



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 Ecclesiarcy 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.

Ordo Xenos Inquisition Task Force

How to use the army list

The following army list allows you to field an Inquisition Task Force of the Ordo Xenos Armageddon. It can also be used as a 'stand in' for Inquisitorial forces of other sectors.

Strategy Rating: 4

An Inquisition Task Force has a strategy rating of 4. However, it receives cumulative modifiers to this strategy rating depending on its composition or what enemy it is facing. –

| Modifier | Condition |
|----------|--|
| +1 | Opposing army consists of alien forces [Tau, Eldar, Orks, Necrons or Tyranids] |
| +1 | Entire force consists of <i>only</i> Deathwatch units, no Universal Forces or Allied/Inducted Forces |
| -1 | Force includes Imperial Guard Inducted Forces |

Initiative Ratings:

Due to the large variety of units available to the Inquisition, the Initiative ratings for formations are listed within their list entry. All Deathwatch units have an Initiative rating of 1+.

Allied/Inducted Forces:

Up to one third of the points for the army may be spent on Allied/Inducted Forces.

Note: Although the Inquisition has – theoretically – unlimited resources and access to other Imperial organisations, you may only select forces from *one* of the following Military divisions (i.e. the division that the Inquisitor in question has most influence over or contacts with):

- Space Marine Allied Detachments
- Imperial Guard Inducted Companies
- Allied Titan Legion Battlegroups
- Imperial Navy Inducted Formations
- Allied Chamber Militant Forces

“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, employing 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

Experimental Army List v3

| Universal Inquisition Forces | | | | |
|---|---|---|-------------------|--|
| Detachment | Units | Point Cost | Initiative | Upgrades |
| Inquisitor (0-1 per 1000 points or part) | Inquisitor & 0-4 Warrior Henchmen & 0-4 Support Staff | Inquisitor 100 Warriors 35 Support 15 | 1+ | Transport, Inquisitor Lord, Death Cultists |
| Stormtrooper Detachment | Eight Inquisitorial Stormtrooper Units | 200 | 2+ | Transport, Death-watch Leader |
| Gun Cutter (0-1 per Inquisitor) | One Gun Cutter | 150 | 1+ | Glavian Pilot |
| Pegasus Landers | Three Pegasus Landing Craft | 150 | 2+ | |
| 0-1 Imperial Assassin | One Officio Assassinorium Operative | 125 | 1+ | |
| 0-1 Inquisition Fortress | Inquisition Mobile Fortress OR Inquisition Drop Fortress | 700 | 1+ | |
| Orbital Support | One Rogue Trader Vessel | 75 | 1+ | Battleship |

| Deathwatch Detachments (Ordo Xenos Chamber Militant) | | | | |
|--|---|--------------------|----------------------|--|
| Initiative Rating 1+ | | | | |
| 'They Shall Know No Fear' applies to all Deathwatch units (See 5.1.1 of the Epic: Armageddon rulebook) | | | | |
| Detachment | Units | Points Cost | Upgrades | |
| Deathwatch Kill Team | Four Deathwatch units (Commander and Transports upgrades included in cost) | 325 | Terminator, Veterans | |
| Deathwatch Strike Team | Four Deathwatch Bike units or Deathwatch Land Speeders (or a mixture of the two) | 200 | Commander, Veterans | |
| Deathshriek Squadron (0-1 per Deathwatch Kill Team)* | 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.*

| Inquisition Task Force Upgrades | | |
|--|--|---|
| Upgrade | Units | Points Cost |
| Battleship | Upgrade Rogue Trader Vessel to Inquisition Battleship | 250 |
| Commander | Add one Librarian or Captain* to a unit in the formation | 50 |
| Death Cultists | Add one unit of Death Cult Assassins to the formation. If the formation has Transports, then the Death Cultists must also have their own transport. | 50 |
| Deathwatch Leader | Add one Deathwatch Team Leader to a unit in the formation | 40 |
| Glavian Pilot | Add a Glavian Pilot character to the Gun Cutter unit. | 50 |
| 0-1 Inquisitor Lord | Add the Inquisitor Lord character to the Inquisitor unit. | 100 |
| Terminator | Upgrade one Deathwatch unit to Deathwatch Terminators. The formation may not include Transports, with the exception of Drop Pods (which may be used by Terminators normally) | 50 |
| Transport | All detachments with transports must take enough transports to carry all units with as few spaces left over as possible. Inquisitors must travel in their own transports unless it has been destroyed. It is permissible to mix transports within a formation except Drop Pods which must be taken by all units. <u>Inquisitor:</u> Land Raider; Chimera; Valkyrie; Rhino. <u>Inquisitorial Retinue, Stormtroopers:</u> Chimera; Valkyrie; Rhino. <u>Deathwatch:</u> Rhino (free); Razorback; Drop Pods. | Land Raider: 100 Chimera: 25 Rhino: 10 Valkyrie: 40 Immolator: 30 Razorback: 25 Drop Pods: free |
| Veterans | Upgrade any Deathwatch Kill Team or bike units to Veterans. Veteran Deathwatch units have the extra MW attack listed in their profile. Note that Land Speeders or Terminators may not be Veterans. | 25 per unit |

* One Deathwatch Captain may be upgraded to a Supreme Commander for an additional 50 points, provided there is no Inquisitor or Inquisitor Lord in the same army.

Inquisition Allied/Inducted Forces

Up to a third of the total points for the army may be spent on units from **one** of the following lists

Space Marine Allied Detachments

Initiative Rating 1+

‘They Shall Know No Fear’ applies to all Space Marine units (See 5.1.1 of the Epic: Armageddon rulebook)

| Detachment | Units | Points Cost |
|----------------|---|-------------|
| Assault | Four Assault Units | 175 |
| Devastator | Four Devastator Units plus transport *† | 250 |
| Predators | Four Predators (may choose either Annihilators or Destructors or a mix) | 300 |
| Scout | Four Scout units plus transport | 150 |
| Strike Cruiser | One Strike Cruiser | 200 |
| Tactical | Six Tactical units plus transport *† | 300 |
| Thunderhawk | One Thunderhawk Gunship | 200 |
| Whirlwind | Four Whirlwinds † | 300 |

Units listed as ‘plus transport’ follow the special rules listed in 6.3.1 of the Epic: Armageddon rulebook. In addition, any rhinos may be upgraded to razorbacks for +25 points.
 *May add one Dreadnought for +50 points †May add one Hunter for +75 points

Imperial Guard Inducted Companies

Initiative Rating 2+

| Detachment | Units | Points Cost |
|--|--|-------------|
| Imperial Guard Infantry Company | Imperial Guard Command unit plus twelve Imperial Guard Infantry units | 250 |
| Imperial Guard Mechanised Infantry Company | Imperial Guard Command unit, twelve Imperial Guard Infantry units and seven chimera transport vehicles (one for Commander) | 400 |
| Imperial Guard Tank Company | Ten Leman Russ tanks. One Leman Russ may be upgraded to a Vanquisher command tank at no additional cost | 650 |
| Imperial Guard Artillery Battery | Three Basilisks, Bombards or Manticores (all the same type) | 250 |
| Flack Battery | Three Hydra | 150 |
| Rough Rider Platoon | Six Rough Rider units | 150 |
| Sentinel Squadron | Four Sentinels | 100 |
| Vulture Squadron | Four Vultures | 300 |

Allied Chamber Militant Forces

Initiative Rating 1+

You may select forces from a Chamber Militant of a second Ordo as allied forces.

Imperial Navy Inducted Formations

Initiative Rating 2+

| Formation | Points Cost |
|--------------------------|-------------|
| Two Thunderbolt Fighters | 150 |
| Two Marauder Bombers | 300 |
| Lunar Class Cruiser | 150 |
| Emperor Class Battleship | 300 |

Titan Legion Allied Battlegroups

Initiative Rating 1+

| Formation | Points Cost |
|----------------------------|-------------|
| One Warlord Class Titan | 850 |
| One Reaver Class Titan | 650 |
| One to two Warhound Titans | 250 each |

Universal Inquisition Forces

Inquisition Special Rules:

Last Man Standing: Inquisitors have fanatically loyal servants, often callously sacrifice their subordinates if necessary or simply have a knack of staying alive when everyone else falls. Whatever the reason, the Inquisitor stand does not need to be allocated a hit unless it is the last eligible stand from the formation within range – simply apply the Inquisitor's hit to the next eligible unit in the formation. The *Sniper* ability over-rides this 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: *Fearless, Invulnerable Save, Leader, Commander, Last Man Standing*

Inquisitor

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: *Supreme Commander.*
All units in the same formation as the Inquisitor Lord gain the *Fearless* specialist unit ability.

Deathwatch Leader

Warrior Henchmen

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

Notes:

Warrior Henchmen

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.

Support Staff

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: <i>Fearless</i> | | | | |

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.

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.

Officio Assassinorium Operative

The Imperial Assassin is not a conventional unit. You may choose to activate the Assassin instead of a normal formation. The Assassin has an Initiative rating of 1+, but suffers -2 to their Initiative if they are activated on the first turn, and -1 if activated on the second. If the test is failed then the assassin has been killed or the mission aborted. If the Assassin is successfully activated then you may select one enemy formation on the board including at least one non-war machine unit with the *Leader*, *Commander* or *Supreme Commander* special rules. That unit immediately suffers a MW3+ Titan Killer (1) attack. The Assassin also inflicts D6 hits on the target formation (representing Eversor, Vindicare or Vanus temples) or causes an additional D6 blast markers to be added (agents from the Callidus, Culexus or Venenum temples), at the Inquisition player's choice.

Designer's Note: Assassins in Epic are not deployed as stands as they are just too small and unpredictable a unit for either commander to keep track of or mobilise troops against. Therefore the above rules represent the effect of an Officio Assassinorium agent on the battle – after the assassination attempt, the survival of the agent in question has no bearing on the war.

Inquisition Mobile 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 Mobile Fortress' vulnerable track units are damaged, inflicting an additional point of damage and reducing the Speed of the machine by 5cm. | | | | |
| Notes: <i>Reinforced Armour, Thick Rear Armour, Fearless, Transport (15 infantry)</i> | | | | |

Inquisition Mobile Fortress

Inquisition Drop Fortress

| Type | Speed | Armour | Close Combat | Firefight |
|---|----------|----------------|---------------|-----------|
| War Engine | Immobile | 4+ | 5+ | 4+ |
| Weapon | Range | Firepower | Notes | |
| 6x Twin Hydra Autocannon | 45cm | AP4+/AT5+/AA5+ | Indirect Fire | |
| 3x Punisher Launchers | 45cm | 2BP | | |
| Battle Cannon | 75cm | AP4+/AT4+ | | |
| Bolters | (15cm) | Small Arms | | |
| <p>Damage Capacity 8; 6 Void Shields. Critical Hit Effect: Internal explosions cause an extra point of damage and inflict hits on D6 transported units (attacker's choice as to who is hit).</p> <p>Notes: <i>Planetfall; Reinforced Armour; Fearless; Thick Rear Armour, Transport (10 Infantry)</i></p> | | | | |

Inquisition Drop Fortress

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) | |
| <p>Notes: <i>Leader</i></p> | | | | |

Deathwatch Leader

Gun Cutter

| Type | Speed | Armour | Close Combat | Firefight |
|---|--------|----------------|-------------------|-----------|
| Aircraft; War Engine | Bomber | 5+ | 6+ | 5+ |
| Weapon | Range | Firepower | Notes | |
| Nose twin assault cannon | 30cm | AP4+/AT4+/AA4+ | Fixed Forward Arc | |
| 2x Wing auto cannons | 45cm | AP5+/AT6+/AA5+ | Fixed Forward Arc | |
| <p>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.</p> <p>Notes: <i>Planetfall; Reinforced Armour; Transport (5 Inquisitorial Retinue units)</i></p> | | | | |

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 | |
| <p>Notes: <i>Invulnerable Save</i></p> | | | | |

Pegasus Lander

| Type | Speed | Armour | Close Combat | Firefight |
|---|--------|-----------|-------------------|-----------|
| Aircraft; Armoured Vehicle | Bomber | 4+ | - | 5+ |
| Weapon | Range | Firepower | Notes | |
| Chin multilaser | 30cm | AP5+/AT6+ | Fixed Forward Arc | |
| Dorsal twin heavy stubber | 30cm | AA5+ | | |
| <p>Notes: <i>Planetfall; Scout; Transport; (3 Inquisitorial Stormtrooper or 3 Inquisitorial Retinue units)</i> <i>A formation of Pegasus Landers may transport a separate formation in the same manner as a war engine transport.</i></p> | | | | |

Pegasus Lander

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) | |
| <p>Notes: <i>Transport (May carry 36 Inquisitorial Stormtrooper or Inquisitorial Retinue units plus 12 Pegasus Landing Craft or Gun-cutters [Gun-cutters take three places])</i></p> | | | | |

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 | |
| <p>Notes: <i>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 Pegasus Landing Craft PLUS 6 Gun-cutters PLUS one Inquisition Drop Fortress PLUS one Deathwatch Thunderhawk Destructor or Grey Knight Thunderhawk)</i></p> <p>Slow and steady – <i>may not be used in the first two turns of the battle unless the scenario specifically states otherwise.</i></p> | | | | |

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 | |
| Power Weapons (Veterans only) | Base Contact | Assault Weapons | MW, Extra Attack (+1) | |
| Notes: Teleport | | | | |
| <i>Deathwatch Kill Teams that are upgraded to Veterans have an additional Power Weapon attack, listed in the profile above.</i> | | | | |

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 psymentids. 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 does not benefit 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 Terminators



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 | | |
| Power Weapons (Veterans only) | Base Contact | Assault Weapons | MW, Extra Attack (+1) | |
| Notes: Mounted, Scouts Deathwatch Bikers that are upgraded to Veterans have an additional Power Weapon attack, listed in the profile above. | | | | |

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 | |
| Nose Twin Heavy Bolter | 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 | |
| Plasma Blastgun | 45cm | 2x MW2+ | Fixed Forward Arc, Slow Firing | |
| 2x Twin Assault Cannon | 15cm | 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: <i>Planetfall; Reinforced Armour; Transport (may carry four of the following units: Deathwatch Kill Teams, Deathwatch Terminators, Deathwatch bikes)</i> | | | | |

Thunderhawk Destructor



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 ordnance 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: <i>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)</i> | | | | |

Assault Craft



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 |
| <i>Deathwatch Assault Craft</i> | | | | |
| Weapon | Range | Firepower | Notes | |
| Orbital Bombardment | n/a | 6BP | Macro Weapon | |
| <p>Notes: Transport (may carry sixteen of the following units: <i>Deathwatch Kill Teams</i>, <i>Deathwatch Terminators</i>, <i>Deathwatch Bikers</i> PLUS sixteen of the following units: <i>Rhinos</i>, <i>Razorbacks</i>, <i>Land Speeders</i>, PLUS six <i>Deathwatch Thunderhawk Destructors</i> and enough <i>Assault Craft</i> or drop pods to carry any other units on board. It may also carry nine <i>Inquisitorial Stormtrooper</i> or <i>Inquisitorial Retinue</i> plus one <i>Gun-Cutter</i> or three <i>Pegasus Landers</i>)</p> | | | | |

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, Celestians, 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+ | | |
| 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