

Unofficial Deathwatch Season 3 Campaign Rules

These rules are in NO way endorsed by Games Workshop, and simply represent a fun way to play Warhammer 40k with your miniatures.

Squad Building

Feel free to use whatever rules you want to build your Deathwatch squads with your own gaming groups.

For our Deathwatch Season 3 campaign I had Luka build a 6 man squad, given the following options:

Limitations:

- One Leader (either Watch Captain, Chaplain, or Librarian)
- 0-1 models with Fly
- 0-1 models with Terminator Armour
- 0-1 Psykers
- All models have 5 Wounds, except for Leader who has 6 Wounds
- Watch Captain (Leader Option only) – use Watch Captain Artemis profile, but with 6 Wounds
 - Can be given Terminator Armour (i.e. -1 M, 2+ Sv, 5+ Invulnerable, switches to Terminator weapon options)
- Deathwatch Librarian (Leader Option, or Regular Trooper) – use Space Marine Librarian, or Space Marine Librarian with Terminator Armour
- Deathwatch Chaplain (Leader Option only) – use Space Marine Chaplain, or Space Marine Chaplain with Terminator Armour
- Deathwatch Apothecary (Limit 1) – use Space Marine Apothecary
 - Update Narthecium to read “...regains D3 lost wounds **OR removes D6 wound tokens...**”
- Deathwatch Terminator – use Deathwatch Terminator
- Deathwatch Vanguard Veteran – use Deathwatch Vanguard Veteran
- Deathwatch Veteran – use Deathwatch Veteran
- Deathwatch Techmarine – use Space Marine Techmarine
- Deathwatch Reiver (Limit 1) – use Space Marine Reiver
- Deathwatch Aggressor (Limit 1) – use Space Marine Aggressor
- Deathwatch Inceptor – use Space Marine Inceptor

Chapter Bonuses

Each squad member must choose an originating Chapter from the list below (they technically can be successor chapters, but choose a Chapter to represent their style). Each Chapter can only be chosen once per squad (even if it is as a successor chapter).

When a model reaches Lvl 5 and Lvl 10 they get a Chapter-specific upgrade in addition to rolling on the Upgrade Table. If these benefits were already in place then roll again on the Upgrade Table instead.

Chapter	Basic Bonus	Lvl 5	Lvl 10
Dark Angels	Fire Overwatch at BS 5+	Full BS Overwatch	Reroll all failed To-hit and To-wound rolls against Characters.
White Scars	Can Fall Back and still Charge	+2" Advance	Can Advance and Charge
Space Wolves	+1 A and S when charged	+1 A when charging	Can Advance and Charge
Imperial Fists	Ignore Cover	Aura (6"): +1 to Armour Saves when in cover.	+1 Armour Save (max 1+).
Blood Angels	+1 Attack when charging	Feel No Pain (6+)	+1 to Wound Rolls when charging
Iron Hands	Feel No Pain (6+). If an Apothecary attempts to heal this model, can reroll any of the dice to determine how much is healed.	Each time you roll a hit roll of 6+ for your Warlord, make one extra attack at the same target using the same weapon. These attacks can create more attacks.	+1 Toughness
Ultramarines	+1 Leadership; Can Fall Back and Still Shoot	Aura (6"): Re-roll hit rolls of 1.	When CP are used regain them on a 5+.
Salamanders	Re-roll a single failed hit roll and a single failed wound roll each time this model shoots or fights.	+1 to wound rolls made with any flamer type weapon.	+1 Strength
Raven Guard	-1 to hit this model when more than 12" away	Once per game can be removed from the table and set up anywhere within LoS of a friendly Deathwatch unit and more than 6" away from any enemy units.	Counts as being in cover if more than 6" away from firing model
Black Templar	Reroll Failed Charges	Can Deny the Witch. Gains +1 to Deny the Witch.	Can Heroic Intervention up to 6".
Crimson Fists	Ignore Cover	If there are at least 5 enemy models within 6" of this model when he fights in the Fight phase, add 1 to hit Attacks. If there are at least 10, add D3.	+2 S, T, and A when at 1 Wound
None (Black Shield)	+1 WS, +1 Attack	Can Look Out Sir for any Deathwatch within 6". When rolling saves for successful Look Out Sirs can reroll one failed save per phase.	Can Heroic Intervention up to 6".

Taking Damage

When a Deathwatch model is reduced to 0 wounds (after any FNP rolls have been made) then roll on the following table (a natural roll of 1 is always treated as a 1, even with modifiers):

d6	Effect
1	Model shakes off the damage.
2-3	Minor Wounds. Add one Wound token to the model.
4-5	Stunned. Add two Wound tokens to the model.
6-7	Stunned and Knocked Down. Add three Wound tokens to the model.
8	Out of the fight. Lay face down. Cannot take any actions unless healed. Once healed model is Knocked Down. Add three wound tokens to the model.

Modifiers:

Per Wound token: +1

Model is Tough: -1

Stunned: -1 hit rolls until end of next turn

Knocked Down: Pinned, even if can't be (i.e. must use Movement phase to stand up, and can't take any actions while down)

If a model receives more wounds than just the one that brought it to 0 wounds, then roll a number of d6s equal to how many wounds it received and take the highest result.

Character Death Chart

2d6	Effect
2-5	Unconscious, but ok. Remove all wound tokens.
6-7	Minor wounds. Model starts at -1 W and with two Wound tokens in next game.
8-9	Major wounds. Model starts at -2 W and with four Wound tokens in next game.
10+	Dead.

Upgrading Squad Members

Experience Levels

Level	XP Required
1	0
2	10
3	25
4	45
5	70
6	100
7	135
8	175
9	220
10	270

Gaining Experience

Action	XP Gained
Unsaved Wound	1 XP
Heal Ally	1 XP per wound
Participate	2D6 XP

Upgrades

Note: Models with Fly double Movement gains

2d6	Result
2	Choose result of 2d6, including choosing result of any randomization
3	Roll on any Upgrade Tree that applies
4-5	Roll on any General Upgrade Tree
6	+1 Mv, A, S, or T (randomize), if can't, then 7
7	+1 to any stat (randomize) – if can't, then 3
8	+1 W, BS, WS, or Ld (randomize), if can't, then 7
9-10	Roll on any General Upgrade Tree
11	Roll on any Upgrade Tree that applies
12	Choose result of 2d6, including choosing result of any randomization

Each stat has a maximum it can attain, as follows:

Mv	A	S	T	W	BS	WS	Ld
+2/+4*	+2	+2	+2	+2	1+	1+	10

*use second number for Jump, first for all others

General Upgrade Trees

Close Combat Upgrades

D6	Upgrade
1	+D3 attacks when outnumbered
2	+1 A when charged
3	+1 A when charging
4	Ignores -1 to hit on heavy melee weapons
5	+1 S when charging
6	When charging causes a mortal wound on 4+

Speed Upgrades

D6	Upgrade
1	Can Fall Back and Shoot
2	Reroll Advance Roll
3	Can stand up from Knocked Down and still move (but not Advance)
4	+1 Advance and Charge
5	Can Advance and fire Assault weapons with no penalty
6	Reroll failed Charge rolls

Shooting Upgrades

D6	Upgrade
1	Can Move and fire Heavy weapons with no penalty. Can Advance and fire Heavy weapons with a -1 hit roll.
2	Can target Characters even if they aren't the closest
3	Reroll failed wound rolls against Monsters and Vehicles
4	Ignore Cover
5	Can Overwatch at 5+ (or 4+ if Dark Angel)
6	Can shoot twice if doesn't move (including Pistols in close combat)

Toughness Upgrades

D6	Upgrade
1	Cannot be Stunned
2	Feel No Pain (6+), or +1 to an existing FNP
3	At beginning of each friendly turn either regain 1 lost wound or remove 2 wound tokens
4	+1 T (this does not count towards normal maximum)

5	Tough
6	Choose any from this list

Specialized Upgrade Trees

Librarian Table

D6	Upgrade
1	Can manifest one additional psychic power
2	+1 Deny the Witch
3	Learn a new psychic power
4	+1 to Psychic Tests
5	Deny the Witch extended to 36"
6	Choose any from this list

Chaplain Table

D6	Upgrade
1	All Aura abilities extended to 12"
2	Aura (6"): Reroll failed wound rolls in the Fight Phase.
3	Aura (6"): +1 Advance and Charge
4	Aura (6"): +1 A
5	Aura (6"): Can Advance and Charge
6	Choose any from this list

Apothecary Table

D6	Upgrade
1	Narhecium range increased to 6".
2	+1 wounds regained
3	+2 wound tokens removed when revived
4	Can use Narhecium twice per turn (but not the same model)
5	Close Combat attacks always wound on 2+ unless targeting vehicles
6	Choose any from this list

Terminator Table

D3	Upgrade
1	Can't be Knocked Down
2	Can teleport 3d6" instead of moving. Can still charge.
3	+1 Invulnerable Save

Vanguard / Inceptor Table

D3	Upgrade
1	In Fight Phase, hit rolls of 5+ generate new attacks. These do NOT generate more attacks.
2	+3" to Advance
3	All units within 1" of model after a successful charge suffer 1 mortal wound on a 4+ (roll each unit separately).

Techmarine Table

D3	Upgrade
1	Each time the team generates a random item, you may generate one additional item on Deathwatch Item Generator and discard one result.
2	Master smith. May upgrade one weapon in squad to master-crafted between each game. A Master-crafted weapon gains +1 AP OR re-rolls hit rolls of 1 (choose one when it becomes master-crafted).
3	Armour Artificer. All models in Techmarine's Kill Team can reroll one failed Armour or Invulnerable Save per phase.

Leader Table

D3	Upgrade
1	Models that can trace LoS to the Leader benefit from any Aura abilities.
2	Aura (6"): Re-roll failed hit rolls.
3	Unstoppable: -1 on Injury and Character Death table (stacks with Tough).

Aggressor Table

D3	Upgrade
1	Fire Storm works even if model moves, but not if it Advances.
2	All Assault weapons count as Pistol weapons when this model is within 1" of an enemy model.
3	Gauntlets have Damage of 3 instead of D3.

Reiver Table

D3	Upgrade
1	Extreme Terror: Terror Troops rule is 6" and subtracts 2 from Leadership.
2	Can throw two grenades per Shooting phase (or Overwatch).
3	Double the range of any grenades used by this model.