

ORDO XENOS DEATHWATCH V1.1

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 may only have a Deathwatch Strike Cruiser spaceship OR a Rogue Trader 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	300 points
Deathwatch Terminator Kill Team	4 Deathwatch Terminator units	Commander, Dreadnought, Land Raider	375 points
Deathwatch Strike Team	5 Deathwatch Bike units or Land Speeders Tornado units	Commander, Typhoon, Attack Bike	200 points
Deathwatch Strike Cruiser (0-1)	1 Deathwatch Strike Cruiser spacecraft	None	200 points
Deathwatch Thunderhawk Destructor	1 Deathwatch Thunderhawk Destructor aircraft	None	250 points
Deathwatch Landing Craft	1 Deathwatch Landing Craft aircraft	None	350 points

ORDO XENOS DEATHWATCH V1.1

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 Deathwatch Bike units for Deathwatch Attack Bike units	Free
Black Shield	Add 2 Deathwatch Black Shield units plus Rhino transport	75 points
Commander	Add Deathwatch Captain, Deathwatch Chaplain or Deathwatch Librarian	50 points each
	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
Dreadnought	Add 1-2 Deathwatch Dreadnoughts	50 points each
Hunter	Add 1 Deathwatch Hunter <u>or</u>	75 points
	Add 2 Deathwatch Hunters	125 points
Land Raider	Add up to four Deathwatch Land Raider or Deathwatch Land Raider Crusader (in any combination)	75 points each
Razorback	Add Deathwatch Razorback for each infantry unit	25 points each
Typhoon	Replace Deathwatch Land Speeder Tornado with Deathwatch Land Speeder Typhoon	10 points each

ORDO XENOS DEATHWATCH V1.1

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