



## CODEX: WITCH HUNTERS FAQ

### Errata & Second Printing Clarifications

"A Witch Hunters army that includes..." should read:

"An army that includes..."

#### Transports

The second print run of the Codex removed references to a transport vehicle only being usable by the unit that bought it.

#### Land Raider

The second print run includes a Special Rule for the Land Raider called 'Machine Spirit'. If you have the first print run of the Codex, then add the following text from the second printing to the Land Raider:

**Machine Spirit:** If the tank suffers a Crew Stunned result, it may still move directly ahead, up to its maximum speed. The Machine Spirit may operate one weapon per turn at BS2 as long as the vehicle has moved no further than 6", ignoring Crew Shaken or Crew Stunned results. This is in addition to any weaponry it can normally fire.

The second printing of the Codex clarifies that when an Inquisitor is equipped with a psyoculum, any unit he is attached to or part of, such as a retinue, also benefits from the effect.

The second printing of the Codex clarifies that the effects of multiple sacred standards cumulative.

p24 'Pysker Terminology'. Ignore the reference to models with the Mark of Tzeentch counting as psykers.

p25 'Using the Witch Hunters as allies'. Ignore the reference to the Dark Angels 'Hunt the Fallen' special rule.

p18 'Shield of Faith'. Ignore the reference to 'Minor Psychic Powers'.

### Clarifications for using Witch Hunters with Warhammer 40,000 5th edition

Models with the Holy Rage special rule move 6"+D6" in their Movement phase as described in the Codex. In addition to this, they may choose to run, but as per the last sentence of the Holy Rage rule, will not be able to charge if they do so.

Seraphim and Saint Celestine have their own version of the Hit and Run special rule. The hit and run move is not slowed by difficult terrain, but is affected by dangerous terrain. It may not be used to move into contact with the enemy. If there are units with this rule on both sides, roll-off to determine who goes first and then alternate disengaging them. If the last of these ends up no longer in combat, it consolidates instead.

#### *Q. How does the Orbital Strike work with the new blast rules?*

**A.** Ignore the '(In)accuracy' special rule given in the Codex and treat the attack as an Ordnance Barrage with the 'firer' not having line of sight to the target. The blast marker is therefore placed anywhere in the terrain feature nominated and deviates 2D6" from that point.

Also note that the Codex uses the older term 'Ordnance Blast' to denote the use of the large (5" diameter) blast marker.

#### *Q. Do you need to inform your opponent of the Orbital Strike's target before deployment?*

**A.** No.

*Q. When calculating kill points for Saint Celestine are the same guidelines that are given for victory points used (i.e. if she's on the table at the end of the game she doesn't award any kill points no matter how many times she lost her last wound)?*

**A.** Yes.

## FAQs

### Ordo Hereticus Psychic Powers

**Q.** Which psychic powers use the shooting rules?

**A.** Divine Pronouncement, Hammer of the Emperor, Purgatus, Scourging (though they include a few exceptions to the normal shooting rules, as specified in their descriptions).

**Q.** Can persistent Psychic abilities (such as *Psychic Scream* or *Veil of Tears*) be nullified by the *Penitent* or the *Shield of Faith*?

**A.** No, as they are not being used on the Penitent or including him in their area of effect – they are being used on other models.

### Witch Hunters Armoury

**Q.** How is the *Praesidium Protectiva* used in close combat against an enemy unit made up of multiple models?

**A.** Pick one enemy model in the unit the bearer is fighting – if that model is directing its attacks against the bearer it must roll To Hit and To Wound separately.

**Q.** Can the *Eldar Avatar* be wounded by the *Inferno pistol*?

**A.** No. The Codex predates the common use of the term ‘melta’ as a special rule, but the effects are exactly the same.

**Q.** How does the *Liber Heresius* work with the new deployment rules?

**A.** The *Liber Heresius* doesn't work within any of the three deployment types given in the standard missions in the new rulebook, because it only works when you are able to dice off for choice of deployment zone – in the new missions you don't actually dice off for this, as it is decided by who wins the dice off to have the first turn. However, there are plenty of other missions where it will still work, such as many of those in *Cities of Death*, in *White Dwarf* or those written by tournament organisers for use in their events.

### Witch Hunters Army List

**Q.** How does *Righteous Fury* work with rapid fire weapons?

**A.** The rules for Priests state that the unit always counts as moving, and must always charge. To clarify, this rule effectively means that units with an attached Priest may never fire a rapid fire weapon if they are within charge range of an

enemy, as to do so would preclude them from charging. If there are no enemies within charge range, they can still fire at targets up to 12" away, but not beyond, as they always count as moving.

**Q.** If a *Sisters Repentia* unit that has ‘gone to ground’ subsequently fails a *Morale check* and has to move 2D6" (but doesn't reach the nearest enemy unit), does the unit return to its ‘gone to ground’ status after finishing its move?

**A.** No.

**Q.** Are *Inquisitors* and *Inquisitor Lords* counted as psykers if they don't take any psychic powers?

**A.** Yes, as they have the Psyker special rule.

**Q.** Can you include three Warriors or three Warriors of each type?

**A.** ‘Type’ refers to Acolyte, Sage, Warrior, Familiar, Penitent and Chirogeon, not the sub-types of each.

**Q.** Does an *Immolator* taken as a squad transport vehicle count as a Heavy Support choice?

**A.** No.

**Q.** What is the arc-of-sight of the *Immolator* and *Exorcists*’ main weapons?

**A.** Consider the main weapons on both as turret mounted.

### Allies

**Q.** If an army has *Daemonhunters* or *Witch Hunters* allies, can it take any other type of allies?

**A.** No, unless these are also Inquisitorial units, or unless they are members of a separate Detachment. This is stated in Codex: Witch Hunters, and has been added to the Allies box on page 21 of Codex: Daemonhunters for its second print run.

**Q.** Can Priests be taken as allies in other armies?

**A.** Yes, bearing in mind that they are only allowed to join certain units, which must also be taken as allies from the Witch Hunters army list. This rule allows other armies to take Arco-flagellants as allies, a very attractive option!

**Q.** *If an army can ally with Sisters of Battle, can it also ally with Witch Hunters?*

**A.** Any reference to units or armies that are able to ally with 'Sisters of Battle' can also be read as being able to ally with 'Witch Hunters'.

**Q.** *Can Daemonhunters be taken as allies in an army that also has Witch Hunter allies?*

**A.** Yes.

**Q.** *Do Arco-Flagellants require a Witch Hunter Priest to be fielded or can an Imperial Guard Priest fulfill the requirement?*

**A.** Yes – the Priest referred to is the Priest in the Witch Hunters Codex.

### Officio Assassinorum Operatives

**Q.** *How does the Vindicare's turbo-penetrator round work in regards to rending?*

**A.** Because sniper rifles are rending, when rolling for armour penetration, the Vindicare gets to add a D3 to the total for each dice that comes up a six. So, if one of the three dice is a six, the total penetration would be  $6+2D6+D3+3$  (giving a result between 12 and 22); if two were sixes, the total would be  $12+1D6+2D3+3$  (18 to 26); if all three dice were sixes, the total would be  $18+3D3+3$  (24 to 30!). Almost certainly enough...

**Q.** *With the new vehicle damage table, how does the neural shredder work against vehicles?*

**A.** As there isn't a Glancing Hits table anymore, simply roll on the vehicle damage table, at -4.

**Q.** *How does the Eversor Assassin's "fast shot" rule work in 5th edition?*

**A.** It doesn't, as the rule is referring to the way pistols worked in previous editions.

**Q.** *Is a Callidus Assassin's 'A Word in your Ear' . . . used before or after Scout moves are made?*

**A.** The redeployment move and the Scouts move are both described as happening after deployment but before the first turn. In such cases the best way to proceed is to dice off for which takes priority.

**Q.** *Can 'A Word in your Ear' be used to move units that are outside of the normal deployment zone (like infiltrators or units that have already made their Scout move) ?*

**A.** Yes, so long as the Infiltrators, Scouts etc don't end up in a position they would not otherwise be allowed to deploy in.

**Q.** *Does the Callidus Assassin's neural shredder count as a single or two-handed weapon?*

**A.** Single handed

**Q.** *Can a Neural Shredder cause instant death?*

**A.** Yes, but only when the weapon's Strength of 8 is double or more the target's Ld value (Ld 4 or less).

**Q.** *Can a Vindicare Assassin target a model locked in close combat?*

**A.** Yes – how cool is that?!

**Q.** *Can an Officio Assassinorum Operative or Daemonhunter Deathcult Assassin be taken as an ally in an army that only has a Witch Hunter Inquisitor (or vice versa)?*

**A.** Witch Hunters and Daemonhunters are discrete types of Inquisitor. The Officio Assassinorum Operative or Deathcult Assassin may only be taken in an army that has an Inquisitor from the same Codex.

The questions we have answered in our FAQs have been gathered from many sources. Some have been submitted by members of the public, others by representatives of the online gaming community and more still are the result of face to face meetings with keen and inquisitive players at a myriad of gaming events. Special thanks for raising many of the questions we have answered in this particular FAQ go to Jon Regul. We are always happy to consider more questions, and aim to update these FAQs as frequently as is practical. Visit the 'Contact Us' page of the Games Workshop website for the address to which you can send your questions. Thanks to all those who have done so already!