Deathwatch members are primarily 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 (see right for army list entry). For this purpose, an Imperium army consists of any Space Marine army picked using only Codex Space Marines*, any Imperial Guard army (including Catachans, Steel Legion etc) 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 using only Codex Space Marines* to members of Deathwatch. As a reward for the service provided to the Deathwatch, the rare ammunition types they use are made available in limited numbers when the volunteer Space Marine is back in regular service with his chapter. Only Independent Characters or members of Headquarters, Veteran or Tactical squads can be upgraded, and these 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 their 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 only be used with a bolter or the bolter part of a combi-weapon.

*In truth, the Deathwatch are recruited from all different chapters including Space Wolves, Blood Angels etc. However, the discipline and training of such individuals is legendary, so for this article we've only covered 'Codex Deathwatch' – other chapters with their own codexes get plenty of extras already!"
**0-1 DEATHWATCH KILL-TEAM**

<table>
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<th>Points/Model</th>
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**Number/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.

**Equipment:** Bolter and close combat weapon, frag grenades, meltagun at +10 points, plasma gun at +6 points, meltagun at +10 points, flamer at +3 points.

**Options:** The Captain may select items from the Space Marine Armoury.

Any squad member can be a Veteran, but costs 30 points rather than 20 points.

Up to 2 Space Marines can be armed with a special weapon from the following list in place of their bolter: Heavy bolter with Hellfire Up to 2 Space Marines can be armed with a special weapon. The new weapon replaces their close combat weapon: power fist at +25 points, lightning claw at +25 points or a pair of lightning claws at +30 points (replaces both bolter and close combat weapon), power weapon at +15 points.

**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 points. 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 (see p21 of Codex: Space Marines).

**Deep Strike.** The Deathwatch have many ways of reaching a battlefield by surprise. Unless they are mounted in a Rhino, they may always start the game in reserve and arrive by Deep Strike. Whether this is by teleporter, termite, alien technology or grav-chute is up to the player.

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**WEAPONS OPTIONS NOTES**

**Heavy bolter.** 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 seriously reduced, but it gains the ability to provide suppressive fire while advancing. Because Kill-teams often operate alone, this justifies the use of the rare suspensor units.

**Range:** 18" **Strength:** 5 **AP:** 4 **Assault 3**

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**Metal storm ammunition.** A bolt surrounded with metal storm ammo and suspensors at +15 points, M.40 targeter, bolter and ammo at +10 points, 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:** 24" **Strength:** 4 **AP:** 5 **Rapid Fire**

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**Inferno bolts.** A bolt surrounded with Inferno rounds can cause far more horrific wounds than a conventionally loaded bolt. This is achieved by filling the bolt with an oxygen-phosphor gel. Re-roll any failed rolls to wound (but not any vehicle Armour Penetration rolls).

**Range:** 36" **Strength:** 5 **AP:** 3 **Blast, Heavy 1**

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**Range:** 36" **Strength:** 5 **AP:** 3 **Blast, Heavy 1**

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**Kraken bolts.** A bolt surrounded with a Kraken penetrator round is capable of piercing the toughest hide thanks to its adamantine core and improved propellant.

**Range:** 48" **Strength:** 6 **AP:** 5 **Rapid Fire**

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**Range:** 48" **Strength:** 6 **AP:** 5 **Rapid Fire**

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Deathwatch Kill-teams are available as a complete five-man squad boxed set or as separate components from GW Direct. If you want to add them to your army, log on to: www.games-workshop/store/deathwatch or call: 0115 91 40000 for more details.