

KILL TEAM LIST

DEATHWATCH

CODEX: SPACE MARINES

This Team List uses the special rules and wargear lists found in Codex: Space Marines. If a rule differs from the Codex, it will be clearly stated.

TELEPORTING TERMINATORS

Models in Terminator Armour may Deep Strike as normal (see the Built-up Area rule).

NEW RULES

This Deathwatch team list introduces a number of new rules and wargear shown below.

True Grit: Models with this special rule count their stalker boltguns as being a second close combat weapon for the purposes of attack bonuses. So a model with a stalker boltgun and a bolt pistol will have +1 Attack in close combat for having two close combat weapons.

Stalker boltguns: Members of a Deathwatch Kill Team are equipped with modified boltguns fitted with an M.40 scope and the long range kraken and sniper ammunition. A stalker-pattern boltgun has the following profile – a model may choose between kraken and sniper bolts when it shoots:

| | Range | S | AP | Type |
|-----------------|-------|---|----|-----------------|
| Stalker boltgun | | | | |
| Kraken bolts | 30" | 4 | 4 | Rapid Fire |
| Sniper bolts | 30" | X | 5 | Heavy 1, Sniper |

Special ammunition: Deathwatch veterans and specialists are sometimes given access to special ammunition. If a model has access to a certain type of special ammunition, they may use that ammunition's profile when firing its stalker boltgun instead of the normal rounds. Below you will find the profiles of all the special issue ammunition available to the Deathwatch:

| | Range | S | AP | Type |
|-------------------|-------|---|----|---------------------------|
| Metal storm bolts | 18" | 3 | - | Assault 2 |
| Firestorm bolts | 24" | 4 | 5 | Rapid Fire, Flamer* |
| Dragonfire bolts | 24" | 4 | 5 | Rapid Fire, Ignores Cover |
| Vengeance rounds | 18" | 4 | 3 | Rapid Fire, Gets Hot |
| Hellfire rounds | 24" | 1 | 5 | Rapid Fire, Poisoned (2+) |

*Uses the Flamer special rules in the core Kill Team rules.

MODEL AVAILABILITY

You must adhere to the following model requirements when building your team:

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models

CHAPTER TRAITS

The Deathwatch is made up of multiple Space Marine Chapters, each with their own traits and cults. Any model in your Deathwatch Kill Team may belong to one of the following Chapters (or their successors) and gain their relevant special rules at a cost of 2 points per model. Note that you do not have to take the same trait for all of your models, or any at all.

Black Templars



Model gains the Crusader and Adamantium Will special rules. Team Leaders also gain Accept Any Challenge, No Matter the Odds (see C:SM) special rule.

Blood Angels



Model gains the Red Thirst (see C:BA) special rule. Blood Angels with Jump Packs also gain the Descent of Angels special rule and may Deep Strike (even in Built-up Areas).

Dark Angels



Model gains the Grim Resolve (see C:DA) special rule. Dark Angels in Terminator Armour also gain the Inner Circle special rule.

Imperial Fists



Model gains the Tank Hunters and Bolter Drill (see C:SM) special rules.

Iron Hands



Model gains the Feel No Pain (6+) rule. Team Leaders also gain the It Will Not Die special rule.

Raven Guard



Model gains the Strike from the Shadows and Winged Deliverance (see C:SM) special rules.

Salamanders



Model gains the Flamecraft (see C:SM) special rule. Team Leaders also may make one of their equipped weapons Master-crafted for free.

Space Wolves



Model gains the Counter-attack and Acute Senses special rules. May also add +1 Str to any power sword or axe for 5pts (frost blades).

Ultramarines



Model may choose to fail any Morale test. Team Leaders also increase their Inspiring Presence radius by 6".

White Scars



Model gains the Fight on the Move and Born in the Saddle (see C:SM) special rules.

TEAM LEADERS

| DEATHWATCH SERGEANT | | | | | | | | | | 29 Points |
|-------------------------------|----|----|---|---|---|---|---|----|----|----------------------|
| | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type |
| Deathwatch Sergeant | 4 | 4 | 4 | 4 | 2 | 4 | 2 | 9 | 3+ | Infantry (Character) |
| Terminator Sergeant (upgrade) | 4 | 4 | 4 | 4 | 2 | 4 | 2 | 9 | 2+ | Infantry (Character) |

WARGEAR:

- Power armour
- Stalker boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- Inspiring Presence
- And They Shall Know No Fear
- True Grit

OPTIONS:

- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- May replace stalker boltgun and/or bolt pistol with a chainsword for *free*.
- May replace bolt pistol with:
 - Hand flamer 10 pts
 - Inferno pistol 15 pts
- May take any of the following:
 - Metal storm bolts 2 pts
 - Firestorm bolts 2 pts
 - Dragonfire bolts 2 pts
 - Vengeance rounds 5 pts
 - Hellfire rounds 5 pts
 - Melta bomb 5 pts
 - Combat shield 5 pts
 - Auspex 5 pts
 - Digital weapons 10 pts
 - Storm shield 10 pts
 - Back banner² 10 pts
 - Teleport homer 10 pts
 - Jump pack¹ 10 pts
 - Space Marine bike¹ 15 pts
- May take items from the **Deathwatch Armoury**, including Leader and Sergeant items.

TERMINATOR SERGEANT:

A Deathwatch Sergeant may further be upgraded to a Terminator Sergeant for 11 pts. A Terminator Sergeant replaces all his wargear with Terminator armour, storm bolter and power sword and has only these options:

- May take items from the **Terminator Weapons** list.
- May take items from the **Space Marine Armoury**, including Leader, Sergeant and Terminator items.



¹These pieces of wargear are mutually exclusive.
²Counts as a 'banner' when determining combat results.

| DEATHWATCH CHAMPION | | | | | | | | | | 35 Points |
|---------------------|----|----|---|---|---|---|---|----|----|----------------------|
| | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type |
| Deathwatch Champion | 5 | 4 | 4 | 4 | 2 | 4 | 2 | 9 | 3+ | Infantry (Character) |

WARGEAR:

- Power armour
- Power weapon
- Bolt pistol
- Combat shield
- Frag grenade
- Krak grenade

SPECIAL RULES:

- Inspiring Presence
- And They Shall Know No Fear
- Honour or Death
- Duellist*

OPTIONS:

- May replace power weapon with:
 - Relic blade 10 pts
 - Thunder hammer 15 pts
- May take any of the following:
 - Melta bomb 5 pts
 - Artificer armour 10 pts
 - Storm shield 10 pts
 - Space Marine bike 15 pts
- May take items from the **Deathwatch Armoury**, including Leader and Champion items.

Duellist: When fighting in a challenge the Deathwatch Champion may re-roll all To Hit and To Wound rolls.

| DEATHWATCH LEXICANIUM | | | | | | | | | | 35 Points |
|-------------------------------|----|----|---|---|---|---|---|----|----|----------------------|
| | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type |
| Deathwatch Lexicanium | 4 | 4 | 4 | 4 | 2 | 4 | 2 | 9 | 3+ | Infantry (Character) |
| Deathwatch Codicier (upgrade) | 5 | 4 | 4 | 4 | 3 | 4 | 2 | 10 | 3+ | Infantry (Character) |

WARGEAR:

- Power armour
- Force weapon
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- Inspiring Presence
- And They Shall Know No Fear
- True Grit
- Psyker (Mastery Level 1)

OPTIONS:

- May upgrade to a Deathwatch Codicier for *20 pts*.
- May take items from the **Ranged Weapons** list.
- May replace bolt pistol with:
 - Stalker boltgun *5 pts*
 - Hand flamer *10 pts*
 - Inferno pistol *15 pts*
- May take any of the following:
 - Melta bomb *5 pts*
 - Auspex *5 pts*
 - Teleport homer *10 pts*
 - Digital weapons *10 pts*
 - Psychic hood *10 pts*
 - Jump pack¹ *10 pts*
 - Space Marine bike¹ *15 pts*
- May take items from the **Deathwatch Armoury**, including Leader and Lexicanium items.

Abhor the Witch: A Deathwatch Lexicanium or Codicier may not have the Black Templars chapter trait.

PSYKER:

At the start of the battle the model generates a single Primaris Power from the either the **Biomancy**, **Divination**, **Pyromancy**, **Telekinesis** or **Telepathy** discipline.

¹These pieces of wargear are mutually exclusive.

| DEATHWATCH WARDEN | | | | | | | | | | 45 Points |
|-------------------------------|----|----|---|---|---|---|---|----|----|----------------------|
| | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type |
| Deathwatch Warden | 4 | 4 | 4 | 4 | 2 | 4 | 2 | 9 | 3+ | Infantry (Character) |
| Deathwatch Chaplain (upgrade) | 5 | 4 | 4 | 4 | 3 | 4 | 2 | 10 | 3+ | Infantry (Character) |

WARGEAR:

- Power armour
- Crozius arcanum
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- Inspiring Presence
- True Grit
- Zealot
- Battle Liturgies*

OPTIONS:

- May upgrade to a Deathwatch Chaplain for *20 pts*.
- May take items from the **Ranged Weapons** list.
- May replace bolt pistol with:
 - Stalker boltgun *5 pts*
 - Hand flamer *10 pts*
 - Inferno pistol *15 pts*
 - Power fist *25 pts*
- May take any of the following:
 - Melta bomb *5 pts*
 - Auspex *5 pts*
 - Teleport homer *10 pts*
 - Digital weapons *10 pts*
 - Jump pack¹ *10 pts*
 - Space Marine bike¹ *15 pts*
 - Rosarius *25 pts*
- May take items from the **Deathwatch Armoury**, including Leader and Warden items.

Battle Liturgies: Any friendly Deathwatch models within 6" of the model gain the Zealot special rule.

TERMINATOR ARMOUR:

The model may replace all wargear with Terminator armour, crozius arcanum and storm bolter for *20 pts*. A model with Terminator armour has only these options:

- May upgrade to a Deathwatch Chaplain for *20 pts*.
- May take a Rosarius for *15 pts*.
- May replace storm bolter with a combi-flamer, combi-melta or combi-plasma for *6 pts*.
- May take items from the **Deathwatch Armoury**, including Leader, Warden and Terminator items.

¹These pieces of wargear are mutually exclusive.

CORE

| DEATHWATCH MARINE | | | | | | | | | | | 19 Points |
|-------------------|----|----|---|---|---|---|---|----|----|-----------|-----------|
| | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type | |
| Deathwatch Marine | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 3+ | Infantry | |

WARGEAR:

- Power armour
- Stalker boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- And They Shall Know No Fear
- True Grit

OPTIONS:

- For every five Deathwatch Marines you take in your team, one model may take one item from the **Special Weapons** or **Heavy Weapons** lists.

| DEATHWATCH ASSAULT MARINE | | | | | | | | | | | 14 Points |
|---------------------------|----|----|---|---|---|---|---|----|----|-----------|-----------|
| | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type | |
| Deathwatch Assault Marine | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 3+ | Infantry | |

WARGEAR:

- Power armour
- Bolt pistol
- Chainsword
- Frag grenade
- Krak grenade

SPECIAL RULES:

- And They Shall Know No Fear

OPTIONS:

- May take one of the following:
 - Jump pack *3 pts*
 - Space Marine bike *7 pts*
- For every five Deathwatch Assault Marines you take in your team, one may replace its bolt pistol with:
 - Hand flamer *10 pts*
 - Inferno pistol *15 pts*
 - Plasma pistol *15 pts*

SPECIAL

| DEATHWATCH VETERAN | | | | | | | | | | | 23 Points |
|--------------------|----|----|---|---|---|---|---|----|----|-----------|-----------|
| | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type | |
| Deathwatch Veteran | 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 3+ | Infantry | |

WARGEAR:

- Power armour
- Stalker boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- And They Shall Know No Fear
- True Grit

OPTIONS:

- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- One Deathwatch Veteran in your team may take one item from either the **Heavy Weapons** or **Special Weapons** list.
- May replace stalker boltgun and/or bolt pistol with a chainsword for *free*.

- May replace bolt pistol with:
 - Hand flamer *10 pts*
 - Inferno pistol *15 pts*
- May take any of the following:
 - Metal storm bolts *2 pts*
 - Firestorm bolts *2 pts*
 - Dragonfire bolts *2 pts*
 - Vengeance rounds *5 pts*
 - Hellfire rounds *5 pts*
 - Melta bomb *5 pts*
 - Combat shield *5 pts*
 - Storm shield *10 pts*
- If not equipped with a Heavy type weapon, may take one of the following:
 - Jump pack *5 pts*
 - Space Marine bike *10 pts*
- May take items from the **Deathwatch Armoury**.

| DEATHWATCH TERMINATOR | | | | | | | | | | | 40 Points |
|-----------------------|----|----|---|---|---|---|---|----|----|-----------|-----------|
| | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type | |
| Deathwatch Terminator | 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 2+ | Infantry | |

WARGEAR:

- Terminator armour
- Storm bolter
- Power fist

SPECIAL RULES:

- And They Shall Know No Fear

OPTIONS:

- May replace power fist with a chainfist for 5 pts.
- May replace all weapons with:
 - Two lightning claws *free*
 - Thunder hammer & storm shield *5 pts*
- One Terminator in your team may take one of the following options:
 - Replace storm bolter with heavy flamer *10 pts*
 - Replace storm bolter with plasma cannon *15 pts*
 - Replace storm bolter with assault cannon *20 pts*
 - Take a cyclone missile launcher *25 pts*
- May take items from the **Deathwatch Armoury** including Terminator items.



| DEATHWATCH KEEPER | | | | | | | | | | | 40 Points |
|-------------------|----|----|---|---|---|---|---|----|----|-----------|-----------|
| | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type | |
| Deathwatch Keeper | 5 | 4 | 4 | 4 | 1 | 4 | 2 | 10 | 2+ | Infantry | |

WARGEAR:

- Artificer armour
- Power-glaive*
- Stalker boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- And They Shall Know No Fear
- True Grit
- Preferred Enemy (Orks, Tau, Eldar, Dark Eldar, Tyranids, Necrons)

Power-glaive: A ceremonial weapon carried by the Keepers, a power-glaive has following profile:

| | Range | S | AP | Type |
|--------------|-------|----|----|---|
| Power glaive | - | +1 | 2 | Melee, Unwieldy, Two-handed, Master-crafted, Polearm* |

*Polearm: The model strikes at its regular Initiative during the first round of combat, instead of Initiative 1.

OPTIONS:

- May take items from the **Deathwatch Armoury**.

| DEATHWATCH APOTHECARY | | | | | | | | | | | 35 Points |
|-----------------------|----|----|---|---|---|---|---|----|----|-----------|-----------|
| | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type | |
| Deathwatch Apothecary | 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 3+ | Infantry | |

RESTRICTION: You may only take one Deathwatch Apothecary in your team.

WARGEAR:

- Power armour
- Bolt pistol
- Chainsword
- Frag grenade
- Krak grenade
- Narthecium*

SPECIAL RULES:

- And They Shall Know No Fear
- True Grit

OPTIONS:

- May take items from the **Ranged Weapons** list.
- May replace bolt pistol with:
 - Stalker boltgun *5 pts*
 - Hand flamer *10 pts*
 - Inferno pistol *15 pts*
- May take one of the following:
 - Jump pack *10 pts*
 - Space Marine bike *15 pts*
- May take items from the **Deathwatch Armoury**, including Apothecary items.

Narthecium (Rule Amendment): The Apothecary and all friendly models within 6" of the Apothecary gain the Feel No Pain special rule.

RESTRICTION: You may only take one Deathwatch Techmarine in your team.

| DEATHWATCH TECHMARINE | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type |
|-----------------------|----|----|---|---|---|---|---|----|----|-----------|
| Deathwatch Techmarine | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 2+ | Infantry |

55 Points

WARGEAR:

- Artificer armour
- Bolt pistol
- Stalker boltgun
- Frag grenade
- Krak grenade
- Servo-arm

SPECIAL RULES:

- And They Shall Know No Fear
- True Grit
- Blessing of the Ommissiah
- Bolster Defences

OPTIONS:

- May upgrade servo-arm to a servo-harness for *25 pts.*
- May replace bolt pistol and/or stalker boltgun with a power axe for *15 pts.*
- May replace bolt pistol with:
 - Hand flamer *10 pts*
 - Inferno pistol *15 pts*
- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- May take any of the following:
 - Melta bomb *5 pts*
 - Auspex *5 pts*
 - Teleport homer *10 pts*
 - Digital weapons *10 pts*
 - Space Marine bike *15 pts*
- May take items from the **Deathwatch Armoury**, including Techmarine items.



| DEATHWATCH KILL-MARINE | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type |
|------------------------|----|----|---|---|---|---|---|----|----|-----------|
| Deathwatch Kill-marine | 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 4+ | Infantry |

25 Points

WARGEAR:

- Scout armour
- Stalker boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- And They Shall Know No Fear
- True Grit
- Scout
- Infiltrate
- Move Through Cover
- Primary Target*

OPTIONS:

- May take items from the **Ranged Weapons** lists.
- May replace stalker botgun with:
 - Combat knife *free*
 - Sniper rifle *2 pts*
 - Power weapon *15 pts*
- May replace bolt pistol with:
 - Hand flamer *10 pts*
 - Inferno pistol *15 pts*
- May take any of the following:
 - Metal storm bolts *2 pts*
 - Firestorm bolts *2 pts*
 - Dragonfire bolts *2 pts*
 - Vengeance rounds *5 pts*
 - Hellfire rounds *5 pts*
 - Melta bomb *5 pts*
 - Camo cloak *5 pts*
- May exchange Scout armour for Power armour for *free*. If it does this, the model loses the Infiltrate and Move Through Cover special rules.
- May take items from the **Deathwatch Armoury**.

Primary Target: At the beginning of every game choose one enemy model in the opponent's team. All Deathwatch Kill-marines in your team gain the Preferred Enemy special rule against that model.



| DEATHWATCH BLACK SHIELD | | | | | | | | | | | 35 Points |
|-------------------------|----|----|---|---|---|---|---|----|----|-----------|-----------|
| | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type | |
| Deathwatch Black Shield | 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 3+ | Infantry | |

WARGEAR:

- Power armour
- Stalker boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- Fearless
- True Grit
- Feel No Pain
- Furious Charge
- Only In Death*
- I Am Not Worthy*

OPTIONS:

- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- May replace stalker boltgun and/or bolt pistol with a chainsword for *free*.
- May replace bolt pistol with:
 - Hand flamer 10 pts
 - Inferno pistol 15 pts
- May take any of the following:
 - Metal storm bolts 2 pts
 - Firestorm bolts 2 pts
 - Dragonfire bolts 2 pts
 - Vengeance rounds 5 pts
 - Hellfire rounds 5 pts
 - Melta bomb 5 pts
 - Combat shield 5 pts
 - Storm shield 10 pts
 - Jump pack¹ 10 pts
 - Space Marine bike¹ 15 pts
- May take items from the **Deathwatch Armoury**.

Only In Death: A Deathwatch Black Shield throws himself willingly into the most dangerous of combats in order to prove himself. A Black Shield may re-roll the charge distance when charging either Team Leader or Special models.

I Am Not Worthy: Black Shields are always ready to give their lives in battle as they believe themselves already dead. If a Black Shield is within 6" of a friendly model when it is hit by an attack, that model may make a Look Our Sir attempt as if it was a Character. If passed, the hit must be passed to the Black Shield.

¹These pieces of wargear are mutually exclusive.

DEATHWATCH ARMOURY

TRIFLAME VAMBRACE (Leader Only) – 15 pts

The Triflame Vambrace is a potent forearm-mounted flamer with a trifurcated ignition chamber that allows some versatility in how it is used. Each time the weapon is used, choose one of the three following profiles:

| | Range | S | AP | Type |
|--------------|----------|---|----|------------------|
| Concentrated | 6" | 6 | 2 | Assault 1 |
| Burst | 12" | 5 | 3 | Assault 1, Blast |
| Wide | Template | 4 | 4 | Assault 1 |

*Note that all three modes use the Flamer special rules in the core Kill Team rules.

REFRACTOR FIELD (Leader Only) – 15 pts

An all-enclosing energy field that partially refracts energy around the bearer. Grants the model a 5+ invulnerable save.

PURITY SEAL (Leader Only) – 10 pts

A Purity Seal takes the form of prayers or litanies inscribed onto paper and then affixed to the warrior's armour. Increases a Leader's Inspiring Presence radius from 6" to 12".

MARKSMAN'S HONOUR (Leader Only) – 10 pts

The Codex Astartes states that those warriors who prove their combat accuracy should be honoured. A model with the Marksman's Honour may re-roll To Hit rolls of 1 when shooting (this does not include psychic powers).

SKULL OF BRANTOR (Leader Only) – 5 pts

The Skull of Brantor is a Servo-skull built around the cranium of an expert tracker. Any enemy models may not set up infiltrators within 24" of the Skull of Brantor model. Also, 'hidden' models are automatically revealed if they come within 24" of Brantor. The model must always be placed within 2" of the Leader, but otherwise has no effect on the game.

KRIXIAN CHAINGLAIVE (Sergeant Only) – 15 pts

Replace one weapon of your choice.

The Krixian Chainglave combines the power of a long, curved, two-handed blade with the rending teeth of a chain weapon on its cutting edge. The weapon has the following profile:

| | Range | S | AP | Type |
|--------------------|-------|----|----|----------------------------|
| Krixian Chainglave | - | +2 | 4 | Melee, Rending, Specialist |

LARRAMAN’S BLESSING (Sergeant Only) – 15 pts

The model fights through any pain in duty to the Emperor. The model gains the Feel No Pain special rule.

IMPERIAL LAUREL (Sergeant Only) – 10pts

Deeds of valour leading to a great victory for the Imperium are rewarded with the Imperial Laurel. All friendly Space Marine models within 6” of the Sergeant may re-roll all Morale checks.

REMEMBRANCE SHIELD (Champion Only) – 10 pts

Models with a Combat Shield only.

The Remembrance Shield is a Combat Shield fashioned with a number of large, deeply coloured jewels, taken from the Eldar of Craftworld Ulthwé to commemorate a Deathwatch victory over them. The model and all friendly models within 6” add a +2 modifier to their Deny the Witch tests. Also, all Eldar models gain the Hatred special rule against the bearer of the shield.

SALVATION OF CORREUS

(Champion Only) – 10 pts

Replace one weapon of your choice.

The Salvation of Correus is a combat blade from which the slightest scratch causes nightmarish visions and agonising pain. The weapon has the following profile:

| | Range | S | AP | Type |
|----------------------|-------|------|----|----------------------|
| Salvation of Correus | - | User | - | Melee, Poisoned (2+) |

VALOUR CREST (Champion Only) – 10 pts

The right to bear a Valour Crest must be earned through acts of near suicidal bravery. The model gains the Stubborn special rule and confers it to any friendly model within his Inspiring Presence radius.

SOULSTORM STAFF (Lexicanium Only) – 10 pts

The Lexicanium may fire a storm of lightning from the tip of this staff. The Soulstorm Staff counts as a shooting weapon with the following profile:

| | Range | S | AP | Type |
|-----------------|----------|---|-----|-----------|
| Soulstorm Staff | Template | 4 | D6* | Assault 1 |

*Randomly determine the AP value of this weapon each time it is fired.

LAUREL OF ENDURANCE

(Apothecary Only) – 15 pts

The Apothecary has shown great fortitude in order to protect his brothers. The Apothecary has the Feel No Pain (3+) special rule. Note that this does not increase the Feel No Pain rule conferred from his Narthecium.

PURIFICATION VIALS (Apothecary Only) – 5 pts

These are grenade vials filled with toxic gases that envelop an enemy and choke them to death. Purification Vials use the following profile:

| | Range | S | AP | Type |
|--------------------|-------|---|----|---|
| Purification Vials | 8” | 1 | - | Assault 1, Blast, One Shot, Poisoned (2+) |

AUTO-LAUNCHERS (Terminator Only) – 10 pts

The model counts as having assault grenades that do not have the One Use rule (i.e. they never run out). These grenades may not be used in the Shooting phase.

CATAPHRACTII PATTERN ARMOUR

(Terminator Only) – 10 pts

The Cataphractii pattern was amongst the first Terminator armour issued, and suits of this type were even more heavily protected than their contemporaries. Models with Cataphractii Pattern Armour gain a 4+ invulnerable save and the Slow and Purposeful special rule, but lose the Relentless special rule. Models with this armour may not also take Tartaros Pattern Armour.

TARTAROS PATTERN ARMOUR

(Terminator Only) – 5 pts

The Tartaros pattern provides greater mobility for its wearer with no loss in durability or protection. Allows the model to make a Sweeping Advance. Models with this armour may not also take Cataphractii Pattern Armour.

TELEPORTER (Terminator Only) – 5 pts

Instead of moving, a Terminator may teleport. Roll 2d6, the model may then move up to this amount in any direction, ignoring all terrain and models. If he does this he cannot assault this turn.

PHOTON BEAM (Techmarine Only) – 10 pts

The Photon Beam is a high-powered searchlight which is able to flash in short bursts blinding the enemy. The Photon Beam is a ranged weapon that may be fired in addition to another weapon, and has the following profile:

| | Range | S | AP | Type |
|-------------|-------|---|----|------------------|
| Photon Beam | 36” | * | - | Assault 1, Blind |

*The Photon Beam causes no damage when it hits, but still causes a Blind test.

MASTER-CRAFTED WEAPON – 10 pts

Choose a single weapon the model has to gain the Master-crafted special rule.

OVERCHARGED WEAPON – 10 pts

Choose a single ranged weapon the model has to be overcharged. This gains +1 Strength and the Gets Hot rule. Plasma weapons may be overcharged but will Get Hot on a To Hit roll of a 1 or 2 instead of just a 1.

SUSPENSORS – 10 pts

A model with Suspensors that is equipped with a Heavy type weapon may fire this weapon at full BS even if he has moved in the Movement phase – although if he does so, the maximum range of the weapon is halved.

SMOKE GRENADES – 10 pts

A smoke grenade has the following profile:

| | Range | S | AP | Type |
|---------------|--------------|----------|-----------|--|
| Smoke Grenade | 8" | - | - | Assault 1, One Shot Large Blast, Smoke* |

*Smoke: Any model that is hit by this weapon gains a 5+ cover save until the start of their next turn. You may target friendly models with this weapon.

AUXILIARY GRENADE LAUNCHER – 5 pts

A tubular device that fires pre-loaded grenades, fixed to the models primary weapon. This attachment allows any grenades to be fired in addition to another weapon in the shooting phase rather than instead of.

AUSPEX – 5 pts

See Codex: Space Marines

BIONICS – 5 pts

The model gains the Feel No Pain (6+) special rule.

TARGETER – 5 pts

If a model with a Targeter has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting.