# CODEX: DEATHWATCH

**Indomitus Version 1.0**

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in blue, while new errata and FAQs will be highlighted in magenta.

## UPDATES & ERRATA

**\*All datasheets (excluding Servitors)**
Add the following ability:
'**Shock Assault:** If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

**\*Page 64** – Special Issue Ammunition, rules text
Change the first paragraph of this ability to read:
'When this unit fires any ranged weapons from the following list, you can choose for it to fire special ammunition. If you do so, the Bolter Discipline ability does not apply when resolving their shots, but you instead choose one kind of ammunition from the table to the right and apply the corresponding modifier.'

**\*Designer's Note:** *Note that the normal rules for Rapid Fire weapons, as described in the Warhammer 40,000 core rules, continue to apply when shooting a Rapid Fire weapon with special issue ammunition.*

**Page 67** – Watch Captain in Terminator Armour, Wargear Options
Change the first bullet point to read:
'• This model may replace its storm bolter with a lightning claw, storm shield, thunder hammer or one item from the *Terminator Combi-weapons* list.'

Change the second bullet point to read:
'• This model may replace its relic blade with a lightning claw, storm shield or one item from the *Terminator Melee Weapons* list.'

**\*Page 68 and 89** – Primaris Watch Captain and Ranged Weapons list, master-crafted auto bolt rifle
Change Type characteristic to Assault 3.

**\*Page 68 and 90** – Primaris Watch Captain and Ranged Weapons list, master-crafted stalker bolt rifle
Change Damage characteristic to 3.

**Pages 68 and 70** – Librarian and Chaplain, Wargear Options
Change the first bullet point to read:
'• This model may replace its bolt pistol with a boltgun or one weapon from either the *Pistols* or *Terminator Combi-weapons* list.'

**Page 72** – Veterans, Abilities, Mixed Unit
Replace with the following:
'**Mixed Unit:** A unit of Veterans can contain models with different Toughness characteristics. If this is the case, use the Toughness characteristic of the majority of the models in the unit when the enemy makes wound rolls against it. If there is no majority, the Deathwatch player can choose which of the values is used. For the purposes of the Bolter Discipline ability and for determining what models a vehicle can transport, Terminators have the **Terminator** keyword, Bikers do not have the **Infantry** keyword and instead have the **Biker** keyword, and Vanguard Veterans have the **Jump Pack** keyword.

For the purposes of setting up on or moving through Battlefield Terrain, this unit is treated as an **Infantry** unit, even if it contains any **Biker** models.'

**Designer's Note:** *This is a slight abstraction which means that a Biker model in a Veterans unit behaves slightly differently to other Biker models in other units (for example, they can end a move on the upper floors of a ruin), but it helps to minimise unusual and complicated effects that could come about from forcing one model from a unit to move and benefit from cover in a different way to other models from the same unit.*

**Page 72** – Veterans, Wargear Options
Change the second bullet point to read:
'Up to 4 Veterans may replace their boltgun with an item from the Heavy Weapons list. If they do so, those models cannot be given any other wargear options from this wargear options list.'

Change the third bullet point to read:
'Any Veteran may replace their boltgun with a heavy thunder hammer (pg 91). If they do so, that model cannot be given any other wargear options from this wargear options list.'

*Page 72 – Veterans, Abilities, Vanguard Strike
Delete the second sentence.
Change the first sentence to read:
'Each time this unit makes a Normal Move, Advances, Falls Back or makes a charge move, until that move is finished, Vanguard Veteran models in this unit can move horizontally through models and terrain features (they cannot finish a move on top of another model, or its base).'

Pages 73, 77 and 91 – Intercessors, Reivers and Other Wargear, grapnel launchers
Change the first sentence to read:
'When models with grapnel launchers move in the Movement phase, do not count any vertical distance they move against the total they can move (i.e. moving vertically is free for these models in the Movement phase).'

*Page 73 – Intercessors, Aggressor, profile
Change Wounds characteristic to 3.
Change Attacks characteristic to 3.

*Page 73 – Intercessors, Inceptor, profile
Change Wounds characteristic to 3.

*Page 73 – Intercessors, Abilities, Fire Storm
Change to read:
'When this unit fires Overwatch or is chosen to shoot with, Aggressor models in this unit can shoot twice if this unit did not move this turn.'

Page 73 – Intercessors, Abilities, Terror Troops
Change to read:
'Whilst any REIVER units or units that contain any Reiver models from your army are within 3" of any enemy units, subtract 1 from the Leadership characteristic of each of those enemy units for each REIVER unit or unit that contains any Reiver models from your army that is within 3" of that enemy unit (to a maximum of -3).'

Page 73 – Intercessors, Wargear Options
Change the second and third bullet points to read:
'• For every five Intercessors and/or Intercessor Sergeants, one may take an auxiliary grenade launcher.'
• The Intercessor Sergeant may either replace their bolt rifle with a chainsword, power sword or power fist (pg 91) or take a chainsword, power sword or power fist in addition to their other weapons.'

Designer's Note: *This errata reflects the updated datasheet changes found in Chapter Approved 2018.*

*Page 73 – Intercessors, Abilities, Inceptor Strike
Change the first sentence of this ability to read:
'Each time this unit makes a Normal Move, Advances, Falls Back or makes a charge move, until that move is finished, Inceptor models in this unit can move horizontally through models and terrain features (they cannot finish a move on top of another model, or its base).'

*Page 75, 86 and 89 – Redemptor Dreadnought, Repulsor and Ranged Weapons list, icarus rocket pod
Change Damage characteristic to 2.

Page 77 – Reivers, Abilities, Terror Troops
Change to read:
'Whilst any REIVER units or units that contain any Reiver models from your army are within 3" of any enemy units, subtract 1 from the Leadership characteristic of each of those enemy units for each REIVER unit or unit that contains any Reiver models from your army that is within 3" of that enemy unit (to a maximum of -3).'

*Page 78 – Aggressors, Aggressor and Aggressor Sergeant, profile
Change Wounds characteristic to 3.
Change Attacks characteristic to 3 (Aggressor) and 4 (Aggressor Sergeant).

*Page 78 – Aggressors, Abilities, Fire Storm
Change to read:
'When this unit fires Overwatch or is chosen to shoot with, models in this unit can shoot twice if this unit did not move this turn.'

*Page 80 – Inceptors, Inceptor and Inceptor Sergeant, profile
Change Wounds characteristic to 3.

*Pages 82, 83, 84 and 86 – Land Raider, Land Raider Crusader, Land Raider Redeemer and Repulsor, Abilities, Power of the Machine Spirit
Delete this ability.

*Pages 84 and 89 – Land Raider Redeemer and Ranged Weapons list, flamestorm cannon
Change Range characteristic to 12".

*Page 85 – Drop Pod, Abilities, Drop Pod Assault
Add the following:
'Neither this model, nor any units embarked within it, are counted towards any limits that the mission you are playing places on the maximum number of Reinforcement units you can have in your army. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.'

Page 87 – Corvus Blackstar, Abilities, Infernum Halo-launcher
Change to read:
'If an enemy unit that can FLY targets a supersonic model with an infernum halo-launcher in the Shooting phase, your opponent must subtract 1 from the subsequent hit rolls.'

*Page 88 – Ranged Weapons list, auto bolt rifle
Change Type characteristic to Assault 3.

*Page 89 – Ranged Weapons list, hand flamer
Change this weapon's type to read 'Pistol D6'.

*Page 90 – Ranged Weapons list, stalker bolt rifle
Change Damage characteristic to 2.

Page 96 – Stratagems, Targeting Scramblers, rules text
Change to read:
'Use this Stratagem after an enemy T'AU EMPIRE unit that is equipped with one or more markerlights has resolved all attacks in the Shooting phase. Select one DEATHWATCH unit from your army and immediately remove all markerlight counters from that unit.'

– Stratagems, Synaptic Severance, rules text
Change the second sentence to read:
'Until the end of the phase, each time you select a target for a weapon a model in that unit is making an attack with, you can ignore the Look Out, Sir rule if you select a **Synapse** unit.'

– Stratagems, Overkill, rules text
Change the first sentence to read:
'Use this Stratagem when a **Necrons** unit within 12" of a **Deathwatch** unit from your army uses its Reanimation Protocols ability.'

– Points Values, Other Wargear
Delete the 'Blackstar cluster launcher' row.

# FAQs

Q. Is a Deathwatch Biker's Deathwatch Teleport Homer marker treated as a unit from the player's army?
A: No.

Q: How do Dragonfire bolts behave when shooting units that aren't in cover, but have a rule that means they have 'the benefit of cover' (e.g. Jormungandr units with the Tunnel Networks ability)? Would you still add 1 to the hit rolls for Dragonfire bolts?
A: No. You add 1 to the hit rolls against units that are in cover (i.e. entirely on or within a terrain feature). Units receiving the benefit of cover while not being in cover do not count.

Q: How does the xenophase blade interact with invulnerable saves that don't allow saves to be re-rolled (e.g. from an Archon's Shadowfield ability, or the Chaos Daemons' Warp Surge Stratagem)?
A: In such cases, the successful invulnerable saves must be re-rolled. The intent of the wording of Shadowfield and Warp Surge is to prevent a re-roll of an unsuccessful save, not to prevent an obligatory re-roll of a successful one.

Q: If I use the Castellan of the Black Vault Warlord Trait on a weapon with multiple profiles, like a combi-weapon or guardian spear, does the additional damage apply to all of that weapon's profiles?
A: Yes.

Q: Can a Watch Captain replace his chainsword and master-crafted boltgun with a storm bolter and another chainsword, and then replace his 'new' chainsword with either a relic blade or xenophase blade?
A: Yes, because these wargear options are two separate bullet points (you cannot choose the same bullet-pointed wargear option for a unit more than once, however).

Q: In a unit with a mixture of different model types, if not every model has a certain keyword, such as **Phobos** or **Mark X Gravis**, is that unit considered to be a unit with that keyword?
A: No. A **Deathwatch** unit is only considered to have that keyword if every model in the unit has that keyword. If an ability asks you to pick a model (rather than a unit) with a specific keyword, a model with the appropriate keyword in a mixed unit can still be picked.

Q: When a unit with the And They Shall Know No Fear ability takes a Morale test, is the number that is added to the dice roll for the number of models destroyed in that unit for that turn considered to be a modifier (for the purposes of applying re-rolls before modifiers)?

A: No, the number added is not considered to be a modifier.

Q: When an **Aeldari** unit that can **Fly** is 'set up' on the battlefield as reinforcements (for example, from 'The Webway') within 12" of a **Deathwatch** unit from your army, can that Deathwatch unit use both the Intercepting Volley and Auspex Scan Stratagems to effectively shoot that unit twice?
A: Yes. A unit that arrives as reinforcements is treated as having moved for all rules purposes.

Q: Can I use the Tome of Ectoclades to effectively give the Mission Tactics ability to a **Deathwatch** unit that would not otherwise have it (either because that unit is not part of a **Deathwatch** Detachment or because it is not an **Infantry**, **Biker** or **Dreadnought** unit)?
A: Yes.

Q: If I use the Hellfire Shells or Flakk Missile Stratagem and I hit, do I continue to roll to wound and do damage normally in addition to doing mortal wounds?
A: No, the normal attack sequence ends.

Q: Which part of a Drop Pod should I measure distances from and to, especially if the model has been assembled so its doors can be opened or closed?
A: Measure all distances to and from any part of the model, including its doors. If this model has been assembled such that you can lower and raise its doors, then when this model is first set up in the battlefield choose whether the doors will be lowered or raised – you cannot raise or lower the doors thereafter during the battle.

**Designer's Note:** Choosing to set this model up in the 'raised doors position' simply represents the doors closing the instant after its passengers have disembarked.