



COMBAT PATROL: DEATHWATCH

VIGIL FORCE ALPHION

Boasting an impressive array of firepower, veteran skill and close-quarters punch, this strike force was assembled under the leadership of Lieutenant Alphion to eradicate the xenos infestation on Malachote Prime. They exemplify the versatility that the Deathwatch require in order to adapt to and eradicate the myriad threats they face, and are a formidable martial presence on the battlefield.

This Combat Patrol includes the units shown below.

A Lieutenant Alphion (1 model)

- This model is equipped with: bolt pistol; master-crafted power weapon.

B Apothecary Krenn (1 model)

- This model is equipped with: absolver bolt pistol; reductor pistol; close combat weapon.

C Intercessor Squad (10 models)

- 1 Intercessor Sergeant is equipped with: bolt rifle; bolt pistol; close combat weapon.
- 7 Intercessors are equipped with: bolt rifle; bolt pistol; close combat weapon.
- 2 Intercessors are equipped with: Astartes grenade launcher; bolt rifle; bolt pistol; close combat weapon.

D Aggressor Squad (3 models)

- Every model is equipped with: flamestorm gauntlets; twin power fists.





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VIGIL FORCE ALPHION

ABILITIES

The datasheets required to use Vigil Force Alphion can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Oath of Moment – that is referenced on each unit's datasheet, and is described below.

OATH OF MOMENT

In battle, Space Marines swear mighty oaths to destroy the enemies of the Emperor and uphold the honour of their Chapter, and such vows are sacrosanct. When the Angels of Death strike, they do so with the precision of a surgeon and the force of a thunderbolt. Experience and strategic expertise help them to read the shifting shape of the battle with post-human speed and clarity, directing their wrath towards one priority target after another. Command assets are annihilated, leaving the enemy reeling leaderless. Heavy armour, potent artillery and the vaunted elites of the foe's forces are laid waste with horrifying speed, until the Emperor's Angels of Death stand victorious over a field of smouldering wreckage and bolt-riddled corpses, and honour is finally satisfied.

At the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, that enemy unit is your Oath of Moment target. Each time a model with this ability makes an attack that targets your Oath of Moment target, you can re-roll the Hit roll.

ENHANCEMENTS

Your **LIEUTENANT** model is your **WARLORD** and has the Aegis Vigilate Enhancement. You can replace this with Aliens' Bane.

DEFAULT ENHANCEMENT

AEGIS VIGILATE

This ancient adamantine mantle was fashioned by the venerated artificer Solomonius Derante, who was said to have made a century's study of the offensive capabilities of every xenos species known to Humanity. Derante poured all his accumulated wisdom into his masterwork, secure in the knowledge that it would ward the warriors of the Deathwatch against the horrors of a dark and predatory galaxy.

Add 1 to the Toughness characteristic of models in the bearer's unit, and those models have a 4+ invulnerable save.

OR

OPTIONAL ENHANCEMENT

ALIENS' BANE

Addros Garatine; Lutheo Voss; Remus Iolo; Variel the Unmerciful; these are but some of the storied champions of the Deathwatch who have borne this masterwork blade into battle against Xenos of every sort. Their righteous hatred is said to have suffused the sword such that its machine spirit now loathes the alien every bit as much as the warriors who wield it.

The bearer's melee weapons have the [PRECISION] ability and each time the bearer makes a melee attack, add 1 to the Wound roll.

SECONDARY OBJECTIVES

You will use the Hunters' Insight Secondary Objective. You can replace this with Head-taker Doctrine.

DEFAULT SECONDARY OBJECTIVE

HUNTERS' INSIGHT

The warriors of the Deathwatch know that Humanity's many foes are capable of innumerable unpleasant strategic surprises if allowed time and space by a lax foe. At the heart of their battlefield doctrine is the imperative to strike swiftly and decisively and to never permit their quarry to gain such an advantage.

At the start of each of your turns, select one objective marker that is not within your deployment zone. At the end of your opponent's next turn, you score 4VP if you control that objective marker and there are one or more **ADEPTUS ASTARTES** units from your army within range of it (excluding Battle-shocked units).

OR

OPTIONAL SECONDARY OBJECTIVE

HEAD-TAKER DOCTRINE

Against many alien factions, especially the more numerous and ill-disciplined, the most expedient strategy is to cut off the head and let the body die. This is a principle long developed by the Deathwatch into a veritable art form.

Each time an **ADEPTUS ASTARTES** unit from your army destroys an enemy **CHARACTER** model, you score 5VP.

At the end of the battle, if all enemy **CHARACTER** models are destroyed, you score 5VP.

STRATAGEMS

You can use the following Stratagems:

VETERAN INSTINCTS

VIGIL FORCE ALPHION – BATTLE TACTIC STRATAGEM

Every Deathwatch battle-brother is a storied veteran who can boast highly developed survival instincts and a surfeit of grit and determination.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability. If your unit has the **GRAVIS** keyword, models in your unit have the Feel No Pain 4+ ability instead.

SPECIAL-ISSUE AMMUNITION

VIGIL FORCE ALPHION – BATTLE TACTIC STRATAGEM

From the mutagenic acids of hellfire rounds to armour-piercing kraken penetrator rounds or unstable but deadly vengeance rounds, the Deathwatch make use of a wide array of rare and specialised bolt shells to fight their alien prey.

WHEN: Your Shooting phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army that has not been selected to shoot this phase.

EFFECT: Select one of the following set of abilities. Until the end of the phase, ranged weapons equipped by models in your unit have that set of abilities:

- [ANTI-MONSTER 5+, ANTI-VEHICLE 5+, MELTA 2]
- [ASSAULT, IGNORES COVER, SUSTAINED HITS 2]

DEATHWATCH TELEPORTARIUM

VIGIL FORCE ALPHION – STRATEGIC PLOY STRATAGEM

The Deathwatch employ rare and specialist technologies in their never-ending war against xenos invaders. Many of their warships incorporate heavily warded and unusually accurate teleportarium shrines to drop kill teams directly into the heart of the foe's position.

WHEN: End of your opponent's Fight phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army that is not within Engagement Range of any enemy units.

EFFECT: Remove your unit from the battlefield. In the Reinforcements step of your next Movement phase set your unit up anywhere on the battlefield that is more than 3" horizontally from all enemy models.

RESTRICTIONS: You can only use this Stratagem once and after being set up on the battlefield, until the end of the turn, your unit is not eligible to declare a charge.

LIEUTENANT ALPHION

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



Combat Patrol Datasheet

In addition to being extremely able tacticians, Lieutenants of the Deathwatch are highly skilled warriors adept in ending xenos life in all its forms. Alphion bellows orders and coordinates his brothers' fire even as he strides into the fight, hacking down the mightiest alien warriors with his crackling power sword.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	5	2+	5	-2	2

LEADER

This model can be attached to the following unit: **INTERCESSOR SQUAD**

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Target Priority: This model's unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TACTICUS, LIEUTENANT, ALPHION

FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

APOTHECARY KRENN

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



Combat Patrol Datasheet

In addition to battlefield surgery, it is the Apothecary's duty to recover the gene-seed of the fallen, and thus preserve the Chapter for later generations. For this task the Apothecary is equipped to bring peace to those too wounded to save, and efficiently extract their precious progenoid glands.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Absolver bolt pistol [PISTOL]	18"	1	3+	5	-1	2
Reductor pistol [PISTOL]	3"	1	3+	4	-4	2
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

LEADER

This model can be attached to the following unit: **INTERCESSOR SQUAD**

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Nartheicum: While this model is leading a unit, in your Command phase, you can return 1 destroyed model (excluding **CHARACTER** models) to that unit.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TACTICUS, APOTHECARY, KRENN

FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

INTERCESSOR SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2



Combat Patrol Datasheet

Intercessor Squads are capable of laying down punishing fire while advancing or holding ground against the enemy. They have access to a range of bolt weaponry suited to varied battlefield assignments, from engaging enemies at long range to cleansing bunker complexes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Astartes grenade launcher – frag [BLAST]	24"	D3	3+	4	0	1
Astartes grenade launcher – krak	24"	1	3+	9	-2	D3
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt rifle [ASSAULT, HEAVY]	24"	2	3+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

PATROL SQUADS

At the start of the Declare Battle Formations step, before any units have been set up, this unit can be split into two units, each containing five models. If you do so, each of those units must contain one model equipped with an Astartes grenade launcher.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, TACTICUS, INTERCESSOR SQUAD

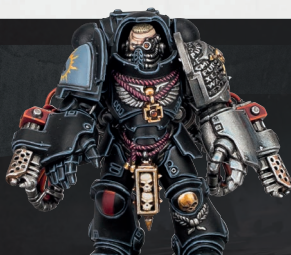
ABILITIES

FACTION: Oath of Moment

FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

AGGRESSOR SQUAD

M	T	SV	W	LD	OC
5"	6	3+	3	6+	1



Combat Patrol Datasheet

Capable of spearheading devastating offensives or shattering the most determined enemy assaults, Aggressors are walking ceramite strong points. They excel at close-quarters combat and laying down torrents of devastating fire before crushing their foes beneath their energised fists.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Flamestorm gauntlets [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6+1	N/A	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Twin power fists [TWIN-LINKED]	Melee	3	4+	8	-2	2

ABILITIES

FACTION: Oath of Moment

Close-quarters Firepower: Each time a model in this unit makes a ranged attack that targets the closest eligible target, improve the Armour Penetration characteristic of that attack by 1.

KEYWORDS: INFANTRY, IMPERIUM, GRAVIS, AGGRESSOR SQUAD

FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH