

KILL TEAM

DEATHWATCH

CODEX: DEATHWATCH

This team list uses the special rules and wargear found in Codex: Deathwatch. If a rule differs from the Codex, it will be clearly stated. Rules that do not appear in Codex: Deathwatch can be found in Codex: Space Marines.

MISSION TACTICS

The Mission Tactics rule works as normal apart from instead of nominating a slot on the Force Organisation chart you nominate a Unit Type (eg. Bike, Jet pack Infantry, Cavalry, Vehicle).

TACTICAL SERGEANT

A Team lead by a model with this rule can change Mission Tactics one additional time in a battle.

ASSAULT SERGEANT

Any Team lead by a model with this rule can take more than five Vanguard Veterans.

BIKER SERGEANT

Any Team lead by a model with this rule can take more than three Bikers.

TERMINATOR SERGEANT

Any Team lead by a model with this rule may take Terminators as Core as well as Special.

ECLECTIC

Models with this rule may not have the same **Heavy** or **Special** weapon except for Deathwatch Shotguns and Stalker Boltguns.

SPECIALIST

You may not have more than one model with this special rule equipped with the following: Assault Cannon, Cyclone Missile Launcher, Heavy Flamer

ATONEMENT THROUGH HONOUR

Do not use the Atonement Through Honour rule from Codex: Deathwatch but instead "A model with this special rule doubles it's attacks in the assault phase if it is locked in combat with a Leader, Character or a Vehicle, or if the combat it is in contains more enemy models than friendly ones (count all models locked in the combat, not just the ones engaged with this model)

ANTI PHASIC BOLTS

Include this additional profile when using Special Issue Ammunition with Bolt Pistols, Boltguns and Stalker Boltguns, respectively:

Range 12" S 4 AP 4 Pistol, Antiphasic

Range 24" S 4 AP 4 Rapid Fire, Antiphasic

Range 30" S X AP 4 Heavy 2, Sniper, Antiphasic

Antiphasic: Keep track of Wounds caused on Necron units by Antiphasic Bolts. Successful Reanimation Protocols and Ever-living rolls caused by Antiphasic Bolts must be re-rolled.

MODEL AVAILABILITY

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

- 1 Team Leader model
- 1-25 Core models
- 0-3 Special models

TEAM LEADERS

WATCH SERGEANT

22 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	9	3+

Unit Type:

Infantry (ch)

Wargear:

- Power Armour
- Boltgun
- Close Combat Weapon
- Frag Grenade
- Krak Grenade
- Special Issue Ammunition

Special Rules:

- Inspiring Presence
- And They Shall Know No Fear
- Mission Tactics
- Tactical Sergeant

Options:

- May take items from the **Melee Weapons, Ranged Weapons** and/or **Special Weapons** lists.
- May replace his Boltgun with one of the following:
 - Deathwatch Shotgun free
 - Bolt Pistol free
 - Stalker Boltgun 5 pts
- May replace his Boltgun or Close Combat Weapon with a Storm Shield 10 pts
- May replace his Boltgun or Close Combat Weapon with a Xenophase Blade 25 pts
- May replace his weapons with a Heavy Thunder Hammer 30 pts
- May take any of the following:
 - Melta bomb 5 pts
 - Deathwatch Teleport homer 10 pts
- *May take wargear from the Deathwatch armoury including Sergeant and Leader only items.*

VANGUARD SERGEANT

25 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	9	3+

Unit Type:

Jump Infantry (ch)

Wargear:

- Power Armour
- Jump Pack
- Bolt Pistol
- Close Combat Weapon
- Frag Grenade
- Krak Grenade
- Special Issue Ammunition

Special Rules:

- Inspiring Presence
- And They Shall Know No Fear
- Mission Tactics
- Heroic Intervention
- Assault Sergeant

Options:

- May take items from the **Ranged Weapons** list.
- May replace his weapons with a Heavy Thunder Hammer 30 pts
- May replace Bolt Pistol and Special Issue Ammunition and/or Chainsword with:
 - Power Weapon or Lightning Claw 5 pts
 - Plasma Pistol 10 pts
 - Hand Flamer 10 pts
 - Grav Pistol 15 pts
 - Inferno Pistol 15 pts
 - Power Fist 15 pts
 - Thunder Hammer 25 pts
 - Storm Shield 10 pts
- May take any of the following:
 - Melta bomb 5 pts
 - Deathwatch Teleport homer 10 pts
- *May take wargear from the Deathwatch armoury including Sergeant and Leader only items.*

BIKER SERGEANT

30 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	5	2	4	2	9	3+

Unit Type:

Bike (ch)

Wargear:

- Twin-linked Boltgun
- Power Armour
- Bolt Pistol
- Frag Grenade
- Krak Grenade
- Special Issue Ammunition

Special Rules:

- Inspiring Presence
- And They Shall Know No Fear
- Mission Tactics
- Skilled Rider
- Biker Sergeant

Options:

- May replace his Bolt Pistol with a Power Weapon 5 pts
- May take any of the following:
 - Melta bomb 5 pts
 - Teleport homer 10 pts

• *May take wargear from the Deathwatch armoury including Sergeant and Leader only items.*

TERMINATOR SERGEANT

40 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	9	2+

Unit Type:

Infantry (ch)

Wargear:

- Terminator Armour
- Storm Bolter
- Power Sword

Special Rules:

- Inspiring Presence
- Fearless
- Mission Tactics
- Terminator Sergeant

Options:

- May replace his Power Sword with one of the following:
 - Relic Blade 10 pts
 - Power Fist with auxiliary Meltagun 10 pts
- May replace his weapons with one of the following:
 - Two Lightning Claws free
 - Thunder Hammer and Storm Shield 10 pts
- May take any of the following:
 - Melta bomb 5 pts
 - Teleport homer 10 pts

• *May take wargear from the Deathwatch armoury including Sergeant, Terminator and Leader only items.*

LIBRARIAN

35 points

Lexicanium:

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	9	3+

Codicier:

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	2	4	2	10	3+

Unit Type:

Infantry (ch)

Wargear:

- Power Armour
- Bolt Pistol
- Force Weapon
- Frag Grenade
- Krak Grenade
- Special Issue Ammunition

Special Rules:

- Inspiring Presence
- And They Shall Know No Fear
- Mission Tactics
- Psyker (Mastery Level 1)

Options:

- May take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- May be upgraded to a Codicier 10 pts
- *(Codicier only)* May replace all equipment with Terminator Armour, Storm Bolter and a Force Weapon 20 pts
- *(Terminator Armour only)* May upgrade Storm Bolter to a Combi-flamer, -melta or -plasma 5 pts
- May take any of the following:
 - Melta bomb 5 pts
 - Deathwatch Teleport homer 10 pts

Psyker:

At the start of the battle this model generates a single Primaris Power from either Biomancy, Divination, Pyromancy, Telekinesis, Geokinesis, Librarian or Telepathy disciple.

• *May take wargear from the Deathwatch armoury including Librarian and Leader only items.*

WARDEN

35 points

Warden:

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	9	3+

Chaplain:

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	2	4	2	10	3+

Unit Type:

Infantry (ch)

Wargear:

- Power Armour
- Bolt Pistol
- Crozius Arcanum
- Frag Grenade
- Krak Grenade
- Special Issue Ammunition

Special Rules:

- Inspiring Presence
- And They Shall Know No Fear
- Mission Tactics
- Zealot
- Battle Liturgies

Options:

- May take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- May be upgraded to a Chaplain 10 pts
- (*Chaplain only*) May replace all equipment with Terminator Armour, Storm Bolter and a Crozius Arcanum 25 pts
- (*Terminator Armour only*) May upgrade Storm Bolter to a Combi-flamer, -melta or -plasma 5 pts
- May take any of the following:
 - Melta bomb 5 pts
 - Deathwatch Teleport homer 10 pts
 - Jump Pack 10 pts

Battle Liturgies:

Any friendly Deathwatch units within 6" of a model with this rule gain the Zealot special rule.

- *May take wargear from the Deathwatch armoury including Warden and Leader only items.*

WATCH CHAMPION

35 points

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	2	4	2	9	3+

Unit Type:

Infantry (ch)

Wargear:

- Power Armour
- Bolt Pistol
- Power Weapon
- Combat Shield
- Frag Grenade
- Krak Grenade
- Special Issue Ammunition

Special Rules:

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

Options:

- May replace his Power Weapon with one of the following:
 - Relic Blade 10 pts
 - Thunder Hammer 15 pts
- May take any of the following:
 - Melta Bomb 5 pts
 - Deathwatch Teleport homer 10 pts
 - Jump Pack 10 pts
 - Storm Shield 10 pts
 - Artificer Armour 15 pts
 - Space Marine Bike 15 pts

Duellist:

When fighting in a challenge a Watch Champion can re-roll To Hit and To Wound rolls.

- *May take wargear from the Deathwatch armoury including Champion and Leader only items.*

CORE

VETERAN

22 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	2	9	3+

Unit Type:

Infantry

Wargear:

- Power Armour
- Boltgun
- Close Combat Weapon
- Frag Grenade
- Krak Grenade
- Special Issue Ammunition

Special Rules:

- And They Shall Know No Fear
- Mission Tactics
- Eclectic

Options:

- May take items from the **Melee Weapons, Ranged Weapons, Heavy Weapons** and/or **Special Weapons** lists.
- May replace his Boltgun or Close Combat Weapon with a Storm Shield 10 pts
- One Veteran in your Team may replace his weapons with a Heavy Thunder Hammer 30 pts
- *May take wargear from the Deathwatch armoury.*

VANGUARD VETERAN

25 points

You may only have a maximum of five Vanguard Veterans in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	2	9	3+

Unit Type:

Jump Infantry

Wargear:

- Power Armour
- Bolt Pistol
- Close Combat Weapon
- Frag Grenade
- Krak Grenade
- Special Issue Ammunition

Special Rules:

- And They Shall Know No Fear
- Mission Tactics
- Heroic Intervention

Options:

- One Vanguard Veteran may replace his weapons with a Heavy Thunder Hammer 30 pts
- May replace Bolt Pistol and Special Issue Ammunition and/or Chainsword with:
 - Power Weapon or Lightning Claw 5 pts
 - Plasma Pistol 10 pts
 - Hand Flamer 10 pts
 - Grav Pistol 15 pts
 - Inferno Pistol 15 pts
 - Power Fist 15 pts
 - Thunder Hammer 25 pts
- May take any of the following:
 - Melta bomb 5 pts
- *May take wargear from the Deathwatch armoury.*

DEATHWATCH BIKER

30 points

You may only have a maximum of three Deathwatch Bikers in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	5	1	4	2	9	3+

Unit Type:

Bike

Wargear:

- Twin-linked Boltgun
- Power Armour
- Bolt Pistol
- Frag Grenade
- Krak Grenade
- Special Issue Ammunition

Special Rules:

- And They Shall Know No Fear
- Mission Tactics
- Skilled Rider

Options:

- May replace his Bolt Pistol with a Power Weapon 5 pts
- May take a Melta Bomb 5 pts
- May take a Deathwatch Teleport Homer 10 pts
- *May take wargear from the Deathwatch armoury.*

SPECIAL

TERMINATOR

40 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	2	9	2+

Unit Type:

Infantry

Wargear:

- Terminator Armour
- Storm Bolter
- Power Fist

Special Rules:

- Fearless
- Mission Tactics
- Specialist

Options:

- May replace his Power Fist with one of the following:
 - Power Weapon free
 - Chain Fist 5 pts
 - Power Fist with auxiliary Meltagun 10 pts
- May replace his Storm Bolter with one of the following:
 - Heavy Flamer 10 pts
 - Assault Cannon 20 pts
- May replace his weapons with one of the following:
 - Two Lightning Claws free
 - Thunder Hammer and Storm Shield 10 pts
- May take any of the following:
 - Melta bomb 5 pts
 - Teleport homer 10 pts
 - Digital weapons 10 pts
 - Cyclone Missile Launcher 25 pts
- *May take wargear from the Deathwatch armoury including Terminator only items.*

BLACK SHIELD

37 points

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	1	4	2	9	3+

Unit Type:

Infantry (ch)

Wargear:

- Power Armour
- Boltgun
- Close Combat Weapon
- Frag Grenade
- Krak Grenade
- Special Issue Ammunition

Special Rules:

- And They Shall Know No Fear
- Mission Tactics
- Atonement Through Honour

Options:

- May take items from the **Melee Weapons, Ranged Weapons** and/or **Special Weapons** lists.
- May replace his Boltgun with one of the following:
 - Deathwatch Shotgun free
 - Stalker Boltgun 5 pts
- May replace his Boltgun or Close Combat Weapon with a Storm Shield 10 pts
- May replace his weapons with a Heavy Thunder Hammer 30 pts
- May take any of the following:
 - Melta bomb 5 pts
 - Teleport homer 10 pts
 - Digital weapons 10 pts
- *May take wargear from the Deathwatch armoury including Black Shield only items.*

DEATHWATCH APOTHECARY

35 points

You may only have a maximum of one Deathwatch Apothecary in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	2	9	3+

Unit Type:

Infantry (ch)

Wargear:

- Power Armour
- Bolt Pistol
- Close Combat Weapon
- Frag Grenade
- Krak Grenade
- Narthecium
- Special Issue Ammunition

Special Rules:

- And They Shall Know No Fear
- Mission Tactics

Options:

- May take items from the **Melee Weapons, Ranged Weapons** lists.
- May replace his Bolt Pistol with one of the following:
 - Boltgun free
 - Deathwatch Shotgun free
 - Stalker Boltgun 5 pts
- May replace Bolt Pistol and Special Issue Ammunition and/or Close Combat Weapon with:
 - Plasma Pistol 10 pts
 - Hand Flamer 10 pts
 - Grav Pistol 15 pts
 - Inferno Pistol 15 pts
- May take any of the following:
 - Melta bomb 5 pts
 - Jump Pack 10 pts
 - Bike 15 pts

Narthecium:

The apothecary and all friendly models within 6" have the Feel No Pain special rule.

- May take wargear from the Deathwatch armoury including Apothecary only items.

DEATHWATCH TECHMARINE

70 points

You may only have a maximum of one Deathwatch Techmarine in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
4	5	4	4	2	4	2	9	2+

Unit Type:

Infantry (ch)

Wargear:

- Artificer Armour
- Bolt Pistol
- Power Axe
- Frag Grenade
- Krak Grenade
- Servo-arm
- Special Issue Ammunition

Special Rules:

- And They Shall Know No Fear
- Mission Tactics
- Blessings of the Omnissiah
- Bolster Defences

Options:

- May take items from the **Melee Weapons, Ranged Weapons** lists.
- May replace his Bolt Pistol with one of the following:
 - Boltgun free
 - Deathwatch Shotgun free
 - Stalker Boltgun 5 pts
- May replace Bolt Pistol and Special Issue Ammunition with:
 - Plasma Pistol 10 pts
 - Hand Flamer 10 pts
 - Grav Pistol 15 pts
 - Inferno Pistol 15 pts
- May replace Servo-arm with Servo-harness 25 pts
- May take any of the following:
 - Melta bomb 5 pts
 - Bike 15 pts

- May take wargear from the Deathwatch armoury including Techmarine only items.

ARMOURY

See Codex: Deathwatch and Warhammer 40,000: The Rules for rules on the following pieces of armoury wargear:

Auspex (Watch Sergeant only) – 5 pts

Clavis (Watch Sergeant only) – 20 pts

Digital Weapons – 10 pts

Rosarius (Chaplain only) – 25 pts

Psychic Hood (Librarian only) – 10 pts

Auto Launchers (Terminator Only) - 10 pts

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

Bionics – 5 pts

The model gains the Feel No Pain (6+) special rule. (This does not stack with True Grit)

Dirge Sword (Blackshield Only) – 15 pts

This power sword's machine spirit becomes so linked to the Black Shield's honour that the Dirge Sword sings should he fall in battle. If the bearer of this Power Sword dies keep note of the location, all friendly models within 6" of that location have the Rage special rule.

Garro's Rage (Terminator Sergeant Only) – 7 pts

This Storm Bolter is said to be the only product of Nathaniel Garro's attempts at weapon smithing. The unusual construction allows for more blessed ammunition to be used. Garro's Rage can be used in conjunction with Special Issue Ammunition as a Boltgun is, simply changing the type from Rapid Fire to Assault 2.

Master-Crafted Weapon – 10 pts

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

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 the bearer's Inspiring Presence radius from 6" to 12".

Signum (Sergeant Only) - 5 pts

Rule Amendment: The bearer may use the Signum in the Shooting Phase instead of shooting. Choose one friendly model within 6" to become BS5 for the rest of that phase.

Suspensors - 10 pts

A model with Suspensors that is equipped with a Heavy 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.

Armour of Alacrity (Leader Only) – 15 pts

Only models in Power Armour may take this.

An ancient suit of Power Armour that provides its wearer great reflexes. Confers the bearer a re-rollable 3+ armour save.

Auxillary Grenade Launcher – 5 pts

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

Cataphractii 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, losing the Relentless special rule. Models in Cataphractii pattern armour may not also wear Tartatos pattern armour.

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).

Hivemind Conduit (Librarian Only) – 10 pts

The Librarian can interfere with the Synapse of smaller Tyranids. The bearer may use the Hivemind Conduit in the Shooting Phase instead of shooting. Choose one enemy unit within 12" with the Instinctive Behaviour rule to be considered out of Synapse range until the Librarian's next turn.

Oath of the Tireless Crusader (Leader Only) – 5 pts

The model races towards the enemy with zeal. The model gains the Crusader 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! special rule. Plasma weapons may be overcharged but will suffer a Gets Hot! result on a 1 or 2, instead of 1.

Refractor Field (Leader Only) – 15 pts

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

Smoke Grenade – 10 pts

A Smoke Grenade has the following profile: 8" S- AP- Assault 1, Smoke, Large Blast, One Use Only

Smoke: Any model that is hit by this weapon gains the Shrouded special rule until the start of their next turn. You may fire this weapon at friendly units.

Spear of the Watch (Sergeant Only) - 20 pts

This ancient spear has been handed down from Watch Sergeant to Watch Sergeant and has bested countless aliens.

A Spear of the Watch has the following profile:

S+1 AP3 Melee, Parry, Two-handed

Parry: A model with this special rule can force one successful To Hit roll targeting him in the assault phase to be re-rolled. You must accept the second result.

It may be used as a Boltgun with Special Issue Ammunition in the shooting phase.

The Glorious Standard - 5 pts

The Glorious Standard depicts the might of the Adeptus Astartes, from the Horus Heresy to their stalwart defence in their Watch Towers. The bearer of The Glorious Standard and all friendly models within 12" may re-roll Morale and Pinning tests. Also counts as a Banner when determining combat results.

Ulumeathi Plasma Syphon (Deathwatch Techmarine only) - 10 pts

The Ulumeathi Plasma Syphon is a series of crystals which destabilise the flight of plasma blasts. Any model within 12" firing a Plasma weapon fires at BS1.

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.

Tartaros Pattern Armour (Terminator Only) – 5 pts

The Tartaros pattern provides greater mobility for it's wearer with no loss in durability or protection. Allows the model to make a Sweeping Advance. Models in Tartaros pattern armour may not also wear Cataphractii pattern armour.

True Grit (Leader Only) – 15 pts

The model is able to carry on through physical pain through sheer determination, faith and hatred for his enemies. The model gains the Feel No Pain (5+) rule. (This does not stack with Bionics)

Valour Crest (Watch Champion Only) – 10 pts

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