

C O D E X

IMPERIUM - DEATHWATCH

newvision

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FRAKTIONSREGELN

COMBAT DOCTRINES

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule makes a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

TRANSHUMAN STRATEGIST

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

DETACHMENT OVERVIEW

17 Detachments

Assault Brethren

3 Stratagems · 2 Enhancements

Black Spear Task Force

6 Stratagems · 4 Enhancements

Deathwatch Support

4 Stratagems · 1 Enhancement

Devastator Brethren

3 Stratagems · 2 Enhancements

Gauntlet Task Force

3 Stratagems · 2 Enhancements

Gladius Task Force

6 Stratagems · 4 Enhancements

Gravis Linebreaker Force

3 Stratagems · 2 Enhancements

Gravis Siege Force

3 Stratagems · 2 Enhancements

Ironclad Champions

3 Stratagems · 2 Enhancements

Ironstorm Spearhead

3 Stratagems · 2 Enhancements

Phobos Shadow Force

3 Stratagems · 2 Enhancements

Phobos Shock Force

3 Stratagems · 2 Enhancements

Stormlance Task Force

3 Stratagems · 2 Enhancements

Tactical Brethren

3 Stratagems · 2 Enhancements

Tacticus Attack Force

3 Stratagems · 2 Enhancements

Tacticus Firestorm Force

3 Stratagems · 2 Enhancements

Terminator Storm Force

3 Stratagems · 2 Enhancements

ASSAULT BRETHREN

3 Stratagems · 2 Enhancements

 1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

<div>Imperium's Sword</div> <div>—</div>	20 pts	<div>Furious Assault (Upgrade)</div> <div>Adeptus Astartes Infantry unit only. This unit's melee attacks have [Sustained Hits 1: non-Monster/Vehicle]</div>	10 pts
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DETACHMENT RULE

You can select the assault doctrine one additional time per battle

STRATAGEMS (3/3)

<div>1 CP ASSAULT BRETHREN STRATAGEM SHOOTING</div> <div>ARMOUR OF CONTEMPT When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit. Target: That ADEPTUS ASTARTES unit. Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.</div>	<div>1 CP ASSAULT BRETHREN STRATAGEM FIGHT</div> <div>DUTY IN DEATH When: Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit. Target: That ADEPTUS ASTARTES unit. Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6, with +1 to that roll if the assault doctrine is active for your unit: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.</div>
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1 CP ASSAULT BROTHERS STRATAGEM **FIGHT**

GENE-WROUGHT MIGHT

When: Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to fight.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit's melee attacks have: [Lance]. Or: If the assault doctrine is active for your unit, [Lance] and +1 AP.

BLACK SPEAR TASK FORCE

6 Stratagems · 4 Enhancements

 3 DP · PURGE THE FOE

ENHANCEMENTS (4)

Thief of Secrets

10 pts

—

Beacon Angelis

25 pts

ADEPTUS ASTARTES model only. If this unit is a Kill Team unit, this unit has:

- Deep Strike.
- When you target this unit with the Rapid Ingress Stratagem, that use is -1CP.

Osseus Key

20 pts

WATCH MASTER/TECHMARINE model only. While an enemy VEHICLE unit is within 6" of this model, that enemy unit's attacks have -1 A.

The Tome of Ectoclades

15 pts

WATCH MASTER/CAPTAIN model only. (Once per battle, per army) In your Command phase, you can use this ability. If you do, the assault doctrine, devastator doctrine and tactical doctrine are active for this unit until the start of your next Command phase.

DETACHMENT RULE

Friendly KILL TEAM units with this ability have the following abilities:

Furor Tactics: If the devastator doctrine is active for your unit, your unit's attacks have [SUSTAINED HITS 1].

Malleus Tactics: If the tactical doctrine is active for your unit, your unit's attacks have [LETHAL HITS].

Purgatus Tactics: If the assault doctrine is active for your unit, your unit's attacks that target an enemy unit within 9" of this unit have [PRECISION].

RESTRICTIONS: Your army can include ADEPTUS ASTARTES DEATHWATCH units, but it cannot include any ADEPTUS ASTARTES units drawn from any other Chapter.

With the exception of Kill Team Cassius (see Legends: Agents of the Imperium), your army cannot include any AGENTS OF THE IMPERIUM DEATHWATCH units.

STRATAGEMS (6/6)

1 CP BLACK SPEAR TASK FORCE STRATAGEM

COMMAND

ADAPTIVE TACTICS

When: Your Command phase.

Target: One friendly ADEPTUS ASTARTES unit.

Effect: Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP BLACK SPEAR TASK FORCE STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP BLACK SPEAR TASK FORCE STRATAGEM

SHOOTING

DRAGONFIRE ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.

Target: That KILL TEAM unit.

Effect: Your unit's ranged attacks: Can re-roll wound rolls of 1. Have [IGNORES COVER].

1 CP BLACK SPEAR TASK FORCE STRATAGEM

SHOOTING

HELLFIRE ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.

Target: That KILL TEAM unit.

Effect: Your unit's ranged attacks (excluding [DEVASTATING WOUNDS] attacks) have [ANTI-non-VEHICLE 4+].

1 CP BLACK SPEAR TASK FORCE STRATAGEM

SHOOTING

KRAKEN ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.

Target: That KILL TEAM unit.

Effect: Your unit's ranged attacks: Have +6" R. Have +1 S.

1 CP BLACK SPEAR TASK FORCE STRATAGEM

FIGHT

SITE-TO-SITE TELEPORTATION

When: End of your opponent's Fight phase.

Target: One friendly unengaged ADEPTUS ASTARTES INFANTRY unit.

Effect: Place your unit in strategic reserves. If your unit has Kill Team, your unit has Deep Strike until the end of your next Movement phase.

DEATHWATCH SUPPORT

4 Stratagems · 1 Enhancement

ENHANCEMENTS (1)

Beacon Angelis

25 pts

ADEPTUS ASTARTES model only. If this unit is a Kill Team unit, this unit has:

- Deep Strike.
- When you target this unit with the Rapid Ingress Stratagem, that use is -1CP.

DETACHMENT RULE

Friendly KILL TEAM units with this ability have the following abilities:

Furor Tactics

When the enemy horde grows close, the Deathwatch will be tasked with the decimation of their core. Aiming not for clinical kills but for maximum destruction over a wide area, they tear the heart from the enemy army. If the devastator doctrine is active for your unit, your unit's attacks have [SUSTAINED HITS 1].

Malleus Tactics

When the giants of war lumber forth, the Deathwatch will adopt Malleus tactics. Even the largest behemoth has a weak point, and the archives of the Deathwatch number them all. If the tactical doctrine is active for your unit, your unit's attacks have [LETHAL HITS].

Purgatus Tactics

By adopting Purgatus tactics, the Deathwatch focus their deadly ire upon the commanders of the enemy host, assassinating them one after another with pitiless head shots and killing thrusts of the blade. If the assault doctrine is active for your unit, your unit's attacks that target an enemy unit within 9" of this unit have [PRECISION].

DEATHWATCH ALLIES

You can include Deathwatch units in your army, even though they do not have the same Chapter faction keyword as other units in your army. The combined points value of such units cannot exceed 500 points.

When mustering your army, unless otherwise stated, you cannot select a DEATHWATCH model to be your WARLORD. In addition KILL TEAM units can only contain enhancements taken from this detachment.

This an exception to the Space Marine Chapters Army Rules.

STRATAGEMS (4/4)

1 CP DEATHWATCH SUPPORT STRATAGEM

SHOOTING

DRAGONFIRE ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.

Target: That KILL TEAM unit.

Effect: Your unit's ranged attacks: Can re-roll wound rolls of 1. Have [IGNORES COVER].

1 CP DEATHWATCH SUPPORT STRATAGEM

SHOOTING

HELLFIRE ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.

Target: That KILL TEAM unit.

Effect: Your unit's ranged attacks (excluding [DEVASTATING WOUNDS] attacks) have [ANTI-non-VEHICLE 4+].

1 CP DEATHWATCH SUPPORT STRATAGEM

SHOOTING

KRAKEN ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.

Target: That KILL TEAM unit.

Effect: Your unit's ranged attacks have: Have +6" R. Have +1 S.

1 CP DEATHWATCH SUPPORT STRATAGEM

FIGHT

BLACKSTAR EXTRACTION

When: End of your opponent's Fight phase.

Target: One friendly unengaged KILL TEAM unit.

Effect: Place your unit in strategic reserves.

DEVASTATOR BRETHREN

3 Stratagems · 2 Enhancements



1 DP · PURGE THE FOE

ENHANCEMENTS (2)

Honour of Vigilance

20 pts

Adeptus Astartes model only.

- This unit's ranged attacks have [Lethal Hits]
- If the devastator doctrine is active for this unit, this unit can re-roll advance rolls.

Master-Forged Firearms

15 pts

Adeptus Astartes Infantry/Mounted model only. This model's ranged attacks (excluding [Psychic] attacks) have +1A, S, AP and D

DETACHMENT RULE

You can select the devastator doctrine one additional time per battle.

STRATAGEMS (3/3)

1 CP DEVASTATOR BRETHREN STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

2 CP DEVASTATOR BRETHREN STRATAGEM

SHOOTING

HAIL OF VENGEANCE

When: Your opponent's Shooting phase, when an enemy unit has shot, if those attacks destroyed a model in a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit shoots using normal shooting, but while doing so your unit can only target that enemy unit.

1 CP DEVASTATOR BROTHERS STRATAGEM

SHOOTING

STORM OF FIRE

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit is selected to shoot.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit's ranged attacks have: [Ignores Cover]. Or: If the devastator doctrine is active for your unit, [Ignores Cover] and +1 AP.

GAUNTLET TASK FORCE

3 Stratagems · 2 Enhancements



1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Linebreaker Onslaught

20 pts

Adeptus Astartes Infantry model only. If this unit disembarked this turn:

- This unit can re-roll charge rolls
- Enemy units cannot target this unit with snap shooting attacks.

Damocles-Class Uplink

15 pts

Captain model only. In your Movement phase, if this unit is embarked within a Transport unit, you can select one friendly Adeptus Astartes Infantry unit within 6" of that Transport unit and select one combat doctrine. That combat doctrine is active for that Infantry unit.

DETACHMENT RULE

In your Shooting phase, when a friendly Adeptus Astartes Transport unit has shot, you can select one enemy unit hit by those attacks. That enemy unit is assailed until the end of the turn.

- While a unit is assailed, when an Adeptus Astartes unit that disembarked this turn targets that unit, those attacks have [Sustained Hits 1]

STRATAGEMS (3/3)

1 CP

GAUNTLET TASK FORCE STRATAGEM

MOVEMENT

STORM AND SECURE

When: End of your Movement phase.

Target: One friendly Adeptus Astartes Transport unit that has an Adeptus Astartes Battleline unit embarked within it.

Effect: Select one objective your unit is controlling. That objective is secured.

1 CP

GAUNTLET TASK FORCE STRATAGEM

FIGHT

DUTY IS NEVER DONE

When: End of the Fight phase.

Target: One friendly unengaged Adeptus Astartes Infantry unit that was eligible to fight this phase, is wholly within 6" of a friendly Transport unit, and is eligible to embark within that TRANSPORT unit.

Effect: Your unit embarks within that TRANSPORT unit.

1 CP GAUNTLET TASK FORCE STRATAGEM **ANY**

AGGRESSIVE DISEMBARKATION

When: Any phase, when a friendly ADEPTUS ASTARTES unit embarked within a Transport is selected to move.

Target: That ADEPTUS ASTARTES unit.

Effect: While making that move, each model in your unit can be set up within the set-up distance of that TRANSPORT. This allows you to set up your unit within the set-up distance of your TRANSPORT, instead of wholly within that distance.

GLADIUS TASK FORCE

6 Stratagems · 4 Enhancements



3 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Artificer Armour

15 pts

Adeptus Astartes model only. This model has:

- 2+ Sv
- Feel No Pain 5+

Laurels of Triumph

20 pts

Adeptus Astartes model only. This model's melee attacks have:

- +1S and AP
- Or: if the assault doctrine is active for this unit, +2S and AP

Adept of the Codex

20 pts

Captain model only. The tactical doctrine is active for this unit in addition to any other combat doctrine

Standard of the Emperor Ascendant

25 pts

Ancient Model only. This model has:

- +1OC and Ld
- Feel No Pain 5+
- The following ability:

Ancient Exhortation (Once per battle, per army). When this unit is selected to fight, you can use this ability. If you do, this unit's melee attacks have +1A until the end of the phase.

DETACHMENT RULE

You can select one Combat Doctrine one additional time per battle.

STRATAGEMS (6/6)

1 CP GLADIUS TASK FORCE STRATAGEM **COMMAND**

ADAPTIVE STRATEGY

When: Your Command phase.

Target: One friendly ADEPTUS ASTARTES unit.

Effect: Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP GLADIUS TASK FORCE STRATAGEM **MOVEMENT**

RESPONSIVE TACTICS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Adeptus Astartes Infantry/Mounted unit.

Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.

Effect: Your unit can make a normal move of up to D6".

1 CP GLADIUS TASK FORCE STRATAGEM **SHOOTING**

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP GLADIUS TASK FORCE STRATAGEM **SHOOTING**

STORM OF DEVASTATION

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit is selected to shoot.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit's ranged attacks have [IGNORES COVER].

1 CP GLADIUS TASK FORCE STRATAGEM **FIGHT**

A WORTHY DEATH

When: Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

1 CP GLADIUS TASK FORCE STRATAGEM **FIGHT**

MIGHT OF ANGELS

When: Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to fight.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit's melee attacks have [Lance].

GRAVIS LINEBREAKER FORCE

3 Stratagems · 2 Enhancements

 1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Indefatigable Fortitude

20 pts

Gravis model only. Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

Relentless Advance

20 pts

Gravis model only. This unit had Scouts 5"

DETACHMENT RULE

In a turn a friendly Gravis unit made a normal move, that unit's ranged attacks:

- Do not have [Heavy]
- Have +1 to hit rolls

STRATAGEMS (3/3)

1 CP GRAVIS LINEBREAKER FORCE STRATAGEM

SHOOTING

ANNIHILATING FORCE

When: Your Shooting phase or the Fight phase, when a friendly Gravis unit is selected to attack.

Target: That GRAVIS unit.

Effect: Your unit's attacks have [Lethal Hits].

1 CP GRAVIS LINEBREAKER FORCE STRATAGEM

SHOOTING

PURGATION PUSH

When: Your Shooting phase, when a friendly Gravis unit has shot.

Target: That GRAVIS unit.

Effect: If your unit is unengaged, your unit can make a normal move of up to 5", and must end that move within range of an objective. Your unit is not eligible to declare a charge or embark within a Transport until the end of the turn.

1 CP GRAVIS LINEBREAKER FORCE STRATAGEM

CHARGE

ARMOURED IMPACT

When: Your Charge phase, when a friendly Gravis unit ends a charge move.

Target: That GRAVIS unit.

Effect: When your unit ends a charge move, you can select one enemy unit engaged with your unit. If you do, roll one D6 for each model in your unit engaged with that enemy unit: For each 3+, that enemy unit suffers 1 mortal wound.

GRAVIS SIEGE FORCE

3 Stratagems · 2 Enhancements



1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Immovable Conquerors (Upgrade)

15 pts

Gravis unit only. This unit has +1 OC

Narthecis Gauntlet

20 pts

Apothecary Biologis model only. In your Command phase, this unit heals D3+1 wounds.

DETACHMENT RULE

While a friendly Gravis unit is within range of an objective, attacks that target that unit with a S greater than that unit's T have -1 to wound rolls

STRATAGEMS (3/3)

1 CP

GRAVIS SIEGE FORCE STRATAGEM

MOVEMENT

STAND UNYIELDING

When: End of your Movement phase.

Target: One friendly Gravis unit.

Effect: Select one objective your unit is controlling. That objective is secured.

1 CP

GRAVIS SIEGE FORCE STRATAGEM

SHOOTING

ANNIHILATING FORCE

When: Your Shooting phase or the Fight phase, when a friendly Gravis unit is selected to attack.

Target: That GRAVIS unit.

Effect: Your unit's attacks have [Lethal Hits].

1 CP

GRAVIS SIEGE FORCE STRATAGEM

SHOOTING

SUPPRESSION VOLLEYS

When: Your Shooting phase, when a friendly Gravis unit has shot.

Target: That GRAVIS unit.

Effect: Select one enemy unit hit by those attacks. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll.

IRONCLAD CHAMPIONS

3 Stratagems · 2 Enhancements



1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

Artificer Sarcophagus (Upgrade)

40 pts

Dreadnought unit only. Attacks that target this unit have -1D

Venerable Champion (Aura) (Upgrade)

30 pts

Dreadnought unit only. While a friendly Adeptus Astartes Infantry/Mounted unit is within 6" of this unit, that unit's attacks can re-roll hit rolls of 1

DETACHMENT RULE

Friendly Adeptus Astartes Dreadnought units can re-roll hit rolls of 1

STRATAGEMS (3/3)

1 CP

IRONCLAD CHAMPIONS STRATAGEM

SHOOTING

MERCY IS WEAKNESS

When: Your Shooting phase or the Fight phase, when a friendly Dreadnought unit is selected to attack.

Target: That DREADNOUGHT unit.

Effect: Your unit's attacks have: [lethal hits]. Or: [Sustained Hits 1].

1 CP

IRONCLAD CHAMPIONS STRATAGEM

FIGHT

ADAMANTINE TERROR

When: Start of the Fight phase.

Target: One friendly Dreadnought unit.

Effect: Each enemy unit engaged with your unit makes a battle-shock roll, with -1 to that battle-shock roll.

1 CP

IRONCLAD CHAMPIONS STRATAGEM

CHARGE

UPSTOPPABLE ADVANCE

When: Your Movement/Charge phase, when a friendly Dreadnought unit is selected to move or declares a charge.

Target: That DREADNOUGHT unit.

Effect: Your unit has Mobile.

IRONSTORM SPEARHEAD

3 Stratagems · 2 Enhancements



1 DP · PURGE THE FOE

ENHANCEMENTS (2)

Gunnery Honours (Upgrade)

15 pts

Adeptus Astartes Vehicle unit only (excluding Dedicated Transport/Fly/Walker units). This unit's ranged attacks have [Heavy]

Redoubtable Machine Spirit (Upgrade)

25 pts

Adeptus Astartes Vehicle unit only (excluding Dedicated Transport/Fly/Walker units) This unit:

- Has a 5+ InvSv
- At the end of your Command phase, heals 1 wound

DETACHMENT RULE

Friendly Adeptus Astartes Vehicle units' (excluding Walker units) ranged attacks can:

- Re-roll one hit roll
- Re-roll one wound roll

STRATAGEMS (3/3)

1 CP

IRONSTORM SPEARHEAD STRATAGEM

COMMAND

MIGHT OF THE MACHINE SPIRIT

When: Your Command phase.

Target: One friendly Adeptus Astartes Vehicle unit (excluding Dedicated Transport/Fly/Walker units).

Effect: Until the start of your next Command phase, your unit can ignore modifiers to your unit's: M. BS. Hit rolls and wound rolls.

1 CP

IRONSTORM SPEARHEAD STRATAGEM

SHOOTING

HEADHUNTER DOCTRINE

When: Your Shooting phase, when a friendly Adeptus Astartes Vehicle unit (excluding Dedicated Transport/Fly/Walker units) is selected to shoot.

Target: That ADEPTUS ASTARTES VEHICLE unit.

Effect: Your unit's ranged attacks have [Lethal Hits: Monster/Vehicle].

1 CP IRONSTORM SPEARHEAD STRATAGEM ANY

LAYERED CERAMITE

When: Any phase, when a friendly Adeptus Astartes Vehicle unit suffers a mortal wound.

Target: That ADEPTUS ASTARTES VEHICLE unit.

Effect: Your unit has Feel No Pain 5+ against mortal wounds.

PHOBOS SHADOW FORCE

3 Stratagems · 2 Enhancements



1 DP · DISRUPTION

ENHANCEMENTS (2)

Execute and Redeploy

25 pts

Phobos model only. In your shooting phase, after this unit has shot, if this unit is unengaged, this unit can make a normal move of up to 6". If it does, this unit is not eligible to declare a charge until the end of the turn.

Venator Omni-auspex

15 pts

Phobos model only. This unit's attacks that target a hidden unit can:

- Re-roll wound rolls of 1.
- Or: If the assault doctrine is active for this unit, re-roll wound rolls of 1 and 2.

DETACHMENT RULE

When a Phobos or Scout Squad unit has shot:

- Those attacks do not prevent that unit from being hidden
- Or: That unit can make a normal move of up to D6". That unit is not eligible to declare a charge until the end of the turn.

STRATAGEMS (3/3)

1 CP

PHOBOS SHADOW FORCE STRATAGEM

MOVEMENT

MORTIS SNARES

When: End of your Movement phase.

Target: One friendly unengaged Phobos/Scout Squad unit.

Effect: If your unit is controlling an objective, that objective is snared. While an objective is snared, when an enemy unit ends a move within range of that objective, roll one D6: On a 2+, that enemy unit suffers D6 mortal wounds. That objective is no longer snared.

1 CP

PHOBOS SHADOW FORCE STRATAGEM

SHOOTING

STRIKE FROM THE SHADOWS

When: Your Shooting phase or the Fight phase, when a friendly hidden Phobos unit is selected to attack.

Target: That PHOBOS unit.

Effect: Your unit's attacks have: +1 S. [Lethal Hits].

1 CP PHOBOS SHADOW FORCE STRATAGEM **FIGHT**

TACTICAL WITHDRAWAL

When: End of your opponent's Fight phase.

Target: One friendly unengaged Phobos/Scout SQUAD unit.

Effect: Place your unit in strategic reserves.

PHOBOS SHOCK FORCE

3 Stratagems · 2 Enhancements

 1 DP · DISRUPTION

ENHANCEMENTS (2)

Seal of Shrouding

15 pts

Phobos model only. Enemy units cannot target this unit with snap shooting attacks.

Venator Omni-auspex

15 pts

Phobos model only. This unit's attacks that target a hidden unit can:

- Re-roll wound rolls of 1.
- Or: If the assault doctrine is active for this unit, re-roll wound rolls of 1-2.

DETACHMENT RULE

At the end of your Movement phase, if a friendly Phobos unit is hidden, that unit's attacks can re-roll wound rolls of 1 until the end of the turn.

STRATAGEMS (3/3)

1 CP PHOBOS SHOCK FORCE STRATAGEM

MOVEMENT

TRANSHUMAN REACTIONS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Phobos unit.

Target: That PHOBOS unit.

Effect: Your unit can make a normal move of: Up to D6". Or: If the tactical doctrine is active for your unit, up to 6".

1 CP PHOBOS SHOCK FORCE STRATAGEM

SHOOTING

STRIKE FROM THE SHADOWS

When: Your Shooting phase or the Fight phase, when a friendly hidden Phobos unit is selected to attack.

Target: That PHOBOS unit.

Effect: Your unit's attacks have: +1 S. [Lethal Hits].

1 CP PHOBOS SHOCK FORCE STRATAGEM

SHOOTING

UMBRAL EVASION

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Phobos unit.

Target: That PHOBOS unit.

Effect: Ranged attacks that target your unit have -1 to hit rolls.

STORMLANCE TASK FORCE

3 Stratagems · 2 Enhancements



1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Supercharged Engines (Upgrade)

10 pts

Adeptus Astartes Mounted unit only. This unit can re-roll advance rolls.

Auspex Triangulation Shrines (Upgrade)

10 pts

Adeptus Astartes Speeder unit only. At the start of your Shooting phase, select one visible enemy unit within 12" of this unit. That enemy is spotted.

- While a unit is spotted, that unit has +3" detection range

DETACHMENT RULE

Friendly Adeptus Astartes Mounted/Speeder units have +2"M

STRATAGEMS (3/3)

1 CP

STORMLANCE TASK FORCE STRATAGEM

MOVEMENT

SUDDEN ONSLAUGHT

When: Your Movement phase, when a friendly Adeptus Astartes Mounted/Speeder unit is selected to make an advance move.

Target: That ADEPTUS ASTARTES MOUNTED/SPEEDER unit.

Effect: Your unit can change its advance rolls to a 6.

1 CP

STORMLANCE TASK FORCE STRATAGEM

SHOOTING

HURLING TARGETS

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Adeptus Astartes Mounted/Speeder unit.

Target: That ADEPTUS ASTARTES MOUNTED/SPEEDER unit.

Effect: Ranged attacks that target your unit have -1 to hit rolls.

1 CP

STORMLANCE TASK FORCE STRATAGEM

FIGHT

WIND-SWIFT EVASION

When: End of the Fight phase.

Target: One friendly Adeptus Astartes Mounted unit that was eligible to fight this phase.

Effect: If your unit is unengaged, your unit can make a normal move. Or: If your unit is engaged, your unit can make a fall-back move.

TACTICAL BRETHREN

3 Stratagems · 2 Enhancements



1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

Laurels of Vigilance

10 pts

Adeptus Astartes model only. (Once per battle round per army) When you use the Fire Overwatch/Heroic Intervention stratagem, if you target a friendly Adeptus Astartes Battleline unit within 12" of this model with that stratagem, that use is -1CP

Tactical Insight

15 pts

Captain model only. The tactical doctrine is active for this unit in addition to any other combat doctrine

DETACHMENT RULE

You can select the Tactical Doctrine one additional time.

STRATAGEMS (3/3)

1 CP

TACTICAL BRETHREN STRATAGEM

MOVEMENT

MASTERFUL TACTICS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Adeptus Astartes Infantry/Mounted unit.

Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.

Effect: Your unit can make a normal move of: Up to D6". Or: If the tactical doctrine is active for your unit, up to 6".

1 CP

TACTICAL BRETHREN STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP TACTICAL BRETHREN STRATAGEM **SHOOTING**

DOMINATION FIRE

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit has shot.

Target: That ADEPTUS ASTARTES unit.

Effect: Select one enemy unit hit by those attacks. That enemy unit is suppressed until the start of your next turn: While a unit is suppressed, that unit's attacks have -1 to hit rolls.

TACTICUS ATTACK FORCE

3 Stratagems · 2 Enhancements



1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Martial Paragon

10 pts

Tacticus model only. This unit's attacks can:

- Re-roll one hit roll
- Re-roll one wound roll.

Spearpoint War Leader

15 pts

Tacticus model only. This unit has Scouts 6"

DETACHMENT RULE

Friendly Tacticus units can re-roll advance rolls.

STRATAGEMS (3/3)

1 CP

TACTICUS ATTACK FORCE STRATAGEM

SHOOTING

RELENTLESS ASSAULT

When: Your Shooting phase or the Fight phase, when a friendly Tacticus unit is selected to attack.

Target: That TACTICUS unit.

Effect: Your unit's attacks have: [Sustained Hits 1: non-Monster/Vehicle]. Or: [Lethal Hits: Monster/Vehicle].

1 CP

TACTICUS ATTACK FORCE STRATAGEM

FIGHT

TACTICAL FOCUS

When: Fight phase, when a friendly Tacticus unit is selected to make a consolidation move.

Target: That TACTICUS unit.

Effect: When making that consolidation move, your unit can move up to D3+3".

1 CP TACTICUS ATTACK FORCE STRATAGEM **FIGHT**

TRANSHUMAN SWIFTNESS

When: Fight phase, when an enemy unit has fought.

Target: One friendly Tacticus unit that is within range of an objective and is eligible to fight.

Effect: Your unit has Fights First and must be the next unit you select to fight.

TACTICUS FIRESTORM FORCE

3 Stratagems · 2 Enhancements



1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

Cyber Familiar

15 pts

Tacticus model only. When both players have deployed their armies, you can redeploy up to three friendly Adeptus Astartes units. When doing so, you can set those units up in strategic reserves, regardless of how many units are already in strategic reserves.

Tempered in Battle (Aura)

10 pts

Tacticus model only. Friendly Adeptus Astartes units within 6" of this model can re-roll leadership rolls.

DETACHMENT RULE

Friendly Tacticus units [Rapid Fire] attacks benefit from [Rapid Fire] when targeting units up to that attack's maximum range.

STRATAGEMS (3/3)

1 CP TACTICUS FIRESTORM FORCE STRATAGEM

COMMAND

FOR THE EMPEROR!

When: Command phase.

Target: One friendly Tacticus unit that is within range of an objective.

Effect: Your unit has +1 OC until the end of the turn.

1 CP TACTICUS FIRESTORM FORCE STRATAGEM

SHOOTING

POINT-BLANK BRUTALITY

When: Your Shooting phase, when a friendly engaged Tacticus unit is selected to shoot.

Target: That TACTICUS unit.

Effect: Your unit's ranged attacks (excluding [Blast] attacks) have: [Close-Quarters]. [Ignores Cover].

1 CP TACTICUS FIRESTORM FORCE STRATAGEM

SHOOTING

RELENTLESS ASSAULT

When: Your Shooting phase or the Fight phase, when a friendly Tacticus unit is selected to attack.

Target: That TACTICUS unit.

Effect: Your unit's attacks have: [Sustained Hits 1: non-Monster/Vehicle]. Or: [Lethal Hits: Monster/Vehicle].

TERMINATOR STORM FORCE

3 Stratagems · 2 Enhancements



1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

Champion of the First Company

20 pts

Adeptus Astartes Terminator model only. This unit's melee attacks have [Lethal Hits]

Corporeum Reliquary

25 pts

Adeptus Astartes Terminator model only. In your first Movement phase, this unit can make an ingress move.

DETACHMENT RULE

Friendly Adeptus Astartes Terminator units have +1 to charge rolls

STRATAGEMS (3/3)

1 CP

TERMINATOR STORM FORCE STRATAGEM

SHOOTING

MERCILESS VETERANS

When: Your Shooting phase, when a friendly adeptus astartes Terminator unit is selected to shoot.

Target: That ADEPTUS ASTARTES TERMINATOR unit.

Effect: Your unit's ranged attacks have: [Lethal Hits]. [Sustained Hits 1].

2 CP

TERMINATOR STORM FORCE STRATAGEM

SHOOTING

TACTICAL DREADNOUGHT FORTITUDE

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly adeptus astartes Terminator unit.

Target: That ADEPTUS ASTARTES TERMINATOR unit.

Effect: Attacks that target your unit have -1 D until that enemy unit has attacked.

1 CP

TERMINATOR STORM FORCE STRATAGEM

FIGHT

GUNSHIP EXTRACTION

When: End of your opponent's Fight phase.

Target: One friendly unengaged adeptus astartes terminator unit.

Effect: Place your unit in strategic reserves.

CORVUS BLACKSTAR

180 PTS



M	T	SV	W	LD	OC
14"	10	3+	14	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Blackstar rocket launcher BLAST 1	30"	4	3+	5	0	1
Hurricane bolter RAPID FIRE 6 TWIN-LINKED	24"	6	3+	5	-1	1
2x Stormstrike missile launcher	48"	1	3+	10	-2	3
Twin assault cannon SUSTAINED HITS 1 TWIN-LINKED	24"	6	3+	6	-2	1
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Corvus Blackstar (120x92mm Oval Base)

Equipped with: 2x Blackstar rocket launcher, Hurricane bolter, 2x Stormstrike missile launcher, Twin assault cannon, Twin lascannon, Armoured Hull

Wargear Options:

- This model can replace its Twin assault cannon with Twin lascannon.
- This model can replace its 2 Blackstar rocket launchers with 2 Stormstrike missile launchers.

ABILITIES

Auspex Array

Ranged weapons equipped by the bearer have the **IGNORES COVER** ability.

Blackstar Cluster Launcher

In your Movement phase, when this unit ends a normal move, select up to one enemy unit this unit moved over during that move and roll six D6:

- For each 4+, that unit suffers 1 mortal wound.

Corvus Blackstar (Transport)

Capacity: This model has a transport capacity of 12 DEATHWATCH INFANTRY models. Each GRAVIS/JUMP PACK/TERMINATOR model takes up the space of 2 models.



WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

◆ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have **[ASSAULT]**

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◆ Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

◆ Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).



DEATHWATCH TERMINATOR SQUAD

190–380 PTS



M

5"

T

6

SV

2+

W

3

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon SUSTAINED HITS 1	24"	6	3+	6	-2	1
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
➤ Cyclone missile launcher - frag BLAST 2	36"	8	3+	4	-1	1
➤ Cyclone missile launcher - krak	36"	2	3+	10	-2	D3+3
➤ Plasma cannon - standard BLAST 1	36"	3	3+	9	-2	2
➤ Plasma cannon - supercharge BLAST 1 HAZARDOUS	36"	3	3+	10	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	5	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	3	3+	8	-2	2
Twin lightning claws TWIN-LINKED	Melee	6	3+	5	-2	1
➤ Chainfist - Hunter: Monster/Vehicle	Melee	3	3+	12	-2	3
➤ Chainfist - Standard	Melee	2	4+	8	-2	2

AUFSTELLUNG

5-10x Deathwatch Terminator oder Deathwatch Terminator w/ Heavy Weapon oder Deathwatch Terminator Sergeant (40mm)

Equipped with: Assault Cannon, Heavy Flamer, Storm bolter, ➤ Cyclone missile launcher - frag, ➤ Cyclone missile launcher - krak, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Power fist, Power weapon, Thunder Hammer, Twin lightning claws, ➤ Chainfist - Hunter: Monster/Vehicle, ➤ Chainfist - Standard

Wargear Options:

- Each Deathwatch Terminator w/ Heavy Weapon can replace its Power fist with Chainfist or Power weapon.

ABILITIES

Storm Shield
The bearer has a Wounds characteristic of 4.

Teleport Homer
At the start of the battle, you can set up one Teleport Homer token for this unit on the battlefield. If you do:

- When you target this unit with the Rapid Ingress stratagem, you can use that Teleport Homer token. If you do, that use is -1 CP, but when resolving that stratagem, this unit must be set up within 3" of that Teleport Homer token and not within 8" of an enemy unit. That Teleport Homer token is then removed from the battlefield.
- If an enemy unit ends a move within 1" of that Teleport Homer token, that Teleport Homer token is removed from the battlefield.



Terminatus Assault

- This unit can re-roll charge rolls.
- After this unit ends a charge move, each enemy unit engaged with this unit makes a battle-shock roll, with -1 to that battle-shock roll if it's a non-Imperium/Chaos unit.

WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.



CORE RULES

◆ **Combat Doctrines**

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◆ **Deep Strike**

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



IMPERIUM - DEATHWATCH

DEATHWATCH VETERANS

115–220 PTS



M	T	SV	W	LD	OC
6"	5	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boltgun	24"	2	3	5	-1	1
Deathwatch shotgun ASSAULT	18"	2	3+	4	-1	2
Frag cannon BLAST 1 HEAVY LETHAL HITS RAPID FIRE 1	18"	2	3+	7	-2	2
Stalker-pattern boltgun HEAVY PRECISION	24"	1	3+	5	-1	2
► Combi-weapon (Damnatus)	12"	1	3+	9	-3	D3+2
► Combi-weapon (Infernus) BLAST 1 TORRENT	12"	3	-	4	0	1
► Combi-weapon (Purgatus) MELTA 2	24"	2	3+	7	-2	2
► Infernus heavy bolter (Bolt) HEAVY RAPID FIRE 2 SUSTAINED HITS 1	36"	3	3+	5	-1	2
► Infernus heavy bolter (Infernus) BLAST 1 TORRENT	12"	3	-	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blackshield blades TWIN-LINKED	Melee	4	3+	5	-2	1
Heavy thunder hammer DEVASTATING WOUNDS	Melee	3	4+	10	-2	3
Knives and Fists	Melee	3	3+	5	0	1
Power weapon	Melee	3	3+	5	-2	1

Xenophase blade **DEVASTATING WOUNDS** Melee 4 3+ 5 -2 1

AUFSTELLUNG

5-10x Veteran w/ boltgun and power weapon oder Veteran w/ heavy thunder hammer oder Veteran w/ frag cannon and CCW oder Veteran w/ infernus heavy bolter and CCW oder Veteran w/ Storm shield and boltgun oder Veteran w/ Storm shield and power weapon oder Veteran w/ stalker-pattern boltgun and CCW oder Veteran w/ Deathwatch shotgun and CCW oder Veteran w/ Black Shield blades (32mm)

Equipped with: Boltgun, Deathwatch shotgun, Frag cannon, Stalker-pattern boltgun, ► Combi-weapon (Damnatus), ► Combi-weapon (Infernus), ► Combi-weapon (Purgatus), ► Infernus heavy bolter (Bolt), ► Infernus heavy bolter (Infernus), Blackshield blades, Heavy thunder hammer, Knives and Fists, Power weapon, Xenophase blade

ABILITIES

Death to the Alien

This unit's attacks can:
- Re-roll hit rolls of 1.
- Or: If the target of those attacks does not have IMPERIUM/CHAOS, re-roll hit rolls.

Storm shield

The bearer has a 4+ invulnerable save.



WEAPON RULES

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

BLAST

Each time an attack made with a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

MELTA

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

PRECISION

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

◆ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have **[ASSAULT]**

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.



IMPERIUM - DEATHWATCH

DECIMUS KILL TEAM

110–210 PTS

M	T	SV	W	LD	OC
6"	5	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol	12"	1	3+	5	-1	1
CLOSE-QUARTERS						
Deathwatch marksman bolt carbine	HEAVY	LETHAL HITS	24"	2	3+	5 -1 1
Frag cannon	BLAST 1	HEAVY	LETHAL HITS	18"	2	3+ 7 -2 2
	RAPID FIRE 1					
Hellstorm bolt rifle	ASSAULT	HEAVY	LETHAL HITS	30"	2	3+ 5 -2 2
Special-issue bolt pistol	PISTOL	PRECISION	LETHAL HITS	18"	1	3+ 4 -1 1
Stalker bolt rifle	HEAVY	LETHAL HITS	PRECISION	30"	2	3+ 5 -2 2
► Grenade Launcher - Frag	BLAST 1			24"	4	3+ 4 -1 1
► Grenade Launcher - Krak	RAPID FIRE 1			24"	1	3+ 10 -2 3
► Infernus heavy bolter (Bolt)	HEAVY	RAPID FIRE 2		36"	3	3+ 5 -1 2
	SUSTAINED HITS 1					
► Infernus heavy bolter (Infernus)	BLAST 1	TORRENT		12"	3	- 5 -1 1
► Plasma incinerator - Standard	ASSAULT	HEAVY		24"	2	3+ 7 -2 1
► Plasma incinerator - Supercharge	ASSAULT	HAZARDOUS		24"	2	3+ 8 -3 2
	HEAVY					
► Plasma pistol - standard				12"	1	3+ 7 -2 1
CLOSE-QUARTERS						

► Plasma pistol - supercharge HAZARDOUS 12" 1 3+ 8 -3 2
CLOSE-QUARTERS

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Combat knife	PRECISION	Melee	4	3+	4	-1 1
Heavy thunder hammer	DEVASTATING WOUNDS	Melee	3	4+	10	-2 3
Knives and Fists		Melee	3	3+	5	0 1
Power weapon	SUSTAINED HITS 1	Melee	4	3+	5	-2 1
Xenophase blade	DEVASTATING WOUNDS	Melee	4	3+	5	-2 1



AUFSTELLUNG

1x Decimus Kill Team

Basegrößen: Kill Team Sergeant and Deathwatch Veterans 32mm, Gravis Veterans 40mm

Equipped with: Bolt pistol, Deathwatch marksman bolt carbine, Frag cannon, Hellstorm bolt rifle, Special-issue bolt pistol, Stalker bolt rifle, ► Grenade Launcher - Frag, ► Grenade Launcher - Krak, ► Infernus heavy bolter (Bolt), ► Infernus heavy bolter (Infernus), ► Plasma incinerator - Standard, ► Plasma incinerator - Supercharge, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Combat knife, Heavy thunder hammer, Knives and Fists, Power weapon, Xenophase blade

Wargear Options:

- This model can replace its 5 models with 10 models.
- This model can replace its Stalker bolt rifle with Plasma incinerator.
- This model can replace its Heavy thunder hammer with Power weapon and Astartes shield.
- This model can replace its Deathwatch marksman bolt carbine with Combat knife.
- This model can replace its Hellstorm bolt rifle and grenade launcher with Frag cannon or Infernus heavy bolter.

ABILITIES

Astartes shield

The bearer has a 4+ invulnerable save.

Death to the Alien

This unit's attacks can:

- Re-roll hit rolls of 1.
- Or: If the target of those attacks does not have IMPERIUM/CHAOS, re-roll hit rolls.

WEAPON RULES

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*



PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.



IMPERIUM - DEATHWATCH

FORTIS KILL TEAM

210 PTS

KILL TEAM SERGEANT

M	T	SV	W	LD	OC
6"	5	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Castellan Launcher HEAVY	24"	2	3+	5	-1	1
Deathwatch bolt rifle ASSAULT HEAVY LETHAL HITS	24"	2	3+	5	-2	1
Hand flamer CLOSE-QUARTERS TORRENT	9"	3	-	4	0	1
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
Pyreblaster IGNORES COVER TORRENT	12"	D6	N/A	5	0	1
Superfrag missile launcher BLAST 1 HEAVY	48"	4	3+	5	-1	1
Superkrak missile launcher HEAVY	48"	1	3+	10	-2	D3+3
Vengor launcher BLAST 1 HEAVY INDIRECT FIRE	48"	4	3+	7	-1	2
► Grenade Launcher - Frag BLAST 1	24"	4	3+	4	-1	1
► Grenade Launcher - Krak RAPID FIRE 1	24"	1	3+	10	-2	3
► Plasma incinerator - Standard ASSAULT HEAVY	24"	2	3+	7	-2	1
► Plasma incinerator - Supercharge ASSAULT HAZARDOUS HEAVY	24"	2	3+	8	-3	2

► Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Knives and Fists	Melee	3	3+	5	0	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	3



AUFSTELLUNG

1x Kill Team Sergeant - Equipped with: ➤ Grenade Launcher - Krak, ➤ Grenade Launcher - Frag, Bolt pistol, Chainsword, Deathwatch bolt rifle, Power weapon, Hand flamer, ➤ Plasma pistol - supercharge, ➤ Plasma pistol - standard, Knives and Fists, Power fist, Thunder Hammer (32mm)

9x Kill Team Intercessor w/ heavy bolt pistol and chainsword oder Kill Team Intercessor w/ pyreblaster (32mm)

Wargear Options:

- Each Kill Team Sergeant can be equipped with 1x Grenade Launcher.
- Each Kill Team Sergeant can replace its Deathwatch bolt rifle with Chainsword, Power weapon, Hand flamer or Plasma pistol.
- Each Kill Team Sergeant can replace its Knives and Fists with Power weapon, Power fist, Thunder Hammer or Chainsword.
- This model's Bolt pistol can be replaced with 1x Plasma pistol.
- This model can be equipped with 1x Vengor launcher.
- This model can be equipped with 1x Grenade Launcher.

ABILITIES

Fortis Doctrines

This unit's attacks that target a unit

- Below starting strength, have +1 to hit rolls.
- Or: at or below half-strength have +1 to hit rolls and wound rolls.

WEAPON RULES

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

INDIRECT FIRE

Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).



LETHAL HITS

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.



IMPERIUM - DEATHWATCH

INDOMITOR KILL TEAM

280 PTS

M	T	SV	W	LD	OC
5"	6	3+	3	6+	1

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Auto boltstorm gauntlets	18"	3	3+	5	-1	1
CLOSE-QUARTERS						
<div>TWIN-LINKED</div>						
Bolt pistol	12"	1	3+	5	-1	1
CLOSE-QUARTERS						
Deathwatch heavy bolt rifle	30"	2	3+	5	-2	2
<div>ASSAULT</div> <div>LETHAL HITS</div> <div>HEAVY</div>						
Deathwatch heavy bolter	36"	3	3+	5	-2	3
<div>ASSAULT</div> <div>LETHAL HITS</div> <div>SUSTAINED HITS 1</div> <div>HEAVY</div>						
Fragstorm grenade launcher	18"	3	3+	4	-1	1
<div>BLAST 1</div>						
► Flamestorm gauntlets (Close-quarters)	12"	3	-	4	-1	1
CLOSE-QUARTERS						
<div>TORRENT</div> <div>TWIN-LINKED</div>						
► Flamestorm gauntlets (Ranged)	12"	3	-	4	-1	1
<div>BLAST 2</div> <div>TORRENT</div> <div>TWIN-LINKED</div>						
► Melta Rifle	18"	1	3+	10	-3	D3+2
<div>MELTA 2</div>						
► Melta Rifle HUNTER:Monster/Vehicle	18"	1	2+	12	-3	D3+2
<div>MELTA 2</div>						
► Multi-melta	18"	2	3+	10	-3	D3+2
<div>HEAVY</div> <div>MELTA 3</div>						
► Multi-melta (HUNTER:Monster/Vehicle)	18"	2	2+	12	-3	D3+2
<div>MELTA 3</div>						

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	3	3+	5	0	1
Twin power fists	Melee	3	3+	8	-2	2
<div>TWIN-LINKED</div>						

AUFSTELLUNG

3x Kill Team Heavy Intercessor w/ melta rifle oder Kill Team Heavy Intercessor w/ multi-melta (40mm)
3x Kill Team Heavy Intercessor w/ power fists & auto boltstorm gauntlets oder Kill Team Heavy Intercessor w/ power fists & flamestorm gauntlets (40mm)
4x Kill Team Heavy Intercessor oder Kill Team Heavy Intercessor w/ heavy bolter (40mm)
Equipped with: Auto boltstorm gauntlets, Bolt pistol, Deathwatch heavy bolt rifle, Deathwatch heavy bolter, Fragstorm grenade launcher, ► Flamestorm gauntlets (Close-quarters), ► Flamestorm gauntlets (Ranged), ► Melta Rifle, ► Melta Rifle HUNTER:Monster/Vehicle, ► Multi-melta, ► Multi-melta (HUNTER:Monster/Vehicle), Ceramite Fists, Twin power fists

ABILITIES

- Indomitor Doctrines**
- This unit's ranged attacks that target the closest eligible enemy unit, have +1 S.
 - If this unit made a charge move this turn, this unit's melee attacks have +1 S.



WEAPON RULES

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

MELTA

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

◆ Close-quarters

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

◆ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly **ADEPTUS ASTARTES** units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have **[ASSAULT]**

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.



IMPERIUM - DEATHWATCH

KILL TEAM CASSIUS [LEGENDS]

220 PTS



Chaplain Cassius KEYWORDS: Epic Hero, Character

KEYWORDS: Infantry, Grenades, Imperium, Kill Team, Kill Team Cassius, Deathwatch, Ordo Xenos



FACTION: Agents of the Imperium 220 PTS

CHAPLAIN CASSIUS

M	T	SV	W	LD	OC
6"	4	3+	4	5+	2

VAEL DONATUS

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2

ZAMEON GYDRAEL

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2

RODRICUS GRYTT

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2

ANTOR DELASSIO

M	T	SV	W	LD	OC
12"	4	3+	2	6+	2

EDRYC SETORAX

M	T	SV	W	LD	OC
12"	4	3+	2	6+	2

JENSUS NATORIAN

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2

DRENN REDBLADE

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2

GARRAN BRANATAR

M	T	SV	W	LD	OC
5"	5	2+	3	6+	2

ENNOX SORRLOCK

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2

JETEK SUBEREI

Chaplain Cassius KEYWORDS: Epic Hero, Character

KEYWORDS: Infantry, Grenades, Imperium, Kill Team, Kill Team Cassius, Deathwatch, Ordo Xenos



FACTION: Agents of the Imperium 220 PTS

M	T	SV	W	LD	OC
12"	5	3+	3	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol	12"	1	3+	5	-1	1
CLOSE-QUARTERS						
Boltgun	24"	2	3	4	0	1
Deathwatch twin boltgun	24"	4	3+	4	0	1
Frag cannon	18"	D3	4+	7	-1	2
Heavy Flamer	12"	D6	N/A	5	-1	1
Long Vigil ranged weapon	24"	1	4+	4	0	1
Psychic Cleanse	24"	D6	3+	5	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Artificer crozius	Melee	5	2+	6	-1	2
Close combat weapon	Melee	3	3+	5	-2	1
Force weapon	Melee	5	2+	5	-3	D3
Long Vigil melee weapon	Melee	3	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2
Twin lightning claws	Melee	4	3+	5	-2	1

AUFSTELLUNG

1x Chaplain Cassius - Equipped with: Bolt pistol, Artificer crozius
1x Vael Donatus - Equipped with: Bolt pistol, Boltgun, Close combat weapon
1x Zameon Gydrael - Equipped with: Long Vigil ranged weapon, Long Vigil melee weapon
1x Rodricus Grytt - Equipped with: Bolt pistol, Close combat weapon, Frag cannon
1x Antor Delassio - Equipped with: Long Vigil ranged weapon, Long Vigil melee weapon
1x Edryc Setorax - Equipped with: Twin lightning claws
1x Jensus Natorian - Equipped with: Bolt pistol, Psychic Cleanse, Force weapon
1x Drenn Redblade - Equipped with: Boltgun, Long Vigil melee weapon
1x Garran Branatar - Equipped with: Long Vigil ranged weapon, Heavy Flamer, Power fist
1x Ennox Sorlock - Equipped with: Long Vigil ranged weapon, Close combat weapon
1x Jetek Suberei - Equipped with: Long Vigil melee weapon, Deathwatch twin boltgun

ABILITIES

Catechism of Death

While this unit contains Chaplain Cassius, melee weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

Invulnerable Save

Chaplain Cassius has a 4+ invulnerable save.

Invulnerable Save

Garran Branatar has a 4+ invulnerable save.

Jump Pack

The bearer has a Move characteristic of 12" and can move over models and terrain as if they were not there.

Psychic Hood

Models in the bearer's unit have the Feel No Pain 4+ ability against **Psychic** Attacks.

Unflinching

You can re-roll Battle-shock tests for this unit.



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PSYCHIC

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

Close-quarters

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have **[ASSAULT]**

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



SPECTRUS KILL TEAM

185 PTS



M	T	SV	W	LD	OC
8"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Bolt sniper rifle HEAVY PRECISION	36"	1	3+	6	-2	3
Deathwatch Bolt carbine LETHAL HITS PRECISION	24"	2	3+	5	-1	1
Deathwatch marksman bolt carbine HEAVY LETHAL HITS	24"	2	3+	5	-1	1
Deathwatch occulus bolt carbine ASSAULT IGNORES COVER LETHAL HITS	24"	2	3+	5	-1	1
Instigator bolt carbine LETHAL HITS: NON-MONSTER/VEHICLE PRECISION RAPID FIRE 2	24"	1	3+	5	-2	2
Las fusil HEAVY	36"	1	3+	10	-3	D3+3
Special-issue bolt pistol CLOSE-QUARTERS PRECISION	12"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	3	3+	5	0	1
Combat knife PRECISION	Melee	4	3+	5	-1	1
Paired combat blades SUSTAINED HITS 1	Melee	3	3+	5	-1	1

AUFSTELLUNG

4x Kill Team Infiltrator w/ Marksman Bolt Carbine oder Kill Team Infiltrator w/ occulus bolt carbine oder Kill Team Infiltrator w/ helix gauntlet

Basegrößen: 32mm, Kill Team Infiltrators with bolt sniper rifles 40mm

Equipped with: Bolt pistol, Bolt sniper rifle, Deathwatch Bolt carbine, Deathwatch marksman bolt carbine, Deathwatch occulus bolt carbine, Instigator bolt carbine, Las fusil, Special-issue bolt pistol, Ceramite Fists, Combat knife, Paired combat blades

Wargear Options:

- This model can be equipped with 1x Las fusil.

ABILITIES

Helix Gauntlet

In your Command phase, this unit heals D3 wounds.

Spectrus Doctrines

At the end of your opponent's Fight phase, if this unit is unengaged, you can place this unit in strategic reserves.



WEAPON RULES

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

PRECISION

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

CORE RULES

◆ Close-quarters

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

◆ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have **[ASSAULT]** Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◆ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

◆ Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.



TALONSTRIKE KILL TEAM

280 PTS

M	T	SV	W	LD	OC
12"	5	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault bolters CLOSE-QUARTERS ASSAULT SUSTAINED HITS 2 TWIN-LINKED	18"	3	3+	5	-1	2
Hand flamer CLOSE-QUARTERS TORRENT	9"	3	-	4	0	1
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
► Plasma exterminators - standard CLOSE-QUARTERS ASSAULT TWIN-LINKED	18"	2	3+	7	-2	2
► Plasma exterminators - supercharge CLOSE-QUARTERS HAZARDOUS TWIN-LINKED	18"	2	3+	8	-3	3
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
► Plasma pistol - supercharge CLOSE-QUARTERS HAZARDOUS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	3	3+	5	0	1

Chainsword	Melee	4	3+	5	-1	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1

AUFSTELLUNG

- 1x Kill Team Sergeant w/ Jump Pack
Basegrößen: 32mm, Kill Team Heavy Intercessors with Jump Packs 40mm
Equipped with: Assault bolters, Hand flamer, Heavy Bolt Pistol, ► Plasma exterminators - standard, ► Plasma exterminators - supercharge, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Ceramite Fists, Chainsword, Power fist, Power weapon
Wargear Options:
■ Each Kill Team Sergeant w/ Jump Pack can replace its Heavy Bolt Pistol with Hand flamer or Plasma pistol.
■ Each Kill Team Sergeant w/ Jump Pack can replace its Chainsword with Power fist or Power weapon.
■ This model's Heavy Bolt Pistol can be replaced with 1x Plasma pistol.

ABILITIES

- Talonstrike Doctrines**
In a turn this unit was set up on the battlefield:
- This unit's attacks have +1 AP.
- This unit's melee attacks have [LANCE].



WEAPON RULES

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



WATCH CAPTAIN ARTEMIS

75 PTS



M

6"

T

5

SV

3+

W

4

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Hellfire Extremis	ANTI-INFANTRY 4+ DEVASTATING WOUNDS	12"	3	-	4	-1	1
	IGNORES COVER TORRENT						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	6	2+	6	-2	2

AUFSTELLUNG

1x Watch Captain Artemis (32mm)

Equipped with: Hellfire Extremis, Master-crafted power weapon

ABILITIES

CORE - Leader

Tactical Instinct
This unit's attacks have [Sustained Hits 1].

Unstoppable Champion
(Once per battle, per army)
At the end of a phase in which this model is destroyed, roll one D6:
- On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed, unengaged with 3 wounds remaining.

Leader
This model can be attached to the following units:
DEATHWATCH VETERANS, DECIMUS KILL TEAM, FORTIS KILL TEAM

WEAPON RULES

ANTI
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

DEVASTATING WOUNDS
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

IGNORES COVER
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

TORRENT
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.



CORE RULES

◆ **Combat Doctrines**

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◆ **Leader**

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◆ **Transhuman Strategist**

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP



WATCH MASTER

105 PTS



M

6"

T

5

SV

2+

W

5

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Vigil spear	24"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Vigil spear LANCE	Melee	6	2+	6	-2	2

AUFSTELLUNG

1x Watch Master (32mm)

Equipped with: Vigil spear

ABILITIES

CORE - Leader

Purgatus Quarry

- At the start of the first battle round, select up to one enemy unit to be this unit's hunted:
- This unit's attacks that target this unit's hunted unit can re-roll wound rolls of 1.
 - Each time this unit's hunted is destroyed, select up to one enemy unit to be this unit's hunted.

Strategic Knowledge

- This unit's ranged attacks have [ASSAULT].
- When this unit is selected to make an advance move, that advance move does not prevent this unit from being eligible to declare a charge.
- When this unit is selected to make a fall-back move, that fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Watch Master

- This model's attacks that target a Character unit can:
- Re-roll hit rolls of 1.
 - Re-roll wound rolls of 1.

Leader

This model can be attached to the following units:
DEATHWATCH VETERANS, DECIMUS KILL TEAM, FORTIS KILL TEAM

WEAPON RULES

- LANCE**
- Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.



CORE RULES

◆ **Combat Doctrines**

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◆ **Leader**

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



PUNKTELISTE

EINHEIT	PUNKTE
Corvus Blackstar	180 pts
Deathwatch Terminator Squad	190 pts (bis 5 Modelle) · 380 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +40 pts
Deathwatch Veterans	115 pts (bis 5 Modelle) · 220 pts (ab 6 Modellen)
Decimus Kill Team	110 pts (bis 0 Modelle) · 210 pts (ab 1 Modell)
Fortis Kill Team	210 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Indomitor Kill Team	280 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Kill Team Cassius [Legends]	220 pts
Spectrus Kill Team	185 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Talonstrike Kill Team	280 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Watch Captain Artemis	75 pts
Watch Master	105 pts

ENHANCEMENTS — ASSAULT BRETHREN

ENHANCEMENT	PUNKTE
Imperium's Sword	20 pts
Furious Assault (Upgrade)	10 pts

ENHANCEMENTS — BLACK SPEAR TASK FORCE

ENHANCEMENT	PUNKTE
Thief of Secrets	10 pts
Beacon Angelis	25 pts
Osseus Key	20 pts
The Tome of Ectoclades	15 pts

ENHANCEMENTS — DEATHWATCH SUPPORT

ENHANCEMENT	PUNKTE
Beacon Angelis	25 pts

ENHANCEMENTS — DEVASTATOR BRETHREN

ENHANCEMENT	PUNKTE
Honour of Vigilance	20 pts
Master-Forged Firearms	15 pts

ENHANCEMENTS — GAUNTLET TASK FORCE

ENHANCEMENT	PUNKTE
Linebreaker Onslaught	20 pts
Damocles-Class Uplink	15 pts

ENHANCEMENTS — GLADIUS TASK FORCE

ENHANCEMENT	PUNKTE
Artificer Armour	15 pts
Laurels of Triumph	20 pts
Adept of the Codex	20 pts
Standard of the Emperor Ascendant	25 pts

ENHANCEMENTS — GRAVIS LINEBREAKER FORCE

ENHANCEMENT	PUNKTE
Indefatigable Fortitude	20 pts
Relentless Advance	20 pts

ENHANCEMENTS — GRAVIS SIEGE FORCE

ENHANCEMENT	PUNKTE
Immovable Conquerors (Upgrade)	15 pts
Narthezis Gauntlet	20 pts

ENHANCEMENTS — IRONCLAD CHAMPIONS

ENHANCEMENT	PUNKTE
Artificer Sarcophagus (Upgrade)	40 pts
Venerable Champion (Aura) (Upgrade)	30 pts

ENHANCEMENTS — IRONSTORM SPEARHEAD

ENHANCEMENT	PUNKTE
Gunnery Honours (Upgrade)	15 pts

ENHANCEMENT	PUNKTE
Redoubtable Machine Spirit (Upgrade)	25 pts

ENHANCEMENTS — PHOBOS SHADOW FORCE

ENHANCEMENT	PUNKTE
Execute and Redeploy	25 pts
Venator Omni-auspex	15 pts

ENHANCEMENTS — PHOBOS SHOCK FORCE

ENHANCEMENT	PUNKTE
Seal of Shrouding	15 pts
Venator Omni-auspex	15 pts

ENHANCEMENTS — STORMLANCE TASK FORCE

ENHANCEMENT	PUNKTE
Supercharged Engines (Upgrade)	10 pts
Auspex Triangulation Shrines (Upgrade)	10 pts

ENHANCEMENTS — TACTICAL BRETHREN

ENHANCEMENT	PUNKTE
Laurels of Vigilance	10 pts
Tactical Insight	15 pts

ENHANCEMENTS — TACTICUS ATTACK FORCE

ENHANCEMENT	PUNKTE
Martial Paragon	10 pts
Spearpoint War Leader	15 pts

ENHANCEMENTS — TACTICUS FIRESTORM FORCE

ENHANCEMENT	PUNKTE
Cyber Familiar	15 pts
Tempered in Battle (Aura)	10 pts

ENHANCEMENTS — TERMINATOR STORM FORCE

ENHANCEMENT	PUNKTE
Champion of the First Company	20 pts

ENHANCEMENT

PUNKTE

Corporeum Reliquary

25 pts

