

INDEX ASTARTES:

DEATHWATCH

This document contains supplementary rules for *Codex: Space Marines*, including datasheets, weapon profile and points values that enable you to use your Deathwatch miniatures alongside your other Space Marines.

Codex: Deathwatch will soon be replaced with *Codex Supplement: Deathwatch*, and will fully integrate with the latest edition of *Codex: Space Marines*. In the meantime, this document will allow you to wage war using your Deathwatch-specific models alongside the units presented in *Codex: Space Marines*. The rules presented in the 8th edition (printed 2018) version of *Codex: Deathwatch* are no longer supported, and cannot be used. When *Codex Supplement: Deathwatch* is released, all of the rules within that will then replace and supersede this entire document, at which point none of the rules here can be used.

This document contains fully updated datasheets, weapon profiles and points values for all the Deathwatch-specific units and weapons. These take into account all of the commensurate changes and updates made in *Codex: Space Marines*. The points values and Power Ratings presented in this document supersede any that have been previously published.

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DATASHEETS

This section contains the datasheets that you will need to fight battles with your Deathwatch models, as well as the weapon profiles for the wargear they can be equipped with. You can find out how to use datasheets and weapon profiles in the Warhammer 40,000 Core Book.

WARGEAR & WEAPON LISTS

The weapon profiles found on a unit's datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet. If they are unique to the Deathwatch, their profiles can be found on page xx. Profiles for those weapons widely available to all Space Marine Chapters can instead be found in *Codex: Space Marines*. In addition, some datasheets reference one or more weapon lists (e.g. *Combi-weapons* list); these can be found in *Codex: Space Marines*.

ABILITIES

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. Some of these referenced abilities are common to all Adeptus Astartes units (e.g. Angels of Death), and are therefore described in *Codex: Space Marines*. Others are specific to Deathwatch units and described below:

SPECIAL-ISSUE AMMUNITION

The Deathwatch utilise a range of specialised bolt shells in many of their weapons. From rounds that douse their targets in acid to hollow shells filled with superheated gas, each type is designed to eliminate specific xenos foes.

Each time a unit is selected to shoot, if it contains any models that are equipped with a weapon with this ability, then before you select any targets, each weapon with this ability can fire special-issue ammunition. If any do, select one of the ammunition types below for that weapon; until the end of the phase, each time that weapon is fired, apply the modifiers and abilities associated with that special-issue ammunition:

- **Dragonfire Bolts:** Each time an attack is made with a weapon firing this special-issue ammunition, the target does not receive the benefits of cover against that attack.
- **Hellfire Rounds:** Each time an attack is made with a weapon firing this special-issue ammunition against a unit that does not have the **VEHICLE** or **TITANIC** keyword, add 1 to that attack's wound roll.
- **Kraken Bolts:** Each time an attack is made with a weapon firing this special-issue ammunition, add 6" to the Range characteristic and improve the Armour Penetration characteristic of that attack by 1 (this is cumulative with the Armour Penetration bonus conferred by the Combat Doctrines ability – see *Codex: Space Marines*).
- **Vengeance Rounds:** Each time an attack is made with a weapon firing this special-issue ammunition, add 1 to the Damage characteristic of that attack.

NAMED CHARACTERS AND WARLORD TRAITS

If any of the named characters in this document gain a Warlord Trait, that Warlord Trait must be Vigilance Incarnate (see *Codex: Space Marines*).

MIXED UNIT

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.

If this unit contains models with different Toughness characteristics, each time an attack is made against this unit, use the Toughness characteristic of the majority of the models in this unit when determining what roll is required for that attack to successfully wound. If two or more Toughness characteristics are tied for majority, the controlling player selects one of the tied values to be the majority value.

For the purposes of the Bolter Discipline ability (see *Codex: Space Marines*) and for determining which models can embark within a **TRANSPORT** model, the following rules apply:

- Deathwatch Terminator models have the **TERMINATOR** keyword.
- Veteran Biker models do not have the **INFANTRY** keyword and instead have the **BIKER** keyword.
- Vanguard Veteran models with jump packs have the **JUMP PACK** keyword.
- Inceptor models have the **JUMP PACK** keyword.
- Outrider models do not have the **INFANTRY** keyword and instead have the **BIKER** keyword.

Vanguard Veterans with jump packs and Inceptors can move across terrain as if they have the **FLY** keyword.

Note that for the purposes of interacting with terrain features, all models in this unit are treated as **INFANTRY**, even if this unit contains any **BIKER** models that might behave differently or have specific restrictions whilst interacting with a terrain feature.

Designer's Note: *This is a slight abstraction that means that a **BIKER** model in a mixed unit behaves slightly differently to **BIKER** models in other units, but it helps to minimise unusual and complicated effects that could come about from forcing one model from a unit to move and benefit from cover in a different way to other models from the same unit.*

CREATING KILL TEAMS

When you are mustering your army, or adding a unit to your Order of Battle, you can create a **KILL TEAM** unit. A **KILL TEAM** unit can be comprised of models from several different **ADEPTUS ASTARTES** datasheets, as described below. You can add any number of **KILL TEAM** units to your army, subject to the usual restrictions. Each **KILL TEAM** unit has the Troops Battlefield Role.

CREATING A KILL TEAM

A **KILL TEAM** unit includes between 5 and 10 models. Overleaf you will find details of the four different **KILL TEAM** units available. Each will specify which models, and how many of each model, can be included in that **KILL TEAM** unit.

WARGEAR

A model included in a **KILL TEAM** unit can be equipped with any of the wargear listed for that model under the wargear options on its original datasheet. For the purposes of wargear options, any option that requires a minimum number of models in the unit will require that number of models of that type to be included in the unit (e.g. one model can be equipped with an Astartes grenade launcher for every 5 Intercessors or Intercessor Sergeant in this unit, not for every 5 models of any type).

ABILITIES

All **KILL TEAM** units have the Mixed Unit ability (pg 2).

A model in a **KILL TEAM** unit retains any abilities that applied to that model on its original datasheet. If a model in a **KILL TEAM** unit has an ability on their original datasheet that requires every model in the unit to have that ability in order to be able to use it, then they can only use that ability if every model in their **KILL TEAM** unit has that ability.

***Example:** Elliot creates a Proteus Kill Team unit that contains 1 Watch Sergeant, 4 Deathwatch Veterans and 5 Deathwatch Terminators. Before this unit is set up, Elliot uses the Combat*

Squads ability to create one unit containing the Watch Sergeant and 4 Deathwatch Veterans, and another containing 5 Deathwatch Terminators. This unit of 5 Deathwatch Terminators can be set up using the Teleport Strike ability because, after using the Combat Squads ability, all of the models in the new unit have the Teleport Strike ability.

KEYWORDS

Models in **KILL TEAM** units do not retain any keywords from their original datasheet. Instead, **KILL TEAM** units have the following Faction keywords: **IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH.**

The entry for each **KILL TEAM** unit will detail any keywords that unit has, as well as any other keywords gained while that unit contains certain models.

POWER RATING

Each **KILL TEAM** unit will give instructions on how to calculate that unit's Power Rating. This will start at a fixed value, and then vary depending on which additional models have been included in that **KILL TEAM** unit.

***Example:** Elliot wants to create a Fortis Kill Team unit to add to his Order of Battle. To do this he must calculate the unit's Power Rating. Elliot's unit contains 1 Intercessor Sergeant model, 4 Intercessor models, 2 Assault Intercessor models, 2 Outrider models and 1 Hellblaster model. This unit starts with a Power Rating of 6 for the Intercessor Sergeant model and 4 Intercessor models. Elliot then adds 2 to the Power Rating for the 2 Assault Intercessor models, 4 for the 2 Outriders models and 2 for the Hellblaster model. The Power Rating of this Kill Team unit is therefore 14 (6+2+4+2).*

PROTEUS KILL TEAM

The sheer versatility of their weapon loadout, coupled with their durability and manoeuvrability, make it little wonder that Proteus Kill Teams have worked miraculous feats of arms on countless hostile worlds over the course of the Imperium's history.

A **PROTEUS KILL TEAM** contains: 1 Watch Sergeant; 4 Deathwatch Veterans (pg 8). You can add any 5 of the following models to this unit:

- 1 Deathwatch Veteran (pg 8)
- 1 Deathwatch Terminator (pg 10)
- 1 Veteran Biker (pg 11)
- 1 Vanguard Veteran (see *Codex: Space Marines* – Vanguard Veteran Squad)

ABILITIES

The following change to one ability applies:

- Veteran Bikers can only use the Turbo-boost ability if their unit only contains Veteran Biker models (such as after using the Combat Squads ability).

KEYWORDS

A **PROTEUS KILL TEAM** unit has the following keywords (note that these are not Faction keywords): **INFANTRY**, **CORE**, **KILL TEAM**, **PROTEUS**.

In addition, the unit can gain the following keywords:

- While a **PROTEUS KILL TEAM** unit contains any Vanguard Veterans, it has the **MELTA BOMBS** keyword. While a **PROTEUS KILL TEAM** unit only contains Vanguard Veterans with jump packs, it also has the **FLY** keyword.
- While a **PROTEUS KILL TEAM** unit only contains Deathwatch Terminators, it has the **TERMINATOR** keyword.
- While a **PROTEUS KILL TEAM** unit only contains Veteran Bikers, it has the **BIKER** keyword.

POWER RATING

A **PROTEUS KILL TEAM** has a Power Rating of 7. If you added any models to this unit, add the following to this unit's Power Rating:

- Deathwatch Veteran (+1 Power Rating per model)
- Deathwatch Terminator (+2 Power Rating per model)
- Veteran Biker (+2 Power Rating per model)
- Vanguard Veteran (+2 Power Rating per model)

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.

A **FORTIS KILL TEAM** contains: 1 Intercessor Sergeant; 4 Intercessors (see *Codex: Space Marines* – Intercessor Squad). You can add any 5 of the following models to this unit:

- 1 Intercessor (see *Codex: Space Marines* – Intercessor Squad)
- 1 Assault Intercessor (see *Codex: Space Marines* – Assault Intercessor Squad)
- 1 Outrider (see *Codex: Space Marines* – Outrider Squad)
- 1 Hellblaster (see *Codex: Space Marines* – Hellblaster Squad)

WARGEAR OPTIONS

A **FORTIS KILL TEAM** has the following additional wargear options:

- Any Intercessor or Intercessor Sergeant can have their bolt rifle replaced with one of the following: 1 auto bolt rifle; 1 stalker bolt rifle.
- Any Hellblaster can have their plasma incinerator replaced with one of the following: 1 assault plasma incinerator; 1 heavy plasma incinerator.

ABILITIES

The following changes to two abilities apply:

- The Devastating Charge ability only applies to Outriders in this unit.
- Outriders can only use the Turbo-boost ability if their unit only contains Outriders (such as after using the Combat Squads ability).

KEYWORDS

A **FORTIS KILL TEAM** unit has the following keywords (note that these are not Faction keywords): **INFANTRY**, **CORE**, **PRIMARIS**, **KILL TEAM**, **FORTIS**.

In addition, the unit can gain the following keywords:

- While a **FORTIS KILL TEAM** only contains Outriders, it has the **BIKER** keyword.

POWER RATING

A **FORTIS KILL TEAM** has a Power Rating of 6. If you added any models to this unit, add the following to this unit's Power Rating:

- Intercessor (+1 Power Rating per model)
- Assault Intercessor (+1 Power Rating per model)
- Outrider (+2 Power Rating per model)
- Hellblaster (+2 Power Rating per model)

INDOMITOR KILL TEAM

Comprising warriors wearing the heavier Gravis variant of Mk X, 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.

An **INDOMITOR KILL TEAM** contains: 1 Heavy Intercessor Sergeant; 4 Heavy Intercessors (see *Codex: Space Marines – Heavy Intercessor Squad*). You can add any 5 of the following models to this unit:

- 1 Heavy Intercessor (see *Codex: Space Marines – Heavy Intercessor Squad*)
- 1 Aggressor (see *Codex: Space Marines – Aggressor Squad*)
- 1 Inceptor (see *Codex: Space Marines – Inceptor Squad*)
- 1 Eradicator (see *Codex: Space Marines – Eradicator Squad*)

WARGEAR OPTIONS

An **INDOMITOR KILL TEAM** has the following additional wargear options:

- Any Heavy Intercessor or Heavy Intercessor Sergeant can have their heavy bolt rifle replaced with one of the following: 1 hellstorm bolt rifle; 1 executor bolt rifle.
- Any Aggressor can have their 2 auto boltstorm gauntlets and 1 fragstorm grenade launcher replaced with: 2 flamestorm gauntlets.
- Any Inceptor can have their 2 assault bolters replaced with 2 plasma exterminators.
- Any Eradicator can have their melta rifle replaced with 1 heavy melta rifle.

ABILITIES

The following change to one ability applies:

- Only Eradicators in this unit can shoot twice when this unit uses the Total Obliteration ability.

KEYWORDS

An **INDOMITOR KILL TEAM** unit has the following keywords (note that these are not Faction keywords): **INFANTRY, CORE, PRIMARIS, MK X GRAVIS, KILL TEAM, INDOMITOR.**

In addition, the unit can gain the following keywords:

- While an **INDOMITOR KILL TEAM** unit only contains Inceptors, it has the **FLY** keyword.

POWER RATING

An **INDOMITOR KILL TEAM** has a Power Rating of 9. If you added any models to this unit, add the following to this unit's Power Rating:

- Heavy Intercessor (+2 Power Rating per model)
- Aggressor (+2 Power Rating per model)
- Inceptor (+2 Power Rating per model)
- Eradicator (+3 Power Rating per model)

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.

A **SPECTRUS KILL TEAM** contains: 1 Infiltrator Sergeant; 4 Infiltrators (see *Codex: Space Marines – Infiltrator Squad*). You can add any 5 of the following models to this unit:

- 1 Infiltrator (see *Codex: Space Marines – Infiltrator Squad*)
- 1 Incursor (see *Codex: Space Marines – Incursor Squad*)
- 1 Reiver (see *Codex: Space Marines – Reiver Squad*)
- 1 Eliminator (see *Codex: Space Marines – Eliminator Squad*)

WARGEAR OPTIONS

A **SPECTRUS KILL TEAM** has the following additional wargear options:

- Any Reiver can have their combat blade replaced with 1 bolt carbine.
- Any Eliminator can have their bolt sniper rifle replaced with 1 las fusil.

ABILITIES

The following changes to three abilities apply:

- The Omni-scramblers ability only applies while there are any Infiltrators or Infiltrator Sergeants in this unit.
- The Multi-spectrum Array ability only applies to Incursors in this unit.
- The Terror Troops ability only applies while there are any Reivers in this unit.

KEYWORDS

A **SPECTRUS KILL TEAM** unit has the following keywords (note that these are not Faction keywords): **INFANTRY, CORE, PHOBOS, PRIMARIS, KILL TEAM, SPECTRUS.**

In addition, the unit can gain the following keywords:

- While a **SPECTRUS KILL TEAM** contains any Infiltrator or Incursor models, it has the **SMOKESCREEN** keyword.
- While a **SPECTRUS KILL TEAM** contains any Reivers, it has the **SHOCK GRENADES** keyword.

POWER RATING

A **SPECTRUS KILL TEAM** has a Power Rating of 8. If you added any models to this unit, add the following to this unit's Power Rating:

- Infiltrator (+1 Power Rating per model)
- Incursor (+1 Power Rating per model)
- Reiver (+1 Power Rating per model)
- Eliminator (+ 2 Power Rating per model)



WATCH MASTER

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Watch Master	6"	2+	2+	4	4	6	4	9	2+

A Watch Master is equipped with: vigil spear; frag grenades; Krak grenades. Your army can only include one **WATCH MASTER** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Vigil spear (shooting)	24"	Rapid Fire 1	4	-1	2	Special-issue Ammunition (pg 2)
Vigil spear (melee)	Melee	Melee	+1	-3	D3	-

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Iron Halo: This model has a 4+ invulnerable save.

Watch Master: In your Command phase, select one friendly **DEATHWATCH CORE** or **DEATHWATCH CHARACTER** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

Rites of Battle (Aura): While a friendly **DEATHWATCH CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH
KEYWORDS: INFANTRY, CHARACTER, WATCH MASTER



WATCH CAPTAIN ARTEMIS

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Watch Captain Artemis	6"	2+	2+	4	4	5	4	9	3+

Watch Captain Artemis is equipped with: Hellfire Extremis; master-crafted power sword; stasis grenade; frag grenades; Krak grenades. Your army can only include one **WATCH CAPTAIN ARTEMIS** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellfire Extremis	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	Special-issue Ammunition (pg 2) Each time an attack is made with this weapon, that attack automatically hits the target, and unless that target has the VEHICLE or TITANIC keywords, a wound roll of 2+ for that attack is always successful.
- Hellfire flamer	12"	Assault D6	2	0	1	Each time an attack is made with this weapon, if a hit is scored, the target suffers D6 mortal wounds and the attack sequence ends.
Master-crafted power sword	Melee	Melee	+1	-3	2	-
Stasis grenade	6"	Grenade 1	-	-	-	-

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Rites of Battle (Aura): While a friendly **DEATHWATCH CORE** unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll a hit roll of 1.

Unstoppable Champion: Each time this model would lose a wound, roll one D6; on a 6, that wound is not lost.

Iron Halo: This model has a 4+ invulnerable save.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH
KEYWORDS: INFANTRY, CHARACTER, CAPTAIN, WATCH CAPTAIN ARTEMIS



CHAPLAIN CASSIUS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaplain Cassius	6"	2+	3+	4	4	4	4	10	3+

Chaplain Cassius is equipped with: Deathwatch bolt pistol; artificer crozius; frag grenades; krak grenades. Your army can only include one **CHAPLAIN CASSIUS** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Deathwatch bolt pistol	12"	Pistol 1	4	0	1	Special-issue Ammunition (pg 2)
Artificer crozius	Melee	Melee	+2	-2	2	-

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Spiritual Leaders (Aura): While a friendly **DEATHWATCH CORE** unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.

Fierly Conviction: Each time this model recites a litany, add 1 to the roll to see if it is inspiring.

Rosarius: This model has a 4+ invulnerable save.

Designer's Note: *This datasheet is intended to represent Chaplain Cassius at an earlier point in his life than the datasheet presented in Codex Supplement: Ultramarines. As such, if you want to field a thematic Deathwatch army, we recommend that it does not contain both this unit and PRIMARIS units.*

PRIEST

This model knows the *Litany of Hate* and one other litany from the Litanies of Battle (see *Codex: Space Marines*). In your Command phase, if this model is on the battlefield, it can recite one litany it knows that has not already been recited by a friendly model this turn. Roll one D6: on a 3+ the recited litany is inspiring and takes effect until the start of your next Command phase.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH
KEYWORDS: INFANTRY, CHARACTER, PRIEST, CHAPLAIN, CHAPLAIN CASSIUS



CODICIER NATORIAN

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Codicier Natorian	6"	2+	3+	4	4	4	3	9	3+

Codicier Natorian is equipped with: Deathwatch bolt pistol; Duty's Revelation; frag grenades; krak grenades. Your army can only include one **CODICIER NATORIAN** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Deathwatch bolt pistol	12"	Pistol 1	4	0	1	Special-issue Ammunition (pg 2)
Duty's Revelation	Melee	Melee	+1	-4	D3	-

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Battle-psyker: Each time this model attempts to manifest *Smite* or a Witchfire psychic power, add 1 to that Psychic test.

Psychic Hood: Each time a Deny the Witch test is taken for this model, if the unit attempting to manifest the psychic power is within 12" of this model, add 1 to that Deny the Witch test.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Librarian discipline (see *Codex: Space Marines*).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH
KEYWORDS: INFANTRY, CHARACTER, PSYKER, LIBRARIAN, CODICIER NATORIAN



DEATHWATCH VETERANS

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Deathwatch Veteran	6"	3+	3+	4	4	2	2	8	3+
1	Watch Sergeant	6"	3+	3+	4	4	2	3	9	3+
0-1	Black Shield	6"	2+	3+	4	4	2	3	8	3+

This unit can contain a maximum of 10 models. If this unit contains 6 or more models, it has **Power Rating 16**. Each Deathwatch Veteran, Watch Sergeant and Black Shield is equipped with: Deathwatch boltgun; power sword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Deathwatch boltgun	24"	Rapid Fire 1	4	0	1	Special-issue Ammunition (pg 2)
Deathwatch frag cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag	12"	Assault 2D3	6	-1	1	Blast
- Shell	24"	Assault 2	7	-2	2	-
Deathwatch shotgun	Before selecting targets, select one of the profiles below to make attacks with.					
- Cryptclearer	18"	Assault 2	5	0	1	-
- Wymsbreath	8"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
- Xenopurge	12"	Assault 2	4	-1	2	-
Infernus heavy bolter	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Heavy bolter	36"	Heavy 3	5	-1	2	-
- Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Stalker-pattern boltgun	30"	Heavy 1	4	-2	2	Special-issue Ammunition (pg 2)
Heavy thunder hammer	Melee	Melee	x2	-3	4	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power sword	Melee	Melee	+1	-3	1	-

OTHER WARGEAR	ABILITIES
Combat shield	The bearer has a 5+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

WARGEAR OPTIONS
<ul style="list-style-type: none"> Any Deathwatch Veteran, Watch Sergeant or Black Shield can have their Deathwatch boltgun and power sword replaced with one of the following: <ul style="list-style-type: none"> Deathwatch shotgun Stalker-pattern boltgun Up to 2 items from the <i>Deathwatch Equipment</i> list (pg 13) Up to 4 Deathwatch Veterans can each have their Deathwatch boltgun and power sword replaced with one of the following: 1 Deathwatch frag cannon; 1 infernus heavy bolter; 1 heavy bolter; 1 heavy flamer; 1 missile launcher. For every 5 models in the unit, one model can have their boltgun and power sword replaced with 1 heavy thunder hammer. If a Watch Sergeant is not equipped with 1 storm shield, it can be equipped with 1 combat shield.

ABILITIES	
Angels of Death, Combat Squads (see <i>Codex: Space Marines</i>)	Black Shield: If a Black Shield is equipped with two melee weapons from the <i>Deathwatch Equipment</i> list (pg 13), increase its Attacks characteristic to 4.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH
 KEYWORDS: INFANTRY, CORE, VETERANS



KILL TEAM CASSIUS

13 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4	Veteran	6"	3+	3+	4	4	2	2	8	3+
1	Watch Sergeant	6"	3+	3+	4	4	2	3	9	3+
1	Terminator	5"	3+	3+	4	4	3	2	8	2+
1	Veteran Biker	14"	3+	3+	4	5	3	2	8	3+
2	Vanguard Veteran	12"	3+	3+	4	4	2	2	8	3+

- The Watch Sergeant is equipped with: Deathwatch boltgun; frag grenades; krak grenades.
- One Veteran is equipped with: plasma pistol; power sword; frag grenades; krak grenades.
- One Veteran is equipped with: Deathwatch boltgun; Astartes chainsword; frag grenades; krak grenades.
- One Veteran is equipped with: Deathwatch combi-melta; frag grenades; krak grenades.
- One Veteran is equipped with: Deathwatch frag cannon; frag grenades; krak grenades.
- The Terminator is equipped with: Deathwatch heavy flamer; meltagun; power fist; Deathwatch teleport homer.
- The Veteran Biker is equipped with: Deathwatch twin boltgun; power sword; frag grenades; krak grenades.
- One Vanguard Veteran is equipped with: 2 lightning claws; frag grenades; krak grenades.
- One Vanguard Veteran is equipped with: hand flamer; Astartes chainsword; frag grenades; krak grenades.

Your army can only include one **KILL TEAM CASSIUS** unit.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Deathwatch boltgun	24"	Rapid Fire 1	4	0	1	Special-issue Ammunition (pg 2)
Deathwatch heavy flamer	Before selecting targets, select one of the profiles below to make attacks with. Each time an attack is made with this weapon, that attack automatically hits the target.					
- Hellfire	12"	Heavy D6	2	0	1	Each time an attack is made with this weapon profile, unless the target has the VEHICLE or TITANIC keywords, a wound roll of 2+ for that attack is always successful.
- Infernum	12"	Heavy 2D6	4	0	1	Blast
- Promethium	12"	Heavy D6	5	-1	1	-
Deathwatch twin boltgun	24"	Rapid Fire 2	4	0	1	Special-issue Ammunition (pg 2)
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR	ABILITIES
Deathwatch teleport homer	<p>Once per battle, at the start of your Movement phase, if this unit contains a TERMINATOR model, you can remove this unit from the battlefield and then, in the Reinforcements step of your next Movement phase, you can set this unit back up on the battlefield, anywhere wholly within your own deployment zone and more than 9" away from any enemy models, or anywhere within 3" of a friendly DEATHWATCH model and more than 9" away from any enemy models. If the battle ends and this unit is not on the battlefield, it is destroyed. If this unit has split into two units because of its Combat Squads ability, only one of those units can use the Deathwatch Teleport Homer ability.</p> <p><i>We recommend placing a Deathwatch Teleport Homer model next to the unit as a reminder, removing it once this ability has been used (a Deathwatch Teleport Homer does not count as a model for any rules purposes).</i></p>

ABILITIES
<p>Angels of Death, Combat Squads (see <i>Codex: Space Marines</i>), Mixed Unit (pg 2)</p> <p>Crux Terminatus: This unit's Terminator has a 5+ invulnerable save.</p> <p>Unflinching: This unit automatically passes Morale tests.</p>

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH
KEYWORDS: INFANTRY, CORE, SMOKESCREEN, KILL TEAM, KILL TEAM CASSIUS



DEATHWATCH TERMINATOR SQUAD **10** POWER

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Deathwatch Terminator	5"	3+	3+	4	4	3	2	8	2+
1	Deathwatch Terminator Sergeant	5"	3+	3+	4	4	3	3	9	2+

If this unit contains 6 or more models, it has **Power Rating 20**. The Deathwatch Terminator Sergeant is equipped with: storm bolter; power sword. Every Deathwatch Terminator is equipped with: storm bolter; power fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Cyclone missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag missile	36"	Heavy 2D6	4	0	1	Blast
- Krak missile	36"	Heavy 2	8	-2	D6	-
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Chainfist	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a VEHICLE model, that attack has a Damage characteristic of 3.
Lightning claw	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.
Power axe	Melee	Melee	+2	-2	1	-
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power maul	Melee	Melee	+3	-1	1	-
Power sword	Melee	Melee	+1	-3	1	-
Thunder hammer	Melee	Melee	x2	-2	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

OTHER WARGEAR	ABILITIES
Deathwatch teleport homer	Once per battle, at the start of your Movement phase, if this unit contains a TERMINATOR model, you can remove this unit from the battlefield and then, in the Reinforcements step of your next Movement phase, you can set this unit back up on the battlefield, anywhere wholly within your own deployment zone and more than 9" away from any enemy models, or anywhere within 3" of a friendly DEATHWATCH model and more than 9" away from any enemy models. If the battle ends and this unit is not on the battlefield, it is destroyed. If this unit has split into two units because of its Combat Squads ability, only one of those units can use the Deathwatch Teleport Homer ability. <i>We recommend placing a Deathwatch Teleport Homer model next to the unit as a reminder, removing it once this ability has been used (a Deathwatch Teleport Homer does not count as a model for any rules purposes).</i>
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

WARGEAR OPTIONS
<ul style="list-style-type: none"> 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 storm bolter and 1 cyclone missile launcher. Any number of models can each have their power fist replaced with one of the following: 1 chainfist; 1 power axe; 1 power maul; 1 power sword. Any number of models can each have their storm bolter and power fist or storm bolter and power sword replaced with one of the following: 2 lightning claws; 1 thunder hammer and 1 storm shield. The unit can be equipped with 1 Deathwatch teleport homer.

ABILITIES
Angels of Death, Combat Squads, Teleport Strike [see <i>Codex: Space Marines</i>]
Crux Terminatus: Every model in this unit has a 5+ invulnerable save.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH
KEYWORDS: INFANTRY, CORE, TERMINATOR, DEATHWATCH TERMINATOR SQUAD



VETERAN BIKE SQUAD

5 POWER

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
2-5	Veteran Biker	14"	3+	3+	4	5	3	2	8	3+
1	Veteran Biker Sergeant	14"	3+	3+	4	5	3	3	9	3+
0-1	Veteran Attack Bike	14	3+	3+	4	5	4	4	8	3+

If this unit contains between 4 and 5 Veteran Biker models, it has **Power Rating 10**. If this unit contains a Veteran Attack Bike, it has **Power Rating +2**.

- The Veteran Biker Sergeant and every Veteran Biker is equipped with: twin boltgun; frag grenades; krak grenades.
- A Veteran Attack Bike is equipped with: bolt pistol; heavy bolter; twin boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin boltgun	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS

- The Veteran Biker Sergeant can be equipped with one of the following:
 - Deathwatch shotgun
 - Stalker-pattern boltgun
 - Up to 2 items from the *Deathwatch Equipment* list (pg 13)
- Any Veteran Biker can be equipped with one of the following: 1 bolt pistol; 1 Astartes chainsword; 1 power axe; 1 power maul; 1 power sword.
- The Veteran Attack Bike can have its heavy bolter replaced with 1 multi-melta.

ABILITIES

Angels of Death, Combat Squad (see *Codex: Space Marines*)

Turbo-boost: When this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH**
 KEYWORDS: **BIKERS, VETERAN BIKE SQUAD**



CORVUS BLACKSTAR

10 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Corvus Blackstar (8+ wounds remaining)	20-50"	6+	3+	8	7	14	3	8	3+
	Corvus Blackstar (4-7 wounds remaining)	20-40"	6+	4+	8	7	N/A	D3	8	3+
	Corvus Blackstar (1-3 wounds remaining)	20-30"	6+	5+	8	7	N/A	1	8	3+

A Corvus Blackstar is equipped with: 2 blackstar rocket launchers; twin assault cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blackstar rocket launcher	30"	Heavy 2D3	5	-1	1	Blast
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Stormstrike missile launcher	72"	Heavy 1	8	-3	3	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

OTHER WARGEAR	ABILITIES
Auspex array	Each time the bearer makes a ranged attack, the target does not receive the benefits of cover against that attack.
Infernum halo-launcher	Each time a ranged attack made by an AIRCRAFT model is allocated to the bearer, add 1 to any armour saving throw made against that attack.

WARGEAR OPTIONS

- This model can have their twin assault cannon replaced with 1 twin lascannon.
- This model can have their 2 blackstar rocket launchers replaced with 2 stormstrike missile launchers.
- This model can be equipped with 1 hurricane bolter.
- This model can be equipped with 1 infernum halo-launcher or 1 auspex array.

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Airborne: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can FLY. You can only fight with this model if it is within Engagement Range of any enemy units that can FLY, and this model can only make melee attacks against units that can FLY. Enemy units can only make melee attacks against this model if they can FLY.

Supersonic: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

Hover Jet: In your Command phase, this model can hover. If it does, then until the start of your next Command phase, its Move characteristic becomes 20" and it loses the Airborne, Hard to Hit and Supersonic abilities.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Blackstar Cluster Launcher: In your Movement phase, after this model has made a Normal Move or Advanced, you can select one enemy unit this model moved across as part of that move. If you do, roll one D6 for each model in that enemy unit (up to a maximum of ten D6). That enemy unit suffers 1 mortal wound for each result of 6.

TRANSPORT

This model has a transport capacity of 12 DEATHWATCH INFANTRY or DEATHWATCH BIKER models. Each JUMP PACK or TERMINATOR model takes the space of two other models. Each BIKER model takes the space of three other models. It cannot transport PRIMARIS models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH
KEYWORDS: VEHICLE, TRANSPORT, AIRCRAFT, FLY, CORVUS BLACKSTAR

WEAPON PROFILES

On this page you will find the weapon profiles for many unique weapons that Deathwatch models can be equipped with. Weapon profiles for all other weapons that Deathwatch models can be equipped with can be found in *Codex: Space Marines*. If a weapon has the Blast ability, the details of this ability can be found in the Warhammer 40,000 Core Book.

WEAPON LISTS

The wargear options section of some datasheets in this document refer to one or more weapon lists. These lists can be found below:

DEATHWATCH EQUIPMENT

Up to two items can be selected from the following list:

- Astartes chainsword*
- Bolt pistol*
- Grav-pistol*
- Inferno pistol*
- Hand flamer*
- Lightning claw*
- Plasma pistol*
- Power axe*
- Power fist*
- Power maul*
- Power sword*
- Storm shield (maximum 1 per model)
- Thunder hammer*
- Xenophase blade* (Watch Sergeant or Veteran Biker Sergeant only)

One item can be selected from the following list:

- Deathwatch boltgun
- Deathwatch combi-flamer
- Deathwatch combi-grav
- Deathwatch combi-melta
- Deathwatch combi-plasma
- Flamer*
- Grav-gun*
- Meltagun*
- Plasma gun*
- Storm bolter*

*(see *Codex: Space Marines*)

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Blackstar rocket launcher	30"	Heavy 2D3	5	-1	1	Blast
Deathwatch bolt pistol	12"	Pistol 1	4	0	1	Special-issue Ammunition (pg 2)
Deathwatch boltgun	24"	Rapid Fire 1	4	0	1	Special-issue Ammunition (pg 2)
Deathwatch combi-flamer	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	Special-issue Ammunition (pg 2)
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Deathwatch combi-grav	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	Special-issue Ammunition (pg 2)
- Grav-gun	18"	Rapid Fire 1	5	-3	1	Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.
Deathwatch combi-melta	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	Special-issue Ammunition (pg 2)
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.
Deathwatch combi-plasma	Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	Special-issue Ammunition (pg 2)
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Deathwatch frag cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag	12"	Assault 2D3	6	-1	1	Blast
- Shell	24"	Assault 2	7	-2	2	-

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Deathwatch heavy flamer	Before selecting targets, select one of the profiles below to make attacks with. Each time an attack is made with this weapon, that attack automatically hits the target.					
- Hellfire	12"	Heavy D6	2	0	1	Each time an attack is made with this weapon profile, unless the target has the VEHICLE or TITANIC keywords, a wound roll of 2+ for that attack is always successful.
- Infernum	12"	Heavy 2D6	4	0	1	Blast
- Promethium	12"	Heavy D6	5	-1	1	-
Deathwatch shotgun	Before selecting targets, select one of the profiles below to make attacks with.					
- Cryptclearer	18"	Assault 2	5	0	1	-
- Wyrmsbreath	8"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
- Xenopurge	12"	Assault 2	4	-1	2	-
Deathwatch twin boltgun	24"	Rapid Fire 2	4	0	1	Special-issue Ammunition (pg 2)
Hellfire Extremis	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	Special-issue Ammunition (pg 2)
- Hellfire flamer	12"	Assault D6	2	0	1	Each time an attack is made with this weapon, that attack automatically hits the target, and unless that target has the VEHICLE or TITANIC keywords, a wound roll of 2+ for that attack is always successful.
Infernus heavy bolter	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Heavy bolter	36"	Heavy 3	5	-1	2	-
- Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Stalker-pattern boltgun	30"	Heavy 1	4	-2	2	Special-issue Ammunition (pg 2)
Stasis grenade	6"	Grenade 1	-	-	-	This weapon can only be used once per battle. Each time an attack is made with this weapon, if a hit is scored, the target suffers D6 mortal wounds and the attack sequence ends.
Vigil spear (shooting)	24"	Rapid Fire 1	4	-1	2	Special-issue Ammunition (pg 2)
MELEE WEAPONS						
Artificer crozius	Melee	Melee	+2	-2	2	-
Duty's Revelation	Melee	Melee	+1	-4	D3	-
Heavy thunder hammer	Melee	Melee	x2	-3	4	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Vigil spear (melee)	Melee	Melee	+1	-3	D3	-

POINTS VALUES

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit's size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of 'x pts/model', then the unit costs x points for every model in that unit. You must then add points for each weapon, or other item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and other wargear not listed in a unit's entry cost no additional points to include in that unit).

HQ

Chaplain Cassius (pg 7)

Unit size 1 model
Unit cost..... 95 pts

Codicier Natorian (pg 7)

Unit size 1 model
Unit cost..... 100 pts

Watch Captain Artemis (pg 6)

Unit size 1 model
Unit cost..... 105 pts

Watch Master (pg 6)

Unit size 1 model
Unit cost..... 130 pts

TROOPS

Deathwatch Veterans (pg 8)

Unit size 5-10 models
Unit cost (Black Shield)..... 25 pts/model
Unit cost (other models)..... 20 pts/model

- Combat shield..... +4 pts
- Deathwatch combi-flamer..... +5 pts
- Deathwatch combi-grav..... +10 pts
- Deathwatch combi-melta..... +10 pts
- Deathwatch combi-plasma..... +10 pts
- Deathwatch frag cannon..... +10 pts
- Flamer..... +5pts
- Grav-gun..... +5 pts
- Grav-pistol..... +5 pts
- Inferno pistol..... +5 pts
- Infernus heavy bolter..... +15 pts
- Hand flamer..... +5 pts
- Heavy bolter..... +10 pts
- Heavy flamer..... +10 pts
- Heavy thunder hammer..... +15 pts
- Lightning claw +3 pts
- Meltagun +5 pts
- Missile launcher..... +15 pts
- Plasma gun..... +5 pts
- Plasma pistol +5 pts
- Power axe..... +3 pts
- Power fist..... +8 pts
- Power maul..... +3 pts
- Power sword..... +3 pts
- Stalker-pattern boltgun..... +3 pts
- Storm bolter..... +3 pts
- Storm shield..... +5 pts
- Thunder hammer +12 pts
- Xenophase blade..... +10 pts

Kill Team Cassius (pg 9)

Unit size 9 models
Unit cost..... 260 pts

ELITES

Deathwatch Terminator Squad (pg 10)

Unit size 5-10 models
Unit cost..... 33 pts/model

- Assault cannon +15 pts
- Chainfist..... +5 pts
- Cyclone missile launcher..... +20 pts
- Heavy flamer..... +10 pts
- Plasma cannon..... +15 pts
- Power fist..... +5 pts
- Deathwatch teleport homer..... +5 pts
- Thunder hammer +10 pts

FAST ATTACK

Veteran Bike Squad (pg 11)

Unit size 3-7 models
Unit cost..... 30 pts/model

- Deathwatch boltgun..... +5 pts
- Deathwatch combi-flamer..... +10 pts
- Deathwatch combi-grav..... +15 pts
- Deathwatch combi-melta..... +15 pts
- Deathwatch combi-plasma..... +15 pts
- Deathwatch shotgun +5 pts
- Flamer..... +5 pts
- Grav-gun..... +10 pts
- Grav-pistol..... +5 pts
- Inferno-pistol +5 pts
- Hand flamer..... +5 pts
- Heavy bolter..... +15 pts
- Lightning claw +5 pts
- Meltagun +10 pts
- Multi-melta +25 pts
- Plasma gun..... +10 pts
- Plasma pistol +5 pts
- Power axe..... +3 pts
- Power fist..... +10 pts
- Power maul..... +3 pts
- Power sword..... +3 pts
- Stalker-pattern boltgun..... +5 pts
- Storm bolter..... +5 pts
- Storm shield..... +5 pts
- Thunder hammer +15 pts
- Xenophase blade..... +10 pts

FLYER

Corvus Blackstar (pg 12)

Unit size 1 model
Unit cost..... 180 pts

- Auspex array..... +5 pts
- Hurricane bolter +15 pts
- Infernum halo-launcher..... +10 pts