WARHAMMER 40,000

CODEX SUPPLEMENT: DEATHWATCH

Indomitus Version 1.2

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

Page 38 – The Beacon Angelis
Change the start of the second sentence to:
'If it does, in the Reinforcements step of your Movement phase,'

Page 39 – Banebolts of Eryxia
Change the second sentence to:
'When that model is chosen to shoot with, if it does not fire special-issue ammunition (pg 50), you can choose for that weapon to fire a Banebolt of Eryxia.'

Page 39 – Eye of Abiding
Change the second bullet point to read:
'Each time the bearer makes an attack, on an unmodified wound roll of 6, invulnerable saving throws cannot be made against that attack.'

Page 40 – Neural Void, Second bullet point
Change to:
'Each time a charge is declared for that unit, only the closest unit from your army can be selected as the target of that charge.'

Page 41 – Cull Order, rules text, first paragraph
Change the first paragraph to:
'If you selected this secondary objective, then after both sides have finished deploying, starting with your opponent, both players alternate selecting Battlefield Roles (HQ, Troops, etc.) from the units in your opponent's army until three different Battlefield Roles have been selected. If your opponent's army does not include at least three units with different Battlefield Roles, select as many Battlefield Roles as possible.'

Page 44 – Rearm, Reform, Redeploy Requisition
Change the second sentence to:
'Select one of the KILL TEAM units from your Crusade force.

Page 48 – Special-issue Wargear, Heuristic Revelators
Change to:
'Each time a model in this unit makes a ranged attack against an enemy unit within 18" of it, the target does not receive the benefits of cover against that attack.'

Page 50 – Mixed Unit
Second paragraph, first sentence.
Change to:
'For the purposes of the Bolter Discipline ability (see *Codex: Space Marines*), performing actions, the Deathwatch teleport homer wargear, and for determining which models can embark within a TRANSPORT model, the following rules apply:'

Change the first two bullet points to:
- Deathwatch Terminator and Terminator models have the TERMINATOR keyword.
- Veteran Biker models do not have the INFANTRY keyword and instead have the BIKER keyword.

Fourth paragraph, first sentence.
Change to:
'Note that for the purposes of interacting with terrain features, if this unit contains at least one INFANTRY model, all models in this unit are treated as INFANTRY, even if this unit contains any BIKER models that might behave differently or have specific restrictions whilst interacting with a terrain feature.'

Page 52 – Proteus Kill Team
First paragraph
Add the following bullet point:
- 1 Black Shield (pg 56) – no more than 1 Black Shield model can be included in this unit.

Page 52 – Proteus Kill Team, Keywords
Change the final bullet point to:
'While a PROTEUS KILL TEAM unit only contains Veteran Bikers, it has the BIKER keyword and loses the INFANTRY keyword.'

Page 52 – Fortis Kill Team, Keywords
Change the final bullet point to:
'While a FORTIS KILL TEAM unit only contains Outriders, it has the BIKER keyword and loses the INFANTRY keyword.'

Page 53 – Indomitor Kill Team
Change the first sentence to read:
'An INDOMITOR KILL TEAM contains:[…]'

Page 53 – Indomitor Kill Team, Wargear Options
Change the first bullet point to:
'Any Heavy Intercessor or Heavy Intercessor Sergeant can have their heavy bolt rifle replaced with one of the following: 1 hellstorm bolt rifle; 1 executor bolt rifle.'

Change the second bullet point to:
'Any Aggressor can have their 2 flamestorm gauntlets repalced with: 2 auto boltstorm gauntlets and 1 fragstorm grenade launcher.'

Page 56 – Deathwatch Veterans, Unit Description
Change the second and third sentences to:
'This unit can contain a maximum of 10 models. If this unit contains 6 or more models, it has Power Rating 16. Each Deathwatch Veteran, Watch Sergeant and Black Shield is equipped with: Deathwatch boltgun; power sword; frag grenades; krak grenades.'

Unit Profiles
Change 'Veteran' to 'Deathwatch Veteran'

Wargear Options
In the first bullet point change 'Any Veteran' to 'Any Deathwatch Veteran'.

In the second bullet point change 'Up to 4 Veterans' to 'Up to 4 Deathwatch Veterans'.

Abilities
Delete 'Mixed Unit (pg 50)'

Page 60 – Corvus Blackstar, Transport
Change the second sentence to read:
'Each **Jump Pack** or **Terminator** model takes up the space of 2 models and each **Centurion** model takes up the space of 3 models.'

Page 63 – Melee Weapons table, Duty's Revelation
Change AP to '-4'

FAQS

Q: When using the Brotherhood of Veterans Stratagem, can I select a Successor Chapter Tactic?
A: No, you can only select one Chapter Tactic or one Successor Tactic. A Successor Chapter Tactic comprises two Successor Tactics and so cannot be chosen.