



DEATHWATCH

FACTION PACK: VERSION 1.0

On the following pages you will find Index rules for your faction as well as additional rules and clarifications, from extra Detachments and datasheets to FAQs and errata.

The FAQs and Errata section logs changes to printed products. New or revised text is **presented in red**, with a **text highlight** applied to revisions made previously (excluding passages that were added or replaced in full).

Points values for your faction are presented in the Munitorum Field Manual, and wider improvements to the balance of Warhammer 40,000 (which may include changes to your faction's rules) are presented in the Balance Dataslate. All such points values and rules changes are also updated live in the Warhammer 40,000 app.

WHAT'S NEW?

This is the first iteration of this Faction Pack, collecting pre-existing documents into one convenient place. The next time it is updated, this box will summarise what has been added or changed.

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DEATHWATCH

ARMY RULE

From their hidden bases in orbiting watch fortresses, the Deathwatch dispatch carefully selected operatives to hunt down and exterminate alien presences wherever they may be found. Each of these post-human warriors is a veteran of countless battles, tithed by their original Chapter to undertake the Long Vigil and guard against alien incursion.

KILL TEAMS

When faced with an array of missions to complete and varying enemies to lay low, the Deathwatch are highly adept at forming effective kill teams that mesh starkly diverse armour and equipment.

Each time an attack targets a **KILL TEAM** unit from your army that contains models with different Toughness characteristics, until the attacking unit has finished making its attacks, use the Toughness characteristic of the majority of the models in that unit when determining what result is required for that attack to successfully wound. If two or more Toughness characteristics are tied for majority, use the highest Toughness characteristic.

For the purposes of determining which models can embark within a **TRANSPORT** model, **KILL TEAM** models follow the normal restrictions listed on the **TRANSPORT** model.



DEATHWATCH – BLACK SPEAR TASK FORCE

DETACHMENT RULE

If your Army Faction is **ADEPTUS ASTARTES**, you can use this Black Spear Task Force Detachment rule.

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.
- Your army cannot include any of the following units: **ASSAULT SQUAD; ASSAULT SQUAD WITH JUMP PACKS; ATTACK BIKE SQUAD; DEVASTATOR SQUAD; LAND SPEEDER STORM; RELIC TERMINATOR SQUAD; SCOUT BIKE SQUAD; SCOUT SQUAD; SCOUT SNIPER SQUAD; TACTICAL SQUAD; TERMINATOR ASSAULT SQUAD; TERMINATOR SQUAD.**

MISSION TACTICS

Thousands of years of collated strategic data and hard-won combat experience have provided the Deathwatch with the ultimate battlefield tactics to combat almost any foe.

At the start of your Command phase, you can select one of the Mission Tactics listed below. Until the start of your next Command phase, that Mission Tactic is active and its effects apply to all units from your army with this ability. Each Mission Tactic can only be selected once per battle.

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.

While this Mission Tactic is active, weapons equipped by **ADEPTUS ASTARTES** units from your army have the **[SUSTAINED HITS 1]** ability.

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.

While this Mission Tactic is active, weapons equipped by **ADEPTUS ASTARTES** units from your army have the **[LETHAL HITS]** ability.

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.

While this Mission Tactic is active, each time an **ADEPTUS ASTARTES** unit from your army makes an attack, if a Critical Hit is scored, that attack has the **[PRECISION]** ability.



DEATHWATCH – BLACK SPEAR TASK FORCE

STRATAGEMS

If you are using the Black Spear Task Force Detachment rule, you can use these Black Spear Task Force Stratagems.



ARMOUR OF CONTEMPT

BLACK SPEAR TASK FORCE –
BATTLE TACTIC STRATAGEM

The belligerency and transhuman physiologies of the Adeptus Astartes make them unyielding foes.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.



1CP



ADAPTIVE TACTICS

BLACK SPEAR TASK FORCE –
STRATEGIC PLOY STRATAGEM

Only a truly versatile approach to warfare allows the tactical genius of the Deathwatch to best the myriad xenos foes they face.

WHEN: Your Command phase.

TARGET: Up to two **KILL TEAM** units from your army, or one other **ADEPTUS ASTARTES** unit from your army.

EFFECT: For each unit targeted, select Furor Tactics, Malleus Tactics or Purgatus Tactics. Until the start of your next Command phase, that Mission Tactic is active for that unit instead of any Mission Tactic that is active for your army.



1CP



HELLFIRE ROUNDS

BLACK SPEAR TASK FORCE – WARGEAR STRATAGEM

Hellfire rounds douse their targets in voracious acids that are utterly lethal to organic life.

WHEN: Your Shooting phase.

TARGET: One **KILL TEAM** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons (excluding Devastating Wounds weapons) equipped by models in your unit have the [ANTI-INFANTRY 2+] and [ANTI-MONSTER 5+] abilities.

RESTRICTIONS: You cannot select any units that have already been targeted with either the Kraken Rounds or Dragonfire Rounds Stratagems this phase.



1CP



KRAKEN ROUNDS

BLACK SPEAR TASK FORCE – WARGEAR STRATAGEM

Kraken rounds utilise adamantine cores and improved propellants to penetrate the thickest hide.

WHEN: Your Shooting phase.

TARGET: One **KILL TEAM** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, improve the Armour Penetration characteristic of ranged weapons equipped by models in your unit by 1 and improve the Range characteristic of those weapons by 6".

RESTRICTIONS: You cannot select any units that have already been targeted with either the Dragonfire Rounds or Hellfire Rounds Stratagems this phase.



1CP



DEATHWATCH – BLACK SPEAR TASK FORCE

STRATAGEMS

If you are using the Black Spear Task Force Detachment rule, you can use these Black Spear Task Force Stratagems.



DRAGONFIRE ROUNDS

BLACK SPEAR TASK FORCE – WARGEAR STRATAGEM

Dragonfire rounds are designed to explode just before contact, saturating foes in cover with searing gas and flames.

1CP

WHEN: Your Shooting phase.

TARGET: One **KILL TEAM** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the [ASSAULT] and [IGNORES COVER] abilities.

RESTRICTIONS: You cannot select any units that have already been targeted with either the Kraken Rounds or Hellfire Rounds Stratagems this phase.



SITE-TO-SITE TELEPORTATION

BLACK SPEAR TASK FORCE –
STRATEGIC PLOY STRATAGEM

Site-to-site battlefield teleportation is a rare capability indeed, used only by the Deathwatch in extreme situations.

1CP

WHEN: End of your opponent's Fight phase.

TARGET: Up to two **KILL TEAM** units from your army, or one other **ADEPTUS ASTARTES INFANTRY** unit from your army, if those units are not within Engagement Range of one or more enemy units.

EFFECT: Remove those units from the battlefield and place them into Strategic Reserves. Until the end of your next Movement phase, models in those units that do not have the Deep Strike ability have the Deep Strike ability.



DEATHWATCH – BLACK SPEAR TASK FORCE

ENHANCEMENTS

If you are using the Black Spear Task Force Detachment rule, you can use these Black Spear Task Force Enhancements.

THIEF OF SECRETS

The Thief of Secrets is a blade whose machine spirit has an unquenchable thirst for knowledge. It has tasted the vitae of countless alien races, absorbing those liquids through auto-sanctified sanguinator-channels and codifying them through the honeycombed array of logicum cells within. The biological secrets of many xenos races have thus been laid bare, allowing the blade's user to modulate its power field, the better to slice through chitinous armour, rupture xenoform organs and burn out alien nervous systems.

ADEPTUS ASTARTES model only. Improve the Strength, Damage and Armour Penetration characteristics of the bearer's melee weapons by 1. At the end of the Fight phase, if one or more enemy models were destroyed as a result of a melee attack made by the bearer this phase, until the end of the battle, improve the Strength, Damage and Armour Penetration characteristics of the bearer's melee weapons by 2 instead.

OSSEUS KEY

The ancient clavis known as the Osseus Key is said to be the most powerful of its kind. Where other such devices are made from sanctified platinum, the Osseus Key is made from the hand and finger bones of deceased Imperial Fists heroes that fought in the Horus Heresy, scrimshawed with inhuman care and imbued with the fiercest machine spirits of the age. No portal can bar its bearer from entry, and no xenos machine can stand before his wrath.

WATCH MASTER or **TECHMARINE** model only. At the start of your opponent's Shooting phase, select one enemy **VEHICLE** unit (excluding **TITANIC** units) within 12" of and visible to the bearer. That unit must take a Leadership test. If that test is passed, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; if that test is failed, that unit is not eligible to shoot this phase.

BEACON ANGELIS

The Beacon Angelis was devised to guide the Deathwatch to the threshold of the alien adversary. Housed within a reliquary, it calls out to the warriors' augur arrays with the voices of a hundred electric cherubim, its summons so strong that it draws the righteous unto its locale regardless of what darkness may surround it.

ADEPTUS ASTARTES model only. Models in the bearer's unit have the Deep Strike ability. In addition, you can target the bearer's unit with the Rapid Ingress Stratagem for OCP.

THE TOME OF ECTOCLADES

This grimoire, bound in the skin of the alien, holds the most powerful truths the Deathwatch have uncovered about their foes, whether xenos or those who harbour them. On occasion, such knowledge has been known to save not only the book's custodian, but entire worlds.

WATCH MASTER or **CAPTAIN** model only. Once per battle, after you have selected your Oath of Moment target, the bearer can use this Enhancement. If it does, select a second enemy unit to be an Oath of Moment target.

Designer's Note: This means that each time a model with the Oath of Moment ability makes an attack that targets either of your Oath of Moment targets, you can re-roll the Hit roll.





WATCH MASTER

M	T	SV	W	LD	OC
6"	4	2+	5	6+	1
		4+	INVULNERABLE SAVE		



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Vigil spear	24"	2	2+	4	-1	2
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Vigil spear [LANCE]	Melee	6	2+	6	-2	D3

ABILITIES

CORE: **Leader**

FACTION: **Mission Tactics, Oath of Moment**

Strategic Knowledge: While this model is leading a unit, that unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

Watch Master: Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, CAPTAIN, WATCH MASTER



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

WATCH MASTER

The galaxy's foremost xenos hunters, each Watch Master commands one of the Chapter's vigilant fortresses. These leaders possess centuries of strategic and esoteric knowledge of the horrors assailing Mankind. In battle, the crackling blades and tailored bolts of their vigil spears destroy any xenos before them.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Watch Master

This model is equipped with: vigil spear.

LEADER

This model can be attached to the following units:

- DEATHWATCH VETERANS
- FORTIS KILL TEAM

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, CAPTAIN, WATCH MASTER



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

WATCH CAPTAIN ARTEMIS

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1
		4+	INVULNERABLE SAVE		



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hellfire Extremis[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, IGNORES COVER, TORRENT]	12"	D6	N/A	4	-1	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	6	2+	5	-2	2

ABILITIES

CORE: Feel No Pain 6+, Leader

FACTION: Mission Tactics, Oath of Moment

Tactical Instinct: While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Unstoppable Champion: The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with 1 wound remaining.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CAPTAIN, WATCH CAPTAIN ARTEMIS



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

WATCH CAPTAIN ARTEMIS

Born survivor of a feral world and formerly of the macabre Mortifactors Chapter, Artemis leads a Watch Company of Talasa Prime. Known for his instinct for xenos trickery, he still relishes the prospect of violence, whether with his blade, the mutagenic acid-fire of Hellfire Extremis or a time-warping stasis grenade.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Watch Captain Artemis

This model is equipped with: Hellfire Extremis; master-crafted power weapon.

LEADER

This model can be attached to the following units:

- DEATHWATCH VETERANS
- FORTIS KILL TEAM

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CAPTAIN, WATCH CAPTAIN ARTEMIS



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

DEATHWATCH VETERANS

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Boltgun	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	-1	1
Deathwatch shotgun [ASSAULT]	24"	2	3+	4	0	2
Frag cannon [BLAST, HEAVY, RAPID FIRE D3]	18"	D3	4+	7	-1	2
➤ Infernus heavy bolter – heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
➤ Infernus heavy bolter – heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Stalker-pattern boltgun [HEAVY, PRECISION]	24"	1	3+	4	-1	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Black Shield blades [TWIN-LINKED]	Melee	4	3+	5	-2	1
Close combat weapon	Melee	3	3+	4	0	1
Deathwatch thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	10	-2	3
Power weapon	Melee	3	3+	5	-2	1
Xenophase blade [DEVASTATING WOUNDS]	Melee	4	3+	5	-2	1

➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, KILL TEAM, DEATHWATCH VETERANS

ABILITIES

FACTION: Mission Tactics, Oath of Moment

Death to the Alien: Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack does not have the **IMPERIUM** or **CHAOS** keywords, you can re-roll the Hit roll instead.

WARGEAR ABILITIES

Astartes Shield: The bearer has a 4+ invulnerable save.



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

DEATHWATCH VETERANS

Deathwatch Veterans' skills have been honed in their former Chapter for decades, sometimes centuries. Throughout their long vigil against the manifold xenos threats, each Veteran learns to arm himself so as to best contribute to the mission at hand, and squads carry an array of weapons to fell any foe.



WARGEAR OPTIONS

- For every 5 models in this unit, up to 2 models can each have their boltgun and power weapon replaced with one of the following:
 - 1 boltgun, 1 Astartes shield and 1 close combat weapon
 - 1 power weapon and 1 Astartes shield
- For every 5 models in this unit, up to 2 models can each have their boltgun and power weapon replaced with 1 Deathwatch thunder hammer.
- For every 5 models in this unit, 1 model can have its boltgun and power weapon replaced with 1 stalker-pattern boltgun and 1 close combat weapon.
- For every 5 models in this unit, up to 2 models can each have their boltgun and power weapon replaced with 1 Deathwatch shotgun and 1 close combat weapon.
- For every 5 models in this unit, 1 model can have its boltgun and power weapon replaced with 1 frag cannon and 1 close combat weapon.
- For every 5 models in this unit, 1 model can have its boltgun and power weapon replaced with 1 infernus heavy bolter and 1 close combat weapon.
- 1 model's boltgun and power weapon can be replaced with 1 Black Shield blades.
- The Watch Sergeant's power weapon can be replaced with 1 xenophase blade.
- The Watch Sergeant's boltgun can be replaced with 1 combi-weapon.

UNIT COMPOSITION

- 1 Watch Sergeant
- 4-9 Deathwatch Veterans

Every model is equipped with: boltgun; power weapon.

ATTACHED UNIT

If a **CHARACTER** unit from your army with the Leader ability can be attached to a **STERNGUARD VETERAN SQUAD**, it can be attached to this unit instead.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, KILL TEAM, DEATHWATCH VETERANS



FACTION KEYWORDS: ADEPTUS ASTARTES, DEATHWATCH

DEATHWATCH TERMINATOR SQUAD

M	T	SV	W	LD	OC
5"	5	2+	3	6+	1
		4+	INVULNERABLE SAVE		



⚡ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
➡ Cyclone missile launcher – frag [BLAST]	36"	2D6	3+	4	0	1
➡ Cyclone missile launcher – krak	36"	2	3+	9	-2	D6
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
➡ Plasma cannon – standard [BLAST]	36"	D3	3+	7	-2	1
➡ Plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	3+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	8	-2	2
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	2
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	5	-2	1

➡ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, KILL TEAM, DEATHWATCH TERMINATOR SQUAD

ABILITIES

CORE: Deep Strike

FACTION: Mission Tactics, Oath of Moment

Terminatus Assault: You can re-roll Charge rolls made for this unit. Each time this unit ends a Charge move, each enemy unit within Engagement Range of this unit must take a Battle-shock test. If that enemy unit does not have the **IMPERIUM** or **CHAOS** keywords, subtract 1 from that test.

Teleport Homer: At the start of the battle, you can set up one Teleport Homer token for this unit anywhere on the battlefield that is not within your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for OCP, but when resolving that Stratagem, you must set this unit up within 3" of that token and not within 9" horizontally of one or more enemy units. That token is then removed.

WARGEAR ABILITIES

Storm Shield: The bearer has a Wounds characteristic of 4.

FACTION KEYWORDS: ADEPTUS ASTARTES, DEATHWATCH



DEATHWATCH TERMINATOR SQUAD

The indomitable warriors honoured to wear hulking suits of Terminator armour are an inspiring sight to their brethren. Deathwatch Terminators carry the most powerful close combat weapons, and the strength and durability of their armour allows them to take the heaviest firepower directly into hidden xenos lairs.



WARGEAR OPTIONS

- Up to 3 Deathwatch Terminators can each have their storm bolter replaced with one of the following:
 - 1 assault cannon
 - 1 heavy flamer
 - 1 plasma cannon
 - 1 cyclone missile launcher and 1 storm bolter (this model's storm bolter cannot be replaced)
- Any number of models can each have their power fist and storm bolter replaced with one of the following:
 - 1 storm bolter and 1 power weapon
 - 1 storm bolter and 1 chainfist
 - 1 thunder hammer and 1 storm shield
 - 1 twin lightning claws

UNIT COMPOSITION

- 1 Deathwatch Terminator Sergeant
- 4-9 Deathwatch Terminators

Every model is equipped with: power fist; storm bolter.

ATTACHED UNIT

If a **CHARACTER** from your army with the Leader ability can be attached to a **TERMINATOR SQUAD**, it can be attached to this unit instead.

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, KILL TEAM,
DEATHWATCH TERMINATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

CORVUS BLACKSTAR

M	T	SV	W	LD	OC
20+"	10	3+	14	6+	0



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Blackstar rocket launcher [BLAST]	30"	D6+1	3+	5	0	1
Hurricane bolter [RAPID FIRE 6, TWIN-LINKED]	24"	6	3+	4	0	1
Stormstrike missile launcher	48"	1	3+	10	-2	3
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: Deadly Demise D6, Hover, Stealth

FACTION: Mission Tactics, Oath of Moment

Blackstar Cluster Launcher: Each time this model ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 5+, that unit suffers 1 mortal wound.

WARGEAR ABILITIES

Auspex Array: Ranged weapons equipped by the bearer have the [IGNORES COVER] ability.

Infernum Halo-launcher: The bearer has the **SMOKE** keyword.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

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



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

CORVUS BLACKSTAR

Corvus Blackstars are sleek and shrouded aircraft used to insert kill teams into heavily infested landing zones or even xenos strongholds. With a barrage of missiles, Blackstars secure aerial supremacy and sweep the target site clear before firing their hover jets and delivering their deadly payload of elite warriors.



WARGEAR OPTIONS

- This model's twin assault cannon can be replaced with 1 twin lascannon.
- This model's 2 Blackstar rocket launchers can be replaced with 2 stormstrike missile launchers.
- This model can be equipped with 1 hurricane bolter.
- This model can be equipped with one of the following:
 - 1 auspex array
 - 1 infernum halo-launcher

UNIT COMPOSITION

- **1 Corvus Blackstar**

This model is equipped with: 2 Blackstar rocket launchers; twin assault cannon; armoured hull.

TRANSPORT

This model has a transport capacity of 12 **ADEPTUS ASTARTES INFANTRY** or **KILL TEAM** models. Each **JUMP PACK**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** model takes up the space of 3 models.

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



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

TALONSTRIKE KILL TEAM

M	T	SV	W	LD	OC
12"	4	3+	2	6+	1
10"	6	3+	3	6+	1

KILL TEAM SERGEANT WITH JUMP PACK AND
KILL TEAM INTERCESSORS WITH JUMP PACKS

KILL TEAM HEAVY INTERCESSORS WITH JUMP PACKS

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault bolters [ASSAULT, PISTOL, SUSTAINED HITS 2, TWIN-LINKED]	18"	3	3+	5	-1	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Plasma exterminators – standard [ASSAULT, PISTOL, TWIN-LINKED]	18"	2	3+	7	-2	2
Plasma exterminators – supercharge [ASSAULT, HAZARDOUS, PISTOL, TWIN-LINKED]	18"	2	3+	8	-3	3
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, FLY, JUMP PACK, GRENADES, IMPERIUM, KILL TEAM,
TALONSTRIKE KILL TEAM

ABILITIES

CORE: **Deep Strike**

FACTION: **Mission Tactics, Oath of Moment**

Talonstrike Doctrines: Each time this unit is set up on the battlefield, until the end of the turn:

- Improve the Armour Penetration characteristic of weapons equipped by models in this unit by 1.
- Melee weapons equipped by models in this unit have the [LANCE] ability.

FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

TALONSTRIKE KILL TEAM

Diving from gunships or advancing in powered leaps across a war zone, the battle-brothers of a Talonstrike Kill Team crush their prey in shockingly sudden assaults. They attack with howling chainswords and blasts of heavy, short-range firepower. The roar of their jump packs follows each rapid kill as they close on their next targets.

WARGEAR OPTIONS

- The Kill Team Sergeant with Jump Pack can replace its heavy bolt pistol with one of the following:
 - 1 hand flamer
 - 1 plasma pistol
- The Kill Team Sergeant with Jump Pack can replace its Astartes chainsword with one of the following:
 - 1 power fist
 - 1 power weapon
- For every 5 models in this unit, 1 model can replace its heavy bolt pistol with 1 plasma pistol.
- Any number of models can each have their assault bolters replaced with 1 plasma exterminators.

ATTACHED UNIT

If a **CHARACTER** unit from your army with the Leader ability can be attached to an **ASSAULT INTERCESSORS WITH JUMP PACKS** unit, it can be attached to this unit instead.

UNIT COMPOSITION (10 MODELS MAXIMUM)

- 1 Kill Team Sergeant with Jump Pack
- 2-9 Kill Team Intercessors with Jump Packs
- 0-5 Kill Team Heavy Intercessors with Jump Packs

The Kill Team Sergeant with Jump Pack is equipped with: heavy bolt pistol; Astartes chainsword.

Every Kill Team Intercessor with Jump Pack is equipped with: heavy bolt pistol; Astartes chainsword.

Every Kill Team Heavy Intercessor with Jump Pack is equipped with: assault bolters; close combat weapon.

KEYWORDS: INFANTRY, FLY, JUMP PACK, GRENADES, IMPERIUM, KILL TEAM, TALONSTRIKE KILL TEAM



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

FORTIS KILL TEAM

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Castellan launcher [BLAST, INDIRECT FIRE]	36"	D3	3+	4	0	1
Deathwatch bolt rifle [ASSAULT, HEAVY, LETHAL HITS]	24"	2	3+	5	-2	1
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
➤ Plasma incinerator – standard [ASSAULT, HEAVY]	24"	2	3+	7	-2	1
➤ Plasma incinerator – supercharge [ASSAULT, HAZARDOUS, HEAVY]	24"	2	3+	8	-3	2
Pyreblaster [IGNORES COVER, TORRENT]	12"	D6	N/A	5	0	1
Superfrag rocket launcher [BLAST, HEAVY]	48"	D6+1	4+	5	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	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	2

➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS, KILL TEAM, FORTIS KILL TEAM

ABILITIES

FACTION: Mission Tactics, Oath of Moment

Fortis Doctrines: Each time a model in this unit makes an attack that targets a unit that is below its Starting Strength, add 1 to the Hit roll. If that attack targets a unit that is Below Half-strength, add 1 to the Hit roll and add 1 to the Wound roll instead.



FACTION KEYWORDS: ADEPTUS ASTARTES, DEATHWATCH

FORTIS KILL TEAM

Further refined from Watch Master Mordelai's original concept, Fortis Kill Teams exemplify the supreme adaptability of the Tacticus variant of Mk X power armour, seamlessly merging a variety of close support roles and deadly firepower.



WARGEAR OPTIONS

- The Kill Team Sergeant can replace its Deathwatch bolt rifle with one of the following:
 - 1 Astartes chainsword
 - 1 hand flamer*
 - 1 plasma pistol*
 - 1 power weapon
- The Kill Team Sergeant can replace its close combat weapon with one of the following:
 - 1 Astartes chainsword
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer
- For every 5 models in this unit, 1 model equipped with a Deathwatch bolt rifle can be equipped with 1 Astartes grenade launcher*.
- One model equipped with a plasma incinerator can replace its bolt pistol with 1 plasma pistol*.
- 1 model can replace its superfrag rocket launcher with 1 vengor launcher*.
- Any number of models can each replace their superfrag rocket launcher with 1 superkrak rocket launcher*.

** The profile for this weapon can be found on the Deathwatch Armoury card.*

ATTACHED UNIT

If a **CHARACTER** from your army with the Leader ability can be attached to an **INTERCESSOR SQUAD**, it can be attached to this unit instead.

UNIT COMPOSITION (10 MODELS MAXIMUM)

- 1 Kill Team Sergeant
- 2-9 Kill Team Intercessors
- 0-4 Kill Team Intercessors with plasma incinerators
- 0-4 Kill Team Intercessors with heavy bolt pistols
- 0-4 Kill Team Intercessors with pyrebusters
- 0-2 Kill Team Intercessors with superfrag rocket launchers

The Kill Team Sergeant and every Kill Team Intercessor is equipped with: bolt pistol; Deathwatch bolt rifle; close combat weapon.

Every Kill Team Intercessor with plasma incinerator is equipped with: bolt pistol; plasma incinerator; close combat weapon.

Every Kill Team Intercessor with heavy bolt pistol is equipped with: heavy bolt pistol; Astartes chainsword.

Every Kill Team Intercessor with pyrebuster is equipped with: bolt pistol; pyrebuster; close combat weapon.

Every Kill Team Intercessor with superfrag rocket launcher is equipped with: bolt pistol; castellan launcher; superfrag rocket launcher; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS, KILL TEAM, FORTIS KILL TEAM



FACTION KEYWORDS: ADEPTUS ASTARTES, DEATHWATCH

INDOMITOR KILL TEAM

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Auto boltstorm gauntlets [TWIN-LINKED]	18"	3	3+	4	0	1
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Deathwatch heavy bolt rifle [ASSAULT, HEAVY, LETHAL HITS]	30"	2	3+	5	-2	2
Deathwatch heavy bolter [ASSAULT, HEAVY, LETHAL HITS, SUSTAINED HITS 1]	36"	3	3+	5	-2	3
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1
Flamestorm gauntlets [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6+1	N/A	4	0	1
Melta rifle [HEAVY, MELTA 2]	18"	1	3+	9	-4	D6
Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Twin power fists [TWIN-LINKED]	Melee	3	3+	8	-2	2

ABILITIES

FACTION: **Mission Tactics, Oath of Moment**

Indomitor Doctrines: Each time a model in this unit makes a ranged attack that targets the closest eligible target, or makes a melee attack in a turn in which it made a Charge move, improve the Strength characteristic of that attack by 2.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, GRAVIS, KILL TEAM, INDOMITOR KILL TEAM



FACTION KEYWORDS: ADEPTUS ASTARTES, DEATHWATCH

INDOMITOR KILL TEAM

Comprising warriors wearing the heavier Gravis variant of Mk X armour, Indomitor Kill Teams are mobile bastions capable of unleashing the firepower of a squadron of battle tanks. Before them, hordes of xenos and monstrous beasts alike are torn apart.



WARGEAR OPTIONS

- For every 5 models in this unit, 1 model can replace its Deathwatch heavy bolt rifle with 1 Deathwatch heavy bolter.
- 1 model can replace its melta rifle with 1 multi-melta.
- Any number of models can each have their flamestorm gauntlets replaced with 1 auto boltstorm gauntlets and 1 fragstorm grenade launcher.

ATTACHED UNIT

If a **CHARACTER** unit from your army can be attached to a **HEAVY INTERCEPTOR SQUAD**, it can be attached to this unit instead.

UNIT COMPOSITION (10 MODELS MAXIMUM)

- 3-10 Kill Team Heavy Intercessors
- 0-3 Kill Team Heavy Intercessors with power fists
- 0-3 Kill Team Heavy Intercessors with melta rifles

Every Kill Team Heavy Interceptor is equipped with: bolt pistol; Deathwatch heavy bolt rifle; close combat weapon.

Every Kill Team Heavy Interceptor with power fists is equipped with: flamestorm gauntlets; twin power fists.

Every Kill Team Heavy Interceptor with melta rifle is equipped with: bolt pistol; melta rifle; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, GRAVIS, KILL TEAM, INDOMITOR KILL TEAM



FACTION KEYWORDS: ADEPTUS ASTARTES, DEATHWATCH

SPECTRUS KILL TEAM

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt sniper rifle [HEAVY, PRECISION]	36"	1	3+	5	-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 [HEAVY]	24"	1	3+	4	-2	2
Las fusil [HEAVY]	36"	1	3+	9	-3	D6
Special-issue bolt pistol [PISTOL, PRECISION]	12"	1	3+	4	-1	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Combat knife [PRECISION]	Melee	4	3+	4	-1	1
Paired combat blades [SUSTAINED HITS 1]	Melee	3	3+	4	-1	1

KEYWORDS: INFANTRY, SMOKE, GRENADES, IMPERIUM, PHOBOS, KILL TEAM, SPECTRUS KILL TEAM



ABILITIES

CORE: **Infiltrators, Scouts 6"**

FACTION: **Mission Tactics, Oath of Moment**

Spectrus Doctrines: At the end of your opponent's turn, if this unit is more than 6" away from all enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves.

WARGEAR ABILITIES

Helix Gauntlet: Models in the bearer's unit have the Feel No Pain 6+ ability.

Infiltrator Comms Array: Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

Instigator Bolt Carbine: In your Shooting phase, after the bearer's unit has shot, the bearer's unit can make a Normal move. If it does, until the end of the turn, the bearer's unit is not eligible to declare a charge.

FACTION KEYWORDS: ADEPTUS ASTARTES, DEATHWATCH

SPECTRUS KILL TEAM

Sinister, silent and all but invisible until they strike, Spectrus Kill Teams are adept in inflicting death from both near and far. Clad in close-fitting Mk X Phobos battle plate, they specialise in battlefield control and enemy destabilisation.



WARGEAR OPTIONS

- One model equipped with a Deathwatch marksman bolt carbine can be equipped with one of the following:
 - 1 helix gauntlet
 - 1 Infiltrator comms array
- One model can replace its bolt sniper rifle with 1 instigator bolt carbine.
- Any number of models can each replace their bolt sniper rifle with 1 las fusil.
- Any number of models can each replace their combat knife with 1 Deathwatch bolt carbine and 1 close combat weapon.

ATTACHED UNIT

If a **CHARACTER** from your army with the Leader ability can be attached to an **INFILTRATOR SQUAD**, it can be attached to this unit instead.

If this unit has a Leader unit attached to it during the Declare Battle Formations step, that Leader unit gains the Infiltrators and Scouts 6" abilities.

UNIT COMPOSITION (10 MODELS MAXIMUM)

- 3-10 Kill Team Infiltrators
- 0-3 Kill Team Infiltrators with bolt sniper rifles
- 0-4 Kill Team Infiltrators with Deathwatch occulus bolt carbines
- 0-4 Kill Team Infiltrators with combat knives

Every Kill Team Infiltrator is equipped with: bolt pistol; Deathwatch marksman bolt carbine; close combat weapon.

Every Kill Team Infiltrator with bolt sniper rifle is equipped with: bolt pistol; bolt sniper rifle; close combat weapon.

Every Kill Team Infiltrator with Deathwatch occulus bolt carbine is equipped with: bolt pistol; Deathwatch occulus bolt carbine; paired combat blades.

Every Kill Team Infiltrator with combat knife is equipped with: special-issue bolt pistol; combat knife.

KEYWORDS: INFANTRY, SMOKE, GRENADES, IMPERIUM, PHOBOS, KILL TEAM, SPECTRUS KILL TEAM



FACTION KEYWORDS: ADEPTUS ASTARTES, DEATHWATCH

DEATHWATCH ARMOURY

◉	RANGED WEAPONS	RANGE	A	BS	S	AP	D
➤	Astartes grenade launcher – frag [BLAST]	24"	D3	3+	4	0	1
➤	Astartes grenade launcher – krak	24"	1	3+	9	-2	D3
	Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
➤	Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
➤	Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
	Superkrak rocket launcher [HEAVY]	48"	1	4+	10	-2	D6+1
	Vengor launcher [BLAST, INDIRECT FIRE]	48"	D6	2+	7	-1	2



➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.

WEAPON LISTS

Some **KILL TEAM** models can be equipped with one or more weapons whose profiles are not listed on their datasheet. The profiles for these weapons are instead listed on this card.





DEATHWATCH

UPDATES & ERRATA

Q: *Can the Adaptive Tactics Stratagem be used to grant Mission Tactics to an **ADEPTUS ASTARTES** unit that does not have the Mission Tactics ability?*

A: Yes.

Q: *If you are using the Black Spear Task Force, do all **ADEPTUS ASTARTES** units gain access to Mission Tactics, or only the datasheets with Mission Tactics listed on their Faction abilities?*

A: Only the datasheets with Mission Tactics listed on their Faction abilities.

Q: *Does the Mission Tactics Ability that is on Deathwatch datasheets apply when not using the Black Spear Task Force Detachment?*

A: No.