

Imperial Inquisition – Death Watch (V1.2)

Forces

The Death Watch Space Marine Army List uses the datasheets from the Death Watch Forces section, the Imperial Navy Forces section and the Titan Legion Forces section.

Using The Army List

The following army list allows you to field an army based on the Death Watch or one of their successor chapters using their preferred operational methods. Death Watch formations come in four types, the first three types are: *detachments*, *elite detachments* and *support detachments*. Each formation is made up of one or more units, and may also include a number of extra units called *upgrades*. Each detachment you include in the army allows you to field any one elite detachment and any one support detachment. Although you can only take elite and support detachments if you first take a detachment, they are treated as separate independent formations during a battle and do not have to move around together. The fourth formation type are Death Watch aircraft. Each detachment, elite detachment and support detachment allow you to field any one aircraft. The formations that may be taken in a Death Watch army are shown on the chart that follows. The chart also shows what units comprise it, what upgrades are allowed, and its points cost. For example, an Assault detachment consists of four Space Marine Assault units for 175 points, and may include the Commander and Land Speeders upgrades at an additional cost in points. Each upgrade that is taken adds to the cost of the formation, as shown on the *upgrade chart*. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the formation they are taken for, and sometimes takes the form of additional units for the formation. Each upgrade may be taken once per formation. For example, an Assault detachment could include one Commander, and if taken would cost $175 + 50 = 225$ points. Death Watch armies may be supported by Death Watch Aircraft, Spacecraft and Imperial Navy aircraft. A maximum of up to a third of the points available to the army may be spent on these formations.

Special Rules

The *They Shall Know No Fear* rule applies to all Death Watch formations except Death Watch detachments (see *They Shall Know No Fear*).

SPECIAL RULE - Death Watch Transport

The Death Watch are a highly mobile army. Because of this, the points cost of a detachment usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. Determine the number of Rhinos needed after all upgrades have been purchased. The number of Rhinos will always be the minimum needed to carry the formation, you can't take extras along to cover any losses!

Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted as having plus transport in the units section of the army list opposite.

Also note that you don't have to take Rhinos if you don't want to. If you'd rather field the formation on foot instead, so it can act as a garrison for example, or be transported in a Thunderhawk Gunship, then you may do so.

In addition, you may choose to replace a detachment's Rhinos with Drop Pods. If you do this then the detachment will enter play in a Drop Pod using the rules for *Planetfall* (see [Planetfall](#)). Note that if you choose to do this you will also require at least one Death Watch Strike Cruiser or Battle Barge to deploy the drop pods from.

Before each game, after the opposing army is known but before objectives are placed, the Death Watch 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.

SPECIAL RULE - They Shall Know No Fear

Death Watch are renowned for their tenacity and bravery. This is represented by the following rules:

- It takes 2 Blast markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any leftover Blast markers).

- Space Marine formations are only broken if they have 2 Blast markers per unit in the formation.

- Death Watch formations only count half their number of Blaster markers in assault resolution (rounding down—note that assault resolution will not receive +1 for having no Blast markers if the formation has 1 Blast marker before rounding down). Halve the number of extra hits suffered by a Space Marine formation that loses an assault, rounding down in favour of the Death Watch.

- When a broken Space Marine formation rallies, it receives a number of Blast markers equal to the number of units, rather than half this number. Death Watch with the Leader special ability remove 2 Blast markers instead of 1.

SPECIAL RULE - 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).

Imperial Inquisition – Death Watch Army List

Death Watch armies have a Strategy rating of 5. All Death Watch formations have an initiative rating of 1+. Support Detachments and Imperial Allies have an initiative rating of 2+.

DEATH WATCH INDIVIDUALS		
TYPE	UNITS	COST
Watch Master	Add 1 Watch Master to a Watch Company. May not be taken with a Commander upgrade.	100 points

DEATH WATCH DETACHMENTS			
(A Death Watch army may contain any number of Death Watch Detachments)			
TYPE	UNITS	UPGRADES	COST
Watch Company	4 of the following units Watch Sergeant 50 Points Deathwatch Veteran and Transport 50 Points Deathwatch Veteran Black Shield and Transport 50 Points Deathwatch Terminator 75 Points Deathwatch Bike 50 Points Deathwatch Vanguard Veteran 75 Points	Commander, Dreadnought, Land Raider, Razorback, Corvus Black Star.	50 points plus as listed
Strike Team	5 Land Speeders Tornado units	Commander, Typhoon	200 points

DEATH WATCH SUPPORT DETACHMENTS			
(Up to two Support formations may be taken for each Death Watch detachment, Note: These formations don't benefit from TSKNF.)			
TYPE	UNITS	UPGRADES	COST
Inquisitorial Warband	Six Warrior Acolyte units, 1 Inquisitor and either 3 Chimeras or 3 Arvus Lighters	Death Cult Assassins	175 Points
Inquisitorial Storm Trooper Platoon	8 Inquisitorial Storm Trooper Units, 4 Chimeras and an Inquisitor.	Add a Hydra for 50 Points	300 Points

DEATH WATCH AIRCRAFT AND SPACECRAFT			
(Up to 1/3 may be spent on Aircraft and Spacecraft and Imperial navy)			
TYPE	UNITS	UPGRADES	COST
Thunderhawk Gunship	1 Thunderhawk Gunship	None	200 points
Landing Craft	1 Landing Craft aircraft	None	350 points
Inquisitorial Black ship	1 Inquisitorial Black ship	None	175 Points

IMPERIAL NAVY			
(Up to 1/3 may be spent on Aircraft and Spacecraft and Imperial navy)			
TYPE	UNITS	UPGRADES	COST
Thunderbolt Fighter	2 Thunderbolt Fighter	None	150 Points
Marauder Bombers	2 Marauder Bomber	None	250 Points

DEATH WATCH UPGRADES		
(Up to three upgrades may be taken per Death Watch Detachment. Each upgrade may be taken once per formation)		
Commander	Add a Captain, Chaplain or Librarian Note: Only one character may be added to a formation	50 points each
Dreadnought	Add 1-2 Venerable Dreadnought	50 points each
Land Raider	Add up to 4 Land Raider, Land Raider Redeemer or Land Raider Crusader (in any combination)	75 points each or 125 per pair.
Razorback	Add Deathwatch Razorback for each infantry unit that can be transported in one.	25 points each
Typhoon	Replace Land Speeder Tornado with Land Speeder Typhoon	10 points each
Corvus Black Star	Add a Corvus Black Star for every 2 infantry units that can be transported in one.	25 Points each

Imperial Inquisition – Death Watch Forces

NAME	TYPE	SPEED	AMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Watch Master	CH	-	-	-	-	Power Weapon	(BC)	Assault Weapons, EA(+1) MW	Invulnerable Save, Supreme Commander.
Inquisitor	CH	-	-	-	-	Power Weapon	(BC)	Assault Weapons, EA(+1), MW	Invulnerable Save, Commander, Leader.
Captain	CH	-	-	-	-	Power Weapon	(15cm)	Assault Weapons, EA(+1), MW	Commander, Invulnerable Save, Leader.
Chaplain	CH	-	-	-	-	Power Weapon	(BC)	Assault Weapons, EA(+1), MW	Invulnerable Save, Inspiring, Leader.
Librarian	CH	-	-	-	-	Smite Power Weapon	(15cm) Base	Assault Weapons, EA(+1), MW Small Arms, EA(+1), MW	Invulnerable Save, Leader.
Kill Team	INF	15cm	4+	4+	4+	Artifex Pattern Bolter Hellfire Heavy Bolter	(15cm) 30cm	(small arms) EA +1 AP5+, Ignore Cover	
Watch Captain	INF	15cm	3+	3+	4+	Bolt Pistols Close Combat Weapons Combat Shield	(15cm) (BC)	Small Arms Assault Weapons	Commander
Veteran Black Shield	INF	15cm	4+	3+	5+	Bolt Pistols Thunder hammer	(15cm) (BC)	Small Arms Assault Weapons	Fearless
Deathwatch Terminator	INF	15cm	4+	3+	3+	Power Fists 2x Cyclone Missile Launcher Stormbolters	(BC) 45cm (15cm)	Assault Weapons, EA(+1), MW AP5+/AT6+	Reinforced Armour, Teleport, Thick Rear Armour.
Deathwatch Bike	INF	35cm	4+	4+	4+	Twin Bolters Close Combat Weapons	(15cm) (BC)	Small Arms Assault Weapons, EA(+1)	Mounted
Vanguard Assault Veteran	INF	30cm	4+	4+	5+	Bolt Pistols Power Weapons	(15cm) (BC)	Small Arms Assault Weapons, EA(+1), MW	Jump Packs
Inquisitorial Warrior Acolytes	INF	15cm	5+	6+	5+	Hot Shot Lasguns Plasma Guns	(15cm) 15cm	Small Arms AP5+/AT5+	Scouts
Death Cult Assassin	INF	15cm	5+	3+	-	Power Weapons	(BC)	Assault Weapons, EA(+1) MW, FS	Infiltrators, Invulnerable Save.
Inquisitorial Storm Trooper	INF	15cm	5+	5+	4+	Plasma Guns	15cm	AP5+/AT5+	
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon Heavy Bolter	30cm 30cm	AP5+/AT5+ AP5+	Scout, Skimmer
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Twin Typhoon Missile Heavy Bolter	45cm 30cm	AP3+/AT5+ AP5+	Scout, Skimmer
Corvus Black Star	AV	35cm	4+	6+	4+	Twin assault cannon 2x Blackstar Rocket Launcher Halo-launchers	30cm 30cm -	AP4+/AT4+ AT6+ -	
Notes: Invulnerable Save, Skimmer, Planetfall, Transport: 2 infantry units, Deathwatch Terminator and Deathwatch Bike count as 2 units each.									
Arvus Lighter	AV	35cm	5+	-	6+	Multilaser	-	AP5+/AT6+	
Notes: Planetfall, Skimmer, Transport: May carry 2 Inquisitorial Warrior Acolytes or Death Cult assassin.									
Venerable Dreadnought	AV	15cm	4+	3+	4+	0-1x Missile Launcher 0-1x Twin Lascannon 0-1x Assault Cannon 0-1x Power Fist	45cm 45cm 30cm (BC)	AP5+/AT6+ AT4+ AP5+/AT5+ Assault Weapons, EA(+1) MW	
Notes: Fearless, Reinforced Armour, Walker, Armed with either a Missile Launcher and Twin Lascannon, or an Assault Cannon and Power Fist. Counts as a Dreadnought for the purposes of being transported.									
Land Raider	AV	25cm	4+	6+	4+	2x TL Lascannon TL Heavybolter	45cm 30cm	AT4+ AP4+	
Notes: Reinforced Armour, Thick Rear Armour, Transport: May transport one Terminator unit or two infantry units without Jump Packs or Mounted.									
Land Raider Crusader	AV	25cm	4+	5+	5+	2x Hurricane Bolters Twin Assault Cannon	(15cm) 30cm	Small Arms , EA(+1) AP4+/AT4+	
Notes: Reinforced Armour, Thick Rear Armour, Transport: May transport two Terminators unit or three infantry units without Jump Packs or Mounted. Counts as Land Raider for transport purposes.									
Land Raider Redeemer	AV	25cm	4+	6+	4+	2x Flamestorm Cannons Twin Assault Cannon	15cm 30cm	AP3+ IC AP4+/AT4+	
Notes: Reinforced Armour, Thick Rear Armour, Transport: May transport one Terminator unit or two infantry units without Jump Packs or Mounted. Counts as Land Raider for transport purposes.									
Hydra	AV	30cm	6+	6+	5+	2x Twin Hydra Autocannon Heavy Bolter	45cm 30cm	AP4+/AT5+/AA5+ AP5+	None
Razorback	AV	30cm	5+	6+	5+	0-1x Twin Heavy Bolter 0-1x Twin Lascannon	30cm 45cm	AP4+ AT4+	
Notes: Transport: May transport one infantry units (except Terminator units) without <i>Jump Packs</i> or <i>Mounted</i> . Armed with either a Twin Heavy Bolter or a Twin Lascannon.									
Rhino	AV	30cm	5+	6+	6+	Storm Bolters	(15cm)	Small Arms	
Notes: Transport: May transport two infantry units (except Terminator units) without <i>Jump Packs</i> or <i>Mounted</i> .									
Chimera	AV	30cm	5+	6+	5+	Multilaser Heavy Bolter	30cm 30cm	AP5+/AT6+ AP5+	
Notes: Transport: May carry 2 Inquisitorial Warrior Acolytes, Death Cult assassin.									
Inquisitorial Mobile Command Center	WE	15cm	4+	6+	4+	Behemoth Cannon Battle Cannon Battle Cannon Defence Lasers	75cm 75cm 75cm (15cm)	6BP, Ignore Cover, FxF AP4+/AT4+, RA AP4+/AT4+, LA Small Arms	
Notes: 2 Void Shields, DC4, Fearless, Reinforced Armour, Thick Rear Armour, Transport (8 infantry units without mounted, terminators count as 2 each). Critical Hit Effect: Critical Hit Effect: 1st hit immobilizes, subsequent critical hits do 1 extra point of damage.									
Thunderhawk Gunship	AC/WE	Bomber	4+	6+	4+	Battle Cannon 2x Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter	75cm 30cm 15cm 15cm	AP4+/AT4+, FxF AP4+/AA5+, FxF AP4+/AA5+, L AP4+/AA5+, R	
Notes: Damage Capacity 2, Planetfall, Reinforced Armour, Transport: May transport eight infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed.									
Landing Craft	AC/WE	Bomber	4+	5+	3+	2 x TL Lascannons 3 x TL Heavy Bolter	45cm 15cm	AT4+ FxF AP4+/AA5+	
Notes: Damage Capacity 4, Fearless, Planetfall, Reinforced Armour, Transport: May transport twelve infantry units or Dreadnoughts; Terminator units and Dreadnoughts count as two units each; plus any six armoured vehicle units (except Dreadnoughts); Land Raiders count as one and a half units each, rounding up. Critical Hit Effect: The unit and all units being carried are destroyed. All units within 5cm suffer a hit.									
Death Watch Drop Pod	Special	-	-	-	-	Deathwind	15cm	AP5+/AT5+	
Notes: Planetfall, Transport: May transport one formation of only the following units: Deathwatch Kill Team, Deathwatch Black Shield or Venerable Dreadnought. After the drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pod models should be removed from the board once the formation they transport has disembarked.									
Inquisitorial Black ship	SC	-	-	-	-	1x Pin Point Orbital Bombardment	- -	MW2+ TK(D3) 3BP MW	
Notes: Transport: May transport 20 infantry units, Attack Bikes, or Dreadnoughts; plus 20 light vehicles or armoured vehicle units (except Attack Bikes and Dreadnoughts); plus six Thunderhawk Gunships and enough Drop Pods, Arvus Lighters, Corvus Blackstars or Landing Craft to transport any other units being carried.									

IMPERIAL NAVY									
Thunderbolt Fighter	AC	F	6+	-	-	Multilaser Under-Wing Rockets Storm Bolter	30cm 30cm 15cm	AP5+/AT6+/AA5+, FxF AT4+, FxF AP4+/AA5+, FxF	
Marauder Bomber	AC	B	4+	-	-	Twin Lascannon Bomb Racks 2x Twin Heavy Bolter	45cm 15cm 15cm	AT4+/AA4+ FxF 3BP FxF AA5+	