

CODEX SUPPLEMENT: 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

Page 36 – Specialisms table

Change the points as shown below:

SPECIALISM	POWER	POINTS
Aquila	+1	+15
Dominatus	+1	+20
Furor	+2	+30
Malleus	+2	+30
Purgatus	+1	+20
Venator	+1	+20

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.’

Page 54 – Watch Captain Artemis, Power Rating

Change to ‘6’

Page 55 – Codicier Natorian, Power Rating

Change to ‘5’

Page 56 – Deathwatch Veterans

Power Rating

Change to ‘8’

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 57 – Kill Team Cassius, Power Rating

Change to ‘13’

Page 58 – Deathwatch Terminator Squad, Power Rating

Change to ‘10’

Page 58 – Deathwatch Terminator Squad, Unit Description

Change the first sentence to:

‘If this unit contains 6 or more models, it has **Power Rating 20**.’

Page 59 – Veteran Bike Squad, Unit Description

Change first sentence to:

‘If this unit contains between 4 and 5 Veteran Biker models, it has **Power Rating 10**. If this unit contains a Veteran Attack Bike, it has **Power Rating +2**.’

Page 60 – Corvus Blackstar

Power Rating

Change to ‘10’

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 61 – Points Values

Chaplain Cassius

Change Unit Cost to ‘95’

Watch Captain Artemis

Change Unit cost to ‘105’

Watch Master

Change Unit Cost to ‘130’

Deathwatch Veterans, Wargear

Change the following to:

- Deathwatch frag cannon.....+10 pts
- Heavy thunder hammer.....+15 pts
- Stalker-pattern boltgun.....+3 pts
- Storm bolter.....+3 pts

Add the following:

- Flamer.....+5 pts

Deathwatch Terminator Squad, Wargear

Change following to:

- Assault cannon.....+15 pts
- Heavy flamer+10 pts
- Plasma cannon.....+15 pts

Delete ‘Power axe’, ‘Power maul’ and ‘Power sword’

Veteran Bike Squad, Wargear

Change the following to:

- Stalker-pattern boltgun.....+5 pts

Corvus Blackstar, Wargear

Change the following to:

- Infernum halo-launcher.....+10 pts

Kill Team Specialisms table

Change the points as shown below:

SPECIALISM	POINTS
Aquila	+15
Dominatus	+20
Furor	+30
Malleus	+30
Purgatus	+20
Venator	+20

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.