THE RULES

Welcome to the rules section of Codex: Deathwatch. On the following pages you will find the rules that allow you to bring your Deathwatch armies to life on the tabletop battlefield. Make sure you read through them carefully. The rules present a way for two players to engage in competitive or co-operative gameplay. By using a mix of narrative scenarios, match-play and teams as an alternative to battle, you can set up your own unique missions that suit your own tastes and preferences.

The Deathwatch are a unique faction in Warhammer 40,000 in that they deploy a wide range of characters. This book includes a wide range of characters from Scions and Zealots to Battle Robots and Librarians. The Deathwatch are a diverse and varied faction, allowing for a variety of gameplay styles and objectives to create the world's most combat effective warband.

You will need a copy of the Warhammer 40,000 rulebook to use this book, as well as access to the Codex: Deathwatch, Codex: Space Marines and Codex: Space Wolves supplements.

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THE RULES
COMBAT PATROL

Combat Patrol is the smallest unit in the game, and the Deathwatch Detachment is no exception. In the game, a Detachment is a group of troops that work together in coordinated groups. The Deathwatch Detachment is a small unit of troops that work together to defend the Emperor of Mankind.

The Deathwatch Detachment is composed of the following units:

- A Deathwatch squad of six troops, equipped with boltguns and heavy armor
- A Deathwatch command squad of two troops, equipped with boltguns and heavy armor
- A Deathwatch support squad of three troops, equipped with boltguns and heavy armor
- A Deathwatch special weapons squad of two troops, equipped with special weapons

Each unit is composed of six troops, all of whom are equipped with boltguns and heavy armor. The Deathwatch command squad is composed of two troops, one of whom is equipped with boltguns and heavy armor, and the other is equipped with a heavy weapon. The Deathwatch support squad is composed of three troops, all of whom are equipped with boltguns and heavy armor. The Deathwatch special weapons squad is composed of two troops, one of whom is equipped with boltguns and heavy armor, and the other is equipped with a heavy weapon.

The Deathwatch Detachment is a small but effective unit of troops that can be used to defend the Emperor of Mankind.
### KILL TEAM SPECIALISMS

<table>
<thead>
<tr>
<th>SPECIALISMS</th>
<th>SIGNIFICANCE</th>
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</thead>
<tbody>
<tr>
<td>Aquila</td>
<td>+1</td>
<td>+25</td>
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<tr>
<td>Elevate</td>
<td>+2</td>
<td>+35</td>
</tr>
<tr>
<td>Malpeo</td>
<td>+2</td>
<td>+25</td>
</tr>
<tr>
<td>Purgers</td>
<td>+2</td>
<td>+25</td>
</tr>
<tr>
<td>Humora</td>
<td>+1</td>
<td>+25</td>
</tr>
</tbody>
</table>

Each time you upgrade a unit to have a Specialism, it gains a benefit that enables it to fight better, and the associated penalties to other units are nullified. These benefits are still considered to be the same benefits for the purposes of the game. The number of times any particular database can be included in your army is limited to ten.

With the exception of KILL TEAM SPECIALISMS (see below), a Crusade First cannot start with any units upgraded in this manner. If a Crusade First cannot start with a unit or a Specialism, you must use the Kill Team Specialism Exemplar (p. 46).

An army (and a Crusade army) cannot contain more than one Kill Team or Exemplar with the same Specialism (i.e., any army cannot contain two KILL TEAM or two EXEMPLAR units).

The exceptions to units upgraded using the Masters of the Specialisms rules are:

- **Aquila:** A unit not upgraded to have a Specialism, even if it has a higher Specialism rating, can be used to fulfill the Aquila unit requirement to have the Aquila Specialism. If the unit does not meet the Aquila Specialism’s minimum prerequisites, any Mayhem points not used to purchase the Aquila Specialism will be lost.

- **Elevate:** A unit not upgraded to have a Specialism, even if it has a higher Specialism rating, can be used to fulfill the Elevate unit requirement to have the Elevate Specialism. If the unit does not meet the Elevate Specialism’s minimum prerequisites, any Mayhem points not used to purchase the Elevate Specialism will be lost.

### WARLORD TRAITS

If a DEATHWATCH CHARACTER is your Warlord, you may use the table below to determine what Warlord Traits he possesses. Each Trait can only be used once per 50 points of Warlord, making a total of one Trait per 50 points of Warlord.

1. **Vigilance Incarnate:** This Trait is a powerful tool in a warlord’s arsenal. It allows the Warlord to deal an additional hit on an enemy unit with a Quickkaster or a Heavy Flamer.

2. **Dominate:** This Trait is a powerful tool for a Warlord to control the battlefield. It allows the Warlord to grant additional Mayhem points to units that are adjacent to a Warp Taint or a Warp Rift.

3. **Pursuit:** This Trait is a powerful tool for a Warlord to control the battlefield. It allows the Warlord to grant additional Mayhem points to units that are adjacent to a Warp Taint or a Warp Rift.

4. **Optimised Priority:** This Trait is a powerful tool for a Warlord to control the battlefield. It allows the Warlord to grant additional Mayhem points to units that are adjacent to a Warp Taint or a Warp Rift.

5. **Castellan of the Black Vault:** This Trait is a powerful tool for a Warlord to control the battlefield. It allows the Warlord to grant additional Mayhem points to units that are adjacent to a Warp Taint or a Warp Rift.

### ARMOR RULES

- **Armours:** Each unit has a specific armour rating that determines its ability to withstand attacks.
- **Armor Class:** Each unit’s armour class is represented by a number.
- **Armor Penetration:** Each unit’s armour penetration is represented by a number.
- **Armor Value:** Each unit’s armour value is represented by a number.
- **Armor Strength:** Each unit’s armour strength is represented by a number.
- **Armor Damage:** Each unit’s armour damage is represented by a number.

### NAMELED CHARACTERS AND WARLORD TIES

If the following characters are your Warlord, they must have the following roles:

- **Nameled Character:**
  - Character: [Character Name]
  - Role: [Role]
  - Trait: [Trait]

### WORKLOAD TRAITS

If you have the following characters, your Workload Trait must have the following roles:

- **Workload Trait:**
  - Priority: [Priority]
  - Role: [Role]
  - Trait: [Trait]
null
CHAPTER APPROVED RULES

BATTLEFLEET SUPREMACY

THE LONG VOYAGE

Protagonist Objective

The Battlefleet stand erred over some of the most treacherous and dangerous waters of the Federation. They have proceed with caution and have been evading the enemy. They have undertaken great risks to ensure their safety, and they will succeed in completing their mission.

Score 5 victory points at the start of your Command phase if there are no enemy units including the Protagonist’s fleet at your deployment area and at least 1 friendly Unit (including Protagonist) has not been destroyed or wholly within your opponent’s deployment zone, one of these must be selected to be the Battlefleet objective marker.

PURGE THE ENEMY

Cull Order

End Game Objective

Sometimes the bravado and fire of a battle hit between allies can be extinguished by disappointment. The final moments of the Federation can be experienced as the endgame is approached. The enemy’s strategy to control the galaxy is undermined.

If you selected this secondary objective, then after both sides have finished deploying, start with your opponent, both players alternate selecting Battlefleet Units (104 Troops, etc.) from the units in your opponent’s army until their different battlefleet fleets have been selected. If another opponent’s army does not include units with three Battlefleet points, select as many as possible.

At the end of the battle, for each Battlefleet Unit that was selected, score 1 victory point for every enemy unit in your opponent’s army with that Battlefleet Unit has been destroyed.

SHADOW OPERATIONS

CRIPPLE STONGHOLD

Protagonist Objective

The Battlefleet is the last good day. They painstakingly disassemble every unit of their enemy. Infrastructure is defragmented, borders are redefined and the remnants of the enemy’s power is destroyed. Pursue and surround is annihilated, decontaminated and wiped from existence.

If you selected this secondary objective, then after both sides have finished deploying, start with your opponent, both players alternate selecting Battlefleet Units (104 Troops, etc.) from the units in your opponent’s army until their different battlefleet fleets have been selected. If another opponent’s army does not include units with three Battlefleet points, select as many as possible.

Score 4 victory points each time a unit from your army successfully completes this action.

NO MERCY, NO RESPITE

SUFFER NOT THE ALIEN

End Game Objective

Every unit at their disposal, every scrap of hard-earned knowledge, to redeem upon the selection of the Battlefleet’s handful of the alien. They will not, until the galaxy is free from the alien threat.

Score 1 victory point at the end of the battle for each enemy Unit (Aliens, Diseases, Deeds, Magia and Imperial Troops) destroyed by a Battlefleet Unit from your army during the battle.
CRUSADE RULES

In this section you’ll find additional rules for playing Crusade battles with the Deathwatch, such as Agenda, Battle Traits and Crusade Relics that are unique to Deathwatch units. You can find out more about Crusade

AGENDAS

Deathwatch units are unique in that they have no equivalent of the Agenda system in other games. However, in a Crusade battle, you still need to keep track of the agenda and help to define your battle’s theme and objectives. The Deathwatch agenda focuses on your mission to eliminate the Black Library and its Founded forces. This agenda is designed to guide the Deathwatch forces towards their goal of destroying the Black Library.

Battle Traits

Deathwatch units can have the following battle traits:

- Bringer of Ideas
- Champion of the People
- Defender of the Faith
- Executor of Justice
- Hero of the Empire
- Liberator of Mankind
- Master of the Universe
- Destroyer of Worlds

Masters of the Specialisms

Masters of the Specialisms are unique to the Deathwatch and can be the leaders of their units. They can give orders to their units, such as “form up into a tight formation” or “move to engage the enemy from the flank.”

Battle Scars

Battle Scars are unique to Deathwatch units and can be used to customize your unit. These scars can be used to represent the unique challenges and sacrifices of the Deathwatch, and help to add flavor and depth to your warband.

Special Issue Equipment

Special Issue Equipment is unique to Deathwatch units and can be used to customize your character. This equipment can be used to represent the unique equipment and technology used by the Deathwatch.

Crusade Relics

In addition to the Crusade Relics presented in the Warhammer 40,000 Core Book and Codex: Space Marines, Deathwatch character units also have access to a collection of unique Crusade Relics described on page 49.

AGENDA

Deathwatch Agenda

Deathwatch Agenda

- Bringer of Ideas
- Champion of the People
- Defender of the Faith
- Executor of Justice
- Hero of the Empire
- Liberator of Mankind
- Master of the Universe
- Destroyer of Worlds

Battle Scars

Battle Scars

- Bringer of Ideas
- Champion of the People
- Defender of the Faith
- Executor of Justice
- Hero of the Empire
- Liberator of Mankind
- Master of the Universe
- Destroyer of Worlds

Special Issue Equipment

Special Issue Equipment

- Bringer of Ideas
- Champion of the People
- Defender of the Faith
- Executor of Justice
- Hero of the Empire
- Liberator of Mankind
- Master of the Universe
- Destroyer of Worlds

Crusade Relics

In addition to the Crusade Relics presented in the Warhammer 40,000 Core Book and Codex: Space Marines, Deathwatch character units also have access to a collection of unique Crusade Relics described on page 49.
MASTERS OF THE SPECIALIES

Masters of the Specialies are the three main types of Battle Scars that can be given to the crew: 

- **Master Venator**: A feline-oriented unit. 
- **Master Malkei**: A insect-oriented unit. 
- **Master Furin**: A reptile-oriented unit.

**Master Venator**
A master Venator uses the enemy’s wealth and resources, converting it into a weapon. 

- This model is equipped with the **Venator Specialist** pack (p. 46). 
- **Power Armor**: A Master Venator power armor conforms to the enemy’s power armor design.

**Master Malkei**
A master Malkei uses the enemy’s natural resources to create a weapon. 

- This model is equipped with the **Malkei Specialist** pack (p. 46). 
- **Power Armor**: A Master Malkei power armor conforms to the enemy’s power armor design.

**Master Furin**
A master Furin uses the enemy’s biological resources to create a weapon. 

- This model is equipped with the **Furin Specialist** pack (p. 46). 
- **Power Armor**: A Master Furin power armor conforms to the enemy’s power armor design.

**Masters of the Specialies**

**Master Venator**
A master Venator uses the enemy’s wealth and resources, converting it into a weapon. 

- This model is equipped with the **Venator Specialist** pack (p. 46). 
- **Power Armor**: A Master Venator power armor conforms to the enemy’s power armor design.

**Master Malkei**
A master Malkei uses the enemy’s natural resources to create a weapon. 

- This model is equipped with the **Malkei Specialist** pack (p. 46). 
- **Power Armor**: A Master Malkei power armor conforms to the enemy’s power armor design.

**Master Furin**
A master Furin uses the enemy’s biological resources to create a weapon. 

- This model is equipped with the **Furin Specialist** pack (p. 46). 
- **Power Armor**: A Master Furin power armor conforms to the enemy’s power armor design.

**Additional Information**

**BATTLE SCARS**

**A Brotherhood in Transit**

- **A Brotherly In Transit**: A brotherly unit that can be given to the crew. 
- **Power Armor**: A Master Venator power armor conforms to the enemy’s power armor design.

**Not to be of the Southerner**

- **Not to be of the Southerner**: A brotherly unit that can be given to the crew. 
- **Power Armor**: A Master Venator power armor conforms to the enemy’s power armor design.

**Kushanese Furin**
A Kushanese Furin uses the enemy’s biological resources to create a weapon. 

- This model is equipped with the **Kushanese Furin Specialist** pack (p. 46). 
- **Power Armor**: A Master Venator power armor conforms to the enemy’s power armor design.

**Battle scars**

- **Battle scars**: A model that can be given to the crew. 
- **Power Armor**: A Master Venator power armor conforms to the enemy’s power armor design.

**Xenoskin Furin**
A Xenoskin Furin uses the enemy’s biological resources to create a weapon. 

- This model is equipped with the **Xenoskin Furin Specialist** pack (p. 46). 
- **Power Armor**: A Master Venator power armor conforms to the enemy’s power armor design.

**Named Characters**

- **Master Venator**: A master Venator that can be given to the crew. 
- **Power Armor**: A Master Venator power armor conforms to the enemy’s power armor design.
CREATING KILL TEAM

When you are mastering your army, be ready to offer the best of your Deathwatch models, as well as your own unique additions. Whether you are creating a Kill Team with your own Deathwatch models or adding to an existing team, you will need to plan the components of your team. The following section provides a guide to creating your own Kill Team.

**Warspear & Weapon Lists**

The Warspear and Weapon Lists section contains detailed information on the weapons and models available to you. You can use this information to decide which weapons and models to include in your Kill Team.

**Abilities**

Abilities are skills that can be assigned to your models. They are divided into three categories: specialization, specializing, and combat. Each category contains abilities that can be assigned to your models.

**Specialisation**

Specialisation abilities are skills that can be assigned to your models. They are divided into three categories: specialization, specializing, and combat. Each category contains abilities that can be assigned to your models.

**Mixed Unit**

A Mixed Unit is a group of models that can be mixed in any ratio. Each model in the Mixed Unit can have its own ability, or you can choose to include abilities that are shared by all models in the Mixed Unit.

**Necromunda**

Necromunda is a set of rules that can be used to play a game of Necromunda. It includes a set of rules for creating and playing a game of Necromunda.

**Keywords**

Keywords are words that are used in the Necromunda rules to describe the abilities of models and how they interact with each other. Keywords are used to describe the abilities of models and how they interact with each other.

**Power Rating**

Power Rating is a system used to determine the power of a model. It is used to determine which models are able to interact with each other and which models are able to interact with each other.

**Example**

Example: You want to create a new model for your Kill Team. You choose to use the Necromunda rules to play a game of Necromunda.

**Rules of Conduct**

The Rules of Conduct are a set of rules that are used to play a game of Necromunda. These rules include rules for creating and playing a game of Necromunda.
PROTEUS KILL TEAM

The forces that hold them together are the ones who know that the only place they all fit is at the bottom of the barrel. The Consortium aren’t above using force to keep them in line, but only as a last resort. The Troopers are more than capable of taking care of themselves.

ABILITIES

- The following abilities are available:

  - **Vanguard’s** can use the Tech Team ability of their storm trooper rates with them.
  - **Trendco** can use the Tech Team ability of their storm trooper rates with them.

KEYWORDS

- **Vanguard**
- **Trendco**
- **Storm trooper**

POWER RATING

A Trooper Kill Team has a Power Rating of 6. If you add any additional models to this unit, add the following to this unit’s Power Rating:

- **Vanguard** (+1 Power Rating per model)
- **Trendco** (+2 Power Rating per model)
- **Storm trooper** (+1 Power Rating per model)

FORTIS KILL TEAM

The forces that hold them together are the ones who know that the only place they all fit is at the bottom of the barrel. The Consortium aren’t above using force to keep them in line, but only as a last resort. The Troopers are more than capable of taking care of themselves.

ABILITIES

- The following abilities are available:

  - **Vanguard’s** can use the Tech Team ability of their storm trooper rates with them.
  - **Trendco** can use the Tech Team ability of their storm trooper rates with them.

KEYWORDS

- **Vanguard**
- **Trendco**
- **Storm trooper**

POWER RATING

A Trooper Kill Team has a Power Rating of 6. If you add any additional models to this unit, add the following to this unit’s Power Rating:

- **Vanguard** (+1 Power Rating per model)
- **Trendco** (+2 Power Rating per model)
- **Storm trooper** (+1 Power Rating per model)

INDOMITOR KILL TEAM

The forces that hold them together are the ones who know that the only place they all fit is at the bottom of the barrel. The Consortium aren’t above using force to keep them in line, but only as a last resort. The Troopers are more than capable of taking care of themselves.

ABILITIES

- The following abilities are available:

  - **Vanguard’s** can use the Tech Team ability of their storm trooper rates with them.
  - **Trendco** can use the Tech Team ability of their storm trooper rates with them.

KEYWORDS

- **Vanguard**
- **Trendco**
- **Storm trooper**

POWER RATING

A Trooper Kill Team has a Power Rating of 6. If you add any additional models to this unit, add the following to this unit’s Power Rating:

- **Vanguard** (+1 Power Rating per model)
- **Trendco** (+2 Power Rating per model)
- **Storm trooper** (+1 Power Rating per model)

SPECTRUS KILL TEAM

The forces that hold them together are the ones who know that the only place they all fit is at the bottom of the barrel. The Consortium aren’t above using force to keep them in line, but only as a last resort. The Troopers are more than capable of taking care of themselves.

ABILITIES

- The following abilities are available:

  - **Vanguard’s** can use the Tech Team ability of their storm trooper rates with them.
  - **Trendco** can use the Tech Team ability of their storm trooper rates with them.

KEYWORDS

- **Vanguard**
- **Trendco**
- **Storm trooper**

POWER RATING

A Trooper Kill Team has a Power Rating of 6. If you add any additional models to this unit, add the following to this unit’s Power Rating:

- **Vanguard** (+1 Power Rating per model)
- **Trendco** (+2 Power Rating per model)
- **Storm trooper** (+1 Power Rating per model)
**Watch Master**

**Power:** 7

**Weapon Range:** 2-2

**AP:** 4-4

**D:** 5-9

**Ablities:**
- **Angels of Death** (see Codex: Space Marines)
- **Pilots of Battle** (see Codex: Space Marines)
- **Special Issue Ammunition** (see Codex: Space Marines)

**Watch Captain Artemis**

**Power:** 7

**Weapon Range:** 1-2

**AP:** 0

**D:** 3-7

**Ablities:**
- **Angels of Death** (see Codex: Space Marines)
- **Pilots of Battle** (see Codex: Space Marines)
- **Special Issue Ammunition** (see Codex: Space Marines)

**Chaplain Cassius**

**Power:** 5

**Weapon Range:** 2-2

**AP:** 4-6

**D:** 1-9

**Ablities:**
- **Angels of Death** (see Codex: Space Marines)
- **Pilots of Battle** (see Codex: Space Marines)
- **Special Issue Ammunition** (see Codex: Space Marines)

**Codicer Natorian**

**Power:** 6

**Weapon Range:** 1-4

**AP:** 1-6

**D:** 1-9

**Ablities:**
- **Angels of Death** (see Codex: Space Marines)
- **Pilots of Battle** (see Codex: Space Marines)
- **Psychic Phase**
- **Special Issue Ammunition** (see Codex: Space Marines)

**Faction Keywords:** Imperium, Adeptus Astartes, Deathwatch

**Notes:**
- **Watch Master**
  - Vigilant: 1-2, 3-7
  - Vigilant: 3-7

- **Watch Captain Artemis**
  - Vigilant: 1-3

- **Chaplain Cassius**
  - Vigilant: 1-2

- **Codicer Natorian**
  - Vigilant: 1-3, 4-5

**Other Keywords:**
- Infantry, Character, Power, Librarian, Codicer Natorian

**Description:**
- A Lieutenant of the Codex: Astartes, he is known as the Codicer Natorian. His role is to record and compile the knowledge of the Codex, ensuring its accuracy and dissemination to the Astartes. He is often found in the midst of battle, using his psychic powers to access the Codex and gain knowledge that can turn the tide of war.

- The Watch Master is a veteran of many battles, his experience and wisdom make him a valuable asset to the Space Marine Regiments. He is known for his tactical prowess and his ability to inspire his brothers in arms.

- The Watch Captain Artemis is a skilled fighter, her quick thinking and strategic mindset make her a formidable opponent. She is known for her ability to adapt to changing battlefield conditions, making her a valuable asset to any battle.
** DEATHWATCH VETERANS **

**WEAPONS**

**Deathwatch Blaster**
- **Range:** Standard
- **AP:** 4
- **D:** 3

**Deathwatch Blaster (Heavy)**
- **Range:** Standard
- **AP:** 4
- **D:** 3

**Deathwatch Heli-Pack (Blaster)**
- **Range:** Standard
- **AP:** 4
- **D:** 3

**Deathwatch Heli-Pack (Blaster Heavy)**
- **Range:** Standard
- **AP:** 4
- **D:** 3

**Lightning Bolt**
- **Range:** Standard
- **AP:** 4
- **D:** 3

**Lightning Bolt (Heavy)**
- **Range:** Standard
- **AP:** 4
- **D:** 3

**Malleus Heavy Bolt**
- **Range:** Standard
- **AP:** 4
- **D:** 3

**Power Pack**
- **Range:** Standard
- **AP:** 4
- **D:** 3

**Super-laser Bolter**
- **Range:** Standard
- **AP:** 4
- **D:** 3

**Power Shield**
- **Range:** Standard
- **AP:** 4
- **D:** 3

**OTHER MASSIVE ABILITIES**

**Storm Shield**
- **The bearer has 8 additional mass.**

**OTHER ABILITIES**

- **Vigilant: Watchers or Black Shield can never be taken unless the Deathwatch Blaster and power sword are equipped with the following:**
  - **Deathwatch Blaster**
  - **Deathwatch Heli-Pack (Blaster)**
  - **Super-laser Bolter**
  - **Power Sword**
  - **Power Shield**

**KILL TEAM CASSIUS**

**WEAPONS**

**Deathwatch Boltgun**
- **Range:** 12
- **AP:** 3
- **D:** 2

**Heavy Bolter**
- **Range:** 12
- **AP:** 2
- **D:** 2

**Heli-Pack**
- **Range:** 12
- **AP:** 2
- **D:** 2

**Inferno**
- **Range:** 12
- **AP:** 2
- **D:** 2

**Deathwatch Boltgun**
- **Range:** 12
- **AP:** 2
- **D:** 2

**Assassin's Chained Blade**
- **Range:** 12
- **AP:** 2
- **D:** 2

**OTHER ABILITIES**

- **Sealed Executioner:**
  - **Unleashing this unit automatically causes Minor Tests.**

**FACTION KEYWORDS:**

- **Imperium, Admissus Allies, Deathwatch.**

**KEYWORDS:**

- **Imperium, Core, Smite and Slay, Kill Team, Kill Team Cassius.**
DEATHWATCH TERMINATOR SQUAD

9 POWER

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WEAPON

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</tr>
<tr>
<td>Plasma Ball</td>
<td>1</td>
<td>3</td>
<td>6</td>
<td>0</td>
</tr>
<tr>
<td>Lasergun</td>
<td>20</td>
<td>5</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>Railgun</td>
<td>20</td>
<td>3</td>
<td>5</td>
<td>1</td>
</tr>
</tbody>
</table>

Abilities

- Deathwatch tracking beacon
- Storm shield
- Power fist
- Power claw
- Plasma ball
- Lasergun
- Railgun

VETERAN BIKE SQUAD

5 POWER

<table>
<thead>
<tr>
<th>No.</th>
<th>NAME</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Svr</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>Veteran Bike Sergeant</td>
<td>14</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>2</td>
<td>Veteran Bike</td>
<td>14</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>3</td>
<td>Veteran Bike</td>
<td>14</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>3</td>
<td>3</td>
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<td>3</td>
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WEAPON

<table>
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<tr>
<th>TYPE</th>
<th>RANGE</th>
<th>D</th>
<th>S</th>
<th>AP</th>
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<tbody>
<tr>
<td>Sniper Rifle</td>
<td>12</td>
<td>3</td>
<td>4</td>
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</tr>
<tr>
<td>Heavy Flamer</td>
<td>30</td>
<td>6</td>
<td>1</td>
<td>1</td>
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<tr>
<td>Power Sword</td>
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<td>6</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>Laser Cannon</td>
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<td>8</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Railgun</td>
<td>20</td>
<td>3</td>
<td>5</td>
<td>1</td>
</tr>
<tr>
<td>Lasergun</td>
<td>20</td>
<td>5</td>
<td>4</td>
<td>2</td>
</tr>
</tbody>
</table>

Abilities

- Veteran Bike Sergeant
- Veteran Bike
- Veteran Bike

FACTION KEYWORDS: IMPERIUM, ADEPTUS Astra, DEATHWATCH KEYWORDS: BIKES, VETERAN BIKE SQUAD
### POINTS VALUES

You can use this section to determine the points (i.e. value) of each unit in your army. Each entry lists the unit's name, how many points it costs, and how many points it costs. Each entry has a unit cost of a 'per model.' Each unit costs one or two additional points to include some units. It is based on that entry's price. If other units are available, the additional points are beyond the cost of the final unit. This does not include any special units or other units that are excluded from their unit costs.

### TROOPS

#### Base Unit Value (G44)

Base unit cost: 30 points

<table>
<thead>
<tr>
<th>Unit</th>
<th>Point Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Core</td>
<td>5 points</td>
</tr>
<tr>
<td>Base</td>
<td>20 points</td>
</tr>
<tr>
<td>Other</td>
<td>5 points</td>
</tr>
<tr>
<td>Total</td>
<td>30 points</td>
</tr>
</tbody>
</table>

#### Base Unit Value (G45)

Base unit cost: 50 points

<table>
<thead>
<tr>
<th>Unit</th>
<th>Point Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Core</td>
<td>15 points</td>
</tr>
<tr>
<td>Base</td>
<td>35 points</td>
</tr>
<tr>
<td>Other</td>
<td>10 points</td>
</tr>
<tr>
<td>Total</td>
<td>50 points</td>
</tr>
</tbody>
</table>

#### Base Unit Value (G46)

Base unit cost: 70 points

<table>
<thead>
<tr>
<th>Unit</th>
<th>Point Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Core</td>
<td>25 points</td>
</tr>
<tr>
<td>Base</td>
<td>45 points</td>
</tr>
<tr>
<td>Other</td>
<td>10 points</td>
</tr>
<tr>
<td>Total</td>
<td>70 points</td>
</tr>
</tbody>
</table>

#### Base Unit Value (G47)

Base unit cost: 100 points

<table>
<thead>
<tr>
<th>Unit</th>
<th>Point Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Core</td>
<td>30 points</td>
</tr>
<tr>
<td>Base</td>
<td>70 points</td>
</tr>
<tr>
<td>Other</td>
<td>20 points</td>
</tr>
<tr>
<td>Total</td>
<td>100 points</td>
</tr>
</tbody>
</table>

### FAST ATTACK

#### Base Unit Value (G48)

Base unit cost: 120 points

<table>
<thead>
<tr>
<th>Unit</th>
<th>Point Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Core</td>
<td>40 points</td>
</tr>
<tr>
<td>Base</td>
<td>80 points</td>
</tr>
<tr>
<td>Other</td>
<td>20 points</td>
</tr>
<tr>
<td>Total</td>
<td>120 points</td>
</tr>
</tbody>
</table>

#### Base Unit Value (G49)

Base unit cost: 150 points

<table>
<thead>
<tr>
<th>Unit</th>
<th>Point Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Core</td>
<td>50 points</td>
</tr>
<tr>
<td>Base</td>
<td>100 points</td>
</tr>
<tr>
<td>Other</td>
<td>20 points</td>
</tr>
<tr>
<td>Total</td>
<td>150 points</td>
</tr>
</tbody>
</table>

#### Base Unit Value (G50)

Base unit cost: 180 points

<table>
<thead>
<tr>
<th>Unit</th>
<th>Point Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Core</td>
<td>60 points</td>
</tr>
<tr>
<td>Base</td>
<td>120 points</td>
</tr>
<tr>
<td>Other</td>
<td>20 points</td>
</tr>
<tr>
<td>Total</td>
<td>180 points</td>
</tr>
</tbody>
</table>

#### Base Unit Value (G51)

Base unit cost: 210 points

<table>
<thead>
<tr>
<th>Unit</th>
<th>Point Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Core</td>
<td>70 points</td>
</tr>
<tr>
<td>Base</td>
<td>140 points</td>
</tr>
<tr>
<td>Other</td>
<td>20 points</td>
</tr>
<tr>
<td>Total</td>
<td>210 points</td>
</tr>
</tbody>
</table>

### ELITES

#### Base Unit Value (G52)

Base unit cost: 240 points

<table>
<thead>
<tr>
<th>Unit</th>
<th>Point Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Core</td>
<td>80 points</td>
</tr>
<tr>
<td>Base</td>
<td>160 points</td>
</tr>
<tr>
<td>Other</td>
<td>20 points</td>
</tr>
<tr>
<td>Total</td>
<td>240 points</td>
</tr>
</tbody>
</table>

#### Base Unit Value (G53)

Base unit cost: 270 points

<table>
<thead>
<tr>
<th>Unit</th>
<th>Point Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Core</td>
<td>90 points</td>
</tr>
<tr>
<td>Base</td>
<td>180 points</td>
</tr>
<tr>
<td>Other</td>
<td>20 points</td>
</tr>
<tr>
<td>Total</td>
<td>270 points</td>
</tr>
</tbody>
</table>

#### Base Unit Value (G54)

Base unit cost: 300 points

<table>
<thead>
<tr>
<th>Unit</th>
<th>Point Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Core</td>
<td>100 points</td>
</tr>
<tr>
<td>Base</td>
<td>200 points</td>
</tr>
<tr>
<td>Other</td>
<td>20 points</td>
</tr>
<tr>
<td>Total</td>
<td>300 points</td>
</tr>
</tbody>
</table>

#### Base Unit Value (G55)

Base unit cost: 330 points

<table>
<thead>
<tr>
<th>Unit</th>
<th>Point Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Core</td>
<td>120 points</td>
</tr>
<tr>
<td>Base</td>
<td>210 points</td>
</tr>
<tr>
<td>Other</td>
<td>20 points</td>
</tr>
<tr>
<td>Total</td>
<td>330 points</td>
</tr>
</tbody>
</table>

#### Base Unit Value (G56)

Base unit cost: 360 points

<table>
<thead>
<tr>
<th>Unit</th>
<th>Point Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Core</td>
<td>140 points</td>
</tr>
<tr>
<td>Base</td>
<td>220 points</td>
</tr>
<tr>
<td>Other</td>
<td>20 points</td>
</tr>
<tr>
<td>Total</td>
<td>360 points</td>
</tr>
</tbody>
</table>

### FILTER

#### Base Unit Value (G57)

Base unit cost: 390 points

<table>
<thead>
<tr>
<th>Unit</th>
<th>Point Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Core</td>
<td>160 points</td>
</tr>
<tr>
<td>Base</td>
<td>230 points</td>
</tr>
<tr>
<td>Other</td>
<td>20 points</td>
</tr>
<tr>
<td>Total</td>
<td>390 points</td>
</tr>
</tbody>
</table>
GLOSSARY

Below you will find a glossary that contains a number of terms used in this Codex.

Detachment Briefing: A Detachment is a battle-forged army where every formation has the Detachment-tuned Command model, with the Active or Inactive terrains in your units.

Detachment Command Objective (pg 43): A detachment command objective that can be used to command groups of non-battle units during the Detachment movement."