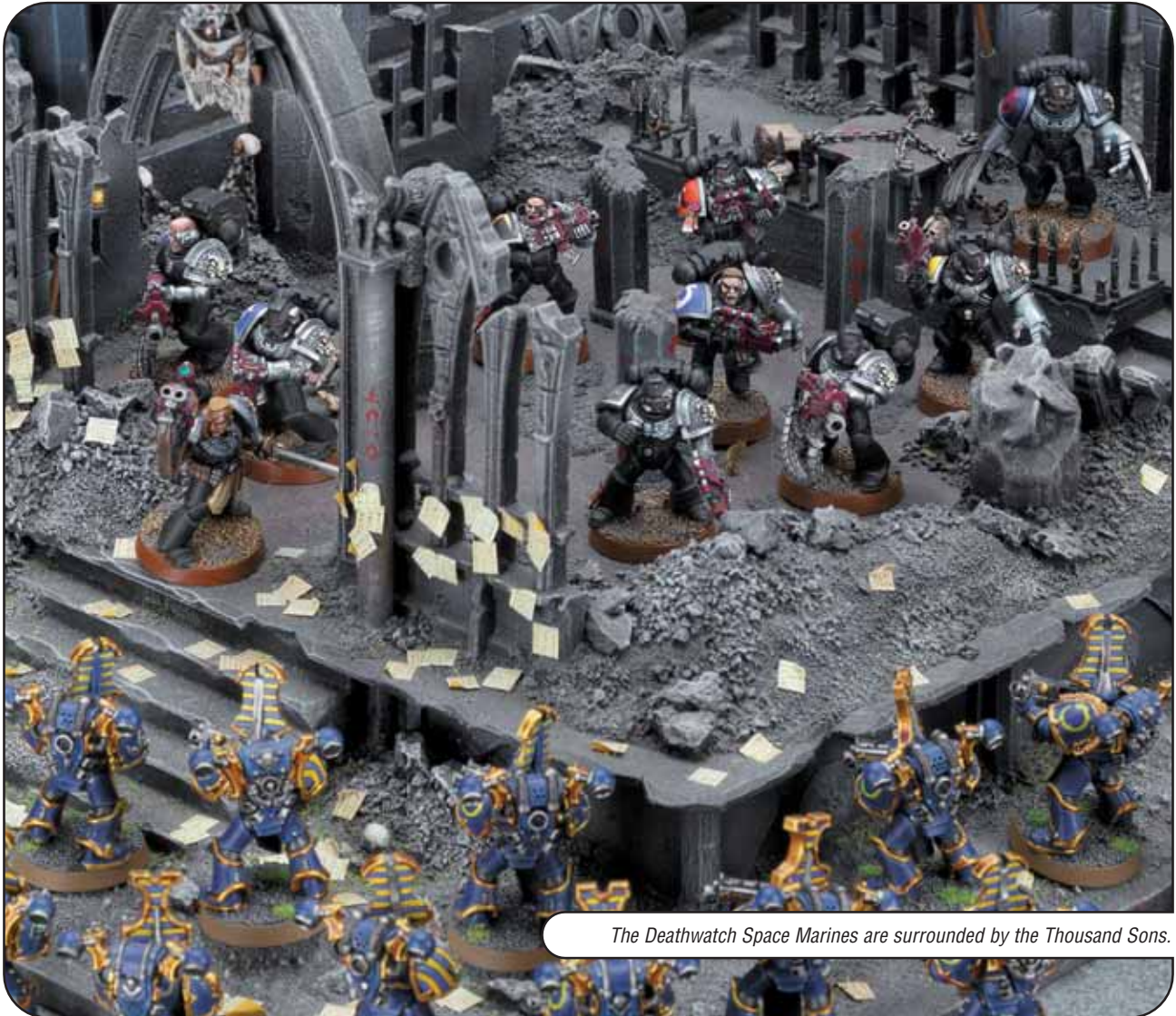


DEATHWATCH KILL TEAMS



The Deathwatch Space Marines are surrounded by the Thousand Sons.

Deathwatch members are volunteers from Space Marine Chapters that rigidly adhere to the *Codex Astartes*. Because teams are made up of battle brothers from several Chapters, it is essential they follow a similar doctrine. On the Eastern Fringe of the Imperium, the Inquisitorial Fortress at Talasa Prime has recruited, trained, and equipped Kill Teams from the Ultramarines, Scythes of the Emperor, and Lamenters Chapters for service against the Tyranids.

There are two ways that members of the Deathwatch can be incorporated into normal Warhammer 40,000 armies.

The first is to use an entire team of Deathwatch Space Marines. Up to one Kill Team can be included in any Imperium army as an HQ choice (an army list entry follows). For this purpose, an Imperium army will consist of any Space Marine army picked

from only Codex Space Marines*, any Imperial Guard army (including Catachans, Steel Legion, and the like), or any Inquisitorial army (Daemonhunters, Witch Hunters, or Alien Hunters).

As an alternative to fielding entire Kill Teams, you may upgrade one or more members of any Space Marine army selected from only Codex Space Marines* to members of Deathwatch. Only Independent Characters or members of Headquarters, Veteran or Tactical Squads can be upgraded, and they must wear the distinctive Deathwatch shoulder pad. Deathwatch members must be armed with a bolter or a combi-weapon with a bolter component. It costs 5 points to make a model a Deathwatch Veteran (there is no change to its profile). Each may then select one of the following ammunition types at the cost specified in the squad rules opposite.

- M.40 targeter with auto-sense link and Stalker silenced shells
- Metal storm ammunition
- Inferno bolts
- Kraken bolts

This ammunition may be used only with a bolter or the bolter component of a combi-weapon. As a reward for services provided, when the Deathwatch member returns to regular service with his Chapter, these rare ammunition types are made available in limited numbers.

*Deathwatch Space Marines are, of course, recruited from all different Chapters, including Space Wolves, Blood Angels, and the like. However, the discipline and training of such individuals are legendary among their own brethren. Thus, for the purposes of the article, we've covered only "Codex" Deathwatch. Other Chapters with their own Codexes get plenty of extras already!

O-1 DEATHWATCH KILL TEAM

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Captain	60	5	5	4	4	2	5	3	9	3+
Veteran Space Marine	30	4	4	4	4	1	4	2	9	3+
Space Marine	20	4	4	4	4	1	4	1	8	3+

SQUAD

The Deathwatch Squad consists of one Space Marine Captain and between 4 and 9 Deathwatch Space Marines. The Captain (or Librarian) is an Independent Character and may not leave the squad. If all the members of his squad are killed, he acts as an Independent Character as normal.

WEAPONS

Bolter and close combat weapon, frag grenades, melta-bombs.

OPTIONS

- The Captain may select items from the Space Marine Armory.
- The Captain can be upgraded to a Librarian (Codicier) at +40 points. As a Librarian, he is equipped with a force weapon and psychic hood. He may use the Psychic Power Storm of the Emperor's Wrath. He may replace this power with an alternative power at the points cost listed on p. 21 of *Codex: Space Marines*. He may select "Librarian only" items from the Space Marine Armory.
- Any squad members can be upgraded to Veterans at +10 points.

- Up to two Space Marines can be armed with a special weapon from the following list. The special weapon replaces their bolter. Heavy bolter with Hellfire ammo and suspensors at +15 pts; M.40 targeter, bolter, and ammo at +10 pts; plasma gun at +6 pts; melta-gun at +10 pts; flamer at +3 pts.
- Any Veteran can be armed with a weapon from the following list unless he is also armed with a special weapon. The new weapon replaces the model's close combat weapon: power fist at +25 pts; lightning claw at +25 pts; pair of lightning claws at +30 pts (replaces both bolter and close combat weapon); power weapon at +15 pts.
- All models not armed with a special/Veteran weapon may be issued with one of the following special ammo types: metal storm ammunition at +5 pts; inferno bolts at +5; or kraken bolts at +5 pts. Note that the same ammo must be used throughout the squad.



SPECIAL RULES

True Grit. All Deathwatch Marines have *True Grit*. See the *Universal Special Rules* section of the Warhammer 40,000 rulebook.

Transport. A Deathwatch Kill Team may be mounted in a Rhino at +50 pts. If the Squad numbers six models or less, then they may be mounted in a Razorback at +70 points. A Deathwatch Kill Team may be mounted in a Drop Pod as described in *Codex: Space Marines*.

Deep Strike. The Deathwatch has many ways of reaching a battlefield by surprise. Unless a squad is mounted in a Rhino, it may always start the game in *Reserve* and arrive by *Deep Strike*. Whether the squad does so by teleporter, termite, alien technology, or grav-chute is up to the player.

WEAPON OPTIONS

- Heavy Bolter.** The heavy bolter is potentially a very versatile weapon if equipped with an additional suspensor unit that provides just enough stability to allow it to be fired on the move. The effective range is reduced, but the weapon gains the ability to provide suppressive fire while advancing. Kill Teams often operate alone, a fact that justifies the use of the increasingly rare suspensor units.
Range: 18" Strength: 5 AP: 4 Assault 3
- Hellfire Round.** The heavy bolter is also capable of firing the Hellfire round, a ceramic sheath that shatters into thousands of needle-like shards on contact, penetrates the hide of the target, and carries mutagenic acid into the enemy's blood stream. The acid is so powerful that even the most enormous creature is vulnerable. A Hellfire round is loaded and fired singly. It always wounds on a 2+ regardless of the target's Toughness.
Range: 36" Strength: 5 AP: 4 Blast, Heavy 1
- Bolter with M.40 Targeter.** A normal bolter equipped with an M.40 targeter with auto-sense link and Stalker silenced shells acts as a perfectly satisfactory sniper weapon. In this mode, the bolter is a Heavy 2 weapon that causes Pinning Tests but is otherwise identical in terms of range, accuracy, and Strength to a normal bolter.

- Metal Storm Ammunition.** A bolter loaded with metal storm ammunition may be fired from the hip with remarkable accuracy. The metal storm shells explode in proximity to the enemy, their fragmentation casing making pinpoint accuracy unnecessary. The penetrative and destructive qualities of the round suffer as a consequence.

Range: 18" Strength: 3 AP: – Assault 2

- Inferno Bolts.** A bolter loaded with Inferno rounds can cause far more horrific wounds than a conventionally loaded bolter. The bolt is loaded with an oxy-phosphor gel. Reroll any failed rolls to wound (but not failed vehicle Armor Penetration rolls).

Range: 24" Strength: 4 AP: 5 Rapid Fire

- Kraken Bolts.** A bolter loaded with a Kraken penetrator round is capable of piercing the toughest hide thanks to its adamantine core and improved propellant.

Range: 30" Strength: 4 AP: 4 Rapid Fire