



INQUISITION
TASK
FORCE

Armies of the Inquisition

Inquisitorial Forces

The shadowy organisation of the Inquisition maintains a cultivated aura of fear surrounding the Inquisitors and their minions. One of the main methods is to shroud their operations in secrecy, lest what is commonplace become mundane. Nevertheless, the Inquisition must retain fortresses and armies throughout the Imperium to enforce their position of ultimate authority, even unto such secular organisations such as the Adeptus Mechanicus or the Adeptus Assassinorium. Bleak and forbidding inquisition fortresses are mainly maintained on capitol worlds, but others are present in isolated systems or stand sentinel over worlds deemed Interdictus. The main fighting troops of the Inquisition is a pool of highly trained, conditioned stormtroopers that are made as resistant to the temptations of heresy through psycho-indoctrination or mindwipe-enforced loyalty. Typically a fortress will hold a regiment of inquisitorial stormtroopers, but numbers vary depending on size and location. Similarly-recruited troops crew the spacecraft of the Inquisition, largely strike cruisers capable of responding with alacrity yet housing formidable firepower, but the Inquisition possesses a great variety of starships, from the null-shielded spy craft to behemoths from the Dark Age of Technology. The Inquisitors themselves hold carte blanche to maintain their own staff, and although many prefer to operate clandestinely there are some, very visible Inquisitors with huge private armies of select troops. Whatever the case, an Inquisitor is invariably surrounded by some of the most dangerous humans to be found in the galaxy. Each of the three main Ordos also has at their disposal links with their chamber militant, specialised and incredibly elite mobile armies.

The Deathwatch

Ancient pacts between many Adeptus Astartes chapters and the Ordo Xenos lie at the core of a tradition whereby veteran space marines leave their chapter to join the Deathwatch for a tour of duty. Upon joining the Deathwatch chapter, the marines receive additional training and equipment, turning the elite soldiers of the Imperium into possibly the most experienced and lethal fighting force in the galaxy. Deathwatch marines are organised into loose fighting squads called Kill Teams, and typically are expected to operate in incredibly dangerous situations alone and unsupported. Although frequently a single Kill Team is deployed alone or to support an Inquisitor, the Deathwatch chapter can muster forces on the company level or above to counter extremely deadly xenos threats. Deathwatch support vehicles such as Thunderhawks operate in equally hazardous circumstances, and are modified with heavier weapon loads at the expense of transport capacity. The Deathwatch maintain a large fleet of strike cruisers, which typically carry much fewer space marines than those of a more conventional chapter. The Ordo Xenos charges the Deathwatch with holding guard over sites of xenos activity, such as tomb worlds. The Deathwatch chapter is invariably the first, and often only, line of defence against such ancient threats.

The Grey Knights

The Grey Knights are the only space marine chapter created during the Second Founding following the Horus Heresy. Their gene-seed is rumoured to have been shaped from the gene-prints of the Emperor himself, and their creation was overseen by the fledgling Ordo Malleus to form the ultimate incorruptible and valiant warriors in the fight against Chaos. All Grey Knights are psychic to some degree and they are trained to harness their potential to shield themselves from daemonic influence, charge their weaponry with energy anathema to the warp entities and, when channeled together, to form devastating psychic attacks. Like the Deathwatch, the organisation of the Grey Knights is necessarily loose, with forces ranging from a squad assigned to an Inquisitor through to several companies each under the command of a Grand Master. The Grey Knights are an organisation much larger than a standard codex chapter, yet all too often beleaguered Imperial forces cannot call upon the aid of more than a few squads at most. Nevertheless, the presence of a mere handful of Grey Knights have time and time again proved to tip the scales against the machinations of Chaos, for no other soldiers in the galaxy are as capable of meeting the daemonic threat in pitched battle.

The Sisters of Battle

The Adepta Sororitas are a standing force of highly trained female troops armed and armoured with the very highest standard of equipment. Although initially formed as the military arm of the Ecclesiarchy in the wake of the Age of Apostasy, the Adepta Sororitas have close ties with the Ordo Hereticus, and at any given time a proportion of the battle sisters operate directly under the Ordo as their chamber militant, although they do not follow as strict tour of duty as the Deathwatch do. The sisters train and go to battle with their convent, which normally consist of 20-50 sisters, led by a sister superior. Two or three convents are organised into a preceptory, commanded by a palatine, while a commandery joins four or five convents under the battlefield and spiritual leadership of a canoness, usually about 200 sisters in total. Although not engineered for war in the same manner as the space marines, the Adepta Sororitas are a formidable force, who are fanatically devoted to the Emperor and indeed their irrepressible faith in the face of adversity have prompted many battlefield stories of miracles. Whether these are merely exaggerated tales of heroism or the actual manifestation of the Emperor's will are points for debate, but it is undeniable that their faith and dedication makes them an ideal vanguard for the Inquisitors of the Ordo Hereticus and their war against the heretics who threaten the stability of the blessed Imperium.

Inquisition Task Force

Inquisition Task Forces

Many Inquisitors operate clandestinely, relying largely on their own network of operatives. If necessary they can draw on local imperial guard, navy or adeptus arbites forces should military action be required. There are times, however, when the Inquisitors cannot rely on indentured forces, such as when a rapid reaction is absolutely vital or when it is the local forces themselves that are under suspicion. In other cases Inquisitors simply cannot risk using conventional forces to combat dire threats. Mind-destroying Enslavers can dominate entire imperial guard regiments while the subtle temptations of daemons and rogue psykers can only be faced by the most stalwart of troops. The Inquisition maintains grim citadels throughout the galaxy and legions of utterly ruthless stormtroopers stand ready. Some fortresses stand sentinel over ancient alien tombs, others ensure that no human returns to forbidden, Chaos-tainted worlds.

Following the discovery of a grave threat to the Imperium, an Inquisitor can call a conclave of his peers to assess the situation. Frequently presided upon by an Inquisitor Lord and with chamber militant commanders in attendance, the conclave is a forum for Inquisitors to decide upon the best response to the threat. If a decisive military strike is necessary, an inquisitorial task force is assembled.

A task force represents a full-scale inquisitorial action. The Ordo Xenos trains regiments of stormtroopers and vehicle crews and these form the backbone of any Xenos task force. Mind-scrubbed and heavily indoctrinated, these are hardly individuals at all, willing to die without protest in combat against the alien. Sleek dark strike cruisers stand ready to deploy forces anywhere in the galaxy. Inquisitors bring their own specialist warriors and a conclave can second Imperial Guard, Navy and Titan Legion forces as necessary. Lastly, the Ordo Xenos have at their disposal a force like no other – the highly elite Deathwatch.

How to use the army list

The following army list allows you to field an Inquisition Task Force of the Ordo Xenos. It can also be used as a stand-in for other Inquisitorial armies. Forces may be freely chosen from the Inquisitorial Forces, Deathwatch Detachments and Inducted Imperial Guard Companies (although note that this can affect your Strategy Rating, see box above). Additionally, formations from inducted Navy Formations or Titan Legion Battlegroups may also be selected, although no more than one third of the army's points may be spent on these choices. Any formations with upgrades listed may select these as appropriate from the Inquisition Task Force Upgrades list, attaching the units or characters to the formation at the additional points listed. Each upgrade may be selected only once. Initiative values are listed for formations within the army list. Remember that a maximum of one spacecraft may be selected.

Strategy Rating

Inquisitorial Task Forces frequently represent quite varied forces as an Inquisitor can draw troops from any military branch of the Imperium. While such myriad assets can be welded into a highly effective force, organising the many chains of command can be a difficult task even for the excellent staff at an Inquisitor's disposal.

Inquisition Task Forces have a Strategy Rating of 3. However, under certain conditions this can vary:

- If the force consists entirely of Deathwatch Detachments (plus any Imperial Navy or Titan Legion formations) then it has a Strategy Rating of 5,
- If the army includes any Inducted Imperial Guard formations it has a Strategy Rating of 2.

"Counts As"

More so than other Imperial forces, the armies of the Inquisition can be incredibly varied. In particular the Inquisitors themselves are individualistic in the extreme, and employ vastly differing methods and warriors. It would be folly to attempt to create an army list with every possible unit an Inquisitor might bring to bear, so the following list is given over to the most archetypal Inquisitorial forces, and where appropriate a note is attached to give examples of other troops or vehicles that could be modelled and deployed using the "Counts As" rule.

ORDO XENOS TASK FORCE

Inquisitorial Forces

Initiative Rating 1+

Detachment	Units	Points	Upgrades
Inquisitor (0-1 per 1000 points played)	Inquisitor unit and a total of 3 Warrior Henchmen or Support Staff units	200	Deathwatch Leader, Inquisitor Lord, Retinue, Transport
Stormtrooper Detachment	Eight Inquisitorial Stormtrooper Units	225	Deathwatch Leader, Transport
Gun-cutter (0-1 per Inquisitor)	One Gun-cutter	125	Glavian Pilot
0-1 Inquisition Fortress	One Black Citadel OR Obsidian Fortress	700	
Orbital Support	One Rogue Trader Vessel	75	Battleship

Inducted Imperial Guard Companies

Initiative Rating 2+

Detachment	Units	Points	Upgrades
Imperial Guard Company	Twelve Imperial Guard Infantry units	250	Deathwatch Leader, Flack, Leman Russ, Transport

Deathwatch Detachments

Initiative Rating 1+

'They Shall Know No Fear' applies to all Deathwatch formations, including any transports. (See 5.1.1 of the Epic: Armageddon rulebook)

Detachment	Units	Points	Upgrades
Deathwatch Kill Team	Four Deathwatch units plus one Commander character upgrade	325	Terminator, Inquisitor Lord, Transport
Deathwatch Strike Team	Four Deathwatch Bike units or Deathwatch Land Speeders (or a mixture of the two)	200	Commander
Deathshriek Squadron*	Two Deathshriek Interceptors	200	
Thunderhawk Destructor	One Deathwatch Thunderhawk Destructor	250	
Strike Cruiser	One Deathwatch Strike Cruiser	200	
Assault Craft	One Deathwatch Assault Craft	400	

*Deathwatch interceptors are rarely deployed if Navy air support is available. You may not select Deathshriek Squadrons if you have Imperial Navy inducted formations. You may not have more Deathshriek Squadrons than Deathwatch Kill Teams

Inquisition Task Force Upgrades

Upgrade	Units	Points
Battleship	Upgrade Rogue Trader Vessel to Inquisition Battleship	250
Commander	Add one Librarian or Captain to a unit in the formation	50
Deathwatch Leader	Add one Deathwatch Team Leader to a unit in the formation	40
Flack	Add one Hydra flack tank to the formation	50
Glavian Pilot	Add a Glavian Pilot character to the Gun Cutter unit.	75
Leman Russ	Add three Leman Russ to the formation	200
0-1 Inquisitor Lord	Add the Inquisitor Lord character to the Inquisitor or Deathwatch Captain unit.	50
Retinue	Add up to four units selected from the Inquisitorial Retinues box, below	Varies
Terminator	Replace one Deathwatch unit with one unit of Deathwatch Terminators. The formation may not include Transports, with the exception of Drop Pods (which may be used by Terminators normally)	50
Transport	The formation includes a number of transport vehicles, exactly as many vehicles as necessary to carry the formation with as few transport spaces left over as possible. These can be any combination with the following restrictions: <ul style="list-style-type: none"> Deathwatch units must select "Deathwatch transports". Formations that include Deathwatch Terminators may only select Drop Pods If Drop Pods or Aquila Landers are selected, no other transports may be taken. Imperial Guard Infantry units may only select Chimera as transports 	Varies

Transport Upgrades

Transport Unit	Points
Land Raider (Inquisitor only)	100
Valkyrie	40
Chimera	25
Rhino	10
Aquila Lander	50

Deathwatch Transports

Rhino	10
Razorback	35
Drop Pods	Free

Inquisitorial Retinues

Unit	Points
Death Cultists (maximum 1 per retinue)	50
Warrior Henchmen	35
Support Staff	15

Inducted Imperial Navy Formations

Initiative Rating 2+

Formation	Units	Points
Thunderbolt Squadron	Two Thunderbolt Fighters	150
Marauder Wing	Two Marauder Bombers	300

Inducted Titan Legion Battlegroups

Initiative Rating 1+

Formation	Units	Points
Warlord	One Warlord Class Titan	850
Reaver	One Reaver Class Titan	650
Warhound	One Warhound Titan	275
Warhound Pack	Two Warhound Titans	500

Universal Inquisition Forces

Inquisition Special Rules:

New specialist unit ability: VTOL

Vertical Take Off and Landing. Aircraft with this ability are able to hover mid-air, swooping low and maneuvering over the battlefield in much the same manner as skimmer craft. A unit with this ability behaves like an aircraft, but when landed (i.e. after landing or performing an air assault action) counts as a **Skimmer** with a move of **35cm**. While landed it behaves as a ground unit in all respects (for example, it may perform Withdrawal maneuvers), but it may disengage at the end of the turn, in which case it reverts back to being an aircraft as normal.

Inquisitor

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Psychic Power: <i>Scourging</i>	(15cm)	Small Arms	MW; Extra Attacks (+1)	
Power Weapon	Base Contact	Assault Weapons	MW; Extra Attacks (+1)	
Notes: <i>Fearless, Invulnerable Save, Leader, Commander</i>				

Counts as: Not all Inquisitors are psychic. The Scourging power could represent any one of an array of fiendish and incredibly rare weaponry an Inquisitor might possess such as inferno pistols, graviton guns and weapon-servitors.

Inquisitor Lord

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Notes: <i>Supreme Commander.</i>				

Warrior Henchmen

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Hellguns	(15cm)	Small Arms		
Implant Weapons Plasma Cannon	Base Contact 30cm	Assault Weapons AP4+/AT4+	Macro-weapon Slow Firing	
Notes:				

Support Staff

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	6+	6+
Weapon	Range	Firepower	Notes	
Laspistols	(15cm)	Small Arms		
Notes: Each unit of support staff gives the Inquisitor or one unit of warrior henchmen one re-roll per turn, which can be used to re-roll any attack dice or armour save.				

Note: Inquisitorial Retinue

The following units: Inquisitor, Warrior Henchmen, Support Staff and Death Cult Assassins are collectively referred to as "Inquisitorial Retinue" for the purposes of Transport options.

Death Cult Assassins

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	-
Weapon	Range	Firepower	Notes	
Power Weapons	Base Contact	Assault Weapons	MW; Extra attacks (+1)	
Notes:				

Death Cult Assassins

Counts as: Inquisitors often have lethal close-combat bodyguards, such as chrono-gladiators, arco-flagellants, psi-ops agents or Cathaeyan swordmasters, which can all be represented by the above profile.

Deathwatch Team Leader

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Power weapon	Base Contact	Assault Weapons	MW; Extra attack (+1)	
Notes: Leader				

Deathwatch Leader

Inquisitorial Stormtroopers

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Hellguns	(15cm)	Small Arms		
Plasma Gun	15cm	AP5+/AT5+		
Notes:				

Stormtroopers

Counts as: the above entry can be used to represent units such as Cadian Kasrkin, Naval assault teams, Adeptus Arbites suppression squads, Skitarii shock troops or elite units in an Inquisitor's private army.

Obsidian Fortress

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Eye of Judgment (psychic cannon)	120cm	MW3+	Titan Killer (D3)	
2x Battle Cannon	75cm	AP4+/AT4+	Forward Arc	
Battle Cannon	75cm	AP4+/AT4+	Left Arc	
Battle Cannon	75cm	AP4+/AT4+	Right Arc	
Damage Capacity 10; 5 Void Shields. Critical Hit Effect: the Obsidian Fortress' vulnerable track units are damaged, inflicting an additional point of damage and reducing the Speed of the machine by 5cm.				
Notes: Reinforced Armour, Thick Rear Armour, Fearless, Transport (15 infantry)				

Inquisition Mobile Fortress

Black Citadel

Type	Speed	Armour	Close Combat	Firefight
War Engine	Immobile	4+	5+	4+
Weapon	Range	Firepower	Notes	
4x Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+		
4x Punisher Launchers	45cm	1BP	Indirect Fire	
Battle Cannon	75cm	AP4+/AT4+		
Bolters	(15cm)	Small Arms		
Damage Capacity 7; 5 Void Shields. Critical Hit Effect: Internal explosions cause an extra point of damage and inflict hits on D6 transported units (assigned by Inquisition player).				
Notes: Planetfall; Reinforced Armour; Fearless; Thick Rear Armour, Transport (10 Infantry)				

Inquisition Drop Fortress

Gun Cutter

Type	Speed	Armour	Close Combat	Firefight
Aircraft; War Engine	Bomber	5+	6+	5+
Weapon	Range	Firepower	Notes	
Nose assault cannon	15cm	AP5+/AT5+/AA5+	Fixed Forward Arc	
Twin wing auto cannons	30cm	AP5+/AT6+/AA5+	Fixed Forward Arc	
Damage Capacity 2. Critical Hit Effect: The Gun Cutter's control surfaces are damaged. The pilot loses control and the Gun Cutter crashes to the ground, killing all on board.				
Notes: Planetfall; Reinforced Armour; VTOL; Transport (5 Inquisitorial Retinue units)				

Gun Cutter

Counts as: The Gun-cutter represents an expensive and well-armed trans-atmospheric transport craft. It could be a Naval pinnace, a Gryphon dropship or a captain's shuttle.

Glavian pilot

Type	Speed	Armour	Close Combat	Firefight
Character	Fighter Bomber	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Notes: Invulnerable Save				

Aquila Lander

Type	Speed	Armour	Close Combat	Firefight
Aircraft; Armoured Vehicle	Bomber	4+	-	5+
Weapon	Range	Firepower	Notes	
Chin multilaser	30cm	AP5+/AT6+/AA5+	Fixed Forward Arc	
Notes: Planetfall; Scout; VTOL; Transport; (2 Inquisitorial Stormtrooper or 2 Inquisitorial Retinue units)				

Aquila Lander

Note on Aquila formations. Under the rules for the tournament army list, Aquila landers are purchased as transport upgrades. This means the Aquila landers are part of the formation and may not leave it – once landed, they may use their VTOL engines to remain with their parent formation just like any other transport. The Aquila may disengage in the end phase, but if it does so any units that are not already embarked will count as destroyed (as normal for units that are out-of-coherency) and the appropriate number of BM will be added to the Aquila formation.

For scenarios, Aquila landers make for ideal objectives or transports for important dignitaries. It is entirely possible for Aquila landers to be treated as an independent formation, in which case it is recommended to treat the Aquila formation in the same manner as a War Engine Transport.

Rogue Trader Vessel

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Pin-point attack	n/a	MW2+	Titan Killer (D3)	
Notes: Transport (May carry 36 Inquisitorial Stormtrooper or Inquisitorial Retinue units plus 12 Aquila Landing Craft or Gun-cutters [Gun-cutters take three places])				

Rogue Trader Vessel

Counts as: the Rogue Trader datasheet could equally represent an Inquisitor's personal starship, an Inquisition Lightship, stealth vessel or light cruiser.

Inquisition Battleship

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	10BP	Macro Weapon	
Notes: Transport: (May carry 54 of the following units: Inquisitorial Stormtroopers or Inquisitorial Retinue, PLUS 8 of the following units: Deathwatch Kill Team, Deathwatch Terminator, Deathwatch bike, Grey Knight, Grey Knight Purgation or Grey Knight Terminator. In addition may carry 18 Aquila Landing Craft PLUS 6 Gun-cutters PLUS one Inquisition Drop Fortress PLUS one Deathwatch Thunderhawk Destructor or Grey Knight Thunderhawk)				
Slow and steady – may not be used in the first two turns of the battle unless the scenario specifically states otherwise.				

Inquisition Battleship

Counts as: the Inquisition Battleship represents one of the behemoth starships that are in the possession of the Inquisition. This might be a converted Navy battleship, an Exterminatus craft, a Black Ship or an ancient warship from the Dark Age of Technology.

The Deathwatch

Deathwatch Kill-Teams are elite fighting units drawn from Space Marine Chapters all over the galaxy to form the alien hunting chamber militant of the Ordo Xenos. The Deathwatch are usually spread thin and will frequently operate in small groups or lead Kill Teams of other troops, although the Chapter does maintain a fleet of strike cruisers and heavily-armed thunderhawks for rapid reaction to threats. Only the most dedicated and intelligent veterans are granted the honour of serving a tour of duty with the Deathwatch for it is inevitably perilous: the Deathwatch must be able to act on initiative in desperate situations and yet have the strength of faith to trust in the Inquisition's crusade to preserve mankind at any cost.



Deathwatch Kill Team

Deathwatch kill teams are the core of Ordo Xenos forces. Equipped and trained to deal with virtually any threat, kill teams are expected to accept missions against insane odds, usually alone and unsupported. The defenders at Acheron hive had reached a stalemate with the invading hordes until a Rok made planetfall in the Ork lines. Bolstered by reinforcements and the prodigious firepower of the Rok, the Orks began to push the Imperial defenders back to the hive. It was vitally important that the Rok be destroyed but all Astartes forces were engaged elsewhere and a daring assault by stormtroopers ended in disaster. As defenders fell back and prepared for the worst, the commanders

were approached by Inquisitor Abramus of the Ordo Xenos with a full squad of Deathwatch Space Marines. Under the Inquisitor's command, the Imperial forces made a push out of the city's outskirts into the jaws of the overwhelming Ork host. Meanwhile, the Deathwatch tunneled beneath the earth in an Adeptus Mechanicus termite and, surfacing under the Rok, were able to penetrate directly into the tunnels. The kill team fought their way into the heart of the Rok to plant an alien vortex device and, each step awash in Ork blood, battled to the surface. The Deathwatch activated teleport beacons moments before the warp rift opened, obliterating the Rok and throwing the Ork lines into disarray, giving the Imperial forces the chance they needed to decisively crush the Ork forces.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Mk V Boltguns	(15cm)	Small Arms	Sniper	
Chainswords	Base Contact	Assault Weapons		
Heavy Bolter	30cm	AP5+	Sniper	
Notes: Teleport				

Deathwatch Kill Team

Designer's note: Most Deathwatch have the Sniper special rule. This is to represent the variety of special ammunitions, sniper capability bolters and specialist training they have access to. All Deathwatch units are subject to They Shall Know No Fear.



Deathwatch Commander

Deathwatch Kill Teams are invariably lead by a highly capable commander. Promising newly appointed captains are sometimes offered tour of duty in the Deathwatch before taking command of their company, in other cases, experienced captains sometimes leave their chapter to take command of a kill team. Librarians that show exceptional resolve and leadership often lead the Deathwatch as they are uniquely able to predict and counter and such psychic aliens as the eldar, enslavers or psymantids. The universal trait

of Deathwatch commanders is the ability to react swiftly to situations, both snap battlefield decisions and situations infinitely more complex. The Ordo Xenos requires both unwavering dedication and the intelligence to understand the more unpalatable paths that an inquisitor may have to pursue: capturing, using or even allying with the alien. The Deathwatch forces on Armageddon were commanded by captain Asterion, originally of the Crimson Fists chapter. A consummate veteran with centuries of experience battling the Ork threat, Asterion masterminded the equatorial actions around the Ancient Pyramid and led the assault to cleanse St Jowen's dock later in the campaign.

Type	Speed	Armour	Close Combat	Firefight
Character	N/a	N/a	N/a	N/a
Weapon	Range	Firepower	Notes	
Power Weapons	Base Contact	Assault Weapons	MW, Extra Attack (+1)	
Smite (Librarians only)	(15cm)	Small Arms	MW, Extra Attack (+1)	
Notes: Leader, Invulnerable Save, Commander (Captains only)				
Deathwatch Commanders can be either Captains or Librarians. Captains have the Commander ability while Librarians have the Smite attack. Note Smite never benefits from the 'Sniper' rule.				

Deathwatch Commander



Deathwatch Terminators

Many space marines have terminator honours prior to joining the Deathwatch and a number of tactical dreadnought suits are maintained by the chapter, although for most missions the more flexible power armour is preferred. Nevertheless, there are occasions where the power and durability of terminators are absolutely required. When the space hulk *Prison of Lost Souls* shuddered into realspace within the Darvon system, Imperial augers identified part of the hulk as the *Septuch*, an Inquisitorial vessel lost centuries earlier. A Deathwatch Terminator kill team under command of Brother-Captain Angnar was deployed from the secret Ordo Xenos installation on Darvon VIII via boarding torpedoes

from the strike cruiser *Wrath of Chaedron*. As the team was making its preliminary sweep, the hulk lurched sickeningly and returned to the warp, almost crippling the *Wrath* with transition eddies. The *Prison of Lost Souls* was next recorded in the Risael sub-sector, almost 20,000 light years from Darvon. Imperial ships monitoring the space hulk were astonished to receive hails from within. Captain Angnar and three surviving Deathwatch were recovered, along with priceless data from the *Septuch*. During debriefing in quarantine, reports indicated that the kill team were trapped in the hulk for over five years and had systematically cleared it of xenos threats. Approximate kill counts for the team were estimated at over two thousand xenos, including genestealers, hrud and eldar pirates that had boarded the hulk

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Storm Bolters	(15cm)	Small Arms	Sniper	
2x Assault Cannon	30cm	AP5+/AT5+		
Power Weapons	Base Contact	Assault Weapons	MW, Extra Attack (+1)	
Notes: Reinforced Armour, Teleport, Thick Rear Armour				



Deathwatch Strike Teams

Kill teams sometimes deploy as a rapid-reaction force mounted on bikes and land speeders, in order to execute a shock attack or to hunt down and kill xenos. Some aliens such as genestealers and enslavers are so dangerous that not a single individual can be permitted to escape – just one missed organism could destroy the population of an entire world. Deathwatch do not rest until an infestation is eradicated; strike teams seek and

destroy with ruthless efficiency. Deathwatch mounted on bikes are able to battle up close while the superior firepower of speeders provide support. Deathwatch use a variety of speeder patterns, but modified tornados are the most ubiquitous. During the Krill's World incident, a Deathwatch strike team was able to penetrate enemy positions and capture alive a Tau leader, which was deemed a pivotal move in the outcome of the situation, although the ferocity of the Tau retaliation cost the local Imperial forces dearly.

Deathwatch Bikers

Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Mk V Boltguns	(15cm)	Small Arms	Sniper	
Chainswords	Base Contact	Assault Weapons		
Notes: Mounted, Scouts				

Deathwatch Bikers

Deathwatch Land Speeder

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Assault Cannon	30cm	AP5+/AT5+		
Heavy Bolter	30cm	AP5+	Sniper	
Notes: Scouts, Skimmer				

Deathwatch Land Speeder



Deathshriek Interceptor

The Deathwatch chapter often cannot count on other Imperial forces present to provide allies, or even that if such troops were present that they would be uncompromised. Although most Space Marine Chapters do not utilise fighters, the Deathwatch require fighter craft to engage bombers in space combat and to support kill teams by clearing the skies of enemy aircraft or spy drones. The sleek design and swept-back

wings of the Deathshrieks are designed to confound enemy augers, while containing a prodigious amount of firepower. The armour, enhanced physiology and reflexes of the Space Marines make them formidable pilots, able to push their craft further under intolerable conditions that any mere human. However, the true power of a Space Marine is always most effective face-to-face with the enemy, and the Deathwatch does not generally deploy Deathshrieks if Imperial Navy support is available.

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter	5+	-	-
Weapon	Range	Firepower	Notes	
Stormbolters	15cm	AP4+/AA5+	Fixed Forward Arc	
Twin Wing Lascannon	30cm	AT4+/AA4+	Fixed Forward Arc	
Notes:				

Deathshriek Interceptor



Deathwatch Thunderhawk Destructor

The Thunderhawks of the Deathwatch chapter were modified after its inception: in the thirty-sixth millenium a conclave of Inquisitors of the Ordo Xenos agreed that the Deathwatch required more effective air support. While the Adeptus Mechanicus lodged grave protests, most Thunderhawks were refitted, giving

much of the transport space over to improved engines and capacitor coils to power primary plasma weapon systems: the Destructor pattern was born. Nose assault cannon clear xenos hordes to allow kill team deployment, and the dorsal plasma blastgun give the Deathwatch means to breach fortifications or tackle alien war machines. Deathwatch thunderhawks are manned by Ordo Xenos crews indoctrinated and conditioned to consider no worth to their own lives, their only desire is to facilitate completion of the mission.

Type	Speed	Armour	Close Combat	Firefight
Aircraft; War Engine	Bomber	4+	6+	4+
Weapon	Range	Firepower	Notes	
Turbolaser Destructor	60cm	2xAP5+/AT3+	Fixed Forward Arc	
Twin Lascannon	45cm	AP4+	Fixed Forward Arc	
Bomb Racks	15cm	2BP	Fixed Forward Arc	
2x Twin Heavy Bolter	30cm	AP4+/AT4+/AA4+	Fixed Forward Arc	
Twin Heavy Bolter	15cm	AP4+/AA5+	Right Fire Arc	
Twin Heavy Bolter	15cm	AP4+/AA5+	Left Fire Arc	

Damage Capacity 2. Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.

Notes: *Planetfall; Reinforced Armour; Transport* (may carry six of the following units: Deathwatch Kill Teams, Deathwatch Terminators, Deathwatch bikes)



Deathwatch Assault Craft

Deathwatch Assault Craft are specialised landing craft designed to not only successfully deploy kill teams but also to cover their deployment with additional ordinance and anti-aircraft fire. Like the Thunderhawks, these bolstered offensive capabilities come at the expense of transport capacity, but it is still capable of inserting forty

veteran Deathwatch, along with their APCs. The craft also contains facilities for carrying strike teams, magnetic clamps holding land speeders to the hull. Assault Craft are designed so that they may be used by Deathwatch as a mobile base for extended periods if necessary and contain extensive tactical arrays with auspex and communication systems. Assault Craft are sometimes fitted with additional disposable booster rockets to aid swift exit from a hot area.

Type	Speed	Armour	Close Combat	Firefight
Aircraft; War Engine	Bomber	4+	5+	3+
Weapon	Range	Firepower	Notes	
2x Twin Lascannon	45cm	AT4+		
3x Twin Heavy Bolters	15cm	AP4+/AA5+		
Storm Bolters	(15cm)	Small Arms		
Battle Cannon	75cm	AP4+/AT4+	Forward Arc	
Hunter launcher	60cm	AT4+/AA4+		

Damage Capacity 4. Critical Hit Effect: The Assault Craft's magazine explodes, destroying the Assault Craft and anybody on board. Any units within 5cms of the Assault Craft suffer one hit.

Notes: *Planetfall; Reinforced Armour; Fearless; Transport* (may transport 8 of the following units: Deathwatch Kill Teams, Deathwatch Terminators, Deathwatch Bikers PLUS 4 of the following units: Rhinos, Razorbacks, Land Speeders)



Deathwatch Strike Cruiser

The Deathwatch chapter maintains a large fleet of strike cruisers. Modified from standard patterns, Ordo Xenos ships are built with superior drive systems and weapon batteries, with hulls

designed to operate under hostile environments.

Although the cruisers are capable of transporting nearly a full company of space marines, they are most often deployed to carry one or two kill teams. The strike cruiser *Numitor* was the only Deathwatch vessel recorded to fight in the battle for Armageddon, and distinguished itself in early actions but was destroyed in the clash with the Ork hulk *Rokdroppa*.

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	6BP	Macro Weapon	

Notes: *Transport* (may carry sixteen of the following units: Deathwatch Kill Teams, Deathwatch Terminators, Deathwatch Bikers PLUS sixteen of the following units: Rhinos, Razorbacks, Land Speeders, PLUS six Deathwatch Thunderhawk Destructors and enough Assault Craft or drop pods to carry any other units on board. It may also carry nine Inquisitorial Stormtrooper or Inquisitorial Retinue plus one Gun-Cutter or three Pegasus Landers)

Deathwatch Strike Cruiser



Transport Vehicles

Rhino

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	6+

Weapon	Range	Firepower	Notes
Stormbolter	(15cm)	Small Arms	

Notes: Transport (may carry two of the following units: *Inquisitorial Retinue, Inquisitorial Stormtroopers, Deathwatch Kill Team, Sister of Battle, Retributors, Sister Repentia*)

Rhino

Razorback

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+

Weapon	Range	Firepower	Notes
Twin Heavy Bolters	30cm	AP4+	
OR Twin Lascannon	45cm	AT4+	

Notes: Transport (may carry one *Deathwatch Kill Team* unit)
Note that a Razorback may be armed with either a *Twin Heavy Bolter* or *Twin Lascannon*, not both!

Razorback

Land Raider

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	5+

Weapon	Range	Firepower	Notes
2 x Twin Lascannon	45cm	AT4+	
Twin Heavy Bolter	30cm	AP4+	

Notes: Reinforced Armour; Thick Rear Armour; Transport (may carry two *Inquisitorial Retinue* units)

Land Raider

Chimera

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+

Weapon	Range	Firepower	Notes
Multilaser	30cm	AP5+/AT6+	
Heavy Bolter	30cm	AP5+	

Notes: Transport (may carry two *Inquisitorial Retinue* or *Inquisitorial Stormtrooper* units)

Chimera

Valkyrie

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	5+

Weapon	Range	Firepower	Notes
Multilaser	30cm	AP5+/AT6+	
2x Heavy Bolter	30cm	AP5+	
2x Rocket Pod	30cm	1BP	Disrupt, One-Shot

Notes: Skimmer, Scout, Transport (may carry two *Inquisitorial Retinue* or *Inquisitorial Stormtrooper* units)

Valkyrie

Imperial Guard units

Imperial Guard Infantry

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	None	6+	5+

Weapon	Range	Firepower	Notes
Autocannon	45cm	AP5+/AT6+	

Notes: Only one unit in every two has an autocannon. Count up the number of infantry units in the formation that can fire at the target formation and divide by two (rounding up) to find the number of autocannon shots you may take.

Imperial Guard Infantry

Imperial Guard Hydra

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	5+

Weapon	Range	Firepower	Notes
2 x Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	
Heavy Bolter	30cm	AP5+	

Notes:

Hydra

Imperial Guard Leman Russ

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	4+

Weapon	Range	Firepower	Notes
Battle Cannon	75cm	AP4+/AT4+	
2x Heavy Bolter	30cm	AP5+	
Lascannon	45cm	AT5+	

Notes: Reinforced Armour

Leman Russ