CODEX: SPACE MARINES

Indomitus Version 1.1

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.

DESIGNER'S NOTES

The rules content in Codex: Space Marines *replaces the Adeptus Astartes content found on pages 32-39 of* Psychic Awakening: Faith and Fury. *As such, the rules for Chapter Litanies and Masters of the Chapter can no longer be used. Note that the Black Templars rules found in* Psychic Awakening: Faith and Fury *are likewise replaced by the rules found in the* Index Astartes: Black Templars *document.*

CODEX SUPPLEMENT COMBAT DOCTRINE BONUSES

In each of the Space Marines Codex Supplements, you will find a detachment ability that confers additional bonuses to units with the Combat Doctrines ability while a particular doctrine is active for your army (e.g. Scions of Guilliman in Codex Supplement: Ultramarines, *Savage Fury in* Codex Supplement: Space Wolves *etc). Whenever a rule allows a unit to gain the bonus of a particular doctrine even though it is not active for the rest of your army (e.g. the Adaptive Strategy Stratagem, page 104), then whilst that rule applies to that unit, that unit will also gain the benefit from any such detachment ability.*

UPDATES & ERRATA

*Page 103 – Combat Revival
Change the second sentence of this Stratagem to read:
'Select one **<Chapter> Apothecary** unit from your army and then select one friendly **<Chapter> Infantry** or **<Chapter> Biker** unit (excluding an **Invader ATV Squad**) that is not at its Starting Strength and is within 3" of that **<Chapter> Apothecary**.'

Page 141 – Heavy Intercessor Squad, Wargear Options
Change the second bullet point to read:
'For every 5 models in this unit, 1 Heavy Intercessor's heavy bolt rifle can be replaced with 1 heavy bolter, 1 Heavy Intercessor's hellstorm bolt rifle can be replaced with 1 hellstorm heavy bolter, or 1 Heavy Intercessor's executor bolt rifle can be replaced with 1 executor heavy bolter.'

Page 145 – Primaris Apothecary
Change this unit's keywords line to read:
'**KEYWORDS: Infantry, Character, Primaris, Apothecary**'

Page 164 – Assault Squad, Wargear Options
Add the following additional bullet point:
'If this unit is from the Blood Angels Chapter (or one of its successor Chapters), up to 2 Assault Marines can each have their flamer replaced with one of the following: 1 meltagun; 1 plasma gun.'

*Page 169 – Inceptor Squad, Power Rating
Change this datasheet's Power Rating to 7.

Change the first sentence of this datasheet's unit description to read:
'If this unit contains 4 or more models, it has **Power Rating 14**.'

*Page 175, Eradicator Squad, Power Rating
Change this datasheet's Power Rating to 7.

Change the first sentence of this datasheet's unit description to read:
'If this unit contains 4 or more models, it has **Power Rating 14**.'

*Page 195, Bolt Weapons
Change 'Guardian spear' to 'Vigil spear'

Page 202 – Points Values, Chapter Command.
Change these points values to read:
'Chapter Ancient……+20pts
Champion……+15pts
Chapter Master……+40ts
Chief Apothecary……+15pts
Chief Librarian……+25pts
Master of Sanctity……+25pts
Master of the Forge……+20pts'

Designer's Note: *These values match the ones found in the Chapter Command rules on page 98.*

Page 204 – Points Values, Assault Squad
Add the following points values:
'Meltagun…….+10pts
Plasma gun……+10pts'

*Page 205, Eradicators
Change Unit Cost from '40 pts/model' to '45 pts/model'

*Page 205, Outriders
Change Unit Cost from '45 pts/model' to '50 pts/model'

*Page 205, Inceptor Squad
Change Unit Cost from '40 pts/model' to '45 pts/model'