



# DEATHWATCH: UPDATE LOG

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Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

## ERRATA

NOVEMBER '25

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

### DISRUPTOR OPERATIVE, AUSPEX TRIANGULATION RULE

Additional text added to end of last sentence:

'Note that it doesn't have to be this operative performing the **Shoot** action, **and that any subsequent Shoot actions during that activation/counteraction must meet these same requirements (or that ploy has no effect on those subsequent Shoot actions).'**

## PREVIOUS ERRATAS

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### DEMOLISHER OPERATIVE, AGGRESSIVE FORCE RULE

Changed to read:

'Whenever this operative is fighting or retaliating, **Normal and Critical Dmg of 3 or more inflicts 1 less damage on it. This isn't cumulative with the Shield that Slays strategy ploy.'**

# DEATHWATCH OPERATIVES

## WATCH SERGEANT



Watch Sergeants lead their kill teams in deadly offensives tailored to their xenos foe. They are linchpins of leadership for their battle-brothers, directing the adaptive tactics of the team to secure the mission's goal.

## BLADEMASTER VETERAN



Champion duellists, Blademasters are swordsmen with few equals. Those of sanctified mien and pragmatic resolve are granted use of xenophase blades, which they wield with consummate skill.

## HORDE-SLAYER VETERAN



Wearing hulking suits of Gravis-pattern power armour, these veterans use devastating infernus heavy bolters to scythe through swarms of xenos that attempt to swamp the Deathwatch or lurk in hiding.

## BOMBARD VETERAN



Bombard Veterans are tactical artillerymen, carrying enormous frag cannons to destroy the most heavily armoured opposition at long range. Their weapons are capable of firing dense shells that can blast through adamantium to cull xenos mobs.

## BREACHER VETERAN



Breachers fulfil a combination of fire support and specialist ordnance roles. Skilled in penetrating xenos holds with melta bombs, they secure their breaches by following up with an explosive grenade into the smoking ruin, alongside rapid volleys of bolt fire.

## DISRUPTOR VETERAN



Disruptor Veterans savage their foe's comms traffic and data-streams. They triangulate even subtle signals before collapsing transmissions or rupturing them into incomprehensibility, before providing the rest of their kill team with pinpointed targeting data.

Deathwatch kill teams combat the xenos foes of the Imperium with adaptive expertise and specialist weaponry. They wield some of Humanity's most highly advanced weapons alongside more esoteric equipment. Besides their superhuman strength and speed, the Deathwatch bring to the battlefield their hatred of the xenos in all its forms.

### AEGIS VETERAN



Aegis Veterans specialise in countering the deadliest of fighters. These duellists bleed the impetus from the enemy's blows with crackling storm shields, deflecting strikes before countering with brutal swings of their power mauls.

### GUNNER VETERAN



Fire support specialists whose heavy plasma incinerators fire searing bolts of blazing star matter, Gunners secure optimum positions from which to unleash the fury of their powerful weapons.

### MARKSMAN VETERAN



Marksmen pinpoint their quarry before the prey is even aware of their peril. They wield long-range stalker bolt rifles that – in combination with master-crafted sights and data-prescient auspicators – aid these expert warriors in targeting the most elusive of threats.

### HEADTAKER VETERAN



Armoured in the stealthier Phobos-pattern battle plate, Headtakers can approach their targets undetected to swiftly bring them in range of their razor-sharp combat knives. Equipped with a grav-chute and grapnel launcher, there is no safe place for the foe to hide.

### DEMOLISHER VETERAN



Against the largest alien monstrosities, Demolishers are an efficient and unsubtle concentration of shocking power. Their two-handed heavy thunder hammers unleash a blast of concussive and disruptive power when they hit, capable of holing voidship bulkheads.

# DEATHWATCH KILL TEAM



Below you will find a list of the operatives that make up a **DEATHWATCH** kill team, including, where relevant, any weapons specified for that operative.

## OPERATIVES

5 **DEATHWATCH** operatives selected from the following list:

- WATCH SERGEANT
- AEGIS
- BLADEMASTER
- BOMBARD
- BREACHER
- DEMOLISHER
- DISRUPTOR
- GUNNER
- HEADTAKER
- HORDE-SLAYER
- MARKSMAN

Your kill team can only include each operative on this list once, and can only include up to one **GRAVIS** operative.

## ARCHETYPES



Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

## WATCH SERGEANT

Plasma pistol

Power weapon



## AEGIS

Power maul

Storm shield



## BLADEMASTER

Special issue bolt pistol

Xenophase blade



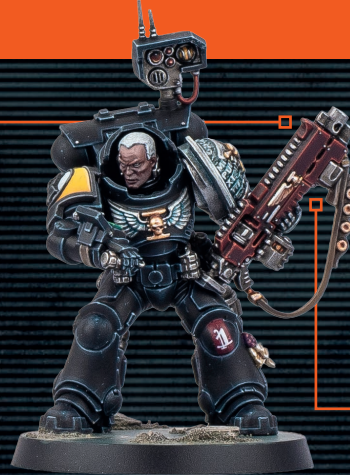
### BOMBARD



Frag cannon

### BREACHER

Hellstorm bolt rifle



Auxiliary grenade launcher

### DEMOLISHER



Heavy thunder hammer

### DISRUPTOR



Marksman bolt carbine

### GUNNER



Heavy plasma incinerator

### HEADTAKER



Special issue bolt pistol

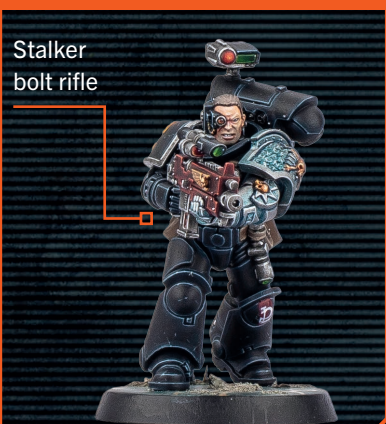
Combat knives

### HORDE-SLAYER



Infernus heavy bolter

### MARKSMAN



Stalker bolt rifle

# DESIGNER'S COMMENTARY

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The original kill team is here. The Deathwatch are the Adeptus Astartes' ultimate collection of veterans, each of which specialises in a particular method of warfare. You have powerful rules and great flexibility, but at just five operatives they are one of the most elite teams in the game; you'll have to plan your attacks carefully, as losing operatives early can be crippling.

The Deathwatch's first key strength is their flexibility when selecting operatives. There are so many different options available to you – long-range snipers, offensive and defensive melee fighters, horde-clearing heavy gunners, armour-cracking plasma gunners, activation disrupting spotters, stealthy assassins, they have the works! When you find out which kill team you're playing against, you can put a lot of thought into selecting the right operatives for the job. This also gives the team plenty of replayability and opportunities for experimentation as you try different operatives in different matchups.

Once they set foot in the killzone, you'll have five of the best operatives at your disposal. Veterans all, their selection of weapons are fearsome, capable of dispatching most enemy operatives in one attempt. This is backed up by great stats: extra wounds over regular Astartes combined with that ever-impressive 3+ Save and 3 APL. This raw strength is where the Deathwatch draw a lot of their power, so expect some exciting activations when your operatives go all out!

The Special Issue Ammunition faction rule further boosts the capabilities of the Deathwatch's ranged weapons. Not only does it give you additional weapon rules to maximise your offence, but it opens up more possibilities as the game develops. For example, you can react to a grouped up enemy by adding on Blast (which gets even better in close quarters), or guarantee a critical success with Severe. You only get one use per turning point though (the Ammunition Reserve equipment being the exception), so always try to plan in advance where the Special Issue Ammunition will benefit you most to put you on the front foot.

This team's raw power does come with a cost. At just five operatives, you will frequently be outnumbered, and if your operatives are incapacitated too early, you can fall behind on VPs without a realistic way of catching up. Therefore, don't be afraid to show restraint. It can be tempting to rush out guns and weapons blazing, incapacitating the first thing your operatives encounter, but a shrewd player may set this up as a trap. If you then lose your operative when the enemy counterattacks, the trade won't have been worth it. Against teams with more operatives, each of your operatives needs to incapacitate multiple enemies to make up the difference, so bide your time until you can threaten a number of enemies at once. Sometimes it can be worth conceding the midboard in

the first and second turning point to come out strong in the third and fourth.

This kill team's counteract capabilities can really help with the above. You can change a friendly operative's order during a counteract with the Auspicator Tracking firefight ploy, which is great for going back on Conceal after an Engage activation to prevent your operative from being counterattacked. Equally, you can move up safely on Conceal, then change to Engage and spring an ambush on the enemy. Combined with the Veteran Astartes faction rule, you can get two actions out of this counteract, maximising your output as the turning point develops. Really think about counteracts when building your strategy, as it will be integral to making up for the team's action and operative deficit.

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**'YOU MUST KNOW AND REVILE EVERY FORM OF THE XENOS: THE BEAST AND THE FEY; THE ELDRITCH AND THE ANCIENT; THOSE OF ARTIFICE AND GILDED LIES. AND FOR THOSE OF HUMANITY WHO WOULD TREAT WITH THEM, GIVE TO THEM THE REWARD OF ALL TRAITORS.'**

- Discourse on the Litany Xenomortis, Volume III

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When you need to play aggressively, do so wisely, using a few tricks to improve your chances of surviving. For example, position your operatives so they are obscured or not a valid target for as many enemies as possible, or charge an expended enemy so you can't be shot. Use the Long Vigil, Shield That Slays and Transhuman Physiology ploys, and the Sanctus-V Bioscryer Cuffs and smoke grenades equipment, to keep your operatives alive that little bit longer. This way you can start to incapacitate the enemy, but reduce your opponent's capabilities of responding. Then, as they start to lose more and more operatives, you can be even more aggressive, knowing your opponent is running out of ways to respond.

In summary, load up on some of the best rules available in the game, but think carefully about how and when to use them. Get the right balance and your operatives will become the true elite of kill team.