DEATHWATCH WATCH SERGEANT



APL	MOVE	SAVE	WOUNDS
3	6"	3+	15

	NAME	ATK	HIT	DMG	WR
	Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1
	Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
	Power weapon	5	3+	4/6	Lethal 5+

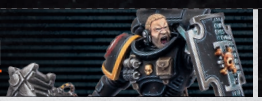
Adaptable Armoury: You can select one additional equipment option.

Strategic Command: You can do each of the following once per battle if this operative is in the killzone:

- Use a **DEATHWATCH** strategy ploy for 0CP.
- Use a **DEATHWATCH** firefight ploy for 0CP.

DEATHWATCH, IMPERIUM, ADEPTUS ASTARTES, LEADER, WATCH SERGEANT 32

DEATHWATCH AEGIS VETERAN



APL	MOVE	SAVE	WOUNDS
3	6"	2+	15

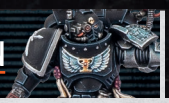
	NAME	ATK	HIT	DMG	WR
	Bolt pistol	4	3+	3/4	Range 8"
	Power maul & storm shield	5	3+	4/6	Shock, Shield*

***Shield:** Whenever this operative is fighting or retaliating with this weapon, each of your blocks can be allocated to block two unresolved successes (instead of one).

Storm Shield: Whenever an operative is shooting this operative, worsen the x of the Piercing weapon rule by 1 (if any). Note that Piercing 1 would therefore be ignored.

DEATHWATCH, IMPERIUM, ADEPTUS ASTARTES, AEGIS 32

DEATHWATCH BLADEMASTER VETERAN



APL	MOVE	SAVE	WOUNDS
3	6"	3+	15

	NAME	ATK	HIT	DMG	WR
	Special issue bolt pistol	4	3+	3/4	Range 8", Piercing 1
	Xenophase blade (duel)	5	3+	4/6	Brutal, Lethal 5+
	Xenophase blade (phase sweep)	4	3+	4/6	Brutal, Lethal 5+, Phase Sweep*

Adaptive Swordsmanship: You can ignore any changes to the Hit stat of this operative's xenophase blade. Whenever this operative is fighting or retaliating, you can resolve one of your successes before the normal order. If you do, that success must be used to block.

***Phase Sweep:** Whenever this operative performs the **Fight** action with this weapon profile, if it isn't incapacitated, it can immediately perform a free **Fight** action afterwards, but you must select this weapon profile and it can only fight against each enemy operative within its control range once per activation or counteraction using this weapon profile. This takes precedence over action restrictions, and you can continue to perform free **Fight** actions until this operative is incapacitated or has fought against every enemy operative within its control range.

DEATHWATCH, IMPERIUM, ADEPTUS ASTARTES, BLADEMASTER 32

DEATHWATCH BOMBARD VETERAN

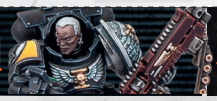


APL	MOVE	SAVE	WOUNDS
3	5"	3+	18

	NAME	ATK	HIT	DMG	WR
	Bolt pistol	4	3+	3/4	Range 8"
	Frag cannon (shell)	4	3+	5/7	Piercing 1
	Frag cannon (shrapnel)	5	3+	4/5	Torrent 2"
	Fists	4	3+	3/4	-

DEATHWATCH, IMPERIUM, ADEPTUS ASTARTES, GRAVIS, BOMBARD 40

DEATHWATCH BREACHER VETERAN



APL	MOVE	SAVE	WOUNDS
3	5"	3+	18

	NAME	ATK	HIT	DMG	WR
	Auxiliary grenade launcher (frag)	4	3+	2/4	Blast 2"
	Auxiliary grenade launcher (krak)	4	3+	4/5	Piercing 1
	Hellstorm bolt rifle	4	3+	4/5	Torrent 1"
	Melta bomb	4	3+	5/3	Range 3", Devastating 3, Heavy (Reposition only), Limited 1, Piercing 2
	Fists	4	3+	3/4	-

DEATHWATCH, IMPERIUM, ADEPTUS ASTARTES, GRAVIS, BREACHER 40

DEATHWATCH DEMOLISHER VETERAN



APL	MOVE	SAVE	WOUNDS
3	6"	3+	15

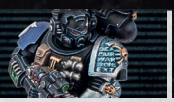
	NAME	ATK	HIT	DMG	WR
	Bolt pistol	4	3+	3/4	Range 8"
	Heavy thunder hammer	5	4+	6/7	Shock, Stun

Brutal Assault: Whenever this operative is fighting, its heavy thunder hammer has the Brutal weapon rule. Whenever this operative performs the **Charge** action, its heavy thunder hammer has the Ceaseless weapon rule until the end of the activation/counteraction.

Aggressive Force: Whenever this operative is fighting or retaliating, Normal and Critical Dmg of 3 or more inflicts 1 less damage on it. This isn't cumulative with the Shield that Slays strategy ploy.

DEATHWATCH, IMPERIUM, ADEPTUS ASTARTES, DEMOLISHER 32

DEATHWATCH DISRUPTOR VETERAN



APL	MOVE	SAVE	WOUNDS
3	7"	3+	13

	NAME	ATK	HIT	DMG	WR
	Marksman bolt carbine	4	3+	3/4	Lethal 5+
	Fists	4	3+	3/4	-

Advanced Omni-Scrambler: STRATEGIC GAMBIT. Select one enemy operative visible to or within 6" of this operative, then roll one D6. In the Firefight phase of this turning point, that enemy operative cannot be activated or perform actions until one of the following is true:

- Your opponent has completed the activation of a number of enemy operatives equal to the result of the D6.
- It's the last enemy operative to be activated.

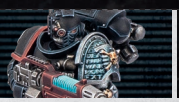
Auspex Triangulation: The Advanced Auspex Scan firefight ploy costs you 0CP when both of the following are true:

- This operative isn't within control range of enemy operatives.
- The target of that **Shoot** action (primary target, if relevant) is visible to this operative.

Note that it doesn't have to be this operative performing the **Shoot** action, and that any subsequent **Shoot** actions during that activation/counteraction must meet these same requirements (or that ploy has no effect on those subsequent **Shoot** actions).

DEATHWATCH, IMPERIUM, ADEPTUS ASTARTES, DISRUPTOR 32

DEATHWATCH GUNNER VETERAN

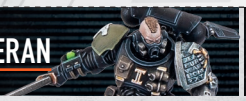


APL	MOVE	SAVE	WOUNDS
3	6"	3+	15

	NAME	ATK	HIT	DMG	WR
	Bolt pistol	4	3+	3/4	Range 8"
	Heavy plasma incinerator (standard)	5	3+	4/6	Piercing 1
	Heavy plasma incinerator (supercharge)	5	3+	5/6	Hot, Lethal 5+, Piercing 1
	Fists	4	3+	3/4	-

DEATHWATCH, IMPERIUM, ADEPTUS ASTARTES, GUNNER 32

DEATHWATCH HEADTAKER VETERAN



APL	MOVE	SAVE	WOUNDS
3	7"	3+	13

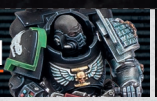
	NAME	ATK	HIT	DMG	WR
	Special issue bolt pistol	4	3+	3/4	Range 8", Piercing 1
	Combat knives	5	3+	4/5	-

Grav-chute and Grapnel Launcher: Whenever this operative is climbing, treat the vertical distance as 2" (regardless of how far the operative actually moves vertically). Whenever this operative is dropping, ignore the vertical distance.

Clandestine Headtaker: This operative can perform the **Charge** action while it has a Conceal order. Whenever this operative is fighting against an operative it wasn't visible to at the start of the activation/counteraction, the first time you strike during that sequence, you can immediately resolve another of your successes as a strike (before your opponent).

DEATHWATCH, IMPERIUM, ADEPTUS ASTARTES, HEADTAKER — 32

DEATHWATCH HORDE-SLAYER VETERAN



APL	MOVE	SAVE	WOUNDS
3	5"	3+	18

	NAME	ATK	HIT	DMG	WR
	Bolt pistol	4	3+	3/4	Range 8"
	Infernus heavy bolter (flame)	5	2+	3/3	Range 8", Saturate, Torrent 2"
	Infernus heavy bolter (focused bolt)	5	3+	4/5	Piercing Crits 1
	Infernus heavy bolter (sweeping bolt)	4	3+	4/5	Piercing Crits 1, Torrent 1"
	Fists	4	3+	3/4	-

DEATHWATCH, IMPERIUM, ADEPTUS ASTARTES, GRAVIS, HORDE-SLAYER — 40

DEATHWATCH MARKSMAN VETERAN



APL	MOVE	SAVE	WOUNDS
3	6"	3+	15

	NAME	ATK	HIT	DMG	WR
	Stalker bolt rifle (mobile)	4	3+	3/4	-
	Stalker bolt rifle (heavy)	4	2+	3/5	Heavy (Dash only), Lethal 5+, Piercing Crits 1
	Fists	4	3+	3/4	-

Vigilant Marksman: This operative can perform the **Guard** action during its activation regardless of the killzone (see close quarters rules, *Kill Team: Tomb World*).

When using the close quarters rules, once per turning point, after this operative performs a free **Shoot** action on guard, it can immediately perform a free **Guard** action. However, if it does, it cannot counteract during that turning point (nor **Guard** twice if it's counteracted).

DEATHWATCH, IMPERIUM, ADEPTUS ASTARTES, MARKSMAN — 32

NOTES:

DEATHWATCH KILL TEAM

ARCHETYPES: SEEK & DESTROY, SECURITY

OPERATIVES

↘ 5 DEATHWATCH operatives selected from the following list:

- **WATCH SERGEANT**
- **AEGIS**
- **BLADEMASTER**
- **BOMBARD**
- **BREACHER**
- **DEMOLISHER**
- **DISRUPTOR**
- **GUNNER**
- **HEADTAKER**
- **HORDE-SLAYER**
- **MARKSMAN**

Your kill team can only include each operative on this list once, and can only include up to one **GRAVIS** operative.

DEATHWATCH FACTION RULE

VETERAN ASTARTES

These genetically modified superhumans are made to wage unending war. Their skills have been honed over long years of battle and further refined with specialist knowledge through their Long Vigil.

During each friendly DEATHWATCH operative's activation, it can perform either two **Shoot** actions or two **Fight** actions. If it's two **Shoot** actions and an auxiliary grenade launcher, frag cannon, heavy plasma incinerator, infernus heavy bolter, plasma pistol or stalker bolt rifle is selected for both, or if a melta bomb is selected for either, 1 additional AP must be spent for the second action.

Each friendly DEATHWATCH operative can counteract regardless of its order. Whenever it does, it can perform an additional 1AP action for free during that counteraction, but both actions must be different and you cannot perform a **Fight** and **Shoot** action during the same counteraction.

DEATHWATCH FACTION RULE

SPECIAL ISSUE AMMUNITION

The Deathwatch utilise a range of specialised ammunition in many of their weapons. Each type is designed to eliminate specific xenos foes.

Once per turning point, when a friendly DEATHWATCH operative is performing the **Shoot** action, in the Select Weapon step, you can use this rule. If you do, select one of the following weapon rules for that operative's ranged weapons to have until the end of the action. This rule cannot be used with explosive grenades (see universal equipment) or melta bombs.

- Blast 1" (you cannot select this if the weapon profile being used has the Torrent weapon rule)
- Devastating 1
- Lethal 5+
- Piercing Crits 1
- Saturate
- Severe

DEATHWATCH MARKER/TOKEN GUIDE


Ammunition Reserve token


Digital Weapons token


Scrutavore Servo-Thrall token


Vigilant Marksman token


Advanced Omni-Scrambler token


Melta Bomb token


Strategic Command Strategy Ploy token


Strategic Command Firefight Ploy token

DEATHWATCH
STRATEGY PLOY

MISSION TACTICS

Through collated strategic data and hard-won combat experience, the Deathwatch possess the tactics to combat almost any foe.

Select Conceal or Engage. Whenever a friendly **DEATHWATCH** operative is shooting against, fighting against, or retaliating against an enemy operative that has that order, that friendly operative's weapons have the Balanced weapon rule.

DEATHWATCH
STRATEGY PLOY

THE LONG VIGIL

The Deathwatch guard some of the most dangerous stretches of the Imperium. Their vow to stand firm is at the heart of their vigil; they will see their foes dead before they abandon the Emperor's realm.

Whenever an operative is shooting a friendly **DEATHWATCH** operative that's wholly within your territory, you can re-roll one of your defence dice.

DEATHWATCH
STRATEGY PLOY

THE SHIELD THAT SLAYS

To enter the infested holds of the xenos is to be assailed by the most inhuman of abominations and technology, a foulness that the Deathwatch are trained to resist.

Whenever a friendly **DEATHWATCH** operative is wholly within your opponent's territory, Normal Dmg of 4 or more inflicts 1 less damage on it.

DEATHWATCH
STRATEGY PLOY

AND THEY SHALL KNOW NO FEAR

Space Marines possess extraordinary courage and are utterly unflinching in the face of terrifying horrors and overwhelming odds.

You can ignore any changes to the stats of friendly **DEATHWATCH** operatives from being injured (including their weapons' stats).

DEATHWATCH
FIREFIGHT PLOY

SUFFER NOT THE ALIEN

Every tool at their disposal, every scrap of knowledge, is sharpened upon the whetstone of the Deathwatch's hatred of the alien.

Use this firefight ploy after rolling your attack dice for a friendly DEATHWATCH operative, if it's shooting against, fighting against, or retaliating against an operative that doesn't have the **CHAOS** or **IMPERIUM** keyword. You can re-roll any of your attack dice.

DEATHWATCH
FIREFIGHT PLOY

AUSPICATOR TRACKING

Neurally connected to a battle-brother's senses, auspicator lenses can improve their data prescience to almost precognitive levels.

Use this firefight ploy when a friendly DEATHWATCH operative is counteracting, before it performs any actions. You can change its order.

DEATHWATCH
FIREFIGHT PLOY

ADVANCED AUSPEX SCAN

Between unstinting sweeps of their bioscryer cuffs, their inbuilt auspexes warning of hostile threats and the augmented instincts of the Deathwatch themselves, no lurking threat can long evade their sights.

Use this firefight ploy when a friendly DEATHWATCH operative performs the **Shoot** action. Until the end of the activation/counteraction, its ranged weapons have the Saturate weapon rule and enemy operatives cannot be obscured.

DEATHWATCH
FIREFIGHT PLOY

TRANSHUMAN PHYSIOLOGY

The genetically modified physiology of a Space Marine is capable of resisting wounds that would kill a lesser being.

Use this firefight ploy when an operative is shooting a friendly DEATHWATCH operative, in the Roll Defence Dice step. You can retain one of your normal successes as a critical success instead.

DEATHWATCH
FACTION EQUIPMENT

DIGITAL WEAPONS

Various high-powered lasers, toxic needlers, incineration projectors and more are concealed as bionic implants or in the knuckles of gauntlets. They lack the power to be used at range, but can be triggered up close to exploit a weakness while the enemy fends off the main attack.

Once per turning point, when a friendly **DEATHWATCH** operative performs the **Fight** action, at the start of the Roll Attack Dice step, you can use this rule. If you do, inflict 1 damage on the enemy operative in that sequence.

DEATHWATCH
FACTION EQUIPMENT

SCRUTAVORE SERVO-THRALL

This specialised servo-skull circles a kill team's deployment on anti-grav motors, consuming data at a voracious rate before dissecting it and feeding the resultant analyses to the battle-brothers to provide maximum strategic awareness. Many are built upon the skulls of loyal serfs, though some are constructed around the sanctified craniums of defeated xenos.

Once per turning point, during a friendly **DEATHWATCH** operative's activation, you can use this rule. If you do, during that activation, that operative can perform a mission action for 1 less AP.

Having an enemy operative within its control range doesn't prevent that friendly operative from performing that mission action. However, in such an instance, after it does so, you and your opponent roll-off. If your opponent wins, you cannot use this equipment for the rest of the battle.

DEATHWATCH
FACTION EQUIPMENT

SANCTUS-V BIOSCRYER CUFFS

Developed by Techmarines and Apothecaries of the Castilos Nullifact watch fortress, these vambrace-mounted monitron relays offer unparalleled analysis and purgation of a range of bio-threats to the wearer's augmented physiology.

Once during each friendly **DEATHWATCH** operative's activation, before or after it performs an action, if it's not within control range of enemy operatives, you can use this rule. If you do, select one of the following:

- That friendly operative regains up to D3 lost wounds.
- Remove any changes to that friendly operative's APL stat.
- Remove one of the following tokens that friendly operative has (before that token's activation effects are resolved, if relevant): Neutron Fragment, Poison, Terrorchem.

DEATHWATCH
FACTION EQUIPMENT

AMMUNITION RESERVE

Awarded to kill teams whose marksmanship is as efficient as it is lethal, additional caches of individually crafted shells, fuel canisters and ammunition cells serve to secure victory during the most dangerous missions.

Once per battle, you can use the Special Issue Ammunition faction rule for up to two **Shoot** actions during one turning point, but you must select different weapon rules for both uses. This takes precedence over the normal Special Issue Ammunition rules.

DEATHWATCH: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA — OCTOBER '26

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

DISRUPTOR OPERATIVE, ADVANCED OMNI-SCRAMBLER RULE

First bullet point changed to read:
'Your opponent has completed the activation of a number of enemy operatives equal to the result of the D6.'

RULES COMMENTARY — OCTOBER '26

This section provides clarification on ambiguous and complex rules interactions.

Q: *Would an operative that gains a Terrorchem token from contesting an objective as a result of the* **NEMESIS CLAW FEARMONGER***'s Poison Objective action be able to remove that token with the Sanctus-V Bioscryer Cuffs equipment before taking damage when the action ends?*

A: No.

PREVIOUS ERRATAS

FACTION RULES, VETERAN ASTARTES

Relevant part of second sentence of first paragraph changed to read:
'[…] plasma pistol or stalker bolt rifle is selected for both, or if a melta bomb is selected for either, 1 additional AP must be spent for the second action.'

Second sentence of second paragraph changed to read:
'Whenever it does, it can perform an additional 1AP action for free during that counteraction, but both actions must be different and you cannot perform a **Fight** and **Shoot** action during the same counteraction.'

FACTION RULES, SPECIAL ISSUE AMMUNITION

Fourth and fifth bullet points changed to read:
'• Piercing Crits 1
~~• Rending~~'

STRATEGY PLOYS, MISSION TACTICS

Relevant part of second sentence changed to read:
'Whenever a friendly **DEATHWATCH** operative is shooting against, fighting against, or retaliating against an enemy operative that has that order, […]'

STRATEGY PLOYS, THE LONG VIGIL

Relevant part changed to read:
'Whenever an operative is shooting a friendly **DEATHWATCH** operative that's wholly within your territory, […]'

STRATEGY PLOYS, THE SHIELD THAT SLAYS

Changed to read:
'Whenever a friendly **DEATHWATCH** operative is wholly within your opponent's territory, Normal ~~and Critical~~ Dmg of 4 or more inflicts 1 less damage on it.'

FIREFIGHT PLOYS, SUFFER NOT THE ALIEN

Relevant part of first sentence changed to read:
'[…] if it's shooting against, fighting against, or retaliating against an operative that doesn't have the **CHAOS** or **IMPERIUM** keyword.'

DEMOLISHER OPERATIVE, AGGRESSIVE FORCE RULE

Changed to read:
'Whenever this operative is fighting or retaliating, Normal and Critical Dmg of 3 or more inflicts 1 less damage on it. This isn't cumulative with the Shield that Slays strategy ploy.'

DISRUPTOR OPERATIVE, AUSPEX TRIANGULATION RULE

Additional text added to end of last sentence:
'Note that it doesn't have to be this operative performing the **Shoot** action, and that any subsequent **Shoot** actions during that activation/counteraction must meet these same requirements (or that ploy has no effect on those subsequent **Shoot** actions).'

DEATHWATCH OPERATIVES

WATCH SERGEANT



Watch Sergeants lead their kill teams in deadly offensives tailored to their xenos foe. They are linchpins of leadership for their battle-brothers, directing the adaptive tactics of the team to secure the mission's goal.

BLADEMASTER VETERAN



Champion duellists, Blademasters are swordsmen with few equals. Those of sanctified mien and pragmatic resolve are granted use of xenophase blades, which they wield with consummate skill.

HORDE-SLAYER VETERAN



Wearing hulking suits of Gravis-pattern power armour, these veterans use devastating infernus heavy bolters to scythe through swarms of xenos that attempt to swamp the Deathwatch or lurk in hiding.

BOMBARD VETERAN



Bombard Veterans are tactical artillerists, carrying enormous frag cannons to destroy the most heavily armoured opposition at long range. Their weapons are capable of firing dense shells that can blast through adamantium to cull xenos mobs.

BREACHER VETERAN



Breachers fulfil a combination of fire support and specialist ordnance roles. Skilled in penetrating xenos holds with melta bombs, they secure their breaches by following up with an explosive grenade into the smoking ruin, alongside rapid volleys of bolt fire.

DISRUPTOR VETERAN



Disruptor Veterans savage their foe's comms traffic and data-streams. They triangulate even subtle signals before collapsing transmissions or rupturing them into incomprehensibility, before providing the rest of their kill team with pinpointed targeting data.

Deathwatch kill teams combat the xenos foes of the Imperium with adaptive expertise and specialist weaponry. They wield some of Humanity's most highly advanced weapons alongside more esoteric equipment. Besides their superhuman strength and speed, the Deathwatch bring to the battlefield their hatred of the xenos in all its forms.

AEGIS VETERAN



Aegis Veterans specialise in countering the deadliest of fighters. These duellists bleed the impetus from the enemy's blows with crackling storm shields, deflecting strikes before countering with brutal swings of their power mauls.

GUNNER VETERAN



Fire support specialists whose heavy plasma incinerators fire searing bolts of blazing star matter, Gunners secure optimum positions from which to unleash the fury of their powerful weapons.

MARKSMAN VETERAN



Marksmen pinpoint their quarry before the prey is even aware of their peril. They wield long-range stalker bolt rifles that – in combination with master-crafted sights and data-prescient auspicators – aid these expert warriors in targeting the most elusive of threats.

HEADTAKER VETERAN



Armoured in the stealthier Phobos-pattern battle plate, Headtakers can approach their targets undetected to swiftly bring them in range of their razor-sharp combat knives. Equipped with a grav-chute and grapnel launcher, there is no safe place for the foe to hide.

DEMOLISHER VETERAN



Against the largest alien monstrosities, Demolishers are an efficient and unsubtle concentration of shocking power. Their two-handed heavy thunder hammers unleash a blast of concussive and disruptive power when they hit, capable of holing voidship bulkheads.

DEATHWATCH KILL TEAM

Below you will find a list of the operatives that make up a **DEATHWATCH** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

↘ 5 **DEATHWATCH** operatives selected from the following list:

- **WATCH SERGEANT**
- **AEGIS**
- **BLADEMASTER**
- **BOMBARD**
- **BREACHER**
- **DEMOLISHER**
- **DISRUPTOR**
- **GUNNER**
- **HEADTAKER**
- **HORDE-SLAYER**
- **MARKSMAN**

Your kill team can only include each operative on this list once, and can only include up to one **GRAVIS** operative.

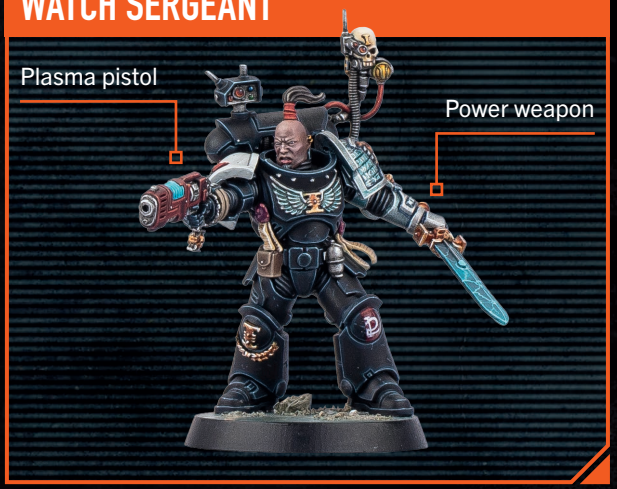
ARCHETYPES

SEEK & DESTROY

SECURITY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

WATCH SERGEANT



AEGIS



BLADEMASTER



BOMBARD



BREACHER



DEMOLISHER



DISRUPTOR



GUNNER



HEADTAKER



HORDE-SLAYER



MARKSMAN



DESIGNER'S COMMENTARY

The original kill team is here. The Deathwatch are the Adeptus Astartes' ultimate collection of veterans, each of which specialises in a particular method of warfare. You have powerful rules and great flexibility, but at just five operatives they are one of the most elite teams in the game; you'll have to plan your attacks carefully, as losing operatives early can be crippling.

The Deathwatch's first key strength is their flexibility when selecting operatives. There are so many different options available to you – long-range snipers, offensive and defensive melee fighters, horde-clearing heavy gunners, armour-cracking plasma gunners, activation disrupting spotters, stealthy assassins, they have the works! When you find out which kill team you're playing against, you can put a lot of thought into selecting the right operatives for the job. This also gives the team plenty of replayability and opportunities for experimentation as you try different operatives in different matchups.

Once they set foot in the killzone, you'll have five of the best operatives at your disposal. Veterans all, their selection of weapons are fearsome, capable of dispatching most enemy operatives in one attempt. This is backed up by great stats: extra wounds over regular Astartes combined with that ever-impressive 3+ Save and 3 APL. This raw strength is where the Deathwatch draw a lot of their power, so expect some exciting activations when your operatives go all out!

The Special Issue Ammunition faction rule further boosts the capabilities of the Deathwatch's ranged weapons. Not only does it give you additional weapon rules to maximise your offence, but it opens up more possibilities as the game develops. For example, you can react to a grouped up enemy by adding on Blast (which gets even better in close quarters), or guarantee a critical success with Severe. You only get one use per turning point though (the Ammunition Reserve equipment being the exception), so always try to plan in advance where the Special Issue Ammunition will benefit you most to put you on the front foot.

This team's raw power does come with a cost. At just five operatives, you will frequently be outnumbered, and if your operatives are incapacitated too early, you can fall behind on VPs without a realistic way of catching up. Therefore, don't be afraid to show restraint. It can be tempting to rush out guns and weapons blazing, incapacitating the first thing your operatives encounter, but a shrewd player may set this up as a trap. If you then lose your operative when the enemy counterattacks, the trade won't have been worth it. Against teams with more operatives, each of your operatives needs to incapacitate multiple enemies to make up the difference, so bide your time until you can threaten a number of enemies at once. Sometimes it can be worth conceding the midboard in the first and second turning point to come out strong in the third and fourth.

This kill team's counteract capabilities can really help with the above. You can change a friendly operative's order during a counteract with the Auspicator Tracking firefight ploy, which is great for going back on Conceal after an Engage activation to prevent your operative from being counterattacked. Equally, you can move up safely on Conceal, then change to Engage and spring an ambush on the enemy. Combined with the Veteran Astartes faction rule, you can get two actions out of this counteract, maximising your output as the turning point develops. Really think about counteracts when building your strategy, as it will be integral to making up for the team's action and operative deficit.

'YOU MUST KNOW AND REVILE EVERY FORM OF THE XENOS: THE BEAST AND THE FEY; THE ELDRITCH AND THE ANCIENT; THOSE OF ARTIFICE AND GILDED LIES. AND FOR THOSE OF HUMANITY WHO WOULD TREAT WITH THEM, GIVE TO THEM THE REWARD OF ALL TRAITORS.'

- Discourse on the Litany Xenomortis, Volume III

When you need to play aggressively, do so wisely, using a few tricks to improve your chances of surviving. For example, position your operatives so they are obscured or not a valid target for as many enemies as possible, or charge an expended enemy so you can't be shot. Use the Long Vigil, Shield That Slays and Transhuman Physiology ploys, and the Sanctus-V Bioscryer Cuffs and smoke grenades equipment, to keep your operatives alive that little bit longer. This way you can start to incapacitate the enemy, but reduce your opponent's capabilities of responding. Then, as they start to lose more and more operatives, you can be even more aggressive, knowing your opponent is running out of ways to respond.

In summary, load up on some of the best rules available in the game, but think carefully about how and when to use them. Get the right balance and your operatives will become the true elite of kill team.