

Deathwatch Kill Team

– A Deathwatch Kill Team is comprised of 3-5 models.

– Deathwatch kill teams do not have New Recruits.

– In any missions that allow Ork Boyz kill teams to field additional models (such as the Raid or Hit and Run), subtract 2 from the random number of models that take part in the mission for a Deathwatch kill team.

Special Rules:

And They Shall Know No Fear: A fighter with this rule never has to take fear or terror tests. In addition, a fighter with this rule can always test to recover early from pinning, even if there is no friendly fighter within 2".

Xeno Hunters: When attacking an Alien fighter in hand to hand combat, members of this kill team score critical hits on a roll of 5 or 6.

Watch Sergeant

Kill Team Leader

Cost to recruit: 230

M	WS	BS	S	T	W	A	Ld
4"	4	4	4	4	1	2	9

Wargear: Combat Blade, Power Armour

A Watch Sergeant may choose items from the H2H, Basic, Ammunition, Grenades and Miscellaneous equipment lists.

Deathwatch Veteran

Trooper

Cost to recruit: 140

M	WS	BS	S	T	W	A	Ld
4"	4	4	4	4	1	2	9

Wargear: Combat Blade, Power Armour

A Deathwatch Veteran may choose items from the H2H, Basic, Ammunition, Grenades and Miscellaneous equipment lists.

Deathwatch Gunner

Specialist

Cost to recruit: 185

M	WS	BS	S	T	W	A	Ld
4"	4	4	4	4	1	2	9

Wargear: Combat Blade, Power Armour, Boltgun

A Deathwatch Gunner may choose items from the Special, Ammunition, Grenades and Miscellaneous equipment lists.

Wargear

*: Watch Sergeant only

** : May not be taken on Shotguns, Frag Cannons, and Infernus Heavy Bolters

H2H	Basic
Assault Blade (Sword).....15 points	Boltgun.....35 points
Power Sword.....50 points	Shotgun.....20 points
Power Maul.....50 points	Combi-Melta*65 points
Thunder Hammer.....100 points	Combi-Plasma*65 points
Xenophase Blade*80 points	
Storm Shield.....50 points	
Ammunition	Grenades
Hellfire Bolts**20 points	Frag Grenades.....25 points
Toxic Rounds**20 points	Krak Grenades.....40 points
	Melta Bombs*30 points

Miscellaneous	Special (replaces figure's boltgun)
Camo Gear.....5 points	Infernus Heavy Bolter.....245 points
Clip Harness.....10 points	Frag Cannon.....200 points
Photo-Visor.....15 points	
Red-dot Laser Sight.....20 points	
Telescopic Sight**20 points	
Silencer**5 points	
Weapon Reload..... <i>Half cost of weapon in points</i>	

Role	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Stealth
Trooper	✓				✓	✓	
Specialist	✓		✓		✓	✓	
Team Leader	✓	✓	✓	✓	✓	✓	✓

Frag Cannon (Solid Shell)

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12"	12-24"	+1	–	7	D3	-3	5+

Sustained Fire: 1 Dice.

Frag Cannon (Flak Shell)

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
Template		–	–	5	D3	-3	5+

Shrapnel Shot: The Flak Shell's shot is represented by the teardrop-shaped flamer template.

Ammo Roll: The Flak Shell is required to take an Ammo roll each and every time it fires

Infernus Heavy Bolter (Boltgun)

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-20"	20-40"	–	–	5	D3	-2	5+

Sustained Fire: 2 Dice.

Infernus Heavy Bolter (Flamer)

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
Template		–		5	D3	-3	5+

Flamer: The Flamer's shot is represented by the teardrop-shaped flamer template.

Ammo Roll: The Infernus Heavy Bolter is required to take an Ammo roll each and every time it fires the Flamer shot.

Masterwork Combi-Weapon: Failed ammo rolls for the Flamer do not affect the Boltgun firing mode, and vice-versa.

Xenophase Blade

Range	Strength	Damage	Save Mod.
Close Combat	As User + 1	1	-3

Molecular Realignment: Invulnerable saves cannot be taken against wounds caused by this weapon.

