

DEATHWATCH

HOR

INDEX: IMPERIUM 2

This Team List uses the special rules and wargear lists found in Index: Imperium 2. If a rule differs from the Codex, it will be clearly stated.

The points are intended for the model **WITHOUT** the equipment listed, you need to add the costs of the wargear you can find in the points values section of the Codex/Index.

If a weapon found on the lists at the end of this opus has a different points cost in later codexes or as a result of Chapter Approved or other official publications, use that points cost instead.

FACTION KEYWORDS

All models in this list have the **Imperium, Officio Assassinorum** faction keywords. They also have their unit name as a keyword.

INDEPENDENT OPERATIVE AMENDMENT

At the end of the Deployment Phase, you can move this model as if it was the Movement Phase. It must stay at least 9" from any enemy model during any part of its movement.

ELITE KILL TEAM

In campaign play, all Core models on this kill team choose battle honours as though they were Special models taken as Core models.

Furthermore, Special models from the same <TEMPLE> as your Leader can be taken as Core.

MODEL AVAILABILITY

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

- 1 Team Leader model
- 1-15 Core models
- 0-5 Special models

ASK NOT FOR WHOM THEY SEEK LEST IT BE THYSELF

A model with this rule may re-roll Wound rolls of 1 when targeting enemy Characters or Leader models.

DODGE

A model with this rule has a 5+ Invulnerable save.

TEAM LEADERS

Vindicare Assassin										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Vindicare	7"	2+	2+	4	4	4	3	9	6+	70
EQUIPMENT	- Blind Grenade - Exitus Pistol - Exitus Rifle									
RULES	- Independent Operative, ASK NOT FOR WHOM THEY SEEK Lest it be Thyself, Inspiring Presence, Lightning Reflexes - Deadshot, Splymask, Stealth Suit									
OPTIONS	- May take items from the Armoury. - May take items from the Temple Relics.									
KEYWORDS	INFANTRY, CHARACTER, VINDICARE TEMPLE									

Callidus Assassin										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Callidus	7"	2+	2+	4	4	4	3	9	6+	65
EQUIPMENT	- Neural Shredder - Phase Sword - Poison Blades									
RULES	- Independent Operative, ASK NOT FOR WHOM THEY SEEK Lest it be Thyself, Inspiring Presence, Lightning Reflexes - Polymorphine - Hit and Run - Reign of Confusion									
OPTIONS	- May take items from the Armoury. - May take items from the Temple Relics.									
KEYWORDS	INFANTRY, CHARACTER, CALLIDUS TEMPLE									

Eversor Assassin										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Eversor	7"	2+	2+	4	4	5	4	9	6+	65
EQUIPMENT	- Executioner Pistol - Neuro-gauntlet - Power Sword - Melta Bomb									
RULES	- Independent Operative, Ask Not For Whom They Seek Lest it be Thysself, Inspiring Presence, Lightning Reflexes - Bio-meltdown - Frenzon - Sentinel Array									
OPTIONS	- May take items from the Armoury. - May take items from the Temple Relics.									
KEYWORDS	INFANTRY, CHARACTER, EVERSOR TEMPLE									

Culexus Assassin										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Culexus	7"	2+	2+	4	4	4	3	9	6+	70
EQUIPMENT	- Animus Speculum - Psyk-out Grenade									
RULES	- Independent Operative, Ask Not For Whom They Seek Lest it be Thyself, Inspiring Presence, Lightning Reflexes - Abomination - Life Drain - Etherium amendmend: Each time an enemy model attacks this model, subtract 2 from the enemy's Weapon Skill and Ballistic Skill,up to 6+. - Psychic Assassin									
OPTIONS	- May take items from the Armoury. - May take items from the Temple Relics.									
KEYWORDS	INFANTRY, CHARACTER, CULEXUS TEMPLE									

CORE

Eversor Novitiate										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Novitiate	6"	3+	3+	4	3	1	3	7	4+	11
EQUIPMENT	- Power Sword - Bolt Pistol									
RULES	- Independent Operative, Dodge - Combat Stimms: every time this model charges roll a d6: on a 2+ you can add 2" to the Charge distance. On a 1 this model suffers a Mortal Wound.									
OPTIONS	- May swap its Power Sword with a Power Maul or a Power Axe. - May swap its Bolt Pistol with a Chainsword - For every 5 Eversor Novitiates in your team one may swap its Bolt Pistol for a Plasma Pistol, Needle Pistol or a Power Fist.									
KEYWORDS	INFANTRY, EVERSOR TEMPLE									

Vindicare Novitiate										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Novitiate	6"	3+	3+	4	3	1	1	7	5+	10
EQUIPMENT	- Frag Grenade - Krak Grenade - Sniper Rifle									
RULES	- Independent Operative, Dodge - Cameleonine Cloak: add 2 to this model's Armour Save when in cover instead of 1.									
OPTIONS	- May replace its Sniper Rifle with a Boltgun. - For every 5 Vindicare Novitiates in your team, one may replace their Sniper Rifle with a weapon from the Vindicare Temple Weapons list.									
KEYWORDS	INFANTRY, VINDICARE TEMPLE									

Culexus Novitiate										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Novitiate	6"	3+	3+	4	3	1	2	8	4+	10
EQUIPMENT	- Psyk-out Grenade - Boltgun									
RULES	- Independent Operative, Dodge - Psychic Abomination									
OPTIONS	- May replace its Boltgun with a Condemnor Boltgun - For every 5 Culexus Novitiates in your team, one may replace their Boltgun with a weapon from the Culexus Temple Weapons list.									
KEYWORDS	INFANTRY, CULEXUS TEMPLE									

Callidus Novitiate										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Novitiate	6"	3+	3+	4	3	1	2	7	5+	10
EQUIPMENT	- Laspistol - Poison Blades									
RULES	- Infiltrator: during deployment, you can set this model anywhere on the board further than 9" from any enemy model. - Dodge - Sneak Attack: if this model charged on the first battle round, it may re-roll hit rolls in the subsequent Fight Phase.									
OPTIONS	- May replace its Laspistol with a Bolt pistol or Combat Knife. - For every 5 Callidus Novitiates in your team, one may replace their Laspistol with a weapon from the Callidus Temple Weapons list.									
KEYWORDS	INFANTRY, CALLIDUS TEMPLE									

SPECIAL

Venenum Operative										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Venenum	6"	3+	3+	4	4	2	2	8	6+	40
EQUIPMENT	<ul style="list-style-type: none"> - Two Needle Pistols - Poison Blades 									
RULES	<ul style="list-style-type: none"> - Independent Operative, Ask Not For Whom They Seek Lest it be Thyself, Lightning Reflexes - Master of Poisons: friendly models within 6" of this model may re-roll Wound rolls of 1. - Debilitating Toxins: enemy models that suffer an unsaved wound from this model halve their Strength and Toughness, rounded up, for the rest of the game. This effect is cumulative. 									
OPTIONS	<ul style="list-style-type: none"> - May take items from the Armoury. - May take items from the Temple Relics. 									
KEYWORDS	INFANTRY, VENENUM TEMPLE									

Vanus Operative										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Vanus	6"	3+	3+	4	4	2	2	8	6+	45
EQUIPMENT	- Two Hot-shot Las pistols									
RULES	- Independent Operative, Ask Not For Whom They Seek Lest it be Thysself, Lightning Reflexes - The Ghost in the Machine Spirit: at the start of the game pick an enemy model. As long as the Vanus Operative remains in play, subtract 1 from that model's hit rolls. - Unfortunate Rumors: at the start of the game pick an enemy model other than the Leader. That model no longer benefits from friendly aura effects.									
OPTIONS	- May take items from the Armoury. - May take items from the Temple Relics.									
KEYWORDS	INFANTRY, VANUS TEMPLE									

Vindicare Operative										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Vindicare	7"	3+	3+	4	4	2	2	9	6+	40
EQUIPMENT	- Blind Grenade - Exitus Pistol - Exitus Rifle									
RULES	- Independent Operative, Ask Not For Whom They Seek Lest it be Thysself, Lightning Reflexes - Deadshot, Splymask, Stealth Suit									
OPTIONS	- May take items from the Armoury. - May take items from the Temple Relics.									
KEYWORDS	INFANTRY, VINDICARE TEMPLE									

Callidus Operative										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Callidus	7"	3+	3+	4	4	2	2	9	6+	40
EQUIPMENT	- Neural Shredder - Phase Sword - Poison Blades									
RULES	- Independent Operative, Ask Not For Whom They Seek Lest it be Thyself, Lightning Reflexes - Polymorphine - Hit and Run - Reign of Confusion									
OPTIONS	- May take items from the Armoury. - May take items from the Temple Relics.									
KEYWORDS	INFANTRY, CALLIDUS TEMPLE									

Eversor Operative										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Eversor	7"	3+	3+	4	4	2	3	9	6+	40
EQUIPMENT	- Executioner Pistol - Neuro-gauntlet - Power Sword - Melta Bomb									
RULES	- Independent Operative, Ask Not For Whom They Seek Let it be Thyself, Lightning Reflexes - Bio-meltdown - Frenzon - Sentinel Array									
OPTIONS	- May take items from the Armoury. - May take items from the Temple Relics.									
KEYWORDS	INFANTRY, EVERSOR TEMPLE									

Culexus Operative										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Culexus	7"	3+	3+	4	4	2	2	9	6+	40
EQUIPMENT	- Animus Speculum - Psyk-out Grenade									
RULES	- Independent Operative, Ask Not For Whom They Seek Lest it be Thyself, Lightning Reflexes - Abomination - Life Drain - Etherium amendmend: Each time an enemy model attacks this model, subtract 2 from the enemy's Weapon Skill and Ballistic Skill, up to 6+. - Psychic Assassin									
OPTIONS	- May take items from the Armoury. - May take items from the Temple Relics.									
KEYWORDS	INFANTRY, CULEXUS TEMPLE									

VINDICARE TEMPLE WEAPONS

Storm Bolter
Combi-Plasma
Combi-Melta
Hot-shot Volley Gun
Plasma Gun
Heavy Bolter
Missile Launcher
Lascannon

CALLIDUS TEMPLE WEAPONS

Plasma Pistol
Inferno Pistol
Hand Flamer
Power Sword
Power Axe
Power Maul
Shotgun
Hot-shot Laspistol
Flamer

CULEXUS TEMPLE WEAPONS

Grenade Launcher with Psyk-out and Krak Grenades
Combi-Melta
Combi-Flamer
Melta Gun
Flamer
Hot-shot Lasgun
Inferno Pistol
Hand Flamer
Heavy Flamer
Null Rod

ARMOURY

Gear	Cost	Effect
Purity Seals	8	Once per battle round, the bearer may re-roll a single failed hit, wound, save or leadership roll.
Auspex	7	After your opponent sets up a unit that is arriving on the battlefield as reinforcements within 12" of the model holding the Auspex, your models within 6" of the Auspex owner can immediately shoot at that enemy unit as if it were the Shooting phase, but you must subtract 1 from your hit rolls when doing so. You can use this ability only once per turn, regardless of how many Auspexes you have.
Master-Crafted Weapon	10	One of this model's melee or ranged weapons improves its damage characteristic by 1.
Bionics	5	Operatives often sustain grave injuries during their missions. The damaged organs and bones are replaced with plasteel and mechanical implants. If this model suffers a wound or mortal wound, roll a D6. On a 6+ the wound is not lost.
Antipersonnel Mines	10	Before the game starts, choose an area terrain no bigger than 6". Enemy models entering or moving through the terrain suffer a Mortal Wound on a roll of 6+.
Tanglefoot Grenades	5	One use only. Instead of firing Overwatch, this model can use a tanglefoot grenade. When it does, target enemy model subtracts 2" from the charge distance.

Temple Relics

While some of these items are not true relics, they are sufficiently rare that no kill team may ever have two instances of the same item from this list.

Temple Master (12 points)

Pick the <TEMPLE> keyword associated with your Leader choice from the following table. Friendly models within 6" with the chosen Keyword may re-roll to hit rolls of 1.

LEADER	TEMPLE
Vindicare	Vindicare Temple
Callidus	Callidus Temple
Culexus	Culexus Temple
Eversor	Eversor Temple

Ulumeathi Plasma Syphon (10 points)

CALLIDUS TEMPLE only. Any model within 12" firing a weapon which has the word "Plasma" in its name subtracts 2 from the hit roll up to a 6+.

Power Stake (5 points)

CULEXUS TEMPLE only. A model may substitute all its attacks for a single attack with this weapon against a model with the PSYKER keyword. If it hits, that model suffers D3 Mortal Wounds.

Ranged Weapons						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES

Holoprojector (15 points)

The first time this model is targeted by the enemy roll a D6: on a 4+ that action has no effects. This can be used only once per battle round, as the hologram vanishes in a puff of smoke and needs time to recharge.

Overclocked Tactical Processor (15 points)

When you or your opponent use a Tactical Action roll a D6: on a 5+ you gain a Tactical Point.

Autoloader (8 pts)

VINDICARE TEMPLE only. Change this model's Exitus Rifle Type to Heavy 2.

Hyperstimm Gland (5 Pts)

EVERSOR TEMPLE only. This model may Consolidate up to 6".

Phase Field Generator (15 pts)

This model gains a 3+ Invulnerable save.

Philosophies

The Officio (3 TP): Your kill team has at least one Assassin and/or one Operative from each Temple

Temple at War (3 TP): Your kill team consists entirely of models picked from one Temple.

Information Gathering (0 TP): For each enemy Special model removed as casualty, gain 1 TP. If you remove the enemy Leader you gain D3+1 Tactical Points.

Execution Force (1 TP): your model availability becomes 1-8 Leader, 0 Core and 0-2 Special. You need to have at least four different **Temple** keywords in your team composition. You gain 1VP for each enemy Special model you kill, and D3+1 VPs if you kill the enemy Leader. At the end of the game you lose D3 VPs if the enemy Leader is still alive.

Actions

Coordinated Fire (1TP): use this Action at the beginning of the Shooting Phase. Choose up to three **Vindicare Novitiates** within 6" of each other. If they target the same model in the Shooting Phase add +1 to their Wound rolls.

Painkiller Amphetamines (1TP): use this Action at the beginning of the Movement Phase. Until the end of turn, up to three **Eversor Novitiates** can roll a D6 every time they suffer an unsaved Wound: on a 5+ the wound is discarded.

Abominable Communion (1TP): use this Action whenever an enemy PSYKER tries to manifest a psychic power. Until the end of turn, up to three **Culexus Novitiates** may try to Deny the Witch as if they were a Psyker.

Sow Confusion (1TP): use this action in the Morale Phase. Choose up to three **Callidus Novitiates**: enemy models within 3" subtract 1 from their Ld until the end of the Phase. This effect is cumulative among the three Novitiates.

Apex Predator (1 TP): Use at the end of any Fight phase. Choose one of your units that is within 1" of one or more enemy models. This unit may pile in and fight again.

Enhanced Reflexes (1 TP): Use this Stratagem when a model is targeted by an enemy shooting attack. Subtract 1 from the hit rolls made against this model from that shooting attack.

Paralyzing Neurotoxins (1 TP): use this Stratagem at the beginning of your opponent's Movement Phase. Pick an enemy model within 12" of a **Venenum Operative**: that model halves his Movement value and Charge distance until the end of the turn.

Scrambler Code (1 TP): whenever an opponent uses a Stratagem on a model within 18" of a **Vanus Operative** roll a D6: on a 4+ that Stratagem has no effect unless the opponent spends another Tactical Point.

Modeling Advices

Vindicare Novitiate/Operative

A good base would be Necromunda's Van Saar models, or any base with a sleek appearance.

The sniper rifles can be obtained from Space Marines Sniper Scouts or kitbashed with some Skitarii Rangers' Galvanic Rifle and spare scopes. Scions heads with beret completes the "Special forces" look.

Eversor Novitiate/Operative

Any very muscular model fits the bill, like Necromunda's Goliath models or the defined abdomen of Eldar Guardians/Dire Avengers for a more athletic look. Skull faces can be found in the Citadel Skulls set, or in some Age of Sigmar kits. Bolt pistols and power weapons can be made with Tempestus Scions or Space Marines Scout arms. Skitarii Sicarian Ruststalkers have useful bits for melee and ranged pistols alike.

Culexus Novitiate/Operative

Sisters of Silence heads on Tempestus Scions bodies give them a good gothic/elaborate appearance without looking in heavy armour. If you want to go for a more athletic pose the Witch Aelves from Age of Sigmar or Dark Eldar provides the bodies to work with.

Callidus Novitiate/Operative

Witch Aelves or Dark Eldar looks good here too, anything with a bodysuit will look good too. Blank heads like the one in the Dark Eldar Reavers or Wracks boxes will work great to represent the featureless faces of these assassins. Lightly armored arms like the Imperial Guard ones will give them that anonymous look that lets them blend in. Alternatively, if you have an usual opponent, you can try to make a Callidus that resembles his rank and file troops...just be sure to remember which model it is!

