

WATCH MASTER



A Watch Master is a unit that contains 1 model. It is equipped with: Guardian Spear.

	M	WS	BS	A	W	Ld	Sv
Watch Master	6"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Guardian Spear	Melee	Melee	User	7+	8+	-

ABILITIES

Watch Master: You can re-roll hit rolls for attacks made by friendly **DEATHWATCH** units whilst they are within 6" of this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: LIGHT, INFANTRY, CHARACTER, WATCH MASTER

WATCH CAPTAIN ARTEMIS



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Watch Captain Artemis is a unit that contains 1 model. It is equipped with: Master-crafted Weapons. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Watch Captain Artemis	6"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Master-crafted Weapons	Melee	Melee	User	8+	8+	-

ABILITIES

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly **DEATHWATCH** units whilst they are within 6" of this unit.

Unstoppable Champion: At the start of the Damage phase, you can remove one small blast marker from this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: LIGHT, INFANTRY, CHARACTER, WATCH CAPTAIN, ARTEMIS

WATCH CAPTAIN



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A Watch Captain is a unit that contains 1 model. It is equipped with: Master-crafted Weapons.

	M	WS	BS	A	W	Ld	Sv
Watch Captain	6"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Master-crafted Weapons	Melee	Melee	User	8+	8+	-

WARGEAR OPTIONS

- This unit can have one of the following:
 - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
 - Has a Move characteristic of 12".
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **JUMP PACK**, **FLY**.
 - Terminator Armour (**Power Rating +2**). If this unit has Terminator Armour, it:
 - Has a Move characteristic of 5".
 - Has a Save characteristic of 4+.
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **TERMINATOR**.

ABILITIES

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly **DEATHWATCH** units whilst they are within 6" of this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: LIGHT, INFANTRY, CHARACTER, WATCH CAPTAIN

PRIMARIS WATCH CAPTAIN



A Primaris Watch Captain is a unit that contains 1 model. It is equipped with: Master-crafted Weapons.

	M	WS	BS	A	W	Ld	Sv
Primaris Watch Captain	6"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Master-crafted Weapons	Melee	Melee	User	7+	8+	-

ABILITIES

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly **DEATHWATCH** units whilst they are within 6" of this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: LIGHT, INFANTRY, CHARACTER, PRIMARIS, WATCH CAPTAIN

LIBRARIAN



A Librarian is a unit that contains 1 model. It is equipped with: Force Weapon.

	M	WS	BS	A	W	Ld	Sv
Librarian	6"	3+	3+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Force Weapon	Melee	Melee	User	8+	8+	-

WARGEAR OPTIONS

- This unit can have one of the following:
 - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
 - Has a Move characteristic of 12".
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **JUMP PACK**, **FLY**.
 - Terminator Armour (**Power Rating +2**). If this unit has Terminator Armour, it:
 - Has a Move characteristic of 5".
 - Has a Save characteristic of 4+.
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **TERMINATOR**.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: LIGHT, INFANTRY, PSYKER, CHARACTER, LIBRARIAN

PRIMARIS LIBRARIAN



A Primaris Librarian is a unit that contains 1 model. It is equipped with: Force Weapon.

	M	WS	BS	A	W	Ld	Sv
Primaris Librarian	6"	3+	3+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Force Weapon	Melee	Melee	User	8+	8+	-

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: LIGHT, INFANTRY, PSYKER, CHARACTER, PRIMARIS, LIBRARIAN

CHAPLAIN



A Chaplain is a unit that contains 1 model. It is equipped with: Crozius Arcanum.

	M	WS	BS	A	W	Ld	Sv
Chaplain	6"	2+	3+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Crozius Arcanum	Melee	Melee	User	8+	8+	-

WARGEAR OPTIONS

- This unit can have one of the following:
 - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
 - Has a Move characteristic of 12".
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **JUMP PACK**, **FLY**.
 - Terminator Armour (**Power Rating +2**). If this unit has Terminator Armour, it:
 - Has a Move characteristic of 5".
 - Has a Save characteristic of 4+.
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **TERMINATOR**.

ABILITIES

Litanies of Hate: You can re-roll hit rolls for attacks made with melee weapons by friendly **DEATHWATCH** units whilst they are within 6" of this unit.

Spiritual Leader: Friendly **DEATHWATCH** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: LIGHT, INFANTRY, CHARACTER, PRIEST, CHAPLAIN

PRIMARIS CHAPLAIN



A Primaris Chaplain is a unit that contains 1 model. It is equipped with: Crozius Arcanum.

	M	WS	BS	A	W	Ld	Sv
Primaris Chaplain	6"	2+	3+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Crozius Arcanum	Melee	Melee	User	7+	8+	-

ABILITIES

Litanies of Hate: You can re-roll hit rolls for attacks made with melee weapons by friendly **DEATHWATCH** units whilst they are within 6" of this unit.

Spiritual Leader: Friendly **DEATHWATCH** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: LIGHT, INFANTRY, CHARACTER, PRIMARIS, PRIEST, CHAPLAIN

VETERANS



Veterans are a unit that contains 5 models. It can contain 10 models (**Power Rating 10**). It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Veterans (5 models)	6"	3+	3+	1	1	7	6+
Veterans (10 models)	6"	3+	3+	2	2	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Deathwatch Frag Cannon	Heavy	24"	1	6+	8+	Inferno
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Infernus Heavy Bolter	Heavy	36"	2	6+	9+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Deathwatch Boltguns	Small Arms	30"	User	6+	9+	Rapid Fire
Deathwatch Melee Weapons	Melee	Melee	User	5+	7+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- This unit can also be equipped with up to four of the following in any combination (**Power Rating +2** per Infernus Heavy Bolter; **Power Rating +1** per other weapon): Deathwatch Frag Cannon; Heavy Bolter; Heavy Flamer; Infernus Heavy Bolter; Missile Launcher.
- This unit can replace its Close Combat Weapons with Deathwatch Melee Weapons (**Power Rating +1**).
- If this unit contains 10 models or is not equipped with any Heavy weapons, it is also equipped with Deathwatch Boltguns.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: LIGHT, INFANTRY, VETERANS

INTERCESSORS



Intercessors are a unit that contains 5 models. It can contain 10 models (**Power Rating 13**). It is equipped with: Deathwatch Bolt Rifles; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Intercessors (5 models)	6"	3+	3+	1	2	6	6+
Intercessors (10 models)	6"	3+	3+	2	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Deathwatch Bolt Rifles	Small Arms	36"	User	5+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	6+	9+	-

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: LIGHT, INFANTRY, PRIMARIS, INTERCESSORS

PRIMARIS APOTHECARY



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A Primaris Apothecary is a unit that contains 1 model. It is equipped with: Apothecary Pistols.

	M	WS	BS	A	W	Ld	Sv
Primaris Apothecary	6"	3+	3+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Apothecary Pistols	Melee	Melee	User	8+	8+	-

ABILITIES

Narthecium: At the end of the Action phase, this unit can attempt to heal one friendly **DEATHWATCH LIGHT** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **LIGHT** unit. Only one attempt to heal each unit can be made each turn.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH
KEYWORDS: LIGHT, INFANTRY, CHARACTER, PRIMARIS, APOTHECARY

VENERABLE DREADNOUGHT



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A Venerable Dreadnought is a unit that contains 1 model. It is equipped with: Assault Cannon; Storm Bolter; Dreadnought Combat Weapon.

	M	WS	BS	A	W	Ld	Sv
Venerable Dreadnought	6"	2+	2+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Assault Cannon	Heavy	24"	2	6+	8+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Missile Launcher	Heavy	48"	1	7+	7+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Feet	Melee	Melee	User	9+	10+	-
Dreadnought Combat Weapon	Melee	Melee	User	6+	6+	-

WARGEAR OPTIONS

- Instead of 1 Assault Cannon, this unit can be equipped with one of the following: 1 Heavy Plasma Cannon; 1 Twin Lascannon.
- Instead of 1 Dreadnought Combat Weapon and 1 Storm Bolter, this unit can be equipped with 1 Armoured Feet and 1 Missile Launcher.
- Instead of 1 Storm Bolter, this unit can be equipped with 1 Heavy Flamer.

ABILITIES

Ignore Damage (6+)

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: HEAVY, VEHICLE, DREADNOUGHT, VENERABLE DREADNOUGHT

DREADNOUGHT



A Dreadnought is a unit that contains 1 model. It is equipped with: Assault Cannon; Storm Bolter; Dreadnought Combat Weapon.

	M	WS	BS	A	W	Ld	Sv
Dreadnought	6"	3+	3+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Assault Cannon	Heavy	24"	2	6+	8+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Missile Launcher	Heavy	48"	1	7+	7+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Feet	Melee	Melee	User	9+	10+	-
Dreadnought Combat Weapon	Melee	Melee	User	6+	6+	-

WARGEAR OPTIONS

- Instead of 1 Assault Cannon, this unit can be equipped with one of the following: 1 Heavy Plasma Cannon; 1 Twin Lascannon.
- Instead of 1 Dreadnought Combat Weapon and 1 Storm Bolter, this unit can be equipped with 1 Armoured Feet and 1 Missile Launcher.
- Instead of 1 Storm Bolter, this unit can be equipped with 1 Heavy Flamer.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: HEAVY, VEHICLE, DREADNOUGHT

REDEMPTOR DREADNOUGHT



A Redemptor Dreadnought is a unit that contains 1 model. It is equipped with: Heavy Flamer; Heavy Onslaught Gatling Cannon; Defensive Weapons System; Redemptor Fist.

	M	WS	BS	A	W	Ld	Sv
Redemptor Dreadnought	8"	3+	3+	2	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Onslaught Gatling Cannon	Heavy	30"	4	7+	9+	-
Icarus Rocket Pod	Heavy	24"	1	9+	8+	Anti-air
Macro Plasma Incinerator	Heavy	36"	2	5+	6+	Supercharge
Onslaught Gatling Cannon	Heavy	24"	2	7+	9+	-
Defensive Weapons System	Small Arms	24"	2	7+	9+	-
Redemptor Fist	Melee	Melee	User	5+	5+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Flamer, this unit can be equipped with 1 Onslaught Gatling Cannon (**Power Rating +1**).
- Instead of 1 Heavy Onslaught Gatling Cannon, this unit can be equipped with 1 Macro Plasma Incinerator.
- This unit can also be equipped with 1 Icarus Rocket Pod (**Power Rating +1**).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: HEAVY, VEHICLE, DREADNOUGHT, REDEMPTOR DREADNOUGHT

TERMINATORS



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Terminators are a unit that contains 5 models. It can contain 10 models (**Power Rating 22**). It is equipped with: Deathwatch Storm Bolters; Terminator Power Weapons.

	M	WS	BS	A	W	Ld	Sv
Terminators (5 models)	5"	3+	3+	1	2	7	4+
Terminators (10 models)	5"	3+	3+	2	4	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Assault Cannon	Heavy	24"	2	6+	8+	-
Cyclone Missile Launcher	Heavy	36"	2	7+	7+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Deathwatch Storm Bolters	Small Arms	30"	x2	7+	9+	Rapid Fire
Terminator Power Weapons	Melee	Melee	x2	6+	7+	-

WARGEAR OPTIONS

- This unit can also be equipped with up to three of the following in any combination (**Power Rating +1** per weapon): 1 Assault Cannon; 1 Cyclone Missile Launcher; 1 Heavy Flamer.

ABILITIES

Deep Strike

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: LIGHT, INFANTRY, TERMINATORS

REIVERS



Reivers are a unit that contains 5 models. It can contain 10 models (**Power Rating 12**). It is equipped with: Deathwatch Heavy Bolt Pistols; Reiver Blades.

	M	WS	BS	A	W	Ld	Sv
Reivers (5 models)	6"	3+	3+	1	2	6	6+
Reivers (10 models)	6"	3+	3+	2	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Deathwatch Bolt Carbines	Small Arms	30"	x2	7+	9+	-
Deathwatch Heavy Bolt Pistols	Small Arms	15"	1	6+	9+	-
Reiver Blades	Melee	Melee	x3	7+	9+	-
Close Combat Weapons	Melee	Melee	x2	7+	9+	-

WARGEAR OPTIONS

- Instead of Deathwatch Heavy Bolt Pistols and Reiver Blades, this unit can be equipped with Deathwatch Bolt Carbines and Close Combat Weapons.
- This unit can have Grav-chutes (**Power Rating +1**). If this unit has Grav-chutes, it has the following additional abilities: **Deep Strike**.
- This unit can have Grapnel Launchers (**Power Rating +1**). If this unit has Grapnel Launchers, it has the following additional abilities: **Infiltrators**.

ABILITIES

Terror Troops

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: LIGHT, INFANTRY, PRIMARIS, PHOBOS, REIVERS

AGGRESSORS



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Aggressors are a unit that contains 3 models. It can contain 6 models (**Power Rating 16**). It is equipped with: Auto Boltstorm Gauntlets; Fragstorm Grenade Launchers; Aggressor Gauntlets.

	M	WS	BS	A	W	Ld	Sv
Aggressors (3 models)	5"	3+	3+	1	2	6	5+
Aggressors (6 models)	5"	3+	3+	2	4	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Auto Boltstorm Gauntlets	Small Arms	18"	x3	7+	9+	-
Flamestorm Gauntlets	Small Arms	8"	x3	7+	9+	Inferno
Fragstorm Grenade Launchers	Small Arms	18"	x2	7+	9+	-
Aggressor Gauntlets	Melee	Melee	x2	6+	7+	-

WARGEAR OPTIONS

- Instead of Auto Boltstorm Gauntlets and Fragstorm Grenade Launchers, this unit can be equipped with Flamestorm Gauntlets.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: LIGHT, INFANTRY, PRIMARIS, Mk X GRAVIS, AGGRESSORS

VANGUARD VETERANS



Vanguard Veterans are a unit that contains 5 models. It can contain 10 models (Power Rating 15). It is equipped with: Deathwatch Bolt Pistols; Vanguard Weapons.

	M	WS	BS	A	W	Ld	Sv
Vanguard Veterans (5 models)	12"	3+	3+	1	1	7	6+
Vanguard Veterans (10 models)	12"	3+	3+	2	2	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Deathwatch Bolt Pistols	Small Arms	15"	User	7+	9+	-
Vanguard Weapons	Melee	Melee	x3	6+	8+	-

ABILITIES

Deep Strike

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: LIGHT, INFANTRY, FLY, JUMP PACK, VANGUARD VETERANS

BIKERS



Bikers are a unit that contains 3 models. It can contain 6 models (**Power Rating 17**). It is equipped with: Deathwatch Twin Boltguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Bikers (3 models)	14"	3+	3+	1	1	6	5+
Bikers (6 models)	14"	3+	3+	2	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Deathwatch Twin Boltguns	Small Arms	30"	x2	7+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	7+	9+	-

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: LIGHT, BIKERS

INCEPTORS



Inceptors are a unit that contains 3 models. It can contain 6 models (**Power Rating 22**). It is equipped with: Assault Bolters; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Inceptors (3 models)	10"	3+	3+	1	2	6	5+
Inceptors (6 models)	10"	3+	3+	2	4	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Assault Bolters	Small Arms	18"	x3	7+	9+	-
Plasma Exterminators	Small Arms	18"	x2	5+	6+	Supercharge
Close Combat Weapons	Melee	Melee	x2	7+	9+	-

WARGEAR OPTIONS

- Instead of Assault Bolters, this unit can be equipped with Plasma Exterminators.

ABILITIES

Deep Strike

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: LIGHT, INFANTRY, FLY, JUMP PACK, PRIMARIS, Mk X GRAVIS, INCEPTORS

HELLBLASTERS



Hellblasters are a unit that contains 5 models. It can contain 10 models (Power Rating 14). It is equipped with: Plasma Incinerators; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Hellblasters (5 models)	6"	3+	3+	1	2	6	6+
Hellblasters (10 models)	6"	3+	3+	2	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Plasma Incinerators	Heavy	30"	User	5+	6+	Rapid Fire, Supercharge
Close Combat Weapons	Melee	Melee	x2	7+	9+	-

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: LIGHT, INFANTRY, PRIMARIS, HELLBLASTERS

LAND RAIDER



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A Land Raider is a unit that contains 1 model. It is equipped with: Twin Heavy Bolter; 2 Twin Lascannons; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Land Raider	10"	5+	3+	2	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with 1 Multi-melta (**Power Rating +1**).

TRANSPORT

This unit can transport up to 10 friendly **DEATHWATCH INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of 2 other **INFANTRY** models. It cannot transport **PRIMARIS** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH
KEYWORDS: HEAVY, VEHICLE, TRANSPORT, LAND RAIDER

LAND RAIDER CRUSADER



A Land Raider Crusader is a unit that contains 1 model. It is equipped with: 2 Hurricane Bolters; Twin Assault Cannon; Frag Assault Launchers.

	M	WS	BS	A	W	Ld	Sv
Land Raider Crusader	10"	5+	3+	2	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hurricane Bolter	Heavy	24"	2	7+	9+	Rapid Fire
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Assault Cannon	Heavy	24"	4	6+	8+	-
Frag Assault Launchers	Melee	Melee	User	7+	8+	-

WARGEAR OPTIONS

- This unit can also be equipped with 1 Multi-melta (**Power Rating +1**).

TRANSPORT

This unit can transport up to 16 friendly **DEATHWATCH INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of 2 other **INFANTRY** models. It cannot transport **PRIMARIS** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: HEAVY, VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER CRUSADER

LAND RAIDER REDEEMER



A Land Raider Redeemer is a unit that contains 1 model. It is equipped with: 2 Flamestorm Cannons; Twin Assault Cannon; Frag Assault Launchers.

	M	WS	BS	A	W	Ld	Sv
Land Raider Redeemer	10"	5+	3+	2	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Flamestorm Cannon	Heavy	8"	2	5+	8+	Inferno
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Assault Cannon	Heavy	24"	4	6+	8+	-
Frag Assault Launchers	Melee	Melee	User	7+	8+	-

WARGEAR OPTIONS

- This unit can also be equipped with 1 Multi-melta (**Power Rating +1**).

TRANSPORT

This unit can transport up to 12 friendly **DEATHWATCH INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of 2 other **INFANTRY** models. It cannot transport **PRIMARIS** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: HEAVY, VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER REDEEMER

RHINO



A Rhino is a unit that contains 1 model. It is equipped with: Storm Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Rhino	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

TRANSPORT

This unit can transport up to 10 friendly **DEATHWATCH INFANTRY** models. It cannot transport **PRIMARIS**, **TERMINATOR** or **JUMP PACK** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: HEAVY, VEHICLE, TRANSPORT, RHINO

RAZORBACK



A Razorback is a unit that contains 1 model. It is equipped with: Twin Heavy Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Razorback	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Assault Cannon	Heavy	24"	4	6+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Twin Heavy Bolter, this unit can be equipped with one of the following: 1 Twin Assault Cannon (**Power Rating +1**); 1 Twin Lascannon.

TRANSPORT

This unit can transport up to 6 friendly **DEATHWATCH INFANTRY** models. It cannot transport **PRIMARIS**, **TERMINATOR** or **JUMP PACK** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH
KEYWORDS: HEAVY, VEHICLE, TRANSPORT, RAZORBACK

DROP POD



A Drop Pod is a unit that contains 1 model. It is equipped with: Storm Bolter.

	M	WS	BS	A	W	Ld	Sv
Drop Pod	-	-	3+	-	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Deathwind Launcher	Heavy	12"	2	7+	9+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire

WARGEAR OPTIONS

- Instead of 1 Storm Bolter, this unit can be equipped with 1 Deathwind Launcher.

ABILITIES

Deep Strike

Drop Pod Assault: After this unit is set up on the battlefield, units embarked aboard it must immediately disembark, and units cannot embark aboard it for the rest of the battle. Units disembarking from this unit cannot be set up within 9" of any enemy units. If a unit embarked aboard this unit cannot disembark, it is destroyed.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it.

TRANSPORT

This unit can transport up to 10 friendly **DEATHWATCH INFANTRY** models. It cannot transport **PRIMARIS**, **TERMINATOR** or **JUMP PACK** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: HEAVY, VEHICLE, TRANSPORT, DROP POD

REPULSOR



13



A Repulsor is a unit that contains 1 model. It is equipped with: Las-talon; Icarus Weapons; Ironhail Heavy Stubber; Twin Heavy Bolter; Repulsor Defensive Weapons System; Repulsor Field.

	M	WS	BS	A	W	Ld	Sv
Repulsor	10"	5+	3+	3	3	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Onslaught Gatling Cannon	Heavy	30"	4	7+	9+	-
Icarus Weapons	Heavy	30"	1	8+	10+	Anti-air
Ironhail Heavy Stubber	Heavy	36"	1	8+	10+	-
Las-talon	Heavy	24"	2	10+	5+	-
Onslaught Gatling Cannon	Heavy	24"	2	7+	9+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Repulsor Defensive Weapons System	Small Arms	24"	2	7+	9+	-
Repulsor Field	Melee	Melee	User	9+	10+	-

WARGEAR OPTIONS

- Instead of 1 Twin Heavy Bolter, this unit can be equipped with 1 Twin Lascannon.
- Instead of 1 Las-talon, this unit can be equipped with 1 Heavy Onslaught Gatling Cannon (**Power Rating +3**).
- Instead of 1 Ironhail Heavy Stubber, this unit can be equipped with 1 Onslaught Gatling Cannon (**Power Rating +1**).
- This unit can also be equipped with 1 Ironhail Heavy Stubber.

ABILITIES

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

TRANSPORT

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: HEAVY, VEHICLE, TRANSPORT, FLY, REPULSOR

REPULSOR EXECUTIONER



24



A Repulsor Executioner is a unit that contains 1 model. It is equipped with: Heavy Onslaught Gatling Cannon; Icarus Weapons; Macro Plasma Incinerator; Twin Heavy Bolter; Repulsor Defensive Weapons System; Repulsor Field.

	M	WS	BS	A	W	Ld	Sv
Repulsor Executioner	10"	5+	3+	3	3	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Laser Destroyer	Heavy	72"	2	9+	4+	-
Heavy Onslaught Gatling Cannon	Heavy	30"	4	7+	9+	-
Icarus Weapons	Heavy	30"	1	8+	10+	Anti-air
Ironhail Heavy Stubber	Heavy	36"	1	8+	10+	-
Macro Plasma Incinerator	Heavy	36"	2	5+	6+	Supercharge
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Repulsor Defensive Weapons System	Small Arms	24"	2	7+	9+	-
Repulsor Field	Melee	Melee	User	9+	10+	-

WARGEAR OPTIONS

- Instead of 1 Macro Plasma Incinerator, this unit can be equipped with 1 Heavy Laser Destroyer.
- This unit can also be equipped with 1 Ironhail Heavy Stubber (**Power Rating +1**).

ABILITIES

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

Aquilon Optics: When this unit makes a Shoot action, if it has remained stationary or moved a distance less than half its Move characteristic this turn, double the Attacks characteristic of its Heavy Laser Destroyer and Macro Plasma Incinerator for that action.

TRANSPORT

This unit can transport up to 6 friendly **DEATHWATCH PRIMARIS INFANTRY** models. Each **Mk X GRAVIS** model takes up the space of 2 other models. It cannot transport **JUMP PACK** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: HEAVY, VEHICLE, TRANSPORT, FLY, REPULSOR EXECUTIONER

CORVUS BLACKSTAR



15



A Corvus Blackstar is a unit that contains 1 model. It is equipped with: 2 Stormstrike Missile Launchers; Twin Lascannon; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Corvus Blackstar	20"-45"	6+	3+	1	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Blackstar Rocket Launcher	Heavy	30"	1	8+	8+	Anti-air
Stormstrike Missile Launcher	Heavy	72"	1	10+	6+	-
Twin Assault Cannon	Heavy	24"	4	6+	8+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Hurricane Bolter	Heavy	24"	2	7+	9+	Rapid Fire
Armoured Bulk	Melee	Melee	User	11+	11+	-

WARGEAR OPTIONS

- Instead of 1 Twin Lascannon, this unit can be equipped with 1 Twin Assault Cannon (**Power Rating +2**).
- Instead of 2 Stormstrike Missile Launchers, this unit can be equipped with 2 Blackstar Rocket Launchers.
- This unit can also be equipped with 1 Hurricane Bolter.

ABILITIES

Supersonic

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

Blackstar Cluster Launcher: When this unit finishes making a Move action, select one enemy unit it moved over whilst making that Move action. Roll two D6, subtracting 1 from each result if that unit is a **CHARACTER**; for each result of 5+ place one blast marker next to that unit.

TRANSPORT

This unit can transport up to 12 friendly **DEATHWATCH INFANTRY** or **DEATHWATCH BIKER** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of 2 other **INFANTRY** models and each **BIKER** model takes the space of 3 **INFANTRY** models. It cannot transport **PRIMARIS** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

KEYWORDS: HEAVY, VEHICLE, TRANSPORT, AIRCRAFT, FLY, CORVUS BLACKSTAR