



Deathwatch

Datalslate: Q3 2023
FAQ : 1.8, DECK:4.0



Deathmatch

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WARRIOR

M APL GA

3 ② 3 1

DF SV W

3 3+ 11

Deathwatch Boltgun 4 3+ 3/4

Special Issue Ammo

Power Weapon 4 3+ 4/6

Lethal 5+

Special Issue Ammo: When firing, gain

either:

► No Cover (Dragonfire)

► Rending (Hellfire)

► P1 (Kraken)

► + 1/0 D (Vengeance)



GUNNER

M APL GA

3 ② 3 1

DF SV W

3 3+ 11

Combi Plasma 4 3+ 5/6

AP1

Overcharge 2 3+ 5/6

Rng ① AP2 Hot

Fists 3 3+ 3/4

Deathwatch Boltgun 4 3+ 3/4

Special Issue Ammo

Combi: An operative equipped with this

weapon is also equipped with a Deathwatch

boltgun.

Special Issue Ammo: When firing, gain

either:

► No Cover (Dragonfire)

► Rending (Hellfire)

► P1 (Kraken)

► + 1/0 D (Vengeance)



HEAVY GUNNER

M APL GA

3 ② 3 1

DF SV W

3 3+ 11

Infernus heavy bolter 5 3+ 4/5

Heavy Fusillade ! P1

Heavy flamer 6 2+ 2/2

Rng ① Heavy Torrent ②

Fists 3 3+ 3/4



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3 3+ 11

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Special Issue Ammo

Power Weapon 4 3+ 4/6

Lethal 5+

Special Issue Ammo: When firing, gain

either:

► No Cover (Dragonfire)

► Rending (Hellfire)

► P1 (Kraken)

► + 1/0 D (Vengeance)

Operative

Deathwatch

Operative

Deathwatch

Operative

Deathwatch

Operative

Deathwatch



FIGHTER

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	11

Power maul	4	3+	4/5
Stun			

Storm Shield: If this operative is equipped with a storm shield:

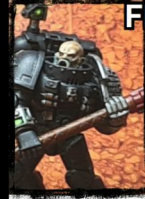
- It has a 4+ invulnerable save.
- Each time it fights in combat, in the Resolve Successful Hits step of that combat, each time it parries, two of your opponent's successful hits are discarded (instead of one).



GUNNER

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	11

Plasmagun	4	3+	5/6
AP1			
Overcharge	2	3+	5/6
Rng	AP2 Hot		
Fists	3	3+	3/4
Lethal 5+			



FIGHTER

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	11

Heavy thunder hammer	5	4+	6/8
Stun			



WARRIOR

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	11

Deathwatch Boltgun	4	3+	3/4
Special Issue Ammo			
Power Weapon	4	3+	4/6

Lethal 5+

Special Issue Ammo: When firing, gain either:

- No Cover (Dragonfire)
- Rending (Hellfire)
- P1 (Kraken)
- + 1/0 D (Vengeance)

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HEAVY GUNNER

	M	APL	GA
	3 ②	3	1
	DF	SV	W
	3	3+	11
	🔥	🧨	💣
Frag cannon	4	3+	4/6
Blast ②			
Shell	4	3+	5/6
AP1			
Fists	3	3+	3/4



FIGHTER

	M	APL	GA
	3 ②	3	1
	DF	SV	W
	3	3+	12
	🔥	🧨	💣
Plasma Pistol	4	2+	5/6
Rng 🔪 AP1			
Overcharge	2	2+	5/6
Rng 🔪 AP2 Hot			
Power Weapon	5	3+	4/6
Lethal 5+			

ONLY IN DEATH DOES DUTY END

Tactical

1CP

Use this Tactical Ploy when a ready friendly SPACE MARINE operative is incapacitated. That operative is not removed from the killzone until the end of your next activation or the end of the battle (whichever comes first) and does not count as being injured.

Not Dead

Operative

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Operative

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Tac Op

Deathwatch

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Tactical

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AND THEY SHALL KNOW NO FEAR

Tactical

1 CP

Use this Tactical Ploy when a friendly SPACE MARINE operative is activated. Until the end of that operative's activation, you can ignore any or all modifiers to its APL characteristic and it is not injured.

Not Wounded

BOLTER DISCIPLINE

Strategic

1CP

Until the end of the Turning Point, each time a friendly SPACE MARINE operative (excluding a SCOUT operative) is activated, if it does not perform a Fight action during that activation, it can perform two Shoot actions during that activation if a bolt weapon is selected for each of those shooting attacks. A bolt weapon is a ranged weapon that includes 'bolt' in its name, e.g. boltgun, heavy bolter etc. In the case of the infernus heavy bolter, it must be the heavy bolter profile that is selected.

Shoot Twice

SHOCK ASSAULT

Strategic

1CP


Until the end of the Turning Point, each time a friendly SPACE MARINE operative (excluding a SCOUT operative) is activated, if it does not perform a Shoot action during that activation, it can perform two Fight actions during that activation.

Fight Twice

TACTICAL PRECISION

Strategic

1CP

Until the end of the Turning Point, while a friendly SPACE MARINE operative is within  of and Visible to a friendly LEADER operative, each time it fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll one of your attack dice.

Balanced near Leader

Tactical

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Strategic

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Strategic

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Strategic

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SUSPENSOR SYSTEM

Max: 1 3EP

The operative gains the following ability for the battle:
Suspensor System: The Heavy special rule of ranged weapons the operative is equipped with is treated differently. Instead, an operative cannot move more than 3 ② in the same activation in which it performs a Shoot action with any of those ranged weapons.

Move 6 and Shoot

AUSPEX

Max: 1 3EP

The operative can perform the following action during the battle:
AUSPEX 2AP :Select one friendly SPACE MARINE operative within ③ of and Visible to this operative. Until the end of the Turning Point, that operative's ranged weapons are treated as having the No Cover special rule. This operative cannot perform this action while within Engagement Range of enemy operatives.

Give No Cover

FRAG GRENADE

Max: 1 2EP

The operative is equipped with the following ranged weapon for the battle:

Frag grenade

4 3+ 2/3

Rng Blast ② Indirect Limited

KRAK GRENADE

Max: 1 3EP

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an Overwatch action:

Krak grenade

4 3+ 4/5

Rng AP1 Indirect Limited

Equipment

Deathwatch

Equipment

Deathwatch

Equipment

Deathwatch

Equipment

Deathwatch

PURITY SEAL

3EP

The operative gains the following ability for the battle:

Purity Seal: Once per battle, when this operative is fighting in combat, making a shooting attack or a shooting attack is being made against it, you can use the Command Re-roll Tactical Ploy without spending any CP.

Reroll

DEATHWATCH VETERAN KILL TEAM

Seek and Destroy, Security

1 leader and 5 operatives

DEATHWATCH VETERAN WATCH SERGE
DEATHWATCH VETERAN FIGHTER
DEATHWATCH VETERAN GUNNER
DEATHWATCH VETERAN HEAVY GUNNER
DEATHWATCH VETERAN WARRIOR

Faction Ability

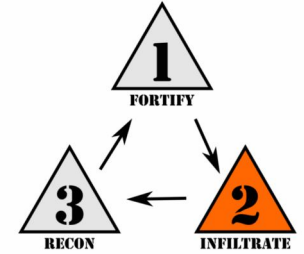
INFILTRATE

Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



Equipment

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Team

Deathwatch

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Abilities

Deathwatch

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Scouting

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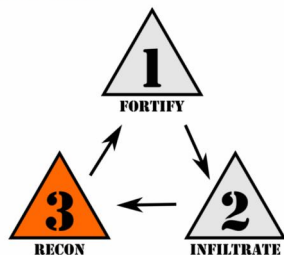
RECON

Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone

Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



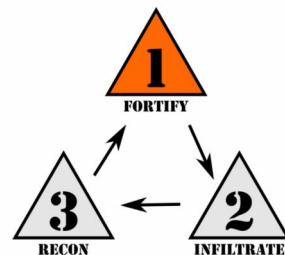
FORTIFY

Matched Play

Set up one additional barricade within 🏠 of your drop zone

Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

TURN SEQUENCE

- INITIATIVE PHASE
 - READY OPERATIVES
 - DETERMINE INITIATIVE
- STRATEGY PHASE
 - GENERATE COMMAND POINTS
 - PLAY STRATEGIC PLOYS
 - TARGET REVEAL
- FIREFIGHT PHASE
 - PERFORM ACTIONS

Scouting

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Scouting

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Matched

Deathwatch

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Matched

Deathwatch

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SCORE CARD

COMMAND POINTS	SECONDARY	PRIMARY	
		1	2
		1	2
		2	3
		3	4

PHIL TEAM

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Scorecard

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Credits

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