

ORDERS XENOS DEATHWATCH

Ordo Xenos Deathwatch: Deathwatch Army has a Strategy Rating of 4. Deathwatch Space Marine and Titan Legion formations have an initiative of 1+. Ordo Xenos and Imperial Navy formations have an initiative of 2+.

Organization: The Ordo Xenos Deathwatch army is under the command of an Inquisitor Xenos Lord, having Deathwatch Space Marines and commissioned Imperial Guard platoons for his disposal the army must contain the Inquisitor Lord.

Deathwatch detachments may only be deployed in the Deathwatch Strike Cruiser, Deathwatch aircraft and Deathwatch transports. Ordo Xenos detachments may only be deployed in the Rogue Trader Spacecraft, Inquisitorial aircraft and Inquisitorial transports.

The army only have 0-1 spaceship per army.

They Shall No Know Fear: It takes 2 blast markers to suppress Deathwatch Space marine units and double the number of blast markers to break the formation, they also count as having half the number of blast markers for combat resolution. Broken formations receive one blast marker per unit when rallied.

Superior Tactics: The Deathwatch detachments are a highly flexible and tactical force. Before each tournament game the Deathwatch player may choose which formations with the 'plus transport' aspect are deployed in Rhinos, Drop Pods or on foot. If the formation has any units unable to deploy in Drop Pods then that option cannot be selected.

Imperial Void Shields: Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet. Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast Markers. Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (e.g., if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).

Ordos Xenos Individuals

| Name | Notes | Cost | |
|---------------------------------|--|--|------------|
| 1 Inquisitor Lord | Add one Inquisitor Xenos Lord character to any unit in a Kill Team, Inquisitorial Warband. | +50 Points | |
| Deathwatch Detachments | | | |
| Name | Units | Upgrades | Cost |
| Deathwatch Kill Team | 4 Deathwatch Kill Team units plus transport | Commander, Black Shield, Dreadnought, Hunter, Land Raider, Razorback | 275 points |
| Deathwatch Terminator Kill Team | 4 Deathwatch Terminator units | Commander, Dreadnought, Land Raider | 350 points |
| Deathwatch Strike Team | 5 Bike units or Land Speeders Tornado units | Commander, Typhoon, Attack Bike | 200 points |
| Deathwatch Strike Cruiser (0-1) | 1 Strike Cruiser spacecraft | None | 200 points |
| Deathwatch Thunderhawk | 1 Thunderhawk aircraft | None | 225 points |
| Deathwatch Landing Craft | 1 Landing Craft aircraft | None | 350 points |

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| Ordo Xenos Detachments | | | |
|---|---|--|------------|
| Name | Units | Upgrades | Cost |
| Inquisitorial Warband | 8 Inquisitorial Warrior Acolytes units plus Inquisitor Xenos character | Assassins, Chimeras, Landing Party, Retinue, Support | 175 points |
| Inquisitorial Storm Trooper Platoon | 8 Inquisitorial Storm Trooper units | Commissar, Chimeras, Landing Party, Support | 200 points |
| 0-1 Inquisitorial Fortress | 1 Capitol Imperialis or Black Citadel war engine | None | 600 points |
| Imperial Guard Platoon | 12 Guard Infantry units | Commissar, Chimeras, Flak, Leman Russ | 225 points |
| 0-1 Gun Cutter per Inquisitorial Warband | 1 Gun Cutter aircraft | None | 200 points |
| Sentinel Platoon | 4 Sentinel light vehicles | None | 100 points |
| Leman Russ Platoon | 6 Leman Russ armoured vehicles may upgrade 1 Leman Russ to Vanquisher for 25 Points | Commissar, Flak | 400 points |
| Rogue Trader Spacecraft (0-1) | 1 Rogue Trader Spacecraft | None | 100 points |

| Imperial Navy & Titan Legion Formations (1/3 of Points Allowance) | | |
|---|---------------------------------------|------------|
| Name | Units | Cost |
| Thunderbolt Fighters | 2 Thunderbolt Fighter-Bomber aircraft | 150 points |
| Marauder Bombers | 2 Marauder Bomber aircraft | 250 points |
| Warhound Titan Pack | 2 Warhound titans | 500 points |
| Warhound Titan | 1 Warhound titan | 275 points |
| Reaver Titan | 1 Reaver titan | 650 points |
| Warlord Titan | 1 Warlord titan | 850 points |

| Deathwatch Detachment Upgrades (Each allowed upgrade may be taken once per formation) | | |
|---|---|-----------------------------|
| Name | Units | Cost |
| Attack Bike | May exchange any Bike units for Attack Bike units | Free |
| Black Shield | Add 2 Black Shield units plus Rhino transport | 75 points |
| Commander | Add Keeper, Chaplain or Librarian Add 0-1 per army Deathwatch Champion (may only be added to Kill Team, Black Shield and Terminator Units) (Only one character may be added to a formation) | 50 points each 50 points |
| Dreadnought | Add 1-2 Deathwatch Dreadnoughts | 50 points each |
| Hunter | Add 1 Hunter <u>or</u> Add 2 Hunters | 75 points 125 points |
| Land Raider | Add up to four Land Raider or Land Raider Crusader (in any combination) | 75 points each |
| Razorback | Add Razorback for each infantry unit | 25 points each |
| Typhoon | Replace Land Speeder Tornado with Land Speeder Typhoon | 10 points each |

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| Ordo Xenos Detachment Upgrades (Each allowed upgrade may be taken once per formation) | | |
|---|---|--|
| Name | Units | Cost |
| Assassins | Replace 1-2 Warrior Acolyte units with Deathcult Assassin units | 20 points each |
| Chimeras | Add Inquisitorial Chimera armoured vehicles (You must take exactly enough to carry all units in the formation after any upgrades have been added. No transport spaces may be left over if possible) | 25 points each |
| Commissar | Add Commissar character | 50 points |
| Flak | Add 1 Hydra armoured vehicle | 50 points |
| Landing Party | Add 1 Aquila Lander and 3 Arvus Lighters armoured vehicles to transport the formation <u>or</u> | 75 points |
| | Add 4 Inquisitorial Valkyrie armoured vehicles to transport the formation (You must take exactly enough to carry all units in the formation after any upgrades have been added. No transport spaces may be left over if possible) | 150 points |
| Leman Russ | Add 3 Leman Russ armoured vehicles | 175 points |
| Retinue | Replace up to three of the following henchmen units Support Staff +10 points each Servitor +15 points each | Various |
| Support | Add Inquisitorial Land Raider Add Inquisitorial Razorback Add Inquisitorial Rhinos (In any combination, You must take exactly enough to carry all units in the formation after any upgrades have been added. No transport spaces may be left over if possible) | 75 points each 25 points each 10 points each |