

WARHAMMER 40,000

CODEX: SPACE MARINES

Official Update Version 1.5

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in magenta. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 131 – Sergeant Equipment
Add 'Combi-grav'.

Page 137 – Chaplain Grimaldus, Unmatched Zeal
Change the first sentence of this ability to read:
'If you roll a hit roll of 6+ in the Fight phase for a model in a friendly **BLACK TEMPLARS** unit that is within 6" of Chaplain Grimaldus, that model can immediately make another close combat attack using the same weapon.'

Pages 139 and 190 – Wrist-mounted grenade launcher
Change the AP value to read '-1'.

Page 141 – Primaris Captain, Wargear Options
Change the second bullet point to read:
'This model may take a power sword, or replace its master-crafted auto bolt rifle and bolt pistol with a power fist and a plasma pistol.'

Page 148 – Tactical Squad, Wargear Options
Add a new bullet point as follows:
'The Space Marine Sergeant may take meltabombs.'

Page 148 – Intercessor Squad, Wargear Options
Change the third bullet point to read:
• The Intercessor Sergeant may either replace their bolt rifle with a chainsword, a power sword or a power fist, or take a chainsword, a power sword or a power fist in addition to their other weapons.'

Designer's Note: This errata reflects the updated datasheet changes found in Chapter Approved 2018.

Page 149 – Scout Squad, Concealed Positions
Change this ability to read:

'Concealed Positions: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.'

Page 154 – Company Champion

Change the unit description to read:
'A Company Champion is a single model armed with a bolt pistol, master-crafted power sword, frag grenades, krak grenades and combat shield.'

Page 154 – Company Veterans, Wargear Options

Change the second bullet point to read:
'Any model may replace their bolt pistol with a storm shield or an item from the *Melee Weapons* or *Pistols* lists.'

Page 156 – Reiver Squad

Replace the first bullet point with the following:
• All Reivers in the unit may replace their bolt carbine with a combat knife.
• The Reiver Sergeant may replace either his bolt carbine or heavy bolt pistol with a combat knife.'

Pages 158 and 192 – Reiver Squad and Armoury of the Space Marines, Grapnel Launchers

Change the first sentence to read:
'When models with grapnel launchers move in the Movement phase, do not count any vertical distance they move against the total they can move (i.e. moving vertically is free for these models in the Movement phase).'

Pages 160, 161 and 188 – Grenade harness
Change the AP value to read '-1'.

Pages 162, 169 and 189 – Melta bomb

Change the Abilities text to read:
'You can re-roll failed wound rolls for this weapon if the target is a **VEHICLE**.'

Page 166 – Redemptor Dreadnought

Change the description to read:
'A Redemptor Dreadnought is a single model equipped with a heavy onslaught gatling cannon, heavy flamer, two fragstorm grenade launchers and a Redemptor fist.'

Page 166 – Redemptor Dreadnought, Wargear Options

Add a new bullet point as follows:
'This model may take an Icarus rocket pod.'

Page 175 – Stalker, Damage chart

Change the third value under ‘Remaining W’ to read ‘1-2’.

Page 196 – Relics of the Chapter

Add the following sentence:

‘You can only use this Stratagem once per battle.’

Page 196 – Born in the Saddle

Add the following sentence:

‘In addition, that unit does not suffer the penalty to hit rolls for Advancing and firing Assault weapons.’

Page 197 – Strike from the Shadows

Change this Stratagem to read:

‘Use this Stratagem during deployment, when you set up a **RAVEN GUARD INFANTRY** unit from your army. At the start of the first battle round but before the first turn begins, you can move that unit up to 9”. It cannot end this move within 9” of any enemy models. If both players have units that can move before the first turn begins, the player who is taking the first turn moves their units first. Each unit can only be selected for this Stratagem once per battle.’

Page 197 – Bolter Drill

Change the first two sentences to read:

‘Use this Stratagem just before an **IMPERIAL FISTS INFANTRY** unit attacks in the Shooting phase. Until the end of the phase, each time you make a hit roll of 6+ for a model from that unit firing a bolt weapon, that model can immediately make another hit roll using the same weapon at the same target (these bonus attacks cannot themselves generate any further attacks).’

Page 197 – Flamecraft

Change the first two sentences to read:

‘Use this Stratagem just before a **SALAMANDERS** unit attacks in the Shooting phase. Until the end of the phase, add 1 to the wound rolls made for all of that unit’s flame weapons.’

Page 199 – Warlord Traits

Change the first paragraph of the main text to read:

‘If the Warlord of your army is a Space Marines **CHARACTER**, you can pick their Warlord Trait from the Space Marines Warlord Traits table, or roll a dice and consult the table to generate their Warlord Trait.’

Page 199 – Adept of the Codex

Change the rules text to read:

‘Whilst your Warlord is on the battlefield, roll a D6 each time you spend a Command Point to use a Stratagem; on a 5+ that CP is immediately refunded.’

Page 201 – The Sanctic Halo

Change the first sentence to read:

‘**ULTRAMARINES CAPTAIN** or **CHAPTER MASTER** only.’

Page 201 – The Crusader’s Helm

Change this ability to read:

‘**BLACK TEMPLARS** model only. The wearer of the Crusader’s Helm increases the range of its aura abilities by 3” (to a maximum of 12”).’

Page 202 – Librarius Discipline, Might of Heroes

Change the third sentence to read:

‘Until the start of your next Psychic phase, add 1 to that model’s Strength, Toughness and Attacks characteristics (if an attack hits a unit that has more than one Toughness characteristic, use the unit’s lowest Toughness characteristic when making the resultant wound roll).’

Page 208 – Space Marine Points Values, Other Wargear

Add the following lines:

‘Auxiliary grenade launcher | 0

Centurion assault launchers | 0

Ironclad assault launchers | 5’

FAQs

*Q: Can I select **LEGION OF THE DAMNED** as my <CHAPTER> keyword?*

A: No.

*Q: When a unit with the **And They Shall Know No Fear** ability takes a Morale test, is the number that is added to the dice roll for the number of models destroyed in that unit for that turn considered to be a modifier (for the purposes of applying re-rolls before modifiers)?*

A: No, the number added is not considered to be a modifier.

*Q: Can I use a **Signum** to increase the Ballistic Skill characteristic of a model when it shoots with a ranged weapon before being removed as a casualty as part of the **Astartes Banner** ability?*

A: No.

*Q: Can the **Killshot** Stratagem be used to affect **Deimos Pattern Relic Predators**?*

A: No. The Killshot Stratagem can only be used to affect models using the Predator datasheet.

Q: If the vehicle Sergeant Chronus is commanding is destroyed and he survives, can he assume command of another vehicle?

A: No.

Q: When a Thunderfire Cannon is fired, are the shots resolved with the Thunderfire Cannon’s Ballistic Skill or the Techmarine Gunner’s Ballistic Skill?

A: The Thunderfire Cannon’s Ballistic Skill.

Q: Can a Techmarine Gunner make ranged attacks in the same phase in which it operates a Thunderfire Cannon?

A: Yes.

Q: Can successor Chapters use the Warlord Traits of their founding Chapter?

A: No.

Q: Can the Auspex Scan Stratagem be used to shoot an enemy unit that is removed from the battlefield and then set up again, for example, when using a teleport homer?

A: Yes.

Q: Can the Auspex Scan Stratagem be used to shoot an enemy unit that is set up on the battlefield before the start of the first turn?

A: No.

Q: If I use the Hellfire Shells or Flakk Missile Stratagem and I hit, do I continue to roll to wound and do damage normally in addition to doing mortal wounds?

A: No, the normal attack sequence ends.

Q: How do the Flakk Missile and Hellfire Shells Stratagems interact with an Armorium Cherub? Are you able to ‘reload’ the weapon and fire again with the benefit of the Stratagem?

A: No. You can, however, use the Stratagem a second time to affect the second shot (subject to the usual restrictions).

Q: Can I use the Flakk Missile Stratagem when a model fires a cyclone missile launcher?

A: No.

Q: If an Armorium Cherub has been removed after reloading a weapon, can a model use its Narthecium ability to return it to the unit?

A: No.

Q: Which part of a Drop Pod should I measure distances from and to, especially if the model has been assembled so its doors can be opened or closed?

A: Measure all distances to and from any part of the model, including its doors. If this model has been assembled such that you can lower and raise its doors, then when this model is first set up in the battlefield choose whether the doors will be lowered or raised – you cannot raise or lower the doors thereafter during the battle.

Designer’s Note: Choosing to set this model up in the ‘raised doors position’ simply represents the doors closing the instant after its passengers have disembarked.