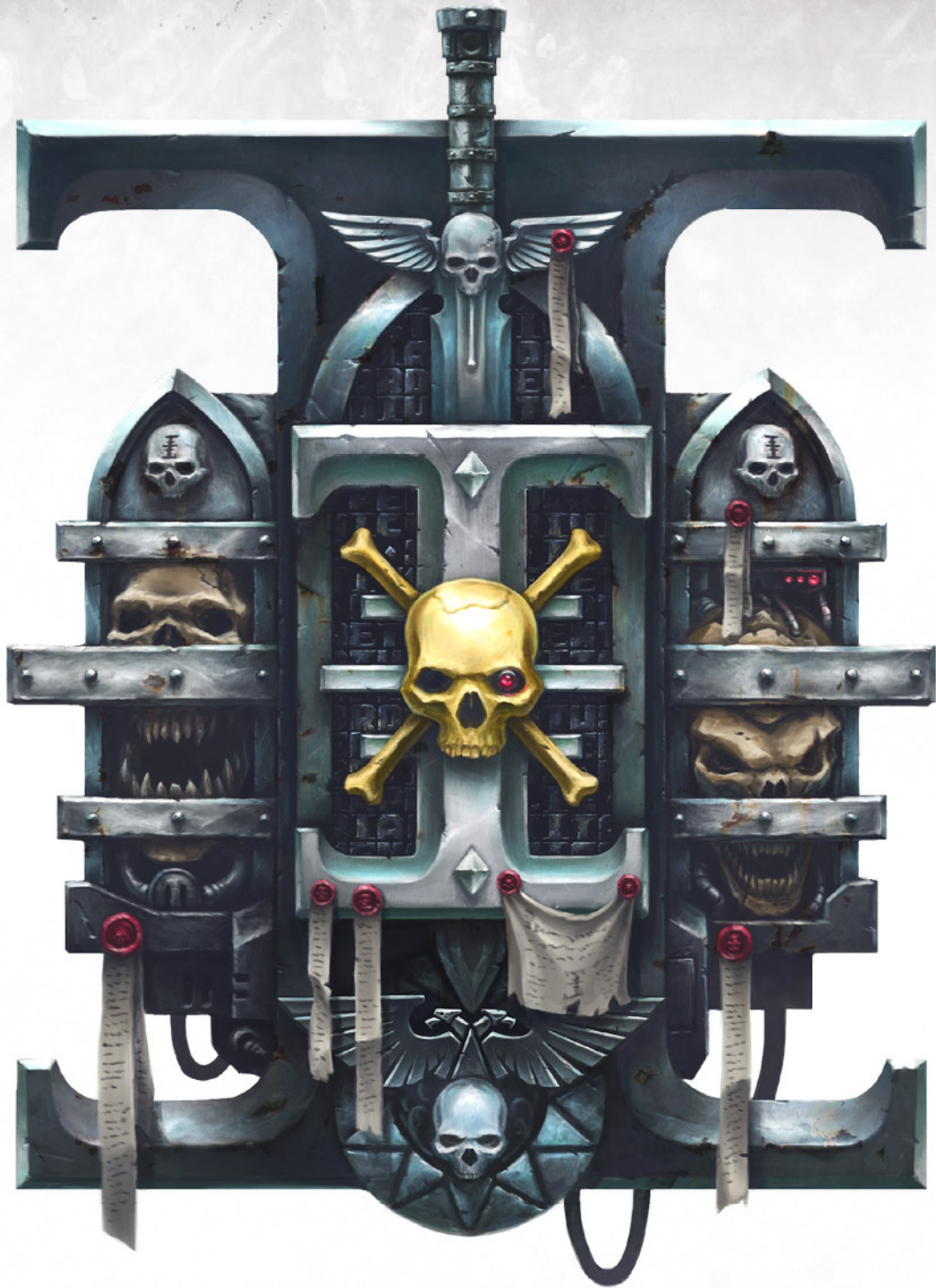


WARHAMMER
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CODEX ADEPTUS ASTARTES

DEATHWATCH





DEATHWATCH

SLAYERS OF THE ALIEN HORDE

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THE DEATHWATCH

The air fills with the roar of the alien. This galactic beast screams its warcry 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. Yet it shall be broken and cast unto dust.

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 Man, but soon enough they thrust the hideous truths of their existence into the light. Their vicious hordes smash headlong into the Empire of Man 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 over the galaxy entire. 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 alien apocalypse are borne upon the broad shoulders of the Deathwatch.

As yet, they have proved equal to the task.





THE LONG VIGIL

The Imperium is beset on all sides. From the loathsome scourge of Chaos – a threat so insidious it hides beneath the mask of Humanity itself – no world is safe. But whilst the Enemy Within gnaws at the foundations of civilisation, the galaxy-wide threat of the alien assails its walls from without. All too often these dangers 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 empires stand the Space Marines 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 Eldar 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.



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 or even to use xenos weaponry 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.





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 endless war against the alien. Its ranks number only heroes, and each of them has 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 expertise as an alien hunter, 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 despatch 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 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 likely fate, the initiate's armour is painted jet black.

Upon arrival at the watch fortress that will become his new home, the Deathwatch recruit will begin a punishing regime of physical and mental conditioning that takes him to the peak of efficacy. He may have faced dozens, even hundreds 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 faces an alien enemy 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 last 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.



THE 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 Chapter. 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 these black-clad warriors 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 possible damage to its target upon detonation. Even heavy weaponry and the guns of strike craft can be set to fire different ammunition types or discharge variable energies 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 wrest victory from any breed of foe.

The suits of power armour found amongst 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 battleplate he is familiar with, or whether he replaces it with a suit tended to by the Deathwatch's own 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 every member bears a different suite of weapons to war, even to the extent that some use jump packs or ride rugged bikes into the fray whilst their brethren go on foot.

Though many of the Chapter's tools of battle resemble advanced versions of those used by their fellow Adeptus Astartes, there are far stranger and more exotic relics of battle available to them. The war vaults of the Deathwatch 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 set an entire world aflame – many are weapons of last resort, but the Deathwatch do not hesitate in their use.

Just as with all Adeptus Astartes, the bolter is a sacred weapon to the Deathwatch. Those borne by the Kill Teams are the best of their kind, thrice-blessed before every engagement and possessed of fearsome machine spirits attuned to the bearer's war-style. They are commonly fitted with auspicator scopes, lumin suppressors, las-accusers, judgement clips and more adjustments besides.



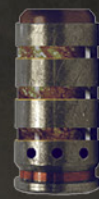
Hellfire round



Dragonfire bolt



Kraken bolt



Vengeance round

The self-propelled projectiles that complement the Deathwatch's bolters are each tiny masterpieces of war. Some types, such as the vengeance and hellfire rounds and kraken bolts, have been in use for so long they can be found in the remotest watch station. Others, such as rare anti-phasic and radbleed bolts, are found only in a few fortresses – each such bolt is as valuable as a small city.

CHAPTER ICON

When a battle-brother ritually repaints his colours to those of the Deathwatch he keeps his former Chapter icon intact upon his pauldron, both as a mark of respect to his history and to the machine spirit of the armour itself.

MKVIII BATTLE PLATE

The MkVIII armour common to 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.



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.

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.

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.





WATCH FORTRESSES OF THE IMPERIUM

The Deathwatch are the most vigilant defenders the Imperium has to guard its borders. They operate from remote stations known as watch fortresses, each absent from Imperial records, as to the Deathwatch, obfuscation is another moat with which to keep their castles strong.

Each space-borne watch fortress is a sovereign domain ruled by its Watch Commander. On his authority, entire sectors are put to the torch without question. These strikes are so effective that the grand crusades of attrition which typify Humanity's approach to war are made unnecessary – many growing threats are contained and expunged before the wider Imperium is even aware of them.

Each Deathwatch stronghold operates under a shroud of secrecy, standing as a hidden sentinel over a select area of the Imperium's dominion. Some are space-borne fortresses that monitor a specific threat – Castilos Nullifact watches for the rise of the long-slumbering Necron dynasties in the north of Ultima Segmentum, whereas Fort Pykman monitors the Ghoul Stars and the horrors that lie beyond. Others instead keep watch over a specific area in which aliens have been sighted in great measure. There are those watch stations which house a garrison of only a handful of battle-brothers, whilst the largest of fortresses play host to entire Watch Companies. Regardless of size, these space stations bristle with weaponry – islands of sanity and strength in the midst of the endless sea of stars.



LEGEND

- | | | | |
|---|---------------------------|---|---------------------------|
|  | • Primary Watch Fortress |  | • Eldar Craftworld |
|  | • Watch Fortress |  | • Necron Tomb World |
|  | • Watch Station |  | • Warp Storm |
|  | • Space Marine Home World |  | • Principal Xenos Warsite |
|  | • Crusade Fleet |  | • Ork Waaagh! |
|  | • Webway Gate |  | • Tyranid Hive Fleet |

THE 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 Tau race have proved critical.



The Praefex Venatoris keep watch over a string of alien portals used by the Commorrite Eldar in 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 Craftworld Eldar. Its web of informants crosses Segmentum Solar, and its Warp drives are kept hot. Since the patrol's inception, Eldar sightings in the core sectors have become rare indeed.



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.



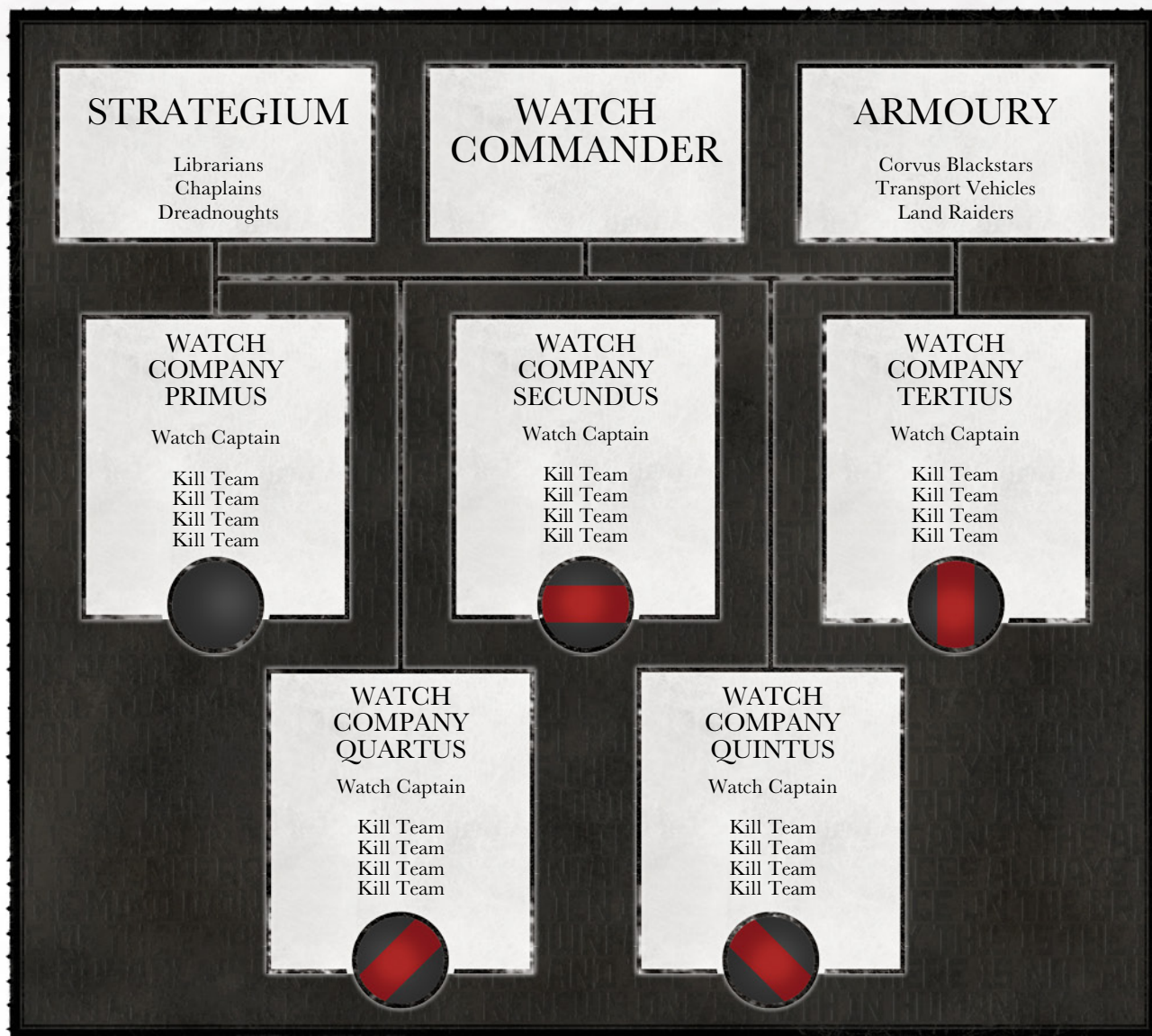
Furor Shield monitors the Ork-held Octarius sub-sector, into which Kryptman of the Ordo Xenos misdirected a tendrill of Hive Fleet Leviathan. Both Tyranids and Orks adapt under duress – when the victor of this ever-escalating war emerges, the Shield stands ready to slay them.



The Eye of Damocles is a vast watch fortress that monitors the borders between Imperial space and that of the usurper Tau 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 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 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.



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. 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 adopt Aquila tactics, a wide-spectrum offensive pattern capable of adapting to overcome any obstacle. At the time of the Ghosar Quintus Anomaly, the team led by Ortan Cassius was arranged in this pattern – its formal designation was Aquila Kill Team Cassius.



WATCH FORTRESS TALASA PRIME

Talasa Prime, the archetypal training world for the Deathwatch in 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
Tidaeus of
the Ultramarines



Kill Team Prium led by
Sergeant Prium of the
Praetors of Orpheus



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 Saleth led by
Sergeant Saleth of the
Silver Skulls



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



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 Toldorax
led by Sergeant
Toldorax of the
Knights of the Raven



WATCH COMPANY QUARTUS

Watch Captain
Arteros of the
Blood Angels



Kill Team Cabalerez
led by Sergeant
Cabalerez of the
Crimson Fists



Kill Team Cruad led
by Sergeant Cruad of
the Howling Griffons



Kill Team Dentreich
led by Sergeant
Dentreich of the
Black Templars



Kill Team Zaeron
led by Sergeant
Zaeron (Black Shield,
Chapter unknown)



WATCH COMPANY QUINTUS

Watch Captain
Nereus of the
Imperial Fists



Kill Team Xarveus led
by Sergeant Xarveus of
the Ultramarines



Kill Team Enthrugei
led by Sergeant
Enthrugei of the
Mentors



Kill Team Sotorr led
by Sergeant Sotorr of
the Iron Lords



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



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 one member of a Kill Team may not have encountered a specific breed of alien, 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 act 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. Long-standing rivalries 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 long-standing respect or even firm friendship.

Kill Teams are borne to their allocated war zones by onyx-hulled 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.

AQUILA KILL TEAM CASSIUS

ORTAN CASSIUS
Chaplain



VAEL
DONATUS
Veteran



JENSUS
NATORIAN
Librarian



RODRICUS
GRYTT
Veteran



ANTOR
DELIASSIO
Vanguard Veteran



EDRYC
SETORAX
Vanguard Veteran



GARRAN
BRANATAR
Terminator



ENNOX
SORRLOCK
Veteran



DRENN
REDBLADE
Veteran



ZAMEON
GYDRAEL
Veteran



JETEK
SUBEREI
Biker



THE STRIKE WELL-AIMED

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 methods 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 Eldar'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, be they capricious Eldar, Ork Kults of Speed, or even the outriders of a Necron metaphalanx.

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, the Wraith Host of Yme-Loc and a boarding party of daemon engines led by Warpsmith Guallex.

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 runebone 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.



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 those 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 brought to a fraction of full strength by a devastating Ork attack at Rynn's World, the Crimson Fists are famous for never giving up – they still tithe their 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 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 their ferocity, courage and 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 a steel-strong 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.



MENTORS

The Mentors prefer to work alone, even when seconded to the Deathwatch. For this reason its battle-brothers often volunteer for one-man combat duties that aid their Kill Team's mission from a distance.



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. Their penchant for long vigils makes them ideally suited to scouting roles in the Deathwatch.



WHITE SCARS

The horsemaster tribes of Chogoris lend the White Scars that recruit them an 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

There was a time when the sons of Ferrus Manus held metal as superior to flesh, but in recent decades these masters of mechanised warfare have balanced clinical precision with the insights of a righteous soul.



MORTIFACTORS

Though they hail 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.



BROTHERS OF THE DEATHWATCH

No ordinary Chapter is the Deathwatch. Each of its Kill Teams draws on a fusion of warrior skills honed upon the deadliest worlds of the galaxy, for though all are united by jet black and silver armour, their pauldrons bear icons from hundreds of different Chapters. The iron-willed sons of Ferrus Manus fight shoulder to shoulder with the Lion's noble descendants, their tactical acuity and tight fire discipline felling threat after threat with superhuman precision. The sons of Russ and the Khan bring the ferocity of their warrior traditions, fearless charges ripping the throat from the foe as they exult in the sheer bloody glory of battle. Hurling from the skies come the bearers of Sanguinius' righteous strength and Corax's perfect timing. The battlesmiths of Vulkan's noble tribes hammer the foe, even as the heavy firepower of Dorn's stoic sons blasts the enemy from afar. Striding amongst them come the scions of Guilliman, warriors of Ultramar whose unparalleled insights into the nature of war make them the deadliest of leaders no matter the theatre of battle. Truly it is said that in the Kill Teams, an echo of the Primarchs is brought to life, their manifold skills combining, overlapping and driving each warrior on to new heights of heroism. No military feat is beyond them. In this diversity is found the true strength of the Deathwatch, and perhaps a small part of the Emperor's original vision for the Space Marines made flesh.



CHAPLAIN ORTAN CASSIUS

Chaplain Cassius is exceptional even amongst the ranks of the Ultramarines. After learning many horrible truths over 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.





THE BANE OF ALIENS

The Deathwatch functions as a sleek military machine. Each Watch Company is a versatile fighting unit, as are the Kill Teams that make them up, and ultimately the individual warriors within them in turn. When battle erupts they go about their missions with such acuity and efficiency that even the master strategists of other Chapters take note.

Even the most famous Kill Teams are little known outside the adepts of the Imperium. Such is the irony of their Long Vigil – the more successful this warrior brethren is in keeping the alien at bay, the more their existence must be shrouded. If Humanity's teeming flock were to truly understand the doom that encroaches upon them, or to learn just how thinly spread are the warriors that hold it back, panic would ensue, and the fabric of society would collapse. Yet there are those who have fought alongside the Deathwatch and lived. To do so is to witness a dark and destructive perfection, the bane of aliens made flesh.

The Deathwatch are experts at finding the crux points of fate, those forks in the path of destiny where their intervention will lead to far greater results than a much larger force could manage. When the Deathwatch attack en masse, they do so not amongst fanfare and pomp, but with a direct and sudden strike. Corvus Blackstar dropships dive under the radar, their Kill Teams debarking in key positions before the enemy realises it is under attack. Rhinos and Razorbacks hurtle along gullies, fissures and narrow streets, small enough to advance unseen, yet carrying a payload so dangerous it can be the difference between victory and defeat. When the advance elements are in position and the

team's designated prey sighted, the vengeance of the Emperor manifests in blinding, deafening profusion. Hidden marksmen combine fire to eradicate those elements most likely to mount a swift counter-attack. Heavy weapons detonate the mechanised assets of the foe or put down the monstrous bioforms that lumber in their midst. Even as the enemy commander casts about trying to restore order, contrails of fire scar the skies above, and the air tightens with a crackle of unknowable energies. Drop Pods hurtle from the heavens with meteoric force to slam down and disgorge Kill Teams specifically armed and trained to kill the alien despot. Terminator-led strike teams materialise in blazes of azure energy, their pinpoint arrival ensured by the teleport homers of the Deathwatch Bikers that carve around to cut off the foe's escape. The Kill Teams at the periphery of the fight move forward, bolters chattering their staccato hymn of death as the warriors identify, isolate and destroy target after target. When the final assault is launched, the enemy fights for simple survival – a mercy the Deathwatch will never grant.

WE DO NOT HATE THE ALIEN BECAUSE HE IS DIFFERENT,
WE HATE THE ALIEN BECAUSE HE HAS NAUGHT BUT HATE IN HIS
HEART FOR US.





One moment, the darkening horizon held nothing but wraithbone arches. The next, it was filled with movement too quick to follow. Eldar – darting, sprinting, vaulting, guns spitting as they came from three directions at once.

Epistolary Chymeon was more than ready. He had seen the xenos in his mind's eye, and his men were equipped accordingly. The crystal trees to the west moved, and slender figures detached to stalk, insect-like, across the marbled ground. Jetbikes streaked past to the east. From on high came winged figures, cold-hearted murderers beneath the fair appearance of the angel. Lasers burned down to strike helmets and necks. Two brothers fell. Gjorn was hit and went down hard, but got back up, as ever.

The Eldar jetbikers veered wide. Content to circle under their winged kin, their long-barrelled shuriken cannons flickered with each pass to carve grievous wounds into the foremost elements of the Kill Team. Chymeon gritted his teeth, steeling himself against his fury. The aliens, having fought Space Marines before, considered themselves at a safe distance. That supposition was only their first mistake. Chymeon went about fashioning the second.

+Reach+ mind-pulsed the Librarian. In the next second the skies filled with kraken bolts. Hyperdistilled propellant sent them high and fast. Three of the airborne Aspect Warriors did not dodge quickly enough. The bolts struck only the wingtips and heels of the acrobatic xenos, but it was enough. The tiny rockets detonated, and the Eldar were torn limb from limb.

Elegance was reduced to hideous ugliness in a split second. Chunks of dead xenos rained from the air, spattering the warlock and the circling jetbikers with the blood and matter of their beloved kin.

An ululating shriek told Chymeon his guess had been correct. All Eldar considered their forms sacrosanct – the grave insult of the corpse-rain would see simmering rage replace cold logic in a heartbeat. Goaded to the charge, the jetbikes sprang forwards like hyperfelids at full sprint. The insectile warriors from the west skittered in close. They were met by a dense wall of firepower from the veterans hunkered down under a fountain. Xenopurge shotgun rounds blasted the aliens ten feet backwards in a jerky, macabre dance. The veterans kept racking, reloading and firing until mangled corpses were spread far and wide. One Eldar got through, but Gjorn charged him with a yell. When the sparking chainsword duel was over the veteran stood, bloody but triumphant. Nearby, heavy bolters boomed their cannonade, but incredibly, the jetbikes jinked through it. The warlock at their fore cast out a thin-fingered hand, and Chymeon's mind filled with hot white pain. He fought to use it, to condense it, his psychic hood humming loud as it focussed his mental energies. He pressed the pain into a tiny, dense bead of energy.

Then he pushed the bead through the fabric of reality. The xenos warlock screamed shrilly as he was pulled into thin strings of colour that disappeared into the mind-vortex. The charge of the jetbike riders faltered at his death. At once, Chymeon yelled for his team to open fire, and a maelstrom of killing began.



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 – until now. The Time of Ending has exposed how thin a line lies between the present and the alien apocalypse feared by all Mankind.

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.

WORSHIPPERS OF THE HRUD

The Ordo Hereticus uncovers a chromantic cult that worships the time-stealing Hrud upon the warren planet of Rhidl. The Ordo Xenos is notified by astropathic communiqué, and the Deathwatch are sent to burn the tunnels clean acre by acre.

THE PRIMOGENITOR'S GET

Fabius Bile's experiments in melding alien bioforms to form 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 subsector. 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 subsector. A week later, augur beacons trace the Ork crusade into the Eye of Terror, and the matter is considered resolved.

THE OMEGA CHAMBER

Eldar corsairs raid Fortress Omega, their target the riddle-carved doomsday sphere secured in the complex's null chamber. They find the watch fortress better defended than they expect, for though it is small, it houses only Venator Kill Teams. Hundreds of Eldar 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 Eldar via mercenary contacts of the fortress' Black Shields.

TO KILL A JOKAERO

The Deathwatch of Fort Nullifact attack a seemingly undefended Jokaero star-frame, only to be met by 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.

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.

DAY OF THE BARGHESI

THE PSYCHNEUEIN SWARMS OF SYNTAX IX

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.

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.

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 backwater kindred, Craftworld Biel-Tan appears in the night sky. Within a week, the Autarch of Biel-Tan is killed by a kraken bolt to the head.

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 in a tesseract labyrinth – with him as a cautionary lesson.

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 Octarian empire, 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 system.

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 bar Aldric himself, the gladiator captain is freed in time to catch the corsair ship as it leaves, still unaware of its Imperial cargo.

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 reverb choirs. 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 dropship wings.

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.

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 GREAT USURPER

On the island world of Tharsis Prime, a Lacrymole shapeshifter posing as the paranoid planetary governor Icos Blaille is finally put down after a gruelling war with the mercenary Kroot tribes he has hired to protect himself.

THE AMBULL INVASIONS OF TRIYIX TERT

DAMNOS REVISITED

The ice-locked world of Damnos, scourged of human settlers during the awakening of the Necrons in the events of the Ultramarines 2nd Company's greatest defeat, is revisited by a full half of the chapter. Lord Marneus Calgar and Captain Cato Sicarius reconquer the planet's surface as a team of Deathwatch infiltrate the primary tomb complex and destroy 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.

RISE OF THE ALIEN

The Imperium's armies are spread thin by the ever-escalating threat of Chaos. Across the galaxy, thousands of xenos races that were once content to bide their time now launch full-scale invasions, encroaching upon the borders of the Emperor's realm. The Deathwatch find themselves stretched to breaking point and beyond.







WAR UPON THE BRINK

As the 41st Millennium draws to a close, the shield of the Deathwatch has been shaken, shivered and brought to the edge of destruction. Never before have so many threats to the fabric of Mankind's realm risen up at one time; never before have so many powerful xenos races sought to take the galaxy for their own.

A thousand horrors gnaw and tear at the fabric of destiny, foes old and new emerging to take their chance as Mankind is torn apart by its long war against Chaos. The Eldar fight for a resurgence ten millennia in the making, taking no prisoners as they seek to burn brightly before the end. Their vile Commorrite cousins intend to line their larders before the apocalypse breaks, raiding in never-before seen numbers to leave once-thriving worlds empty of sentient life. The Necron dynasties awake faster than the Deathwatch can put them down, long-buried armies lurching to life as ancient overlords attempt to restore a lifeless order to the era of mayhem that greets their awakening. The Orks, a threat long turned upon itself by the Deathwatch's surgical raids, are finally uniting under the prophet of Armageddon. Their green tsunami of violence is set to drown the stars. On the Eastern Fringe the tech-savant armies of the Tau Empire expand aggressively, their invention of the ZFR Horizon Accelerator Engine pushing them across the Damocles Gulf to steal worlds from the Imperium at a shocking pace. Further out drift the numberless bio-ships of the Great Devourer. Hive Fleets Behemoth and Kraken push their rapacious tendrils further coreward with every year, leaving nothing but scoured balls of rock in their wake. A dozen others encroach upon the Imperium's borders, their living bio-ships creeping from the void in numbers beyond sane measure. Perhaps it is Leviathan that should be feared the most, for its splinter fleets emerge from under the galactic core to menace Segmentum Solar – the seat of human civilisation itself.

With every year more requests are levelled unto the wider Adeptus Astartes by the Deathwatch, citing ancient oaths to claim tithe after tithe. Yet the Astropathic messages flow both ways. Hundreds of Chapters are formally requesting their brothers be discharged from their Long Vigils and sent back, despite the tarnishing of their honour that entails. In this time of woe, every Space Marine is vital in the war against the dark powers that seek to capsize reality itself. Whether Humanity will survive to see in a new age is unknown, but the Deathwatch are fighting with every iota of their strength to ensure it.

**'HE WHO ALLOWS THE ALIEN TO LIVE SHARES ITS CRIME
OF EXISTENCE.'**

- Inquisitor Apollyon







X7BU

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. They do not win such respect through rousing rhetoric and generous gestures – they are typically curt of speech and fierce of temperament, and they do not suffer fools gladly. 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. All too often the Watch Master will shoulder his duties alone, seeking the solace of pure thought in long periods of introspection and solitude. Yet his actions send ripples throughout history, and almost always for the betterment of the Imperium.

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 Tech-Magos 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 which incorporates an iron halo, a device which projects around its wearer a field of protective energy. They carry the fabled guardian spear, symbolic of their role of sentinel. This is a sign of great trust, for it is the same weapon borne by the Emperor's personal warrior elite, the Custodian Guard, yet 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.

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 born 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; amongst their number are Wolf Lords, Khans, Iron Fathers and luminaries from a hundred different Chapters. Some are promoted from within the Deathwatch, their conduct so exemplary they attain this rank within the Chapter. 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. The Watch Captains of the Deathwatch have seen alien horrors beyond number, and remained stoically defiant.

WATCH CAPTAIN ARTEMIS

Hailing from the feral world of Posul, Artemis was once a savage and battle-hungry tribesman. His courage and ferocity was such that he became legendary upon his home planet, and his rivals hunted him to attempt to consume his body and thereby steal his strength. He killed them all in a frenzy of violence, but sustained several mortal wounds in return. He was snatched from the brink of death by the Mortifactors Chapter, however, and healed. After thirteen years of service as a Space Marine, he was judged so capable a warrior that he was seconded to the Deathwatch. Since then he has saved the Polyglot System by uncovering and eradicating the Genestealer Cult that sought its domination, destroyed a nascent infestation of Enslavers by sending a barrage of cyclonic torpedoes to strike Tarrenhorst, and turned Waaagh! Thrashfang upon itself. In the course of duty he has lost an eye, an arm, and dozens of trusted brothers – though ultimately this has only increased his burning need to hunt and slay the alien wherever it lurks.

‘DO NOT ASK, “WHY KILL THE ALIEN?”
RATHER, ASK, “WHY NOT?”’

- Watch Captain Artemis

CHAPLAINS AND LIBRARIANS

Deathwatch Kill Teams are often led to battle by warriors whose spiritual or psychic might gives them an extra edge. Absolute faith, when coupled with the Space Marine's superhuman physique, can achieve the nigh impossible. For the psyker, meanwhile, the miraculous is commonplace, with the laws of reality but another weapon to be wielded.

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 faith, 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.

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 Eldar race is infamous for its warlocks and seers, xenos mages 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 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 energies so destructive that they can turn monsters to lifeless husks with a single telling blow. Without doubt, their most powerful weapons are their minds – a Librarian can open shimmering portals in the air that lead his Kill Team straight to the heart of the foe, summon bio-electric bolts that burn enemy warlords to cinders, hurl boulders to crush enemy war machines, or even tear the fabric of space to send his adversaries howling into oblivion.



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, ever at risk of collapsing under its own weight, 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. Though they could in theory be particularly gifted Scouts, in practice they are usually seasoned battle-brothers. 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 hard-won 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.



The mission was complete, the canoptek beasts scattered. The Phaeron had been decapitated and the electrogheist bomb planted within the tomb complex's core. Now all that remained was to get out alive.

At first, Lutheus had given them odds of twelve to one. But once the guardians of the tomb had realised what manner of foe was in their midst, they had automatically scanned for biological organisms to destroy, and with their higher orders blinded by the bomb's electrogheists, there were no Crypteks or Lords to refine their search. Although the xenos Obelisks had taken down the Corvus Blackstars, the machine spirits of the Watch Company's empty-hulled vehicles went unseen, just as Varmex had theorised.

And there they were, accelerating hard between phalanxes of hollow-eyed warriors towards the ziggurat on which the Kill Team stood. Here and there a higher order of Necron took a speculative shot, but the transports came on regardless.

'Blessed be the Emperor,' said Lutheus. 'Varmex, you bag of old cogs, I take it back. We've a better than even chance of getting out of this.'

'Silence, Lutheus,' said Brother-Sergeant Vrodzh, hoisting his heavy bolter over his shoulder. 'We jump in three... two... one...'

All three of the Watch Company's Land Raiders juddered and jumped as they gained the bottom of the ziggurat, metallic jaws yawning wide. Their Kill Teams leapt, slid, and bolted inside. The last of the Land Raiders' teams disappeared into their holds as the machines reversed hard, slewing around to crush dozens of Necron Warriors before driving off with hurricane bolters blasting. Lutheus looked down on the Rhino Steelfist as it struggled to reach them. Five of his brothers jumped, and three landed atop the Rhino, two dangling precariously from its sides. Lutheus heard Varmex apologising to Steelfist's spirit as he thrust his combi-melta through the gauss wound in its flank, then bullseyed a charging Wraith. Vrodzh and the Black Shield stood with legs braced atop the Rhino, firing their heavy bolters into anything that came close. The vehicle reversed hard, not bothering to turn as it crunched after the Land Raiders.

A wave of sentience swept across the Necron warriors, and they turned, rank by rank, raising their blasters with a sleepwalker's slowness.

'Does your prognosis hold, Brother Lutheus?' came Varmex's growl. 'Still think the odds are in our favour?'

'They might be if you shut up and fire!' shouted Lutheus. He reached for another bolter clip, and found nothing. Twenty to one, perhaps. And lessening fast.





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. Where a marksman of the Sternguard has to anticipate his target's movements to make the killing shot, the Vanguard face the xenos beast face-to-face, and more often than not their blades find their mark with unerring precision.

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 even fight alone, trusting to their experience and independence to complete covert operations that a larger team would find impossible. By using jump packs to start their mission close to the enemy, they strike 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 Chapter, take a far more bombastic approach. These warriors are courageous to the point of insanity. The most battle-hungry will drop from a Corvus Blackstar as a one-man drop insertion, slamming into the midst of an unwitting enemy and sowing as much carnage as possible. Whilst the enemy's eyes are turned inwards, the rest of the Kill Team moves in to block their escape.

Others will 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 that send the panicked survivors fleeing for shelter.

ACROSS THE VASTNESS OF SPACE ALIEN RACES PLOT THE
DETHRONING OF THE EMPEROR AND THE DOWNFALL OF
HUMANITY. THIS IS THE IMPERIUM'S CALL TO ARMS, AND
NOTHING SHALL STAND IN THE WAY OF OUR RIGHTEOUS CRUSADE.

BIKERS

Where the Vanguard Veteran represents the pinpoint application of force, the Deathwatch Biker is a nigh-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 Biker can use this homing device to summon aid from a Deathwatch Strike Cruiser high above. 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 his Terminator-armoured brethren and their kin. The one-man bike patrol that may have seemed trivial to an alien warlord is suddenly revealed not as a single rapier, easily turned aside by his shields, but a wrecking ball that shatters his defences and crushes everything inside.

The hardwired bolter arrays mounted within the fairings of a Deathwatch bike incorporate shot selectors, just as with the boltguns of their infantry kin – though a Deathwatch Biker can lay down twice the firepower, and usually at high speed. With the fusillade thickened by opportunistic bolt pistol fire, the rider can break a squad by himself. Whether by loosing a hailstorm of armour-penetrating shots, unleashing a burning cloud of superheated gas, or bathing his enemies in flesh-devouring acid, he does 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 Eldar craftworlds, the repulsor-driven battlesuits of the Tau, and the velocity-addicted Kults of Speed. Though they are earthbound by nature, their determination is never found wanting. A Deathwatch Biker will hunt his quarry relentlessly over months, even years, until his targets let their guard down – and when the storm breaks, the ensuing victory will be all the sweeter.



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. Though the Centurion warsuit may be heavier in construction, and the Dreadnought provides a walking bulwark of adamantium to protect the fallen hero within, Terminator armour carries 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.

The indomitable frame of Terminator armour, or Tactical Dreadnought Armour as it was once known, affords it legendary power and resilience. Heavy gauge plasteel and ceramite plates are supported by a complex system of servomotors, 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 removed, to be replaced 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. The Terminators of the Deathwatch frequently use even deadlier weapons – assault cannons with such a high rate of fire they can chew through even the thickest carapace, heavy flammers that can incinerate whole swarms with a single pull of the trigger, and shoulder-mounted cyclone missile launchers that can fire a barrage of frag or krak warheads even as the bearer strides towards the foe. 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.



DREADNOUGHTS

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 interred, 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. Upon one arm is an advanced heavy weapon system, and on the other a massive power fist capable of crushing a rockcrete wall to powder, its underslung heavy flamer incinerating those adversaries that skulk behind.

Despite the Dreadnought's immense physical power, its deadliest asset is its wisdom. Essentially immortal, each has centuries of combat experience, as valuable in a war council as in the heat of battle. Small wonder they are amongst the foremost heroes of the Deathwatch.

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.



TRANSPORTS

The Deathwatch make use of shock deployment methods to penetrate the lairs of the xenos. Though they have access to those same tanks and transports used by their component Chapters, they rely on certain vehicles above all others. A common vector of attack is vertical invasion by Drop Pod. These ten-man transports are launched at bone-shaking velocity from orbiting Strike Cruisers to burn through the atmosphere and, with a roar of retro-thrusters, slam down into the midst of the enemy. The hull panels of the Drop Pod clang open, and the Kill Team within storms out. The sheer, sudden impact of such a strike can bring a xenos attack to a singularly bloody halt.

When a running battle or territorial conquest is called for, the Rhino armoured personnel carrier will be deployed. The Rhino has formed a mainstay of every Chapter's military strength since the days before the Horus Heresy. Its metal skin is thick, its construction robust and its machine spirit dauntless. 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 also to slay.

The Razorback is a variant of the ubiquitous Rhino that sacrifices berths in its hold for a versatile heavy weapons turret. Its unmistakable silhouette presages a twofold threat. The tank itself is capable of blasting a hole through the enemy battle line with its twin-linked weaponry, but when the Kill Team it carries inside its hull disembarks, the true peril it brings becomes clear – the Razorback lays down a hail of covering fire as its alien-hunting passengers charge forth to shatter and destroy the enemy.

Against those races capable of mustering exceptional firepower, the Land Raider will be deployed – 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 a full size Kill Team with room to spare, even bearing 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 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.





The aural cutouts of Watch Captain Vaeticus' helm engaged as the warcry of a thousand Orks shook rock dust from the ruins of the holy city. The Kill Teams had located the greenskin command tribe easily enough; they too wore black armour, for they reckoned themselves the bringers of death. Soon they would learn the magnitude of their mistake.

'Draconis assault pattern,' said Vaeticus, his cultured tones reaching a dozen Kill Teams over the clarion-grade vox. Rhinos and Razorbacks prowled forward, their passengers switching their shot selectors without a word as they disembarked into shattered manufacturums and basilicas. Techmarine Posteon's rune of assent appeared as a red cog in Vaeticus' helm display. Nearby, the Land Raider Redeemer Castellán's Torch growled in anticipation.

'On my mark,' said Vaeticus, 'launch.' With that single word, he doomed Waaagh! Karnutz to damnation by fire.

The roar of the Ork tribe was loud, dauntingly so, but the explosion of a hundred mass-reactive bolts was louder. No normal shells were these, but dragonfire bolts. They blasted superheated gas in all directions, the explosion the catalyst that ignited a district-wide firestorm. Crude armour and greenskin flesh bubbled black in the heat. Ramshackle vehicles exploded as leaky engines caught light and detonated, flinging their passengers into the air. Flame billowed through windows and ruined bunkers to snatch the breath from those trapped inside. In response, the Orks charged headlong, as they always did.

The Kill Teams were already mounting up and moving off, rotating around the perimeter to spread the wall of fire. Twice a xenos counterattack burst through, the Orks at their head taking a bloody toll, but the Deathwatch vehicles fell back in good order, storm bolters blazing. Castellán's Torch rolled into position, covering the main street, and its twin flamestorm cannons roared. The street itself burned, flagstones and walls drenched with promethium. Countless aliens and their rickety contraptions burned with it.

The horde bared its teeth, and the gun-rigs atop the highest buildings pumped a scrapyard's worth of solid shot into the Deathwatch armoured column. Vaeticus winced as a handful of transports were ripped open, black-armoured corpses visible inside. Enough was enough.

'Corvus wing,' said Vaeticus, 'rain down fire.'

Seconds later, Posteon led his dropship wing into the fray. Lascannons overloaded the energy shields of Ork Mekaniaks while missiles hurtled into Ork gunners atop the roofs. As the sleek craft passed overhead they fired clusters of infernus grenades in a curving pattern, completing the ring of fire. Here and there the beasts had breached the trap, but Vaeticus had his contingencies ready. Even now Furor Kill Teams were charging in to bar their escape, lightning claws flashing blue.

'Disembark, all teams,' said Vaeticus, his jet-black armour aglow as he strode towards the flame. 'Let us end this.'



CORVUS BLACKSTARS

The Corvus Blackstar is a sleek and deadly aircraft, much prized by watch fortresses across the galaxy. Like a knife slipping in 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 war hangars of the Deathwatch are replete with every kind of aircraft the Adeptus Astartes have ever sanctioned. However, such is the Corvus Blackstar's quality that it is used almost exclusively 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 elegant 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 Eldar 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-linked 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 alone.



At a single thought-impulse from the Techmarine these prow and wing-mounted weapons can be calibrated for strafing runs. In such circumstances, auxiliary grenade launchers mounted at the rear enable the craft to rain down a hail of explosive projectiles – either infernus grenades that detonate in clouds of burning promethium, or frag charges that hurl deadly shrapnel over a wide area. A full squadron of Blackstars can clear a beachhead 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 fitted with an infernum halo-launcher it becomes extremely difficult to land a telling blow. Should an enemy 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.

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 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 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 assaults from nowhere just as the foe is at its most vulnerable. When the Kill Teams attack together, they bring a swift and unmerciful end.

KNIGHTS OF THE LONG VIGIL

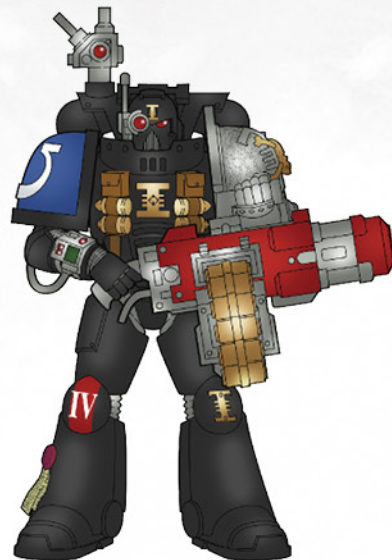
The Veterans of the Deathwatch are united in their armour of black and silver, though their pauldrons portray hundreds of heraldic colours and designs. The wargear they carry to battle is exceptional, each battle-brother selecting the combination of offensive weaponry with which he is the most proficient. Added to their panoply of war are the markings of their Watch Companies and the sigils of the Deathwatch itself.



A veteran who has been a part of the Long Vigil is permitted to wear the silver pauldron of the Deathwatch should he survive to rejoin his Chapter and take up its heraldic colours once more.



Brother Venarius fights as part of the third Kill Team of his watch fortress' Watch Company Secundus, as shown by the markings on his right knee.



Brother Ementus, fourth Kill Team, Watch Company Tertius. Ementus' Kill Team ident is a numeral, in the fashion of the Ultramarines Chapter.

Watch Company Primus



First Kill Team

Watch Company Secundus



Third Kill Team

Watch Company Tertius



First Kill Team

Watch Company Quartus



Second Kill Team

Watch Company Quintus

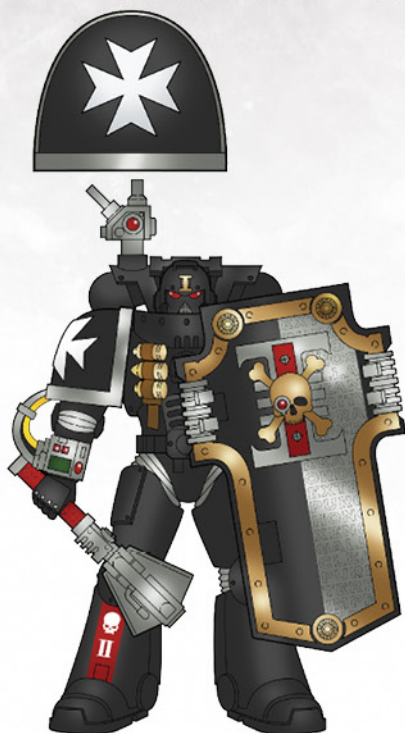


Fourth Kill Team

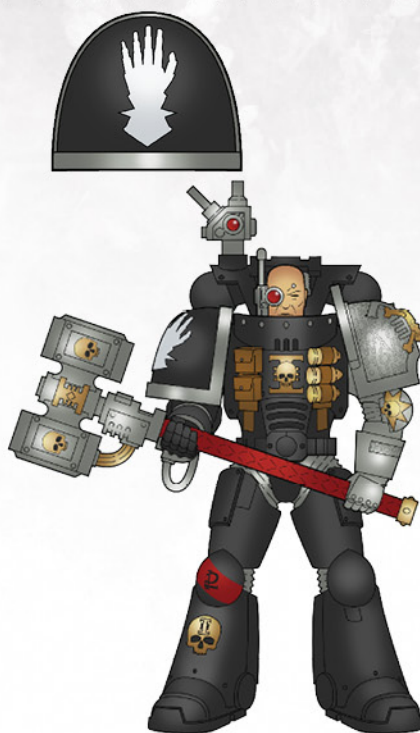
The watch fortresses share a system of iconography, commonly displayed on the knee plate or greave, to identify their separate Watch Companies, from Primus through to Quintus. Numbers or numerals set over the Watch Company markings indicate specific Kill Teams, and are sometimes accompanied by further, Chapter-specific honorifics.



The right pauldron of a Deathwatch battle-brother is the last visible link to his former identity as a hero of his Chapter. More complex heraldries are represented in microcosm, such as the Howling Griffons pauldron on the left, where both Chapter colours are displayed behind a Griffon Rampant – such heraldic beasts always face forwards to show their courage.



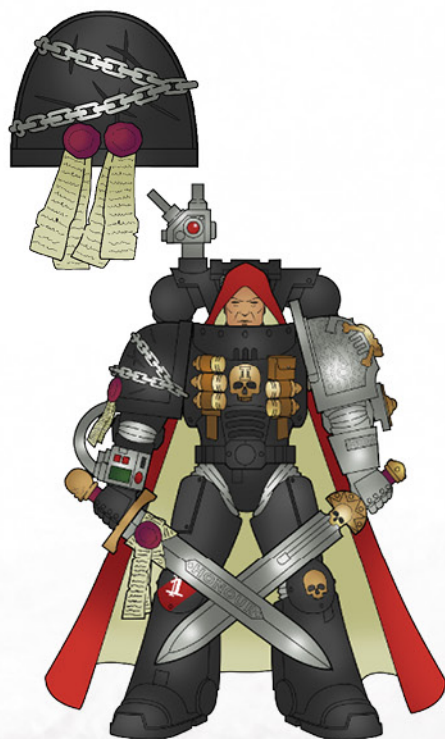
Richtras, a Sword Brother of the Black Templars, uses a storm shield to deflect his adversary's blow before crushing him with a power maul.



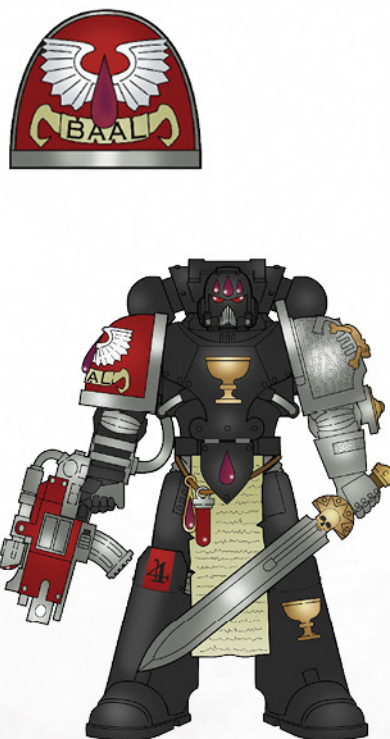
Brother Locctar of the Iron Hands will assess the perfect time to strike before bringing his heavy thunder hammer down with killing force.



Preferring to hunt alone, Brother Agemus has cleared derelict craft of xenos with just a Deathwatch shotgun and a crate of shells.



The right pauldrons of Black Shields are always left blank as a visual reminder of their anonymity and forsaken affiliations.

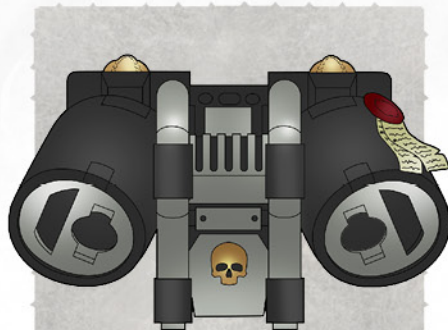


Brother Glorian's power armour features the stylised blood drops and decorative scrollwork common to Blood Angels Space Marines.



Franrir Blackfang's right pauldron indicates that he hails from Ragnar Blackmane's Great Company of Space Wolves.

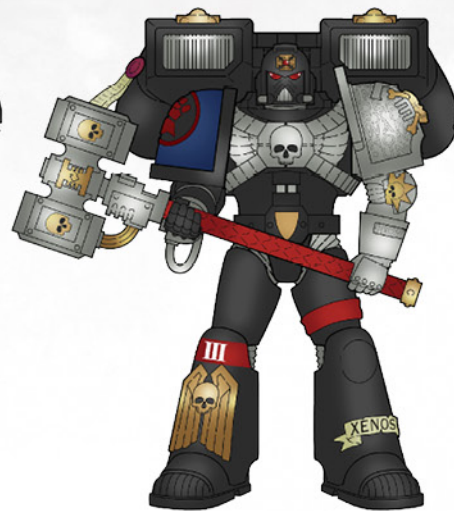
Those battle-brothers who once fought as the Vanguard of their Chapter's 1st Company often wield honoured relics of war, ancient and battle-hungry weapons whose machine spirits are older than the watch fortresses that house them. Their armour is likewise venerated, the embellishments and auxiliary systems placed upon them added with the greatest of care.



The jump packs used by Vanguard Veterans are anointed before each battle to ensure they fly straight and true.



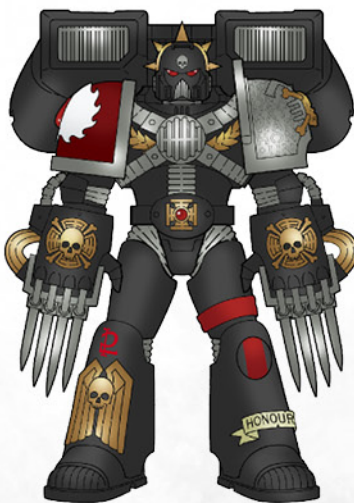
Brother Agrael's armour shows evidence of his many battle honours, including Terminator honours and the Imperial Laurel.



Brother Aldierrez revels in every chance he gets to smite the Orks, for that savage race invaded the Crimson Fists' home world.



Brother Asdrael bears his Watch Company and Kill Team insignia on his storm shield, accompanied by an honour marking of the Dark Angels.



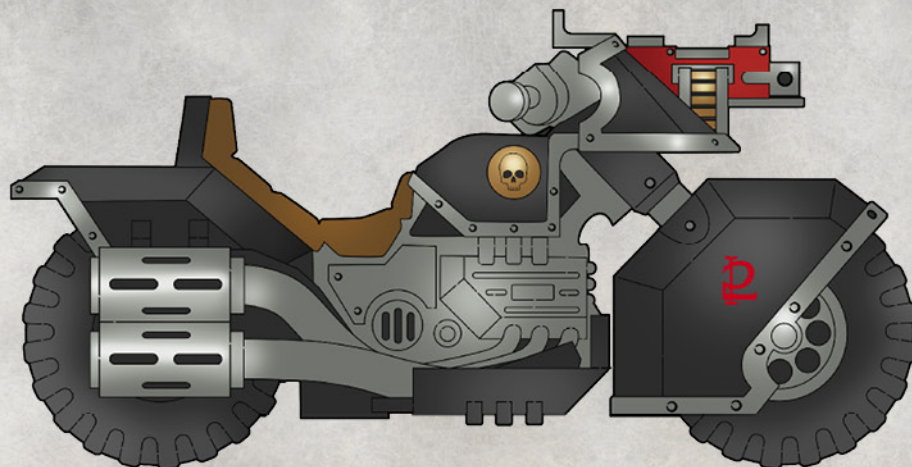
Brother Hassarn of the Flesh Tearers wears the mark of the second Kill Team on one knee and that of Watch Company Tertius on the other.



The storm shield of Brother Karratos bears a typical oath of the Deathwatch upon its decorative scroll. Third Kill Team, Watch Company Tertius.

Those of the Adeptus Astartes trained in the use of Space Marine bikes form the heavy cavalry of the Deathwatch, their charges sweeping the flank of organised foes and shattering the milling hordes of the savage and barbaric.

Space Marine bikes often bear the icon or numeral of the Watch Company to which they are assigned. Some also bear the personal marking of the Techmarine that vouchsafed its machine spirit as ready for battle.



Space Marine Chapter icons on armour are often picked out in gold, such as the Dark Angels icon on the helmet of Brother Daetal.



Hailing from the valleys of Honourum, Brother Rextrus is an expert in mountain warfare, a vital asset when fighting feral Orks.

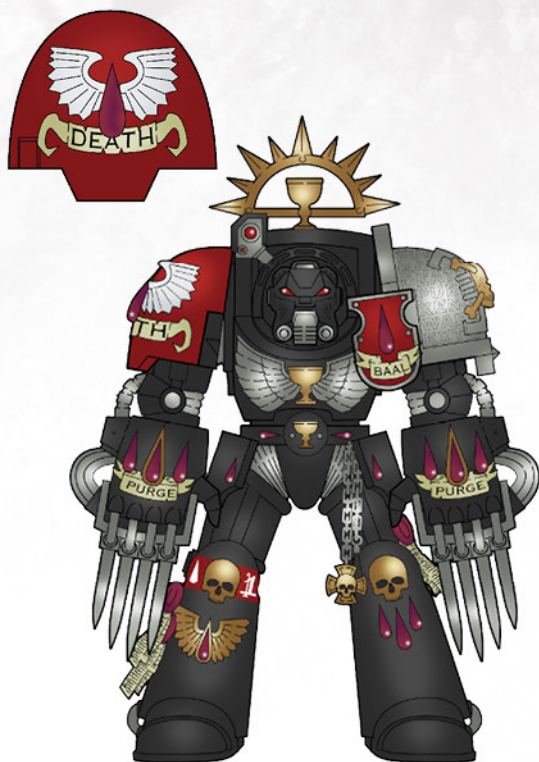


Once a dedicated duellist, Brother Nutujin became smitten with high-speed warfare as a Scout, and now rides to war as part of a Kill Team.



The trim of a Deathwatch Space Marine's Chapter pauldron may appear in his Chapter's own colours, or either the black or silver of the Deathwatch.

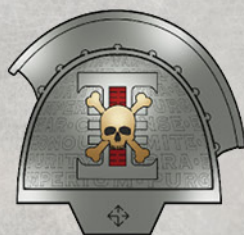
Those Deathwatch veterans that go to war in Terminator armour are a magnificent sight, their ornate wargear emblazoned with icons of Imperial supremacy.



The numerous decorations adorning the armour of Valatelos Red-Talon demonstrate his continued loyalty to his Chapter of origin, the Blood Angels.



Terminator honours, such as those worn by Brother Dutene of the Imperial Fists, are often a shining gold that stands out against the warrior's sombre black armour.



The left pauldron of the Deathwatch Terminator bears the golden icon of the Deathwatch Chapter set over the Litany Xenomortis.

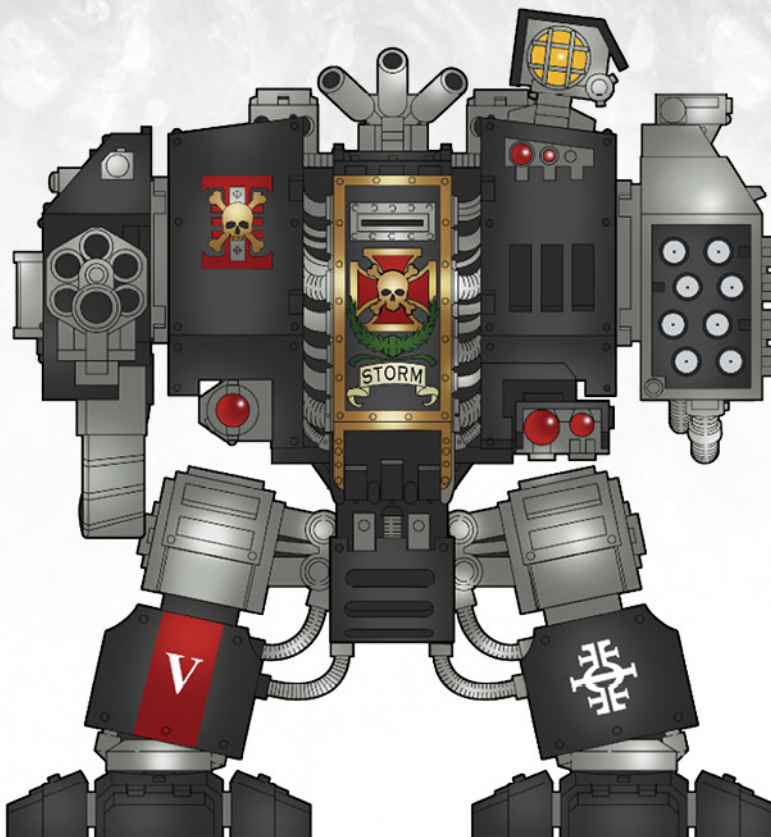
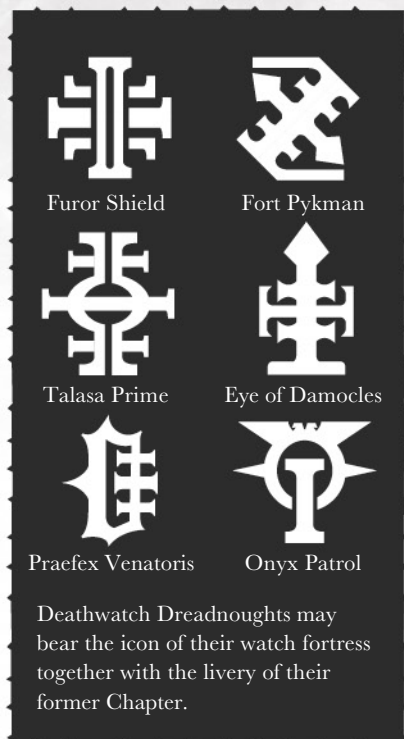


The Chapter icons of all Deathwatch veterans are borne upon the right pauldron, with any asymmetrical heraldic symbols reversed so they face forward.

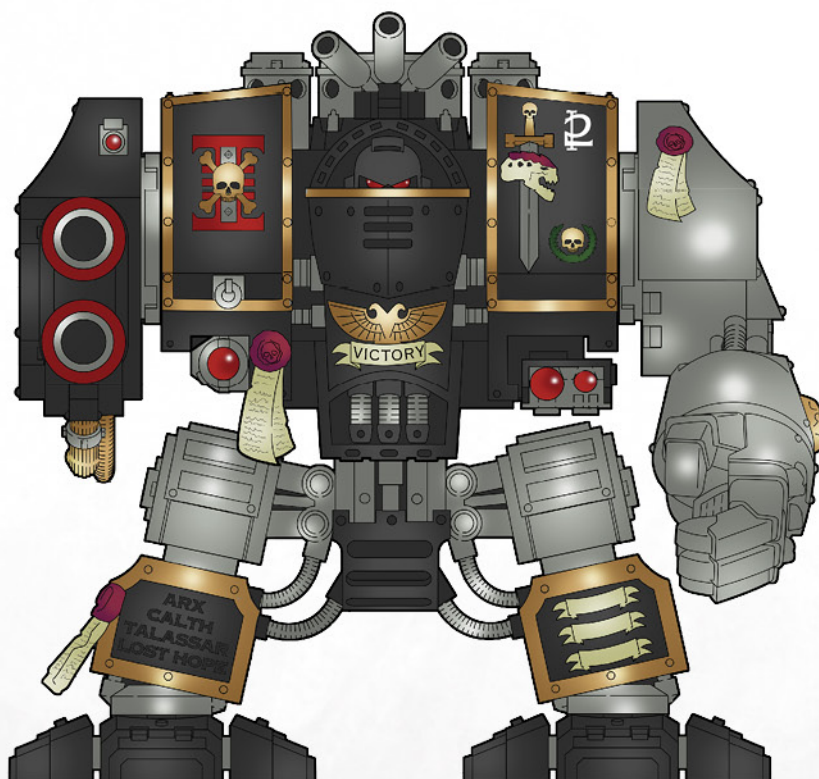


Hailing from the Great Company of Harald Deathwolf, Brother Jaegrel Goldentorc uses a heavy flamer, likening the infernos he creates to the white-hot fire of Fenris' sun.

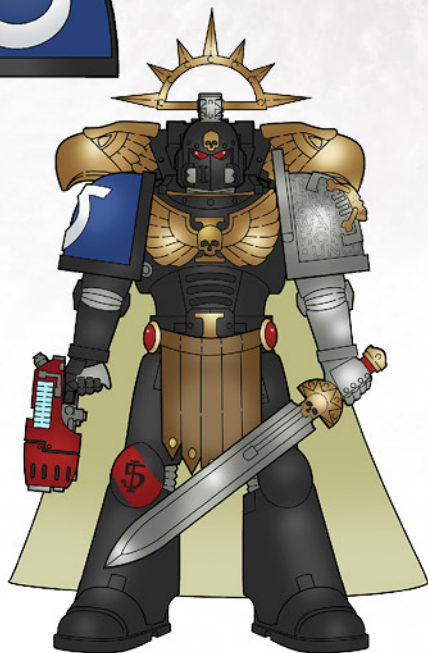
The Dreadnoughts of each watch fortress bear an identifying number or numeral upon their armour.



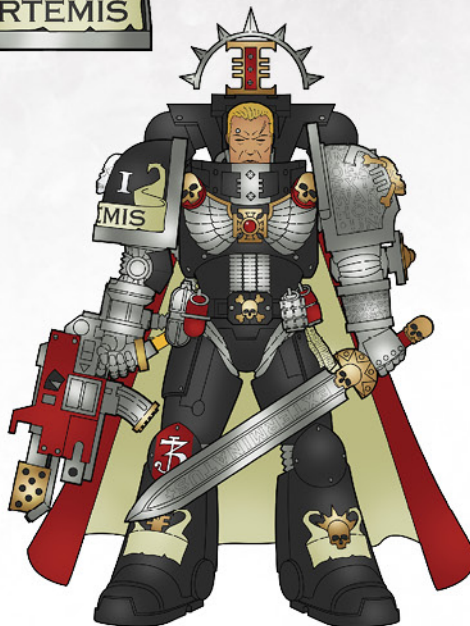
Designated the fifth Dreadnought of Talasa Prime, Brother Axcillian of the Eagle Warriors was attached to its Watch Company Tertius for the duration of the Loxilean Purge, as indicated by the vertical bar on the Dreadnought's right leg.



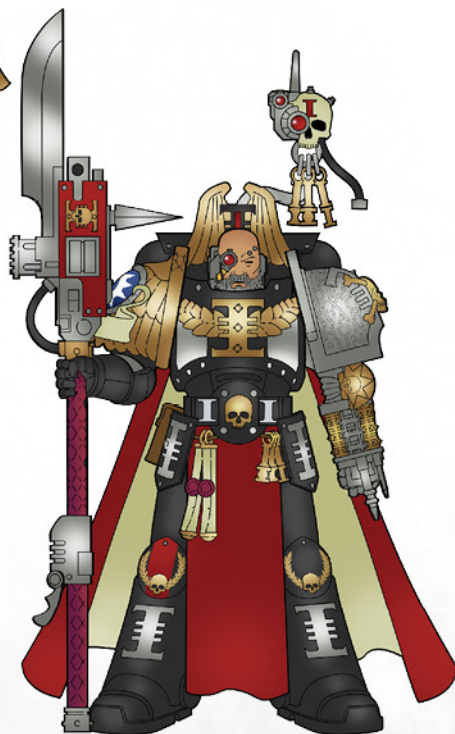
The Venerable Dreadnought Aeton Macramus was once a gladiator lord in Talasa Prime's training arenas. After losing his legs to an Ork battle effigy, he has dedicated his existence to the slaughter of the greenskin beast wherever it is found.



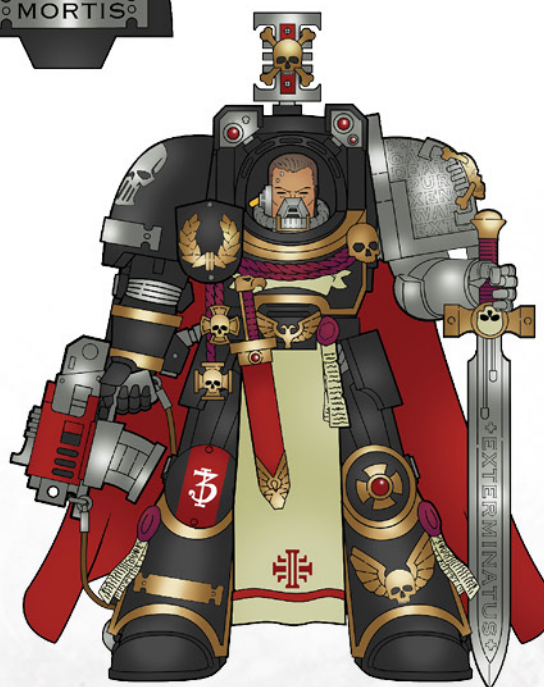
Watch Captain Galesus, formerly of the Ultramarines 1st Company. His armour features additional golden decorations and details in keeping with his rank.



Watch Captain Artemis of the Mortifactors commands Talasa Prime's Watch Company Tertius, as shown by both the vertical red bar and number on his knee.



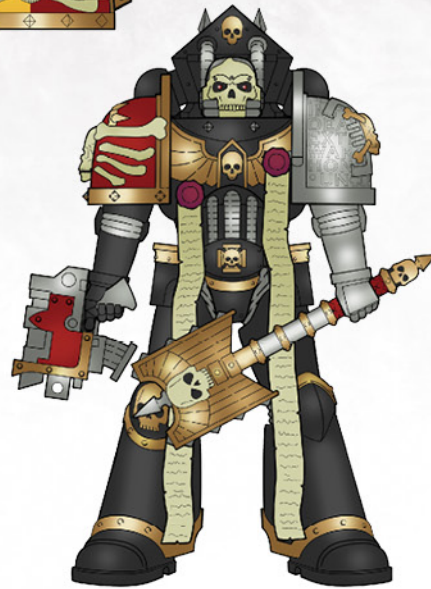
Watch Master Alathresis of the Novamarines commands the Balefortress – perhaps the last bulwark left that can stop Waaagh! Nakkaslash from capsizing Sector Thresnia.



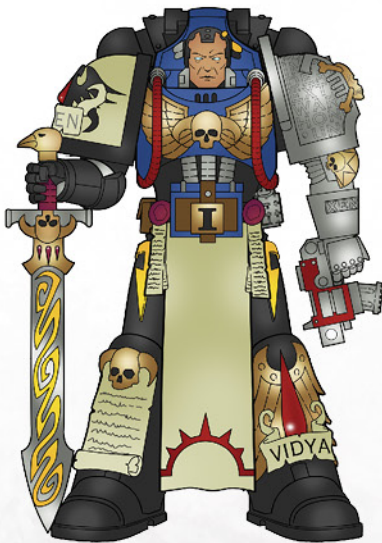
Donteth, Watch Captain of Furor Shield, bears the ancient icon of his watch fortress upon his tabard – an honour reserved for senior Deathwatch Space Marines.



Chaplain Ortan Cassius has long been a hero of the Imperium – by his will a holy crusade has been launched against the insidious menace of the Genestealer Cult.



Reclusiarch Malegran of the Howling Griffons bears purity seals that detail his every battle against the alien. His right pauldron bears the yellow and red of his parent Chapter.

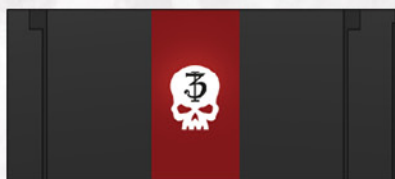


Deathwatch Librarians may retain the blue of the Librarius somewhere on their armour, as demonstrated here by Jensus Natorian of the Blood Ravens.

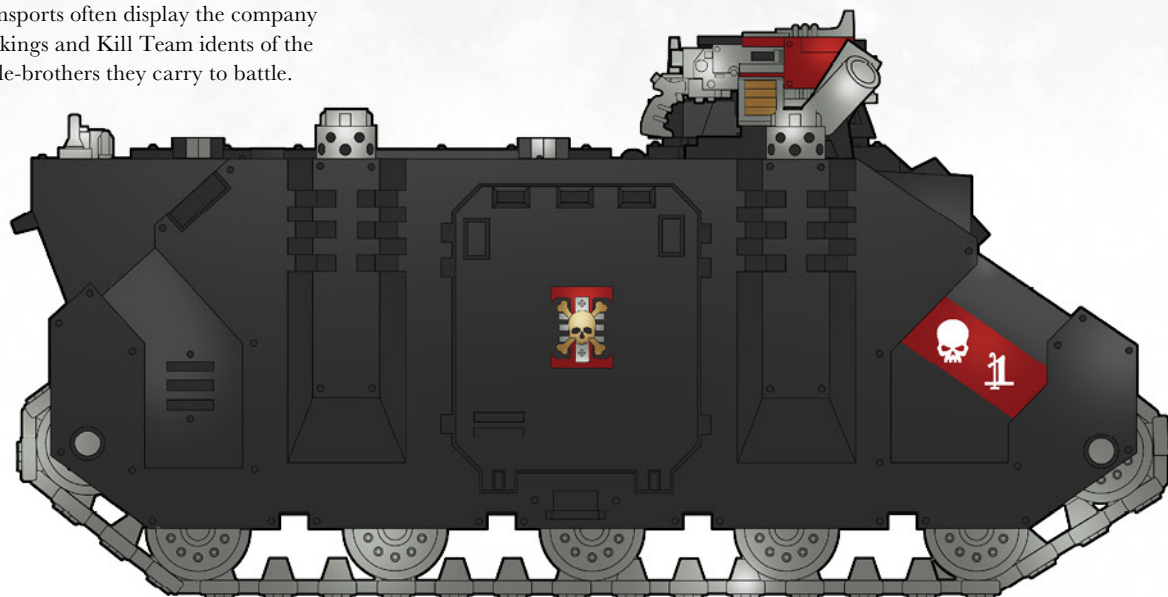


Epistolary Anathrus of the Blood Angels. The diagonal red bar upon his knee indicates that he is attached to a Kill Team of Watch Company Quintus.

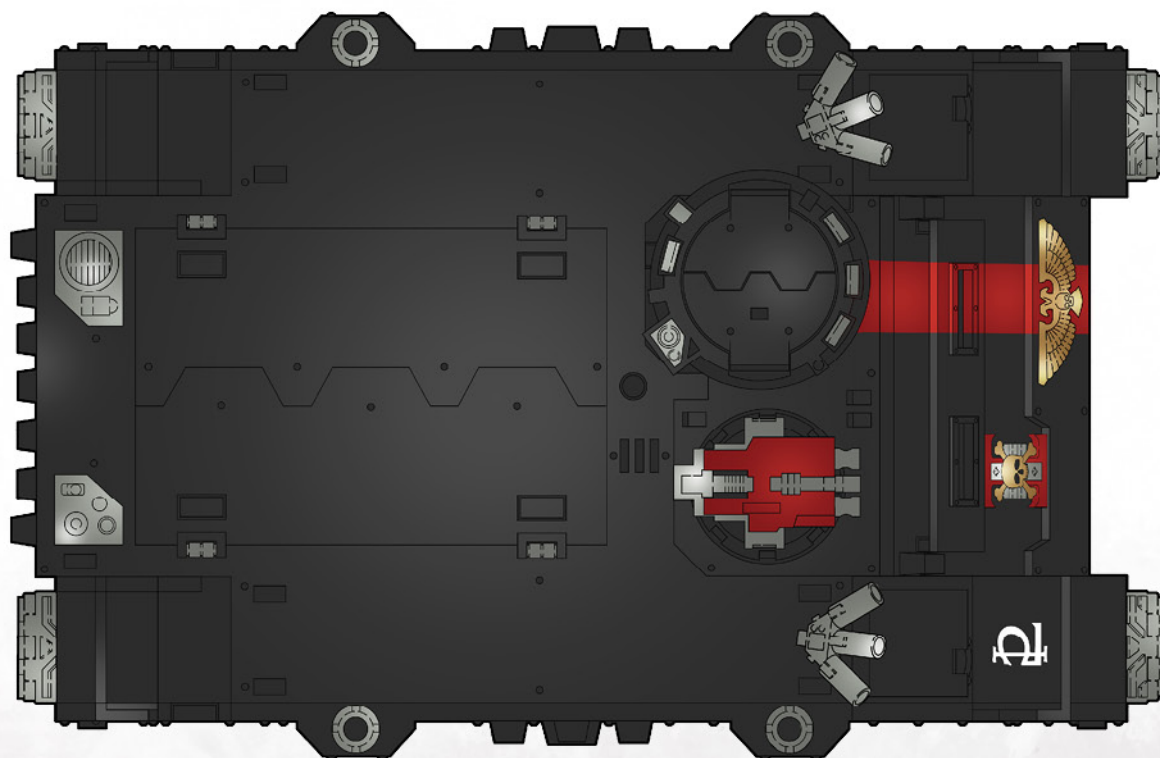
The vehicle hangars of each watch fortress boasts a great many tried and tested machines of war. Each is sanctified, consecrated and maintained to ensure maximum lethality when the Kill Teams ride into battle.



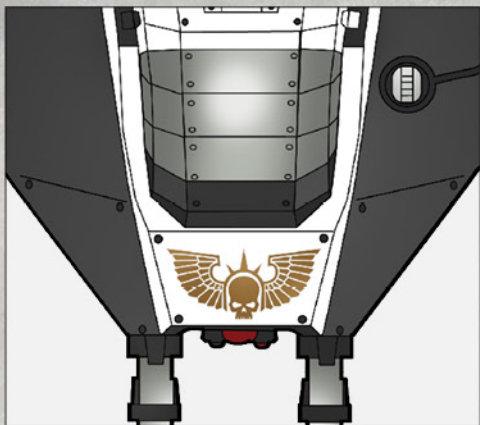
Transports often display the company markings and Kill Team ids of the battle-brothers they carry to battle.



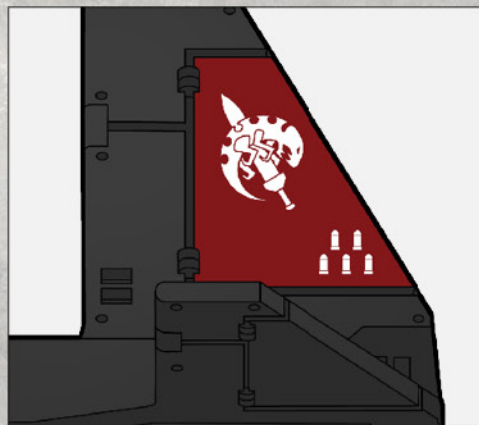
The Rhino *Steelfist* bears the iconography of the first Kill Team of Watch Company Quintus. The vehicle's tenacious machine spirit has seen it weather hundreds of conflicts and still stay in service.



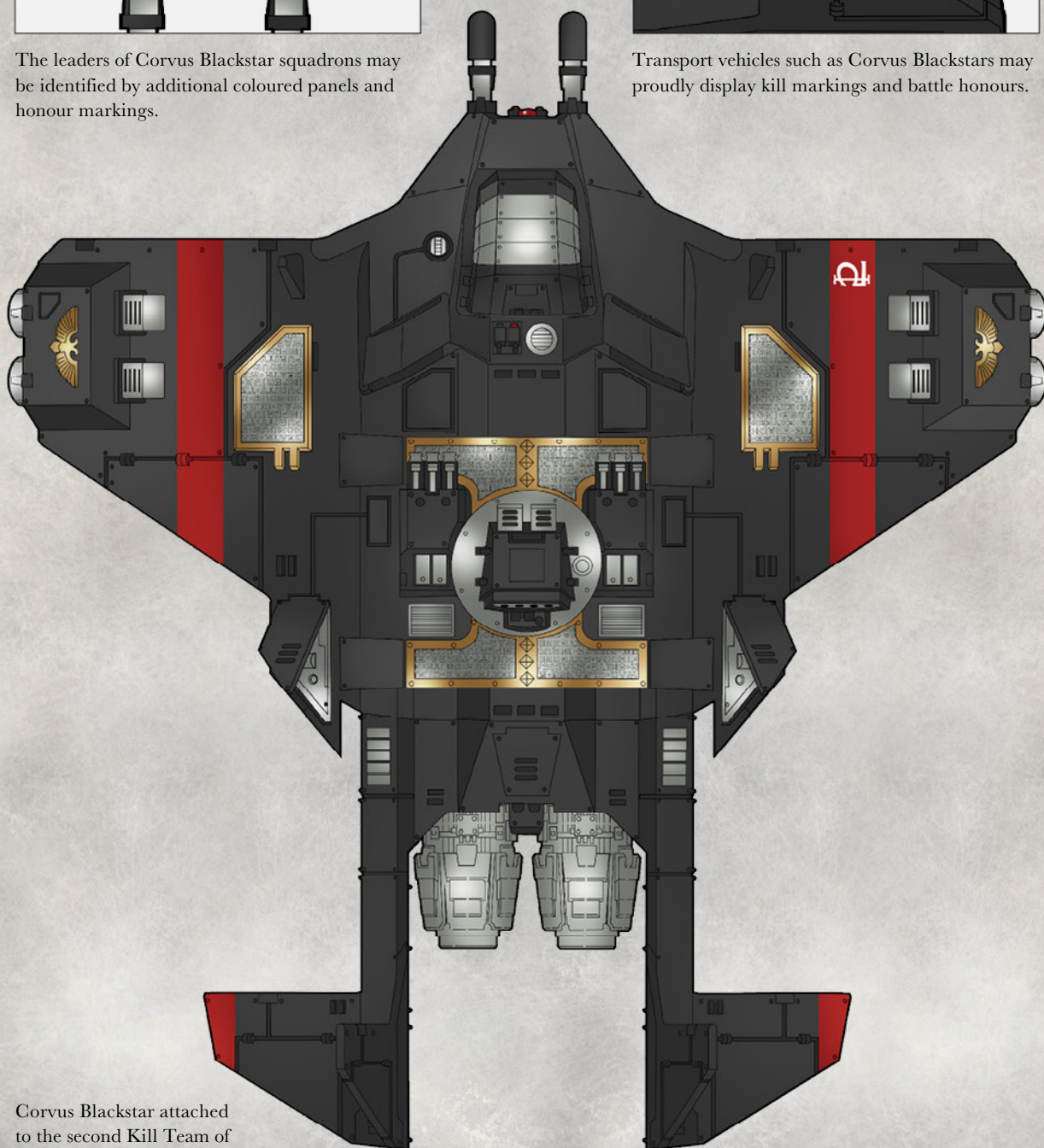
Though the Deathwatch place great stock in sudden assaults, and make maximum use of their vehicles' dark colouration to achieve them, they are still Space Marines, and hence mark their company and team with bright heraldic colours.



The leaders of Corvus Blackstar squadrons may be identified by additional coloured panels and honour markings.



Transport vehicles such as Corvus Blackstars may proudly display kill markings and battle honours.



Corvus Blackstar attached to the second Kill Team of Watch Company Tertius.

HUNTERS OF THE ALIEN

Though the Deathwatch have always worn sombre black and silver, splashes of colour appear amongst their ranks, for they keep their original chapter's livery upon their pauldrons. Arrayed for battle with mighty war engines in support, they are an inspiring sight for their allies, and doom given flesh for the xenos armies they fight across the galaxy.









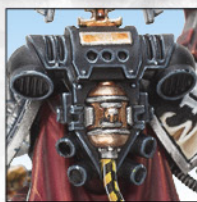
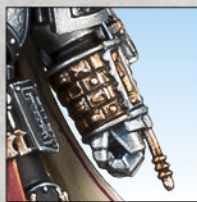
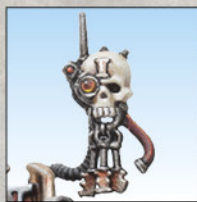








'EAVY METAL



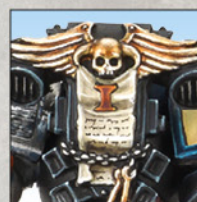
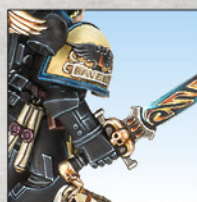
Watch Master



Watch Captain

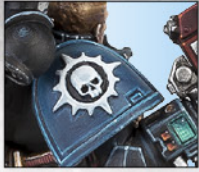


Chaplain



Librarian

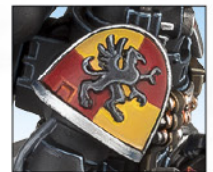
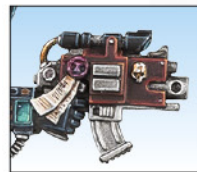
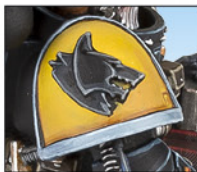
'EAVY METAL



Watch Sergeant

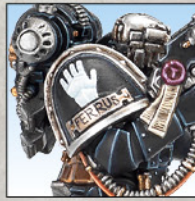


Black Shield



Veterans

'EAVY METAL



Veterans



Vanguard Veteran

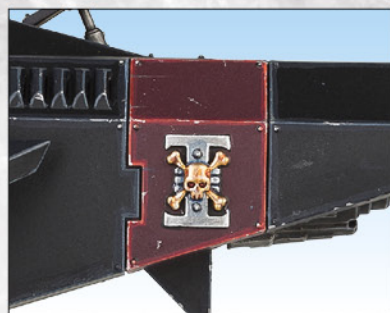


Biker

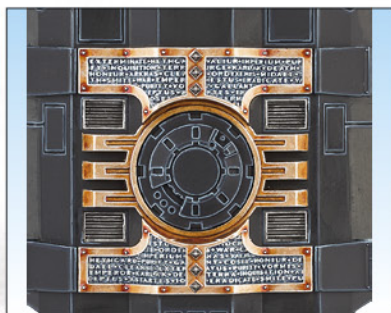


Terminator

'EAVY METAL



Corvus Blackstar







FORCES OF THE DEATHWATCH

The following section details background and rules information that describe the forces used by the Deathwatch – their warriors, their vehicles and the characters that lead them to battle. This section will enable you to forge your collection of Deathwatch miniatures into an army ready to fight battles in your games of Warhammer 40,000.

CHOOSING AN ARMY

When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are described fully in *Warhammer 40,000: The Rules*.

If you are using the Unbound method, simply use the datasheets later in this section that correspond to the models in your collection. If you are using the Battle-forged method, you will instead need to organise the models in your collection into Detachments. This is a fun process in its own right. The most common of these are the Combined Arms and Allied Detachments. Note that you can also include any of the Formations presented in this section as part of a Battle-forged army.

The Black Spear Strike Force is a special type of Detachment that can be included in any Battle-forged army. Unlike the Detachments shown in *Warhammer 40,000: The Rules*, it has a Force Organisation Chart whose slots are a combination of specific Formations and Army List Entries instead of Battlefield Roles. However, it still has compulsory and optional elements, as well as Restrictions and Command Benefits, just like any other Detachment.

Although units cannot normally belong to more than one Detachment, units from a Formation that is part of a Black Spear Strike Force are an exception. They count as part of both their Formation and the Detachment, and have all associated Command Benefits and special rules. If your Warlord is part of a Formation or an Army List Entry that makes up part of a Black Spear Strike Force, that entire Strike Force is your Primary Detachment.

RESTRICTIONS:

This Detachment must include at least one Command choice, one Core choice and one Auxiliary choice. It may include up to two more Command choices and any number of additional Core and Auxiliary choices, in any combination. Only the datasheets listed here can be included in this Detachment. All units in the Detachment must have the Deathwatch Faction.

COMMAND BENEFITS:

Veteran Master of the Watch: If this Detachment is chosen as your Primary Detachment, you can choose to re-roll the result on the Deathwatch Warlord Traits table (pg 102).

Flexible Mission Tactics: If your army contains one or more Black Spear Strike Forces, you can change the army's Mission Tactic (pg 103) one extra time during a mission. Usually this will allow you to change Mission Tactics twice during the game rather than only once, but if your Warlord is a Watch Master (pg 74) or has the Vigilance Incarnate Warlord Trait (pg 102), you will be able to change Mission Tactics up to three or four times!

Sudden Onslaught: All non-vehicle models in a Black Spear Strike Force have the Deep Strike special rule.



WATCH COMMANDER

- 1 of the following:
 - Librarian
 - Dreadnought
 - Watch Master
 - Venerable Dreadnought
 - Watch Captain
 - Chaplain



KILL TEAM

- 1 unit of Veterans



AQUILA KILL TEAM (PG 91)

- 1 unit of Veterans
- At least one choice from the following list:
 - Librarian
 - Terminators
 - Vanguard Veterans
 - Bikers



DROPSHIP

- 1 Corvus Blackstar



ANCIENT

- 1 Dreadnought or Venerable Dreadnought



Core
1+



Auxiliary
1+



Command
1-3

BLACK SPEAR STRIKE FORCE

The Black Spear Strike Force allows you to field the distinctive armies of the Deathwatch on the Warhammer 40,000 battlefield. Whether you wish to represent a Watch Commander crushing xenos hordes on their home worlds, or protecting Imperial planets against alien attack, the choices below offer a great way to pick your army.

For example, Beth's Deathwatch collection consists of a Watch Master, a Watch Captain, two Librarians, a Veteran unit with ten models, three Veteran units with five models each, three Terminators, five Bikers, five Vanguard Veterans, a Dreadnought, a Land Raider Crusader, and a Corvus Blackstar.

If Beth wishes to organise her collection using the Battle-forged method, all of her units need to be part of a Detachment or a Formation. Beth achieves this by choosing a Black Spear Strike Force Detachment.

Beth takes the Watch Master as her Command choice. She then needs a Core choice, so she combines the Watch Captain and a unit of ten Veterans together to form a Strategium Command Team, giving the Veterans the Corvus Blackstar as a dedicated transport vehicle.

Beth next makes up some Kill Teams for her army. She has the

Librarians and Terminators join a unit of Veterans to make a Purgatus Kill Team, she adds the Bikers to another unit of Veterans to make a Venator Kill Team, and the Vanguard Veterans join the last unit of Veterans to make a Dominatus Kill Team. The Dreadnought and the Land Raider Crusader join Beth's army as an Ancient Auxiliary choice and an Armour Auxiliary choice respectively.

As all of her units belong to the Black Spear Strike Force Detachment, Beth's army is a Battle-forged army. The army therefore has the Veteran Master of the Watch rule, the Flexible Mission Tactics rule, and the Sudden Onslaught rule.

Finally, Beth chooses the Watch Commander – her Watch Master – to be her Warlord. The Black Spear Strike Force is therefore her Primary Detachment.



FUROR KILL TEAM (PG 92)

- 1 unit of Veterans
- 1 unit of Terminators
- Any number of choices from the following list:
 - Librarian
 - Vanguard Veterans
 - Bikers



DOMINATUS KILL TEAM (PG 94)

- 1 unit of Veterans
- 1 unit of Vanguard Veterans
- Any number of choices from the following list:
 - Librarian
 - Terminators
 - Bikers



DROPSHIP WING (PG 99)

- 3 Corvus Blackstars



VENATOR KILL TEAM (PG 93)

- 1 unit of Veterans
- 1 unit of Bikers
- Any number of choices from the following list:
 - Librarian
 - Terminators
 - Vanguard Veterans



PURGATUS KILL TEAM (PG 96)

- 1 unit of Veterans
- 1 Librarian
- 1 unit of Terminators
- Any number of choices from the following list:
 - Librarian
 - Vanguard Veterans
 - Bikers



STRATEGIUM COMMAND TEAM (PG 97)

- 1 Watch Captain, Chaplain or Librarian
- 1 choice from the following list:
 - 1 unit of Veterans
 - Aquila Kill Team
 - Furor Kill Team
 - Venator Kill Team
 - Dominatus Kill Team
 - Malleus Kill Team
 - Purgatus Kill Team



MALLEUS KILL TEAM (PG 95)

- 1 unit of Veterans
- 1 unit of Terminators
- Any number of choices from the following list:
 - Librarian
 - Vanguard Veterans
 - Bikers



ARMOUR

- 1 Land Raider, Land Raider Redeemer or Land Raider Crusader



WATCH COMPANY (PG 98)

- 1 Watch Captain
- 4 choices from the following list:
 - 1 unit of Veterans
 - Aquila Kill Team
 - Furor Kill Team
 - Venator Kill Team
 - Dominatus Kill Team
 - Malleus Kill Team
 - Purgatus Kill Team

DATASHEETS

Each Deathwatch unit in this book has a datasheet. These detail either Army List Entries or Formations, providing all the rules information that you will need to use your models in your games of Warhammer 40,000.

- 1 **Faction:** The unit's Faction is shown here by a symbol. All units that have this symbol, which includes all the units described in this book, have the Deathwatch Faction.
- 2 **Battlefield Role:** The unit's Battlefield Role is shown here by a symbol. Units in this book have one of the following Battlefield Roles: HQ, Troops, Elites, Fast Attack or Heavy Support. The symbols for these Battlefield Roles are defined in Warhammer 40,000: The Rules.
- 3 **Unit Name:** Here you will find the name of the unit.
- 4 **Unit Description:** This section provides a background description of the unit, detailing their particular strengths and weaknesses along with the tactics and methods they employ to wage war in the grim darkness of the 41st Millennium.
- 5 **Points Cost:** This is the points cost of the unit without any upgrades, used if you are choosing an army to a points value.
- 6 **Unit Profile:** This section will show the profiles of any models the unit can include.
- 7 **Unit Type:** This refers to the unit type rules in Warhammer 40,000: The Rules. For example, a unit may be classed as Infantry, Cavalry or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.
- 8 **Unit Composition:** This section shows the number and type of models that form the basic unit, before any upgrades are taken.
- 9 **Wargear:** This section details the weapons and equipment the models in the unit are armed with, many of which are described in more detail in the Appendix of this book (pg 102). The cost for all the unit's basic equipment is included in its points cost.
- 10 **Special Rules:** Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described in full here, whilst others are detailed either in the Appendix of this book or in the Special Rules section of Warhammer 40,000: The Rules.
- 11 **Options:** This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'. Where applicable, this section also refers to any Transports the unit may take. These have their own datasheets. Dedicated Transports do not use up any slots on a Force Organisation Chart, but otherwise function as separate units. The Detachments section of Warhammer 40,000: The Rules explains how Dedicated Transports work.



FORMATIONS

Formation datasheets are identified by this symbol. The rules for Formations can be found in Warhammer 40,000: The Rules. A Formation datasheet will list the Army List Entries which make up the Formation, any restrictions upon what it may include, and any special rules the Formation's units gain.



DEATHWATCH WARGEAR LIST

These lists detail the points values of various items of wargear available to units in your army. Many unit entries in the datasheets that follow include wargear options from one or more of these lists – in each instance, the army list entry will tell you (in bold text) exactly which lists can be used. Rules for these items can be found in the Appendix.

Ranged Weapons.....pg 104

A model may replace his boltgun, bolt pistol and/or Melee weapon with one of the following:

- Boltgun.....*free*
- Storm bolter5 pts
- Combi-melta, -plasma, -flamer10 pts
- Hand flamer.....10 pts
- Grav-pistol.....15 pts
- Inferno pistol.....15 pts
- Plasma pistol15 pts

Special Weapons

A model may replace his boltgun with one of the following:

- Deathwatch shotgun.....*free*
- Stalker pattern boltgun.....5 pts
- Flamer.....5 pts
- Meltagun.....10 pts
- Grav-gun.....15 pts
- Plasma gun.....15 pts

Melee Weaponspg 106

A model may replace his boltgun, bolt pistol and/or Melee weapon with one of the following:

- Chainsword.....*free*
- Lightning claw15 pts
- Power weapon15 pts
- Power fist25 pts
- Thunder hammer30 pts

Heavy Weapons

A model may replace his boltgun with one of the following:

- Heavy bolter.....10 pts
 - o May also take hellfire shells (pg 107).....5 pts
- Heavy flamer.....10 pts
- Missile launcher (with frag and krak missiles)15 pts
 - o May also take flakk missiles.....10 pts
- Infernus heavy bolter.....20 pts
 - o May also take hellfire shells (pg 107).....5 pts
- Deathwatch frag cannon25 pts

Special Issue Wargear.....pg 107

A model may take any of the following:

- Auspex.....5 pts
- Combat shield.....5 pts
- Melta bombs5 pts
- Deathwatch teleport homer.....10 pts
- Digital weapons10 pts

Relics of the Vigilant.....pg 109

Only one of each Relic of the Vigilant may be taken per army. A model can take one of the following:

- The Tome of Ectoclades10 pts
- Banebolts of Eryxia.....10 pts
- The Osseus Key ¹15 pts
- Dominus Aegis.....20 pts
- The Thief of Secrets ²20 pts
- The Beacon Angelis.....30 pts

Deathwatch Vehicle Equipmentpg 108

A model may take up to one each of the following:

- Dozer blade ³5 pts
- Storm bolter5 pts
- Extra armour10 pts
- Hunter-killer missile10 pts

¹ Can only be taken by a Watch Master. Replaces model's clavis.

² Replaces model's Melee weapon.

³ May not be taken by a Land Raider of any type.

WATCH MASTER

175
POINTS



On the battlefield, the secretive Watch Masters are revealed as mighty conquerors and leaders beyond compare. They swiftly assess the unclean hordes of the enemy, picking out weaknesses and opportunities with the unerring skill of the hunter supreme. With a series of calm, clipped orders they exploit each opening, tactically despatching their Kill Teams to see the foe divided and ultimately conquered beyond doubt. On a strategic level, their weapons are the Space Marines under their command, their shields the vehicles and gunships that repel the enemy advance. In battle, it is their warrior skills that come to the fore. A Watch Master will use his guardian spear to smite the foe from afar, launching volleys of bolts specifically developed to contain substances anathema to their targets. At close quarters, it is the weapon's energised blade that his adversaries must fear. The clavis he wears as his badge of office is a formidable weapon in itself – it contains a hive of tech-spirits that can sabotage an alien war machine, crippling it a moment before the Watch Master rams his guardian spear through its crackling core.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Watch Master	6	5	4	4	4	5	4	10	2+	Infantry (Character)	1 Watch Master

WARGEAR:

- **Guardian spear** (pg 106)
- **Frag grenades**
- **Krak grenades**
- **Clavis** (pg 107)
- **Iron halo** (pg 107)

SPECIAL RULES:

- **And They Shall Know No Fear**
- **Independent Character**
- **Mission Tactics** (pg 103)

Master of Tactics: If a Watch Master is your Warlord, you can change the army's Mission Tactics (pg 103) one extra time during a mission. Usually this will allow you to change Mission Tactics twice during the game rather than only once, but if your Warlord has the Vigilance Incarnate Warlord Trait (pg 102) or your army includes a Black Spear Strike Force (pg 70), you will be able to change Mission Tactics up to three or four times!

OPTIONS:

- May take items from the **Special Issue Wargear** and/or **Relics of the Vigilant** lists.



WATCH CAPTAIN

95
POINTS



Watch Captains lead by example, shouting orders and tactical imperatives as they charge headlong into the fray. Bellicose, perfectionist and viciously efficient, these born leaders are entrusted with the prosecution of vital missions that see the Imperium defended and its enemies laid low. Theirs is a dual role, for they are not only mentors and sentinels for the Kill Teams under their auspices, but also experienced fighters and champions for the Deathwatch in times of war. Often the intervention of a Watch Captain will turn the tide of a battle; with powered blade and explosive bolt they take the fight to the alien, duelling tyrannical xenos warlords and cutting apart hulking bio-terrors as the cacophony of war rages all around. All the while the Watch Captain keeps a weather eye on his battle-brothers, for it is his sacred role to bind them in their duties, record their deeds, and observe the manner of their deaths should they fall. Only the most capable and experienced Space Marine veterans make it to the rank of Watch Captain, for if they should fail, the Deathwatch would soon falter.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Watch Captain	6	5	4	4	3	5	3	10	3+	Infantry (Character)	1 Watch Captain

WARGEAR:

- Bolt pistol
- Close combat weapon
- Frag grenades
- Krak grenades
- Iron halo (pg 107)
- Special issue ammunition (pg 105)

SPECIAL RULES:

- And They Shall Know No Fear
- Independent Character
- Mission Tactics (pg 103)

OPTIONS:

- May replace his bolt pistol with a boltgun.....free
- May take items from the **Melee Weapons, Ranged Weapons, Special Issue Wargear** and/or **Relics of the Vigilant** lists.
- May take a jump pack (pg 107)15 pts
- May take artificer armour (pg 108).....20 pts
- May take a storm shield (pg 107).....15 pts
- May replace his close combat weapon with a xenophase blade (pg 106).....25 pts
- May replace bolt pistol, close combat weapon, special issue ammunition, frag and krak grenades with Terminator armour (pg 108), storm bolter and power sword25 pts
- A Watch Captain in Terminator armour may replace his power sword with a relic blade (pg 106).....10 pts
- A Watch Captain in Terminator armour may only take items from the **Special Issue Wargear** and/or **Relics of the Vigilant** lists.

CHAPLAIN

95
POINTS



Roaring praise to the Emperor, the Chaplain exhorts the Space Marines around him to ever-greater acts of heroism. When these spiritual leaders take to the battlefield, the air fills with fiery rhetoric and bombastic oaths of battle. A warrior who has faith in the Emperor and Mankind's right to rule the stars will be caught up in the bow wave of their unflinching conviction.

When one of these unyielding heroes storms the xenos battle line, it becomes obvious that his strength is by no means confined to matters spiritual. The Chaplain's energised crozius arcanum lashes out to crush distended skulls and split high-tech armour as if it were rusted tin. Those who aim a return blow find their strike turned aside by a flickering blast of energy, for the Chaplain's rosarius is far more than a sacred symbol. These arbiters of Imperial purity are given the most potent of protections, a tightly focussed force field proof against even the direst alien blade. To watch the Chaplain in battle is to know that the Emperor's power is very real, and as deadly to the alien as it is to the unbeliever.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Chaplain	5	4	4	4	2	4	2	10	3+	Infantry (Character)	1 Chaplain

WARGEAR:

- Bolt pistol
- Crozius arcanum (pg 106)
- Frag grenades
- Krak grenades
- Rosarius (pg 107)
- Special issue ammunition (pg 105)

OPTIONS:

- May take items from the **Ranged Weapons**, **Special Issue Wargear** and/or **Relics of the Vigilant** lists.

SPECIAL RULES:

- Independent Character
- Mission Tactics (pg 103)
- Zealot



LIBRARIAN

70
POINTS



The Librarian is that rarest of Space Marines – one whose psyche is a more potent tool than the artefact weapons he bears to war. Each is a master psyker who strides the battlefield haloed with raw psychic power. A Librarian can hurl aside a careening enemy vehicle with a gesture, incinerate a mob of xenos fighters with a stern gaze or, with a pulse of thought, warn his fellows of impending disaster a few critical moments before it strikes home. There are those amongst the ranks of the Deathwatch who can bolster their bodies with psychic energy, moving like quicksilver as they dart through the enemy ranks to leave headless alien corpses slumping in their wake. Others reach out with their minds, their indomitable will overriding that of their alien prey to force illusion or despair upon them just before the killing strike hits home. Bolstered with psychic hoods that stave off the attacks of alien psykers, and wielding force swords that can steal the soul with a single scratch, the Librarians of the Deathwatch are daunting to ally as well as adversary. Those who witness their powers unleashed carry the sight with them to their grave.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Librarian	5	4	4	4	2	4	2	10	3+	Infantry (Character)	1 Librarian

WARGEAR:

- Bolt pistol
- Force weapon
- Frag grenades
- Krak grenades
- Psychic hood
- Special issue ammunition (pg 105)

SPECIAL RULES:

- And They Shall Know No Fear
- Independent Character
- Mission Tactics (pg 103)
- Psyker (Mastery Level 1)

PSYKER:

A Librarian generates his powers from the **Biomancy**, **Daemonology**, **Divination**, **Fulmination**, **Geokinesis**, **Librarius**, **Pyromancy**, **Technomancy**, **Telekinesis** and **Telepathy** disciplines.

OPTIONS:

- May upgrade to Psyker (Mastery Level 2)25 pts
- May take items from the **Ranged Weapons**, **Special Issue Wargear** and/or **Relics of the Vigilant** lists.
- May replace his bolt pistol, special issue ammunition, frag and krak grenades with Terminator armour (pg 108).....20 pts
- A Librarian in Terminator armour may take one of the following:
 - Storm bolter5 pts
 - Combi-flamer, -melta or -plasma10 pts
- A Librarian in Terminator armour may only take items from the **Special Issue Wargear** and/or **Relics of the Vigilant** lists.

VETERANS

110
POINTS



It says much about the Deathwatch that its line infantry are veteran Space Marines, each a one-man army capable of purging a xenos nest by himself. Each has served Humanity for decades, even centuries, proving his abilities beyond doubt before being seconded to his new role. These stony-faced killers work seamlessly with their brethren, no matter how varied, the light of embattled suns glinting from the silver pauldrons that mark them as truly exceptional. In their hands they carry death, for each selects the weapon with which he is most lethal. Their ballistic weapons range from advanced boltguns to heavy bolter combi-weapons that can gout flaming promethium at the twitch of a trigger rune. Their close assault choices are just as varied, from perfectly weighted power swords to bludgeoning mauls and hammers.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Veteran	4	4	4	4	1	4	2	9	3+	Infantry	5 Veterans
Watch Sergeant	4	4	4	4	1	4	2	9	3+	Infantry (Character)	
Black Shield	5	4	4	4	1	4	2	9	3+	Infantry (Character)	

WARGEAR:

- Boltgun
- Close combat weapon
- Frag grenades
- Krak grenades
- Special issue ammunition (pg 105)

SPECIAL RULES:

- **And They Shall Know No Fear**
- **Atonement Through Honour**
(Black Shield only) (pg 102)
- **Mission Tactics** (pg 103)

OPTIONS:

- May include up to five additional Veterans22 pts/model
- Any model may take items from the **Melee Weapons**, **Ranged Weapons** and/or **Special Weapons** list.
- Any model may replace either his boltgun or close combat weapon with a storm shield (pg 107)10 pts/model
- Up to four Veterans may take items from the **Heavy Weapons** list.
- Any Veteran may replace his weapons with a heavy thunder hammer.....30 pts/model
- May upgrade one Veteran to a Black Shield15 pts
- May upgrade a different Veteran to a Watch Sergeant.....free
- The Watch Sergeant may replace his close combat weapon with a xenophase blade (pg 106)25 pts
- The Watch Sergeant may take items from the **Special Issue Wargear** list.
- The unit may take a Rhino (pg 84), Razorback (pg 85), Corvus Blackstar (pg 87) or Drop Pod (pg 86) as a Dedicated Transport.



TERMINATORS

40
POINTS

Those Deathwatch veterans who fight in Terminator armour are inspiring symbols of the Imperium's might. Their ancient wargear gives them power comparable to that of a walking tank; so precious are these suits that the Deathwatch will never abandon them. The standard weaponry of a Terminator is impressive – in one fist the wearer holds a storm bolter capable of mowing down a brood of Tyranids or a mob of Orks; upon the other he wears a power fist, a cumbersome but deadly weapon with a grip that can tear apart an Eldar dreadnought. More esoteric combinations are common in the ranks of the Deathwatch. Some send fiery death from cyclone missile launchers mounted upon their mighty shoulders or use long-barrelled assault cannons that can even chew through the armoured vehicles of the enemy; others favour the twin lightning claws or thunder hammers of the close combat specialist. Attuned to the bearer by the Deathwatch's quartermasters, every weapon borne by a Deathwatch Terminator is optimised for one task alone – the slaughter of the alien menace wherever it dares rise to strike.



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Terminator	4	4	4	4	1	4	2	9	2+	Infantry	1 Terminator

WARGEAR:

- **Terminator armour** (pg 108)
- **Storm bolter**
- **Power fist**

SPECIAL RULES:

- **Fearless**
- **Mission Tactics** (pg 103)

OPTIONS:

- May include up to four additional Terminators40 pts/model
- Any model may replace his power fist with one of the following:
 - Power weaponfree
 - Chainfist.....5 pts/model
 - Power fist with auxiliary meltagun (pg 106)10 pts/model
- Any model may choose one of the following:
 - Replace his storm bolter with a heavy flamer.....10 pts/model
 - Replace his storm bolter with an assault cannon.....20 pts/model
 - Take a cyclone missile launcher (pg 104)25 pts/model
- Any model may replace his weapons with one of the following:
 - Two lightning clawsfree
 - Thunder hammer and storm shield (pg 107)10 pts/model

DREADNOUGHT

100
POINTS



When the indomitable walkers known as Dreadnoughts go to war, the battlefield shakes at their tread. Within their adamantium hull is held a sarcophagus – and within that, the crippled body of a Space Marine laid low in battle. Driven by an endless need for revenge, these fallen heroes are truly fearsome. Their walkers' limbs are driven by blessed hydraulics, and their crushing fists are powered by sanctified fibre bundles; an alien tyrant caught in their grip will be crushed like matchwood in a vice. The Dreadnought's multi-melta, though relatively short range, hisses loudly as it turns the strongholds of the xenos foe to molten slag. A victorious warcry blares from the Dreadnought's vox array as it leads its brothers in charge after charge, breaking the enemy lines with the force of a wrecking ball.

	[Armour]									Unit Type	Unit Composition
	WS	BS	S	F	S	R	I	A	HP		
Dreadnought	4	4	6	12	12	10	4	4	3	Vehicle (Walker)	1 Dreadnought

WARGEAR:

- Multi-melta
- Power fist with built-in storm bolter
- Searchlight
- Smoke launchers

SPECIAL RULES:

- Mission Tactics (pg 103)

OPTIONS:

- May replace multi-melta with one of the following:
 - Plasma cannon5 pts
 - Assault cannon10 pts
 - Twin-linked lascannon15 pts
- May replace power fist with built-in storm bolter with a missile launcher10 pts
- May replace its built-in storm bolter with a built-in heavy flamer10 pts
- May take extra armour10 pts
- May take a Drop Pod (pg 86) as a Dedicated Transport.



VENERABLE DREADNOUGHT

125
POINTS



Stomping forward with a whirr of servomotors and a hiss of pistons, the Venerable Dreadnoughts of the Deathwatch Chapter are always on the hunt for the largest xenos bioforms in the enemy horde. These warriors are the eldest and most experienced of all their kin, valued beyond measure by the Watch Masters. Such trust is not misplaced. The stratagems of the xenos are well known to these centuries-old fusions of man and machine, and though they slumber long between wars, their wisdom is often sought before the Kill Teams are sent on the attack. When battle is joined, the Venerable Dreadnoughts are living icons of their Chapter's might, storming forth as the spearhead of the assault through volleys of high-calibre firepower that slow them not at all. Those aliens they catch can measure their life expectancy in seconds.

[Armour]										Unit Type	Unit Composition
WS	BS	S	F	S	R	I	A	HP			
Venerable Dreadnought	5	5	6	12	12	10	4	4	3	Vehicle (Walker)	1 Venerable Dreadnought

WARGEAR:

- Multi-melta
- Power fist with built-in storm bolter
- Searchlight
- Smoke launchers

SPECIAL RULES:

- **Mission Tactics** (pg 103)

Venerable: If a Venerable Dreadnought suffers a penetrating hit, you can make your opponent re-roll the result on the Vehicle Damage table. You must accept the second result, even if it is worse than the first.

OPTIONS:

- May replace multi-melta with one of the following:
 - Plasma cannon.....5 pts
 - Assault cannon.....10 pts
 - Twin-linked lascannon15 pts
- May replace power fist with built-in storm bolter with a missile launcher.....10 pts
- May replace its built-in storm bolter with a built-in heavy flamer.....10 pts
- May take extra armour10 pts
- May take a Drop Pod (pg 86) as a Dedicated Transport.

VANGUARD VETERANS

25
POINTS



Hurling from the skies with a scream of jet turbines, the Vanguard Veterans of the Deathwatch strike at lethal velocity. These warriors specialise in pinpoint assaults; their skill at arms is such that even one such warrior can change the flow of battle. With a glance, they assess the weak points in the enemy line before bounding into battle in great powered leaps. Some prefer to strike from above, launching from the attack bays of Thunderhawk Gunships or Corvus Blackstars sent to deliver them to the heart of the enemy strongpoint.

All Vanguard Veterans use those weapons with which they are deadliest. Though many battle-brothers prefer the classic combination of flesh-ripping chainsword and brutal bolt pistol, just as many wield twin lightning claws, power fists or even more devastating melee weapons such as thunder hammers. These tools of destruction aid the Vanguard Veteran in striking with meteoric force, tearing a bloody wound in the enemy ranks, and shattering the cohesion of the foe so that their taint might be eradicated altogether.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Vanguard Veteran	4	4	4	4	1	4	2	9	3+	Jump Infantry	1 Vanguard Veteran

WARGEAR:

- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Special issue ammunition (pg 105)

SPECIAL RULES:

- And They Shall Know No Fear
- Mission Tactics (pg 103)

Heroic Intervention: A unit that contains any models with this rule ignores penalties for disordered charges and can re-roll one or both dice when determining its charge range.

OPTIONS:

- May include up to four additional Vanguard Veterans.....25 pts/model
- Any model may replace his bolt pistol and special issue ammunition and/or chainsword with one of the following:
 - Lightning claw5 pts/model
 - Power weapon5 pts/model
 - Hand flamer10 pts/model
 - Grav-pistol.....15 pts/model
 - Inferno pistol.....15 pts/model
 - Plasma pistol15 pts/model
 - Power fist15 pts/model
 - Thunder hammer20 pts/model
 - Storm shield (pg 107)10 pts/model
- Any model may replace his weapons with a heavy thunder hammer (pg 106)30 pts/model
- Any model may take melta bombs5 pts/model

BIKERS

30
POINTS



The throaty roar of the Deathwatch Biker's mechanical steed is often the last sound his quarry hears. These huntsmen are well used to operating alone or in small groups for days or even weeks at a time, for the bikes they ride to battle are compact mobile bases as well as uniquely deadly war assets. Rugged and unfailing, they are built to traverse the most hazardous alien worlds and fight through the most dense xenos metropolises. They do so not with grace and finesse but with raw brute force, their engines tuned to deliver maximum thrust just as their frames are built to bully their way through hostile terrain. When the Deathwatch Biker runs his quarry to ground, he will engage his target with a fusillade of firepower even as his squad takes the fight to the main battle line of the enemy.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Biker	4	4	4	5	1	4	2	9	3+	Bike	1 Biker

WARGEAR:

- Twin-linked boltgun
- Close combat weapon
- Frag grenades
- Krak grenades
- Special issue ammunition (pg 105)

OPTIONS:

- May include up to four additional Bikers30 pts/model
- Any model may replace his close combat weapon with a power weapon5 pts/model
- Any model may take melta bombs5 pts/model
- Any model may take a Deathwatch teleport homer (pg 107)10 pts/model

SPECIAL RULES:

- And They Shall Know No Fear
- Mission Tactics (pg 103)
- Skilled Rider
- Split Fire

RHINO

35
POINTS



The Rhino armoured personnel carrier is a stoic machine of war, its blocky silhouette the herald of an inevitably bloody assault. The workhorse of the Adeptus Astartes vehicles, this transport is used by the Deathwatch perhaps more than by any other Chapter. The way of the xenos hunter is not to simply strike and fade, but to doggedly pursue the enemy until his armies are annihilated and their threat to Humanity's domain ended beyond a doubt. To achieve the tasks assigned to them, a Kill Team's operatives invariably need mobility, and with the Rhino's brawn and stamina proven since well before the Horus Heresy it is a favoured choice by battle-brothers from every Chapter that serves in the Emperor's name. Wherever the crunching tracks of the Rhino scar the lands, victory is not far behind.

	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
Rhino	4	11	11	10	3	Vehicle (Tank, Transport)	1 Rhino

WARGEAR:

- Storm bolter
- Searchlight
- Smoke launchers

SPECIAL RULES:

Repair: If a Rhino is Immobilised, then in subsequent turns, it may attempt to repair itself instead of shooting. Roll a D6 in the Shooting phase; on the roll of a 6+, the vehicle is no longer Immobilised. Note that a successful Repair does not restore a Hull Point.

TRANSPORT:

- **Transport Capacity:** Ten models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.
- **Fire Points:** Two models can fire from the Rhino's top hatch.
- **Access Points:** The Rhino has one Access Point on each side of the hull and one at the rear.

OPTIONS:

- May take items from the **Deathwatch Vehicle Equipment** list.



RAZORBACK

55
POINTS



The Razorback's gun turret tracks the xenos adversary, spitting fire as the brutish machine prowls upon the paths of war. Built upon the same hull design as the Rhino, the Razorback is famed for the balance it strikes between reliable transport and light tank. Many Watch Captains use these tanks as mobile bunkers when the fires of war burn hot, assigning them to smaller Kill Teams as an extra layer of protection – small arms fire simply pings from their sloping hulls and armoured flanks without leaving so much as a scar. Some of their transport capacity is given over to a powerful gun array, and with good reason – as the Razorback nears the front line its heavy weapons thunder death into the ranks of the foe, shattering the enemy lines moments before its passengers surge forth into the fight.

Razorback	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
Razorback	4	11	11	10	3	Vehicle (Tank, Transport)	1 Razorback

WARGEAR:

- **Twin-linked heavy bolter**
- **Searchlight**
- **Smoke launchers**

TRANSPORT:

- **Transport Capacity:** Six models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.
- **Fire Points:** None.
- **Access Points:** The Razorback has one Access Point on each side of the hull and one at the rear.

OPTIONS:

- May take items from the **Deathwatch Vehicle Equipment** list.
- May replace its twin-linked heavy bolter with one of the following:
 - Twin-linked lascannon20 pts
 - Twin-linked assault cannon.....20 pts

DROP POD

35
POINTS



Hurling through tempestuous skies come the night-black Drop Pods of the Deathwatch attack. These highly specialised transports plummet towards the xenos-infested war zone with a bone-shaking velocity that would cripple or knock unconscious a mortal soldier, the contrails in their wake scarring the firmament like the tails of comets. The craft's sheer speed is a weapon in its own right; even the most cunning of alien stratagems can be undone in a moment by a Drop Pod assault's blitzing attack. Though incapable of moving under their own power, these heavily armoured modules are launched with impeccable timing from Space Marine Strike Cruisers and Battle Barges in low orbit above the battle zone. The Deathwatch employ locator beacons and long-range augurs to ensure their Drop Pods arrive on target just when the xenos army's throat is exposed. At the last moment of the transport's screaming descent, it triggers retro-thrusters that slow it enough for a safe landing, the ceramite sections of its hull exploding outwards and clanging down to reveal the battle-ready Kill Team within.

	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
Drop Pod	4	12	12	12	3	Vehicle (Open-topped, Transport)	1 Drop Pod

WARGEAR:

- Storm bolter

SPECIAL RULES:

Drop Pod Assault: Drop Pods and units embarked upon them must be held back in Deep Strike Reserve. At the beginning of your first turn, half of your Drop Pods (rounding up) automatically arrive from Reserve. The arrival of remaining Drop Pods is rolled for normally. Once a Drop Pod lands, all passengers must disembark and no models can embark for the rest of the game.

Immobile: A Drop Pod cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an Immobilised damage result that cannot be repaired in any way. Note that this does not cause it to lose a Hull Point.

Inertial Guidance System: If a Drop Pod scatters on top of impassable terrain or another model (friend or foe), reduce the scatter distance by the minimum required in order to avoid the obstacle. If the Drop Pod scatters off the edge of the board, it suffers a Deep Strike Mishap.

TRANSPORT:

- **Transport Capacity:** Ten models or one Dreadnought of any type.

OPTIONS:

- May replace its storm bolter with a deathwind launcher (pg 104) *15 pts*
- May take a locator beacon (pg 108)..... *10 pts*



CORVUS BLACKSTAR

180
POINTS



The Corvus Blackstar burns through the skies with a scream of engines, guns spitting death as it strafes the xenos troopers below. Though it bears similarities to other Imperial aircraft, it is far more advanced in form and function, and the heavy weapons it shares with its sister machines are optimised for alien-hunting. As the Corvus arrows towards its mission-critical target, its heavy weaponry tears the foul aircraft of the enemy from the skies. Any incoming fire sent its way is baffled with infernum halo-launchers that fan out to blur the Blackstar's outline and detonate missiles well before impact. Once in position it swoops down with impressive agility, the twin hatches on either side of its nose-cone slamming open to allow the Deathwatch team within to charge directly into the fray.

[Armour]						Unit Type	Combat Role	Pursuit	Agility	Unit Composition
Corvus Blackstar	BS	F	S	R	HP					
Corvus Blackstar	4	12	12	11	3	Vehicle (Flyer, Hover, Transport)	Attack Flyer	3	2	1 Corvus Blackstar

WARGEAR:

- **Twin-linked assault cannon**
- **Blackstar cluster launcher** (pg 104)
- **Four stormstrike missiles** (pg 105)
- **Ceramite plating** (pg 108)

SPECIAL RULES:

- **Assault Vehicle**

TRANSPORT:

- **Transport Capacity:** Twelve models.
The Corvus Blackstar can carry Jump Infantry and Bikes.
- **Fire Points:** None.
- **Access Points:** Two Access Points at the front and one at the rear.

OPTIONS:

- May replace twin-linked assault cannon with twin-linked lascannonfree
- May replace all four stormstrike missiles with a twin-linked Blackstar rocket launcher (pg 104)15 pts
- May take up to one of each of the following upgrades:
 - Searchlight1 pt
 - Extra armour5 pts
 - Locator beacon (pg 108)10 pts
 - Hurricane bolter (pg 105)15 pts
- May take one of the following upgrades:
 - Infernum halo-launcher (pg 108)5 pts
 - Auspex array (pg 108)10 pts

DESIGNER'S NOTE – DEATH FROM THE SKIES

The Combat Role and the Pursuit and Agility values of the Corvus Blackstar have been included for players using the rules from Death from the Skies.



LAND RAIDER

250
POINTS



The monstrous tank known as the Land Raider is the physical incarnation of the Imperium's approach to war. Legendary across the Imperium, it is a war machine built with one thing in mind – tremendous force concentrated at a single point. Each Land Raider bears upon its flanks an armament of godhammer pattern lascannons capable of felling even the super-heavy tanks and war effigies of the Deathwatch's xenos prey. These primary systems are complemented by prow-mounted heavy bolters in case of counter-attack from an enemy horde. The killing blow is delivered by the Kill Team the tank holds within its adamantium hull – when the Land Raider's steel jaws yawn wide, its passengers charge out to shatter the enemy battle line with a focussed and irresistible assault.

	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
Land Raider	4	14	14	14	4	Vehicle (Tank, Transport)	1 Land Raider

WARGEAR:

- Twin-linked heavy bolter
- Two twin-linked lascannons
- Searchlight
- Smoke launchers

SPECIAL RULES:

- Assault Vehicle
- Power of the Machine Spirit

TRANSPORT:

- **Transport Capacity:** Ten models.
- **Fire Points:** None.
- **Access Points:** The Land Raider has one Access Point on each side of the hull and one at the front.

OPTIONS:

- May take items from the **Deathwatch Vehicle Equipment** list.
- May take a multi-melta10 pts



LAND RAIDER REDEEMER

240
POINTS



Through a flesh-melting inferno comes the Land Raider Redeemer, its flamethrowers spewing streams of burning promethium that can turn tempered steel to gobbets of liquid metal. In the heat of battle the Redeemer brings death even to those aliens that still skulk in their lairs. The great tank's victims stagger into the open, burning like sconce-torches, their pain so total they crave the sweet release of death. It is a mercy the Redeemer's occupants are swift to grant. With a metallic clang the tank's assault ramps yawn wide, and a primed Kill Team charges headlong from its red-lit interior, hacking down their enemies with cries of righteous indignation. The Redeemer ploughs on in search of fresh quarry, the xenos corpses left burning in its wake already flaking away to nothing more than ash on the wind.

[Armour]						Unit Type	Unit Composition
BS	F	S	R	HP			
Land Raider Redeemer	4	14	14	14	4	Vehicle (Tank, Transport)	1 Land Raider Redeemer

WARGEAR:

- Twin-linked assault cannon
- Two flamethrowers
- Frag assault launchers (pg 108)
- Searchlight
- Smoke launchers

SPECIAL RULES:

- Assault Vehicle
- Power of the Machine Spirit

TRANSPORT:

- **Transport Capacity:** Twelve models.
- **Fire Points:** None.
- **Access Points:** The Land Raider Redeemer has one Access Point on each side of the hull and one at the front.

OPTIONS:

- May take items from the **Deathwatch Vehicle Equipment** list.
- May take a multi-melta10 pts



LAND RAIDER CRUSADER

250
POINTS



An armoured behemoth that bears heroes into the fray, the Land Raider Crusader crunches forwards over the corpses of the slain. The hurricane bolters mounted upon its indomitable hull rattle and boom in a deafening cacophony of synchronised fire, stitching death through the thick of the enemy. The assault cannons atop its prow add to the fusillade, the pugnacious machine spirit within the Land Raider often auto-possessing the gun to mow down heavy infantry and light vehicles alike. Any adversaries stalwart enough to withstand the barrage of firepower are met by the tank's lethal passengers. As it nears the enemy line, the Crusader's metallic jaws yawn wide, and a Deathwatch Kill Team bent on the foe's destruction charges out as the tank's frag launchers flatten a path for their assault.

	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
Land Raider Crusader	4	14	14	14	4	Vehicle (Tank, Transport)	1 Land Raider Crusader

WARGEAR:

- **Twin-linked assault cannon**
- **Two hurricane bolters** (pg 105)
- **Frag assault launchers** (pg 108)
- **Searchlight**
- **Smoke launchers**

SPECIAL RULES:

- **Assault Vehicle**
- **Power of the Machine Spirit**

TRANSPORT:

- **Transport Capacity:** Sixteen models.
- **Fire Points:** None.
- **Access Points:** The Land Raider Crusader has one Access Point on each side of the hull and one at the front.

OPTIONS:

- May take items from the **Deathwatch Vehicle Equipment** list.
- May take a multi-melta10 pts

AQUILA KILL TEAM



With the pounding of armoured boots, the blaze of jump pack jets, and the roar of finely-tuned engines, the Aquila Kill Team takes to the battlefield. Armed and armoured to handle any eventuality, the team's battle-brothers keep in constant communication, evolving their battle plan with each new twist of fate. They assess the strengths and weaknesses of the foe with the penetrating gaze of a hunting eagle, devising the optimum courses of action before swooping in for the kill. These operatives go about their work with such fluidity and skill that they strike in synchrony even when spread across a wide front. So skilled is the Aquila team at taking the measure of unknown foes that they can tear a bloody victory from their enemies in a series of explosive strikes, no matter the nature of the horrors ranged against them.

FORMATION:

- 1 unit of Veterans (pg 78)
- One or more choices in any combination from the following list:
 - Librarian (pg 77)
 - Terminators (pg 79)
 - Vanguard Veterans (pg 82)
 - Bikers (pg 83)

RESTRICTIONS:

The Formation may not consist of more than ten models (excluding Dedicated Transports).

SPECIAL RULES:

Kill Team: All of the non-vehicle units in this Formation form a single unit called a Kill Team. This counts as a single unit for all game purposes; it must be deployed as one unit and cannot be broken down into Combat Squads. The Kill Team cannot split up during the battle, even if a model within it has the Independent Character special rule.

Aquila Doctrine: Non-vehicle models from this Formation can re-roll any To Wound rolls and armour penetration rolls of 1.

FUROR KILL TEAM



The air fills with flesh-chewing explosions as the Furor Kill Team's marksmen open fire. Every bolt and frag charge is selected and aimed to cause maximum damage to lightly-armoured foes. Whole swarms of xenos can be taken down by the storm of bolts and shells the Furor team rains upon its foes as its main assault closes in, and explosive bolts sow anarchy and confusion amongst the ranks. Where the enemy still threatens the Imperial lines through sheer weight of numbers, the team's close combat specialists will charge in at the last moment. With voices raised in praise to the Primarchs, they dismember the survivors with powered blades, chainswords and lightning claws. The forward elements of the Furor team drive onwards with each new charge, breaking enemy offensives one after another.

FORMATION:

- 1 unit of Veterans (pg 78)
- 1 unit of Terminators (pg 79)
- Any number of choices in any combination from the following list:
 - Librarian (pg 77)
 - Vanguard Veterans (pg 82)
 - Bikers (pg 83)

RESTRICTIONS:

The Formation may not consist of more than ten models (excluding Dedicated Transports). At least one Veteran must be armed with either a Deathwatch frag cannon or infernus heavy bolter.

SPECIAL RULES:

Kill Team: All of the non-vehicle units in this Formation form a single unit called a Kill Team. This counts as a single unit for all game purposes; it must be deployed as one unit and cannot be broken down into Combat Squads. The Kill Team cannot split up during the battle, even if a model within it has the Independent Character special rule.

Furor Doctrine: Re-roll any failed To Wound rolls and armour penetration rolls for non-vehicle models from this Formation that are targeting a unit with the Troops battlefield role.

VENATOR KILL TEAM



A Venator team is assembled when the Deathwatch face a foe too agile or manoeuvrable for a conventional strike force to contain it. Where such a xenos army could run rings around an armoured division or Gladius demi-company, the Venator team turns the enemy assault on its head, its bike-mounted warriors hurtling in wide sweeps to encircle the foe in their turn. When their designated quarry is located, the Bikers share the auspicator data of their previous forays with the rest of their team. It is then that cold vigilance turns to fiery, red-hot fury. As the bikers finally open fire, the weapon systems borne by the rest of the team's veterans send salvos blasting in on the coordinates set by their bike-mounted brethren – no matter how fast their prey, the pinpoint vengeance of these volleys strikes home with killing force.

FORMATION:

- 1 unit of Veterans (pg 78)
- 1 unit of Bikers (pg 83)
- Any number of choices in any combination from the following list:
 - Librarian (pg 77)
 - Terminators (pg 79)
 - Vanguard Veterans (pg 82)

RESTRICTIONS:

The Formation may not consist of more than ten models (excluding Dedicated Transports), and must include at least two Bikers.

SPECIAL RULES:

Kill Team: All of the non-vehicle units in this Formation form a single unit called a Kill Team. This counts as a single unit for all game purposes; it must be deployed as one unit and cannot be broken down into Combat Squads. The Kill Team cannot split up during the battle, even if a model within it has the Independent Character special rule.

Venator Doctrine: Re-roll any failed To Wound rolls and armour penetration rolls for non-vehicle models from this Formation that are targeting a unit with the Fast Attack battlefield role.

DOMINATUS KILL TEAM



Should the enemy rely on specialist forces of its own, the Dominatus Kill Team will make their destruction a priority in order to secure dominion over the field. The team's Vanguard warriors roar out of the skies to launch their alpha strike even as the Veteran marksmen that form the rest of their Kill Team pin the enemy in place with disciplined firepower. It is a tactic that has been employed to great effect against the most marshalled xenos armies. Alien marksmen, thinking themselves secure in commanding positions, are swiftly ripped apart by the airborne warriors that dive into their midst, whilst the close assault specialists sent to crush the Imperial army are hammered by heavy firepower. Every sweep of a chainsword or detonation of a bolt strips away the xenos army's potency until their prized assets lie in tatters.

FORMATION:

- 1 unit of Veterans (pg 78)
- 1 unit of Vanguard Veterans (pg 82)
- Any number of choices in any combination from the following list:
 - Librarian (pg 77)
 - Terminators (pg 79)
 - Bikers (pg 83)

RESTRICTIONS:

The Formation may not consist of more than ten models (excluding Dedicated Transports), and must include at least two Vanguard Veterans.

SPECIAL RULES:

Kill Team: All of the non-vehicle units in this Formation form a single unit called a Kill Team. This counts as a single unit for all game purposes; it must be deployed as one unit and cannot be broken down into Combat Squads. The Kill Team cannot split up during the battle, even if a model within it has the Independent Character special rule.

Dominatus Doctrine: Re-roll any failed To Wound rolls and armour penetration rolls for non-vehicle models from this Formation that are targeting a unit with the Elites battlefield role.



MALLEUS KILL TEAM



Should the xenos foe be clad in thick armour plating, or be bio-engineered with an exoskeleton proof against conventional weaponry, sledgehammer force must be used to crack them open. For this reason, the Malleus Kill Teams go to battle totting the heaviest of man-portable assault weaponry. As they charge in, a variety of bludgeoning, crushing tools of war are brought to bear upon the elite of the xenos races, from power mauls that stun those they strike to heavy thunder hammers that pulverise with a combination of brute force and high-yield disruption energy. A Malleus Kill Team's operatives are experts in hunting and slaying the most monstrous of foes – even the clanking Dread Mobs of the Orks and the ferocious Carnifex broods of the Tyranids can be struck down in short order.



FORMATION:

- 1 unit of Veterans (pg 78)
- 1 unit of Terminators (pg 79)
- Any number of choices in any combination from the following list:
 - Librarian (pg 77)
 - Vanguard Veterans (pg 82)
 - Bikers (pg 83)

RESTRICTIONS:

The Formation may not consist of more than ten models (excluding Dedicated Transports). At least two models must be armed with thunder hammers or heavy thunder hammers.

SPECIAL RULES:

Kill Team: All of the non-vehicle units in this Formation form a single unit called a Kill Team. This counts as a single unit for all game purposes; it must be deployed as one unit and cannot be broken down into Combat Squads. The Kill Team cannot split up during the battle, even if a model within it has the Independent Character special rule.

Malleus Doctrine: Re-roll any failed To Wound rolls and armour penetration rolls for non-vehicle models from this Formation that are targeting a unit with the Heavy Support battlefield role.

PURGATUS KILL TEAM



Purgatus Kill Teams must be indomitable in heart and mind, for they are sent into battle against the leaders of the alien host. These squads hunt down and slay those dominant creatures that hold xenos forces together, whether through conventional command structures or through psychic means. Aided by heavy covering fire, the Kill Team's Librarian closes with his prey, his warpcraft concealing his brothers from sight until it is time to strike. When the Purgatus team is in position it will burst from concealment in a storm of hellfire shells and purifying lightnings, the Librarian engaging his quarry in a fierce war of the mind as his comrades cut down the fell leader's guardians. In a matter of heartbeats the xenos leaders are slain, and the mastermind that holds the enemy force together destroyed.



FORMATION:

- 1 unit of Veterans (pg 78)
- 1 Librarian (pg 77)
- 1 unit of Terminators (pg 79)
- Any number of choices in any combination from the following list:
 - Librarian (pg 77)
 - Vanguard Veterans (pg 82)
 - Bikers (pg 83)

RESTRICTIONS:

The Formation may not consist of more than ten models (excluding Dedicated Transports). At least one Veteran must be armed with a stalker pattern boltgun.

SPECIAL RULES:

Kill Team: All of the non-vehicle units in this Formation form a single unit called a Kill Team. This counts as a single unit for all game purposes; it must be deployed as one unit and cannot be broken down into Combat Squads. The Kill Team cannot split up during the battle, even if a model within it has the Independent Character special rule.

Purgatus Doctrine: Re-roll any failed To Wound rolls and armour penetration rolls for non-vehicle models from this Formation that are targeting a unit with the HQ battlefield role.



STRATEGIUM COMMAND TEAM



The officers of the Deathwatch lead their Kill Teams from the front. A Watch Captain will usually be accompanied by a hand-picked team of his most accomplished veterans, each one willing to fight to the last breath in order to safeguard his master whilst scouring Mankind's foes from existence. Chaplains lead teams of warriors who use faith as their torch, voices raised in fierce praise to the Emperor as they smite the enemies of Mankind. Librarians command those who have a tolerance for esoteric energies – often the best way to destroy the magi of the xenos races is to unleash the destructive power of the Empyrean upon them, and those nearby must be strong of soul to survive the strike. Known as Strategium Command Teams, all such teams boast a concentration of skill and pinpoint force that is nigh impossible to stop.



FORMATION:

- 1 Watch Captain (pg 75), Chaplain (pg 76) or Librarian (pg 77)
- 1 choice from the following list:
 - 1 unit of Veterans (pg 78)
 - Aquila Kill Team (pg 91)
 - Furor Kill Team (pg 92)
 - Venator Kill Team (pg 93)
 - Dominatus Kill Team (pg 94)
 - Malleus Kill Team (pg 95)
 - Purgatus Kill Team (pg 96)

RESTRICTIONS:

None.

SPECIAL RULES:

Fight to the Last Breath: If a Strategium Command Team is led by a Watch Captain, all non-vehicle models in this Formation have the Feel No Pain (6+) special rule as long as he has not been removed as a casualty.

Suffer Not the Alien to Live: If a Strategium Command Team is led by a Chaplain, all non-vehicle models in this Formation have the Furious Charge special rule as long as he has not been removed as a casualty.

Pure of Spirit, Strong of Soul: If a Strategium Command Team is led by a Librarian, all non-vehicle models in this Formation have the Stubborn and Adamantium Will special rules as long as he has not been removed as a casualty. Note that other Librarians in this Formation (e.g. those included as part of any Kill Teams) do not confer this special rule – only the Librarian that leads it.

WATCH COMPANY



Whilst a Kill Team is capable of collapsing a xenos battlefront, a Watch Company is able to end an entire war in a single bloody engagement. It is a testament to this company of battle-brothers that though it lacks the numerical strength of its equivalent in the wider Adeptus Astartes, it is able to achieve even greater results, for it more than makes up for it with specialist training. The Watch Company is a precision tool, each element annihilating their designated quarry with uncanny precision. From afar, the alien army seems to fall apart in a string of explosions, routs and vicious melees. The architects of their demise are visible only as shadowy black figures darting amongst the milling throng, slaying commanders, psykers and specialists before systematically exterminating the milling and leaderless throng.



FORMATION:

- 1 Watch Captain (pg 75)
- 4 choices in any combination from the following list:
 - 1 unit of Veterans (pg 78)
 - Aquila Kill Team (pg 91)
 - Furor Kill Team (pg 92)
 - Venator Kill Team (pg 93)
 - Dominatus Kill Team (pg 94)
 - Malleus Kill Team (pg 95)
 - Purgatus Kill Team (pg 96)

RESTRICTIONS:

None.

SPECIAL RULES:

Decapitation Doctrine: Re-roll any failed To Wound rolls and armour penetration rolls for attacks made by non-vehicle models from this Formation that target an enemy unit that includes a Warlord, a Psyker or an Independent Character.

CORVUS DROPSHIP WING



Squadrons of Corvus Blackstars cut through the bruised skies of the Deathwatch insertion zone, their ominous shadows presaging a violent death for the alien warriors below. Upon entering combat airspace the Blackstars hunt down the enemy's aerial assets, be they fighter craft or winged bio-terrors. Their augur arrays scry the incoming targets and share their vulnerabilities via data-hymnal broadcast. When their nose-mounted lascannons and assault cannons open fire, every shot is calibrated to cause maximum destruction, striking the heart, the cockpit or the ammunition supply of the enemy to send their remains spiralling down to the ravaged warscape below. With the skies clear, the Blackstars glide into their designated drop zone to disgorge the Kill Teams inside, clinching the Deathwatch's control over the battle.



FORMATION:

- 3 Corvus Blackstars (pg 87)

RESTRICTIONS:

None.

SPECIAL RULES:

Burning Skies Doctrine: When models from this Formation target an enemy Flyer or Flying Monstrous Creature with an attack, re-roll any failed armour penetration or To Wound rolls.





APPENDIX

This section of the book details many of the rules for using an army of Deathwatch Space Marines in your games of Warhammer 40,000, including their unique Warlord Traits, wargear and Tactical Objectives. The profiles page at the end provides a list of unit and weapons profiles for reference during your games.

DEATHWATCH SPECIAL RULES

A Deathwatch army uses a number of special rules that are common to several of its units, which are collected here for your convenience. Special rules that are unique to particular units are presented in the relevant unit entry instead. Other, more common rules are simply listed by name – these are all described in full in the Special Rules section of *Warhammer 40,000: The Rules*.

ATONEMENT THROUGH HONOUR

Every Black Shield is driven by a burning need to prove his loyalty to the Imperium.

A model with this special rule doubles its Attacks in the assault phase if it is locked in combat with an Independent Character, a Monstrous Creature or a Vehicle, or if the combat it is in contains more enemy models than friendly ones (count all models locked in the combat, not just the ones engaged with this model).

COMBAT SQUADS

It is sound doctrine for Space Marine units to remain flexible, splitting into two entities as the tactical situation dictates.

A ten-model Veteran squad can break down into two five-model units, called combat squads. You must decide which Veteran squads are splitting into combat squads, and which models go into each combat squad, immediately before determining your Warlord Traits. A Veteran unit split into combat squads is now two separate units for all game purposes, including calculating the total number of units in the army and determining the number of units you can place in Reserve. Then proceed with deployment as normal. In an exception to the normal rules, two combat squads split from the same unit can embark in the same transport vehicle, providing its Transport Capacity allows. Once you have decided whether or not to split a unit into combat squads, it must remain that way for the entire battle. It cannot split up or join back together later in the battle, nor can you use a redeployment to split up a unit or join it back together.

FACTION AND ALLIES

All units in *Codex: Deathwatch* have the Deathwatch Faction. The Deathwatch are part of the Armies of the Imperium and ally as such as described in the Allies section of *Warhammer 40,000: The Rules*.

WARLORD TRAITS

When generating Warlord traits for a Warlord with the Deathwatch Faction, you can either roll on one of the Warlord Traits tables in *Warhammer 40,000: The Rules* or roll on the table to the right.



WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- 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 To Wound and armour penetration rolls for your Warlord against Monstrous Creatures, Tanks and Super-heavy Vehicles.
- 2 Lord of Hidden Knowledge:** *By combing the archives of the Deathwatch and the Inquisition, this Warlord uses knowledge itself as a weapon.*
Roll a D6 – your Warlord has gleaned this many insights into the enemy's weaknesses. You can use each of these insights once during the battle to re-roll a failed To Hit, To Wound or armour penetration roll for your Warlord or his unit.
- 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.*
All weapons carried by your Warlord have the Master-crafted special rule (except Relics of the Vigilant).
- 4 Bringer of the Red Dawn:** *The Warlord strikes under cover of darkness when the foe has let down its guard, the better to slay it swiftly and without mercy.*
Your Warlord has the Night Vision special rule. In addition, after deployment, you can declare that the Night Fighting special rule is in effect during game turn 1 (there is no need to roll).
- 5 Vigilance Incarnate:** *In standing sentinel over a vital swathe of the Imperium, this Warlord always knows the appropriate tactics to defeat a foe.*
You can change Mission Tactics (see opposite) one additional time during the battle.
- 6 Master of the Voidhunt:** *The Warlord commands a deadly flagship – once he has the augur scent of his quarry, there can be no escape from his lethal focus.*
At the start of each of your turns, your Warlord can call down a lance strike upon an enemy unit within 12". Roll a dice; on 3 or more, the unit suffers D3 Strength 6 AP4 hits. On a result of 6, it instead suffers D3 Strength 10 AP2 hits. Any Wounds that are inflicted are Randomly Allocated.

MISSION TACTICS

The Deathwatch wage war in a fluid and adaptable fashion. Linked by constant vox imperatives, their own distinct battle cant and a mutual understanding of the threats they face, they can switch from removing the threat of enemy artillery, to assassination of the enemy commanders, to hunt-and-slay tactics in a matter of seconds. With a panoply of warrior skills at their behest, these Mission Tactics allow them to cut down the enemy whenever it rears to strike.

The Mission Tactics special rule represents the unique way in which the Deathwatch go to war. At the start of your first turn, pick one of the following Mission Tactics. It will remain active for the entire battle unless you decide to change it as described below. As long as the Tactic is active, it affects all units in your army that have the Mission Tactics special rule.

Once during the battle, at the start of any turn after the first, you can choose to change the current Mission Tactic for another one.



FUROR TACTICS

When the enemy horde grows close or looks soon to overwhelm Imperial lines, the Deathwatch will be tasked with the decimation of their core strength. Aiming not for clinical kills but for maximum destruction over a wide area, they tear the heart from the enemy army to leave only ragged remnants behind.

Whenever a unit with the Mission Tactics special rule targets an enemy Troops unit, you can re-roll any To Hit rolls of 1.

VENATOR TACTICS

To control the battlefield is to master the ebb and flow of war. When the Deathwatch need to restrict the enemy's ability to manoeuvre, Venator tactics are employed. By picking out the fastest targets and aiming for engines, repulsors and other methods of motive power, they strand the foe, ensuring that there can be no escape from the slaughter that follows.

Whenever a unit with the Mission Tactics special rule targets an enemy Fast Attack unit, you can re-roll any To Hit rolls of 1.

DOMINATUS TACTICS

Such is the magnitude of the alien threat that there are times when the enemy fields a concentration of force that threatens to break the Deathwatch's assault apart. On these occasions Dominatus tactics are employed, each Kill Team concentrating its firepower upon the fiercest of the enemy squads in order to blunt the coming attack.

Whenever a unit with the Mission Tactics special rule targets an enemy Elites unit, you can re-roll any To Hit rolls of 1.

MALLEUS TACTICS

When the giants of war lumber forth to shatter the worlds of man, the Deathwatch will adopt Malleus tactics. Here is fierce courage twinned with hard-won knowledge. Even the largest behemoth has a weak point, and the archives of the Deathwatch number them all. By the exploitation of the foe's vulnerabilities, the foulest monstrosities are slain and the most rugged engines of destruction blasted apart.

Whenever a unit with the Mission Tactics special rule targets an enemy Heavy Support unit, you can re-roll any To Hit rolls of 1.

PURGATUS TACTICS

Sometimes the truest route to victory is to launch a decapitating strike – cut off the head of the serpent, and the body will die. By adopting Purgatus tactics, the Deathwatch focus their deadly ire upon the commanders of the enemy host, assassinating them one after another with pitiless headshots and killing thrusts of the blade. With the command structure of the foe destroyed, their systematic extermination soon follows.

Whenever a unit with the Mission Tactics special rule targets an enemy HQ unit, you can re-roll any To Hit rolls of 1.



MIXED UNITS

When using the Mission Tactics rules, any of the Kill Team Doctrine special rules (pages 91 to 96), or certain Deathwatch Tactical Objectives (pages 110 to 111), your target might consist of units with different battlefield roles (for example, a Troops unit that has been joined by an HQ unit with the Independent Character special rule). In this case, the target unit counts as having both battlefield roles for the purposes of your special rule or Tactical Objective.

ARMOURY OF THE DEATHWATCH

This section of *Codex: Deathwatch* lists the weapons and equipment used by the Deathwatch, along with the rules for using them in your games of Warhammer 40,000.

RANGED WEAPONS

Profiles for the following ranged weapons are included on the profiles page (pg 112). Their full rules can be found in *Warhammer 40,000: The Rules*.

Assault cannon	Grav-pistol	Missile launcher
Boltgun	Hand flamer	Multi-melta
Bolt pistol	Heavy bolter	Plasma cannon
Combi-weapons	Heavy flamer	Plasma gun
Flamer	Inferno pistol	Plasma pistol
Flamestorm cannon	Lascannon	Storm bolter
Grav-gun	Meltagun	

BLACKSTAR CLUSTER LAUNCHER

The *Corvus Blackstar* has two rear-mounted grenade launchers, allowing the pilot to sow a hailstorm of munitions in his wake as he strafes his primary targets. The launcher is capable of firing either crater-chewing frag clusters or a matrix of infernus grenades that leave burning promethium in the *Blackstar's* wake.

Unlike other Bombs, a Blackstar cluster launcher does not have the One Use Only rule and can be used each turn.

	Range	S	AP	Type
Frag cluster	-	4	6	Bomb 1, Large Blast
Infernus cluster	-	5	4	Bomb 1, Blast, Ignores Cover

BLACKSTAR ROCKET LAUNCHER

The pugnacious silhouette of the *Corvus Blackstar* heralds a barrage of missiles, each selected the moment before firing to maximise the destruction it wreaks. Whether air-to-air missiles guided to blast enemy aircraft from the skies or warheads designed to turn a strafing run into a violent visitation of hellfire, these munitions are delivered with pinpoint accuracy and perfect timing.

	Range	S	AP	Type
Corvid warhead	30"	6	4	Heavy D6, Skyfire
Dracos warhead	30"	4	5	Heavy 1, Large Blast, Ignores Cover

CYCLONE MISSILE LAUNCHER

The cyclone missile launcher system is triggered at the blink of a rune to send pairs of missiles streaking into the foe – frag warheads designed to kill swathes of xenos infantry, or krak warheads that strike simultaneously to tear holes in enemy armour.

A Terminator can fire his cyclone missile launcher in addition to his storm bolter.

	Range	S	AP	Type
Frag missile	48"	4	6	Heavy 2, Blast
Krak missile	48"	8	3	Heavy 2

DEATHWATCH FRAG CANNON

The *Deathwatch* frag cannon is akin to a man-portable artillery piece, capable of laying down a horde-shattering salvo or a dense solid shell that can blast through adamantium at close range.

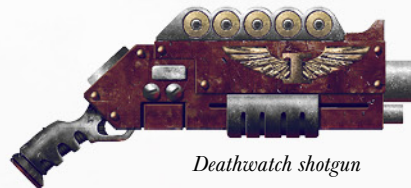
	Range	S	AP	Type
Frag round	Template	6	-	Assault 2, Rending
Solid shell	24"	7	3	Assault 2, Impact

Impact: If the target unit is within 12", this weapon's Strength is increased to 9 and its AP is increased to 2.

DEATHWATCH SHOTGUN

Optimised for the close-quarters warfare typically fought in space hulks and xenos-infested asteroids, the *Deathwatch* shotgun has a hair trigger and a wide radius of effect. The *Deathwatch* shotgun can fire several distinct types of cartridge, ranging from the explosive cylinders of shot known as cryptclearer rounds to the fanning flame-bursts of the *Wyrm'sbreath* shell.

	Range	S	AP	Type
Cryptclearer round	16"	4	-	Assault 2, Shred
Xenopurge slug	16"	4	4	Assault 2
Wyrm'sbreath shell	Template	3	6	Assault 1



Deathwatch shotgun

DEATHWIND LAUNCHER

Deathwind launchers are fitted to some *Drop Pods* to provide a level of anti-infantry fire support to their passengers, giving them the precious seconds they need to secure a perimeter.

Range	S	AP	Type
12"	5	-	Heavy 1, Large Blast

HURRICANE BOLTER

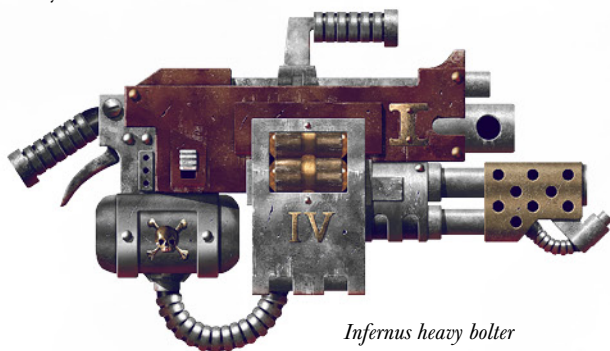
The hurricane bolter is not a single gun, but a combination of six bolters machine-linked to fire as one. When it fires, a staccato report cracks out – a moment later the fusillade of rocket-propelled bolts detonates with a series of ear-splitting explosions.

A hurricane bolter consists of three twin-linked boltguns fired as a single weapon.

INFERNUS HEAVY BOLTER

Heavy bolters fire huge mass-reactive bolt rounds, each more comparable to an explosive shell than a bullet. The Deathwatch mag-clamp rare suspensor discs onto their infernus heavy bolters that reduce the weapon's effective weight considerably. Such weapons are further bolstered by underslung heavy flammers that can incinerate those enemies that make it through the hail of explosive bolts.

	Range	S	AP	Type
Infernus heavy bolter	36"	5	4	Assault 3
Infernus heavy flamer	Template	5	4	Assault 1



Infernus heavy bolter

STALKER PATTERN BOLTGUN

Fitted with audio suppressors and a longer barrel that eliminates muzzle flash, the stalker pattern boltgun is ideal for long-range assassinations and picking off the leaders of the alien armies.

Range	S	AP	Type
30"	X	5	Heavy 2, Sniper



Stalker pattern boltgun

STORMSTRIKE MISSILE

When the stormstrike missiles borne by the Corvus Blackstar detonate, they do so with the force of a thunderclap, ripping open their targets and stunning those lucky enough to survive.

Range	S	AP	Type
72"	8	2	Heavy 1, Concussive, One Use Only

SPECIAL ISSUE AMMUNITION

The Deathwatch use shot selectors and bolt round harnesses that hold specialist bolt rounds. Dragonfire bolts are hollow shells filled with superheated gas that explode to saturate foes in cover, while kraken bolts utilise an adamantine core and improved propellant to penetrate the thickest hide. Hellfire rounds douse their targets in voracious acids, while vengeance rounds employ unstable flux core technology that makes them hazardous to use, but incredibly effective against armoured targets.

In addition to their normal profile for their bolt pistol or boltgun (including stalker pattern boltguns and boltguns that are part of a combi-weapon or guardian spear), models with special issue ammunition can choose, in each of their Shooting phases, to instead use one of the profiles below until the beginning of their next Shooting phase. All models with special issue ammunition in a unit must use the same type of ammunition when the unit shoots.

DRAGONFIRE BOLT

	Range	S	AP	Type
Bolt pistol	12"	4	5	Pistol, Ignores Cover
Boltgun	24"	4	5	Rapid Fire, Ignores Cover
Stalker pattern boltgun	30"	X	5	Heavy 2, Sniper, Ignores Cover

HELLFIRE ROUND

	Range	S	AP	Type
Bolt pistol	12"	1	5	Pistol, Poisoned (2+)
Boltgun	24"	1	5	Rapid Fire, Poisoned (2+)
Stalker pattern boltgun	30"	X	5	Heavy 2, Sniper, Poisoned (2+)

KRAKEN BOLT

	Range	S	AP	Type
Bolt pistol	15"	4	4	Pistol
Boltgun	30"	4	4	Rapid Fire
Stalker pattern boltgun	36"	X	4	Heavy 2, Sniper

VENGEANCE ROUND

	Range	S	AP	Type
Bolt pistol	9"	4	3	Pistol, Gets Hot
Boltgun	18"	4	3	Rapid Fire, Gets Hot
Stalker pattern boltgun	24"	X	3	Heavy 2, Sniper, Gets Hot

MELEE WEAPONS

Profiles for the following melee weapons are included on the profiles page (pg 112). Their full rules can be found in *Warhammer 40,000: The Rules*.

Chainfist	Lightning claw
Chainsword	Power fist
Close combat weapon	Power weapons
Force weapons	Thunder hammer

CROZIUS ARCANUM

The crozius arcanum is a Deathwatch Chaplain's rod of office. It is the symbol of his authority and his weapon of righteous judgement all in one. Each crozius is an ancient relic, passed down from Chaplain to Chaplain and bearing each successive warrior's legend in etched script around its haft.

Range	S	AP	Type
-	+2	4	Melee, Concussive

GUARDIAN SPEAR

A long and stout-hafted polearm borne only by the Emperor's most trusted warriors, the guardian spear is two weapons in one. Beneath a powered blade crackling with disruptive energies, the spear has a compact bolter that allows its bearer to kill his xenos enemies at range.

A model equipped with a guardian spear can fire it as a boltgun with special issue ammunition (pg 105). It can also attack with it in the Assault phase using the profile below. It can do both in the same turn.

Range	S	AP	Type
-	+1	2	Melee, Block, Two-handed

Block: Once per turn, in the Assault Phase, a model equipped with a guardian spear can attempt to block a single Attack that targets them. After the To Hit roll is made, roll a dice. If the result is higher than the To Hit roll, the attack is blocked and has no effect. Attacks that do not have a To Hit roll cannot be blocked.

HEAVY THUNDER HAMMER

The largest man-portable thunder hammer is used by the Deathwatch – a giant crushing tool of destruction so heavy that even a Space Marine cannot use it one-handed. Swathed by a powerful disruption field, the heavy thunder hammer is capable not only of cracking open a Carnifex's exoskeleton, but also of smashing through its midsection to break the creature in twain.

Range	S	AP	Type
-	10	2	Melee, Pulverise, Concussive, Two-handed, Unwieldy

Pulverise: If the To Wound roll for an attack with this weapon is 6, the attack has the Instant Death special rule.

POWER FIST AND AUXILIARY MELTAGUN

Though the priesthood of Mars forbids the wider Imperium to innovate or adapt in matters technological, the addition of one weapon to another is seen as a forgivable extension of the Omnissiah's will. So it is that many of the weapons used by the Deathwatch have more than one role – the crushing might of a power fist twinned with the tank-busting potential of a meltagun being just one such example.

A model equipped with a power fist and auxiliary meltagun can fire it as a meltagun instead of shooting another weapon, and attack with it in the Assault phase as a power fist. They can do both in the same turn.

RELIC BLADE

Most relic blades have been in the service of the Imperium longer than the watch fortresses that maintain them. Some predate the Horus Heresy, originally wielded by the first and most powerful of the Space Marines, only to be passed to the founders of the Deathwatch at the dawn of the Imperium that exists today. It is seen as fitting tribute to those ancient heroes that these giant powered blades are still used to defend Mankind to this day.

Range	S	AP	Type
-	+2	3	Melee, Two-handed

XENOPHASE BLADE

Rarely seen outside the Deathwatch, the xenophase blade is an ancient and barely understood artefact weapon. Some believe it has its origins amongst long-defeated xenos dynasties, though speaking of its history has long been forbidden on pain of excruciation. Its efficacy is beyond question, for its blade ripples with a molecular realignment field that allows it to cleave through force fields and metaphysical wards as easily as it cuts through physical armour.

Range	S	AP	Type
-	User	3	Melee, Molecular Realignment Field

Molecular Realignment Field: Successful invulnerable saving throws made against Wounds inflicted by this weapon must be re-rolled.



Heavy thunder hammer

SPECIAL ISSUE WARGEAR

Rules for the following can be found in *Warhammer 40,000: The Rules*.

Frag grenades*
 Krak grenades
 Melta bombs
 Psychic hood
 * See assault grenades

AUSPEX

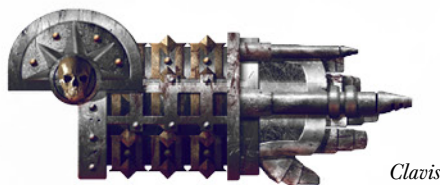
A short-ranged scanning device, the auspex utilises broad wavelength detection modes to pinpoint concealed enemies.

A model with an auspex can use it in place of making a shooting attack. If he does so, target an enemy unit within 12" (this does not count as choosing a target for his unit to shoot at). A unit that is targeted by one or more auspexes has its cover save reduced by 1 until the end of the phase.

CLAVIS

This artefact contains ancient machine spirits that can be projected through the air to disrupt a nearby mechanism.

Subtract 1 from the Weapon Skill, Ballistic Skill and Initiative characteristics of any enemy vehicles within 6" of a model that is equipped with a clavis.



Clavis

COMBAT SHIELD

Some warriors wear a combat shield fitted to their vambrace to provide an additional element of protection.

A combat shield confers a 6+ invulnerable save.

DEATHWATCH TELEPORT HOMER

Teleport homers emit a signal that allows orbiting Deathwatch Strike Cruisers to lock onto them with teleportation equipment.

Friendly units composed entirely of models in Terminator armour, or that have the Sudden Onslaught special rule (pg 70), do not scatter when they Deep Strike, so long as the first model is placed within 6" of the Deathwatch teleport homer's bearer. For this to work, the bearer of the Deathwatch teleport homer must have been on the battlefield at the start of the turn.

DIGITAL WEAPONS

Digital weapons are concealed lasers and miniature flamers that lack range, but can take advantage of an exposed weakness.

A model armed with digital weapons can re-roll a single failed roll To Wound in each Assault phase.

HELLFIRE SHELLS

Perfected from their original design to better slay Tyranid monstrosities, these heavy shells incorporate a powerful bio-acid.

Each time a weapon equipped with hellfire shells fires, the controlling player can choose whether to fire a hellfire shell or to use the ordinary profile for that weapon.

Range	S	AP	Type
24"	1	-	Heavy 1, Blast, Poisoned (2+)

IRON HALO

The iron halo is a powerful device granted to high-ranking Space Marine officers. Worn behind the head or incorporated into the armour, the iron halo contains an energy field that wards against the most potent xenos weaponry.

An iron halo confers a 4+ invulnerable save.

JUMP PACK

A jump pack enables the wearer to make great bounding leaps, or make a boosted flight over short distances. Jump packs also enable airdrop deployment, the wearer plummeting into battle from low-flying dropships, using controlled bursts to slow their descent.

Models equipped with jump packs gain the Jump unit type as described in *Warhammer 40,000: The Rules*.

ROSARIUS

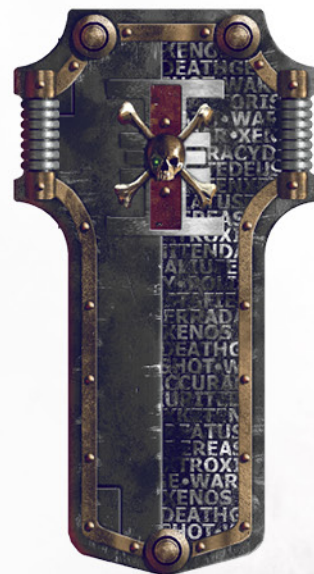
A rosarius is worn by a Chaplain for protection and as a symbol of office. It emits an energy field that can deflect the blows of alien monstrosities. It is believed that the stronger its bearer's belief in the might of the Emperor, the stronger a rosarius' force field will be.

A rosarius confers a 4+ invulnerable save.

STORM SHIELD

A storm shield is a large, solid shield that has an energy field generator built into it. Though the bulk of the shield offers physical protection, it is the energy field which is more impressive, as it is capable of deflecting almost any attack. Even blows that would normally cut through Terminator armour are turned aside with ease by the protective energies of the storm shield.

A storm shield confers a 3+ invulnerable save. In addition, a model equipped with a storm shield can never claim the +1 Attack for being armed with two Melee weapons in an assault.



Storm shield



ARMOUR

TERMINATOR ARMOUR

Terminator armour, also known as Tactical Dreadnought Armour, is the toughest personal armour in the Imperium. Massively bulky, it contains not only sophisticated sensors and teleport integrators but a full exoskeleton arrangement of fibre bundles and adamantium rods to support the heavy gauge plasteel and ceramite plates that form the outer carapace.

Terminator armour confers a 2+ Armour Save and a 5+ invulnerable save. Furthermore, models in Terminator armour have the Bulky, Deep Strike and Relentless special rules, and may not make Sweeping Advances.

ARTIFICER ARMOUR

The suits of artificer armour worn by the officers of the Deathwatch are collectively the most advanced in active use. Though these suits are as compact and self-contained as the more common marks of power armour, they have been embellished and improved upon by successive generations of artificers until they provide a level of protection surpassed only by the larger and more restrictive Terminator armour. Each is a work of art in its own right, treated and ornamented in the Chapter's specialist armorium to fit the wearer like a glove. Upon its panels are the diverse honours and scrollworks of the armour's owner, whilst beneath its layered ceramite are hidden sources of indomitable stamina and strength.

Artificer armour confers a 2+ Armour Save.

DEATHWATCH VEHICLE EQUIPMENT

Rules for the following vehicle upgrades can be found in *Warhammer 40,000: The Rules*.

Dozer blade
Extra armour
Hunter-killer missile
Searchlight
Smoke launchers
Storm bolter

AUSPEX ARRAY

The Corvus Blackstar bears arrays of sensor equipment that contain Vigilus-class machine spirits. Acting much as the auspexes borne by those Space Marines that hunt the alien across the battlefields of the Imperium, these arrays use wide-spectrum strafe readers to detect the presence of hostile life forms and war engines.

A Corvus Blackstar equipped with an auspex array has the Strafing Run special rule.

CERAMITE PLATING

These hull plates are thrice-blessed by the Chapter's Techmarines and anointed with the seven sacred unguents of thermic warding to protect against the extreme conditions of orbital re-entry. Such precautions also serve to thwart the fury of certain xenos weapons, absorbing and dispersing even the most extreme temperatures and microwave emissions.

Melta weapons do not roll an extra D6 armour penetration when shooting a vehicle equipped with ceramite plating at half range or less.

FRAG ASSAULT LAUNCHERS

The hulls of Land Raider Crusaders and Land Raider Redeemers are studded with explosive charges designed to blast clouds of shrapnel into the enemy as the tank closes in and the troops inside it charge out.

Any unit charging into close combat on the same turn as it disembarks from a transport vehicle equipped with frag assault launchers counts as having frag grenades.

INFERNUM HALO-LAUNCHER

When a Corvus Blackstar comes under attack from enemy flak, missiles, or biological equivalents, the pilot will deploy a complex spread of sanctified flares and decoys from its infernum halo-launcher. These fan out around the Blackstar like the white-feathered wings of an angel from Terran myth, baffling and intercepting the incoming xenos munitions.

You can re-roll failed cover saves for a Corvus Blackstar that is Jinking if it is equipped with an infernum halo-launcher.

LOCATOR BEACON

Locator beacons are often mounted onto Drop Pods and Corvus Blackstars. They provide a system of signalling packages, broad-spectrum communicators, and geospatial trackers. When activated, the beacon uploads detailed positional information to the Watch Captain's tactical grid, allowing precision reinforcement from the second wave of the attack.

Friendly units do not scatter when they Deep Strike, so long as the first model is placed within 6" of a model with a locator beacon. The locator beacon must have been on the battlefield at the start of the turn in order for it to be used.

RELICS OF THE VIGILANT

Among the armouries of the Deathwatch are a number of items so powerful that their very presence on the field of battle could mean the difference between victory and defeat. Only one of each of the following may be chosen per army.

BANEBOLTS 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 the bolter clips that dispensed them. 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.

A model that is equipped with Banebolts of Eryxia can use the following special issue ammunition (pg 105), in addition to any other types it can normally use.

	Range	S	AP	Type
Bolt pistol	12"	5	4	Pistol, Kill-shot
Boltgun	24"	5	4	Assault 1, Kill-shot
Stalker pattern boltgun	30"	X	4	Heavy 2, Kill-shot, Sniper

Kill-shot: If the To Wound roll for an attack with this weapon is 6, it has the Instant Death special rule.

THE BEACON ANGELIS

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

Friendly units do not scatter when they Deep Strike, so long as the first model is placed within 6" of the model bearing the Beacon Angelis. In addition, once per game, at the start of any friendly Movement phase, the bearer can use the Beacon Angelis to teleport his comrades to his position. When he does so, remove one friendly unit that has the Deathwatch Faction from the board, even if it is locked in combat. They then immediately arrive within 6" of the bearer, using the rules for Deep Strike.

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.

If a model equipped with the Dominus Aegis does not move in the Movement phase, its unit gains a 4+ invulnerable save until the start of your next Movement phase.

THE OSSEUS KEY

The ancient clavis known as the Osseus Key is said to be the most powerful of its kind. Where the other such devices that still exist within the Imperium 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. Only those Deathwatch officers who have proved their valour beyond all doubt are entrusted with the Osseus Key, for no portal can bar its bearer from entry, and no xenos machine can stand before his wrath.

The Osseus Key is a clavis (pg 107). In addition, if a model equipped with the Osseus Key attacks a vehicle or building in the Assault Phase, roll a dice after all of its Attacks have been resolved to determine the effects:

D6	Result
1	No effect.
2-3	The target suffers a glancing hit.
4-6	The target suffers a penetrating hit.

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. When it tastes the vital fluids of an enemy, those liquids are absorbed into the blade and codified by the honeycombed array of logicum cells within. The biological secrets of the impaled creature are then analysed by the blade's machine spirit, allowing its wielder to exploit the stolen knowledge from that point on.

Range	S	AP	Type
-	User	3	Melee, Biophage

Biophage: Whenever a model inflicts an unsaved wound with the Thief of Secrets, the weapon learns the weakness of that model's unit and any other units of the same type (for example, if it wounds a Carnifex, it learns the weakness of all Carnifexes). Any future attacks made using the Thief of Secrets against units whose weaknesses are known to it will successfully score a wound on a To Wound roll of 2+. This lasts until the end of the battle.

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, you can pick one of the Mission Tactics listed on pg 103. Until the start of your next turn, this tactic applies to the model carrying the Tome of Ectoclades, and all other models in its unit that have the Deathwatch Faction. This is in addition to the benefits of any other Mission Tactic that may currently be active and affecting your Deathwatch forces.

DEATHWATCH TACTICAL OBJECTIVES

To reflect the unique way in which the Deathwatch wage war, this page presents three sets of six Tactical Objectives and describes how to use them with your Deathwatch army in your games of Warhammer 40,000.

If your Warlord has the Deathwatch Faction, you may use one of the three sets of Tactical Objectives included in this book. If you do, the Tactical Objectives you decide to use will replace the Capture & Control Tactical Objectives (numbers 11-16) from *Warhammer 40,000: The Rules*.

If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exceptions. First of all, the Deathwatch player must pick one of the three sets of Deathwatch Tactical Objectives to use. Then, when the Deathwatch player generates a Capture & Control Objective (numbers 11, 12, 13, 14, 15 or 16), use the corresponding Deathwatch Tactical Objective instead. Other Tactical Objectives (numbers 21-66) are generated normally.

Deathwatch Tactical Objectives are split into three types: Primus, Secundus and Tertius. Only one type can be used for each mission, chosen before the mission starts.

PRIMUS OBJECTIVES

11 DOMINATE

TYPE: DEATHWATCH (PRIMUS)

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 your turn if you control the Objective Marker closest to the enemy Warlord when this Tactical Objective is 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.

12 NULLIFICATION

TYPE: DEATHWATCH (PRIMUS)

Only one variable remains unknown; that of the alien's psykers. Destroy them all so the greater strategy may proceed.

Score 1 Victory Point at the end of your turn if there are no enemy units with the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rules on the battlefield.

13 CRIPPLING BLOW

TYPE: DEATHWATCH (PRIMUS)

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

Score 1 Victory Point at the end of your turn for each enemy unit with the HQ Battlefield Role which was completely destroyed during your turn (up to a maximum of 3 Victory Points).

14 DESTROY THEIR ELITE

TYPE: DEATHWATCH (PRIMUS)

You must eradicate the most skilled warriors in the enemy army if you are to achieve victory.

Score 1 Victory Point at the end of your turn if at least one enemy unit with the Elites Battlefield Role was completely destroyed during your turn.

15 PRIORITY TARGET

TYPE: DEATHWATCH (PRIMUS)

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 model in the enemy army (that is on the battlefield) has the highest Wounds characteristic. If several models are tied, your opponent selects one amongst them. Score 1 Victory Point at the end of your turn if this model has been destroyed (score 3 Victory Points instead if the model was a Gargantuan Creature).

16 HEADSHOTS

TYPE: DEATHWATCH (PRIMUS)

Remove the head and body will die. Take out the leaders of the enemy army to reduce it to a lumbering brainless beast.

Score 1 Victory Point at the end of your turn for each enemy character that was slain during your turn (up to a maximum of 6 Victory Points).



SECUNDUS OBJECTIVES

11 DOMINATE

TYPE: DEATHWATCH (SECUNDUS)

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 your turn if you control the Objective Marker closest to the enemy Warlord when this Tactical Objective is 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.

12 NULLIFICATION

TYPE: DEATHWATCH (SECUNDUS)

Only one variable remains unknown; that of the alien's psykers. Destroy them all so the greater strategy may proceed.

Score 1 Victory Point at the end of your turn if there are no enemy units with the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rules on the battlefield.

13 CRIPPLING BLOW

TYPE: DEATHWATCH (SECUNDUS)

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

Score 1 Victory Point at the end of your turn for each enemy unit with the HQ Battlefield Role which was completely destroyed during your turn (up to a maximum of 3 Victory Points).

14 THIN THEIR RANKS

TYPE: DEATHWATCH (SECUNDUS)

Tear the heart from the enemy by destroying their most numerous unit.

When this Tactical Objective is generated, make a note of which unit in the enemy army (that is on the battlefield) currently has the most models. If several units are tied, your opponent selects one amongst them. Score 1 Victory Point at the end of your turn if this unit has been completely destroyed.

15 ATTRITION

TYPE: DEATHWATCH (SECUNDUS)

Grinding down the enemy's rank and file will ensure a swift and overwhelming victory.

Score 1 Victory Point at the end of your turn if at least one enemy unit with the Troops Battlefield Role was completely destroyed during your turn. If at least three Troops units were completely destroyed during your turn, score D3 Victory Points instead.

16 WIDESPREAD DESTRUCTION

TYPE: DEATHWATCH (SECUNDUS)

Spread death and destruction all around – every enemy on the battlefield must know your wrath!

Score 1 Victory Point at the end of your turn if at least one model was removed as a casualty from at least 3 different enemy units during your turn. If at least one model was removed as a casualty from 6 or more different enemy units during your turn, score D3 Victory Points instead. If, during your turn, a model was removed as a casualty from every unit in the enemy army (that is on the battlefield), score D3+3 Victory Points instead.

DESIGNER'S NOTE – TACTICAL OBJECTIVES CARD DECK

If you own a deck of Deathwatch Tactical Objective cards, you can generate your Tactical Objectives by using the cards. First pick a set of six Deathwatch Tactical Objective cards with the same type (Primus, Secundus or Tertius). Shuffle these with the cards numbered 21-66 and draw the top card instead of rolling a D66. These should be kept face up, so your opponent can see which Tactical Objectives you have generated, unless the mission you are playing instructs you otherwise.



TERTIUS OBJECTIVES

11 DOMINATE

TYPE: DEATHWATCH (TERTIUS)

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 your turn if you control the Objective Marker closest to the enemy Warlord when this Tactical Objective is 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.

12 NULLIFICATION

TYPE: DEATHWATCH (TERTIUS)

Only one variable remains unknown; that of the alien's psykers. Destroy them all so the greater strategy may proceed.

Score 1 Victory Point at the end of your turn if there are no enemy units with the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rules on the battlefield.

13 CRIPPLING BLOW

TYPE: DEATHWATCH (TERTIUS)

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

Score 1 Victory Point at the end of your turn for each enemy unit with the HQ Battlefield Role which was completely destroyed during your turn (up to a maximum of 3 Victory Points).

14 NO SUPPORT

TYPE: DEATHWATCH (TERTIUS)

The enemy army will quickly crumble if you first take out their heaviest guns and armoured support units.

Score 1 Victory Point at the end of your turn if at least one enemy unit with the Heavy Support or Lords of War Battlefield Role was completely destroyed during your turn. If at least 3 such units were completely destroyed during your turn, score D3 Victory Points instead.

15 IMMOBILISE

TYPE: DEATHWATCH (TERTIUS)

If you take out the fastest-moving elements of the enemy army, you will render it immobile and vulnerable.

Score 1 Victory Point at the end of your turn if at least one enemy unit with the Fast Attack Battlefield Role was completely destroyed during your turn.

16 DESTRUCTOS TITANICUS

TYPE: DEATHWATCH (TERTIUS)

Destroy the largest and most powerful war machines in the enemy army to ensure victory.

When this Tactical Objective is generated, make a note of which model in the enemy army (that is on the battlefield) has the highest Hull Points characteristic. If several models are tied, your opponent selects one amongst them. Score D3 Victory Points at the end of your turn if this model has been destroyed (score D3+3 Victory Points instead if the model was a Super-heavy vehicle).

PROFILES

HQ

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Chaplain	5	4	4	4	2	4	2	10	3+	In (ch)	76
Librarian	5	4	4	4	2	4	2	10	3+	In (ch)	77
Watch Captain	6	5	4	4	3	5	3	10	3+	In (ch)	75
Watch Master	6	5	4	4	4	5	4	10	2+	In (ch)	74

TROOPS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Black Shield	5	4	4	4	1	4	2	9	3+	In (ch)	78
Veteran	4	4	4	4	1	4	2	9	3+	In	78
Watch Sergeant	4	4	4	4	1	4	2	9	3+	In (ch)	78

ELITES

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Terminator	4	4	4	4	1	4	2	9	2+	In	79
Vanguard Veteran	4	4	4	4	1	4	2	9	3+	In, J	82

FAST ATTACK

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Biker	4	4	4	5	1	4	2	9	3+	Bk	83

VEHICLES

	WS	BS	S	F	S	R	I	A	HP	Unit Type	Pg
Dreadnought	4	4	6	12	12	10	4	4	3	W	80
Drop Pod	-	4	-	12	12	12	-	-	3	O, T	86
Land Raider	-	4	-	14	14	14	-	-	4	Tk, T	88
Land Raider Crusader	-	4	-	14	14	14	-	-	4	Tk, T	90
Land Raider Redeemer	-	4	-	14	14	14	-	-	4	Tk, T	89
Razorback	-	4	-	11	11	10	-	-	3	Tk, T	85
Rhino	-	4	-	11	11	10	-	-	3	Tk, T	84
Venerable Dreadnought	5	5	6	12	12	10	4	4	3	W	81

FLYERS

	BS	F	S	R	HP	Unit Type	CR	P	Ag	Pg
Corvus Blackstar	4	12	12	11	3	Fl, H, T	Attack Flyer	3	2	87

MELEE WEAPONS

Weapon	Range	S	AP	Type
Chainfist	-	x2	2	Melee, Armourbane, Specialist Weapon, Unwieldy
Chainsword	-	User	-	Melee
Close combat weapon	-	User	-	Melee
Crozius arcanum	-	+2	4	Melee, Concussive
Force axe	-	+1	2	Melee, Force, Unwieldy
Force stave	-	+2	4	Melee, Concussive, Force
Force sword	-	User	3	Melee, Force
Guardian spear	-	+1	2	Melee, Block, Two-handed
Heavy thunder hammer	-	10	2	Melee, Pulverise, Concussive, Two-handed, Unwieldy
Krak grenade	-	6	4	-
Lightning claw	-	User	3	Melee, Shred, Specialist Weapon
Melta bomb	-	8	1	Armourbane, Unwieldy
Power axe	-	+1	2	Melee, Unwieldy
Power fist	-	x2	2	Melee, Specialist Weapon, Unwieldy
Power lance	-	+1/User	3/4	Melee
Power maul	-	+2	4	Melee, Concussive
Power sword	-	User	3	Melee
Relic blade	-	+2	3	Melee, Two-handed
Thunder hammer	-	x2	2	Melee, Concussive, Specialist Weapon, Unwieldy
Xenophase blade	-	User	3	Melee, Molecular Realignment Field

UNIT TYPES

Bike = Bk, Flyer = Fl, Hover = H, Infantry = In, Jump unit = J, Open-topped = O, Tank = Tk, Transport = T, Walker = W, Character = (ch)

RANGED WEAPONS

Weapon	Range	S	AP	Type
Assault cannon	24"	6	4	Heavy 4, Rending
Blackstar cluster launcher	-	-	-	-
- Frag cluster	-	4	6	Bomb 1, Large Blast
- Infernus cluster	-	5	4	Bomb 1, Blast, Ignores Cover
Blackstar rocket launcher	-	-	-	-
- Corvid warhead	30"	6	4	Heavy D6, Skyfire
- Dracos warhead	30"	4	5	Heavy 1, Large Blast, Ignores Cover
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Cyclone missile launcher	-	-	-	-
- Frag missile	48"	4	6	Heavy 2, Blast
- Krak missile	48"	8	3	Heavy 2
Deathwatch frag cannon	-	-	-	-
- Frag round	Template	6	-	Assault 2, Rending
- Solid shell	24"	7	3	Assault 2, Impact
Deathwatch shotgun	-	-	-	-
- Cryptclearer round	16"	4	-	Assault 2, Shred
- Xenopurge slug	16"	4	4	Assault 2
- Wyrmbsbreath shell	Template	3	6	Assault 1
Deathwind launcher	12"	5	-	Heavy 1, Large Blast
Flamer	Template	4	5	Assault 1
Flamestorm cannon	Template	6	3	Assault 1
Frag grenade	8"	3	-	Assault 1, Blast
Grav-gun	18"	*	2	Salvo 2/3, Concussive, Graviton
Grav-pistol	12"	*	2	Pistol, Concussive, Graviton
Hand flamer	Template	3	6	Pistol
Heavy bolter	36"	5	4	Heavy 3
- Hellfire shells	24"	1	-	Heavy 1, Blast, Poisoned (2+)
Heavy flamer	Template	5	4	Assault 1
Hunter-killer missile	Infinite	8	3	Heavy 1, One Use Only
Inferno pistol	6"	8	1	Pistol, Melta
Infernus heavy bolter	-	-	-	-
- Infernus heavy bolter	36"	5	4	Assault 3
- Infernus heavy flamer	Template	5	4	Assault 1
Krak grenade	8"	6	4	Assault 1
Lascannon	48"	9	2	Heavy 1
Meltagun	12"	8	1	Assault 1, Melta
Missile launcher	-	-	-	-
- Frag missile	48"	4	6	Heavy 1, Blast
- Flakk missile	48"	7	4	Heavy 1, Skyfire
- Krak missile	48"	8	3	Heavy 1
Multi-melta	24"	8	1	Heavy 1, Melta
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot
Plasma gun	24"	7	2	Rapid Fire, Gets Hot
Plasma pistol	12"	7	2	Pistol, Gets Hot
Special issue ammunition (bolt pistol)	-	-	-	-
- Dragonfire bolt	12"	4	5	Pistol, Ignores Cover
- Hellfire round	12"	1	5	Pistol, Poisoned (2+)
- Kraken bolt	15"	4	4	Pistol
- Vengeance round	9"	4	3	Pistol, Gets Hot
Special issue ammunition (boltgun)	-	-	-	-
- Dragonfire bolt	24"	4	5	Rapid Fire, Ignores Cover
- Hellfire round	24"	1	5	Rapid Fire, Poisoned (2+)
- Kraken bolt	30"	4	4	Rapid Fire
- Vengeance round	18"	4	3	Rapid Fire, Gets Hot
Special issue ammunition (stalker pattern boltgun)	-	-	-	-
- Dragonfire bolt	30"	X	5	Heavy 2, Sniper, Ignores Cover
- Hellfire round	30"	X	5	Heavy 2, Sniper, Poisoned (2+)
- Kraken bolt	36"	X	4	Heavy 2, Sniper
- Vengeance round	24"	X	3	Heavy 2, Sniper, Gets Hot
Stalker pattern boltgun	30"	X	5	Heavy 2, Sniper
Storm bolter	24"	4	5	Assault 2
Stormstrike missile	72"	8	2	Heavy 1, Concussive, One Use Only

WE THINK YOU'D LIKE...

ADD MORE ALIEN-HUNTING POWER TO YOUR DEATHWATCH FORCE WITH AN INQUISITOR AND HIS RETINUE, AND THE MANY STRANGE AND DEVASTATING WEAPONS THEY CAN WIELD.

