

MiniWarGaming's Unofficial Deathwatch Rules

Version 9th Edition (updated September 9, 2020)

Building Your Deathwatch Squad

Note: For models that have an option of being Primaris or not, there will not be a difference in stat lines for the campaign (i.e. same wounds and attacks, and same weapon options).

Composition:

Since this is a narrative gamemastered campaign it is up to your Gamemaster to give you the parameters of how to build your squad, and the size of the squad (which I typically like to keep to 5 or 6).

Here are some examples of what you could decide:

Well Rounded: 1 Leader, 1 Elite, 3 Standard

All Terminators: 2 Leaders (in Terminator Armour), 3 Terminators

Stealthy: 2 Leaders (in Phobos Armour), 3 Others (in Phobos Armour)

Leaders:

Watch Captain - Regular, Primaris, Gravis, Phobos, Terminator, Jump Pack, Bike

Librarian - Regular, Primaris, Terminator, Phobos, Jump Pack

Chaplain - Regular, Primaris, Terminator, Jump Pack

Techmarine

Elites:

Apothecary

Judicar

Terminator

Bike / Outrider

Inceptor / Vanguard Veteran

Standard:

Veteran - Regular, Primaris

Infiltrator / Incursor

Scout Veteran

Reiver

Deathwatch Statistics

All Deathwatch models start with the following basic stat line:

Name	M	WS	BS	S	T	W	A	Ld	Sv	Abilities
Deathwatch Veteran	6"	3+	3+	4	4	4	3	8	3+	Angels of Death, Special Issue Ammunition

Individual models then get stat changes that make sense according to their datasheets, as follows:

- Terminators, Bikers, and Outriders gain an extra wound
- Terminators gain a 2+ save
- Any special equipment that changes movement values would apply
- Leaders gain an extra wound
 - Captains gain an extra 2 wounds instead
- WS and BS changes would apply (e.g. for Captains and Chaplains)
- Leaders gain an extra Leadership
- Captains gain +2 attacks
- Chaplains gain +1 attack

Chapter Tactics

Each model must choose one of the following Chapter Tactics. No two models can have the same Chapter Tactic. A model can be from a successor chapter instead, but this would still count as the limit for that chapter.

Chapter	Tactic
Dark Angels	Can always fire Overwatch with spending a CP, and resolve it using their normal BS. This Overwatch is affected by modifiers (positive or negative) that would normally affect a shooting attack.
White Scars	Can Fall Back and Charge. Can Advance and Charge. Biker models do not suffer the penalty for advancing and firing Assault weapons.
Space Wolves	If this model charged, was charged, or heroically intervened this turn, then +1 to hit rolls and +1 attacks for that Fight Phase. Can Heroically Intervene up to 6" instead of 3".
Imperial Fists	Ignore Cover. When using bolt weapons, unmodified hit rolls of 6 score 1 additional hit.
Blood Angels	If this model charged, was charged, or heroically intervened this turn, then +1 to wound rolls and +1 attacks for that Fight Phase.
Iron Hands	Ignore wounds and mortal wounds on a 6+. Can always fire overwatch without spending a CP, and resolve it on a 5+. Can move and fire Heavy weapons without any penalties from moving (other penalties still apply).
Ultramarines	Can Fall Back and Shoot, but at -1 to hit. Can choose at the beginning of its turn to be affected by one of the three Combat Doctrines until its next turn.
Salamanders	Re-roll a single hit and wound roll when shooting or fighting. Treat AP -1 and AP 0 against this model.
Raven Guard	Gain Cover against shooters that are more than 12" away. Shooters more than 12" away suffer a -1 to hit for attacks targeting this model.
Black Templar	Reroll any or all dice when charging. Ignore Mortal Wounds on a 5+.
Crimson Fists	When shooting at or fighting a unit with 3 or more models, or at Vehicles or Monsters, add 1 to the hit roll. When using bolt weapons, unmodified hit rolls of 6 score 1 additional hit.
None (Black Shield)	+1 WS, +1 Attack. Can Heroically Intervene up to 6" instead of 3".

Injuries and Death

Injuries

When a Deathwatch model is reduced to 0 or less wounds then roll a D6, adding 1 for every Wound Token allocated to the Deathwatch model, but treating unmodified 1s always as a result of 1, and consult the following table.

If a Deathwatch model is reduced to 0 wounds and still has more wounds to be allocated (either from an attack with a Damage greater than 1, or from other attackers from the same unit), then roll a number of D6 equal to the excess damage and use the highest result.

Example: If a Deathwatch model is already at 1 wound and suffers 3 unsaved wounds from shooting attacks then it would roll 3 D6s and use the highest result. If a Deathwatch model is already at 3 wounds and fails a saving throw against a Damage 6 weapon, then it would roll 4 D6s and use the highest result.

d6	Effect
1	Model shakes off the damage. Heal 1 wound.
2-3	Minor Wounds. Add 1 Wound Token. Heal 1 wound.
4-5	Stunned. Add 2 Wound Tokens. Heal 1 wound.
6-7	Stunned and Knocked Down. Add 3 Wound Tokens. Heal 1 wound.
8+	Removed from Play

Stunned: Treat the BS and WS of the model as one worse until the end of their next turn.

Knocked Down: Place the model face down. A model must use their complete Movement to Stand Up, and cannot take any actions while Knocked Down.

Character Major Injury Chart

Any models that are Removed from Play must also roll on this table:

2d6	Effect
2-5	Unconscious but ok. Remove all Wound Tokens.
6-7	Minor Wounds. Model's BS and WS are treated as one worse for the next game.
8-9	Major Wounds. Roll on Major Wounds table.
10+	Dead.

Major Wounds

d6	Effect
1	-1 Wounds Characteristic. If reduced to 0 then Dead.
2	-1 Movement Characteristic (-2 if Fly or Bike). If reduced to 0 then Dead.
3	-1 BS or -1 WS (randomize)
4	-1 Attack (minimum 1)
5	-1 Strength. If reduced to 0 then Dead.
6	-1 Toughness. If reduced to 0 then Dead.

Experience and Upgrading

Experience Points

Action	XP Granted
Destroying a unit	1 for every 5 wounds in that unit, rounded up
Destroying a boss	2 XP, plus the XP for destroying a unit
Surviving a mission	1D3 XP
Participating in a mission	1 XP
Completing Bonus Objectives	As dictated by the mission Objectives
Healing an Ally	1 XP
Manifesting a Psychic Power or Successfully using a Litany of Hate that doesn't cause damage	1 XP (Maximum 1 per turn)
Successfully Denying the Witch	1 XP (Maximum 1 per turn)

XP Needed Per Level

Level	XP	Level	XP
1	0	6	40
2	6	7	51
3	13	8	63
4	21	9	76
5	30	10	90

Upgrades

Whenever a model upgrades, roll on the following chart (reroll if it doesn't make sense or maximums are already achieved):

2D6	Upgrade
2	Roll twice on this table, rerolling further 2s and 12s.
3	Randomly roll for a Specialized Battle Trait
4	Randomly roll for a General Battle Trait
5	+1 Mv (+2 if Bike, Jump, or Scout)
6	+1 WS or +1 BS (choose)
7	+1 Mv, WS, BS, S, T, A, or W (randomize)
8	+1 S, +1 T, or +1 A (choose)
9	+1 Wound
10	Randomly roll for a General Battle Trait
11	Randomly roll for a Specialized Battle Trait
12	Roll twice on this table, rerolling further 2s and 12s.

Each stat has a maximum that it can be increased by, as follows:

M	WS	BS	S	T	W	A
+2*	1+	1+	+2	+2	+2	+3

*+4 for Bikes, Jump, and Scouts

Battle Traits

General

d12	Trait
1	Indomitable. Can make normal moves (but cannot Advance) after standing up from being Knocked Down.
2	Tough. -1 to the damage chart for this model
3	Pistol fighter. Can fire pistols in close combat. To do so the model must give up 1 attack per pistol shot.
4	Stonewall. If the Knocked Down result is rolled on the damage table roll a D6. On a 4+ this model is not knocked down.
5	Rapid Fire. This model can shoot twice if it moves no more than half its Movement characteristic. Resolve all of its shooting attacks before shooting again.
6	Nigh Immortal. -1 to the Character Death Chart.
7	Swift of Foot. +1 to Advance and Charge
8	Regeneration. At the beginning of this model's turn, either remove a wound token if there are any allocated to it, or, if there are no wound tokens allocated, heal 1 wound lost earlier.
9	Aggressive. If this unit charged, was charged, or heroically intervened this turn, add 1 to the damage of all melee attacks.
10	Headhunter. +1 to hit and +1 to wound Characters and Monsters.
11	Grenadier. When shooting this model can fire one Grenade type weapon along with whatever other weapons it is firing (i.e. Fire all pistols plus one Grenade, or fire all non-pistols plus one Grenade, or fire one Grenade plus one other type of Grenade).
12	(Leader Only). Inspiring. Increase all Aura abilities by 6".

Stealth (Phobos and Scouts only)

d6	Trait
1	If no enemies are within 12" when this model moves, then it gains a +2 to its Movement this turn.
2	Can Advance and fire Assault weapons without any penalties. When advancing treat all Rapid Fire weapons as Assault weapons.
3	If this model does not enter the game via any special rules, then it can make a free Normal Move (no Advancing) before the first battle round.
4	Until this model makes a shooting attack, all enemies suffer a -1 to wound rolls when shooting at this model.
5	When this model is benefiting from cover it gains +2 to its Saving Throws instead of +1. Reroll this if the model is equipped with wargear that would function the same way.
6	Reroll

Librarian

d6	Trait
1	Can manifest one additional psychic power.
2	Learns one additional psychic power.
3	+1 Deny the Witch
4	+1 to Psychic Tests
5	Improved Smite. Can reroll psychic tests when attempting to manifest Smite. Can reroll the number of mortal wounds Smite causes.
6	Reroll

Equipment

Weapon Options

As weapons are found throughout the game, only certain models can equip certain weapons, as follows:

Unit	Pistols	Basic	Snipers	Terminator	Heavy
Leader / Judicar	X	X	-	-	-
Apothecary	X	X	-	-	-
Terminator	-	Storm Bolters Only	-	X	-
Bike / Outrider	X	X	-	-	-
Vanguard / Inceptor	X	X	-	-	-
Veteran	X	X	X	-	X
Infiltrator / Incursor	X	X	X	-	-
Scout Veteran	X	X	X	-	X
Reiver	X	X	-	-	-

Equipment Restrictions

Equipment	Restriction
Teleport Packs	Cannot be combined with a Banner.
Banners	Cannot be combined with a Teleport Pack.
Purity Seals	Maximum 1 per model, 2 per Leader
Other Equipment	Maximum 1 per model
Weapons	Maximum 2 non-pistol, non-grenades per model In addition, Maximum 2 pistols per model In addition, Maximum 3 grenades per model (including Smoke Grenades)
Cyclone Missile Launchers	Terminators only