war in a Land Raider whose godhammer pattern lascannons claimed three Carnifex kills en route. Charging into the fray, they used power maces to stun the largest of the survivors, and then cracked even the thickest exoskeletons with their heavy thunder hammers. Brontos took the same approach to shatter the Dread Mob of Big Mek Dakkahorn and the Wraith Host of Yme-Loc.

Purgatus tactics were developed by Librarian del Athyu, sworn enemy of Craftworld Ulthwé. They involve the concentration of utmost force upon the leaders of the alien hordes. By taking a commanding position on the battlefield under the psychic aegis of their Librarian, and then pouring pinpoint firepower into their quarry, Kill Team del Athyu overloaded their Farseer target's mystical shields and shattered the armour protecting his vital organs. It was then that the killing shot was punched home, leaving the enemy host leaderless whilst the greater conquest began. Since that day hundreds of alien warlords have been executed with these same tactics, their invasions brought low before they could claim a single world.

AQUILA KILL TEAMS

When the Deathwatch face unknown foes, or the threat requires a measured and strategically versatile response, they deploy Aquila Kill Teams. In many ways, these Kill Teams are a microcosm of the Deathwatch itself, for they comprise battle-brothers drawn from multiple Chapters, each bringing their own specialised tactics and favoured armaments to strengthen the team as a whole. Rather than specialise in the destruction of particular xenos species or strategic assets, Aquila Kill Teams are generalist squads whose strength lies in their capacity to adapt swiftly and decisively to new battlefield challenges as they arise. As such, their battle-brothers typically carry a wide spread of both ranged and close-combat armaments that allow them to engage varied enemies across all manner of battlefields. When a single Kill Team must be despatched to investigate potential dangers, it will most often be an Aquila Kill Team that is chosen, specifically for its ability to handle any threat.

FUROR KILL TEAM

Furor Kill Teams are swarm-slayers, pure and simple. Where vast hordes of Orks stampede towards the Imperial battle line, or surging Tyranid swarms darken the land with their numbers, there the Furor Kill Teams are deployed. In the first instance, Furor Kill Teams place an emphasis upon ranged weaponry, ideally those firearms that generate an overwhelming hail of shots, or those whose rounds burst in clouds of shrapnel or bio-acids, the better to scythe down rank upon rank of lightly armoured targets. Frag cannons, Infernus heavy bolters and the like are often found in Furor Kill Teams, allowing the Deathwatch to mow their enemies down right up until the inevitable moment that the enraged alien survivors push their charge home. At that moment the Kill Team's combat specialists come to the fore, Terminator-armoured brethren wielding crackling lightning claws wading into the enemy, rending and stabbing until the foe's nerve is broken, or all the aliens lie dead.

VENATOR KILL TEAM

Venator Kill Teams specialise in combating those xenos threats who have the speed to run rings around their slower brethren. These Kill Teams balance speed and manoeuvrability with heavy firepower, and are practised at pre-empting the enemy's movements and shutting down the advantages that their swiftness normally affords them. Space Marine Bikers are much in evidence amongst Venator Kill Teams, their role to use their speed and hitting power in swift, punishing strikes designed to cripple and slow their victims. While the bikers engage and surround the xenos, the remainder of the Kill Team prepares to strike. Typically heavily armed Veterans, often clad predominately in Terminator armour, these warriors utilise predictive firing solutions and expert timing to unleash their arsenal upon the enemy at the optimum moment. No matter how fast and agile the target, it takes only a single blow from a Venator Kill Team to bring its rampage to a bloody end.

PURGATUS KILL TEAM

Cut off the head, and the body will die. One of the most ancient strategic axioms in Human history, it holds as true amidst the darkness of the 41st Millennium as it ever has. This is the role of the Purgatus Kill Team, and it is a task they are well equipped to perform. Typically led to battle by a member of their watch fortress' Librarian, each member of a Purgatus Kill Team carries weapons that will allow him to assassinate xenos warlords, psychic demagogues and synaptic node-beasts. With a mixture of overwhelming firepower and punishing close-combat weaponry, the Kill Team scythe down any bodyguards that may stand in their way before surrounding their victim with a forest of crackling power blades. Augmented by the psychic powers of the Librarian, the battle-brothers swiftly identify, engage and neutralise their target, ensuring that his demise is as bloody and visible as possible so as to spread the greatest amount of terror and confusion amongst the enemy ranks.

MALLEUS KILL TEAM

Malleus Kill Teams are monster slayers and tank killers. They are fearless heroes who stand unyielding before the towering abominations and deviant war engines of the xenos menace. In order to best perform this role, Malleus Kill Teams make great use of the heaviest man-portable assault weaponry available. They also look to their own defence – typically deploying with a number of battle-brothers protected by Terminator armour and storm shields, for the enemies they fight can crush even a Space Marine to bloody pulp. The Malleus Kill Teams return the favour, however, for their heavy thunder hammers and lethal power weapons make a mockery of the thickest chitin and xeniform armour. Their target selected, Malleus Kill Teams attack with absolute focus and relentless ferocity. Firing point-blank volleys of melta and plasma energy into their victims, the Malleus battle-brothers blast and batter at their chosen target until it is reduced to smouldering ruin.

DOMINATUS KILL TEAM

Many xenos species have elite warriors that they can deploy to the most crucial battlefronts. From the arrogant and deadly Incubi of the Drukhari to the lethally focussed Necron Immortals, each specialist force is its own unique threat. It is the role of the Dominatus Kill Team to study each and every one of these enemies, to understand how to counter their strengths and how to exploit their weaknesses. Dominatus battle-brothers accordingly change their armaments with great regularity, equipping themselves before each mission with the optimised weaponry for the foe they face. Deathwatch shotguns and inferno pistols are deployed to deliver point-blank kill shots, while heavy thunder hammers and power fists ensure each blow struck is the last one needed. Meanwhile, the finest duellists in the Kill Team carry thrumming power swords, the better to match their enemies blade-to-blade and prove their mastery with every decapitation and impalement.

THE OATHSWORN TITHE

Hundreds of Chapters have taken the sacred oath to tithe their warriors to the Deathwatch in times of need, and only one of them has been found wanting, its honour forever tarnished. Amongst those that have stayed true are numerous Chapters that the Deathwatch has come to rely on, several ancient and storied First Founding Chapters amongst them.



BLOOD ANGELS

The sons of Sanguinius are experts in the use of masterpiece weapons and the launching of army-shattering assaults. Their Vanguard Veterans are an inspiring sight in the ranks of the Deathwatch.



CRIMSON FISTS

Though still recovering from a devastating Ork attack at Rynn's World, the Crimson Fists are famous for never giving up – they still tithe warriors to the Deathwatch whenever the need arises.



RAVEN GUARD

Stealth experts and ambushers without equal, the Raven Guard follow the shadowed path of their Primarch Corax, bringing their strategic mastery and impeccable sense of timing to the fray.



HOWLING GRIFFONS

The heraldry of the Howling Griffons is a familiar sight to most Watch Captains. Successors of the Ultramarines, their valour is well known, as is their dedication to duty.



SALAMANDERS

The Salamanders are heroic warriors possessed of a nobility and compassion that belies their fell appearance. They are excellent craftsmen all, both within the sphere of war and without.



FLESH TEARERS

Hailing from the primeval world of Cretacia, Flesh Tearers are aggressive combat specialists famous for their devastating assaults. With chainsword and combat knife they carve apart the alien foe.



SPACE WOLVES

The Space Wolves are renowned for ferocity, courage and a hot-blooded approach to warfare. They are masters of the hunt, upholding the savage honour of Leman Russ in every Kill Team they join.



SILVER SKULLS

Unconventional in their approach to strategy, the Silver Skulls place great stock in portents and omens – their mystical insights have proven a powerful tool in the war against the xenos threat.



IMPERIAL FISTS

Some call the sons of Dorn heroic, others obstinate. They always bring steely tenacity to the Kill Teams they join. Masters of siegecraft, they are often the castellans and garrison sergeants of the Long Vigil.



ULTRAMARINES

Paragons of the Adeptus Astartes, the warriors of Ultramar cleave to the Codex Astartes penned by their Primarch, Roboute Guilliman. It has won them the laurels of victory in wars beyond counting.

'It is no easy thing, taking accomplished battle-brothers from such proud and disparate warrior cultures and meshing them in a single, optimised combat unit. It was never meant to be. One does not forge a blade without fierce heat and violence, after all.'

- Watch Master Castus Iago



TAURANS

The Taurans have long been cloaked in mystery, their crusading fleets appearing only rarely in Imperial histories. Still they honour the tithe, sending staunch Veterans to stand amid the Deathwatch's ranks.



DARK ANGELS

The Dark Angels Chapter has a tempestuous history that saw their home world destroyed. Stern and pitilessly efficient, the Chapter's battle-brothers are well suited to the Deathwatch's goals.



BRAZEN CLAWS

Once engaged, these successors of the Iron Hands will fight on without doubt or remorse, ignoring the most grievous wounds in order to win victory – even should it cost them their lives.



MINOTAURS

The Minotaurs are a bombastic Chapter that uses thunderous violence whenever possible. Headstrong and bold, they are masters of the shock assault, rejoicing in the spectacle of war they cause.



NOVAMARINES

The Novamarines home world is dotted with giant statuary over which its battle-brothers stand sentinel. This experience of patient observation makes them ideally suited to scouting roles in the Deathwatch.



WHITE SCARS

Recruited from the horsemaster tribes of Chogoris, the White Scars have a born affinity with mounted warfare. They carry the proud warrior tradition of Jaghatai Khan into the ranks of the Deathwatch.



KNIGHTS OF THE RAVEN

Since coming to blows with the Aurora Chapter, this Raven Guard successor Chapter has sought to atone by fighting the encroaching Tyranids in every way it can.



IRON HANDS

The sons of Ferrus Manus have always held metal as superior to flesh, and the Deathwatch has long felt the advantage of the clinical precision these masters of mechanised warfare bring to the fight against the xenos.



MORTIFACTORS

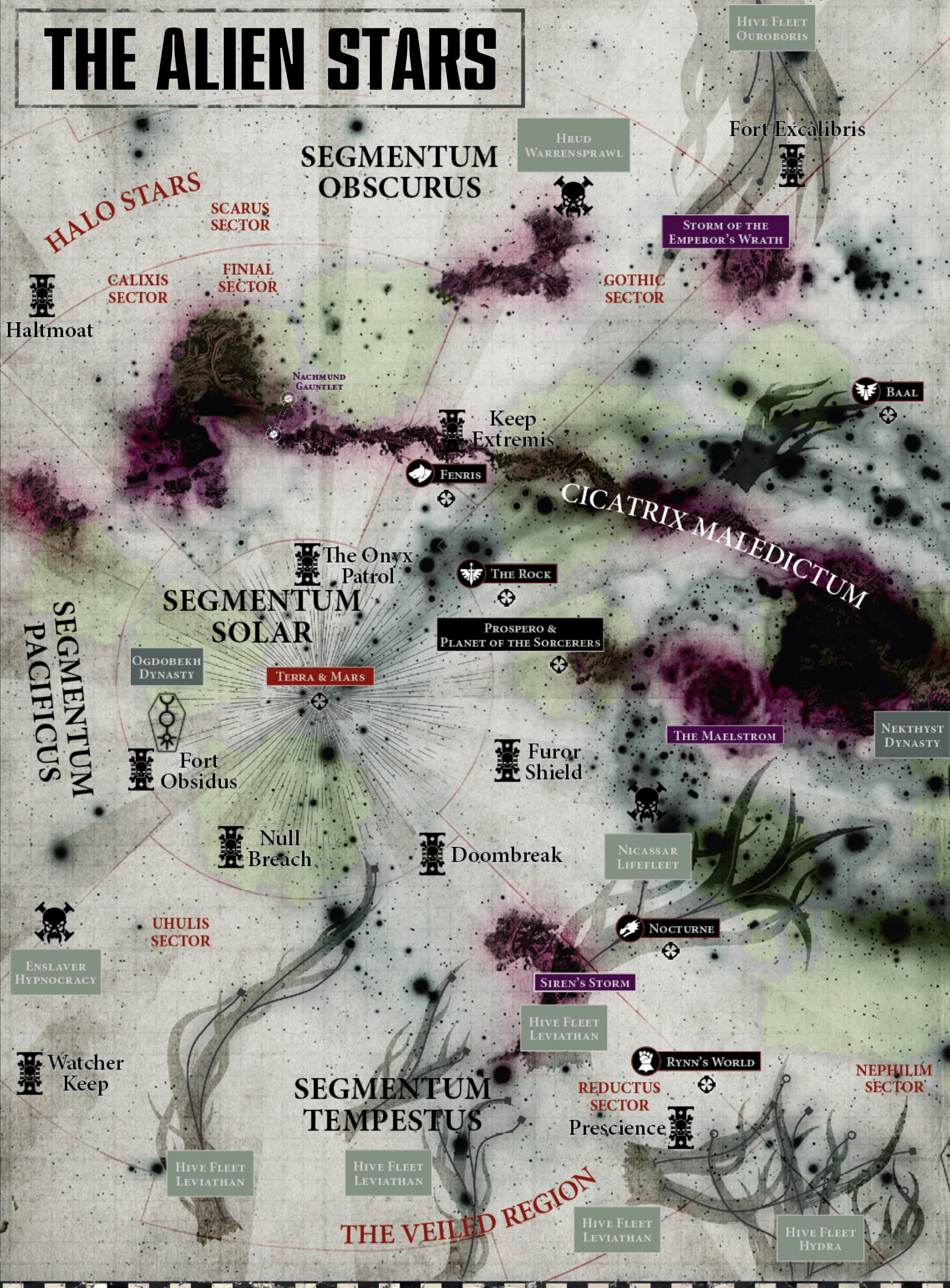
Hailing from a dark and cannibalistic culture, the Mortifactors are fierce fighters devoted to the Imperium's cause. Those in the Deathwatch often take skull trophies from the aliens they kill.



BLACK TEMPLARS

A successor Chapter to the Imperial Fists, the Black Templars are on a permanent crusade against the enemies of Mankind. Their religious fervour is infectious, bolstering morale wherever they fight.

THE ALIEN STARS



Fort
Pykman

HIVE FLEET
MOLOCH

*Imperatus Defensor
cartograph created by
autoscribe Gantus Gael
by order of Roboute
Guilliman after the
Indomitus Crusade*

MALEFACTUS

GHOUL STARS

Castilos
Nullifact

DESPERATION

AMBULL
MIGRATION

ASTRO TELEPATHIC DUCT

HIVE FLEET
JORMUNGANDR

SOMNIUM STARS

ULTIMA
SEGMENTUM

ORUSCAR DYNASTY

Mortguard

KROOT
INVASIONS

KEY

- Watch Fortress
- Planets
- Tyranid Incursions
- Necron Dynasties
- Minor Xenos Incursions

SAUTEKH DYNASTY

HIVE FLEET
KRAKEN

Indomitus
Point

THE EASTERN FRINGE

Fort
Nexus

T'AU
EMPIRE

HIVE FLEET
GORGON

HADEX ANOMALY

THE SCOURGE STARS

Eye of
Damocles

MACRAGGE

CHARADON
SECTOR

HIVE FLEET
BEHEMOTH

Talasa
Prime

CHARNOVOKH
DYNASTY

NIHILAKH
DYNASTY

HIVE FLEET
KRONOS

The Deathwatch operate from remote stations known as watch fortresses that are kept absent from Imperial records to armour them in obfuscation. Each space-borne watch fortress is the sovereign domain of its Watch Commander, on whose authority entire sectors of space are put to the torch and species annihilated before they can ever trouble the wider Imperium.

Each watch fortress stands sentinel over its own assigned region, from Prescience in the far galactic south, ever ready to respond to the encroachments of Hive Fleet Leviathan, to Fort Pykman and its tireless vigil over the horrifying Ghouls Stars. Some fortresses are garrisoned by just a handful of heroic battle-brothers, while others are huge fortifications that play host to multiple Watch Companies.

Since the Great Rift tore the Imperium in two, some watch fortresses have been cut off in the Imperium Nihilus, while others have been engulfed in the fury of daemonic incursions and empyric turmoil. The Watch Masters of these fortresses have not despaired, instead exploiting every advantage they can with ruthless efficiency to ensure their Long Vigil continues.

THE VIGIL OF AEONS

Since the Deathwatch's inception in M32, there have been periods when the Imperium dared to believe it was holding the xenos menace at bay. By dint of countless martyrdoms, this hidden order has kept the Segmentums of the Emperor's domain safe. Now, as the Great Rift ravages the galaxy, the stakes of that battle have never been higher.

M32 THE AGE OF THE SHIELD RAISED

A New Order

After the Ork tyrant known as the Beast nearly conquers Terra itself, the High Lords oversee the creation of an alien-hunting task force. So the seeds of the Deathwatch are sown.

The Primogenitor's Get

Fabius Bile's experiments in melding alien bioforms to create the perfect attack organism come to an abrupt end when the Deathwatch raid his laboratories, fighting their way through a dozen fleshy hells to put the entire complex to the torch.

The Hammer of the Deathwatch

The Prognosticators of the Grey Knights detect a coming warp breach in the Endasch Sub-sector. Upon Endasch itself, rival Ork warlords have spilt rivers of gore so copious they are at risk of creating a rift to the Blood God's own realm.

Unable to reach Endasch in time, the Grey Knights send an astropathic pulse to the Deathwatch. A dozen Kill Teams reach Endasch, slaying one of the Ork warlords and his retinue using only thunder hammers, power mauls and fists. Bludgeoning the enemy to death with crushing weapons proves no mean feat, and it costs the Kill Teams a full half of their number. Yet by limiting the blood spilt, the Deathwatch prevent the warp breach from ever happening. The surviving Ork warlord leads a greenskin crusade out of the sub-sector. A week later, augur beacons trace the Ork crusade into the Eye of Terror, and the matter is considered resolved.

A Deadly Jest

Through manipulation, trickery and a series of precisely executed hit-and-run attacks, a band of Aeldari Harlequins brings the Shantoria System to the brink of a civil war. Their activities are bloodily curtailed when Kill Teams out of Fort Prescience cut the xenos off from their webway portal and slaughter them.

The Omega Chamber

Aeldari Corsairs raid Watch Fortress Omega, their target the rune-carved

doomsday sphere secured in the complex's null chamber. They find the fortress better defended than they expect, for though it is small, it houses only Venator Kill Teams. Hundreds of Aeldari raiders are slain before the last of them chance upon the chamber – only to find it empty. The doomsday sphere was a myth, misinformation spread to the Aeldari via mercenary contacts of the fortress' Black Shields.



Purge of the Ur-Ghuls

An Ur-Ghul migration spills from the thrice-cursed ziggurats of Shaa-dom. It flows into the nightmarish Shardmaze, and from there to the Mirrored Palace of Plenitia. When the gangling predators prove strong enough to tear apart the Kill Team that hunts them, the Dreadnought Xenomortis is sent to reinforce its battle-brothers. Months later, the war machine storms from the ruins of the now empty Mirrored Palace, every inch of its hull covered in Ur-Ghul blood.

M40-41 THE AGE OF THE SHIELD SHIVERED

Amidst the Snows of Atrophon

When the world of Atrophon faces devastation by the Orks of Waaagh! Dregsmasha, a small Kill Team is sent to assassinate the Big Mek leading the war. A misdrop leaves the team on the wrong side of a storm-swollen river, caught in the teeth of a ferocious blizzard, with greenskins closing fast. The heroics that follow are

the very definition of the Deathwatch's selfless strength.

Bane of the Sslyth

The Slaanesh-worshipping Sslyth of the Vensine Sector are attacked in their nests when Kill Team Decurius descends to save the world from a truly disgusting fate.

To Kill a Jokaero

The Deathwatch of Fort Nullifact launch an attack against a seemingly undefended Jokaero star-frame, only to be met with a fleet's worth of firepower. They retreat to a safe distance, monitoring the simian aliens that clamber upon their star-frame as it slowly spins out of the cosmos into the cold void.

Yddylia in Flames

After a string of punitive strikes from Craftworld Biel-Tan against the Garravissima Sub-sector prove impossible to stop, the Deathwatch of Fort Ajax give up the chase. Taking every flamer weapon they can muster, they instead descend to the maiden world of Yddylia at the height of summer and – in conjunction with a firestorm barrage – set swathes of the world aflame. The Exodites of the planet fight hard to repel them, but the Deathwatch stay one step ahead. Drawn by the psychic distress calls of their kindred, Craftworld Biel-Tan appears in the night sky. Within a week, the Autarch of the attacking warhost is killed by a kraken bolt to the head.

The Ghosar Quintus Anomaly

Chaplain Ortan Cassius leads an Aquila Kill Team to the backwater mining world of Ghosar Quintus, only to find an alien infestation spread not only throughout the planet, but the Segmentum – and possibly beyond.

The Kryptman Gambit

After seeing the destruction meted out by Hive Fleet Leviathan across a wide frontage of Imperial space, Inquisitor Kryptman orders a cordon of worlds in its path laid barren or actively destroyed to starve the Tyranids of sustenance. This drastic measure sees Kryptman excommunicated, with many calling for the death sentence.

Meanwhile, the Inquisitor's Deathwatch allies stasis-capture a brood of Genestealers from a space hulk and send them into the Octarius Sector, an Ork stronghold coreward of the main Leviathan tendril. The gambit is vindicated when the hive fleet follows the psychic spoor of its Genestealers into the biomass-rich Ork empire, buying the Imperium time to regroup as xenos fights xenos across the sector.

Crown of the Beast

Whilst on a destabilisation raid to the war-torn Empire of Octaria, the Kill Teams of the Eye of Octos witness a Mekaniak invention that disrupts the synaptic control linking Tyranid organisms. Appearing much like a crown of electricity, it is used by the self-appointed King Mek Baddkrasha to break swarm after swarm. The Kill Teams wait for the two xenos armies to decimate each other before diving in, their Furor teams cutting through to Baddkrasha before escaping with his decapitated head – crown and all – for further study.

The Thief Inquisitor

When Inquisitor Gao of the Ordo Xenos brings a Necrontyr datacane with him to Fort Volossia, he unwittingly seeds its demise. The Necron Overlord Zhanatar the Vengeful descends upon the watch fortress at the head of a hundred Night Scythes. He brings overwhelming force against the Deathwatch garrison before disappearing, with datacane in hand, taking Inquisitor Gao – now trapped within a tesseract labyrinth – with him as a cautionary lesson.

The Vault of Aza'gorod

A shard of the C'tan codified in Ordo Xenos records as the Destroyer is found in the Gulga System, its psychic shadow so dark it is picked up by long-range astropathic reverberations. The Deathwatch sent to investigate find the system rife with undeath, both mechanical and biological. After many months of warfare involving forces from three watch fortresses, the C'tan vault of Aza'gorod is finally destroyed by a sustained lascannon bombardment from massed Land Raiders and Blackstar drop-ship wings.

The Great Usurper

On the island world of Tharsis Prime, a Lacrymole shapeshifter poses as the paranoid planetary governor, Icos Blaille. Deathwatch forces finally put him down after a gruelling war with the

mercenary Kroot tribes he has hired to protect himself.

Extractio Extremis

Through their Rogue Trader contacts, the Deathwatch are alerted to the presence of a Space Marine Captain in the blood sport arenas of Commorragh. Kill Team Aldric, after seeking the wisdom of the Salamanders 1st Company, finds a method of entering the webway. By smuggling their Corvus Blackstar within the damaged hull of a corsair starship, they enter the Dark City. There they fight into the arena's holding pens. Though it costs the lives of all but Aldric himself, the gladiator captain is freed in time to catch the corsair ship as it leaves, still unaware of its Imperial cargo.



Damnos Revisited

The Ultramarines suffer one of their most catastrophic defeats when the Necrons of Damnos awaken and drive them off-world. A full half of the Chapter return to exact vengeance, led by Lord Marneus Calgar and Captain Cato Sicarius. Under the cover of the Ultramarines' violent crusade to reconquer the planet's surface, a team of Deathwatch battle-brothers infiltrates the primary tomb complex and destroys its lords' ability to regenerate before striking the final blow.

The Enclaves Struck

With Commander Farsight and his subordinates joining the war for Agrellan, the Deathwatch make an opportunistic attack on the Farsight Enclaves. They cause untold damage on the Enclaves' command structure before Commander Farsight returns, vengeance foremost on his mind.

Nostros Overrun

The Ork hordes of Jagga sweep through the Nostros Cluster, overrunning several systems and slaughtering billions of

Astra Militarum troopers. Furor and Dominatus Kill Teams are deployed together, fighting a masterful campaign to slow the greenskins' advance, but they are too few and the enemy too savage. The Deathwatch are defeated, and the Nostrosi expansions continue.

Contact Lost

A seven-man Kill Team deploys to Masuchi Parr, there to investigate reports of the Genestealer Cult known as the Blessed Wyrmlings. Discovering that the threat is greater than first feared, the Kill Team fight heroically to reach the planet's space port and escape. Yet their numbers prove too few and, though they heap the corridors with xenophile corpses, they are eventually overrun. There is but one story of tragic loss during this desperate time, when the Deathwatch are strained to their limits and beyond.

Excalibris' Plight

Drukhari raiders redouble their attacks around the Crucible of Tales. Meanwhile, the Necrons of Icnarus push towards the Gothic Sector, while Hrud infestations are discovered throughout the Kuypax Reach. Forced to deal with all of these threats at once, Watch Fortress Excalibris' garrison is stretched to breaking point and beyond. They are far from the only Deathwatch enclave to find themselves in such dire straits.

The Greatest Need

With war opened on every front and their enemies multiplying faster than they can be slain, many Space Marine Chapters demand the return of their Deathwatch brethren. Some Watch Masters comply, though they do so with heavy hearts. Others refuse, respond with demands for fresh reinforcement, or simply ignore the requests entirely. Relations with several of the more insistent Chapters become dangerously strained.

The Crystal Sands of Coheria

On the crystal moon of Coheria, Farseer Eldrad Ulthran attempts to raise an Aeldari deity. He is opposed by Watch Captain Artemis, who badly disrupts, but does not entirely defeat, Ulthran's schemes.

Stormbreak

After Abaddon the Despoiler crushes Cadia, a series of catastrophes ensue and the Great Rift roars into being across the galaxy. The Imperium is split in two, stranding many watch fortresses alone in the darkness of the Imperium Nihilus.

M41 THE AGE OF THE SHIELD RENEWED

The Ultimaris Decree

Resurrected and returned to the Imperium in its hour of greatest need, Primarch Roboute Guilliman strives to reunite his father's shattered realm. He presides over the Ultima Founding, wherein the slumbering Primaris Space Marines are awoken and sent to join the war against Chaos. As part of this grand mobilisation, Guilliman sends entire Chapters' worth of Primaris battle-brothers to reinforce the hard-pressed Deathwatch and pull them back from the brink of annihilation.

The Scattered Leviathan

In the wake of the Battle of Baal, splinters of Hive Fleet Leviathan are scattered by churning warp rifts to emerge at random throughout the Imperium. Deathwatch forces race to counter these incursions before they can gather momentum. During the battles that ensue, Deathwatch Apothecaries note that the physiology of the Tyranids appears wholly unchanged despite their transit through the mutating energies of the warp.

The Death of Time

To the galactic north of Fenris, Hrud overrun the shrine world of Damhal. Drawn to the rich veins of crystallised time in the world's many stasis-crypts, the chronophagic xenos wreak havoc. Regiments of Mordian Iron Guard deployed to fight them become wizened ancients within hours, and even a strike force of the Sons of Medusa is lost, overwhelmed by entropy. Two Watch Companies from Keep Extremis join the fight. They are accompanied by a mighty spearhead of no less than eight Dreadnoughts. It is these ancients who lead the final strike upon the Hrud world warren, enduring the creatures' parasitic aura long enough to slaughter their leaders and collapse their tunnels. Recovered from the field of victory, the Dreadnoughts are found to be rusted, inert, silent. Inside their sarcophagi, their biological remains are gone, reduced to nothing but dust.

Swift Death

Capitalising upon the mayhem and isolation caused by the Great Rift, the Drukhari step up their slaving raids, preying upon countless planets lost alone in the dark. The Onyx Patrol range out to the edge of the Segmentum Solar and beyond as they chase down xenos raiders. Their newly instituted Fortis Kill Teams fight effectively alongside Venator Kill

Teams, together bringing the fast-moving foe to battle.

The Weapons of Wisdom

Independently reaching the same conclusions, the Watch Masters of Talasa Prime, Fort Pykman, the Eye of Damocles and more send out Kill Teams to every neighbouring Imperial world they can reach. These specialists share their alien-fighting skills, training planetary garrisons and local response forces in anti-xenos doctrines. So is the thin black line bolstered amidst the turmoil of the Imperium Nihilus.



Flight of the Kastarsi

Radical Ordo Xenos Inquisitor Balphus Bail uses cannibalised xenotech to navigate the storms of the Dark Imperium safely. His ship, the *Kastarsi*, reaches Tanath's Fall in time to deliver the Deathwatch into battle with invading T'au. During the fighting, however, xenos forces board Bail's ship and the Deathwatch are compelled to destroy it rather than allow the ingenious T'au to reverse-engineer his discoveries.

Bonds of Brotherhood

Furor Shield responds to twenty Space Marine Chapters' requests to return their battle-brothers. Yet rather than repatriate these battle-brothers fully, they send them back still clad in the raiment of the Deathwatch and still serving their Long Vigil. This act of compromise sees the returned brothers fight alongside their Chapters once more, but in the capacity of strategic anti-xenos advisors without equal.

The Primarch's Deliverance

On the world of K'tokh, Kill Teams from Haltmoat face their doom when they are caught between forces of the Necrons and the traitorous Emperor's Children. The battle turns back in their favour when a mighty force of Primaris Space Marines, freshly armoured in the black of the Deathwatch, arrives direct from the Indomitus Crusade to join the fight.

Swift Judgement

An insane, many-faceted war sprawls through the Damocles Gulf as forces of Tzeentchian Daemons, Tyranids, T'au and Imperial forces clash again and again. Amidst this maelstrom, the Kill Teams of the Eye of Damocles reap a great tally from the xenos forces. They combine spearhead strikes from Inceptors with gunship-mounted Purgatus Kill Teams to eliminate alien command structures and leave their forces floundering, leaderless amidst the swirling carnage.

Beast Hunt

After the swarms of Hive Fleet Behemoth overrun the bastion worlds of Neotharsis, Watcher Keep sends its companies to end the threat. Going into battle against the vast terrors of the Court of the Nephilim King, the Malleus and Purgatus Kill Teams find allies in lances of House Griffith Knights. The two Imperial forces meld their expertise in monster hunting, laying low entire broods of Carnifexes, Tyranofexes and even bio-titans. They blunt the Tyranid advance long enough for fresh Imperial forces to join the fray.

Holgjar's Folly

Watch Captain Holgjar Ironfang receives reinforcement in the form of Fortis Kill Team Pharanos. Untrusting – even scornful – of the untested Primaris battle-brothers, Holgjar inflicts a series of ignominious duties upon them while reserving the more glorious missions for his Venator and Purgatus Kill Teams. The Watch Captain learns the error of his ways when Kill Team Pharanos ride to the rescue of Holgjar and his overrun brothers during the Battle of Black Gulch, driving back the greenskin swarms long enough for the Watch Company to withdraw. In the wake of the catastrophe, Holgjar undertakes a decade of voluntary penance for his errors, serving as a battle-brother beneath the newly promoted Watch Captain Pharanos.

Blades of the Storm

In a series of brutal and expertly orchestrated uprisings, cells from the Cult of the Four-armed Emperor seize control of the Shambarac System. Taking over the planets' sprawling shipyards they begin creation of a seeding fleet to spread their faith throughout the sub-sector. However, a sudden convulsion of the Great Rift sees the system cut off by a ferocious warp storm, and it is then that the Deathwatch strike. Capitalising on their victims' confusion and isolation, the Watch Companies of Null Breach cut

apart the cult cells one by one, eliminating the higher echelons of the Genestealers' brood structure and leaving the lower orders floundering. As the storm passes, so too do the Deathwatch, leaving conventional Imperial forces to descend upon the leaderless rebels and slaughter them wholesale.

The Onrushing Tide

The Fool's Door warp storm scours the worlds of the Peridial System. Driven before its fury, warring Kroot and Ork migrations crash into the neighbouring Imperial planets and trigger several bloody wars. The Kill Teams of Keep Extremis are stretched perilously thin as they attempt to respond to one new threat after another.

A Pale Imitation

When a spur of the webway suddenly tears open, it spills waves of Donorian Fiends across the industrial world of Paragon III, shadowed by Drukhari raiding bands that prey upon the chaos. Hoping to imitate the daring Kryptman Gambit, Inquisitor Re'hneton tries to lure a Tyranid splinter fleet down to eradicate the xenos invasion. Relying on a tenuous web of alliances that collapses when he fails to deliver upon his own pledges of fealty, Re'hneton inadvertently causes a catastrophe of system-wide proportions. He is forcibly extracted by Aquila Kill Team Sayax, who drag him in chains to Fort Obsidus to face trial.

Hate the Alien

When the Imperial world of Astraghala comes under attack from traitor forces, a host of Ynnari sweeps down to assist the beleaguered planetary garrison. A Watch Company from Fort Pykman also joins the battle but – isolated from news of potential alliances by the darkness of the Imperium Nihilus – it transpires that they have come to butcher what they see as xenos invaders. Pykman's Kill Teams mercilessly purge their would-be Ynnari comrades, an act that sees both factions decimated and Chaos victorious.

The Doom of Starshield

The Watch Companies of Fort Starshield complete several textbook extermination missions against xenos warships that surge into the Kadus Sector from the galactic west. The Deathwatch note that each battle was made easier by the condition of their foes, whose craft evidence severe battle damage and whose crews seem panicked, even frantic. Realising that these invaders must, themselves, be fleeing some other,

greater peril, Watch Master Valesnus requests urgent reinforcement.

Fort Starshield's astropathic relay is annihilated by a titanic eruption of lurid green ectoplasm. Deep-void auspicator buoys go dark one by one; their picters send back last, blurry images of Ork warships beyond number filling the starfield. Recognising that his forces are impossibly outmatched, Watch Master Valesnus girds his warriors for a selfless strike against whatever mighty warlord rules this space-borne Waaagh!. He hopes that, by striking off the beast's head, he may make the sacrifice of his and his battle-brothers' lives a worthy one.

Months later, the requested reinforcements reach the location of Fort Starshield. They find nothing but drifting wreckage, that of dozens of Ork ships and of Fort Starshield itself. They locate the mangled corpses of Watch Master Valesnus and his closest brothers pinned to the starfort's wreckage with huge scrap-metal spikes. Each warrior's chestplate has been torn away, and on their flesh is branded the personal glyph of Ghazghkull Mag Uruk Thraka...

Undermined

On the Eastern Fringe, T'au invade the fortress world of Kendashi. While highly mobile Hunter Cadres keep the planet's Astra Militarum garrison divided and embattled, Stormsurge artillery walkers are ferried from one location to the next by Manta Missile Destroyers. The towering war engines use their phenomenal firepower to break open the interlocking networks of Imperial redoubts.

In response, the Deathwatch deploy Venator and Fortis Kill Teams to Kendashi. While the swift Venators and Deathwatch Bikers draw the fire of the Stormsurge gunners, the Fortis Kill Teams close in aboard their Repulsor tanks. The grav-waves generated by the hulking tanks shatter the ice fields with their ferocity, sending massive cracks radiating outward. By the time the T'au realise the danger it is too late, and their Stormsurge walkers plunge through the collapsing ice to a watery grave. So does the war for Kendashi turn in the Imperium's favour.

The Impossible Foe

Watch Fortress Prescience despatches Kill Teams to the aid of the forge world of Tymatros Aleph. Sweeping down from orbit, the Deathwatch join the fight against Necron forces that have infiltrated the

world by some undetermined means. Watch Captain Ijasos quickly realises something is amiss when fresh waves of Necrons join the fight, and sends out a force to locate the portal or gateway from which the Necrons are deploying. Deep beneath the Templum Primactis, the Deathwatch discover something far worse – a tomb complex hidden beneath the surface of the forge world itself. This devastating discovery is just the first in a sudden upsurge of Necron attacks against Adeptus Mechanicus forge worlds and the holdings of knightly houses. Requests for aid flood in to every watch fortress as the scions of the Ommissiah find their worlds beset by self-healing metallic foes that strike with terrifying coordination and speed. Kill Teams mobilise across every Segmentum, racing to provide what aid they can against this growing threat.

Bringers of Enlightenment

Far-ranging patrols from Castilos Nullifact find evidence of a mobile Genestealer Cult travelling between fringe worlds aboard a fleet of ships and posing as Rogue Traders. They set off on the trail of the so-called Bringers of Enraptured Joy, fighting several battles against the monstrously corrupted settlements the xenos-worshippers have seeded in their wake.

Forbidden Lore

After master Haemonculus Xelxyx the Shriveller captures several Primaris Space Marines, Fortis Kill Team Ultraen is sent to rescue the luckless specimens. Successfully penetrating the Haemonculus' hidden sub-realm, the Kill Team find their targets already horrifically dissected, and the xenos surgeon's genesis-cauldrons bubbling with heretical new life forms. Knowing that they cannot allow such genetic lore to fall into the hands of the Drukhari, Kill Team Ultraen sacrifice themselves by triggering the extrophic viral warhead they have brought with them. The results are hideous, but decisive.

Time Runs Out...

Vermillion-level alerts reach the Doombreak, Eye of Octos and Furor Shield watch fortresses as the unthinkable happens. Triggered by empyric shock waves from the opening of the Great Rift, swarms of enormous Tyranids and hordes of hulking Skarboyz break away from the Octarian war to attack neighbouring systems. The Watch Masters of all three fortresses request urgent reinforcement from the wider Imperium, before surging into battle.



The Tyranid hive fleets present one of the most profound xenos threats the Imperium has faced throughout its lifespan. Swarming in their billions, they devour entire worlds, adapting rapidly to their prey's tactics and overwhelming them with wave after wave of bio-monsters. Against such a dire threat, the Deathwatch are the Imperium's greatest weapon of survival.





WATCH MASTERS

Watch Masters are the foremost xenos hunters in the galaxy. They are counted as heroes even amongst the highest echelons of the Adeptus Astartes, for these men have tested their mettle against a hundred species of aliens and emerged triumphant. They have such intense charisma and ability that within the Deathwatch their every word is law. Their mission is to ensure the survival of the human race, and it not one they take lightly. No less a body than the High Lords of Terra has been known to seek their counsel – for in the business of laying low the alien, the Watch Masters are without equal.

Though they theoretically return to their original Chapter once their duties are discharged, Watch Masters usually prove so vital they are never allowed to leave their post. Often, Watch Masters shoulder their duties alone, seeking the solace of pure thought in long periods of solitude. Yet their actions send ripples throughout history, almost always for the betterment of the Imperium.

'I am vigilance. I am the hunter's patience and the castellan's fortitude. I am the burning brand that banishes the shadows, the shield that holds the monsters at bay and the sword that pierces their foul black hearts. I am oath, duty, victory. I am the Deathwatch, and my vigil shall never end.'

- Watch Master Utorian Denash of Fort Pykman

The Watch Masters hold a position of such trust and authority they have access even to the archives of the Inquisition. Even merciless Lord Inquisitors treat these men with a degree of deference, for of all the Imperium's defenders, the Ordo Xenos know best how grave a burden the Watch Masters bear. On a strategic level, the Watch Masters work ceaselessly to outwit and outmanoeuvre the warlords of the alien races, to stymie invasions before they occur, to bring ascendant dynasties to their knees, and to wipe out parasitic species that would otherwise infest great swathes of Imperial space. It speaks to their quality that they can actually achieve such goals in practice. Knowledge is power, after all, and they use it well.

When the Watch Masters take the field, their centuries of experience are focussed to a deadly point, a weapon specifically made for the task of slaying xenos bioforms. Wisdom is far from their only tool. They go to war girded in the finest Imperial war-tech, the artefacts they bear so precious they would make a Technomagos weep oily tears of envy. Just as the hero of an ancient people was once given the keys to his city, the Watch Master is given the key to Humanity's domain – the clavis, a wrist-worn repository of machine spirits from the Dark Age of Technology that can open any door, and in theory, take control of any Imperial machine. Watch Masters are clad in precious masterpieces of the artificer's art – each a formidable and ornate suit of armour. They carry the fabled guardian spear, symbolic of their role of sentinel, and the same weapon borne by the Emperor's personal warrior elite, the Custodian Guard, though modified to fire the signature shells of the Deathwatch. When a Watch Master joins the fight on the front line, he cuts down his foes with a cold precision that leaves monsters and tyrants slain in his wake.

LIBRARIANS

Against truly eldritch adversaries, conventional armour is all but useless. Yet where ceramite and even adamantium may fail, a mind trained in the psychic arts can stand firm. The Eldari race is infamous for its warlocks and seers, xenos mystics that can manipulate the tides of fate and twist a victim's mind like clay. The Tyranid hive fleets manifest a strange psychic shadow that drives warp-sensitive minds insane, and their vanguard organisms use hypnotic powers to influence or even take over the worlds they infect. Even the gross savages of the Ork race harbour deviant genetic strains that can vomit gouts of green flame or fire crackling beams of energy from their madly staring eyes.

Against these foes the Deathwatch sends its Librarians. These warrior mystics wear psychic hoods that focus their prodigious mental might and wield force swords that channel powerful destructive energies against xenos monstrosities. Without doubt, their most powerful weapons are their minds – a Librarian can send a Kill Team surging swiftly into the heart of the foe through his control of time, or enhance their warrior powers by calling on the strength of ancients; he can summon empyric bolts that blast his enemies' minds to ashes, or tear the fabric of reality so as to render their defences useless.

Before they reach the ranks of the Deathwatch, Librarian battle-brothers face some of the most gruelling training regimes of any Adeptus Astartes warriors. So cruel are these tests of mental and physical endurance that some aspirants do not survive. Yet it can be no other way. Psykers draw their unnatural powers from the warp, that hellish other-realm that lurks behind the skin of the material

universe. Though an almost limitless source of power, the warp is a turbulent and terrible dimension inhabited by the malign Daemons of the Chaos Gods. These predatory entities are drawn to the beacon of a psyker's mind like sharks are drawn to blood in water, and can wreak untold havoc upon the unwary or unprepared. At best they will devour their victims' sanity and souls. At worst, the psyker's body may be possessed to the ruin of his erstwhile allies, or even torn asunder and used as fuel for a rift in reality through which a full-blown daemoniac incursion pours.

Even should they resist the predatory attention of the warp's denizens, Deathwatch Librarians must face the unnatural machinations of their xenos foes. Fell beings with the power to hypnotise, corrupt and twist perception may assail their minds, and when they do, the Librarian's mental defences must be unassailable.

For all these reasons, Librarians must be tested and trained to the very limits of their endurance. Their minds must be fortified by a will of adamant, their spirits girded with hate and contempt. Those who survive number amongst the most powerful, lethal and utterly iron-willed warriors of the Deathwatch, capable of facing down hordes of inhuman horrors without wavering.

Certain Space Marine Chapters have a tendency towards a greater proportion of psychic battle-brothers. Thus the Deathwatch numbers more Librarians from the Blood Angels, the Blood Ravens and the Solar Hawks than any other Chapters amongst its ranks. Their powers are volatile, and sometimes unsettling, but always a potent weapon against the foul machinations of the alien hordes.

THE LIBRARIUM

All but the smallest watch fortresses have a Librarium concealed deep behind their armoured walls. These quiet sanctums are the domains of the Librarians, and repositories of lore concerning the psychic capabilities and vulnerabilities of the alien. From the strange spirit harvesting of the Ynnari to the mind-control powers of the Enslavers, from the Barghesi to the belligerent and terrifying Ambull, the scrolls and tomes of the Librarian can forewarn and forearm the Deathwatch before they go to war.



CHAPLAINS

Deathwatch Kill Teams are often led to battle by warriors whose spiritual might gives them an extra edge. Absolute faith, when coupled with the Space Marine's superhuman physique, can achieve the nigh impossible.

The forms of the xenos are beyond counting, and no few of these abominations are supernatural. Against the stranger species in the galaxy, the surest defence is the bulwark of a strong belief in the Imperium's rightful rule, twinned with the burning conviction of the righteous. The Chaplains of the Deathwatch provide this in limitless supply. Their fiery rhetoric steels the souls of their battle-brothers and fills those nearby with a desire to wreak violent vengeance.

When battle is joined, the Chaplain roars praise to the Emperor as he charges headlong into seemingly unwinnable fights. He smites the vile aliens that stand before him, smashing them into the dirt one after another, his crozius arcanum crackling with blue light and his rosarius warding away the blades of the enemy like the hand of the Emperor himself. Even those warriors whose souls are tired and bodies are broken find themselves invigorated as the fog of doubt is burned away, and the path to victory made clear once more. No matter how hideous and unnatural the xenos foe, the presence of such a redoubtable servant of the Emperor fills loyal Imperial hearts with fire. Following the Chaplain's stalwart example, they hurl themselves into battle, driven by absolute xenophobic conviction and the desire to prevail at any cost.



CHAPLAIN ORTAN CASSIUS

Chaplain Cassius is exceptional even amongst the ranks of the Ultramarines. After learning many horrible truths about the nature of the xenos menace during his tenure in the Deathwatch, he was discharged with full honours. The Chaplain returned to the Ultramarines Chapter, bringing back the secrets he had uncovered over the course of his Long Vigil. It was Ortan Cassius that led an Aquila Kill Team to Ghosar Quintus after the suspicious disappearance of Inquisitor Chaegryn, uncovering the Genestealer Cult that festered beneath the mining world's surface. Since that fell discovery he has made it a personal crusade to prove the spirituality of Mankind superior to the perversion of religion that erupts before a Tyranid invasion. Over the centuries this quest has become an obsession, but one with a righteous and officially recognised cause – Chapter Master Calgar, at his mentor Cassius' insistence, has reconfigured the Ultramarines to include a dedicated team of Tyranid Hunters. Known as the Tyrannic War Veterans, these battle-brothers weaponise every scrap of knowledge they and their leader Cassius have uncovered, whether in the Deathwatch or in the battles beyond it. Their unshakeable devotion to the cause, their boundless courage and their sheer expertise are critical elements in the fight to hold back the all-devouring hive fleets.

APOTHECARIES

When faced with the deviant weaponry and monstrous strength of the alien foe, even the superhuman physiques of the Space Marines can be overcome. Battle-brothers fall, their bodies riddled with alien spines, scorched by strange acids or blasted by ravaging energies. Lethal bio-toxins, parasitic living ammunition and transphasic blades all take their toll, laying even the mightiest Deathwatch heroes low.

At such times, the Apothecaries come to the fore. Veteran battle-brothers who have proved themselves across dozens of war zones, these warriors are also highly trained battlefield medics. They possess an encyclopedic knowledge of Space Marine anatomy, reinforced through subliminal indoctrination with every fragment of lore the Deathwatch have collated regarding the weapons of the xenos they fight. Deathwatch Apothecaries can immediately recognise what type of unnatural ammunition has caused a brother's wounds. They can tell the difference between the impact wound of an Aeldari shuriken and a Drukhari splinter round, and discern whether a warrior's agonies are caused by fleshborer infestation, inhalation of Venomthrope spores, or the foul worms of a devourer salvo.

In addition to this knowledge, Deathwatch Apothecaries have all the necessary tools to treat their wounded battle-brothers. Built into one vambrace is an auto-sanctified surgical device known as a narthecium. This contraption is a cornucopia of pneumodermic syringes, stim-vials, autosuture armatures and las-cauterisers that can be used to swiftly address a Space Marine's wounds and get him back into the fight. Working to support the rapid coagulation and healing properties of Adeptus Astartes biology, Deathwatch Apothecaries can typically restore all but the most sorely wounded comrades to combat efficiency within minutes.

Those who have been wounded unto death receive a different treatment. The reductor carried by the Apothecary can be used to crack open a fallen brother's armoured carapace and dig through their flesh and bone. With careful reverence, the Apothecary extracts the gene-seed – the organ that carries within it the genetic legacy of the battle-brother's Primarch – and stores it within a cryohibernatory canister for safekeeping. After battle's end the gene-seed of the fallen brothers is returned to their original Chapter, though it may take centuries for it to arrive. It is through this precious substance that new Space Marines are created, and while many Chapters are willing to make the honourable sacrifice of living bodies to the Deathwatch, none would cede them their genetic future.

The Apothecaries of the Deathwatch have an additional duty to their counterparts from other Chapters, and it is veiled in utmost secrecy. It falls to the Deathwatch Apothecaries to recover samples of each xenospecies they encounter, from carcasses of fallen warrior clades to canisters of their bio-acids, toxic compounds and nerve poisons. Through careful study they learn to better know and detest their foes, and to counteract their unclean abilities upon the battlefield. This information is shared, at least in part, with the Ordo Xenos, who in turn provide the Deathwatch with their own gathered intelligence upon the nature of the alien. Thus, with every battle they fight, the Deathwatch Apothecaries hone their ability to purge the hated alien from the Emperor's realm.



WATCH CAPTAINS



Where the Watch Masters are the masterminds of their order, Watch Captains are its fiery swords. These heroes of the Imperium lead the Deathwatch into the thick of the fight, binding their Kill Teams together into armies of black-clad killers whose mission is the systematic annihilation of the enemy force.

Each Watch Captain is given jurisdiction over four Kill Teams, including their vehicles and the battle-brothers that attend them. It is the captain's duty to learn and understand the personalities and motivations of the Space Marines under his vigil. After all, every Kill Team boasts an array of radically different individuals hailing from all over the galaxy. Without a guiding hand, the resultant clashes of culture and ideology could become a liability – but with the guidance of a natural leader, each team is forged into a weapon far greater than the sum of its parts.



No warrior reaches such esteemed heights without having proven himself in a dozen theatres of war. Many Watch Captains were once in command of a Space Marine company, and some found promotion within the Deathwatch, their conduct so exemplary they rose to this rank. Regardless of their history, they think of little else than how best to slay those forces that threaten the Imperium. They do so not only by launching pinpoint strikes, but also by conducting the resultant battles themselves. Armed with an arsenal of specialist wargear, at close quarters they can fell the strongest xenos goliaths.

Though they have only joined the ranks of the Deathwatch in the wake of the Ultimaris Decree, several Primaris battle-brothers have already earned the rank of Watch Captain. Brother Lyone of the Novamarines, for example, joined the garrison of the Null Breach watch fortress as an Intercessor. Within six months he had taken such a toll upon the Orks of Calverna that they feared him as Da Black Butcha, while his brothers took to calling him Orksbane. When Watch Captain Daxis was crushed by a rampaging Squiggoth, Lyone slew the beast with pinpoint fire to its eyes and earned his former Captain's place. Primaris Watch Captain Lyone assumed the mantle of command, and has excelled himself ever since. Other figures, such as Barradan of Fort Excalibris and Denassio of Mortguard, have also made names for themselves in battle against myriad xenos threats. Such promotions have proved strategically beneficial, for with their intrinsic understanding of Primaris infantry forces and Repulsor tanks, these Captains have helped to fully integrate these weapons into the Deathwatch's arsenal.

WATCH CAPTAIN ARTEMIS

BLADE OF RIGHTEOUS HATE

Watch Captain Artemis is a warrior born. Mastering the arts of battle as a mortal, then a Space Marine, and finally as an officer of the Deathwatch, he has become a supreme weapon in the fight against the xenos. Hailing from the violent tribal world of Posul, Chapter Planet of the Mortifactors, Artemis had once been champion of a warrior culture that believed a man could inherit the strength of the dead by devouring their remains. Eventually, his fellow tribesmen attacked him en masse, seeking to eat his corpse and thereby gain his power. It was the fiercest battle of Artemis' life, and he fought like a raging beast. When the recruiting operatives of the Mortifactors eventually found him, his body was rent by a dozen grievous wounds and he lay dying atop a mound of the attackers he had slain.

Artemis' recovery was arduous, and the Watch Captain's body still bears a latticework of deep scars to this day. Nonetheless, with the ministrations of the Mortifactors Apothecaries, he was healed to full strength and ready to begin his training as a Scout within the month. Artemis has repaid this debt to his Chapter many times over. The harsh lessons he learned upon Posul were refined and focused by the Mortifactors, and his killer instinct made him a natural hunter and slayer of foes.

'Do not ask, "Why kill the alien?"

Rather ask, "Why not?"

- Watch Captain Artemis

Just as he was plucked from mortal life by his Chapter, Artemis was taken from his battle-brothers when the Deathwatch took notice of his knack for detecting and slaying alien life forms. Now he applies his talents to search-and-destroy missions, leading Kill Teams of the finest alien hunters in the Imperium. When the prospect of violence is close, a savage gleam lights Artemis' eyes, though the fury of his youth has been tempered into a far deadlier force. During his training with the Deathwatch, Artemis learned to harness the ferocity of his soul alongside the blade and the bolter. Now he goes into battle with a controlled intensity that lends him strength and surety that even the direst alien threat cannot daunt.

Artemis fights with a thrumming power sword and a lethal combi-flamer known as Hellfire Extremis, which fires bursts of bio-alchemical poison inimical to all forms of life. He carries a stasis bomb as a weapon of last resort, a hand-thrown explosive that turns time itself into an inescapable prison.

Watch Captain Artemis has been instrumental in many great victories over the xenos foe. He played a critical role in triggering the civil war that destroyed Waaagh! Thrashfang, and in defeating the Enslaver plague on Tarrenthorst with a cyclonic barrage. Most recently he went into battle upon the crystal moon of Coheria, where he battled the infamous Aeldari seer known as Eldrad Ulthran. So aggressive were Artemis' actions in that campaign that he was censured on his return, but there remains no doubt in his mind that he did only what was necessary to honour the Emperor.





INTERCESSORS

Intercessor Squads form the beating heart of the Primaris Space Marine forces. Harking back to the single-armament squads of the Great Crusade, every Intercessor is armed with one of several marks of bolt rifle. These weapons boast superior range and stopping power to even the holy boltgun, allowing Intercessor Squads to level withering storms of firepower that annihilate many enemies before they can even bring their own guns into range. Against those few foes who survive the concentrated fire of their bolt weapons and the detonations of their frag and krak grenades, the Intercessors' physical strength and resilience is so formidable that they can withstand the most horrific wounds without falling, and punch clean through steel plating to rend the flesh and bone beneath.

Amongst most Space Marine Chapters, Intercessors form part of the main battle line. They are relied upon to hold their ground against onrushing foes, secure key objectives and wear down the enemy's strength with weight of fire. Their role in the Deathwatch echoes this in microcosm, for they form the backbone of the Fortis Kill Teams, or else deploy as compact teams of Intercessors from different Chapters. No matter the nature of the foe, be they ferocious Clawed Fiends, scuttling Hrud or technologically advanced T'au, the survivability and firepower of the Intercessors is an invaluable asset. Anyone who has ever seen such a warrior pick off one Necron after another from extreme range, tear the arms from a charging Ork, or endure the hissing bite of a Striking Scorpion's mandiblasters long enough to snap the xenos' neck, knows that the Intercessors are to be respected and feared.

FORTIS KILL TEAMS

The introduction of Primaris Space Marines posed Watch Masters with an array of strategic challenges and opportunities. In the first instance the Primaris battle-brothers were incorporated by squad type; Intercessors joined with Intercessors, Reivers with Reivers and so on, bringing with them the practices and specialities of their Chapters but still fulfilling their traditional tactical battlefield roles.

It was the Watch Master of Talasa Prime who took matters a step further and created the first Primaris Space Marine Kill Team. Naming this tactic the Fortis Kill Team, Watch Master Mordelai aimed to create the Primaris equivalent of the Aquila Kill Team, basing its structure around a core of Intercessors to provide durability and firepower. He then introduced a Reiver for stealth and terror tactics, an Aggressor for close-range overwhelming strength, an Inceptor for swift scouting duties, and a pair of Hellblasters whose plasma incinerators could complement the firepower of their battle-brothers and bring down the largest foes.

The template of the Fortis Kill Team, often augmented with a Repulsor transport tank, spread rapidly from one watch fortress to the next, and new tactics and specialisations are constantly being experimented with as the Primaris Space Marines become ever more integral to the Deathwatch.



INCEPTORS

Inceptors are fast-moving Primaris Space Marine shock troops. Equipped with heavy jump packs and wearing heat-shielded Mk X Gravis armour, they are capable of making combat drops from a planet's upper atmosphere, streaking down upon the battlefield like living missiles from the troop bays of orbiting battleships. Upon landing, they raise a sweeping storm of fire with their brutally effective assault bolters or terrifying plasma exterminators. Hails of mass-reactive shells and searing plasma bolts spew from their barrels, blasting apart everything in their vicinity in a tornado of gore and sun-bright energies.

Inceptors employ their speed and punishing firepower to launch advance strike missions. They slam down into the midst of the foe to slaughter command personnel and destroy rear-line strategic assets, before leaping away from retribution in huge, rocket-assisted bounds. They are deployed by Space Marine Chapters for beachhead clearance operations, diversionary raids and decapitating strikes, relishing the opportunity to perfect each new role.

The Deathwatch have found ample use for squads of Inceptors amongst their ranks. Given the element of surprise, and a clear approach corridor, they can perform a similar role to Purgatus Kill Teams. Indeed, many Watch Captains have met with considerable success pairing these two forces together, using their Inceptors to mow down bodyguards and cut off the xenos commanders' escape while gunship-mounted Purgatus teams swoop in to strike the killing blow. The Onyx Patrol and Watcher Keep, in particular, have also found great success pairing their Inceptors with Venator Kill Teams, the two elements combining their speed and firepower into a hard-hitting and strategically flexible whole. Such tactics have proven the bane of craftworlders and Drukhari alike, and have sealed the complete extermination of the Masque of the Sudden Exclamation.

When they fight as part of a Fortis Kill Team, Inceptors fulfil a somewhat different role. The speed afforded by their heavy jump packs allows them to operate as forward scouts for their battle-brothers, moving at the forefront of their Kill Team to spy out enemy locations, or ascending to commanding positions where they can spy out the wider strategic picture. They are equally adept at reacting swiftly to developing situations, jetting across the battlefield to come to the aid of beleaguered comrades or defend vital locations. Though they do not wield dedicated close-combat weaponry, the battering-ram impact of an Inceptor jetting into battle with his engines howling is enough to shatter bones and crush armour plate like foil.

Inceptor battle-brothers from certain Chapters have become especially prized amongst the Deathwatch. The noble selflessness and airborne skill of the Blood Angels, the headlong aggression of the Flesh Tearers and the mastery of situational warfare displayed by the Raven Guard all lend themselves well to the Inceptors' role. Those Watch Masters furnished with an abundance of such effective shock troops have taken to altering the composition of their Fortis Kill Teams to include increasing numbers of Inceptors. Such tactics have proven effective for countering swift, swarm-based foes such as Tyranids, and are coming to be relied upon by many watch fortresses.



Brother Donario watched the scrolling wireframe projected onto his auto-senses, reading the terrain and blink-selecting target runes as the ground rushed up to meet him.

'Deploy!' barked Sergeant Uldean. 'Show them the Emperor's contempt!'

Donario fired his heavy jump pack and twisted in mid-air. He felt the savage kick of his deceleration, and the punishing impact as his articulated servo-plates absorbed the shock of landing. He dismissed both, swinging his assault bolters up and depressing their firing runes.

Shots spewed from the twinned weapons, their muzzles flaring as they spat bolt after bolt into the Orks around him. Crude voices roared words of panic and confusion. One by one, the Ork warlord's bodyguards died, their chests and heads blown apart, and Donario vowed to himself that their master would soon follow them into the abyss...

HELLBLASTERS

The galaxy seethes with dread terrors, monstrous beasts and heretical war engines that vent their fury upon the Emperor's servants. It is the job of the Hellblasters to eradicate such abominations. With searing plasma they scour them from existence, until nothing but glassy craters and glowing clouds of ash remain.

Amongst the Space Marine Chapters, Hellblaster Squads act as single-armament fire support teams. The entire squad carries potent plasma incinerators, directing these weapons against priority targets that threaten the advance of the Adeptus Astartes. Often a squad of Hellblasters will be all that stands between a

rampaging monster or xenos walker and the rest of the Space Marine strike force. Thus, each Hellblaster must be ready to concentrate their fire upon such targets to the exclusion of all else, sending pinpoint shots into their target's weak spots no matter the risk to themselves. This ethos is epitomised by the Hellblasters' ability to overcharge their weapons and deliver a truly ferocious volley of plasma, at the risk of enraging their guns' volatile machine spirits to a lethal degree. Hellblasters do not risk self-sacrifice lightly, for they recognise their value to the Imperium of Man, but they will chance death without a second thought when the stakes are sufficiently high.

Considering the plethora of monstrosities fielded by xenos armies, it is no surprise that almost every watch fortress has a standing requisition order for Hellblasters. Many Watch Captains prefer to field these warriors as Guilliman intended, lacing small squads of them in amongst more varied Kill Teams to provide reliable close-range fire support. Indeed, the watch fortresses of Doombreak, Furor Shield and Indomitus Point have taken to using Hellblasters much like lighter, more manoeuvrable Devastator Squads in order to deal with the hulking Tyranid and greenskin monstrosities they face.

When fielded as part of a Fortis Kill Team, Hellblasters adopt a protective role. They cover their brothers' backs, calmly picking off foes that pose the greatest threat to their team. They use their weapons to eliminate enemy leaders, blast tanks and walkers to glowing slag, and breach armoured hatches that may bar the Kill Team's path. More than one watch fortress has already started fielding Fortis Kill Teams that include a higher proportion of Hellblasters amongst their ranks, pairing them with Malleus Kill Teams to annihilate heavily armoured enemies at both long range and close quarters.

BROTHERS IN BATTLE

A Hellblaster's Chapter of origin can have considerable impact upon his approach to warfare, and his role within a Deathwatch Kill Team. Those battle-brothers drawn from the Imperial Fists, for example, demonstrate a particular talent for knocking out enemy siege engines with their plasma incinerators, coupled with a stubborn determination to do their duty no matter the cost.

By comparison, those from the Iron Hands have the ability to rapidly cogitate the changing target priority values of the enemies around them, while Scythes of the Emperor Hellblasters are as skilled as they are ruthless in exterminating Tyranid bio-horrors.

An experienced Watch Captain will seed in the most appropriate Hellblaster battle-brothers to each Fortis Kill Team, dependent upon qualities such as these, and upon the enemy they are likely to face. Thus a Kill Team about to descend into an Ork stronghold would likely boast Hellblasters from Chapters such as the Black Templars or Crimson Fists, while those facing the T'au might gain a Hellblaster from the Raven Guard Chapter.



AGGRESSORS

'The Aggressor epitomises the might of the Adeptus Astartes. When the foe tries to slay him, he endures. When the foe tries to flee from him, he persists. When the foe turns to fight him, he prevails. Deep within the enemy's stronghold he delivers the Emperor's vengeance with bolt and fist, and as his enemies die the last thing they see is the righteous hatred in his eyes.'

- Watch Master Amadeo

Living up to their designation, Aggressors form the most belligerent of all Primaris Space Marine squads. Their hulking suits of armour and resilient physiques allow them to withstand punishing hails of enemy fire, into which they typically advance with complete disdain. Indeed, the relentless advance of an Aggressor Squad is a psychological weapon in its own right, for panic spreads quickly through the enemy ranks when these walking tanks stride inexorably through the heaviest fire the foe can muster without so much as slowing.

Though slower than their Intercessor brethren, Aggressors excel in short-ranged firefights, where their pugnacious suite of weaponry can pile the bodies high in a matter of moments. When equipped with boltstorm gauntlets and fragstorm grenade launchers, the Aggressors sow rippling explosions through the enemy lines, shredding the foe in a blizzard of blood and shrapnel. Conversely, when armed with flamestorm gauntlets the Aggressors engulf their victims in a point-blank inferno that can clear a bunker complex or scour a trench line in seconds. In either case, their crushing

fists make short work of those enemies foolish enough to engage them hand-to-hand, while also allowing these warriors to stave in a ferrocrete bulkhead or crush a tank's tracks with a single thunderous punch.

Aggressors have seen considerable use by Watch Companies that face lightly armoured but numerous xenos foes. Against bellowing Ork hordes, tides of hissing Tyranid war-beasts and screeching Kroot mercenaries alike, Aggressors cause absolute carnage. Deployed at squad strength, drawing upon the wisdom and experience of several Chapters at once, they form bulwarks to break the momentum of the enemy's advance, or unstoppable linebreakers to crack enemy strongholds wide open.

As part of a Fortis Kill Team, Aggressors provide their battle-brothers with devastating point-blank fire support, and selflessly soak up the incoming fire of the foe. They specialise in breaking open seething nests of xenos horrors, smashing down barred doorways and purging alien warriors with killing firepower as they lead the advance of the Deathwatch.



REIVERS

Skull-helmed terror troops that strike from the shadows with devastating force, Reivers embody the most frightening and inhuman aspects of the Adeptus Astartes. They are masters of stealth, slipping deep behind enemy lines or dropping secretly onto planets weeks in advance of any other Imperial forces. However, unlike more conventional scouting forces who withdraw once their task is accomplished, Reivers drop their shroud of secrecy when the moment to strike is at hand. Then they launch their assault in shocking and terrifying style.

All of the Reivers' highly specialised equipment is tailored towards their unique strategic role. Their Mk X Phobos armour boasts auto-dampened servomotors and virtually silent power plants, ensuring that they can approach to within arm's reach of the enemy without being heard. Their death-mask helms incorporate elaborate suites of auto-senses, vox-thief and auspicator arrays, prognosticator spirits and other techno-arcana. These allow them to see in multiple spectra over great distances, track audio and life signs of enemy sentries, and rapidly predict patrol routes and the like to ease their infiltration duties. Some Reiver Squads use grav-chutes to drop silently into hostile territory, guiding their descent with the streamlined fins on their armour. Others traverse even the most treacherous terrain using grapnel guns and high-tensile adamantine climbing lines, allowing them to approach through territory that their foes have discounted as wholly impassable. In these ways do Reivers attack from unexpected quarters, the better to shock and disorient.



When the Reivers strike, they do so in whatever way will best spread terror and panic through the enemy ranks. Hurling clusters of shock grenades pump out savage cacophonies of mind-shredding sound and bewildering sprays of hololithic imagery intended to terrify and confuse. The Reivers' vox-modulators transform their battle cries into monstrous roars, while their heavy bolt pistols boom and monomolecular combat knives slash through flesh and bone. The strike of a single squad of Reivers is enough to collapse an entire battle line, convincing the foe that a far larger force besets them, or eliminate key command elements to leave the enemy reeling.

The Deathwatch have found numerous uses for Reivers. Deploying them at team strength, they capitalise on the accumulated skill and wisdom of multiple Chapters' Reivers to create superlative infiltration and destabilisation units. Such warriors excel against ill-disciplined or superstitious xenos races, who scatter in abject terror when their attack begins. When faced with the less comprehensible psychology of alien races such as the Tyranids or Necrons, Reivers have proven better employed as members of Fortis Kill Teams. Their scouting abilities, mastery of stealth, and strengths as sudden ambush-killers are a substantial boon to their battle-brothers. That is not to say that teams of Reivers cannot have a deadly impact against such inhuman foes. Fort Prescience has found particular success in its battle against Hive Fleet Leviathan by combining Reivers from the Raven Guard, Hawk Lords and Lamenters and using them as dedicated synapse-beast hunters.

Silent as ghosts they slipped through the shattered window. Stained-glass shards ground beneath their careful footfalls, but not a single fragment cracked. One by one, the Deathwatch Reivers loped through the shadows of the high galleries and took up position, backs pressed to crumbling pillars. Heavy bolt pistols were unshrouded. Combat blades whispered from sheaths. Shock grenades were primed, runic counters cycling swiftly downward.

Below, the Kroot mercenaries were oblivious. They sat around their cook-fires, roasting human flesh and cleaning out their crude firearms as they conversed in guttural clicks and croaks.

On the balcony, the Reiver Sergeant raised a hand, four fingers extended. Three. Two. One.

A single Kroot looked up, its attention snagged by the scatter of projectiles that sailed from the gallery. Its eyes widened and its beak opened to screech a warning, but its cry was drowned out by a heart-stopping eruption of light and sound. The next second the Deathwatch struck, Reivers launching themselves over the marble railing and dropping feet first, heavy bolt pistols thundering. Avian aliens burst in bloody sprays, gore spattering those still staggering, blind and terrified, through the mayhem. Roaring amplified battle cries, the Reivers butchered their panicked victims, blasting open skulls and hacking out throats until barely a handful of fleeing Kroot remained. The Reivers let them go, the better to spread word of terrifying, ghostly killers through the xenos ranks...

VETERANS

Deathwatch Veterans are amongst the finest Space Marines in the Imperium. Their skill at arms has been honed in decades of gruelling warfare, and further refined over the course of their Long Vigil. They draw experience from hundreds of Chapters – if not from those that swore the oath of allegiance at the time of the Deathwatch's inception, then from those that have sworn it since. Together, the breeds of alien they have encountered number in the millions. Though the Imperium teeters on the edge of disaster, the Deathwatch Veterans remain unbowed – even in the face of a war they can never truly win.

The Veterans of the Deathwatch are selected from those who excel at killing monstrous foes. These Veterans have fought alien armies on a hundred battlefields, learned well how to defeat them, and spread this knowledge through their Chapter. They have stood firm in the path of tidal waves of alien flesh, infiltrated xenos hives, destroyed vast xenos war machines and slain alien tyrants hell-bent on conquest. Even so, physical ability is not the only criteria by which they are judged worthy of joining the Deathwatch.

The Veterans' strength of soul has been proven against not only the horror and despair of eternal war, but also the most sinister foes of all – those breeds of xenos that fight with infections of the mind. Collectively the Deathwatch have slain monsters that can hypnotise with but a glance, parasites that live within innocent men and work them like puppets, and alien psykers that draw upon the warp's anarchic energies with the ease with which a man draws breath. They have fought creatures so repugnant that to look upon them is to test one's sanity, and in defeating them, have emerged stronger still.

This breadth of experience only widens over their service in the Deathwatch, lending a perspective that makes common cause a weapon, and conventional strife seem trivial. It is not only the Deathwatch that benefit from the warrior kinships of their order, but the Adeptus Astartes as a whole. Rival Chapters, forced into an adversarial position, may find themselves on the brink of conflict until Veterans that once served alongside each other in a Kill Team work together to find a solution. In this way the steel-strong chains of goodwill and comradeship forged

in the face of adversity hold the greater Imperium together. The vast experience of these Veterans is never wasted. When his company is embroiled in a war against an alien foe, a warrior will lend his hard-won insights not only to his squad, but also his Captain. In this way the Deathwatch gives back invaluable expertise to those Chapters that tithe warriors to its noble cause.

With the arrival of the Primaris Space Marines, the Veterans' wealth of experience found another use. To them fell the crucial duty of studying the strengths of these new comrades and reporting back to their Watch Masters with strategic observations to optimise their deployment.

'In the Emperor's name I have fought across burning plains and amidst lightning-wreathed peaks, in the cold void of space and through the ruins of cities laid low. I have done battle with the mutant, the heretic and the alien, and I have become their bane.'

- Veteran Brother Lauraedian



VANGUARD VETERANS



The Veteran Assault Marines sent to the Deathwatch are melee experts beyond compare. Many have put down looming alien monstrosities with no more than a combat knife and gut instinct. Once seconded to a watch fortress, these killers are armed with a profusion of weaponry and equipped with a comprehensive knowledge of alien anatomies that makes them hideously effective. The Vanguard Veterans face xenos beasts face-to-face, and their blades find their mark with unerring precision.

'When I fought the alien scourge alongside my brother Iron Hands, I was but a warrior. Now, as a Veteran of the Deathwatch, I am a weapon, optimised to slaughter xenos in the Emperor's name.'

- Veteran Brother Garrvac

Close combat is not the only means by which the Vanguard Veteran elevates his Kill Team in the arts of war. Bounding across the wilderness of alien worlds and through dying metropolises in a series of long leaps, these warriors use their powerful jump packs to reach high vantage points, looking down upon the disposition of the foe as a tactician looks upon a cartograph. To do so takes immense skill, for such warriors make themselves tempting targets, but this is a quality the Vanguard Veterans have in abundance.

Some Vanguard Veterans range far from their squads during battle, trusting to their experience and independence to complete covert operations that a larger team would find impossible, striking hard and fast from the gloom before moving on just as swiftly. The most gifted at this approach hail from the Raven Guard – it is said Edryc Setorax made over forty kills in the Great Pit of Ghosar Quintus with neither friend nor foe aware of his proximity.

Some, such as those from the Flesh Tearers, take a far more bombastic approach. Courageous, some would say to the point of insanity, these warriors hurl themselves to the forefront of the battle no matter the odds. With every thunderous sweep of their weapons, they hurl broken xenos bodies through the air in sprays of gore. They bellow and slaughter, purposely drawing the foe's attention in as spectacular a fashion as possible, the better to give their battle-brothers the opening they require to strike the killing blow.

Others, cooler headed and more strategic, lead their brethren in a concerted charge. For these warriors, timing is everything – a premature assault might be gunned down or torn apart before the Deathwatch can strike true, but a well-chosen attack can break a xenos battle line in a storm of shimmering blades and slashing claws.

Vanguard Veterans play a key role in Dominatus Kill Team tactics. Wielding high-impact weaponry such as heavy thunder hammers and inferno pistols, they fearlessly hit the enemy's elite warriors headlong. The Vanguard Veterans bludgeon and blast their victims, their strike so sudden and savage that the foe's strength is broken before they can raise their blades to respond to the deadly onslaught.

TERMINATORS

The Deathwatch Terminator is a black-clad angel of death. He stomps to battle bedecked in the finest armour type ever created by Mankind. Terminator armour is said to incorporate a minute sliver of the armour of the Emperor himself. This relic-fragment imparts a mysterious blessing that sometimes sees the wearer walk unscathed from attacks that ought to have completely obliterated him, such as a direct hit from a lascannon or heavy ordnance. The reinforced plating of Terminator armour, meanwhile, is so strong that small-arms fire ricochets harmlessly off it like hail from a bastion's flank, and even missiles detonate without causing the wearer to break his stride.

'In the breach at Caltagula the Tyranids outnumbered us thirty to one. It hardly seemed a fair fight... for them.'

*- Deathwatch Terminator Sergeant
Khaj'katai of the White Scars*

The indomitable frame of Terminator armour affords it legendary power and resilience. Heavy-gauge plasteel and ceramite plates are supported by a complex system of servo-motors, fibre bundles, adamantium rods and hydraulics filled with blessed oils. The armour is bulky, but still allows the wide range of movement necessary to fight at the dark heart of a xenos invasion. It incorporates an inbuilt reactor, for its teleport nodes and complex weapon systems would soon burn out a conventional power source.

Only a gifted Techmarine can perform the lengthy rituals that bind the suit to its wearer, and as such many 1st Company Veterans tithed to the Deathwatch will keep the armour they earned in their former life. The Techmarine will fit it with extra weapons systems at the behest of the owner and ritually repaint its colours. The left pauldron bearing the sacred Crux Terminatus will be augmented with a silver plate depicting the device of the Deathwatch set over the Litany Xenomortis.

Those who go to war in these technological masterpieces are an inspiring sight, and their brethren will fight all the harder to honour them. The most common weapon they bear is the storm bolter, able to lay down a fusillade of firepower on the move, and often twinned with a power fist capable of splitting even wraithbone. Terminators often wield still deadlier weapons – assault cannons with such a high rate of fire they can chew through even the thickest carapace, heavy flamers that can incinerate whole swarms with a single pull of the trigger, and shoulder-mounted cyclone missile launchers that fire barrages of frag or krak warheads. The combination of pulverising thunder hammer and protective storm shield is ever popular amongst Malleus teams; such a warrior can go toe to toe with an Ork warlord and emerge triumphant. For Furor pattern horde-slaughter, the sheer bloody carnage caused by a pair of lightning claws is a more fitting choice. When several of these warriors enter the fray at once, the wholesale destruction of the xenos is swift to follow.



BIKERS

Where the Vanguard Veteran represents the pinpoint application of force, the Deathwatch Biker is a high-unstoppable battering ram. A Veteran battle-brother at full sprint can break limbs with the weight of his charge, but one hurtling upon the dense tonnage of a Space Marine bike can plough through an entire battle line, guns blazing and chainsword juddering until dozens lie slain in his wake.

The Bikers of the Deathwatch are excellent shock troopers, especially when several ride to war side by side. When the order for the final charge comes, theirs is a blunt and unsubtle duty – to smash aside the alien's defences so that the xenos army's throat is exposed for a killing strike. As with many elements of their alien-hunting brotherhood, however, their role is multifaceted.

The bikes the Deathwatch ride are outfitted to function for weeks at a time, their stowage and fuel efficiency geared towards long missions in the field – when bringing war to an alien world, resupply is rarely an option. They commonly mount teleport homers, especially when acting as outriders for a Terminator-led ground strike, where a two-pronged attack is intrinsic to their hunting strategy. By circumventing the foe with a wide sweeping manoeuvre and attacking from an unexpected angle, the Bikers can use their homing devices to slingshot heavily equipped elites into the heart of the enemy army. No subtle ploy is this, to be played out over the course of days, but a sudden and startling assault. A stunning amount of force arrives in the form of Deathwatch Terminators, their guns blazing as they explode into being amidst

a crackling storm of empyric lightning. More than one xenos invasion has been stopped in its tracks by such tactics, the alien army's back broken and its heart torn out by the combined fury of Deathwatch Bikers and Terminators.

The hardwired bolter arrays mounted within the fairings of a Deathwatch bike incorporate shot selectors, just as with the boltguns of their infantry battle-brothers – though a Deathwatch Biker can lay down twice the firepower, and usually at high speed. Bolters hammering, squads of Deathwatch Bikers can rapidly annihilate even the densest swarms of alien terrors. Whether by loosing hailstorms of armour-penetrating shots, unleashing burning clouds of superheated gas, or bathing their enemies in flesh-devouring acids, they do crippling damage before charging in to slay those who survived.

Deathwatch Bikers take every opportunity to prove themselves capable of bringing low the most evasive of alien races. They gladly match their skills against the Windriders of the Aeldari craftworlds, the hypertechnical battlesuits of the T'au Empire and the velocity-addicted Kults of Speed. Though they are earthbound by nature, their determination is never found wanting. Deathwatch Bikers will hunt their quarry relentlessly over months, even years, until their targets let their guard down – and when the storm breaks, the ensuing victory will be all the sweeter. Bolters thundering, engines roaring, the patient huntsmen pounce upon their prey at last and blast them to shreds, leaving nothing of their alien taint to corrupt the Imperium of Man.



TRANSPORTS

Key to the lethal effectiveness of the Deathwatch is their ability to surge swiftly into battle and strike precisely where and when they will have the greatest impact. The armoured transport vehicles used by these black-armoured alien hunters are fast and durable, shielding the Deathwatch battle-brothers from harm as they bear them to war.

RHINOS

When a running battle or territorial conquest is called for, the Rhino armoured personnel carrier will be deployed. The Rhino has been a mainstay of the military strength of the Adeptus Astartes since the days before the Horus Heresy. Its metal skin is thick, its construction robust and its machine spirit dauntless. This is just as well, for the Kill Teams that ride these machines to battle are quick to push their limits, forcing them into hotly contested war zones and even using them as battering rams to crush xenos bioforms beneath their tracks.

Field repairs are easily accomplished – even a stricken Rhino shot through by xenotech firepower can be goaded back into growling, belligerent life, its machine spirit hungry not only to serve, but to slay. This it achieves with hammering volleys from its pintle-mounted storm bolter, mowing down entire ranks of snarling xenos.

RAZORBACKS

The Razorback is a versatile fusion of light battle tank and armoured personnel carrier. An adaptation of the Rhino, this vehicle exchanges a modicum of its transport capacity to accommodate the ammunition hoppers, power cells and auto-ballistic reliquaries required for a turret-mounted heavy weapon. Typically this is either a twin heavy bolter, ideal for scything through tight-packed masses of enemy infantry, or a twin lascannon whose searing blasts can punch through even the thickest armour. The small elite Kill Teams of the Deathwatch have found great use for the Razorback, especially during those missions where heavier armour is not readily available. Storming through the streets of overrun hives or ploughing deep into xenos strongholds, Razorbacks provide punishing covering fire for their passengers, slaughtering those foes that try to prevent the Deathwatch from completing their vital missions.

DROP PODS

The Deathwatch make substantial use of Drop Pods, especially when breaking open the nests of foul xenofoms or striking at key targets on worlds already overrun by the alien foe. Fired like projectiles from the launch bays of orbiting Strike Cruisers, each Drop Pod is an armoured capsule, shielded against the heat of re-entry and built to accommodate a squad of ten Space Marine warriors within its restraint harnesses. So fast do Drop Pods streak down through the planet's atmosphere that they resemble hurtling meteorites, arcing down towards the enemy on trails of fire. Only at the last possible second does the Drop Pod's machine spirit trigger its retro-rockets, bringing it down in a controlled – but still punishing – impact that scatters and terrifies the foe. Locking bolts fire and the Drop Pod's hatches slam down, allowing the Deathwatch passengers to storm out into the heart of the enemy army with their guns blazing.



DREADNOUGHTS

Dreadnoughts are weaponised tombs, armoured sarcophagi wired into massive war-frames and piloted by the interred remains of a mortally wounded Space Marine hero. Boasting a range of devastating weaponry that can be tailored to tank-busting support or close-quarters slaughter, these versatile war engines are potent battlefield assets.

All too often the bloodlust of the alien claims the lives of those who would oppose it. On those occasions when a proven hero is wounded unto death's door, that threshold from which even the most gifted Apothecary cannot pull him back, he will be given a choice – die in honour with his oath fulfilled, or serve on, forever incarcerated in the sarcophagus of a Dreadnought.

A Dreadnought is essentially a walking tank, a piston-driven masterpiece of the Cult Mechanicus. Such is the artifice of its design it can fight much in the manner of a Terminator, but with truly inhuman strength. At its heart is the mechanical coffin in which the pilot's crippled remains are cocooned, protected by a hull layered with adamantium. This sarcophagus is filled with amniotic liquid that sustains his life indefinitely and has a suite of neural relays that enable him to move the war

machine's body as if it were his own. The Dreadnought's arm mounts can house a wide array of lethal heavy weapons and close-combat fists capable of blasting battle tanks apart, crushing bunker walls to powder and reducing xenos infantry to bloodied corpses.



Amongst the ranks of the Deathwatch are Dreadnought battle-brothers from many different Chapters. It is customary for such heroes to be mourned as lost by their original comrades, for once interred within a Deathwatch Dreadnought their Long Vigil will never end. They become alien-hunting immortals whose war upon the xenos lasts for evermore.

VENERABLE DREADNOUGHTS

Despite the immense physical power of Dreadnoughts, their deadliest asset is their wisdom. Essentially immortal, each has centuries of combat experience, and is as valuable in a war council as in the heat of battle. The eldest amongst them are known as Venerable Dreadnoughts, honoured living ancestors who have seen thousands of years of war.

Such timeless warriors spend decades at a time in hibernatory slumber, for to face the undiluted passage of time would drive even the most formidable mind to madness. Only when the need is truly great are a watch fortress' Venerable Dreadnoughts awakened. At such times, the ancients' profound knowledge of xenos species' strengths, weaknesses and battle plans makes them deadly warriors and strategic advisers alike.

XENOMORTIS

To become a Dreadnought is to make a sacrifice beyond mortal comprehension. Perhaps if the being that came to be known as Xenomortis had understood what would become of him, he would have chosen death instead. Known only by the motto that appears upon his scrollwork, Xenomortis lost his identity long ago. Theories abound as to why. The most enduring is that this venerable machine could store only so much information within his bionically enhanced mind, and that the hatred he bears for the alien is so profound that he has put aside all knowledge other than that which pertains to its destruction.

This claim gains credence with every engagement, for Xenomortis always seems to pursue the course that brings the swiftest doom to the alien. His plan of attack is invariably directed at the lynchpin of the enemy host and his weapon requisitions are geared to breaking the specific breed of xenos that forms it. It is said his wrath is pure enough to stave off death forever, though the Chaplains of the Deathwatch worry that madness may claim him instead – the blood of a thousand alien species has anointed every square inch of his form, yet still it is not enough to quench his violent obsession.



REDEMPTOR DREADNOUGHTS

Developed by the Magi of Mars during Belisarius Cawl's creation of the Primaris Space Marines, Redeptor Dreadnoughts are huge, supercharged war engines. Powered by hyper-dense reactors and servo-actuated fibre bundles, they exhibit strength and speed truly terrifying in such massive battle walkers. A Redeptor Dreadnought can run as fast as a speeding tank over short distances, storming into battle before the enemy can react to its terrifying presence. The Dreadnought's massive power fist can crush a Carnifex's head to pulp or tear open the flank of a Necron Monolith, while with heavy onslaught gatling cannon or macro plasma incinerator the Redeptor can mow down rank upon rank of aliens or annihilate their leaders in searing blasts.

Such power comes at a price, however. To the Tech-Priests of Mars, a living being – even one as noble as a Primaris Space Marine – is but an assemblage of biological components within the holy frame of the machine. So fierce are the energies of the Redeptor that, over time, they burn away the heroic pilot interred within. Eventually, the ravaged ruin of the pilot must be extracted and laid to rest for good, making way for the next selfless hero willing to make this ultimate sacrifice.

The number of Redeptor Dreadnoughts amongst the Deathwatch is, as yet, not huge. Yet wherever they fight, they have an immediate and spectacular effect. Already such names as Purgatus Rex, Zachorial the Destroyer and Gideon of the

Adamant Fist have been recorded in the annals of the watch fortresses as heroes of the Deathwatch. Upon the killing fields of Namatoria, a trio of black-armoured Redeptors from the Iron Hands, the Minotaurs and the Howling Griffons held back a tide of Tyranid war-beasts for six days and nights, sacrificing themselves to defend the planet's last surviving space port. Amidst the ruins of Gruk's World, it was the Redeptor Rahellion that tore through Warboss Gruk's bodyguards and ripped the deranged greenskin leader in two, before annihilating his Doomzday bomb with a superheated plasma blast.



LAND RAIDERS AND REPULSORS

In pursuit of victory, the battle-brothers of the Deathwatch must sometimes fight their way into terrifying alien fastnesses against overwhelming odds. Such battles call for deployment of the heaviest and most powerful battle tanks in the Space Marine arsenal, for only through the application of overwhelming might can victory be secured.

LAND RAIDER

The Land Raider is a massive assault tank that bludgeons a path through hordes of the enemy as easily as a hammer smashes through matchwood. Its capacious interior can hold the power-armoured warriors of a Kill Team, or even bear Terminators into the fray.

Each Land Raider has a powerful machine spirit, honoured before each battle by the Space Marines that travel within. This respect between man and machine is reciprocated – a Land Raider's fierce animus will drive the armoured behemoth forwards, still fighting furiously, even when it has sustained wounds that would tear a lesser vehicle in two. At times the monstrous tank's weapon systems focus upon the foe by themselves, laying down a devastating firestorm even when its gunners are incapacitated or engaged elsewhere.

LAND RAIDER CRUSADER

When a headlong assault must be carried home against impossible odds, when xenos fortifications must be stormed or their strongholds torn wide open, there is the Land Raider Crusader sent into battle.

A variant upon the standard Land Raider, the Crusader replaces its lascannon sponsons with hurricane bolter arrays, weapons that generate a hail of anti-personnel firepower. Boasting frag charges to further devastate dug-in foes, and a multi-melta with which to blast gaps in defence lines and annihilate enemy war engines, the Crusader charges into battle with all guns blazing. Meanwhile, its extended transport bay allows a larger force to ride within. The Crusader crashes headlong into the very heart of the enemy army before the tank's ramp slams down and its passengers charge out to wreak bloody havoc.

LAND RAIDER REDEEMER

From belligerent Ork hordes to pernicious Genestealer Cults, slinking Kroot war-packs and lightly armoured T'au infiltrators to shambling ranks of Necron Warriors, the Deathwatch face many foes that can entirely infest the territory they conquer. The Land Raider Redeemer is the perfect answer to such overwhelming alien swarms.

Mounting monstrous flamestorm cannons upon its flanks, the Redeemer unleashes a blistering firestorm upon the foe. Bunkers and ruins that moments before provided exceptional protection now become death traps as they fill with blazing promethium. Shrieking aliens are driven from cover, reduced to living torches that soon fall and blacken. Even a single such tank can exterminate hordes of the xenos foe, stopping their advance dead or clearing a path for Kill Teams to advance.



REPULSOR

Developed as a heavy combat transport for the Primaris Space Marines, the Repulsor is unique amongst Adeptus Astartes battle tanks in that it is held aloft upon a thrumming cushion of grav-waves. Ventral plates upon the tank's underside project and direct these waves of gravitic force and, while they do not permit the Repulsor to soar into the skies in the manner of the lighter Land Speeder, they do afford it exceptional manoeuvrability. The Repulsor can traverse not only solid ground but also such extreme terrain as lava flows, acid lakes and frozen oceans with ease. Rubble and barricades are similarly no obstacle to this relentless vehicle, which simply hovers over the obstructions and keeps going.



With typical Imperial belligerence, the Repulsor crushes everything it passes over. Its gravity waves pound the ground beneath it to rubble, flattening enemy defence lines and collapsing trenches on top of screaming warriors. Those foes too slow to leap aside will be pulped beneath the tank's mass, and even enemies attempting to charge in and attack the Repulsor at close quarters must force passage through a buffeting storm of gravity waves that is akin to launching an attack through an avalanche of furiously swung sledgehammers.

In terms of firepower, the Repulsor carries a veritable arsenal. Its turret mounts either a las-talon, which can blast enemy tanks and war engines to ruin, or a heavy onslaught gatling cannon, whose ferocious hail of shots reduces swarming aliens to gory paste in seconds. A menacing array of secondary weapon systems including stubbers, bolt weapons, grenade launchers and auto-launchers makes short work of any foe that approaches too close, and can swiftly eliminate threats from the ground and air alike as the tank advances.

The Deathwatch received a substantial allocation of Repulsor tanks as part of

the Ultimaris Decree, and wasted no time in putting them to good use. In the first instance, these vehicles are deployed to increase the mobility and durability of Fortis Kill Teams. They allow the Primaris battle-brothers to strike from unexpected quarters, bypassing enemy defence lines by hovering over seemingly impassable hazards to attack the foe's unprepared rear lines. So durable are Repulsor tanks that they can easily shrug off whatever weapons the foe levels at them, before laying down a squadron's worth of return fire in support of their disembarked passengers.

The Watch Master of Fort Obsidus, Astoren Korr, has proven especially adept in the deployment of these potent battle tanks. Faced with the hurtling Speed Kults of Waaagh! Wazdakka, knowing that his forces cannot hope to keep pace with the deranged Ork Mekaniaks and their high-speed war engines, Korr has instead taken to deploying spearheads of Repulsors in the onrushing enemy's path. With their spectacular firepower, these mobile roadblocks tear through the light Ork vehicles, while their grav-waves send those that get too close skidding and flipping into fiery ruin. In this way the Deathwatch have blunted several recent Ork assaults.





CORVUS BLACKSTARS

Whether they seek to assassinate an alien prophet or cripple a titanic xenos war engine, extract a vital operative from amidst an inhuman infestation or plant a world-killing virus bomb to effect strategic genocide, Kill Teams often need airborne speed to achieve their aims. For such missions, there is no finer gunship than the Corvus Blackstar.

The Corvus Blackstar is a sleek and deadly pattern of combat aircraft, much prized by watch fortresses across the galaxy. Like a knife slipping between the ribs of a colossus, the Blackstar penetrates the outer defences of the alien host to strike directly at its heart. Though small enough to slip through the sensor grids of most xenos strongholds, its weapon systems are highly advanced, allowing the Blackstar to cause devastating impact for a craft of its size.

The hangars of the Deathwatch are replete with every kind of aircraft the Adeptus Astartes have ever sanctioned. However, such is the Corvus Blackstar's qualities that it is used almost to the exclusion of all others in Kill Team missions that involve air-to-ground engagement. Primarily it fulfils the role of transport, combining the hurtling speed of the Drop Pod with the manoeuvrability of a Stormtalon Gunship and the offensive capability of a far larger craft. Propelled by vectored engines mounted on the wing and behind the craft, the Blackstar is nimble enough to dart through winding canyons, the star-spires of a craftworld, or even the guts of a Tyranid hive ship in order to bring a surgical strike to the enemy's heart. Once in position it changes from fighter craft to hover vehicle with a twist of the engines, its front-mounted doors yawning open with a hiss of pistons so that the Deathwatch operatives inside can leap out and charge directly into the fight.

The pilot of each Blackstar is a veteran Techmarine who has earned the right to field it over long and arduous years of schooling. The pilot uses the same machine each time; so intense is this training that the Techmarine's indomitable will and that of the aircraft's machine spirit become interlinked. This allows the pilot to pull off aerial manoeuvres so spectacular he can leave all but the pilots of the unnaturally skilled Aeldari floundering in his wake.

The Corvus Blackstar's first priority is often to secure aerial supremacy. To ensure its Kill Team reaches the fray intact, the Blackstar will plummet through low orbit to fall upon the aircraft or winged bioforms of the enemy like a raptor diving into a flock of prey. Once on the tail of its victims, it will shoot down the enemy craft it judges to be the greatest threat. While many

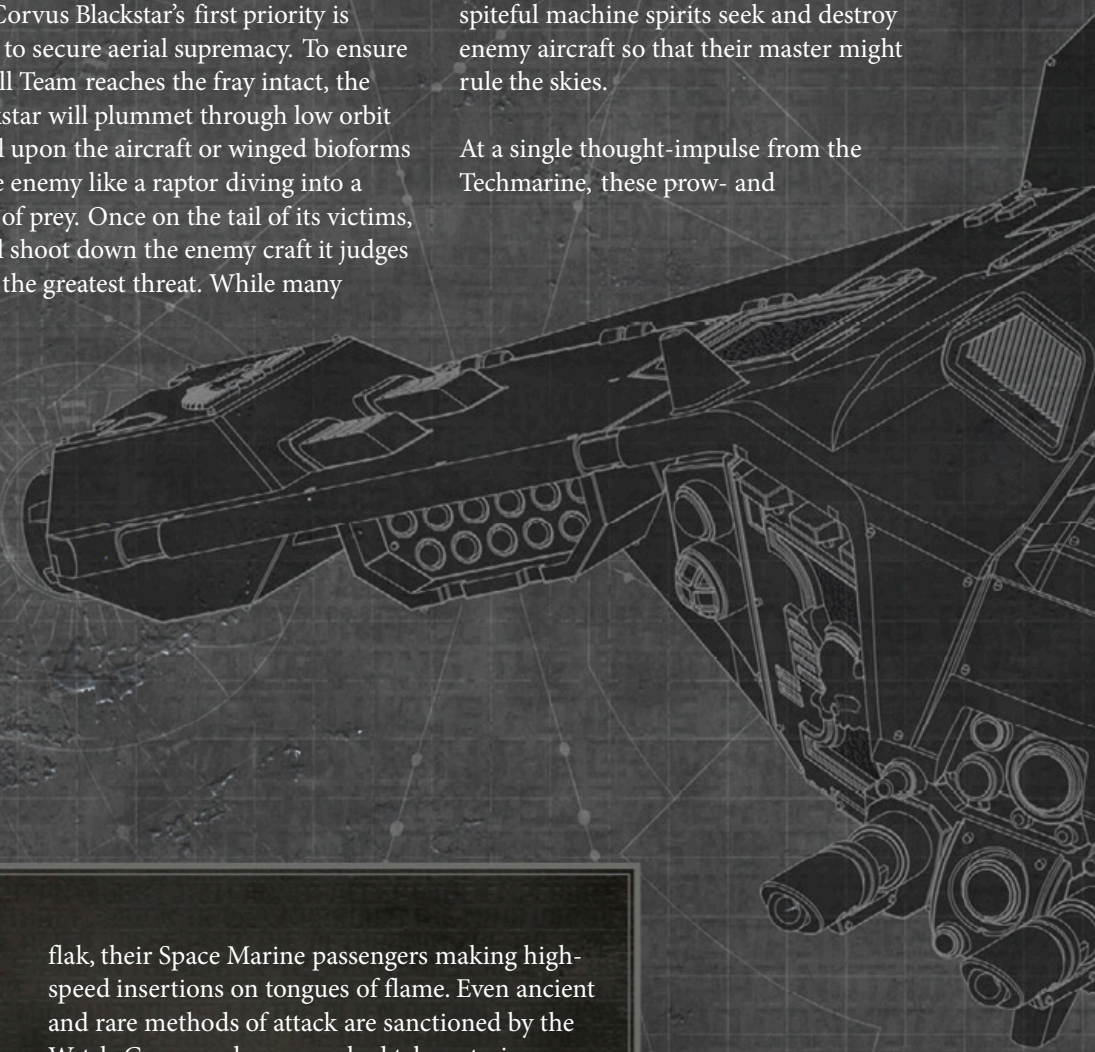
Blackstars mount twin assault cannons, some bear a prow-mounted lascannon array, able to channel the penetrative power of the godhammer pattern guns to destroy heavily armoured targets. Many of these craft carry a Blackstar rocket launcher under their wings, equipped with a profusion of missiles. These allow the pilot to choose dracos air-to-ground warheads that turn swathes of xenos-infested ground into flesh-melting conflagrations, or corvid rockets whose spiteful machine spirits seek and destroy enemy aircraft so that their master might rule the skies.

At a single thought-impulse from the Techmarine, these prow- and

SUDDEN ONSLAUGHT

On the strategic scale as well as the tactical, the Deathwatch are noted for their use of advanced technologies. They strike with clockwork precision, whether their assault numbers a single Kill Team or several Watch Companies working together. The Watch Captains ensure that each team reaches its target at the critical moment, their fine-tuned war plan a series of overlapping attacks from which there can be no salvation. Corvus Blackstars soar from the clouds, debarkation doors wide to allow the Deathwatch warriors within to drop directly into combat. Thunderhawk Gunships swoop through storms of

flak, their Space Marine passengers making high-speed insertions on tongues of flame. Even ancient and rare methods of attack are sanctioned by the Watch Commanders – synched teleportariums crackle within Strike Cruisers, Kill Teams sent through the ether to burst back into the material universe with bolters blazing; burrowing transports drill under the foe to erupt with explosive force; psychic portals open in the midst of the enemy, Librarians leading sudden assaults as if from nowhere just as the foe is at its most vulnerable. When the Kill Teams attack together, they bring a swift and unmerciful end.



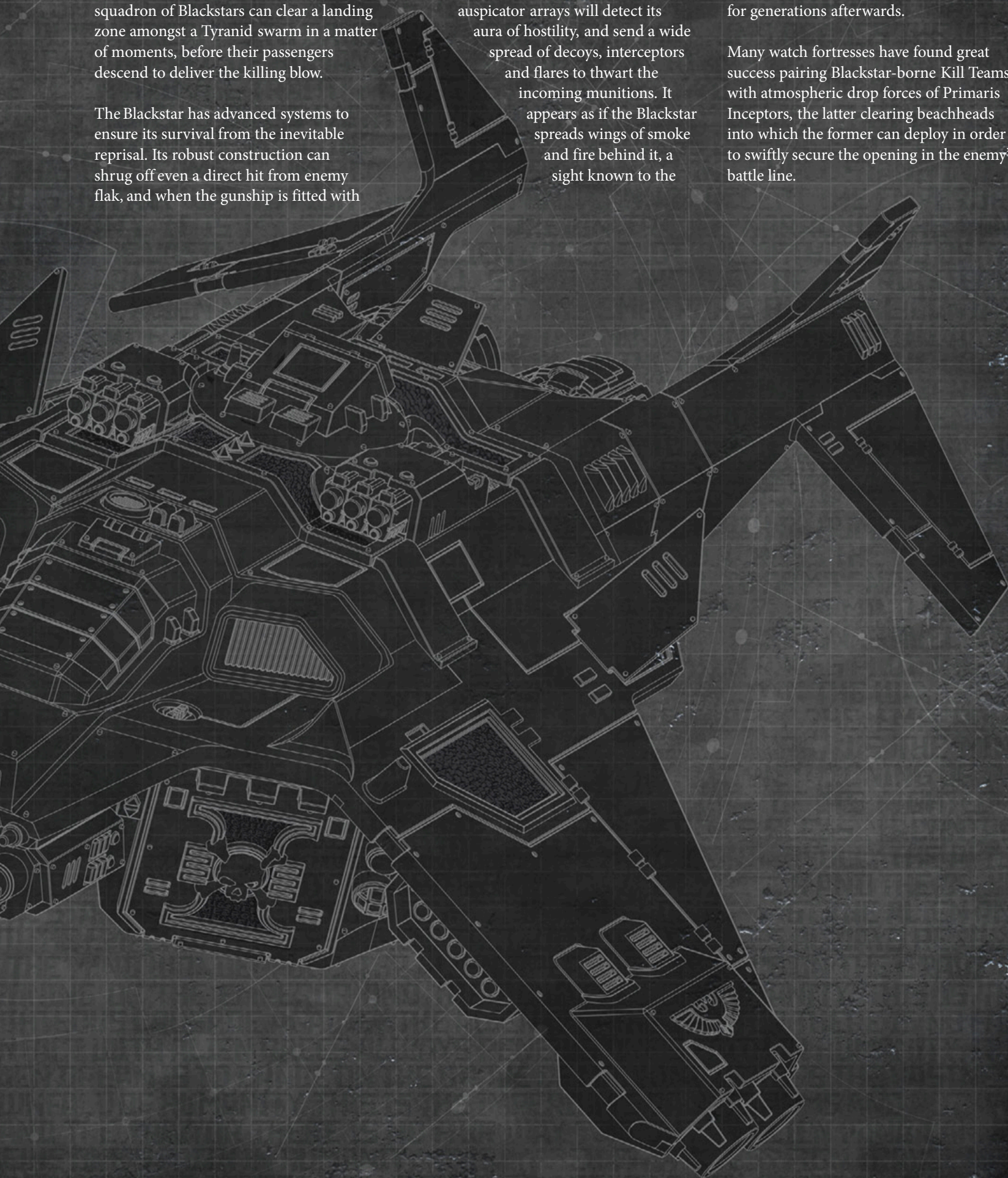
wing-mounted weapons can be calibrated for strafing runs. In such circumstances, the Blackstar cluster launcher mounted at the rear enables the craft to rain down a hail of explosive projectiles. A full squadron of Blackstars can clear a landing zone amongst a Tyranid swarm in a matter of moments, before their passengers descend to deliver the killing blow.

The Blackstar has advanced systems to ensure its survival from the inevitable reprisal. Its robust construction can shrug off even a direct hit from enemy flak, and when the gunship is fitted with

an infernum halo-launcher it becomes extremely difficult for the enemy to land a telling blow. Should a xenos missile, drone warhead or similar explosive device close in on the Blackstar, high-calibre auspicator arrays will detect its aura of hostility, and send a wide spread of decoys, interceptors and flares to thwart the incoming munitions. It appears as if the Blackstar spreads wings of smoke and fire behind it, a sight known to the

Chapter's warriors as the Wings of the Sky Angel. Many a primitive culture, saved from the predations of the alien, has seen the Blackstar that brought their deliverance as a mechanical seraph and worshipped it for generations afterwards.

Many watch fortresses have found great success pairing Blackstar-borne Kill Teams with atmospheric drop forces of Primaris Inceptors, the latter clearing beachheads into which the former can deploy in order to swiftly secure the opening in the enemy's battle line.



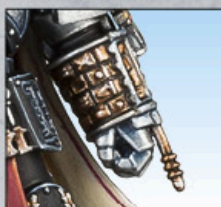
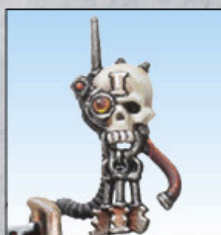


THE DEATHWATCH AT WAR

A Deathwatch army is a striking tabletop force, their black armour contrasting with the vibrant heraldry of their Chapters as they storm into battle.



Watch Master



Chaplain



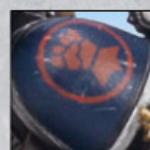


As the foul Genestealer Cultists of Hive Preterforst rise up from every grille, grating and pipeway, Watch Master Horthan leads his Deathwatch battle-brothers in a merciless purge of the xenos menace.



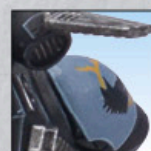
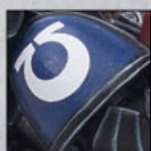
Kill Team Ranoth surge from their Land Raider Crusader, cutting a path through the Tyranid bio-horrors of Hive Fleet Leviathan to reach – and utterly destroy – the aliens' synaptic hive-node.

The models shown below were created by combining Primaris Space Marine kits with components from the Deathwatch upgrade frame. The two are compatible, and make it easy to create dynamic Primaris Deathwatch battle-brothers.



Intercessors from the Ultramarines, Imperial Fists and Dark Angels

Intercessor Sergeant from the Crimson Fists

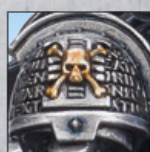
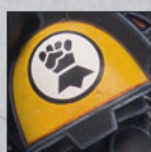


Hellblaster Sergeant from the Ultramarines with assault plasma incinerator

Hellblaster from the Iron Hands with heavy plasma incinerator

Reiver from the Blood Angels with combat knife and heavy bolt pistol

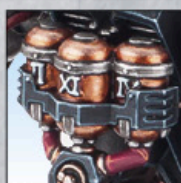
Reiver from the Space Wolves with bolt carbine



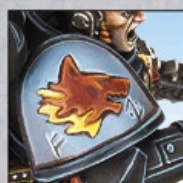
Aggressor from the Imperial Fists with auto boltstorm gauntlets and fragstorm grenade launcher

Aggressor with flamestorm gauntlets

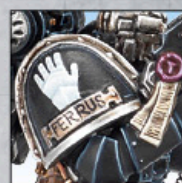
Inceptor with assault bolters



Terminator with heavy flamer,
power fist and meltagun



Veteran from the Space
Wolves with chainsword



Vanguard Veteran with
lightning claws



Veteran from the Iron Hands
with combi-melta

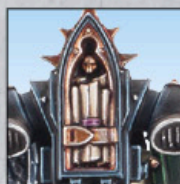
Upon a world struggling desperately against the foul feeder organisms of Hive Fleet Kraken, the Deathwatch strike with sudden speed and breathtaking skill to annihilate the swarm's leader-beasts and leave the Tyranid forces reeling.



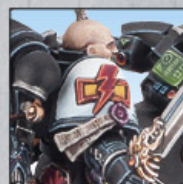
Veteran with Deathwatch
frag cannon



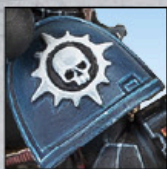
Veteran with boltgun



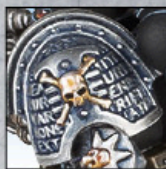
Veteran from the Dark Angels with
plasma pistol and power sword



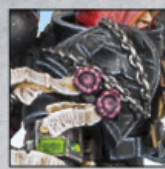
Biker from the White Scars
with power sword



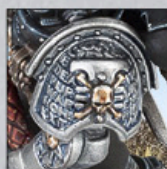
Watch Sergeant from the Novamarines with
combi-plasma and xenophase blade



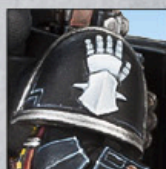
Veteran with boltgun and
power sword



Black Shield with two
power swords



Veteran with heavy
thunder hammer



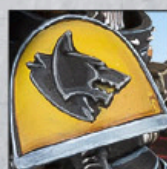
Veteran from the Iron
Hands with power maul and
storm shield



Veteran from the
Flesh Tearers with
Deathwatch shotgun



Veteran from the Salamanders
with Infernus heavy bolter



Veteran from the Space Wolves with
Deathwatch frag cannon



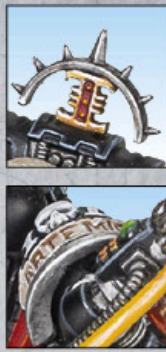
Veteran with boltgun and
power sword



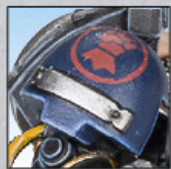
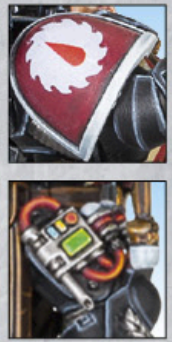
Veteran from the Howling Griffons
with stalker pattern boltgun



Watch Captain Artemis



Primaris Apothecary from the Flesh Tearers with absolver bolt pistol and reductor pistol



Watch Captain in Terminator Armour from the Crimson Fists with storm bolter and relic blade



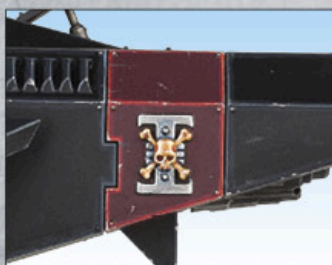
Venerable Dreadnought with heavy plasma cannon



As the onrushing broods of Genestealers draw close, the Deathwatch unleash the sudden, overwhelming firepower of their Fortis Kill Teams to annihilate the xenos wholesale.



Blackstar cluster launcher



A Corvus Blackstar equipped with a twin assault cannon, hurricane bolter and stormstrike missile launchers



A trio of Corvus Blackstars speed low and sinister over the ruins of the battlefield.

THE LONG VIGIL BEGINS

Even the smallest Deathwatch force is a powerful army – compact, elite and possessed of a fearsome arsenal of weaponry. The starting force shown on this page exemplifies the might of the Deathwatch.

When collecting a Warhammer 40,000 army, it always helps to start with a goal or a plan. Some people like to work out a list in advance, planned to be as competitive as possible, and will collect strictly to it. Others prefer to follow their gut, adding new units to their collection as the whim – or their personally constructed narrative – takes them. Whatever the case, knowing how you want to start your army, and roughly how you want to develop it over time, is immensely helpful.

The force shown here has been assembled from the Start Collecting! Deathwatch set. It is led by Watch Captain Artemis, providing it with a swift and dynamic hero to lead the charge. Artemis bears weapons fit to purge the most powerful xenos warlord, and in extremis he can deploy his lethal stasis bomb.

Following the Watch Captain into battle are a pair of Deathwatch Kill Teams. The first is equipped for Furor tactics, levelling overwhelming firepower to

devastate massed enemy infantry. The other is ready to enact Dominatus tactics, crushing the enemy's elite warriors at close quarters. They are supported by the ancient strength of a Deathwatch Dreadnought, whose plasma cannon and power fist will make short work of the foe.

This force conforms to the Patrol Detachment requirements, allowing it to generate Command Points and spend them on game-changing Stratagems.



Watch Force Artemis advance into battle, led by their cold-eyed Watch Captain and ready to purge the alien menace.



THE SHIELD THAT SLAYS

Deployed to the battlefield en masse, the Deathwatch are a formidable and terrifying force. Led by brave heroes and supported by powerful tanks and gunships, their Kill Teams storm into battle to annihilate all before them.

Building on the starting force presented on the previous page, this sizeable collection of Deathwatch would be sufficient for a whole day's gaming. Its Kill Teams have been adapted and expanded upon, just as the Deathwatch themselves can mix and match their warriors in whatever formation is optimal for defeating the foe at hand – this is just one example of the exceptional tactical versatility that the Deathwatch have to offer.

This Watch Company is led by Watch Master Gideon Borleos, a grim and exceptionally pragmatic warrior whose strategic skill ensures that he always gets the most out of his elite warriors. He is supported in the field by the heroic Watch Captain Artemis, the

psychically gifted and Terminator-armoured Librarian Raphaen and the iron-willed Chaplain Ulnor.

The core of this force comprises several heavily equipped Kill Teams, whose breadth of armaments and martial might makes them the match of far more numerous foes. Fortis Kill Team Lydeor gather the varied strengths of the Primaris Space Marines into a single unstoppable whole. Meanwhile, Malleus Kill Team Ventar are well equipped to eliminate the heaviest enemy support elements, Dominatus Kill Team Tybhald are ready to butcher the elites of the foe, and Venator Kill Team Khai use their speed to overrun the enemy with ease. The Terminators of Kill Team Dontal



bear an array of heavy weaponry capable of annihilating infantry and tanks alike, while the bikers of Kill Team Guideos stand ready to outflank and run down those foes that survive the fusillade.

The remainder of this force consists of armoured support elements. Ancient Tarpheon is a Dreadnought, whose armoured resilience and heavy firepower make him an invaluable asset, while the Land Raider *Vigilor Maximus* can bear Deathwatch warriors into the fight while laying down withering fire of its own. The three Corvus Blackstars, meanwhile, are capable of acting as both fast-moving gunships and forward transports, lending this army even more speed and versatility.

With the Corvus Blackstars forming an Air Wing Detachment, and the remainder of the Watch Company organised into a Battalion, the commander of this force would have a mighty seven Command Points to be spent on powerful Stratagems as the game progresses.

- | | |
|-----------------------------------|--|
| 1. Watch Master Borleos | 9. Kill Team Dontal |
| 2. Watch Captain Artemis | 10. Kill Team Guideos |
| 3. Librarian Raphaen | 11. Ancient Tarpheon |
| 4. Chaplain Ulnor | 12. Land Raider
<i>Vigilor Maximus</i> |
| 5. Fortis Kill Team Lydeor | 13. Corvus Blackstar
<i>Blade Defensor</i> |
| 6. Malleus Kill Team Ventar | 14. Corvus Blackstar
<i>Redemption</i> |
| 7. Dominatus Kill Team
Tybhald | 15. Corvus Blackstar
<i>Shadow of Death</i> |
| 8. Venator Kill Team Khai | |

KNIGHTS OF THE LONG VIGIL

This section contains all of the datasheets that you will need to fight battles with your Deathwatch miniatures, and the rules for all of the weapons they can wield in battle. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have. Any abilities that are common to several units are described below and referenced on the datasheets themselves.

ABILITIES

The following abilities are common to several DEATHWATCH units:

AND THEY SHALL KNOW NO FEAR

Blessed with an adamantine will and an unshakeable faith in their cause, the Space Marines of the Adeptus Astartes stand unafraid before the terrors of the galaxy.

You can re-roll failed Morale tests for this unit.

SPECIAL ISSUE AMMUNITION

The Deathwatch utilise a range of specialised bolt shells in many of their weapons. From hollow shells filled with superheated gas to rounds which douse their targets in acid, each type is designed to eliminate specific xenos foes.

When this unit fires any ranged weapons from the following list, you can choose for it to fire special ammunition. If you do so, choose one kind of ammunition from the table to the right and apply the corresponding modifier.

- Absolvor bolt pistol
- Auto bolt rifle
- Bolt carbine
- Bolt pistol
- Bolt rifle
- Boltgun
- Combi-flamer (boltgun profile only)
- Combi-grav (boltgun profile only)
- Combi-melta (boltgun profile only)
- Combi-plasma (boltgun profile only)
- Guardian spear (shooting)
- Heavy bolt pistol
- Hellfire Extremis (boltgun profile only)
- Master-crafted auto bolt rifle
- Master-crafted boltgun
- Master-crafted stalker bolt rifle
- Stalker bolt rifle
- Stalker pattern boltgun
- Storm bolter
- Twin boltgun

COMBAT SQUADS

When faced with an array of missions to complete and enemies to lay low, the Deathwatch are adept at splitting their Kill Teams into smaller forces, trained in working together at a distance to more easily butcher their xenos foes.

Before deployment at the start of the game, a unit with this ability containing 10 models may be split into two units, each containing 5 models. Units of Aggressors, Bikers or Inceptors containing 6 models can also be split into two units, each containing 3 models.

SPECIAL ISSUE AMMUNITION

AMMUNITION MODIFIER

Dragonfire bolt	Add 1 to the hit rolls for this weapon when targeting a unit that is in cover.
Hellfire round	This weapon always wounds on a 2+ (except against VEHICLES and TITANIC units).
Kraken bolt	Add 3" to the range of this weapon if it is a Pistol – or 6" otherwise – and improve the AP of the attack by 1 (e.g. an AP of 0 becomes -1), to a maximum AP of -2.
Vengeance round	Subtract 3" from the range of this weapon if it is a Pistol – or 6" otherwise – and improve the AP of the attack by 2 (e.g. an AP of 0 becomes -2), to a maximum AP of -3.

'We are all of us noble, faithful, loyal. We are devoted servants of the Emperor and combatants of exceptional might. Yet we all possess our own doctrinal peculiarities, our own ego. Amongst lesser warriors, such differences would prove insurmountable, tearing the squad apart. Amongst we Adeptus Astartes, overcoming such differences only tightens our bonds, and makes us stronger still.'

- Watch Captain Tandariss

DEATHWATCH WARGEAR LISTS

Many of the units you will find in this section reference one or more of the following wargear lists (e.g. Heavy Weapons). When this is the case, the unit may take any item from the appropriate list below. The profiles for the wargear in these lists can be found in the Armoury of the Deathwatch section (pg 88-91).

DEATHWATCH EQUIPMENT

Up to two items can be chosen from the following list:

- Bolt pistol
- Chainsword
- Grav-pistol
- Inferno pistol
- Hand flamer
- Lightning claw
- Plasma pistol
- Power axe
- Power fist
- Power maul
- Power sword
- Storm shield
- Thunder hammer
- Xenophase blade ¹

¹ Watch Sergeant only

One weapon can be chosen from the following list:

- Boltgun
- Combi-flamer
- Combi-grav
- Combi-melta
- Combi-plasma
- Deathwatch shotgun
- Flamer
- Grav-gun
- Meltagun
- Plasma gun
- Stalker pattern boltgun
- Storm bolter

DREADNOUGHT HEAVY WEAPONS

- Assault cannon
- Heavy plasma cannon
- Twin lascannon

HEAVY WEAPONS

- Deathwatch frag cannon
- Heavy bolter
- Heavy flamer
- Infernus heavy bolter
- Missile launcher

PISTOLS

- Bolt pistol
- Grav-pistol
- Hand flamer
- Inferno pistol
- Plasma pistol

TERMINATOR COMBI-WEAPONS

- Combi-flamer
- Combi-grav
- Combi-melta
- Combi-plasma
- Storm bolter

TERMINATOR MELEE WEAPONS

- Chainfist
- Power axe
- Power maul
- Power sword
- Power fist & meltagun

TERMINATOR HEAVY WEAPONS

- Assault cannon
- Cyclone missile launcher & storm bolter
- Heavy flamer

VANGUARD EQUIPMENT

- Bolt pistol
- Chainsword
- Grav-pistol
- Hand flamer
- Inferno pistol
- Lightning claw
- Plasma pistol
- Power axe
- Power fist
- Power maul
- Power sword
- Storm shield
- Thunder hammer



WATCH MASTER



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Watch Master	6"	2+	2+	4	4	6	4	9	2+	
A Watch Master is a single model armed with a guardian spear, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Guardian spear (shooting)	24"	Rapid Fire 1			4	-1	2	-		
Guardian spear (melee)	Melee	Melee			+1	-3	D3	-		
Frag grenade	6"	Grenade D6			3	0	1	-		
Krak grenade	6"	Grenade 1			6	-1	D3	-		
ABILITIES	And They Shall Know No Fear, Special Issue Ammunition (pg 64)						Watch Master: You can re-roll failed hit rolls for friendly DEATHWATCH units within 6" of this model.			
	Iron Halo: This model has a 4+ invulnerable save.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH									
KEYWORDS	CHARACTER, INFANTRY, WATCH MASTER									



WATCH CAPTAIN ARTEMIS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Watch Captain Artemis	6"	2+	2+	4	4	5	4	9	3+
Watch Captain Artemis is a single model armed with Hellfire Extremis, a power sword, frag grenades, krak grenades and a stasis bomb. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Hellfire Extremis	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.								
- Hellfire flamer	8"	Assault D6		*	0	1	This weapon automatically hits its target. This weapon wounds on a 2+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.		
- Boltgun	24"	Rapid Fire 1		4	0	1	-		
Power sword	Melee	Melee		User	-3	1	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
Stasis bomb	6"	Grenade 1		-	-	-	This weapon can only be used once per battle. If the attack hits, deal D6 mortal wounds to your target. If it misses, Watch Captain Artemis suffers D6 mortal wounds.		
ABILITIES	And They Shall Know No Fear, Special Issue Ammunition (pg 64)						Unstoppable Champion: Roll a D6 whenever Watch Captain Artemis loses a wound. On a 6, he does not lose that wound.		
	Rites of Battle: You can re-roll hit rolls of 1 made for friendly DEATHWATCH units within 6" of Watch Captain Artemis.						Iron Halo: Watch Captain Artemis has a 4+ invulnerable save.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH								
KEYWORDS	CHARACTER, INFANTRY, WATCH CAPTAIN, ARTEMIS								



WATCH CAPTAIN



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Watch Captain	6"	2+	2+	4	4	5	4	9	3+	
A Watch Captain is a single model armed with a chainsword, master-crafted boltgun, bolt pistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Master-crafted boltgun	24"	Rapid Fire 1			4	-1	2	-		
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Relic blade	Melee	Melee			+2	-3	D3	-		
Xenophase blade	Melee	Melee			User	-3	1	Your opponent must re-roll successful invulnerable saves for wounds caused by this weapon.		
Frag grenade	6"	Grenade D6			3	0	1	-		
Krak grenade	6"	Grenade 1			6	-1	D3	-		
WARGEAR OPTIONS		• This model may replace its chainsword with a relic blade or xenophase blade. • This model may replace its chainsword and master-crafted boltgun with two items from the <i>Deathwatch Equipment</i> list. • This model may take a jump pack (Power Rating +1). If it does, its Move characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords.								
ABILITIES		And They Shall Know No Fear, Special Issue Ammunition (pg 64) Iron Halo: This model has a 4+ invulnerable save. Rites of Battle: You can re-roll hit rolls of 1 made for friendly DEATHWATCH units within 6" of this model.							Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
FACTION KEYWORDS		IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH								
KEYWORDS		CHARACTER, INFANTRY, WATCH CAPTAIN								



WATCH CAPTAIN IN TERMINATOR ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Watch Captain in Terminator Armour	5"	2+	2+	4	4	6	4	9	2+
A Watch Captain in Terminator Armour is a single model armed with a relic blade and storm bolter.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Storm bolter	24"	Rapid Fire 2		4	0	1	-		
Power sword	Melee	Melee		User	-3	1	-		
Relic blade	Melee	Melee		+2	-3	D3	-		
WARGEAR OPTIONS	• This model may replace its storm bolter with an item from the Terminator Combi-weapons list. • This model may replace its relic blade with a power sword, storm shield or an item from the Terminator Melee Weapons list.								
ABILITIES	And They Shall Know No Fear, Special Issue Ammunition (pg 64) Iron Halo: This model has a 4+ invulnerable save. Storm Shield: A model with a storm shield has a 3+ invulnerable save.						Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models. Rites of Battle: You can re-roll hit rolls of 1 made for friendly DEATHWATCH units within 6" of this model.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH								
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, WATCH CAPTAIN								



PRIMARIS WATCH CAPTAIN



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Watch Captain	6"	2+	2+	4	4	6	5	9	3+
A Primaris Watch Captain is a single model armed with a master-crafted auto bolt rifle, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Master-crafted auto bolt rifle	24"	Assault 2		4	0	2	-		
Master-crafted stalker bolt rifle	36"	Heavy 1		4	-2	3	-		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Power fist	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Power sword	Melee	Melee		User	-3	1	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• This model may replace its master-crafted auto bolt rifle with a master-crafted stalker bolt rifle. • This model may take a power sword, or replace its master-crafted auto bolt rifle and bolt pistol with a power fist and plasma pistol.								
ABILITIES	And They Shall Know No Fear, Special Issue Ammunition (pg 64)						Rites of Battle: You can re-roll hit rolls of 1 made for friendly DEATHWATCH units within 6" of this model.		
	Iron Halo: This model has a 4+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH								
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, WATCH CAPTAIN								



LIBRARIAN



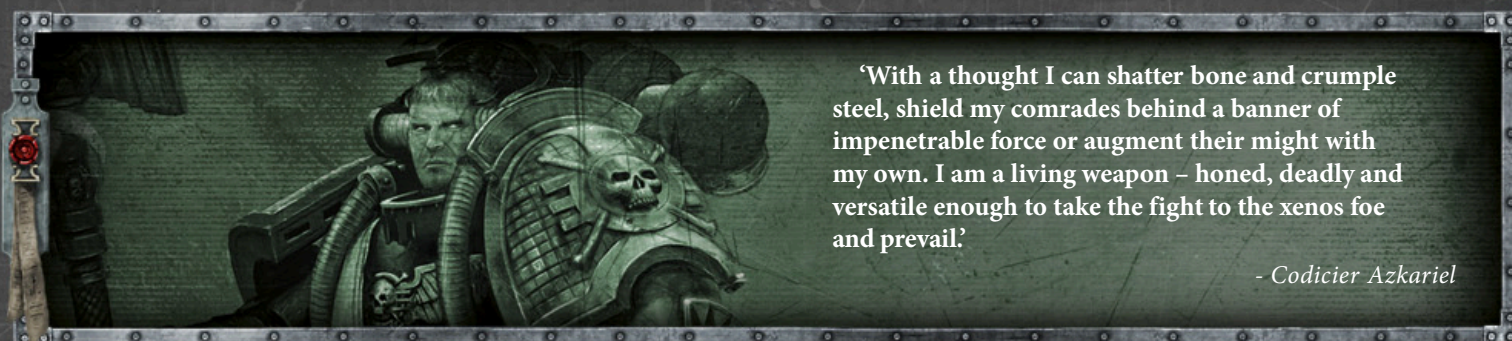
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Librarian	6"	3+	3+	4	4	4	3	9	3+	
A Librarian is a single model armed with a force stave, bolt pistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bolt pistol	12"	Pistol 1		4	0	1	-			
Force axe	Melee	Melee		+1	-2	D3	-			
Force stave	Melee	Melee		+2	-1	D3	-			
Force sword	Melee	Melee		User	-3	D3	-			
Frag grenade	6"	Grenade D6		3	0	1	-			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
WARGEAR OPTIONS	This model may replace its bolt pistol with an item from the Pistols list. - This model may replace its force stave with a force sword or a force axe. - This model may take a jump pack (Power Rating +1). If it does, its Move characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords.									
ABILITIES	And They Shall Know No Fear, Special Issue Ammunition (pg 64)						Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.			
	Psychic Hood: You can add 1 to Deny the Witch tests you take for this model against enemy PSYKERS within 12".									
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and two psychic powers from the Librarian discipline (pg 100).									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH									
KEYWORDS	CHARACTER, INFANTRY, PSYKER, LIBRARIAN									



LIBRARIAN IN TERMINATOR ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Librarian in Terminator Armour	5"	3+	3+	4	4	5	3	9	2+
A Librarian in Terminator Armour is a single model armed with a force stave.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Force axe	Melee	Melee			+1	-2	D3	-	
Force stave	Melee	Melee			+2	-1	D3	-	
Force sword	Melee	Melee			User	-3	D3	-	
WARGEAR OPTIONS	• This model may take an item from the <i>Terminator Combi-weapons</i> list. • This model may replace its force stave with a force sword or a force axe.								
ABILITIES	And They Shall Know No Fear, Special Issue Ammunition (pg 64)							Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
	Crux Terminatus: This model has a 5+ invulnerable save.								
	Psychic Hood: You can add 1 to Deny the Witch tests you take for this model against enemy PSYKERS within 12".								
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and two psychic powers from the Librarius discipline (pg 100).								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH								
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, PSYKER, LIBRARIAN								



PRIMARIS LIBRARIAN



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Librarian	6"	3+	3+	4	4	5	4	9	3+
A Primaris Librarian is a single model armed with a force sword, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Force sword	Melee	Melee		User	-3	D3	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
ABILITIES	And They Shall Know No Fear, Special Issue Ammunition (pg 64)								
	Psychic Hood: You can add 1 to Deny the Witch tests you take for this model against enemy PSYKERS within 12".								
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and two psychic powers from the Librarius discipline (pg 100).								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH								
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, PSYKER, LIBRARIAN								



CHAPLAIN



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaplain	6"	2+	3+	4	4	4	3	9	3+
A Chaplain is a single model armed with a crozius arcanum, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Crozius arcanum	Melee	Melee		+1	-1	2	-		
Power fist	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	This model may replace its bolt pistol with an item from the Pistols list. - This model may take a power fist. - This model may take a jump pack (Power Rating +1). If it does, its Move characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords.								
ABILITIES	And They Shall Know No Fear, Special Issue Ammunition (pg 64) Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly DEATHWATCH units within 6" of this model. Spiritual Leaders: All friendly DEATHWATCH units within 6" of this model can use the Chaplain's Leadership instead of their own.						Rosarius: This model has a 4+ invulnerable save. Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH								
KEYWORDS	CHARACTER, INFANTRY, CHAPLAIN								



Wreathed in the protective energy shield of his rosarius, a Deathwatch Chaplain leads the attack.



CHAPLAIN

IN TERMINATOR ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaplain in Terminator Armour	5"	2+	3+	4	4	5	3	9	2+
A Chaplain in Terminator Armour is a single model armed with a crozius arcanum and storm bolter.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Storm bolter	24"	Rapid Fire 2			4	0	1	-	
Crozius arcanum	Melee	Melee			+1	-1	2	-	
WARGEAR OPTIONS	• This model may replace its storm bolter with an item from the <i>Terminator Combi-weapons</i> list.								
	And They Shall Know No Fear, Special Issue Ammunition (pg 64)						Rosarius: This model has a 4+ invulnerable save.		
	Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly DEATHWATCH units within 6" of this model.						Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models.		
	Spiritual Leaders: All friendly DEATHWATCH units within 6" of this model can use the Chaplain's Leadership instead of their own.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH								
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, CHAPLAIN								



'Hatred. It is our greatest weapon against the endless xenos threat. Hatred of their unclean forms, their unnatural weapons, their rapacious appetites and their false deities. Hatred of every aspect of their alien nature. Let hatred lend strength to your arm and steel to your resolve. Let hatred carry you to victory over these unclean creatures, until nothing remains of them but butchered meat and burning ruin.'

- Deathwatch Chaplain Toreus of the Genesis Chapter



PRIMARIS CHAPLAIN



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Chaplain	6"	2+	3+	4	4	5	4	9	3+
A Primaris Chaplain is a single model armed with a crozius arcanum, absolver bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Absolver bolt pistol	16"	Pistol 1		5	-1	1	-		
Crozius arcanum	Melee	Melee		+1	-1	2	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
	ABILITIES						And They Shall Know No Fear, Special Issue Ammunition (pg 64)		
							Spiritual Leaders: All friendly DEATHWATCH units within 6" of this model can use the Chaplain's Leadership instead of their own.		
							Rosarius: This model has a 4+ invulnerable save.		
FACTION KEYWORDS		IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH							
KEYWORDS		CHARACTER, INFANTRY, PRIMARIS, CHAPLAIN							



VETERANS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Veteran	6"	3+	3+	4	4	1	2	8	3+
Watch Sergeant	6"	3+	3+	4	4	1	3	9	3+
Black Shield	6"	3+	3+	4	4	1	3	8	3+
Terminator	5"	3+	3+	4	4	2	2	8	2+
Biker	14"	3+	3+	4	5	2	2	8	3+
Vanguard Veteran	12"	3+	3+	4	4	1	2	8	3+

This unit contains 5 Veterans. A Watch Sergeant can take the place of one Veteran. A Black Shield can take the place of one Veteran. It can include up to 5 additional models in any combination of Veterans (**Power Rating +2 per model**), Terminators (**Power Rating +3 per model**), Bikers (**Power Rating +2 per model**) and Vanguard Veterans (**Power Rating +2 per model**).

- Each Veteran, Watch Sergeant and Black Shield is equipped with a boltgun, frag grenades and krak grenades.
- Each Terminator is armed with a storm bolter (pg 90) and power fist (pg 91).
- Each Vanguard Veteran is equipped with a bolt pistol (pg 88), chainsword (pg 91), frag grenades and krak grenades.
- Each Biker is armed with frag grenades and krak grenades, and rides into battle on a Space Marine bike equipped with a twin boltgun (pg 90).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Boltgun	24"	Rapid Fire 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Any Veteran, Watch Sergeant or Black Shield may replace their boltgun with two items from the *Deathwatch Equipment* list.
- ~~Up to 4 Veterans may replace their boltgun with an item from the Heavy Weapons list.~~
- ~~Any Veteran may replace their boltgun with a heavy thunder hammer (pg 91).~~
- A Watch Sergeant may take a combat shield.
- Any Vanguard Veteran may replace their bolt pistol and chainsword with a heavy thunder hammer (pg 91) or two items chosen from the *Vanguard Equipment* list.
- Up to 3 Terminators may replace their storm bolter with a weapon from the *Terminator Heavy Weapons* list.
- Any Terminator may replace their power fist with a weapon from the *Terminator Melee Weapons* list.
- Any Terminator may replace their storm bolter and power fist with two lightning claws (pg 91) or a thunder hammer (pg 91) and storm shield.
- Any Biker may take a bolt pistol (pg 88), chainsword (pg 91), power axe (pg 91), power maul (pg 91) or power sword (pg 91).
- One Biker may take a Deathwatch teleport homer.

ABILITIES



And They Shall Know No Fear, Combat Squads, Special Issue Ammunition (pg 64)

~~**Mixed Unit:** A unit of Veterans can contain models with different Toughness characteristics. If this is the case, use the Toughness characteristic of the majority of the models in the unit when the enemy makes wound rolls against it. If there is no majority, the Deathwatch player may choose which of the values is used.~~

~~For the purposes of determining what models a vehicle can transport, Terminators have the **TERMINATOR** keyword, Bikers do not have the **INFANTRY** keyword, and instead have the **BIKER** keyword and Vanguard Veterans have the **JUMP PACK** keyword.~~

Combat shield: A model with a combat shield has a 5+ invulnerable save.

Storm Shield: A model with a storm shield has a 3+ invulnerable save.

Unflinching: This unit automatically passes Morale tests if it contains any Terminators.

Crux Terminatus: Terminators have a 5+ invulnerable save.

Relentless Assault: When a unit of Veterans that includes any Bikers Falls Back, it can charge later that turn.

Atonement Through Honour: A unit that contains a Black Shield can make Heroic Interventions as if it were a CHARACTER, and must do so if able to.

~~**Vanguard Strike:** Vanguard Veterans can move across models and terrain as if they were not there.~~ In addition, when a unit of Veterans that includes any Vanguard Veterans Falls Back, it can shoot later that turn as if it could FLY.

Deathwatch Teleport Homer: If this unit has a Deathwatch teleport homer, place it anywhere in your deployment zone when your army deploys. If an enemy model is ever within 9" of the Deathwatch teleport homer, it is deactivated and removed from the battlefield. Whilst there are any friendly Deathwatch teleport homers on the battlefield, a unit that contains one or more **DEATHWATCH** Terminators can perform an emergency teleport instead of moving in its Movement phase. At the end of the Movement phase, remove the unit and then set it up with all models within 6" of a friendly Deathwatch teleport homer. That Deathwatch teleport homer then shorts out and is removed from the battlefield.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS INFANTRY, VETERANS



INTERCESSORS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Intercessor	6"	3+	3+	4	4	2	2	7	3+
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+
Hellblaster	6"	3+	3+	4	4	2	2	7	3+
Inceptor	10"	3+	3+	4	5	2	2	7	3+
Reiver	6"	3+	3+	4	4	2	2	7	3+
Aggressor	5"	3+	3+	4	5	2	2	7	3+
This unit contains 1 Intercessor Sergeant and 4 Intercessors. It can include up to 5 additional models in any combination of Intercessors (Power Rating +1 per model), Hellblasters (Power Rating +2 per model), Inceptors (Power Rating +3 per model), Reivers (Power Rating +1 per model) and Aggressors (Power Rating +2 per model).									
• Each Intercessor and Intercessor Sergeant is armed with a bolt rifle, bolt pistol, frag grenades and krak grenades. • Each Hellblaster is armed with a plasma incinerator (pg 90), bolt pistol, frag grenades and krak grenades. • Each Inceptor is armed with two assault bolters (pg 88). • Each Reiver is armed with a bolt carbine (pg 88), heavy bolt pistol (pg 89), frag grenades, krak grenades and shock grenades (pg 90). • Each Aggressor is armed with auto boltstorm gauntlets (pg 88 and 91) and a fragstorm grenade launcher (pg 89).									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt rifle	30"	Rapid Fire 1		4	-1	1	-		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• Any Intercessor or Intercessor Sergeant may replace their bolt rifle with an auto bolt rifle (pg 88) or stalker bolt rifle (pg 90). • For every five Intercessors, one may take an auxiliary grenade launcher. • The Intercessor Sergeant may either replace their bolt rifle with a chainsword or power sword (pg 91), or take a chainsword or power sword. • Any Hellblaster may replace their plasma incinerator with an assault plasma incinerator (pg 88) or heavy plasma incinerator (pg 89). • Any Inceptor may replace their two assault bolters with two plasma exterminators (pg 90). • Any Reiver may replace their bolt carbine with a combat knife (pg 91). • Any Reiver may take a grapnel launcher. • Any Aggressor may replace their auto boltstorm gauntlets and fragstorm grenade launcher with flamestorm gauntlets (pg 89 and 91).								
ABILITIES	And They Shall Know No Fear, Combat Squads, Special Issue Ammunition (pg 64) Mixed Unit: A unit of Intercessors can contain models with different Toughness characteristics. If this is the case, use the Toughness characteristic of the majority of the models in the unit when the enemy makes wound rolls against it. If there is no majority, the Deathwatch player may choose which of the values is used. For the purposes of determining what models a vehicle can transport, Aggressors and Inceptors have the MARK X GRAVIS keyword and Inceptors have the JUMP PACK keyword. Auxiliary Grenade Launcher: If a model is equipped with an auxiliary grenade launcher, increase the range of any Grenade weapons they have to 30". Crushing Charge: Roll a D6 each time an Inceptor finishes a charge move within 1" of an enemy unit; on a 6, that unit suffers a mortal wound. Inceptor Strike: Inceptors can move across models and terrain as if they were not there. In addition, when a unit of Intercessors that includes any Inceptors Falls Back, it can shoot later that turn as if it could FLY. Grapnel Launchers: When models with grapnel launchers move, do not count any vertical distance they move against the total they can move that turn (i.e. moving vertically is free for these models). Terror Troops: Enemy units must subtract 1 from their Leadership characteristic if they are within 3" of any Reiver units, or units that include any Reiver models. Fire Storm: Aggressors in this unit can fire twice if they remained stationary during their turn (including when firing Overwatch). Relentless Advance: A unit of Intercessors that includes any Aggressors does not suffer any penalty to their hit rolls for Advancing and firing Assault weapons, or for moving and firing Heavy weapons.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH								
KEYWORDS	INFANTRY, PRIMARIS, INTERCESSORS								



PRIMARIS APOTHECARY



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Primaris Apothecary	6"	3+	3+	4	4	5	3	8	3+	
A Primaris Apothecary is a single model armed with an absolver bolt pistol, reductor pistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Absolver bolt pistol	16"	Pistol 1			5	-1	1	-		
Reductor pistol	3"	Pistol 1			4	-3	2	-		
Frag grenade	6"	Grenade D6			3	0	1	-		
Krak grenade	6"	Grenade 1			6	-1	D3	-		
ABILITIES	And They Shall Know No Fear, Special Issue Ammunition (pg 64)									
	Narthecium: At the end of any of your Movement phases, the Apothecary can attempt to heal or revive a single model. Select a friendly DEATHWATCH INFANTRY or BIKER unit within 3" of the Apothecary. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If the Apothecary fails to revive a model he can do nothing else for the remainder of the turn (shoot, charge, fight, etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH									
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, APOTHECARY									



VENERABLE DREADNOUGHT



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Venerable Dreadnought	6"	2+	2+	6	7	8	4	8	3+	
A Venerable Dreadnought is a single model equipped with an assault cannon, storm bolter and Dreadnought combat weapon.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Assault cannon	24"	Heavy 6			6	-1	1	-		
Heavy flamer	8"	Heavy D6			5	-1	1	This weapon automatically hits its target.		
Missile launcher	When attacking with this weapon, choose one of the profiles below.									
- Frag missile	48"	Heavy D6			4	0	1	-		
- Krak missile	48"	Heavy 1			8	-2	D6	-		
Storm bolter	24"	Rapid Fire 2			4	0	1	-		
Dreadnought combat weapon	Melee	Melee			x2	-3	3	-		
WARGEAR OPTIONS		• This model may replace its assault cannon with a weapon from the <i>Dreadnought Heavy Weapons</i> list. • This model may replace its Dreadnought combat weapon and storm bolter with a missile launcher. • This model may replace its storm bolter with a heavy flamer.								
ABILITIES		Unyielding Ancient: Roll a D6 each time this model loses a wound; on a 6 the damage is ignored and that wound is not lost. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.						Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.		
FACTION KEYWORDS		IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH								
KEYWORDS		VEHICLE, DREADNOUGHT, VENERABLE DREADNOUGHT								



DREADNOUGHT



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Dreadnought	6"	3+	3+	6	7	8	4	8	3+	
A Dreadnought is a single model equipped with an assault cannon, storm bolter and Dreadnought combat weapon.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Assault cannon	24"	Heavy 6			6	-1	1	-		
Heavy flamer	8"	Heavy D6			5	-1	1	This weapon automatically hits its target.		
Missile launcher	When attacking with this weapon, choose one of the profiles below.									
- Frag missile	48"	Heavy D6			4	0	1	-		
- Krak missile	48"	Heavy 1			8	-2	D6	-		
Storm bolter	24"	Rapid Fire 2			4	0	1	-		
Dreadnought combat weapon	Melee	Melee			x2	-3	3	-		
WARGEAR OPTIONS	• This model may replace its assault cannon with an item from the <i>Dreadnought Heavy Weapons</i> list. • This model may replace its Dreadnought combat weapon and storm bolter with a missile launcher. • This model may replace its storm bolter with a heavy flamer.									
ABILITIES	 Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH									
KEYWORDS	VEHICLE, DREADNOUGHT									



REDEMPTOR DREADNOUGHT

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Redemptor Dreadnought	*	*	*	7	7	13	4	8	3+	7-13+	8"	3+	3+
A Redemptor Dreadnought is a single model equipped with a heavy onslaught gatling cannon, heavy flamer, two fragstorm grenade launchers and a Redemptor fist.										4-6	6"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-							
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.							
Heavy onslaught gatling cannon	30"	Heavy 12	5	-1	1	-							
Icarus rocket pod	24"	Heavy D3	7	-1	1	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.							
Macro plasma incinerator	When attacking with this weapon, choose one of the profiles below.									1-3	4"	5+	5+
- Standard	36"	Heavy D6	8	-4	1	-							
- Supercharge	36"	Heavy D6	9	-4	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.							
Onslaught gatling cannon	24"	Heavy 6	5	-1	1	-							
Storm bolter	24"	Rapid Fire 2	4	0	1	-							
Redemptor fist	Melee	Melee	x2	-3	D6	-							
WARGEAR OPTIONS	- This model may replace its heavy flamer with an onslaught gatling cannon. - This model may replace its heavy onslaught gatling cannon with a macro plasma incinerator. - This model may replace its two fragstorm grenade launchers with two storm bolters. - This model may take an Icarus rocket pod.												
ABILITIES	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH												
KEYWORDS	VEHICLE, DREADNOUGHT, REDEMPTOR DREADNOUGHT												

TERMINATORS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Terminator	5"	3+	3+	4	4	2	2	8	2+
Terminator Sergeant	5"	3+	3+	4	4	2	3	9	2+

This unit contains 1 Terminator Sergeant and 4 Terminators. It can include up to 5 additional Terminators (**Power Rating +12**).

- Each Terminator is armed with a storm bolter and power fist.
- The Terminator Sergeant is armed with a storm bolter and power sword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

WARGEAR OPTIONS

- Up to 3 Terminators may replace their storm bolter with a weapon from the *Terminator Heavy Weapons* list.
- Any model may replace its power fist or power sword with a weapon from the *Terminator Melee Weapons* list.
- Any model may replace its storm bolter and power sword or power fist with two lightning claws or a thunder hammer and storm shield.

ABILITIES

 **And They Shall Know No Fear, Combat Squads, Special Issue Ammunition** (pg 64)

Crux Terminatus: Models in this unit have a 5+ invulnerable save.

Unflinching: This unit automatically passes Morale tests.

Storm Shield: A model with a storm shield has a 3+ invulnerable save.

Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can use a teleport strike to arrive on the battlefield – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS INFANTRY, TERMINATORS



Emerging from the blinding light of a teleport flare, a Kill Team of Deathwatch Terminators lead an attack against the T'au Empire.



REIVERS



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Reiver	6"	3+	3+	4	4	2	2	7	3+	
Reiver Sergeant	6"	3+	3+	4	4	2	3	8	3+	
This unit contains 1 Reiver Sergeant and 4 Reivers. It can include up to 5 additional Reivers (Power Rating +5). Each model is armed with a bolt carbine, heavy bolt pistol, frag grenades, krak grenades and shock grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bolt carbine	24"	Assault 2		4	0	1	-			
Heavy bolt pistol	12"	Pistol 1		4	-1	1	-			
Combat knife	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.			
Frag grenade	6"	Grenade D6		3	0	1	-			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
Shock grenade	6"	Grenade D3		*	*	*	This weapon does not inflict any damage. If an enemy INFANTRY unit is hit by any shock grenades, it is stunned until the end of the turn – it cannot fire Overwatch and your opponent must subtract 1 from any hit rolls made for the unit.			
WARGEAR OPTIONS • Any Reiver may replace their bolt carbine with a combat knife. • The Reiver Sergeant may replace either his bolt carbine or heavy bolt pistol with a combat knife. • Any model may take a grapnel launcher. • All models in the unit may take grav-chutes.										
ABILITIES And They Shall Know No Fear, Combat Squads, Special Issue Ammunition (pg 64) Grav-chutes: During deployment, you can set up this unit, if it is equipped with grav-chutes, in high orbit instead of placing it on the battlefield. At the end of any of your Movement phases this unit can descend – set it up anywhere on the battlefield that is more than 9" away from any enemy models. Terror Troops: Enemy units must subtract 1 from their Leadership if they are within 3" of any Reiver units, or units that include any Reiver models. Grapnel Launchers: When models with grapnel launchers move, do not count any vertical distance they move against the total they can move that turn (i.e. moving vertically is free for these models). In addition, during deployment, you can set up this unit, if all models are equipped with grapnel launchers, behind enemy lines instead of placing it on the battlefield. At the end of any of your Movement phases this unit can join the battle – set it up within 6" of a battlefield edge of your choice and more than 9" away from any enemy models.										
FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH										
KEYWORDS INFANTRY, PRIMARIS, REIVERS										



AGGRESSORS



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Aggressor	5"	3+	3+	4	5	2	2	7	3+	
Aggressor Sergeant	5"	3+	3+	4	5	2	3	8	3+	
This unit contains 1 Aggressor Sergeant and 2 Aggressors. It can include up to 3 additional Aggressors (Power Rating +6). Each model is armed with auto boltstorm gauntlets and a fragstorm grenade launcher.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Auto boltstorm gauntlets (shooting)	18"	Assault 6			4	0	1	-		
Flamestorm gauntlets (shooting)	8"	Assault 2D6			4	0	1	This weapon automatically hits its target.		
Fragstorm grenade launcher	18"	Assault D6			4	0	1	-		
Auto boltstorm gauntlets (melee)	Melee	Melee			x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Flamestorm gauntlets (melee)	Melee	Melee			x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
WARGEAR OPTIONS	• Any model may replace its auto boltstorm gauntlets and fragstorm grenade launcher with flamestorm gauntlets.									
ABILITIES	And They Shall Know No Fear, Combat Squads (pg 64) Relentless Advance: Models in this unit do not suffer any penalty to their hit rolls for Advancing and firing Assault weapons. Fire Storm: Models in this unit can fire twice if they remained stationary during their turn (including when firing Overwatch).									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH									
KEYWORDS	INFANTRY, MK X GRAVIS, PRIMARIS, AGGRESSORS									



VANGUARD VETERANS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vanguard Veteran	12"	3+	3+	4	4	1	2	8	3+
Vanguard Sergeant	12"	3+	3+	4	4	1	3	9	3+
This unit contains 1 Vanguard Sergeant and 4 Vanguard Veterans. It can include up to 5 additional Vanguard Veterans (Power Rating +9). Each model is equipped with a bolt pistol, chainsword, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Heavy thunder hammer	Melee	Melee			x2	-3	D6	When attacking with this weapon, you must subtract 1 from the hit roll. Each time you make a wound roll of 6+ with this weapon, that hit is resolved with a Damage of 6.	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
Melta bomb	4"	Grenade 1			8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE .	
WARGEAR OPTIONS	- Any model may replace their bolt pistol and chainsword with two items from the <i>Vanguard Equipment</i> list. - Any Vanguard Veteran may replace their bolt pistol and chainsword with a heavy thunder hammer. - One model may take melta bombs.								
ABILITIES	And They Shall Know No Fear, Combat Squads, Special Issue Ammunition (pg 64)								
	Jump Pack Assault: During deployment, you can set up this unit high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this unit can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH								
KEYWORDS	INFANTRY, JUMP PACK, FLY, VANGUARD VETERANS								



BIKERS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Biker	14"	3+	3+	4	5	2	2	8	3+
Biker Sergeant	14"	3+	3+	4	5	2	3	9	3+
This unit contains 1 Biker Sergeant and 2 Bikers. It can include up to 3 additional Bikers (Power Rating +5). Each model is armed with frag grenades and krak grenades, and rides into battle on a Space Marine bike equipped with a twin boltgun.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Twin boltgun	24"	Rapid Fire 2			4	0	1	-	
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Power axe	Melee	Melee			+1	-2	1	-	
Power maul	Melee	Melee			+2	-1	1	-	
Power sword	Melee	Melee			User	-3	1	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS		• The Biker Sergeant may take up to two items from the <i>Deathwatch Equipment</i> list. • Any Biker may take a bolt pistol, chainsword, power axe, power maul or power sword. • One Biker may take a Deathwatch teleport homer.							
ABILITIES		And They Shall Know No Fear, Combat Squads, Special Issue Ammunition (pg 64) Relentless Assault: When this unit Falls Back, it can charge later that turn. Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.					Deathwatch Teleport Homer: If this unit has a Deathwatch teleport homer, place it anywhere in your deployment zone when your army deploys. If an enemy model is ever within 9" of the Deathwatch teleport homer, it is deactivated and removed from the battlefield. Whilst there are any friendly Deathwatch teleport homers on the battlefield, a unit that contains one or more DEATHWATCH Terminators can perform an emergency teleport instead of moving in its Movement phase. At the end of the Movement phase, remove the unit and then set it up with all models within 6" of a friendly Deathwatch teleport homer. That Deathwatch teleport homer then shorts out and is removed from the battlefield.		
FACTION KEYWORDS		IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH							
KEYWORDS		BIKERS							



Deathwatch Bikers lead the charge upon their armoured steeds, riding into battle with daring and skill.



INCEPTORS



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Inceptor	10"	3+	3+	4	5	2	2	7	3+	
Inceptor Sergeant	10"	3+	3+	4	5	2	3	8	3+	
This unit contains 2 Inceptors and 1 Inceptor Sergeant. It can include up to 3 additional Inceptors (Power Rating +10). Each model is equipped with two assault bolters.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Assault bolter	18"	Assault 3			5	-1	1	-		
Plasma exterminator	When attacking with this weapon, choose one of the profiles below.									
- Standard	18"	Assault D3			7	-3	1	-		
- Supercharge	18"	Assault D3			8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.		
WARGEAR OPTIONS	• Any model may replace its two assault bolters with two plasma exterminators.									
ABILITIES	And They Shall Know No Fear, Combat Squads (pg 64)							Meteoric Descent: During deployment, you can set up this unit in high orbit instead of placing it on the battlefield. At the end of any of your Movement phases this unit can use a meteoric descent – set it up anywhere on the battlefield that is more than 9" away from any enemy models.		
	Crushing Charge: Roll a D6 each time a model from this unit finishes a charge move within 1" of an enemy unit; on a 6, the enemy unit suffers a mortal wound.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH									
KEYWORDS	INFANTRY, JUMP PACK, MK X GRAVIS, PRIMARIS, FLY, INCEPTORS									



“To fall upon the enemy with meteoric fury, death blazing from your clenched fists, armoured body impervious to shot and blade, and to tear the heart from the foe – that is the way of the Inceptor, and it is a doctrine that has seen the foul xenos defeated time and time again.”
- Watch Captain Corvean



HELLBLASTERS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellblaster	6"	3+	3+	4	4	2	2	7	3+
Hellblaster Sergeant	6"	3+	3+	4	4	2	3	8	3+
This unit contains 1 Hellblaster Sergeant and 4 Hellblasters. It can include up to 5 additional Hellblasters (Power Rating +8). Each model is armed with a plasma incinerator, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Assault plasma incinerator	When attacking with this weapon, choose one of the profiles below.								
- Standard	24"	Assault 2		6	-4	1	-		
- Supercharge	24"	Assault 2		7	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Heavy plasma incinerator	When attacking with this weapon, choose one of the profiles below.								
- Standard	36"	Heavy 1		8	-4	1	-		
- Supercharge	36"	Heavy 1		9	-4	2	On a hit roll of 1, the bearer is slain.		
Plasma incinerator	When attacking with this weapon, choose one of the profiles below.								
- Standard	30"	Rapid Fire 1		7	-4	1	-		
- Supercharge	30"	Rapid Fire 1		8	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS									
- Any model may replace their plasma incinerator with an assault plasma incinerator or heavy plasma incinerator. - The Hellblaster Sergeant may replace his bolt pistol with a plasma pistol.									
ABILITIES 									
And They Shall Know No Fear, Combat Squads, Special Issue Ammunition (pg 64)									
FACTION KEYWORDS									
IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH									
KEYWORDS									
INFANTRY, PRIMARIS, HELLBLASTERS									





LAND RAIDER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider	★	6+	★	8	8	16	★	9	2+

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

A Land Raider is a single model equipped with a twin heavy bolter and two twin lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS

- This model may take a hunter-killer missile.
- This model may take a storm bolter.
- This model may take a multi-melta.

ABILITIES



Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model can transport 10 **DEATHWATCH INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of two other models. It cannot transport **PRIMARIS** models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS

VEHICLE, TRANSPORT, LAND RAIDER



Land Raiders are amongst the greatest armoured fighting vehicles of the 41st Millennium.



LAND RAIDER CRUSADER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider Crusader	*	6+	*	8	8	16	*	9	2+

A Land Raider Crusader is a single model equipped with a twin assault cannon and two hurricane bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-

- WARGEAR OPTIONS**
- This model may take a hunter-killer missile.
 - This model may take a storm bolter.
 - This model may take a multi-melta.

ABILITIES



Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Frag Assault Launchers: Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers D3 mortal wounds.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT This model can transport 16 **DEATHWATCH INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of two other models. It cannot transport **PRIMARIS** models.

FACTION KEYWORDS **IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH**

KEYWORDS **VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER CRUSADER**



The Land Raider Crusader is an inspiring sight, an armoured battering ram that shatters xenos battle lines with ease.



LAND RAIDER REDEEMER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider Redeemer	*	6+	*	8	8	16	*	9	2+

A Land Raider Redeemer is a single model equipped with a twin assault cannon and two flamestorm cannons.

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flamestorm cannon	8"	Heavy D6	6	-2	2	This weapon automatically hits its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-
WARGEAR OPTIONS - This model may take a hunter-killer missile. - This model may take a storm bolter. - This model may take a multi-melta.						
ABILITIES  Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Frag Assault Launchers: Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers D3 mortal wounds. Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.						
TRANSPORT This model can transport 12 DEATHWATCH INFANTRY models. Each JUMP PACK or TERMINATOR model takes the space of two other models. It cannot transport PRIMARIS models.						
FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH						
KEYWORDS VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER REDEEMER						



RHINO

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rhino	*	6+	*	6	7	10	*	8	3+

A Rhino is a single model equipped with a storm bolter.

REMAINING W	M	BS	A
6-10+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
WARGEAR OPTIONS - This model may take a hunter-killer missile. - This model may take an additional storm bolter.						
ABILITIES  Self-Repair: Roll a D6 at the start of each of your turns; on a 6, this model regains one lost wound. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.						
TRANSPORT This model can transport 10 DEATHWATCH INFANTRY models. It cannot transport JUMP PACK, TERMINATOR or PRIMARIS models.						
FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH						
KEYWORDS VEHICLE, TRANSPORT, RHINO						



RAZORBACK

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Razorback	*	6+	*	6	7	10	*	8	3+

REMAINING W	M	BS	A
6-10+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1

A Razorback is a single model equipped with a twin heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
WARGEAR OPTIONS	- This model may replace its twin heavy bolter with a twin lascannon or a twin assault cannon. - This model may take a hunter-killer missile. - This model may take a storm bolter.					
ABILITIES	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.					
TRANSPORT	This model can transport 6 DEATHWATCH INFANTRY models. It cannot transport JUMP PACK, TERMINATOR or PRIMARIS models.					
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH					
KEYWORDS	VEHICLE, TRANSPORT, RAZORBACK					



DROP POD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Drop Pod	0"	-	3+	6	6	8	0	8	3+
A Drop Pod is a single model equipped with a storm bolter.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Deathwind launcher	12"	Assault D6		5	0	1	-		
Storm bolter	24"	Rapid Fire 2		4	0	1	-		
WARGEAR OPTIONS	• This model may replace its storm bolter with a deathwind launcher.								
 ABILITIES	Drop Pod Assault: During deployment, you can set up this model, along with any units embarked within it, in orbit instead of placing it on the battlefield. At the end of any of your Movement phases this model can perform a drop pod assault – set it up anywhere on the battlefield that is more than 9" away from any enemy models. Any models embarked inside must immediately disembark, but they must be set up more than 9" away from any enemy models. Any models that cannot be set up because there is not enough room are slain.								
	Immobile: After this model has been set up on the battlefield it cannot move for any reason, and no units can embark upon it.								
TRANSPORT	This model can transport 10 DEATHWATCH INFANTRY models. It cannot transport JUMP PACK, TERMINATOR or PRIMARIS models.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH								
KEYWORDS	VEHICLE, TRANSPORT, DROP POD								





REPULSOR

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Repulsor	*	6+	*	8	8	16	*	9	3+

A Repulsor is a single model equipped with a heavy onslaught gatling cannon, twin heavy bolter, ironhail heavy stubber, Icarus ironhail heavy stubber, two krakstorm grenade launchers, two storm bolters and auto launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Heavy onslaught gatling cannon	30"	Heavy 12	5	-1	1	-
Icarus ironhail heavy stubber	36"	Heavy 3	4	-1	1	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.
Icarus rocket pod	24"	Heavy D3	7	-1	1	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.
Ironhail heavy stubber	36"	Heavy 3	4	-1	1	-
Krakstorm grenade launcher	18"	Assault 1	6	-1	D3	-
Las-talon	24"	Heavy 2	9	-3	D6	-
Onslaught gatling cannon	24"	Heavy 6	5	-1	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS

- This model may replace its twin heavy bolter with a twin lascannon.
- This model may replace its heavy onslaught gatling cannon with a las-talon.
- This model may replace its ironhail heavy stubber with an onslaught gatling cannon.
- This model may replace its two storm bolters with two fragstorm grenade launchers.
- This model may replace its Icarus ironhail heavy stubber with an Icarus rocket pod, storm bolter or fragstorm grenade launcher.
- This model may replace its auto launchers with two fragstorm grenade launchers.
- This model may take an additional ironhail heavy stubber.

ABILITIES



Hover Tank: Distances and ranges are always measured to and from this model's hull, even though it has a base.

Repulsor Field: Your opponent must subtract 2 from any charge rolls made for units that declare a charge against a Repulsor.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Auto Launchers: Instead of shooting any weapons in the Shooting phase, this model can use its auto launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model can transport 10 **DEATHWATCH PRIMARIS INFANTRY** models. Each **MK X GRAVIS** model takes up the space of 2 other models. It cannot transport **JUMP PACK** models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS

VEHICLE, TRANSPORT, FLY, REPULSOR





CORVUS BLACKSTAR

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
8-14+	20-45"	3+	3
4-7	20-30"	4+	D3
1-3	20"	5+	1

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Corvus Blackstar	*	6+	*	8	7	14	*	8	3+

A Corvus Blackstar is a single model equipped with a twin assault cannon and two stormstrike missile launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blackstar rocket launcher	When attacking with this weapon, choose one of the profiles below.					
- Corvid warhead	30"	Heavy D6	6	-1	1	Add 1 to hit rolls for this weapon when targeting a unit that can FLY.
- Dracos warhead	30"	Heavy D6	4	0	1	Add 1 to hit rolls for this weapon when targeting a unit that is in cover.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Stormstrike missile launcher	72"	Heavy 1	8	-3	3	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

- WARGEAR OPTIONS**
- This model may replace its twin assault cannon with a twin lascannon.
 - This model may replace its two stormstrike missile launchers with two Blackstar rocket launchers.
 - This model may take a hurricane bolter.
 - This model may take an infernum halo-launcher or an auspex array.

ABILITIES



Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.

Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D6 mortal wounds.

Blackstar Cluster Launcher: This model can fire its Blackstar cluster launcher as it flies over enemy units in its Movement phase. To do so, after this model has moved, pick one enemy unit that it flew over. Then, roll one D6 for each model in the enemy unit (up to a maximum of 10 D6). Each time you roll a 6 the unit being bombed suffers 1 mortal wound.

Auspex Array: You can re-roll hit rolls of 1 for a model with an auspex array when targeting an enemy in the Shooting phase that cannot FLY.

Infernum Halo-launcher: You can re-roll save rolls of 1 for this model if it is equipped with an infernum halo-launcher and it has the Supersonic ability.

TRANSPORT This model can transport 12 DEATHWATCH INFANTRY models. Each JUMP PACK or TERMINATOR model takes the space of two other models. It can also transport DEATHWATCH BIKER models – each takes up the space of three other models. It cannot transport PRIMARIS models.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS VEHICLE, TRANSPORT, FLY, CORVUS BLACKSTAR



“Three Corvus Blackstars fell upon Karnat, slipping undetected through the planet’s atmosphere and delivering their deadly passengers into the heart of the Aeldari enclave. As battle raged, the aircraft swooped overhead, black shadows of death. As dawn broke they were gone, and their passengers with them, leaving naught but ruin in their wake.”

- Chaplain Heliates, on the battle of Karnat

ARMOURY OF THE DEATHWATCH

The Deathwatch hand-pick their equipment before every battle, choosing the perfect tools from a vast and varied armoury to best wreak havoc amongst their foes. This section of *Codex: Deathwatch* lists the wargear used by the mighty warriors of the Deathwatch, along with the rules for using them in your games of Warhammer 40,000.

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Absolvor bolt pistol	16"	Pistol 1	5	-1	1	-
Assault bolter	18"	Assault 3	5	-1	1	-
Assault cannon	24"	Heavy 6	6	-1	1	-
Assault plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Assault 2	6	-4	1	-
- Supercharge	24"	Assault 2	7	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Auto bolt rifle	24"	Assault 2	4	0	1	-
Auto boltstorm gauntlets (shooting)	18"	Assault 6	4	0	1	-
Blackstar rocket launcher	When attacking with this weapon, choose one of the profiles below.					
- Corvid warhead	30"	Heavy D6	6	-1	1	Add 1 to hit rolls for this weapon when targeting a unit that can FLY.
- Dracos warhead	30"	Heavy D6	4	0	1	Add 1 to hit rolls for this weapon when targeting a unit that is in cover.
Bolt carbine	24"	Assault 2	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-grav	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Grav-gun	18"	Rapid Fire 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	24"	Rapid Fire 1	7	-3	1	See plasma gun
Cyclone missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	36"	Heavy 2D3	4	0	1	-
- Krak missile	36"	Heavy 2	8	-2	D6	-
Deathwatch frag cannon	When attacking with this weapon, choose one of the profiles below.					
- Frag round	8"	Assault 2D6	6	-1	1	This weapon automatically hits its target.
- Shell	24"	Assault 2	7	-2	2	If the target is within half range of this weapon, its attacks are resolved with a Strength of 9 and an AP of -3.
Deathwatch shotgun	When attacking with this weapon, choose one of the profiles below.					
- Cryptclearer round	16"	Assault 2	4	0	1	You can re-roll failed wound rolls for this weapon.
- Xenopurge slug	16"	Assault 2	4	-1	1	If the target is within half range of this weapon, its attacks are resolved with a Damage of 2.
- Wyrmsbreath shell	7"	Assault D6	3	0	1	This weapon automatically hits its target.

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Deathwind launcher	12"	Assault D6	5	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Flamestorm cannon	8"	Heavy D6	6	-2	2	This weapon automatically hits its target.
Flamestorm gauntlets (shooting)	8"	Assault 2D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Grav-gun	18"	Rapid Fire 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Grav-pistol	12"	Pistol 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Guardian spear (shooting)	24"	Rapid Fire 1	4	-1	2	-
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Heavy bolt pistol	12"	Pistol 1	4	-1	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy onslaught gatling cannon	30"	Heavy 12	5	-1	1	-
Heavy plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Heavy plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy 1	8	-4	1	-
- Supercharge	36"	Heavy 1	9	-4	2	On a hit roll of 1, the bearer is slain.
Hellfire Extremis	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Hellfire flamer	8"	Assault D6	*	0	1	This weapon automatically hits its target. This weapon wounds on a 2+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.
- Boltgun	24"	Rapid Fire 1	4	0	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Icarus ironhail heavy stubber	36"	Heavy 3	4	-1	1	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.
Icarus rocket pod	24"	Heavy D3	7	-1	1	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Infernus heavy bolter	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Heavy bolter	36"	Heavy 3	5	-1	1	-
- Heavy flamer	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Ironhail heavy stubber	36"	Heavy 3	4	-1	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Krakstorm grenade launcher	18"	Assault 1	6	-1	D3	-
Las-talon	24"	Heavy 2	9	-3	D6	-
Macro plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D6	8	-4	1	-
- Supercharge	36"	Heavy D6	9	-4	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Master-crafted auto bolt rifle	24"	Assault 2	4	0	2	-
Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafted stalker bolt rifle	36"	Heavy 1	4	-2	2	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE .
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Onslaught gatling cannon	24"	Heavy 6	5	-1	1	-
Plasma exterminator	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault D3	7	-3	1	-
- Supercharge	18"	Assault D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	30"	Rapid Fire 1	7	-4	1	-
- Supercharge	30"	Rapid Fire 1	8	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Reductor pistol	3"	Pistol 1	4	-3	2	-
Shock grenade	6"	Grenade D3	*	*	*	This weapon does not inflict any damage. If an enemy INFANTRY unit is hit by any shock grenades, it is stunned until the end of the turn – it cannot fire Overwatch and your opponent must subtract 1 from any hit rolls made for the unit.
Stalker bolt rifle	36"	Heavy 1	4	-2	1	-
Stalker pattern boltgun	30"	Heavy 2	4	-1	1	-
Stasis bomb	6"	Grenade 1	-	-	-	This weapon can only be used once per battle. If the attack hits, deal D6 mortal wounds to your target. If it misses, the bearer suffers D6 mortal wounds.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Stormstrike missile launcher	72"	Heavy 1	8	-3	3	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-



Boltgun



Deathwatch shotgun



Stalker pattern boltgun

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auto boltstorm gauntlets (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Crozius arcanum	Melee	Melee	+1	-1	2	-
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-
Flamestorm gauntlets (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-
Guardian spear (melee)	Melee	Melee	+1	-3	D3	-
Heavy thunder hammer	Melee	Melee	x2	-3	D6	When attacking with this weapon, you must subtract 1 from the hit roll. Each time you make a wound roll of 6+ with this weapon, that hit is resolved with a Damage of 6.
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Redemptor fist	Melee	Melee	x2	-3	D6	-
Relic blade	Melee	Melee	+2	-3	D3	-
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Xenophase blade	Melee	Melee	User	-3	1	Your opponent must re-roll successful invulnerable saves for wounds caused by this weapon.

OTHER WARGEAR

Auspex array	You can re-roll hit rolls of 1 for a model with an auspex array when targeting an enemy in the Shooting phase that cannot FLY .
Auto launchers	Instead of shooting any weapons in the Shooting phase, a model can use its auto launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target the bearer.
Blackstar cluster launcher	A model with a Blackstar cluster launcher can fire it as it flies over enemy units in its Movement phase. To do so, after this model has moved, pick one enemy unit that it flew over. Then, roll one D6 for each model in the enemy unit (up to a maximum of 10 D6). Each time you roll a 6 the unit being bombed suffers 1 mortal wound.
Combat shield	A model with a combat shield has a 5+ invulnerable save.
Deathwatch teleport homer	If this unit has a Deathwatch teleport homer, place it anywhere in your deployment zone when your army deploys. If an enemy model is ever within 9" of the Deathwatch teleport homer, it is deactivated and removed from the battlefield. Whilst there are any friendly Deathwatch teleport homers on the battlefield, a unit that contains one or more DEATHWATCH Terminators can perform an emergency teleport instead of moving in its Movement phase. At the end of the Movement phase, remove the unit and then set it up with all models within 6" of a friendly Deathwatch teleport homer. That Deathwatch teleport homer then shorts out and is removed from the battlefield.
Grapnel launcher	When models with grapnel launchers move, do not count any vertical distance they move against the total they can move that turn (i.e. moving vertically is free for these models). In addition, during deployment, you can set up this unit, if it is equipped with grapnel launchers, behind enemy lines instead of placing it on the battlefield. At the end of any of your Movement phases this unit can join the battle – set it up within 6" of a battlefield edge of your choice and more than 9" away from any enemy models.
Grav-chute	During deployment, a unit equipped with grav-chutes can be set up in high orbit instead of being placed on the battlefield. At the end of any of your Movement phases the unit can descend – set it up anywhere on the battlefield that is more than 9" away from any enemy models.
Infernum halo-launcher	If an enemy unit that can FLY targets a supersonic model with an infernum halo-launcher in the Shooting phase, your opponent must subtract 1 from the subsequent hit rolls.
Storm shield	A model with a storm shield has a 3+ invulnerable save.



As the Deathwatch drive home their attack, the streets of Port Ithaka are slicked with xenos ichor and traitor gore. Hissing Genestealers and chanting Cultists hurl themselves at the Space Marines in wave after wave, yet amidst the roar of bolt weaponry and the reek of sanctified promethium, the Deathwatch scythe down more of their alien foes with every moment.



HUNTERS OF THE ALIEN

In this section you'll find rules for Battle-forged armies that include DEATHWATCH Detachments – that is, any Detachment which includes only DEATHWATCH units. These rules include the abilities below and a series of Stratagems that can be used by the Deathwatch. This section also includes the unique Warlord Traits, Relics and Tactical Objectives of the Deathwatch, as well as the Librarius psychic discipline their psykers use. Together, these rules reflect the character and fighting style of the Deathwatch.

ABILITIES

If your army is Battle-forged, Troops units in DEATHWATCH Detachments gain the Defenders of Humanity ability. In addition, INFANTRY, BIKER and DREADNOUGHT units in Deathwatch Detachments gain the Mission Tactics ability.

DEFENDERS OF HUMANITY

The warriors of the Adeptus Astartes are sworn to defend the Imperium of Mankind. While a single Space Marine still stands, the light of Humanity will never fade.

A unit with this ability that is within range of an objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal.



'There are those who speak of the xenos in terms of their cultures, their desires and motivations. Such asinine prating misses the point entirely. The xenos can and must be viewed as a singular whole, a disease afflicting the Emperor's realm. And we, the Deathwatch, are the cure.'

~ Watch Sergeant Galthor Nox of the Mortifactors

MISSION TACTICS

Thousands of years of collated strategic data and hard-won combat experience have provided the Deathwatch with the ultimate battlefield tactics to combat almost any foe.

Units with this ability gain a bonus during the battle depending on which Mission Tactics they are currently employing. Before the battle, pick one of the following Mission Tactics. The tactic you choose will remain active for the entire battle, though it may be possible to change tactics during the course of the battle (by using the Adaptive Tactics Stratagem, for example). As long as a tactic is active, it affects all units in your army that have the Mission Tactics ability.

MISSION TACTIC	EFFECT
Furor Tactics	When attacking an enemy unit with the Troops Battlefield Role, you can re-roll wound rolls of 1.
Venator Tactics	When attacking an enemy unit with the Fast Attack Battlefield Role, you can re-roll wound rolls of 1.
Dominatus Tactics	When attacking an enemy unit with the Elites Battlefield Role, you can re-roll wound rolls of 1.
Malleus Tactics	When attacking an enemy unit with the Heavy Support or Lord of War Battlefield Role, you can re-roll wound rolls of 1.
Purgatus Tactics	When attacking an enemy unit with the HQ Battlefield Role, you can re-roll wound rolls of 1.
Raptoris Tactics	When attacking an enemy unit with the Flyers Battlefield Role, you can re-roll wound rolls of 1.

STRATAGEMS

If your army is Battle-forged and includes any Deathwatch Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here, and can spend Command Points to activate them. These reflect the unique strategies used by the Deathwatch on the battlefield.

1CP

ARMOUR OF CONTEMPT

Deathwatch Stratagem

Techmarines prize the most belligerent and stalwart machine spirits, for they are unyielding in their persecution of the enemy.

Use this Stratagem when a DEATHWATCH VEHICLE from your army suffers a mortal wound. Roll a D6 for that mortal wound, and each other mortal wound inflicted on this model for the rest of the phase; on a 5+ that mortal wound is ignored and has no effect.

2CP

AUSPEX SCAN

Deathwatch Stratagem

Nearby motion and radiation signatures are detected by a handheld device, forewarning the bearer of enemy ambushes.

Use this Stratagem immediately after your opponent sets up a unit that is arriving on the battlefield as reinforcements within 12" of one of your DEATHWATCH INFANTRY units. Your unit can immediately shoot at that enemy unit as if it were your Shooting phase, but you must subtract 1 from all hit rolls made for this attack.

1CP/3CP

ARMOURY OF THE WATCH FORTRESSES

Deathwatch Stratagem

The Deathwatch possess many ancient and powerful relics that can be brought forth in times of need.

Use this Stratagem before the battle. Your army can have one extra Relic of the Vigilant for 1 CP, or two extra Relics of the Vigilant for 3 CPs. All of the Relics of the Vigilant that you include must be different and be given to different DEATHWATCH CHARACTERS. You can only use this Stratagem once per battle.

1CP

HELLFIRE SHELLS

Deathwatch Stratagem

Hellfire shells erupt in the midst of the foes, showering them with flesh-melting mutagenic acid.

Use this Stratagem just before a DEATHWATCH INFANTRY model from your army attacks with a heavy bolter or the heavy bolter profile of an infernus heavy bolter. You only make a single hit roll with the weapon this phase (subtracting 1 as normal if also firing an infernus heavy bolter's heavy flamer), however, if it hits, the target suffers D3 mortal wounds.

3CP

ORBITAL BOMBARDMENT

Deathwatch Stratagem

The guns and ships of the Imperium stand ready to unleash hell at the Space Marines' command.

This Stratagem can be used once per battle, in your Shooting phase, if you have a DEATHWATCH Warlord that did not move during your preceding Movement phase. Instead of shooting with their weapons, select a point on the battlefield visible to the Warlord and roll a D6 for every unit within D6" of that point, but subtract 1 from the result if the unit being rolled for is a CHARACTER. On a 4+, the unit being rolled for suffers D3 mortal wounds.

1CP

EMPHYRIC CHANNELLING

Deathwatch Stratagem

Alone, a Space Marine Librarian is a mighty battle-sorcerer. Gathered together, they possess the power to shatter worlds.

You can use this Stratagem at the start of your Psychic phase if a DEATHWATCH PSYKER from your army is within 6" of at least 2 other friendly DEATHWATCH PSYKERS. The psyker can immediately attempt to manifest one additional psychic power this turn and, when attempting to manifest this power, you can add 2 to the Psychic test.

1-3CP

TELEPORTARIUM

Deathwatch Stratagem

Utilising the arcane secrets of teleportation technology, the Deathwatch burst from nowhere to attack.

Use this Stratagem during deployment. For each CP spent on this Stratagem you can set up either one DEATHWATCH INFANTRY unit or one DEATHWATCH DREADNOUGHT in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases, any units in a teleportarium chamber can teleport into battle – set them up anywhere on the battlefield that is more than 9" away from any enemy models. You can only use this Stratagem once.

1CP

DEATH TO THE ALIEN!

Deathwatch Stratagem

The vehement hatred that the Deathwatch feel for their xenos foes is a potent weapon in its own right.

Use this Stratagem when a DEATHWATCH unit from your army is chosen to attack in any Fight phase. Each time you roll a hit roll of 6+ for a model in this unit during this phase, it can, if it was targeting a unit that does not have the IMPERIUM, CHAOS or UNALIGNED keyword, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.

2CP**ONLY IN DEATH DOES DUTY END***Deathwatch Stratagem*

The certainty of imminent death does not prevent a Space Marine from exacting his final justice upon the enemies of the Imperium.

Use this Stratagem when a **DEATHWATCH CHARACTER** from your army is slain; that model summons the strength for one final attack, and can immediately either shoot as if it were your Shooting phase, or fight as if it were your Fight phase.

3CP**HONOUR YOUR BROTHERS***Deathwatch Stratagem*

Within the Deathwatch, bonds of brotherhood are everything, and every warrior fights their hardest to honour their comrades.

Use this Stratagem at the end of any Fight phase. Select a **DEATHWATCH INFANTRY** or **DEATHWATCH BIKER** unit from your army – that unit can immediately fight for a second time.

1CP**WISDOM OF THE ANCIENTS***Deathwatch Stratagem*

Each fallen hero that rests within a Space Marine Dreadnought has seen a thousand battles, and slain foes beyond counting in the name of the Emperor. Such noble service cannot help but inspire their fellow battle-brothers.

Use this Stratagem at the start of any phase. Select a **Deathwatch Dreadnought** from your army. Until the end of the phase, you can re-roll all hit rolls of 1 for **DEATHWATCH** units within 6" of that Dreadnought.

1CP**FLAKK MISSILE***Deathwatch Stratagem*

Flakk missiles are designed to eliminate light aircraft by unleashing a payload of shrapnel that shreds armour and ruptures vital systems.

You can use this Stratagem just before a **DEATHWATCH INFANTRY** model from your army attacks a unit that can Fly with a missile launcher. You only make a single hit roll with the weapon this phase; however, add 1 to the hit roll and, if it hits, the target suffers D3 mortal wounds.

2CP**ADAPTIVE TACTICS***Deathwatch Stratagem*

Only a truly versatile approach to warfare allows the Deathwatch to best the myriad xenos foes they face.

Use this Stratagem at the start of any of your turns after the first to change the current Mission Tactic for another one. If your Warlord is a Watch Master, you can use this Stratagem for 1 CP instead.

2CP**STEM THE GREEN TIDE***Deathwatch Stratagem*

As the Orks begin their stampeding charge, the Deathwatch hurl tanglefoot grenades into their midst.

Use this Stratagem immediately before firing Overwatch with a **DEATHWATCH** unit from your army against a charging **ORK** unit. Your opponent must subtract 1 from their charge distance for each model in the charging unit that was slain by your unit's Overwatch fire.

1CP**TARGETING SCRAMBLERS***Deathwatch Stratagem*

With a shrill binharic screech, these arcane devices exorcise Tau targeting data in a heartbeat.

Use this Stratagem immediately after a **DEATHWATCH** unit from your army has been hit by one or more **TAU EMPIRE** markerlights. Immediately remove all markerlight counters from that unit.

2CP**INTERCEPTING VOLLEY***Deathwatch Stratagem*

Engaging oracular ballistic contra-auguries, the Deathwatch send up a web of fire that their swift targets hurtle straight into.

Use this Stratagem immediately after your opponent moves an enemy **AELDARI** unit that can **FLY** in their Movement phase. Pick a **DEATHWATCH** unit from your army within 12" of it – that unit can immediately shoot at the enemy unit as if it were your Shooting phase, but you must subtract 1 from all the resulting hit rolls.

2CP**SYNAPTIC SEVERANCE***Deathwatch Stratagem*

The Deathwatch know better than any the value of eliminating the leader-beasts that coordinate Tyranid swarms in battle.

Use this Stratagem immediately before choosing targets for a **DEATHWATCH** unit from your army in your Shooting phase. That unit can target **SYNAPSE CHARACTERS** this turn, even if they are not the closest enemy units.

1CP**OVERKILL***Deathwatch Stratagem*

Extensive experience has taught the Deathwatch to keep pouring fire into Necrons even after they fall.

Use this Stratagem at the beginning of your opponent's turn, before they use the Reanimation Protocols ability of a **NECRON** unit that is within 12" of a **DEATHWATCH** unit from your army. Your opponent subtracts 1 from any Reanimation Protocols rolls they make for that unit this turn.

2CP**FUROR DOCTRINE***Deathwatch Stratagem*

Furor tactics emphasise overwhelming firepower, and the culling of the enemy's massed infantry forces.

Use this Stratagem just before a **DEATHWATCH** unit from your army attacks an enemy unit with the Troops Battlefield Role. Add 1 to their wound rolls for that attack.

2CP**VENATOR DOCTRINE***Deathwatch Stratagem*

Venator tactics focus on hunting down and eliminating the fastest moving of the enemy's assets.

Use this Stratagem just before a **DEATHWATCH** unit from your army attacks an enemy unit with the Fast Attack Battlefield Role. Add 1 to their wound rolls for that attack.

2CP**DOMINATUS DOCTRINE***Deathwatch Stratagem*

Dominatus tactics allow Kill Teams to outmatch and eliminate the enemy's most elite warriors.

Use this Stratagem just before a **DEATHWATCH** unit from your army attacks an enemy unit with the Elites Battlefield Role. Add 1 to their wound rolls for that attack.

2CP**MALLEUS DOCTRINE***Deathwatch Stratagem*

Malleus tactics use targeted brute force to neutralise the enemy's war engines and monstrous beasts.

Use this Stratagem just before a **DEATHWATCH** unit from your army attacks an enemy unit with the Heavy Support or Lord of War Battlefield Role. Add 1 to their wound rolls for that attack.

2CP**PURGATUS DOCTRINE***Deathwatch Stratagem*

Purgatus tactics prioritise the swift and merciless elimination of the enemy's leaders.

Use this Stratagem just before a **DEATHWATCH** unit from your army attacks an enemy unit with the HQ Battlefield Role. Add 1 to their wound rolls for that attack.

2CP**RAPTORIS DOCTRINE***Deathwatch Stratagem*

The Deathwatch are well practised at despatching aerial threats, the better to operate unhindered on the ground.

Use this Stratagem just before a **DEATHWATCH** unit from your army attacks an enemy unit with the Flyer Battlefield Role. Add 1 to their wound rolls for that attack.

1CP**OPTIMISED SALVO***Deathwatch Stratagem*

The Deathwatch unleash an optimised hail of special rounds.

Use this Stratagem in your Shooting phase immediately before choosing targets for a **DEATHWATCH** unit from your army with the Special Issue Ammunition ability. Different models in that unit can use different kinds of ammunition for that attack; select which models will fire which type of ammunition before any hit rolls are made.

1CP**CLAVIS***Deathwatch Stratagem*

The Clavis is a strange archeotech device that can disrupt the deviant machine spirits of xenos war engines.

Use this Stratagem in your Fight phase. Select an enemy **VEHICLE** within 1" of a Watch Master from your army and roll a D6; on a 2+, the vehicle suffers D3 mortal wounds.

2CP**DECAPITATION DOCTRINE***Deathwatch Stratagem*

Cut off the head, and the body will die.

Use this Stratagem before a **DEATHWATCH** unit from your army attacks in the Shooting or Fight phase. Until the end of the phase, re-roll failed wound rolls for attacks made by that unit that target the enemy Warlord.

1CP**TACTICAL FLEXIBILITY***Deathwatch Stratagem*

Space Marines are trained to adapt to changing battlefield conditions, and can reform their ranks at a moment's notice.

Use this Stratagem at the start of your Movement phase. Select a **DEATHWATCH** unit from your army with the Combat Squads ability that has 10 models. That unit is immediately split into two separate units, each containing 5 models. You can instead select a unit of **DEATHWATCH** Aggressors, Bikers or Inceptors with the Combat Squads ability that has 6 models, in which case the unit is immediately split into two separate units, each containing 3 models.

1CP**TEMPEST SHELLS***Deathwatch Stratagem*

Tempest shells incorporate tiny plasma-shock generators that emit electromagnetic radiation when the shell detonates.

Use this Stratagem just before a **Deathwatch Infantry** model from your army attacks a **VEHICLE** with a weapon that can fire Special Issue Ammunition. You only make a single hit roll with the weapon this phase; however, if it hits, the target suffers D3 mortal wounds.



WARLORD TRAITS

The commanders of the Deathwatch are amongst the finest of all the Adeptus Astartes, drawn as they are from the some of the best warriors of many different Chapters. On the battlefield they lead with a surety of purpose that is unparalleled, driven by the knowledge that failure in their appointed task will leave countless worlds open to the predations of xenos forces.

If a DEATHWATCH CHARACTER is your Warlord, they can generate a Warlord Trait from the following table instead of the one in the *Warhammer 40,000* rulebook. You can either roll on the table below to randomly generate a Warlord Trait, or you can select the one that best suits his preferred style of waging war.

D6 RESULT

1 BANE OF MONSTROSITIES

The Warlord specialises in bringing down those behemoths that often anchor the centre of the xenos warhost.

You can re-roll failed wound rolls for your Warlord when attacking enemy VEHICLES or MONSTERS.

2 LORD OF HIDDEN KNOWLEDGE

By combing the archives of the Deathwatch and the Inquisition, this Warlord uses knowledge itself as a weapon.

Once per battle, if your Warlord is on the battlefield, you can re-roll a hit roll, wound roll, damage roll or saving throw. In addition, if your army is Battle-forged and your Warlord is on the battlefield, roll a D6 each time you use a Stratagem; on a 5+, you gain a Command Point.

3 CASTELLAN OF THE BLACK VAULT

Within the arsenals of the Deathwatch are masterpiece weapons fashioned by the Imperium's greatest smiths – those who guard those vaults are not afraid to make use of them.

Add 1 to the Damage characteristic of one weapon carried by your Warlord. Note that this cannot be a Relic of the Vigilant, and does not affect a weapon using the Banebolts of Eryxia.

4 THE WATCH ETERNAL

This Warlord is an expert at inspiring the warriors under his command, his fiery oratory and reminders of duty and honour keeping his brothers fighting through even the most grievous wounds.

Roll a D6 each time a DEATHWATCH model from your army within 6" of your Warlord would lose their last wound. On a 6 the wound is not lost.

5 VIGILANCE INCARNATE

In standing sentinel over a vital swathe of the Imperium, this Warlord always knows the appropriate tactics to defeat a foe.

Once during the battle, at the start of your turn, you can choose to change your army's current Mission Tactic (pg 94) for another one.

6 NOWHERE TO HIDE

The Warlord has dug Hrud out of their warrens, flushed Kroot guerillas from the densest jungle and slain Necrons in their tombs. No alien foe can hide from his wrath.

At the start of each of your Shooting phases, pick one enemy unit anywhere on the battlefield. For the duration of the phase, that unit does not receive the benefit of cover against attacks made by DEATHWATCH units from your army that are within 6" of your Warlord.

'They are true Imperial heroes, these masters of the Deathwatch. Without their vigilance, without their skill as commanders and merciless executioners, the Imperium would soon be overrun. They cannot be honoured in statue and stained glass, as are the leaders of other Chapters, for the citizens of the Emperor's realm can never know the true extent of the alien threat. But we who have fought alongside the masters of the watch, who have had the honour of calling them brother? We honour them as they deserve. We remember.'

- Ancient Balthor,
Dreadnought brother of
Watcher Keep

NAMED CHARACTERS AND WARLORD TRAITS

If the following named character is your Warlord, he must be given the associated Warlord Trait shown below.

NAMED CHARACTER	WARLORD TRAIT
Watch Captain Artemis	Vigilance Incarnate

RELIQS OF THE VIGILANT

Among the armouries of the Deathwatch are a number of items so powerful that their very presence on the battlefield could mean the difference between victory and defeat. The mighty heroes that bear them act as custodians to these sacred items of wargear even as they use them to lay low the alien.

If your army is led by a **Deathwatch Warlord**, then before the battle you may give any one of the following items to a **DEATHWATCH CHARACTER**. Named characters such as Watch Captain Artemis already have one or more artefacts and cannot be given any of the following items. Note that some weapons replace one of the character's existing weapons. Where this is the case, if you are playing a matched play game or are otherwise using points values, you must still pay the cost of the weapon that is being replaced. Write down any Relics of the Vigilant items your characters have on your army roster.

BANEVOLTS OF ERYXIA

Arch-Magister Eryxia spent her entire life in search of the perfect bolt shell. She spent decades working with the Deathwatch, perfecting not only the specialist ammunition of their Chapter, but also their magazines. Though few in number, some of her finest creations are still extant, housed within ammunition clips chased in platinum. Whatever the nature of the foe, just one of Eryxia's Banebolts, when delivered to the centre mass, can slay its target in a second.

Models with the Special Issue Ammunition ability only. Add 1 to the Damage of any special issue ammunition fired by the bearer. In addition, for each wound roll of 6+ made for any special issue ammunition fired by the bearer, the target suffers a mortal wound in addition to the normal damage.

THE BEACON ANGELIS

The Beacon Angelis was devised to guide the Deathwatch to the threshold of the alien adversary. Housed within a reliquary, it calls out to the augur arrays of the Deathwatch with the voices of a hundred electric cherubim. Its summons is so strong that it will draw the righteous unto its locale regardless of what darkness may surround it.

Once per battle, at the end of your Movement phase, the bearer can use the Beacon Angelis to teleport a friendly unit to his position. When he does so, select a **DEATHWATCH INFANTRY** or **BIKER** unit that is either on the battlefield, or that is in a teleportarium. In either case, remove this unit and then set it up wholly within 6" of the bearer and more than 9" from any enemy model (any model that cannot be set up is slain).

DOMINUS AEGIS

This artefact takes the form of an ornate tower shield; when its edge is slammed down hard into the ground, it projects a hemispherical force field that protects all those within its reach from baleful energies. Carried to war by those Kill Teams expected to plunge into the heart of the xenos hordes, it has saved countless lives, the bearer and his team fighting to victory as the dome-like force field keeps the worst of the alien scum at bay.

Models with a storm shield only. The Dominus Aegis replaces the bearer's storm shield. The bearer has a 3+ invulnerable save. In addition, if the bearer does not move in your Movement phase, then until the start of your next Movement phase, friendly **DEATHWATCH** models within 6" of the bearer gain a 5+ invulnerable save.

THE OSSEUS KEY

The ancient clavis known as the Osseus Key is said to be the most powerful of its kind. Where other such devices are made from sanctified platinum, the Osseus Key is made from the knuckles and phalanges of deceased Imperial Fist heroes that fought in the Horus Heresy. It was scrimshawed with inhuman care and imbued with the mightiest machine spirits of the age. No portal can bar its bearer from entry, and no xenos machine can stand before his wrath.

Watch Masters only. Enemy **VEHICLES** subtract 1 from their hit rolls whilst they are within 9" of this model. Each time the bearer fights, you can make one additional attack with the Osseus Key against an enemy **VEHICLE** within 1" of them; if this attack hits, the target unit suffers D3 mortal wounds.

THE THIEF OF SECRETS

The power sword known as the Thief of Secrets is inhabited by a machine spirit that has an unquenchable thirst for knowledge. It has tasted the vitae of countless alien races, absorbing those liquids through auto-sanctified sanguinator-channels and codified by the honeycombed array of logicum cells within. The biological secrets of many xenos races have thus been laid bare, allowing the blade's user to modulate its power field, the better to slice through chitinous armour, rupture xeniform organs and burn out alien nervous systems with ease.

Models with a power sword only. The Thief of Secrets replaces the bearer's power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Thief of Secrets	Melee	Melee	User	-3	2
Abilities: When setting up the bearer, pick one of the following keywords: ORK , TYRANID , T'AU EMPIRE , AELDARI or NECRONS . You can re-roll failed wound rolls for this weapon when attacking enemy units with that keyword.					

THE TOME OF ECTOCLADES

This grimoire, bound in the skin of the alien, holds the most powerful truths the Deathwatch have uncovered about their xenos foes. The bearer can ascertain the vulnerabilities of those he is about to face – such knowledge has in the past saved not only the book's custodian, but entire worlds.

At the start of each of your turns, pick a Mission Tactic (pg 94). Until the start of your next turn, you can choose to apply either the effects of the Mission Tactic that is currently active or the Mission Tactic you have chosen for the Tome of Ectoclades to any **DEATHWATCH** unit from your army within 6" of the bearer each time they attack.

LIBRARIUS DISCIPLINE

Just as their battle-brothers are chosen for their instinctive alien-hunting skills, the Librarians of the Deathwatch are hand-picked for their indomitable resolve and psychic might, the better to challenge alien witchcraft on equal terms. It is their solemn duty to smite their enemies whilst sheltering the minds and bodies of their fellow watchmen from fell sorcery.

Before the battle, generate the psychic powers for PSYKERS that can use powers from the Librarius discipline using the table below. You can either roll a D6 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

1. VEIL OF TIME

The psyker projects his will beyond the regular passage of time, taking in the strands of fate before returning to the present to sway the tide of battle.

Veil of Time has a warp charge value of 6. If manifested, pick an ADEPTUS ASTARTES unit within 18" of the psyker. Until the start of your next Psychic phase, you can re-roll charge rolls and Advance rolls for that unit and they always fight first in the Fight phase, even if they didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.

2. MIGHT OF HEROES

The psyker cages the immense power of the immaterium within his target, and they become the Emperor's vengeance made manifest.

Might of Heroes has a warp charge value of 6. If manifested, select an ADEPTUS ASTARTES model within 12" of the psyker. Until the start of your next Psychic phase, add 1 to that model's Strength, Toughness and Attacks characteristics (if an attack hits a unit that has more than one Toughness characteristic, use the unit's lowest Toughness characteristic when making the resultant wound roll).

3. PSYCHIC SCOURGE

The psyker pits his superhuman willpower against that of his enemies in a battle of mental fortitude, seeking to destroy their minds in a burst of psychic fury.

Psychic Scourge has a warp charge value of 6. If manifested, select an enemy unit within 18" of the psyker and visible to him. Then, roll a D6 and add the psyker's Leadership to the result. Your opponent then rolls a D6 and adds the Leadership of their unit to the result. If the psyker's total score is greater than the enemy's, the enemy unit suffers D3 mortal wounds; if it is equal to the enemy's score, the enemy unit suffers one mortal wound; if it is less than the enemy's score, nothing happens.

4. FURY OF THE ANCIENTS

Calling upon the myths and legends of his Chapter's home world, the psyker sends forth a terrifying monstrosity wrought from psychic energy.

Fury of the Ancients has a warp charge value of 7. If manifested, roll 3D6 and select an enemy model within that many inches of the psyker and visible to him (if no enemy models are within this range, this power has no further effect). Draw an imaginary straight line between the psyker and that model; each enemy unit that this line passes over or through suffers a mortal wound.

5. PSYCHIC FORTRESS

Drawing on boundless reserves of inner strength, the psyker shields his mind – and those of his battle-brothers – from mortal fears and the threat of sorcerous assault.

Psychic Fortress has a warp charge value of 5. If manifested, select a friendly ADEPTUS ASTARTES unit within 18" of the psyker. Until the start of your next Psychic phase that unit automatically passes Morale tests and you can roll a D6 each time it suffers a mortal wound from a psychic power; on a 4+ that mortal wound is ignored.

6. NULL ZONE

The psyker unleashes the full might of his mind to cast down his opponent's defences, both technological and mystical, rendering them vulnerable to the retribution of the Adeptus Astartes.

Null Zone has a warp charge value of 8. If manifested, then until the start of your next Psychic phase, while they are within 6" of the psyker, enemy models cannot take invulnerable saves and must halve the result of any Psychic tests (rounding up) that they take.

'The witches of the xenos races use their abilities with reckless abandon, rending reality like the beasts they are. Ours is a purer power, our minds sanctified by the Emperor himself, our souls fortified in adamant and iron. Thus we bestride the battlefield of the empyrean like conquering heroes, and the filthy aliens scatter before us like shadows before a burning brand.'

- Epistolary Ignorant

TACTICAL OBJECTIVES

Though the Deathwatch are famed throughout the Imperium for the murderously effective tactics they employ to hunt their xenos prey, they are willing and able to bring them to bear against any foe.

If your army is led by a **DEATHWATCH** Warlord, these Tactical Objectives replace the Capture and Control Tactical Objectives (numbers 11-16) in the *Warhammer 40,000* rulebook. If a mission uses Tactical Objectives, players use the normal rules for using Tactical Objectives with the following exception: when a Deathwatch player generates a Capture and Control objective (numbers 11-16), they instead generate the corresponding Deathwatch Tactical Objective, as shown below. Other Tactical Objectives (numbers 21-66) are generated normally.

D66 TACTICAL OBJECTIVE

11	Dominate
12	The Long Vigil
13	Kill Team Strike
14	Crippling Blow
15	Priority Target
16	Suffer Not the Alien

11

DOMINATE

Deathwatch

Seize the very ground upon which the leader of the xenos army stands to prove that your might is irresistible.

Score 1 victory point at the end of the turn if you control the objective marker that was closest to the enemy Warlord when this Tactical Objective was generated. If the enemy Warlord has been slain or is not on the battlefield when this objective is generated, the enemy player picks the objective marker you must control.

14

CRIPPLING BLOW

Deathwatch

Without leadership, the cohesion of the xenos force will crumble, allowing your Kill Teams to slaughter at will.

Score 1 victory point if one enemy **CHARACTER** was destroyed this turn. If two or more enemy **CHARACTERS** were destroyed, score D3 victory points instead.

12

THE LONG VIGIL

Deathwatch

Choose your ground well and stand fast upon it, an unwavering shield that holds back the unclean foe even as it bolsters the defences of the greater Imperium.

Roll a D6. Score 3 victory points if you control the corresponding objective marker at the end of three consecutive turns.

15

PRIORITY TARGET

Deathwatch

The truth has become clear – before the greater extermination can begin, a lynchpin of the enemy force must be eradicated.

When this Tactical Objective is generated, make a note of which enemy model on the battlefield has the highest Power Level. If several models are tied, your opponent selects one amongst them. Score 1 victory point if you slay this model; if this model was a **MONSTER**, score D3 victory points instead.

13

KILL TEAM STRIKE

Deathwatch

Your warriors are weapons, perfectly forged and balanced to strike down their enemies. Wield them wisely, and soak the battlefield with the blood of the foe.

Score 1 victory point if you destroyed at least one enemy unit this turn. If the last model in at least one enemy unit was slain by a friendly unit of Veterans or Intercessors, score D3 victory points instead.

16

SUFFER NOT THE ALIEN

Deathwatch

The mere presence of the xenos foe besmirches the Emperor's rightful realm. Eradicate them.

Score 1 victory point if at least one enemy unit was destroyed during this turn. Score D3 victory points instead if at least one **AELDARI**, **TAU EMPIRE**, **NECRONS**, **ORKS** or **TYRANIDS** enemy unit was destroyed during your turn.

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the points costs to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.

The points values in this book have not been included as they are out of date; for current points values, please refer to the most recent Munitorum Field Manual and/or any relevant supplements which released afterward for this army (e.g. Psychic Awakening).



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On the crystal moon of Coheria, Watch Captain Artemis leads his battle-brothers in a desperate fight against the mighty Farseer Eldrad Ulthran and the Masque of the Midnight Sorrow.

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