

Ordo Xenos

Army Special Rules

Xeno Slayers

At the beginning of the game, choose either Codex: Eldar, Codex: Dark Eldar, Codex: Necrons, Codex: Tyranids, Codex: Orks, or Codex: Tau. All models with the Xeno Slayers special rule have the Preferred Enemy rule against all models from that Codex.

Chapter Training

The Deathwatch induct their members from many Chapters, and their members come with the skills they had before joining. However, within the Deathwatch the Sergeants have sufficient operational freedom that a squad tends to operate along the tactical lines their Sergeants dictate. Depending on the Chapter of origin of a Deathwatch Sergeant, the squad may have one of a set of special rules; select one of the following eleven rules for every squad at the beginning of the game. Certain squads may purchase additional upgrades depending on their original Chapter; for the sake of brevity, the upgrades and upgrade costs are all listed here.

- **Ultramarines:** A squad led by an Ultramarines Sergeant may choose to automatically fail any Morale test it is called on to make.
 - **Honor of the Chapter:** A unit with this rule may reroll to hit and to wound in challenges. Every model in this unit may issue or accept challenges as if they were Characters. This upgrade may be taken by Terminators, Kill Teams, and Command Squads, and costs +30pts.
 - **Rites of Battle:** All Deathwatch Space Marines on the table may use this model's Ld instead of their own while this model is alive. This upgrade may only be taken by Watch Captains and costs +25pts.
- **Imperial Fists:** A squad led by an Imperial Fists Sergeant has the Stubborn rule.
 - **Bolter Drill:** A unit with this rule may reroll to hit and to wound with boltguns. This upgrade may be taken by Terminators and Kill Teams for +30pts; a Watch Captain or Librarian may select this rule for +10pts, if he does so a Command Squad attached to him must take this rule for +20pts.
 - **Hold The Line:** A unit with this rule becomes Scoring. This upgrade may be taken by Terminators and Kill Teams, and costs +20pts.
- **Raven Guard:** A squad led by a Raven Guard Sergeant has the Fleet rule.
 - **Remain Unseen:** A unit with this rule has Infiltrate. This upgrade may be taken by Assault Squads and Kill Teams for +20pts; a Watch Captain or Librarian not equipped with a Bike or Terminator Armor may take it for +10pts, if he does so a Command Squad taken attached to him must also take this rule for +20pts.
 - **Fade Away:** A unit with this rule has Shrouded. This upgrade may be taken by Assault Squads and Kill Teams for +30pts; a Watch Captain or Librarian not equipped with a Bike or Terminator Armor may select this rule for +15pts, if he does so a Command Squad attached to him must also take this rule for +30pts.
- **Salamanders:** A squad led by a Salamanders Sergeant counts all flamer weapons as twin-linked and all thunderhammers as master-crafted.
 - **Goliath Shall Fall:** A unit with this rule may reroll failed rolls to wound against Monstrous Creatures and reroll failed Armor Penetration rolls against vehicles. This upgrade may be taken by Terminators, Kill Teams, and Devastators for +20pts; a Watch Captain or Librarian may take this rule for +10pts, if he does so a Command Squad attached to him must take this rule for +20pts.
 - **Indomitable Advance:** A unit with this rule has the Slow And Purposeful rule. This upgrade may be taken by Kill Teams and Devastators, and costs +30pts.
- **White Scars:** A squad led by a White Scars Sergeant has the Scouts rule.

- **Like The Wind:** A unit with this rule has the Skilled Riders and Hit and Run rules. This upgrade may be taken by Bikes for +15pts; a Watch Captain or Librarian on a bike may select this rule for +10pts, if he does so a Command Squad attached to him must select this rule for +15pts.
- **Hail of Death and Pain:** A unit with this rule treats boltguns and the boltguns attached to Bikes as Salvo 2/4 weapons, or as Salvo 3/6 weapons if they are equipped with Metal Storm ammunition. This upgrade may be taken by Bikes, Kill Teams, and Terminators for +30pts; a Watch Captain or Librarian may select this rule for +15pts, if he does so a Command Squad attached to him must take this rule for +30pts.
- **Iron Hands:** A squad led by an Iron Hands Sergeant has access to advanced wargear and cybernetics granting the squad Night Vision and Feel No Pain (6+).
 - **Superior Cybernetics:** A unit with this rule has Feel No Pain (4+) instead of Feel No Pain (6+). This upgrade may be taken by Kill Teams and Terminators for +30pts; a Watch Captain or Librarian may take this rule for +15pts, if he does so a Command Squad attached to him must also take this rule for +30pts. A Techmarine or a Master of the Forge may purchase this rule for +10pts.
 - **Machine Priest:** The Sergeant of a unit with this rule has the Hymn of Reforging rule for +20pts, and he and up to two members of his unit may purchase servo-arms for +20pts each. This upgrade may be taken by Kill Teams and Terminators; a Watch Captain may take this rule, but the option to purchase servo-arms is then given to two members of a Command Squad attached to him.
 - **Machine High Priest:** A model with this rule has the Blessings of the Machine rule. It may only be taken by Techmarines for +10pts.
- **Dark Angels:** A squad led by a Dark Angels Sergeant has the Stubborn rule.
 - **Vengeful Strike:** A unit composed entirely of models with this special rule may assault on the turn they deploy by Deep Strike, but may not shoot or run in the Shooting phase before doing so, and they may reroll to hit in close combat on that turn. This upgrade may be taken by Terminators for +30pts; a Watch Captain or Librarian equipped with Terminator Armor may take this rule for +15pts, if he does so a Command Squad attached to him must also take this upgrade for +30pts.
 - **Raven's Wing:** A unit with this special rule has the Skilled Rider and Hit and Run rules. This upgrade may be taken by Bikes for +15pts; a Watch Captain or Librarian equipped with a bike may take this rule for +10pts, if he does so a Command Squad attached to him must also take this upgrade for +15pts. A Techmarine or Master of the Forge on a bike may take this rule for +10pts.
- **Blood Angels:** A squad led by a Blood Angels Sergeant has the Furious Charge rule.
 - **Descent of Angels:** A unit with this special rule may assault on the turn they deploy by Deep Strike, but they may not shoot or run in the Shooting phase before doing so. This upgrade may be taken by Assault Marines for +20pts; a Watch Captain or Librarian with a Jump Pack may take this rule for +10pts, if he does so a Command Squad attached to him must take this rule for +20pts.
 - **Dark Fury:** A unit with this special rule has the Rage rule. This upgrade may be taken by Terminators, Kill Teams, and Assault Marines for +10pts; a Watch Captain or Librarian may take this rule for +5pts, if he does so a Command Squad attached to him must take this rule for +10pts.
- **Space Wolves:** A squad led by a Space Wolf Sergeant has the Counter-Attack and Night Vision rules.
 - **Wisdom of the Fang:** A unit with this rule has the Split Fire rule. It may be taken by Devastators, Terminators, and Kill Teams for +10pts.
 - **Fury of Russ:** A unit with this rule has the Furious Charge, Rage, and Fearless rules. It may be taken by Kill Teams, Terminators, and Assault Marines for +20pts; a Watch Captain or Librarian may take this rule for +10pts, if he does so a Command Squad attached to him must take this rule for +20pts.

- **Black Templars:** A squad led by a Black Templars Sergeant that fails a Morale test caused by Shooting casualties moves 2d6" towards the nearest unit instead of falling back. They count as Fearless while in close combat.
 - **Eternal Crusade:** A unit with this rule has the Crusader special rule. This rule may be taken by Kill Teams and Assault Marines for +10pts; it may be taken by a Watch Captain for +5pts, if he does so a Command Squad attached to him must also take this rule for +10pts
 - **Abhor the Witch:** A unit with this rule gains +2 to Deny the Witch rolls, but may not be joined by any model with a Psychic Mastery Level. This rule may be taken by Kill Teams and Terminators for +20pts; it may be taken by a Watch Captain for +10pts, if he does so a Command Squad attached to him must also take this rule for +20pts. A Techmarine or Master of the Forge may take this rule for +10pts.
- **Blood Ravens:** A squad led by a Blood Ravens Sergeant may give their Sergeant a Psychic Mastery Level for +20pts; the Sergeant may choose one power from the Deathwatch psychic powers section of these rules or he may choose one Signature Power from a power discipline in the core book. If a Watch Captain takes this rule he may purchase a Psychic Mastery Level in this manner; if a Librarian selects this rule he may choose his powers from one of the psychic disciplines in the core rulebook instead of rolling for them.
 - **Knowledge Is Power:** A Sergeant in this squad may take one additional Mastery Level beyond the normal maximum for +20pts, and he may either choose a Signature Power from the core rules, choose a power from a psychic discipline he already knows the Signature Power from, or choose an additional power from the Deathwatch Powers section. He may additionally purchase a Force Weapon for +20pts and/or a Psychic Hood for +10pts, if he did not already have these options. This option may be taken by a Terminator Sergeant, a Kill Team Sergeant, a Librarian, or a Watch Captain.
 - **Precise Planning:** An army whose Warlord has selected this rule may Seize the Initiative on a roll of 4+ instead of the normal 6+. This may be chosen by a Librarian or a Watch Captain with a Psychic Mastery Level for +20pts.

Specialist Ammunition

Models with this rule have access to a variety of alternate bolter ammunition that alters the profile of their boltguns, bolt pistols, combi-weapons, and heavy bolters. At the beginning of the game, choose one type of Specialist Ammunition from the following list. All models with Specialist Ammunition replace the profiles of their bolt weapons with the listed profile.

- **Dragonfire Bolts**
 - Bolt Pistol: 12", S4, AP5, Pistol, Ignores Cover
 - Boltgun: 24", S4, AP5, Rapid Fire, Ignores Cover
 - Heavy Bolter: 36", S5, AP4, Heavy 3, Ignores Cover
- **Hellfire Rounds**
 - Bolt Pistol: 12", SX, AP5, Pistol, Poisoned (2+)
 - Boltgun: 24", SX, AP5, Rapid Fire, Poisoned (2+)
 - Heavy Bolter: 36", SX, AP4, Heavy 1, Blast, Poisoned (2+)
- **Kraken Bolts**
 - Bolt Pistol: 15", S4, AP4, Pistol
 - Boltgun: 30", S4, AP4, Rapid Fire
 - Heavy Bolter: 48", S5, AP4, Heavy 3
- **Vengeance Rounds**
 - Bolt Pistol: 9", S4, AP3, Pistol, Gets Hot!
 - Boltgun: 18", S4, AP3, Rapid Fire, Gets Hot!
 - Heavy Bolter: 30", S5, AP3, Heavy 3, Gets Hot!

- **Metal Storm Rounds**

- Bolt Pistol: 9", S3, AP-, Pistol, Dual Shot (This weapon may be fired twice in the Shooting phase, but is otherwise still a Pistol)
- Boltgun: 18", S3, AP-, Assault 3
- Heavy Bolter: 30", S4, AP5, Assault 5

You may also choose a second type of ammunition off of the list. Any model with Specialist Ammunition that chooses to purchase a second type of ammunition may fire either of the two types selected during the Shooting phase, though the entire squad must use the same type of Specialist Ammunition.

Special Operations

All squads with this special rule must select one of the Special Operations rules available to them before the game begins. The Special Operations are as follows:

Reconnaissance: This squad gains the Scout, Move Through Cover, and Night Vision rules

Airborne Assault: This squad may reroll the scatter dice whenever they Deep Strike or deploy by Rapid Deployment from a Valkyrie or a Vendetta.

Behind Enemy Lines: This squad gains the Infiltrate rule and their weapons count as Pinning the first time they fire, in addition to any other effects.

Shock Troopers: This squad gains the Fleet and Furious Charge rules.

Marksman: This squad generates Precision Shots on a roll of 5+ to hit and Rending on a roll of 5+ to Wound rather than the normal 6+ when using Sniper weapons.

Xeno Slayers: This squad benefits from the army special rule Xeno Slayers.

Fire Support: This squad rolls 1d6 for scatter distance when firing Barrage weapons rather than the normal 2d6.

Unit-Specific Special Rules Reference

Shared Expertise

Though the creed of the Imperium warns against it, the wisdom of the alien can be very helpful in some areas. A Henchmen Warband that includes Alien Allies gains an additional special rule depending on which Alien Emissary is included while the Alien Emissary is alive:

Ork Nob: The unit gains Furious Charge and benefits from the Nob's Waaagh! rule

Warlock Veteran: The unit gains Fleet, and may Run and Shoot in the same turn

Water Caste Emissary: The unit may fire Overwatch against an enemy charging a friendly unit within 6", though they may not use this to fire Overwatch multiple times in a turn

Waaagh!

A Henchmen Warband including an Ork Nob cannot help but be infected with traditional Orkish enthusiasm and zeal for life. Once per game, the unit may activate the Power of the Waaagh! at the beginning of their turn; if they do so, they gain Fleet for the duration of the turn, and they must move as far as possible towards the nearest enemy unit and charge if possible. Additionally, they may roll 3d6 and discard the lowest when determining their charge distance.

Mistrust

Though Radical Inquisitors attempt to build bridges between some aliens and Humanity, plenty of mistrust, arrogance, and hatred remains on both sides. In any turn in which a Henchmen Warband includes any models taken as part of a Xenos Allies selection and does not include an Inquisitor, an Interrogator, or a Water Caste Emissary, roll a die. On a 4+, nothing bad happens, but otherwise bickering breaks out and the unit may not move, shoot, use psychic powers, or assault that turn, though it may fight as normal in close combat if it is charged or engaged in ongoing combat.

Headhunters

At the beginning of the game, secretly pick one enemy vehicle, Independent Character, or Monstrous Creature for each unit with this rule on the board. If a unit kills its assigned target, the Ordo Xenos army scores one

additional Victory Point, or double the normal Victory Points for that unit if using the old Victory Points system.

Orders

Stormtrooper Officers have the experience, tactical expertise, and charisma to motivate their soldiers to perform above and beyond the call of duty for short periods. Once per Shooting phase, a Stormtrooper Officer may issue one of three Orders to any friendly Stormtrooper unit or Drop Sentinel unit within 12" or vox contact. Make a Ld test with the squad the Order is issued to, if it passes the squad gains the benefits of the Order, otherwise nothing happens. If the Ld test passes on a double 6, the Officer can issue one additional Order this phase. The three Orders are as follows:

Suppressing Fire!: The target unit's weapons gain the Pinning special rule for the remainder of the phase.

On The Double!: The target unit immediately either runs and then shoots normally, counting as having moved, or shoots normally, counting as having moved, and then runs.

Target It's Weak Point!: The target unit's weapons gain the Rending special rule for the remainder of the phase.

Indomitable Will

Inquisitors and Inquisitor Lords are Fearless, and any unit within 12" or vox-contact of them may reroll failed Morale tests. If you include an Inquisitor Lord in your army, he must be the Warlord.

Alignment

Each Inquisitor must select an alignment: either Puritan or Radical. This alters some of the Inquisitor's upgrade options, retinue options, and the like, but it also affects the composition of the Force Organization Chart; in a Radical Inquisitor's army, you may not take any Deathwatch Space Marines.

Conclave

The three Ordos of the Inquisition sometimes join together under one banner to combat the greatest threats to the Imperium, wielding the weight of their combined expertise and armies to crush their foes. A Conclave army may only be an army of over 2,000pts; you may take two Allied detachments per Primary Detachment in a Conclave army, but the primary list and the Allied detachments must all be of different Ordos of the Inquisition, and they all must be led by an Inquisitor Lord, one of whom must be selected as the army's Warlord. In addition, all of the Inquisitors in a Conclave army must have the same alignment.

Independent Allies

Inquisitorial Henchmen Warbands may be chosen as Troops in an army with an Inquisitor Lord as the Warlord. Note, however, that Henchmen Warbands chosen as Troops have more stringent restrictions than those chosen as a retinue for an Inquisitor.

Agility

A model with this rule has an Invulnerable save listed on their profile instead of an Armor save.

Mindlock

If at any point a squad includes any models with this rule and does not include a Techpriest, Techmarine, Interrogator, or Inquisitor, roll a die for that squad at the beginning of a turn. On a 4+, the unit acts as normal, but otherwise the unit cannot move, shoot, or initiate combat, though it will fight if it is already locked in close combat.

Hymn of Reforging

This model may attempt to repair a vehicle instead of shooting. If the model is in base contact with any vehicle that is not a Zooming Flyer, or embarked upon any vehicle, roll a die in the Shooting phase, and add +1 for every Combat Servitor in the unit. If the total roll is 5 or more, you may remove one Immobilized, Locked Velocity, or Weapon Destroyed effect from the vehicle, and you may restore one Hull Point to the vehicle. A weapon that is repaired in this way may not fire until the following Shooting phase.

Blessed by the Machine

This model passes repair rolls from Hymn of Reforging on a 4+ instead of a 5+.

Auto-Repair

This model may use the Hymn of Reforging, but only on itself.

Null Aura

An Untouchable, also known as a Blank or a Pariah, is anathema to creatures of the Warp and psychic powers, and her presence is extremely unpleasant for most people. A unit including an Untouchable automatically passes Deny the Witch rolls, no psyker (friendly or enemy) may make psychic tests within 12" of the Untouchable, Daemons within 12" of the Untouchable lose their Invulnerable save and the effects of any Daemonic Gifts, and enemy psykers must take a Morale test every turn they begin within 12" of the Untouchable. In addition, all enemy models within 12" lose the benefit of the Fearless and Stubborn rules, use the lowest Ld in the squad instead of the highest for Morale and Pinning tests, and may not use another model's Ld for anything.

Archaeotech

Some Techpriests are masters of ancient and forgotten technology. At the beginning of the game, roll a die for every Henchmen Warband including a Techpriest with this rule and check the following table for the modification the Techpriest applies to the unit:

1. **Nothing.** Something goes wrong with the Techpriest's modifications, or they turn out to be merely aesthetic.
2. **Improved Accuracy.** The range of all non-template shooting weapons in the unit improves by +12".
3. **Reinforced Armor.** All models in the unit improve their armor save by one step. This does not affect Invulnerable saves.
4. **Penetrating Ammunition.** All shooting weapons in the unit gain the Rending rule in addition to their normal effects.
5. **Energy Shields.** All models in the unit gain a 5+ Invulnerable save.
6. **Multiple Customizations.** Choose two of the effects from #2 to #4.

Intercept Reserves

As long as a model with this rule is on the table, you may choose to modify any enemy Reserves rolls by -1. This rule is not cumulative with itself.

Astropathic Beacon

As long as a model with this rule is on the table, all of your Reserves rolls are modified by +1. This rule is not cumulative with itself. In addition, any friendly model deploying by Deep Strike within 6" of the Astropath will not scatter.

Bomber Strike

A model with this rule may make a special Shooting attack if he does not move. This attack may be targeted anywhere within his line of sight or the line of sight of any unit within vox contact of the firing model's unit, and scatters a full 2d6", moving in the direction of the small arrow on the 'hit' symbol if a hit is rolled. This attack may use one of the following two profiles:

Hellstorm Bomb: Template, S7, AP3, Inaccurate (to fire the Hellstorm bomb, roll the scatter dice to determine the direction of the template; if a 'hit' is rolled here the firing player may choose which direction the template goes)

Tactical Bomb: Unlimited range, S6, AP4, Ordnance Barrage d3, Large Blast (roll a d3 before every shot to determine how many bombs are dropped)

Psychic Shield

A squad including at least one Penitent gains a +1 bonus to Deny the Witch saves. If a Deny the Witch save is ever failed, remove one Penitent and treat it as having passed.

Fire Discipline

An Adeptus Arbites squad may fire with deadly precision and speed when their riot shields are deployed. Any time an Adeptus Arbites squad equipped with riot shields deploys their riot shields, replace the profiles of any boltguns or Arbites combat shotguns in the squad with the following:

Arbites combat shotgun (Executioner round): 18", S4, AP5, Salvo 1/3

Arbites combat shotgun (shell): 12", S3, AP-, Salvo 2/4

Boltgun: 24", S4, AP5, Salvo 2/4

Additionally, an Adeptus Arbites squad with riot shields deployed hits on a 5+ when firing Overwatch instead of the normal 6+.

Assassin

Operatives of the Officio Assassinorium are subject to the Fearless, Move Through Cover, and Fleet universal special rules, and have a 4+ Invulnerable save.

Bio-Meltdown

Eversor Assassins explode violently on death. Place a small blast template over the Eversor before removing it, any models under the template take a S4 hit at AP2.

Deadeye

All hits inflicted by a model with this rule are Precision Shots.

Amphibious

A Chimera ignores the effects of any water terrain.

Drop Pod Assault

At the beginning of the game, divide your Drop Pods in half; half of them arrive on turn one, the other half are placed in Reserves as normal. Drop Pods arriving on turn one or placed in Reserves must arrive by Deep Strike, but you may reduce the scatter by the minimum distance required to avoid landing in terrain. Drop Pods never suffer a Deep Strike mishap.

Air Cavalry

Models firing from a Valkyrie or a Vendetta's door fire points may fire if the Flyer Zoomed, but they may only fire at ground targets, and the Flyer may not move Flat Out in that turn. The unit may not fire Mortars in this way, and if they fire Javelin missile launchers they may target Flyers.

Rapid Deployment

Models may disembark from a Valkyrie or a Vendetta using grav-chutes in addition to the doors. Nominate any point the vehicle moved over during its Movement phase, and place the unit as if by Deep Strike on that point, rolling for scatter as normal. If any part of the unit lands in Difficult Terrain, the entire unit must take a Dangerous Terrain test.

Hypersonic

A Flyer with Hypersonic may move up to 36" when moving Flat Out.

Agile

A Flyer with this special rule increases any Jink saves by +1

Improved Communications

An army including one or more Land Raider Prometheuses may modify any Reserve roll by +1 or -1.

Assault Vehicle

Models disembarking from a Land Raider may assault on the turn they disembark.

Armory

Weapons

Ranged Weapons

Animus Speculum: 12", S5, AP1, Assault 2. The Animus Speculum may fire one additional shot per psyker within 12".

Arbites Combat Shotgun: This weapon may fire with one of two different profiles, as follows:

Shot: 12", S3, AP-, Assault 2

Executioner Shell: 18", S4, AP4, Assault 1

Exitus Pistol: 12", SX, AP1, Pistol, Sniper. This weapon fires the same specialized ammunition as the Exitus Rifle, see below.

Exitus Rifle: 36", SX, AP1, Heavy 1, Sniper. This weapon fires three different types of ammunition that provide different bonuses to the shot:

Hellfire Round: The shot wounds on 2+ instead of the normal 4+

Shield Breaker: This shot ignores Invulnerable saves granted by equipment. A model hit by a Shield Breaker round immediately loses all Invulnerable saves granted by items of equipment, though Invulnerable saves from special rules such as the Daemon special rule still apply.

Turbo-Penetrator: This shot inflicts 2 Wounds rather than 1. If fired against a vehicle, it has an armor penetration value of 2d6+6.

Grenade Launcher: This weapon may fire with one of three different profiles, as follows:

Krak: 24", S6, AP4, Assault 1

Frag: 24", S3, AP5, Assault 1, Small Blast

Smoke: 24", S3, AP-, Assault 1, Small Blast, Blind

Heavy Sniper Rifle: 36", S3, AP5, Heavy 1, Sniper

Hellpistol: 12", S3, AP5, Pistol

Hellgun: 24", S3, AP5, Rapid Fire

Javelin missile launcher: 36", S7, AP4, Heavy 1, Skyfire, Interceptor, Heat-Seeking (Heat-Seeking: This weapon may reroll missed to-hit rolls against Flyers or Fast Skimmers)

Markerlight: A Markerlight does not cause damage as per a normal weapon; it merely lights up the target and makes it easier for allies to hit. A Markerlight is used in the Shooting phase as if it were a Heavy 1 weapon with a range of 36", if it hits, it adds a Markerlight counter to the target unit. Any squad that is in the network of vox contact that shoots at a unit with a Markerlight counter may remove two Markerlight counters from the target unit to grant their weapons the Ignores Cover rule for the duration of that Shooting phase, or remove one or more to boost their Ballistic Skill by a number equal to the number of counters removed, up to a maximum of ten, for that Shooting attack (which can improve the Ballistic Skill of Snap Shots or Overwatch fire), or allow models firing Blast, Large Blast, or Barrage weapons at the unit to reroll their scatter dice. If the army is an Allied Detachment for a Codex: Tau Empire army or has taken Allies from a Codex: Tau Empire army, Markerlight counters from Markerlights in either army may be expended normally by models taken from both lists, but models from the Ordo Xenos list use these rules while models from the Tau Empire list use the rules in Codex: Tau Empire.

Mortar: This weapon may fire with one of five different profiles, as follows:

Frag Rounds: 48", S4, AP6, Heavy 2, Small Blast, Barrage

Flares: 48", S*, AP*, Heavy 1, Blast, Barrage, Flare (Fire this as if it were a Barrage weapon. Once the final position of the blast marker is determined, place a flare marker no larger than one standard 28mm infantry base on the center of the marker, or as near to it as possible if the target location is over a model. Until your next Shooting phase, models firing at targets wholly or partially within 12" of the flare marker may ignore the effects of the Night Fighting rule)

Phosphorus Rounds: 48", S3, AP5, Heavy 1, Small Blast, Barrage, Blind, Marker (Once the final position of the blast marker has been determined, place a smoke marker no larger than one standard

28mm infantry base on the center of the marker, or as near to it as possible if the target location is over a model. Until your next Shooting phase, friendly Barrage weapons targeted within 12" of the smoke marker or friendly Stormtroopers attempting to Deep Strike within 12" of the smoke marker may reroll their scatter dice)

Krak Rounds: 48", S4, AP5, Heavy 1, Small Blast, Barrage, Anti-Armor (If the center of the marker is placed over a vehicle, the shot has the Armorbane rule when dealing with that vehicle)

Chemical Warfare Rounds: 48", S1, AP3, Heavy 1, Small Blast, Barrage, Poisoned (2+)

Needle Pistol: 12", SX, AP4, Pistol, Poisoned (2+)

Neural Shredder: Template, S8, AP1, Pistol. The Neural Shredder's hits are resolved using the target's Ld value instead of their Toughness value. A Neural Shredder cannot damage vehicles.

Orbital Strike Beacon: This is a very powerful vox-link that can reach ships in orbit and be used to relay targeting data for precision orbital strikes; it counts as a ranged weapon that may only be fired if the unit remains stationary, regardless of whether the unit has the Relentless rule; the firing model also may not charge. The types of orbital strikes are as follows:

Plasma Battery: Unlimited range, S6, AP4, Ordnance d3, Barrage, Large Blast, Ignores Cover

Lance Strike: Unlimited range, S10, AP1, Heavy 1, Blast, Barrage, Lance

Pulse Carbine: 18", S5, AP5, Assault 2, Pinning

Pulse Pistol: 12", S5, AP5, Pistol

Pulse Rifle: 30", S5, AP5, Rapid Fire

Shoota: 18", S4, AP6, Assault 2

Shuriken Catapult: 12", S4, AP5, Assault 2, Bladestorm

Shuriken Pistol: 12", S4, AP5, Pistol, Bladestorm (This weapon wounds automatically on a 6 to Wound, and that Wound is resolved at AP2)

Slugga: 12", S4, AP6, Pistol

Melee Weapons

Relic Blade: Melee, S +2, AP 2, Two-Handed, Master-Crafted

Phase Blade: Melee, S User, AP 2. Hits from a Phase Blade automatically inflict Instant Death, regardless of the target's Toughness.

Servo-Arm: This model may attack as if it were equipped with a power fist. Additionally, the model adds +1 to any Hymn of Reforging roll made by a model in its unit.

Shock Maul: Melee, S +1, AP 5, Concussive

Singing Spear: A Singing Spear may be used in melee or at range, with different profiles:

Melee: S User, AP -, Armourbane, Fleshbane

Ranged: 12", S9, AP-, Assault 1, Fleshbane

Vehicle Weapons

Avenger Bolt Cannon: 36", S7, AP3, Heavy 7

Exorcist Missile Launcher: 48", S8, AP3, Heavy d6 (Roll before firing every turn)

Hellfury Missile: 72", S4, AP5, Heavy 1, Large Blast, Ignores Cover, One-Shot, Missile

Hellstrike Missile: 72", S8, AP3, Ordnance 1, One-Shot, Missile

Hunter-Killer Missile: 72", S8, AP3, Heavy 1, One-Shot, Missile

Kheres Assault Cannon: 24", S6, AP4, Heavy 6, Rending

Multiple Rocket Pod: 24", S4, AP6, Heavy 1, Large Blast

Punisher Cannon: 24", S5, AP -, Heavy 20

Skystrike Missile: 72", S7, AP4, Heavy 1, Skyfire, Heat-Seeking, One-Shot, Missile

Tactical Bombs: Bomb, S6, AP4, Heavy 1, Small Blast, Barrage, Bomb, One-Shot

Tauros Grenade Launcher: This weapon may fire with one of three different profiles, as follows:

Krak: 24", S6, AP4, Assault 2

Frag: 24", S3, AP5, Assault 2, Small Blast

Smoke: 24", S3, AP-, Assault 2, Small Blast, Blind

Vengeance Launcher: 48", S5, AP4, Heavy 2, Large Blast

Whirlwind Missile Launcher: This weapon may be fired with one of three profiles:

Castellan missiles: 12"-48", S4, AP5, Ordnance 1, Barrage, Ignores Cover

Vengeance missiles: 12"-48", S5, AP4, Ordnance 1, Barrage

Helios missiles: 48", S8, AP3, Heavy 1, Skyfire

Wargear

Arbites Riot Shield: A squad that includes any members equipped with Arbites Riot Shields may choose to either have them stowed or deployed at the beginning of the turn. This choice may only be made at the beginning of the Movement phase, and may not be altered after. If the squad has chosen to deploy their riot shields, they are subject to the following changes: the unit moves as if it were moving through difficult terrain in clear terrain and must roll an additional die and select the lowest when moving through difficult terrain, all models equipped with riot shields gain a 3+ Invulnerable save, all models equipped with riot shields may only fire shotguns or one-handed weapons during the Shooting phase, and the unit may not run or charge, though if it is charged or already locked in close combat it may fight as normal, except that models with riot shields may only make a single Attack. If the unit chooses to leave their riot shields stowed, they move and fire as normal.

Auspex: A model with an auspex may choose to use it instead of shooting. If he does so, pick a target unit within 12" and line of sight of the auspex-user and reduce its Cover save by 1 for the remainder of the phase. Multiple auspexes do not stack.

Boosted Vox-Bead: Any squad including a model with a boosted vox-bead is considered to be in vox-contact with all other squads that have a boosted vox-bead, which some special rules will reference.

Camo-Cloaks: Models equipped with camo-cloaks have the Stealth rule.

Etherium: Enemies attempting to shoot at a Culexix Assassin must pass an unmodified Ld test on 3d6; vehicles count as Ld 10 for purposes of this test. If they fail, they may not shoot the Assassin, but they may shoot at other targets.

Frenzon: A very dangerous but very powerful narcotic. A model on Frenzon gets d6 bonus Attacks for charging instead of 1.

Homing Beacon: Models attempting to aim barrage weapons or Deep Strike within 12" of a model with a Homing Beacon may reroll their scatter dice.

Jump Pack: Change the wearer's type to Jump Infantry.

Medi-Pack: A unit containing a medi-pack and any characters that join the unit are subject to the Feel No Pain rule.

Polymorphine: When a Callidus Assassin arrives from Reserves, pick an enemy unit. The target unit immediately takes d6 S4 AP2 hits, and the Callidus Assassin is placed within 3" of that unit. She may move, shoot, and assault as normal that turn.

Refractor Field: The model wearing this item gains a 5+ Invulnerable save.

Rosarius: The model wearing this item gains a 4+ Invulnerable save.

Rune Armor: A model wearing rune armor has a 4+ Invulnerable save

Servo-Skull: Deploy one servo-skull marker anywhere onto the field after Scout moves and Infiltrator deployment for each servo-skull purchased by the army. A servo-skull counts as a homing beacon, but is automatically destroyed if an enemy model moves within 6" of it.

Signum: A model with a Signum may grant a friendly model in the same squad BS5 for the duration of one Shooting phase in lieu of shooting during that phase.

Space Marine Bike: Change the rider's unit type to Bike, and add +1 to the rider's Toughness. The bike comes with a mounted twin-linked boltgun.

Spotting Gear: A model with Spotting Gear may forego shooting to relay targeting data to one friendly squad within 12" or vox contact. So long as the friendly squad is firing at a target within line of sight of the model with Spotting Gear, they may reroll all rolls to hit and all scatter dice if using blast weapons.

Storm Shield: A model with a Storm Shield has a 3+ Invulnerable save, but it cannot claim a bonus attack for wielding two close combat weapons

Synskin: A model wearing synskin has the Feel No Pain (4+) rule.

Vehicle Upgrades

Armored Cockpit: If the Flyer suffers a Crew Shaken or a Crew Stunned damage result, roll a die. On a 4+, ignore the result.

Atomantic Shielding: A Contemptor Dreadnaught has a 5+ Invulnerable save against shooting attacks and a 6+ save against close combat attacks, but if it ever explodes add +1" to the explosion radius.

Battle Auspex: A Land Raider Prometheus has the Night Vision rule. In addition, any

Ceramite Plating: Melta weapons do not roll extra dice to penetrate this vehicle's armor

Dozer Blade: A model with a dozer blade may reroll all Difficult and Dangerous Terrain tests.

Extra Armor: A model with Extra Armor treats Crew Stunned damage results as Crew Shaken.

Flares: Place a flare counter at any point the Flyer moved over during its turn. All models firing at targets within 12" of the flare counter may ignore the Night Fighting rules.

Helical Targeting Array: If a Contemptor Dreadnaught does not move, it gains the Skyfire and Interceptor rules during the subsequent Shooting phase.

Infrared Targeting: A Flyer with Infrared Targeting has the Night Vision special rule.

Missile Countermeasures: If an enemy fires at the Flyer with a weapon that has the Missile rule, you may ignore any hits on a roll of 4+.

Army List

HQ

Watch Captain

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Captain	6	6	4	4	3	5	4	10	3+	115pts

Unit Type: Infantry (Independent Character)

Unit Composition: One Watch Captain

Equipment

- Power armor
- Iron Halo
- Boltgun
- Bolt pistol
- Chainsword
- Frag and Krak grenades

Special Rules

- Xenoslayer
- Specialist Ammunition
- Chapter Training
- Fearless

Options

- A Watch Captain may replace any of his weapons with one of the following:
 - A twin-linked boltgun for +3pts
 - A combi-weapon for +5pts
 - A power sword or a lightning claw for +10pts
 - A storm shield or a plasma pistol for +15pts
 - A power fist for +25pts
 - A Relic Blade or a thunderhammer for +30pts
- A Watch Captain may replace his power armor with artificer armor for +15pts
- A Watch Captain may take a Jump Pack for +20pts or a Bike for +30pts. All other options remain unchanged if he does so.
- A Watch Captain that has not taken a Bike or a Jump Pack may replace all of his equipment with Terminator armor, a power weapon, and a twin-linked bolter. If he does so, he may take no other options, but he may swap either of his weapons for one of the following:
 - A lightning claw for free
 - A combi-weapon for +5pts
 - A storm shield or a second lightning claw for +10pts
 - A power fist for +15pts
 - A chainfist or a thunderhammer for +20pts
- A Watch Captain may take any of the following:
 - Meltabombs or an auspex for +5pts
 - A second special ammunition type for +5pts

Retinue

- A Watch Captain may take a Command Squad, which counts as a separate HQ choice that does not take up any slots in the Force Organization Chart. If the Watch Captain has selected a jump pack, a bike, or Terminator armor, the Command Squad must select the same upgrade for the cost listed in their entry, otherwise they may not select any of the upgrades. Additionally, the Command Squad must have the same Chapter Training rule as the Watch Captain.

Deathwatch Librarian

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Librarian	6	5	4	4	3	5	4	10	3+	145pts

Unit Type: Infantry (Independent Character)

Unit Composition: One Deathwatch Librarian

Equipment

- Power armor
- Iron Halo
- Boltgun
- Bolt pistol
- Force Weapon
- Psychic Hood
- Frag and Krak grenades

Special Rules

- Xenoslayer
- Specialist Ammunition
- Chapter Training. A Deathwatch Librarian may not choose the Black Templars for their Chapter of origin.
- Fearless
- Psyker (Mastery level 1): A Deathwatch Librarian knows two psychic powers, which may either be selected from the Deathwatch Powers section or rolled from off of any of the psychic disciplines in the core rulebook.

Options

- A Deathwatch Librarian may replace any of his weapons with one of the following:
 - A twin-linked boltgun for +3pts
 - A combi-weapon for +5pts
 - A storm shield or a plasma pistol for +15pts
- A Deathwatch Librarian may replace his power armor with artificer armor for +15pts
- A Deathwatch Librarian may take a second psychic Mastery Level for +20pts. If he does so, he also may know a third psychic power.
- A Deathwatch Librarian may take a Jump Pack for +20pts or a Bike for +30pts. All other options remain unchanged if he does so.
- A Deathwatch Librarian that has not taken a Bike or a Jump Pack may replace all of his equipment with Terminator armor, a power weapon, and a twin-linked bolter. If he does so, he may take no other options, but he may swap either of his weapons for one of the following:
 - A combi-weapon for +5pts
 - A storm shield for +10pts
- A Deathwatch Librarian may take any of the following:
 - Meltabombs or an auspex for +5pts
 - A second special ammunition type for +5pts

Retinue

- A Deathwatch Librarian may take a Command Squad, which counts as a separate HQ choice that does not take up any slots in the Force Organization Chart. If the Librarian has selected a jump pack, a bike, or Terminator armor, the Command Squad must select the same upgrade for the cost listed in their entry, otherwise they may not select any of the upgrades. Additionally, the Command Squad must have the same Chapter Training rule as the Librarian.

Deathwatch Command Squad

Name	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Deathwatch Champion	5	4	4	4	2	5	3	9	3+	40pts
Deathwatch Veteran	4	4	4	4	1	4	2	9	3+	23pts

Unit Type: Infantry. The Champion is Infantry (Character)

Unit Composition: 5 Deathwatch Veterans. One may be a Deathwatch Champion instead.

Equipment

- Power armor
- Boltgun
- Bolt pistol
- Chainsword (Veterans)
- Power weapon (Champion)
- Frag and Krak Grenades

Special Rules

- Xeno Slayer
- Specialist Ammunition
- And They Shall Know No Fear
- Chapter Training

Options

- Any Veteran may swap any of their weapons for one of the following:
 - A twin-linked bolter for +3pts
 - A combi-weapon or a flamer for +5pts
 - A meltagun, a lightning claw, or a power weapon for +10pts
 - A plasma gun, plasma pistol, or storm shield for +15pts
 - A power fist for +25pts
 - A thunderhammer or a chainfist for +30pts
- The Champion may swap his power weapon for a Relic Blade for +20pts. He may also take a storm shield for +15pts.
- One Veteran may be upgraded to an Apothecary with a medi-pack for +20pts.
- If the squad was taken to accompany a character with a jump pack, the entire squad may take jump packs for +15pts. This does not alter their options.
- If the squad was taken to accompany a character with a bike, the entire squad may swap their bolters for bikes for +100pts. This does not alter their options.
- If the squad was taken to accompany a character with Terminator armor, the entire squad may swap their equipment for Terminator armor, twin-linked boltguns, and power fists for +100pts. If this option is chosen, they may not select any other options except for the following:
 - A Champion in Terminator armor may swap his weapons for a Relic Blade for +20pts. He may also take a storm shield for +15pts.
 - One Veteran may swap his twin-linked bolter for a heavy flamer for +5pts, or an assault cannon for +20pts, or take a Cyclone missile launcher for +20pts.
 - Any Veteran may swap his weapons for two lightning claws for free.
 - Any Veteran may swap his power fist for a thunderhammer for +5pts.
 - Any Veteran may swap his twin-linked bolter for a combi-weapon for +5pts.
 - Any Veteran may take a storm shield for +10pts.
- Any model may take meltabombs for +5pts

Transport

- A Command Squad not upgraded with bikes, Terminator armor, or jump packs may take a Rhino, a Razorback, or a Drop Pod as a Dedicated Transport. A Command Squad upgraded with Terminator armor may take a Land Raider Crusader or a Land Raider Redeemer as a Dedicated Transport.

Deathwatch Techmarine

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Techmarine	4	4	4	4	1	4	1	8	2+	55pts
Master of the Forge	5	5	4	4	2	5	2	9	2+	120pts
Combat Servitor	4	3	3	3	1	2	1	7	4+	25pts
Gun Servitor	3	4	3	3	1	2	1	7	4+	35pts

You may take 0-3 Deathwatch Techmarines in an Ordo Xenos list. They do not take up any Force Organization Chart slots, but otherwise count as independent HQ choices. 0-1 Techmarine may be a Master of the Forge at the indicated cost instead.

Unit Type: Infantry (Independent Character)
Unit Composition: 1 Techmarine.

Equipment

- A Techmarine or Master of the Forge has power armor, a boltgun, a bolt pistol, a servo-arm, a signum, and frag and krak grenades.
- A Combat Servitor has carapace armor and a servo-arm.
- A Gun Servitor has carapace armor and a heavy bolter.

Special Rules

- Techmarines have the Hymn of Reforging, Chapter Training, Specialist Ammunition, and And They Shall Know No Fear rules
- Masters of the Forge have the Hymn of Reforging, Blessed by the Machine, Chapter Training, Specialist Ammunition, and And They Shall Know No Fear rules
- Servitors have the Specialist Ammunition and Mindlock rules

Options

- A Techmarine or a Master of the Forge may take an accompanying squad of 0-4 Servitors at the cost listed above. If he chooses this option, he becomes Infantry (Character) instead of Infantry (Independent Character), and may not leave the unit.
- A Techmarine or Master of the Forge may swap his servo-arm for a servo-harness for +30pts.
- A Techmarine or Master of the Forge may replace his bolter with a combi-weapon for +5pts.
- A Techmarine or Master of the Forge may take a power weapon for +10pts, or a power fist for +25pts.
- Up to two Servitors may replace their heavy bolters with multi-meltas for +10pts or plasma cannons for +20pts.

Transport

- A Techmarine or Master of the Forge accompanied by a unit of Servitors may take a Rhino, Razorback, or Drop Pod as a Dedicated Transport.

Inquisitor

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Inquisitor	4	4	3	3	3	4	3	9	4+	45pts
Inquisitor Lord	5	5	3	3	4	5	4	10	4+	75pts

Unit Type: Infantry (Character)

Unit Composition: 1 Inquisitor OR 1 Inquisitor Lord. Note that you may only include one Inquisitor Lord per detachment.

Equipment

- Carapace armor
- Bolt pistol
- Chainsword
- Boosted vox-bead
- Frag and krak grenades

Special Rules

- Indomitable Will
- Alignment
- Conclave
- Independent Allies (Inquisitor Lord only)

Options

- An Inquisitor may replace his bolt pistol and/or chainsword with any of the following:
 - A bolter for free
 - A combi-weapon or a twin-linked bolter for +5pts
 - A power weapon or a single lightning claw for +10pts
 - A plasma pistol for +15pts
 - A storm shield for +15pts
 - A power fist or two lightning claws for +15pts
 - A thunderhammer for +25pts
- An Inquisitor may replace his carapace armor with power armor for +10pts or artificer armor for +15pts.
- An Inquisitor may take any of the following:
 - An Auspex for +5pts
 - Up to three servo-skulls for +5pts each
 - A Rosarius for +15pts
- If Puritan, an Inquisitor may purchase the Xeno Hunters and Specialist Ammunition rules for +10pts. If he does so, he may purchase a second type of Specialist Ammunition for +5pts, as detailed in those rules.
- If Radical, an Inquisitor may swap either of his weapons for a pulse pistol, a pulse rifle, or a pulse carbine for +2pts each.
- If Radical, an Inquisitor may take a Markerlight for +10pts.
- An Inquisitor may purchase one or two psychic Mastery Levels at +20pts each. He may choose to use powers from any of the disciplines in the core rulebook, or he may select one power per Mastery level from the psychic powers section of this Codex. If he does so, he may also swap his chainsword for a force weapon for +15pts, and he may take a psychic hood for +10pts. A Radical Inquisitor with any Mastery Levels may swap his chainsword for a Witchblade for +10pts.

Retinue

- An Inquisitor may select one Henchmen Warband that does not take up a slot in the list, but is otherwise treated as a separate HQ choice.

Henchmen Warband

An Inquisitorial Henchmen Warband is composed of 3-12 models selected from the following assortment, with restrictions on the number of models of a specific type. They are all Infantry, except for the Interrogator, who is Infantry (Character); the unit may be mounted in a Chimera, Rhino, Razorback, Valkyrie, Vendetta, or Aquila if the entire unit plus the Inquisitor fits in the transport. If the Henchmen Warband was chosen as part of an army including a Puritan Inquisitor, they may be upgraded with the Specialist Ammunition and Xenos Hunters special rules for +20pts; if they do so, they may purchase the second type of Specialist Ammunition for +10pts, as detailed under those rules. The number given in parentheses after the unit's name is the restriction on how many of a given model may be employed in a Henchmen Warband taken as Troops.

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-1 Interrogator (1)	4	4	3	3	2	4	2	9	4+	35pts

Equipment

- Carapace armor
- Bolt pistol
- Chainsword
- Frag and Krak grenades
- Boosted Vox-Bead

Options

- An Interrogator may replace his bolt pistol and/or chainsword with one of the following:
 - Boltgun for free
 - Twin-linked boltgun for +3pts
 - Combi-weapon for +5pts
 - Power weapon for +10pts
 - Plasma pistol for +15pts
 - Power fist for +15pts
- If the Interrogator is part of an army including a Radical Inquisitor, he may trade either of his weapons for a pulse rifle, a pulse carbine, or a pulse pistol for +2pts
- An Interrogator may take a refractor field for +10pts
- An Interrogator may take Blessed Bolts for +2pts
- An Interrogator may replace his carapace armor with power armor for +10pts
- An Interrogator may take one psychic Mastery Level at +20pts. If he does so, he may take a force weapon for +15pts, and he may take a psychic hood for +10pts. He may choose to roll for a power from any psychic discipline in the core rulebook, rerolling any power that requires two Warp Charge, or he may select one from the Inquisition or Deathwatch Psychic Powers section of this book.

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Warrior (3+)	3	4	3	3	1	3	1	8	4+	10pts

Equipment

- Carapace armor
- Hellgun
- Hellpistol
- Frag and krak grenades

Options

- Any Warrior may swap his hellgun for a shotgun for free or an Arbites combat shotgun for +2pts
- Any Warrior may swap his hellgun and hellpistol for a boltgun and bolt pistol for +2pts.
- A Warrior may swap his hellgun and hellpistol for a hot-shot lasgun and a hot-shot laspistol for +5pts
- If the army includes a Radical Inquisitor, any Warrior may swap his hellgun and hellpistol for a pulse rifle and a pulse pistol or a pulse carbine and a pulse pistol for +4pts
- Up to three Warriors may trade their hellguns for one of the following upgrade weapons:
 - Flamer or heavy sniper rifle for +5pts
 - Meltagun for +10pts
 - Plasma gun for +15pts
- Any Warrior may trade one weapon for an Arbites combat shield for +5pts

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-3 Crusader (0-2)	4	3	3	3	1	3	1	8	4+	15pts

Equipment

- Power weapon
- Storm shield
- Carapace armor
- Frag and krak grenades

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-3 Assassins (0)	5	3	3	3	1	5	2	8	5+	15pts

Equipment

- Two power weapons

Special Rules

- Agility

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-1 Techpriest (0-1)	3	3	3	3	1	3	2	9	3+	35pts
0-3 Combat Servitor (0-1)	4	3	3	3	1	2	1	7	4+	15pts
0-3 Gun Servitor (0-1)	3	4	3	3	1	2	1	7	4+	20pts

You may only include Servitors in a Henchmen Warband that includes a Techpriest

Equipment

- Techpriest: Power armor, servo-arm, chainsword, bolt pistol, frag and Krak grenades
- Combat Servitor: Carapace armor, servo-arm
- Gun Servitor: Carapace armor, heavy bolter

Options

- Any Gun Servitor may replace his heavy bolter with a multi-melta for +10pts or a plasma cannon for +15pts
- The Techpriest may purchase the Archaeotech rule for +20pts

Special Rules

- Hymn of Reforging (Techpriest only)
- Mindlock (Servitors only)

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-1 Untouchable (0)	3	3	3	3	1	3	1	10	4+	50pts

Equipment

- Carapace armor
- Chainsword
- Hellpistol

Special Rules

- Null Aura
- Fear

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-1 Fighter Command Liason (0)	3	3	3	3	1	3	1	9	4+	45pts

Equipment

- Carapace armor
- Laspistol

Special Rules

- Intercept Reserves

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-1 Bomber Command Liason (0)	3	3	3	3	1	3	1	9	4+	50pts

Equipment

- Carapace armor
- Laspistol

Special Rules

- Bomber Strike

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-1 Astopath (0)	3	3	3	3	1	3	1	9	4+	45pts

Equipment

- Carapace armor
- Laspistol
- Close combat weapon

Special Rules

- Astopathic Beacon

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-1 Chirurgeon (0)	3	3	3	3	1	4	1	9	4+	40pts

Equipment

- Medi-pack
- Laspistol
- Close combat weapon
- Carapace armor

Options

- A Chirurgeon may replace her laspistol with a needle pistol for +10pts
- A Chirurgeon may give her close combat weapon the Poisoned (4+) rule for +5pts.

0-1 Xenos Allies: A Radical Inquisitor may take either Ork Mercenaries, Eldar Allies, or Tau Allies as part of any Henchmen Warband. Each Allies sub-unit consists of one Emissary (the Nob, Warlock, or Envoy) and some number of Bodyguards (Boyz, Guardians, Rangers, Fire Warriors, or Pathfinders) as detailed on the table. Note that you may include Xenos Allies in any Henchmen Warband, but you may not take two different kinds of Xenos Allies in different warbands (e.g. if one Warband takes Eldar Allies, all other Warbands may only take Eldar Allies).

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
1 Ork Nob	4	2	4	5	2	2	3	8	6+	30pts
0-4 Ork Boyz	4	2	3	4	1	2	2	7	6+	5pts
1 Eldar Veteran Warlock	4	4	3	3	2	6	2	9	-	50pts
0-2 Guardians	4	4	3	3	1	5	1	8	5+	10pts
0-2 Rangers	4	4	3	3	1	5	1	8	5+	15pts
1 Water Caste Envoy	2	4	3	3	2	2	1	9	4+	20pts
0-2 Fire Warriors	2	4	3	3	1	2	1	8	4+	10pts
0-2 Pathfinders	2	4	3	3	1	2	1	8	5+	17pts

Equipment

- Ork Nobz and Ork Boyz are armed with choppas, sluggas, and improvised armor
- The Eldar Warlock wears rune armor and carries a witchblade and a shuriken pistol
- Guardians wear mesh armor and carry shuriken catapults
- Rangers wear mesh armor and camo-cloaks, and carry shuriken pistols and heavy sniper rifles
- The Water Caster Envoy wears Tau battle armor and carries a pulse pistol
- Fire Warriors wear Tau battle armor and carry pulse rifles and pulse pistols
- Pathfinders wear Tau battle armor and carry pulse carbines, markerlights, and pulse pistols

Special Rules

- Psyker (Mastery 1): A Warlock is a Psyker, and may choose to use either the Enhance/Drain, Conceal/Reveal, or Destructor/Renewer powers from the Eldar Powers section under the Psychic Powers heading.
- Waaagh! (Ork Nob only)
- Shared Expertise (Nob, Warlock, and Envoy only)
- Mistrust

Options

- Ork Boyz may replace their choppas and sluggas with shootas for free
- The Ork Nob may replace his choppa with a power klaw for +20pts
- The Eldar Warlock may replace his witchblade with a Singing Spear for +5pts
- Any Pathfinder may replace his pulse carbine with a heavy sniper rifle for +5pts

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-3 Deathwatch Vets (0-1)	4	4	4	4	1	4	2	9	3+	23pts

Deathwatch Veterans may only be taken if the unit has purchased the Xeno Hunters rule. Unlike Deathwatch squads, Deathwatch Veterans taken as part of a Henchmen Warband do not have a Chapter Training rule.

Equipment

- Power armor
- Boltgun
- Bolt pistol
- Chainsword
- Frag and krak grenades

Special Rules

- And They Shall Know No Fear
- Xeno Hunters
- Special Ammunition

Options

- A Deathwatch Veteran may swap one of his weapons for any of the following:
 - A combi-weapon or a flamer for +5pts
 - A meltagun for +10pts
 - A power weapon for +10pts
 - A plasma gun or a storm shield for +15pts
 - A power fist for +25pts
 - A thunderhammer or a chainfist for +30pts

Stormtrooper Command Section

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Stormtrooper Lieutenant	5	5	3	3	3	4	3	10	4+	40pts
Stormtrooper Veteran	4	4	3	3	1	4	2	9	4+	15pts

Unit Type: Infantry. The Lieutenant is Infantry (Character)

Unit Composition: 1 Lieutenant and 4 Veterans. The squad may additionally purchase 0-1 Astropath, 0-1 Fighter Command Liason, and 0-1 Bomber Command Liason from the Inquisitorial Henchmen Warband section, above; the Advisors are subject to the squad's special rules but may not take any of the upgrade weapons.

Equipment

- Hellguns
- Hellpistols
- Carapace armor
- Frag and Krak grenades
- Boosted Vox-bead (Lieutenant only)
- Refractor Field (Lieutenant only)

Special Rules

- Special Operations (A Stormtrooper Command Section may choose any Special Operation rule)
- Deep Strike
- Stubborn
- Orders (Lieutenant only)

Options

- Any model may swap his hellgun for a shotgun or a close combat weapon for free
- Any model may swap his hellgun and hellpistol for a boltgun and bolt pistol for +2pts. If any models do this, the entire squad may purchase the Specialist Ammunition rule for +10pts
- Any model may swap his hellgun and hellpistol for a hot-shot lasgun and a hot-shot laspistol for +5pts
- If the squad is led by a Radical Inquisitor, any model may swap his hellgun and hellpistol for a pulse rifle or pulse carbine and a pulse pistol for +4pts, and the Lieutenant may take a Markerlight for +10pts.
- The Lieutenant may swap his hellgun and/or hellpistol for one of the following:
 - A combi-weapon or a hand flamer for +5pts
 - A power weapon for +10pts
 - A plasma pistol or an Inferno pistol for +15pts
 - A power fist for +15pts
- The Lieutenant may take any of the following:
 - Meltabombs, an Auspex, or a Signum for +5pts
 - A homing beacon for +15pts
 - Spotting gear for +20pts
- One Veteran may be upgraded to a Medic with a medi-pack for +20pts
- Up to two Veterans may replace their hellguns with one of the following weapons:
 - Flamer, grenade launcher, or heavy sniper rifle for +5pts
 - Meltagun or Javelin missile launcher for +10pts
 - Mortar with frag, phosphorus, and flare rounds for +10pts. A Veteran with a mortar may also purchase krak rounds for +5pts or chemical warfare rounds for +10pts.
 - Heavy flamer or plasma gun for +15pts
- Any model may take a riot shield for +5pts
- The entire squad may take camo-cloaks for +15pts

Transport

- The squad may select a Chimera, a Valkyrie, an Aquila, or a Vendetta as a Dedicated Transport, providing all models in the squad fit into the transport vehicle.

Troops

Deathwatch Space Marine Squad

Name	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Deathwatch Marine	4	4	4	4	1	4	1	8	3+	18pts
Deathwatch Sergeant	4	4	4	4	1	4	2	9	3+	23pts

Unit Type: Infantry. The Sergeant is Infantry (Character)

Unit Composition: Sergeant and 4-9 Deathwatch Marines

Equipment

- Power armor
- Boltgun
- Bolt pistol
- Frag and Krak Grenades
- Close combat weapon

Special Rules

- Xeno Slayers
- Special Ammunition
- Chapter Training
- And They Shall Know No Fear
- Combat Squads

Options

- The Sergeant may replace his chainsword and/or bolt pistol with one of the following:
 - A combi-weapon for +5pts
 - A power weapon for +10pts
 - A plasma pistol for +15pts
 - A power fist for +25pts
- The Sergeant may take meltabombs for +5pts
- The Sergeant may take a homing beacon for +15pts
- One Deathwatch Marine may replace his bolter with one of the following upgrade weapons. If the squad numbers ten models a second Marine may do so:
 - A flamer or a Stalker bolter for +5pts
 - A meltagun, heavy bolter, or a heavy flamer for +10pts
 - A missile launcher or a plasma gun for +15pts. A Deathwatch Marine with a missile launcher may take flakk missiles for +10pts.
 - A plasma cannon or a lascannon for +20pts

Transport

- A Deathwatch Space Marine Squad may be mounted in a Rhino, a Razorback, or a Drop Pod, providing the entire squad fits in the transport.

Stormtrooper Squad

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Stormtrooper	3	4	3	3	1	3	1	8	4+	10pts
Stormtrooper Sergeant	4	4	3	3	1	3	2	9	4+	15pts

Unit Type: Infantry, the Sergeant is Infantry (Character)

Unit Composition: Sergeant and 4-9 Stormtroopers

Equipment

- Hellguns
- Hellpistols
- Carapace armor
- Frag and Krak grenades
- Boosted Vox-bead (Sergeant only)

Special Rules

- Deep Strike
- Special Operations (A Stormtrooper squad may select the Reconnaissance, Airborne Assault, Shock Troops, or Behind Enemy Lines Special Operations)

Options

- Any model may replace his hellgun with a shotgun for free
- Any model may replace his hellgun and hellpistol with a boltgun and bolt pistol for +2pts
- Any model may replace his hellgun and hellpistol with a hot-shot lasgun and a hot-shot laspistol for +5pts
- If the army is led by a Radical Inquisitor, any model may replace his hellgun and hellpistol with a pulse rifle and a pulse pistol or a pulse carbine and a pulse pistol for +4pts, and the Sergeant may take a Markerlight for +10pts.
- The Sergeant may replace his hellgun and/or his hellpistol with any of the following:
 - A combi-weapon or a hand flamer for +5pts
 - A power weapon for +10pts
 - A plasma pistol or a power fist for +15pts
- The Sergeant may take meltabombs for +5pts
- The Sergeant may take an auspex for +5pts
- One Stormtrooper may replace his hellgun with one of the following. If the squad numbers ten models, a second Stormtrooper may also do so:
 - A flamer, heavy sniper rifle, or grenade launcher for +5pts
 - A meltagun or a Javelin missile launcher for +10pts
 - A mortar with frag, flare, and phosphorus rounds for +10pts
 - A heavy flamer or a plasma gun for +15pts
- If the squad has selected the Reconnaissance Special Operation, the entire squad may be equipped with camo-cloaks for +3pts/model
- If the squad has selected the Shock Troops Special Operation, any model may take a riot shield for +5pts

Transport

- The squad may select a Chimera, a Valkyrie, or a Vendetta as a Dedicated Transport if they would fit inside the transport.

Adeptus Arbites Squad

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Arbitrator	3	4	3	3	1	3	1	8	4+	10pts
Arbitor Senioris	3	4	3	3	1	4	2	9	4+	15pts

Unit Type: Infantry, the Arbitor Senioris is Infantry (Character)

Unit Composition:

Equipment

- Arbites combat shotguns
- Carapace armor
- Frag and Krak grenades

Special Rules

- Fire Discipline

Options

- Any Arbitor may swap his combat shotgun for a boltgun for +2pts. Note that Arbites squads are not subject to the Specialist Ammunition rule.
- Any Arbitor may take a riot shield for +5pts
- Any Arbitor may swap his combat shotgun for a shock maul for +3pts
- The Arbitor Senioris may swap his combat shotgun for a power maul for +5pts
- Up to two Arbitrators may take heavy sniper rifles for +5pts each.

Transport

- An Adeptus Arbites squad may be mounted in a Rhino or a Valkyrie as a Dedicated Transport.

Elites

Deathwatch Terminators

Name	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Deathwatch Terminator	5	4	4	4	1	4	2	9	2+	46pts
Deathwatch Terminator Sgt	5	4	4	4	1	4	3	9	2+	55pts

Unit Type: Infantry. The Sergeant is Infantry (Character)

Unit Composition: One Sergeant and 2-9 Terminators

Equipment

- Terminator Armor
- Twin-linked Bolter
- Power fist

Special Rules

- Xenoslayers
- Specialist Ammunition
- Chapter Training
- And They Shall Know No Fear
- Combat Squads

Options

- Any Terminator may replace his weapons with two lightning claws or with a thunderhammer and a storm shield for free
- Any Terminator may replace his power fist with a chainfist for +5pts
- One Terminator may take one of the following options. If the squad numbers ten models, a second may also do so:
 - Replace twin-linked bolter with a heavy flamer for +5pts
 - Replace twin-linked bolter with an assault cannon for +20pts
 - Take a Cyclone missile launcher for +25pts
- The squad may take the second type of specialist ammunition for +10pts

Deathwatch Kill-Team

Name	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Deathwatch Team Leader	5	4	4	4	2	5	3	9	3+	40pts
Deathwatch Veteran	4	4	4	4	1	4	2	9	3+	23pts

Unit Type: Infantry. The Team Leader is Infantry (Character)

Unit Composition: Team Leader and 4-9 Deathwatch Veterans

Equipment

- Power armor
- Boltguns
- Bolt pistols
- Chainswords
- Frag and Krak Grenades

Special Rules

- Headhunters
- Xenoslayers
- Specialist Ammunition
- Chapter Training
- And They Shall Know No Fear
- Combat Squads

Options

- Any Deathwatch Veteran may replace his bolter with a combi-weapon for +5pts
- The Team Leader may be upgraded to a Junior Librarian with one Mastery Level for +20pts. If he does so, he may either select one Signature Power from any psychic discipline in the core rulebook, or he may take a power from the Deathwatch Psychic Powers section of these rules. Additionally, he may take a force weapon for +20pts, and he may take a psychic hood for +10pts.
- The Team Leader may swap one of his weapons for any of the following:
 - A power weapon or a lightning claw for +10pts
 - A plasma pistol for +15pts
 - A power fist for +25pts
 - A thunderhammer or a chainfist for +30pts
- The Team Leader may take an auspex for +5pts
- Any model may take any of the following:
 - Meltabombs for +5pts
 - A storm shield for +15pts
- Up to three Veterans may replace their chainswords with one of the following:
 - A power weapon or a lightning claw for +10pts
 - A plasma pistol for +15pts
 - A power fist for +25pts
 - A thunderhammer or a chainfist for +30pts
- Up to three Veterans may replace their boltguns or bolt pistols with one of the following:
 - A flamer for +5pts
 - A meltagun, heavy bolter, or heavy flamer for +10pts
 - A missile launcher, multi-melta, or plasma cannon for +15pts. A model with a missile launcher may take flakk missiles for +10pts.
 - A lascannon for +20pts

Transport

- A Deathwatch Kill Team may take a Rhino, Razorback, or Drop Pod as a Dedicated Transport, provided they all fit into it.

Venerable Dreadnaught

	WS	BS	S	I	A	Front	Side	Rear	Hull	Cost
Venerable Dreadnaught	5	5	6	4	3	12	12	10	3	175pts

Unit Type: Walker

Unit Composition: 1 Venerable Dreadnaught

Equipment

- Twin-linked heavy bolter
- Dreadnaught close combat weapon with built-in twin-linked bolter
- Smoke launchers
- Searchlight

Special Rules

- Venerable
- Xeno Hunters
- Specialist Ammunition

Options

- A Venerable Dreadnaught may swap his heavy bolter for one of the following:
 - A twin-linked autocannon for +5pts
 - An assault cannon or a plasma cannon for +5pts
 - A twin-linked lascannon for +25pts
- A Venerable Dreadnaught may swap his close combat weapon's twin-linked bolter for a heavy flamer for +5pts
- A Venerable Dreadnaught may swap his close combat weapon for a twin-linked autocannon or a missile launcher for +10pts
- A Venerable Dreadnaught may take Extra Armor for +15pts

Transport

- A Venerable Dreadnaught may take a Drop Pod as a Dedicated Transport.

Deathwatch Dreadnaught

	WS	BS	S	I	A	Front	Side	Rear	Hull	Cost
Dreadnaught	4	4	6	4	2	12	12	10	3	130pts

Unit Type: Walker

Unit Composition: 1 Dreadnaught

Equipment

- Twin-linked heavy bolter
- Dreadnaught close combat weapon with built-in twin-linked bolter
- Smoke launchers
- Searchlight

Special Rules

- Xeno Hunters
- Specialist Ammunition

Options

- A Dreadnaught may swap his heavy bolter for one of the following:
 - A twin-linked autocannon for +5pts
 - An assault cannon or a plasma cannon for +5pts
 - A twin-linked lascannon for +25pts
- A Dreadnaught may swap his close combat weapon's twin-linked bolter for a heavy flamer for +5pts
- A Dreadnaught may swap his close combat weapon for a twin-linked autocannon or a missile launcher for +10pts
- A Dreadnaught may take Extra Armor for +15pts

Transport

- A Dreadnaught may take a Drop Pod as a Dedicated Transport.

Deathwatch Contemptor Dreadnaught

	WS	BS	S	I	A	Front	Side	Rear	Hull	Cost
Contemptor Dreadnaught	4	5	6	4	2	13	12	10	3	165

Unit Type: Walker

Unit Composition: 1 Contemptor Dreadnaught

Equipment

- Two twin-linked heavy bolters
- Searchlight
- Smoke Launchers

Special Rules

- Atomantic Shielding
- Helical Targeting Array

Options

- A Contemptor Dreadnaught may replace both of its heavy bolters with one of the following:
 - Two twin-linked autocannons for +10pts
 - Two Kheres assault cannons for +25pts
 - Two twin-linked lascannons for +30pts
- A Contemptor Dreadnaught may take extra armor for +15pts
- A Contemptor Dreadnaught may take a Cyclone missile launcher for +35pts

Transport

- A Contemptor Dreadnaught may take a Drop Pod as a Dedicated Transport

Stormtrooper Veterans

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Stormtrooper Veteran	4	4	3	3	1	4	2	9	4+	15pts
Stormtrooper Vet. Sergeant	4	4	3	3	1	4	3	9	4+	20pts

Unit Type: Infantry. The Veteran Sergeant is Infantry (Character)

Unit Composition: 1 Sergeant and 4-9 Veterans

Equipment

- Hellguns
- Hellpistols
- Carapace armor
- Frag and Krak grenades

Special Rules

- Deep Strike
- Special Operations (A Stormtrooper Veteran squad may select any Special Operation)

Options

- Any model may replace his hellgun with a shotgun for free
- Any model may replace his hellgun and hellpistol with a bolter and a bolt pistol for +2pts
- Any model may replace his hellgun and hellpistol with a hot-shot lasgun and a hot-shot laspistol for +5pts
- Any model may replace his hellgun with a close combat weapon for free
- If the army is led by a Radical Inquisitor, any model may replace his hellgun and hellpistol with a pulse rifle or pulse carbine and a pulse pistol for +4pts, and the Sergeant may take a Markerlight for +10pts.
- The Sergeant may replace his hellgun and/or hellpistol with any of the following:
 - A combi-weapon or a hand flamer for +5pts
 - A power weapon or a lightning claw for +10pts
 - A plasma pistol or a power fist for +15pts
- The Sergeant may take meltabombs for +5pts
- The Sergeant may take an auspex for +5pts
- Up to three Veterans may take meltabombs for +5pts
- Up to two Veterans may swap their hellguns for one of the following upgrade weapons. If the squad numbers ten models, two more Veterans may do so:

- A flamer, heavy sniper rifle, or grenade launcher for +5pts
- A meltagun or a Javelin missile launcher for +10pts
- A mortar with frag, flare, and phosphorus rounds for +10pts. If the squad selects the Fire Support Special Operation, any Veteran with a mortar may take krak rounds for +5pts or chemical warfare rounds for +10pts
- If the squad selects the Reconnaissance Special Operation, the entire squad may take camo-cloaks for +3pts/model
- If the squad selects the Shock Troopers Special Operation, any Veteran may take a riot shield for +5pts

Transport

- The squad may be mounted in a Chimera, a Valkyrie, or a Vendetta, provided the entire squad fits in the transport.

Drop Sentinel Squadron

	WS	BS	S	I	A	Front	Side	Rear	Hull	Cost
Drop Sentinel	3	4	5	3	2	11	11	10	2	50pts

Unit Type: Walker, Open-Topped

Unit Composition: 1-3 Drop Sentinels

Equipment

- Searchlight
- Smoke launchers
- Multi-Laser
- Boosted vox bead

Special Rules

- Deep Strike

Options

- Any Drop Sentinel may replace its heavy bolter with one of the following:
 - A heavy flamer or a Javelin missile launcher for free
 - An autocannon or a normal missile launcher for +5pts
 - A multi-melta for +10pts
- Any Drop Sentinel may take a Hunter-Killer Missile for +10pts
- Any Drop Sentinel may take a Homing Beacon for +15pts
- A Drop Sentinel Squadron may be accompanied by a Valkyrie Sky Talon unit large enough to carry the entire squad. The Sky Talons are treated as a Dedicated Transport for the unit.

Assassins

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Assassin	7	7	4	4	2	8	3	10	4+	Varies

Unit Type: Infantry (Character)

Unit Composition: One Assassin. There are four types with differing costs.

Callidus Assassin (130pts)

Equipment

- Phase Blade
- Neural Shredder
- Polymorphine
- Frag Grenades
- Synskin

Rules

- Assassin
- Hit and Run
- Stealth

Culexis Assassin (150pts)

Equipment

- Animus Speculum
- Etherium
- Frag Grenades
- Synskin

Rules

- Assassin
- Night Vision
- Null Aura

Eversor Assassin (100pts)

Equipment

- Meltabombs
- Lightning claw
- Frenzon
- Needle pistol
- Synskin

Rules

- Assassin
- Furious Charge
- Bio-Meltdown

Vindicare Assassin (150pts)

Equipment

- Exitus Pistol
- Exitus Rifle
- Frag Grenades
- Synskin

Rules

- Assassin
- Night Vision
- Deadeye
- Infiltrate
- Shrouded

Fast Attack

Deathwatch Assault Marines

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Assault Marine	4	4	4	4	1	4	1	8	3+	20pts
Assault Sergeant	4	4	4	4	1	4	2	9	3+	25pts

Unit Type: Jump Infantry. The Sergeant is Jump Infantry (Character)

Unit Composition: Sergeant and 4-9 Assault Marines

Equipment

- Jump packs
- Power armor
- Boltguns
- Chainswords
- Bolt pistols
- Frag and Krak grenades

Special Rules

- Xeno Slayers
- Specialist Ammunition
- Chapter Training
- And They Shall Know No Fear
- Combat Squads

Options

- One Assault Marine may replace his boltgun with one of the following. If the squad numbers ten models, a second Assault Marine may do so:
 - A flamer for +5pts
 - A meltagun for +10pts
 - A plasma gun or a plasma pistol for +15pts
- The Sergeant may replace any of his weapons with one of the following:
 - A combi-weapon for +5pts
 - A power weapon or a lightning claw for +10pts
 - A plasma pistol or a storm shield for +15pts
 - A power fist for +25pts
 - A thunderhammer or a chainfist for +30pts
- The Sergeant may take meltabombs for +5pts

Deathwatch Bike Squadron

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Biker	4	4	4	5	1	4	1	8	3+	28pts
Biker Sergeant	4	4	4	5	1	4	2	9	3+	35pts

Unit Type: Bikes. The Sergeant is Bikes (Character)

Unit Composition: Sergeant and 2-9 Bikers

Equipment

- Space Marine Bikes with twin-linked boltguns
- Power armor
- Frag and Krak Grenades

Special Rules

- Xeno Slayers
- Specialist Ammunition
- Chapter Training
- And They Shall Know No Fear
- Combat Squads

Options

- The Biker Sergeant may take up to two of the following:
 - A combi-weapon for +5pts
 - A power weapon or a lightning claw for +10pts
 - A plasma pistol or a storm shield for +15pts
 - A power fist for +25pts
 - A thunderhammer or a chainfist for +30pts
- Two models may take one of the following:
 - A flamer for +5pts
 - A meltagun for +10pts
 - A plasma gun for +15pts
- The Biker Sergeant may have meltabombs for +5pts

Deathwatch Land Speeder Squadron

	BS	Front	Side	Rear	Hull	Cost
Land Speeder	4	10	10	10	2	60pts

Unit Type: Fast Open-Topped Skimmer

Unit Composition: 1-5 Land Speeders

Equipment

- Heavy bolter

Special Rules

- Specialist Ammunition
- Deep Strike

Options

- Any Land Speeder may swap its heavy bolter for a heavy flamer for free or a multi-melta for +5pts
- Any Land Speeder may take one of the following upgrades:
 - A Typhoon missile launcher for +35pts
 - A Tornado weapon mount with one of the following weapons:
 - A heavy bolter or a heavy flamer for +10pts
 - A multi-melta for +15pts
 - An assault cannon for +30pts

Stormtrooper Recon Section

Name	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Recon Stormtrooper	4	4	3	3	1	4	2	9	4+	18pts
Recon Sergeant	4	4	3	3	1	4	3	9	4+	25pts

Unit Type: Infantry. The Sergeant is Infantry (Character)

Unit Composition: Sergeant and 4-9 Recon Stormtroopers

Equipment

- Hellgun
- Hellpistol
- Carapace armor
- Frag and Krak grenades
- Boosted vox-bead (Sergeant only)

Special Rules

- Special Operations (The Recon Section may take the Behind Enemy Lines, Shock Troopers, or Marksmen Special Operations)
- Scouts
- Night Fighting

Options

- Any model may replace his hellgun with a shotgun for free
- Any model may replace his hellgun and hellpistol with a bolter and a bolt pistol for +2pts
- Any model may replace his hellgun and hellpistol with a hot-shot lasgun and a hot-shot laspistol for +5pts
- If the army is led by a Radical Inquisitor, any model may replace his hellgun and hellpistol with a pulse rifle or pulse carbine and a pulse pistol for +4pts, and the Sergeant may take a Markerlight for +10pts.
- The Sergeant may replace his hellgun and/or hellpistol with any of the following:
 - A combi-weapon or a hand flamer for +5pts
 - A power weapon or a lightning claw for +10pts
 - A plasma pistol or a power fist for +15pts
- The Sergeant may take meltabombs for +5pts
- The Sergeant may take an auspex for +5pts
- The Sergeant may take a homing beacon for +15pts
- The Sergeant may take spotting gear for +20pts
- Up to three Stormtroopers may take meltabombs for +5pts
- Two Stormtroopers may swap their Hellguns for one of the following upgrade weapons.
 - A flamer, heavy sniper rifle, or grenade launcher for +5pts
 - A meltagun or a Javelin missile launcher for +10pts
 - A plasma gun or a heavy flamer for +15pts
- The entire squad may take camo-cloaks for +3pts/model
- If the squad selects the Shock Troopers Special Operation, any Stormtrooper may take a riot shield for +5pts

Transport

- A Stormtrooper Recon Section may be mounted in a Valkyrie or a Vendetta, providing they fit.

Vulture Gunship

	BS	Front	Side	Rear	Hull	Cost
Vulture	4	12	11	10	3	125pts

Unit Type: Flyer, Hover

Unit Composition: 1 Vulture

Equipment

- Forward-mounted heavy bolter
- Wing-mounted twin-linked heavy bolter
- Four wing-mounted Hellstrike missiles

Special Rules

- Vector Dancer
- Strafing Run

Options

- A Vulture may add two additional Hellstrike missiles for +10pts or four additional Hellstrike missiles for +20pts.
- A Vulture may trade all of its Hellstrike missiles for Hellfire missiles or Skystrike missiles for free.
- A Vulture may trade its twin-linked heavy bolter for any of the following:
 - A twin-linked autocannon for +5pts
 - A twin-linked Javelin missile launcher for +5pts
 - A twin-linked lascannon for +15pts
 - Two multiple rocket pods for +20pts
- A Vulture may trade both its twin-linked heavy bolter and four of its Hellstrike missiles for a twin-linked Punisher cannon for +40pts
- A Vulture may take any of the following:
 - Flares for +5pts
 - Infrared Targeting for +5pts
 - Missile Countermeasures for +10pts
 - An Armored Cockpit for +15pts

Tauros Squadron

Name	BS	Front	Side	Rear	Hull	Cost
Tauros	4	10	10	10	2	50pts
Tauros Venator	4	11	11	10	2	65pts

Unit Type: Fast, Open-Topped

Unit Composition: 1-3 Tauroses/Tauros Venators, mixed freely

Equipment

- Heavy bolter (Tauros only)
- Twin-linked multi-laser (Tauros Venator only)
- Galvanic Motors

Special Rules

- Deep Strike

Options

- A Tauros may replace its heavy bolter with one of the following:
 - A heavy flamer for +5pts
 - A Tauros grenade launcher for +5pts
 - A Javelin missile launcher for +5pts
- A Tauros Venator may replace its twin-linked multi-laser with a twin-linked lascannon for +20pts
- Any Tauros may take extra armor for +10pts
- Any Tauros may take a homing beacon for +20pts
- A Tauros squadron may take a Valkyrie Sky Talon squadron that can carry the entire squadron as a Dedicated Transport unit.

Heavy Support

Deathwatch Devastators

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Deathwatch Marine	4	4	4	4	1	4	1	8	3+	18pts
Deathwatch Sergeant	4	4	4	4	1	4	2	9	3+	23pts

Unit Type: Infantry. The Sergeant is Infantry (Character)

Unit Composition: Sergeant and 4-9 Marines

Equipment

- Power armor
- Boltgun
- Bolt pistol
- Frag and Krak Grenades
- Close combat weapon

Special Rules

- Xenoslayers
- Special Ammunition
- Chapter Training
- And They Shall Know No Fear
- Combat Squads

Options

- The Sergeant may replace his chainsword and/or bolt pistol with one of the following:
 - A combi-weapon for +5pts
 - A power weapon for +10pts
 - A plasma pistol for +15pts
 - A power fist for +25pts
- The Sergeant may take meltabombs for +5pts
- The Sergeant may take a homing beacon for +15pts
- Up to four Deathwatch Marines may replace their bolters with one of the following upgrade weapons:
 - A Stalker bolter for +5pts
 - A heavy bolter or a multi-melta for +10pts
 - A missile launcher +15pts. A Devastator with a missile launcher may take skyfire missiles for +10pts.
- A plasma cannon or a lascannon for +20pts

Transport

- A Deathwatch Devastator Squad may take a Rhino, Razorback, or Drop Pod as a Dedicated Transport providing they fit.

Deathwatch Predator

	BS	Front	Side	Rear	Hull	Cost
Predator	4	13	11	10	3	75pts

Unit Type: Tank

Unit Composition:

Equipment

- Autocannon
- Smoke launchers
- Searchlight

Special Rules

- Deep Strike
- Specialist Ammunition
- Xenoslayers

Options

- A Predator may replace its autocannon with a twin-linked lascannon for +30pts
- A Predator may take side sponsons with heavy bolters for +30pts or lascannons for +45pts
- A Predator may take any of the following:
 - A dozer blade for +5pts
 - A pintle-mounted twin-linked bolter for +10pts
 - A hunter-killer missile for +10pts
 - Extra armor for +15pts

Deathwatch Whirlwind

	BS	Front	Side	Rear	Hull	Cost
Whirlwind	4	11	11	10	3	75pts

Unit Type: Tank

Unit Composition: 1 Whirlwind

Equipment

- Whirlwind missile launcher
- Smoke launchers
- Searchlight

Special Rules

- Deep Strike
- Specialist Ammunition
- Xeno Slayers

Options

- A Whirlwind may take any of the following:
 - A dozer blade for +5pts
 - A pintle-mounted twin-linked bolter for +10pts
 - A hunter-killer missile for +10pts
 - Extra armor for +15pts

Deathwatch Vindicator

	BS	Front	Side	Rear	Hull	Cost
Vindicator	4	13	12	10	3	130pts

Unit Type: Tank

Unit Composition: 1 Vindicator

Equipment

- Siege shield
- Demolisher cannon
- Smoke launchers
- Searchlight

Special Rules

- Deep Strike
- Specialist Ammunition
- Xeno Slayers

Options

- A Vindicator may take any of the following:
 - A pintle-mounted twin-linked bolter for +10pts
 - A hunter-killer missile for +10pts
 - Extra armor for +15pts

Deathwatch Land Raider

	BS	Front	Side	Rear	Hull	Cost
Land Raider	4	14	14	14	4	Varies

Unit Type: Vehicle, Tank

Unit Composition: 1 Land Raider of any type

Equipment

- All Land Raider variants have smoke launchers and searchlights
- A Land Raider has two twin-linked lascannons and a twin-linked heavy bolter (275pts)
- A Land Raider Crusader has two hurricane bolters, frag assault launchers, and a twin-linked assault cannon (275pts)
- A Land Raider Redeemer has two flamestorm cannons and a twin-linked assault cannon (275pts)
- A Land Raider Ares has two twin-linked heavy flammers, a siege shield, and a Demolisher cannon (310pts)
- A Land Raider Helios has a Whirlwind missile launcher and two twin-linked lascannons (300pts)
- A Land Raider Prometheus has four twin-linked heavy bolters and a battle auspex (300pts)

Special Rules

- Deep Strike
- Xeno Slayers
- Specialist Ammunition
- Power of the Machine Spirit
- Assault Vehicle
- Improved Communications (Prometheus only)

Options

- Any Land Raider may purchase any of the following:
 - A pintle-mounted twin-linked bolter for +10pts
 - A pintle-mounted multi-melta for +10pts
 - A hunter-killer missile for +10pts
 - Extra armor for +15pts

Transport Capacity

- All Land Raiders can carry a number of models, with Bulky models counting as two as normal; they have access points on both sides and at the front, and no fire points. The number of models varies by type, as follows:
 - Land Raider: Twelve models
 - Land Raider Crusader: Sixteen models
 - Land Raider Redeemer: Twelve models
 - Land Raider Ares: Six models
 - Land Raider Helios: Six models
 - Land Raider Prometheus: Twelve models

Storm Eagle Gunship

	BS	Front	Side	Rear	Hull	Cost
Storm Eagle	4	12	12	12	4	245pts

Unit Type: Flyer, Hover

Unit Composition: One Storm Eagle

Equipment

- One twin-linked heavy bolter
- One Vengeance launcher
- Ceramite Plating
- Searchlight

Special Rules

- Deep Strike
- Assault Vehicle
- Power of the Machine Spirit

Options

- A Storm Eagle may trade its heavy bolter for a twin-linked multi-melta for +10pts or a Typhoon launcher for +20pts
- A Storm Eagle may take four Hellstrike missiles, Hellfire missiles, or Skyfire missiles for +40pts. If it does not do so, it may take two wing-mounted twin-linked lascannons for +60pts.
- A Storm Eagle may take extra armor for +15pts.

Transport

- A Storm Eagle may carry twenty models, with Bulky models taking up two slots, with access at the front, rear, and sides and no fire points.

Imperial Navy support

Name	BS	Front	Side	Rear	Hull	Cost
Lightning Fighter	4	10	10	10	2	150pts
Avenger Fighter	4	12	10	10	2	175pts
Thunderbolt Fighter	4	11	11	10	3	200pts

Unit Type: Flyer

Unit Composition: 1 Lightning OR 1 Avenger OR 1 Thunderbolt

Equipment

- A Lightning has an autocannon, a twin-linked lascannon, and an armored cockpit.
- An Avenger has a hull-mounted Avenger bolt cannon, two wing-mounted lascannons, an armored cockpit, and a defensive heavy stubber
- A Thunderbolt has two twin-linked autocannon, a twin-linked lascannon, and an armored cockpit

Special Rules

- Hypersonic
- Deep Strike
- Strafing Run (Avenger only)
- Agile (Lightning only)
- Auto-Repair (Thunderbolt only)

Options

- A Lightning may replace its autocannon with four Hellstrike, Hellfury, or Skystrike missiles for free, or with two Tactical Bombs and the Strafing Run rule for free.
- A Lightning may take four additional Hellstrike, Hellfury, or Skystrike missiles for +40pts, or six additional Tactical Bombs for +40pts.
- An Avenger may be fitted with two extra wing-mounted hardpoints that can carry one of the following:
 - Four Hellstrike, Hellfury, or Skystrike missiles for +20pts
 - Two Javelin missile launchers for +30pts
 - Two autocannons for +30pts
 - Two multi-lasers for +30pts
 - Two missile launchers for +40pts
 - Six tactical bombs for +40pts
- A Thunderbolt may carry four Hellstrike, Hellfury, or Skystrike missiles for +40pts, or six Tactical Bombs for +40pts
- Any of the three may be upgraded with any of the following:
 - Flares for +5pts
 - Infrared Targeting for +5pts
 - Missile Countermeasures for +10pts

Stormtrooper Fire Support Section

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Stormtrooper	3	4	3	3	1	3	1	8	4+	10pts
Stormtrooper Sergeant	4	4	3	3	1	4	2	9	4+	17pts

Unit Type: Infantry (Sergeant is Infantry (Character))

Unit Composition: 1 Stormtrooper Sergeant and 4-9 Stormtroopers

Equipment

- Hellguns
- Hellpistols
- Carapace armor
- Frag and Krak grenades
- Boosted vox bead (Sergeant only)
- Signum (Sergeant only)

Special Rules

- Special Operations (A Stormtrooper Fire Support Section may select the Reconnaissance, Fire Support, or Airborne Assault Special Operations)
- Deep Strike

Options

- Any Stormtrooper may replace his hellgun with a shotgun for free
- Any Stormtrooper may replace his hellgun and hellpistol with a boltgun and bolt pistol for +2pts
- Any Stormtrooper may replace his hellgun and hellpistol with a hot-shot lasgun and a hot-shot laspistol for +5pts
- If the army is led by a Radical Inquisitor, any model may replace his hellgun and hellpistol with a pulse rifle or pulse carbine and a pulse pistol for +4pts, and the Sergeant may take a Markerlight for +10pts.
- The Stormtrooper Sergeant may replace his hellpistol and/or his hellgun with one of the following options:
 - A combi-weapon or a hand flamer for +5pts
 - A power weapon or a lightning claw for +10pts
 - A plasma pistol or a power fist for +15pts
- The Stormtrooper Sergeant may take an auspex for +5pts
- The Stormtrooper Sergeant may take meltabombs for +5pts
- Two Stormtroopers may replace their hellguns with one of the following upgrade weapons. If the squad numbers ten models, two more Stormtroopers may do so:
 - Grenade launcher for +5pts
 - Sniper rifle for +5pts
 - Javelin missile launcher for +10pts
 - Mortar with frag, smoke, and flare rounds for +10pts. If the squad selected the Fire Support Special Operation, a Stormtrooper with a Mortar may purchase Krak rounds for +5pts or chemical warfare rounds for +10pts
- If the squad selected the Reconnaissance Special Operation, the entire squad may purchase camo-cloaks for +3pts/model

Transport

- A Stormtrooper Fire Support squad may choose a Valkyrie or a Chimera as a Dedicated Transport choice. If the squad numbers six or fewer models, it may select a Vendetta instead.

Dedicated Transports

Rhino

	BS	Front	Side	Rear	Hull	Cost
Rhino	4	11	11	10	3	45pts

Unit Type: Tank

Unit Composition: 1 Rhino, Dedicated Transport

Equipment

- Smoke launchers
- Searchlight

Transport Capacity

- A Rhino may carry ten models, which may not be Bulky; it has access points at the side and the rear, and two models may fire from the top hatch.

Special Rules

- Deep Strike
- Xeno Slayers
- Specialist Ammunition
- Auto-Repair

Options

- A Rhino may take any of the following:
 - A pintle-mounted twin-linked bolter for +5pts
 - A dozer blade for +5pts
 - Extra armor for +15pts

Razorback

	BS	Front	Side	Rear	Hull	Cost
Razorback	4	11	11	10	3	60pts

Unit Type: Tank

Unit Composition: 1 Razorback, Dedicated Transport

Equipment

- Twin-linked heavy bolter
- Smoke launchers
- Searchlight

Transport Capacity

- A Razorback may carry six models, which may not be Bulky; it has access points at the side and the rear, and two models may fire from the top hatch.

Special Rules

- Deep Strike
- Xeno Slayers
- Specialist Ammunition

Options

- A Razorback may take any of the following:
 - A pintle-mounted twin-linked bolter for +5pts
 - A dozer blade for +5pts
 - Extra armor for +15pts

Drop Pod

	BS	Front	Side	Rear	Hull	Cost
Drop Pod	2	10	10	10	2	30pts

Unit Type: Immobile, Open-Topped

Unit Composition: 1 Drop Pod, Dedicated Transport

Equipment

- Twin-linked bolter

Special Rules

- Drop Pod Assault
- Specialist Ammunition
- Xeno Slayers

Options

- A Drop Pod may take a homing beacon for +15pts

Chimera

	BS	Front	Side	Rear	Hull	Cost
Chimera	4	12	11	10	3	60pts

Unit Type: Tank

Unit Composition: 1 Chimera, Dedicated Transport

Equipment

- Turret-mounted multi-laser
- Hull-mounted heavy bolter
- Smoke launchers
- Searchlight

Transport Capacity

- A Chimera may carry twelve models, which may not be Bulky; it has access points at the side and the rear, and five models may fire from the top hatch.

Special Rules

- Amphibious

Options

- A Chimera may swap its multi-laser for a heavy bolter or a heavy flamer for free
- A Chimera may swap its hull-mounted heavy bolter for a heavy flamer for free
- A Chimera may take any of the following:
 - A pintle-mounted storm bolter for +5pts
 - A dozer blade for +5pts
 - Specialist Ammunition for +10pts
 - Extra armor for +15pts

Valkyrie

	BS	Front	Side	Rear	Hull	Cost
Valkyrie	4	11	11	10	3	110pts

Unit Type: Flyer, Hover

Unit Composition: 1 Valkyrie, Dedicated Transport

Equipment

- Forward-mounted multi-laser
- Four wing-mounted Hellstrike missiles
- Searchlight

Transport Capacity

- A Valkyrie may carry twelve models, which may not be Bulky; it has access points at the sides and rear, and two models may fire from each of its side hatches.

Special Rules

- Air Cavalry
- Rapid Deployment
- Vector Dancer

Options

- A Valkyrie may replace its Hellstrike missiles with two multiple rocket pods for +20pts
- A Valkyrie may take two side-mounted heavy bolters for +15pts
- A Valkyrie may replace its multi-laser with an autocannon for +5pts or a lascannon for +10pts
- A Valkyrie may trade any of its Hellstrike missiles for Skystrike missiles or Hellfire missiles for free
- A Valkyrie may take any of the following:
 - Flares for +5pts
 - Infrared Targeting for +5pts
 - Specialist Ammunition for +10pts
 - Missile Countermeasures for +10pts
 - An Armored Cockpit for +15pts

Vendetta

	BS	Front	Side	Rear	Hull	Cost
Vendetta	4	12	11	10	3	130pts

Unit Type: Flyer, Hover

Unit Composition: 1 Vendetta, Dedicated Transport

Equipment

- Chin-mounted heavy bolter
- Forward-mounted multi-laser
- Four wing-mounted Hellstrike missiles
- Searchlight

Transport Capacity

- A Vendetta may carry six models, which may not be Bulky; it has access points at the sides and rear, and two models may fire from each of its side hatches.

Special Rules

- Air Cavalry
- Rapid Deployment
- Vector Dancer

Options

- A Vendetta may replace four of its Hellstrike missiles with any of the following:
 - A twin-linked autocannon for +5pts
 - A twin-linked Javelin missile launcher for +5pts
 - A twin-linked lascannon for +15pts
 - Two multiple rocket pods for +20pts
- A Vendetta may take two side-mounted heavy bolters for +15pts
- A Vendetta may add four additional Hellstrike missiles to its arsenal at +5pts per missile
- A Vendetta may trade any of its Hellstrike missiles for Skystrike missiles or Hellfire missiles for free
- A Vendetta may replace its multi-laser with an autocannon for +5pts or a lascannon for +10pts
- A Vendetta may take any of the following:
 - Flares for +5pts
 - Infrared Targeting for +5pts
 - Specialist Ammunition for +10pts
 - Missile Countermeasures for +10pts
 - An Armored Cockpit for +15pts

Aquila Lander

	BS	Front	Side	Rear	Hull	Cost
Aquila	4	11	11	10	3	75pts

Unit Type: Flyer, Hover

Unit Composition: 1 Aquila, Dedicated Transport

Equipment

- Chin-mounted heavy bolter
- Searchlight

Transport Capacity

- An Aquila may carry twelve models, which may not be Bulky; it has one access point at the rear

Special Rules

- Hypersonic

Options

- An Aquila may replace its heavy bolter with an autocannon for +5pts
- An Aquila may take any of the following:
 - Flares for +5pts
 - Infrared Targeting for +5pts
 - Specialist Ammunition for +10pts
 - Missile Countermeasures for +10pts
 - An Armored Cockpit for +15pts

Valkyrie Sky Talon

	BS	Front	Side	Rear	Hull	Cost
Valkyrie Sky Talon	4	11	11	10	3	75pts

Unit Type: Flyer, Hover

Unit Composition: 1-3 Sky Talons, Dedicated Transport

Equipment

- Forward-mounted multi-laser
- Four wing-mounted Hellstrike missiles
- Searchlight

Transport Capacity

- A Sky Talon may carry up to one Tauros or Tauros Venator, or up to two Drop Sentinels, which may be deployed by Rapid Deployment normally or may disembark from the Sky Talon as if it was an open-topped vehicle otherwise.

Special Rules

- Rapid Deployment

Options

- A Sky Talon may replace its Hellstrike missiles with two multiple rocket pods for +20pts
- A Sky Talon may replace its multi-laser with an autocannon for +5pts or a lascannon for +10pts
- A Sky Talon may take any of the following:
 - Flares for +5pts
 - Infrared Targeting for +5pts
 - Missile Countermeasures for +10pts
 - An Armored Cockpit for +15pts

Special Characters

Inquisitor Valeria

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Helynna Valeria	4	4	3	3	3	4	3	10	3+	140pts

Unit Type: Infantry (Independent Character)

Unit Composition: Inquisitor Valeria

Equipment

- Power armor
- Hellpistol
- Graviton beamer (12", S10, AP1, Pistol, One Shot)
- The Dagger of Midnight (This is a power weapon; it grants the bearer +2 Attacks, but if the two bonus attacks roll a double when rolling to hit resolve the attack against Inquisitor Valeria instead of the enemy)
- Frag and Krak Grenades
- Forceshield (Inquisitor Valeria has a 4+ Invulnerable save)
- Hyperstone Maze (Once per game a target model in base contact with Valeria must roll equal to or under its remaining Wounds on a d6 or be removed as a casualty, with no saves allowed; this replaces Inquisitor Valeria's close combat attacks)
- The Runes of Destiny (Successful saves taken against Valeria's attacks must be rerolled)

Special Rules

- Indomitable Will
- Conclave
- Radical Alignment

Inquisitor Lok

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Solomon Lok	5	5	3	3	4	5	4	10	2+	100pts

Unit Type: Infantry (Independent Character)

Unit Composition: Inquisitor Lok

Equipment

- Artificer armor
- Refractor field
- Master-crafted power sword
- Bolt pistol
- Frag and Krak grenades
- One servo-skull

Special Rules

- Indomitable Will
- Conclave
- Independent Allies
- Puritan Alignment
- Hatred (Tyranids)
- Tenacity (Inquisitor Lok and any squad he joins have the Feel No Pain rule when within 3" of an objective. They also count as a Scoring unit, regardless of whether they normally are or not)

Options

- Inquisitor Lok may include a Henchmen Warband as a retinue as normal for an Inquisitor Lord

Watch-Captain Avernus

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Sarekh Avernus	6	7	4	4	3	5	3	10	2+	210pts

Unit Type: Infantry (Independent Character)

Unit Composition: Captain Avernus

Equipment

- Artificer Armor
- Iron Halo
- Serpent's Bane (This is a heavy bolter, except that it has the Skyfire and Interceptor rules and may fire any of the five types of Specialist Ammunition during one game)
- Power weapon
- Bolt pistol
- Frag and Krak Grenades

Options

- Captain Avernus may take a Command Squad as normal, though see Deathwatch Legend for notes on their Chapter Training.

Special Rules

- Xeno Hunter
- Specialist Ammunition
- Fearless
- Relentless
- Hatred (Dark Eldar)
- Deathwatch Legend (Captain Avernus has been a member of the Deathwatch ever since his original Chapter was destroyed to a man long ago. He does not have a Chapter Training rule, but all friendly Deathwatch Space Marines within 6" have the Fearless rule, and he may purchase upgrade skills from any one Chapter. His Command Squad, if any, must be of the Chapter whose upgrade skill he purchased)
- Pinpoint Accuracy (Captain Avernus' shooting attacks ignore Jink saves and score Precision Shots on any successful roll to hit.)

Librarian Tandrus

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Marko Tandrus	6	5	4	4	3	5	4	10	3+	200pts

Unit Type: Jump Infantry (Independent Character)

Unit Composition: Librarian Marko Tandrus

Equipment

- Psychic Hood
- Force Weapon
- Bolt Pistol
- Power armor
- Frag and Krak Grenades

Options

- Librarian Tandrus may take a Command Squad, which must take the Blood Angels Chapter Training rule, jump packs, and the Descent of Angels and Dark Fury skills

Special Rules

- Xeno Hunter
- Specialist Ammunition
- Fearless
- Hatred (Tau)
- Psyker (Mastery 3). Marko Tandrus knows all seven powers from the Pyromancy discipline.
- Wings of Fire (Librarian Tandrus was originally a Blood Angel, though he has since sworn himself permanently to the Deathwatch; he has the Blood Angels' Chapter Training skill and the Descent of Angels and Dark Fury skills, except that he may use psychic powers in the Shooting phase on the turn he deploys by Deep Strike)

Brother Barrachus

	WS	BS	S	I	A	Front	Side	Rear	Hull	Cost
Ezer Barrachus	5	6	6	4	3	14	13	12	3	300pts

Unit Type: Walker

Unit Composition: Brother Ezer Barrachus

Equipment

- Two twin-linked autocannons
- Relic Atomantic Shielding (Brother Barrachus has a more powerful shield than normal Contemptor Dreadnaughts; he has a 4+ Invulnerable save against shooting attacks and a 5+ Invulnerable save against close combat attacks)
- Helical Targeting Array
- Extra Armor

Options

- Brother Barrachus may ride to battle in a Drop Pod

Special Rules

- Xeno Slayer
- Venerable
- Damaged Servos (Brother Barrachus has served the Deathwatch since its founding, and some combination of his age and damage to parts of his sophisticated ancient Contemptor frame beyond the skills of modern tech-adepts to repair have slowed him down. He may only move d6" in the Movement phase; this movement is not slowed as normal by difficult terrain)

Inquisition Psychic Powers

Divine Pronouncement

This is a Witchfire power that automatically hits one unengaged enemy unit within 18". Any unit hit by Divine Pronouncement must immediately make a Morale test as if it took 25% casualties in the Shooting phase.

Fearless units and units that do not take Morale tests are unaffected by Divine Pronouncement.

Force Shield

This is a Blessing power that targets one friendly unit within 12". While it is in effect, the unit improves any Invulnerable save it has by one, or gains a 6+ Invulnerable save if it did not have one already. This power may not be used to improve the effects of the Shield of Faith.

Purge

This is a Focused Witchfire power that must be used to target a psyker. The psyker immediately suffers a Perils of the Warp attack.

Castigate

Target one enemy unit within 24" during the Shooting phase. That unit and the Inquisitor both roll a d6 and add their Leadership value. If the Inquisitor's result is higher, the target unit takes a permanent -3 penalty to its Leadership score for the remainder of the game. This power cannot affect the same unit twice.

Invigorate

This is a Blessing power that grants a friendly unit within 12" the Fleet and Furious Charge rules.

Scour

This is a Witchfire power with the following profile: 18", S5, AP4, Assault 3. Successful Invulnerable saves taken against hits from Scour must be rerolled.

Word of the Emperor

Use at the beginning of the Fight sub-phase, this power affects all models in base contact with the Inquisitor. Each model and the Inquisitor rolls a d6 and adds its Leadership score, any model that rolls lower than the Inquisitor may not attack in that Assault phase.

Deathwatch Psychic Powers

Compel

Pick a target enemy unit within 24" during your Movement phase. The enemy unit and the Librarian roll a d6 and add their Ld, if the Librarian wins the Deathwatch player may move the enemy unit instead of the enemy. Count vehicles as Ld 10 for purposes of this power.

Wings of Light

This is a Blessing affecting the Librarian and his unit. They may move as Jump Infantry while the power is in effect; if they are mounted on Bikes, they move as Jetbikes instead.

Smite

This is a Witchfire power with the following profile: 12", S4, AP2, Assault d6.

Machine Curse

This is a Witchfire power with a range of 24" that may only target vehicles. A vehicle hit by the Machine Curse takes an immediate Glancing Hit.

Stormbringer

This is a Maelstrom power that hits all units within 24" of the Librarian's unit with d6 S5 AP- hits.

Mind Worm

This is a Focused Witchfire power that automatically hits one enemy model within 18". The Librarian and the target both roll a d6 and add their Leadership, if the Librarian wins the enemy model is immediately removed from play.

Force Dome

This is a Blessing that grants the Librarian and his unit a 5+ Invulnerable save.