CODEX: CHAOS SPACE MARINES

Indomitus Version 1.2

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.

Please note that the updates and errata at the beginning of this document refer to the second edition of Codex: Chaos Space Marines. Updates and errata to the first edition of this Codex can be found at the end of this document. The FAQ section is applicable to both editions of the Codex.

DESIGNER'S NOTES
WEAPON UPDATES

Several weapon profiles were updated in the 2020 edition of Codex: Space Marines. As a result, where those same weapons appear in this publication, they are updated to match. We have also updated the wording of certain weapons' abilities that would explode or inflict mortal wounds on hit rolls of 1, so that they now only do so on unmodified hit rolls of 1. The weapons in question, and the updated profiles for them, are found at the end of this document, and should be changed wherever they appear in this book. In addition, replace every instance of 'chainsword' within the rules section of this book with 'Astartes chainsword'.

Having updated several weapon profiles, we have also reviewed those Relics that replace one of the updated weapons. As a result, we have decided to update a few Relics to ensure that they are not worse (e.g. have a lower Strength characteristic) than the weapons they replace.

UPDATES & ERRATA

All Heretic Astartes and Fallen datasheets (excluding Chaos Cultists)
Add the following ability:
'**Hateful Assault:** If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

*Page 122 – Khârn the Betrayer, Abilities, The Betrayer
Change to read:
'You cannot re-roll or modify hit rolls of 1 made for Khârn the Betrayer in the Fight phase. Instead, those attacks automatically hit another friendly unit within Engagement Range of Khârn. Randomly determine which unit is hit if there is more than one. If there are no other friendly units within Engagement Range of Khârn, the hits are discarded.'

Page 143 – Noise Marines, Abilities, Music of the Apocalypse
Change the second sentence to read:
'Do not remove the destroyed model yet – after the attacking unit has finished making all its attacks, the destroyed model can shoot with one of its ranged weapons as if it were your Shooting phase.'

Page 147 – Obliterators, fleshmetal guns
Change the first sentence to read:
'Each time this unit is chosen to attack with fleshmetal guns, roll three D3, one after the other, to determine the characteristics of the unit's fleshmetal guns when resolving those attacks.'

*Page 148 and 156 – Chaos Vindicator and Ranged Weapons list, demolisher cannon
Change Type characteristic to Heavy D6 and Abilities to 'Blast'.

*Page 149 – Chaos Land Raider, Abilities, Daemonic
Machine Spirit
Delete this ability.

Page 162 – Chaos Space Marine Units
Add the following at the end of the first paragraph:
'**Fabius Bile** can be included in a Detachment without preventing it from being a **Chaos Space Marines** Detachment.

Page 163 – Legion Traits, rules text
Change the first sentence to read:
'If your army is Battle-forged, all **Character**, **Infantry**, **Biker** and **Helbrute** units in **Chaos Space Marines** Detachments gain a Legion Trait, so long as every unit in that Detachment is from the same Legion.'

*Page 164 – Stratagems, Chaos Boon, Spawndom
Change the third sentence to the following:
'If you do so, set up the **Chaos Spawn** within 6" of the **Character** and not within Engagement Range of any enemy units before removing them as a casualty.'

Page 166 – Stratagems, Forward Operatives
Change to read:
'Use this Stratagem during deployment, when you set up an **Alpha Legion 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 168 – Dark Hereticus Discipline
Change every instance of **Heretic Astartes** on this page to **<Legion>**.

*Page 168 – Warptime
Change the second sentence to read:
'If manifested, pick a **<Legion>** unit (excluding **Aircraft**) within 3" of the **Psyker**.'

*Page 168 – Dark Hereticus Discipline, Gift of Chaos, rules text
Change the fourth sentence to read:
'If a **Character** is destroyed by this power, you can add a **Chaos Spawn** to your army within 6" of the **Character** and not within Engagement Range of any enemy units before they are removed as a casualty.'

Page 170 – Artefacts of Chaos, The Black Mace
Change the first and second sentence to read:
'Model with power maul or accursed crozius only. The Black Mace replaces the bearer's power maul or accursed crozius and has the following profile:'

Page 171 – Artefacts of Chaos, The Cursed Crozius
Change the first and second sentence to read:
'**Word Bearers** model with power maul or accursed crozius only. The Cursed Crozius replaces the bearer's power maul or accursed crozius and has the following profile:'

*Page 170 – Artefacts of Chaos, Puscleaver
Change the Strength characteristic of this weapon to '+1'.

*Page 171 – Artefacts of Chaos, Claws of the Black Hunt, rules text
Change the first sentence of this Relic's abilities to read:
'Increase the wielder's Attacks characteristic by 2.'

Page 173 – Legion Warlord Traits, Word Bearers: The Voice of Lorgar
Change the rule to read:
'Increases the range of your **Warlord**'s aura abilities (e.g. Lord of Chaos, Demagogue) by 3". Increase the range of any Prayers to the Dark Gods chanted by your **Warlord** by 3".'

FAQS

Q. Does a Dark Apostle have to be on the battlefield to chant a prayer?
A: Yes.

Q. When should I roll to determine the characteristics of my Obliterators' fleshmetal guns?
A. Determine these characteristics in step 1 of the Shooting sequence, when you select the unit to shoot.

Q: Does the additional attack granted from the Butcher's Nails Legion Trait still apply if the unit is fighting for a second time, or is the additional attack only applied the first time the unit fights in that Fight phase?
A: Each model in the unit can specifically make one additional attack in the subsequent Fight phase, therefore it only applies the first time that unit fights in that Fight phase.

Q: If I use the Fire Frenzy Stratagem and the nearest visible enemy unit is subject to the Look Out, Sir rule, but there is another enemy unit closer that is not visible and not subject to the Look Out, Sir rule, who do I target?
A: In such instances, you must target the nearest visible enemy unit that is not subject to the Look Out, Sir rule.

Q: If I choose not to select a Mark of Chaos for Greater Possessed, which units (if any) can benefit from its Locus of Power ability?
A: Only **<Legion> Daemon** units that you have also chosen not to select a Mark of Chaos for.

Q: Can a model use the Incursion psychic power to summon a unit even if it has moved during this turn? What about if it has already used the Daemonic Ritual ability this turn?
A: Yes in either case.

*Q: When using the Chaos Familiar Stratagem to replace a psychic power, can I select a **<Mark of Chaos>** psychic power from the Dark Hereticus discipline that the **Psyker** would be eligible for?*
A: Yes.

Q: If I use the Daemon Shell 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 should Perils of the Warp be resolved against Rubric Marine units led by an Aspiring Sorcerer?
A: Any mortal wounds suffered are applied to the Sorcerer's unit, so can be applied to another model if you wish (if a model in that unit has already suffered any wounds, any mortal wounds must still be applied to this model first).

*Q: If the Aspiring Sorcerer or Scarab Occult Sorcerer from a unit has been destroyed, is this unit still treated as being a **Psyker**?*
A: Yes.

Designer's Note: *Whilst these units would not be able to manifest or deny any psychic powers, any abilities, objectives or effects which affect psykers are still likely to affect these warp-infused animated suits of armour.*

Q: Can the Killshot Stratagem be used to affect Hellforged Predators?
A: No. The Killshot Stratagem can only be used to affect models using the Chaos Predator datasheet.

Q: If I have a **DAEMON** model that can only be included once in my army – for example, the Changeling – and that model is destroyed during the game, can I use Daemonic Ritual to attempt to summon it and add it to my army again?
A: Yes. Note that if you're playing a game that uses a points limit you'll need the appropriate reinforcement points to do so.

Q: Can a Noise Marine use his Music of the Apocalypse ability if he flees the battlefield?
A: No. This ability can only be used when the model is destroyed.

Q: If several Noise Marines are destroyed in the same attack, can they each use their Music of the Apocalypse ability to throw a grenade, or can only one of them do so?
A: Each of them can throw a grenade.

Q: Maulerfiends have a wargear option to 'replace both magma cutters with lasher tendrils'. Does this mean I replace both magma cutters for a single 'lasher tendrils' weapon, or do I get two 'lasher tendrils' weapons?
A: You replace both magma cutters with a single 'lasher tendrils' weapon.

Q: If I take a unit of **DAEMONS** in a **CHAOS SPACE MARINES** Detachment, do I lose my Legion Trait?
A: Yes. However, if you summon a unit of **DAEMONS** and add them to your army, doing so does not affect your Legion Trait.

Q: If I give a unit in my army an Icon of Vengeance, then at the start of my first turn use the Beseech the Chaos Gods Stratagem to make that unit dedicated to Khorne, Tzeentch, Nurgle or Slaanesh, does the unit swap its Icon of Vengeance for the Chaos Icon of their god, or does it keep the Icon of Vengeance?
A: It keeps the Icon of Vengeance.

Q: If I roll a 12 on the Chaos Boon table, when adding a Daemon Prince to my army, which Daemon Prince datasheet should I use – the Daemon Prince or the Daemon Prince of Chaos? In addition, what wargear options can it take?
A: Use the Daemon Prince datasheet from *Codex: Chaos Space Marines*. The model can be equipped with any of its normal wargear options, providing you have the right model and it is built appropriately.

Q: Are the bonus attacks from Death to the False Emperor and the Excess of Violence Stratagem cumulative? For example, if a model with an Attacks characteristic of 1 rolled a hit roll of 6+ when attacking an **IMPERIUM** unit (thereby giving it an extra attack) and then both of those attacks killed enemy models, would I then make two extra attacks for that model? If yes, what happens if I roll hit rolls of 6+ for these attacks?
A: Yes, they are cumulative. In the example given, you would make two extra attacks but any further hit rolls of 6+ (and any subsequent models destroyed) would not generate any further attacks.

Q: If an enemy **CHARACTER** is destroyed by the Gift of Chaos or Possession psychic power, do I need to have the appropriate reinforcement points set aside in order to set up the Chaos Spawn or Greater Possessed?
A: Yes, if you are playing a game that uses a points limit.

Q: If I manifest the Gift of Chaos psychic power, and target a unit whose models have different Toughness characteristics, which one should I use?
A: Use the highest Toughness characteristic in the target unit.

Q: Do modifications to Haarken Worldclaimer's Attacks characteristic due to his Head-claimer ability last until the end of the battle?
A: Yes.

APPENDIX

The following errata apply only to the first edition of *Codex: Chaos Space Marines*.

Page 116 – <Mark of Chaos>
Add the following to the last paragraph:
'If a unit has the **Tzeentch**, **Nurgle** or **Slaanesh** keywords, it cannot be from the World Eaters Legion, and if a unit has the **Khorne**, **Tzeentch** or **Nurgle** keywords, it cannot be from the Emperor's Children Legion. In addition, **Psykers** cannot be from the World Eaters Legion.'

Page 117 – Champion Equipment
Change the second heading to read:
'One of the champion's weapons can be chosen from the following list:'

Page 117 – Daemonic Ritual, rules text
Change the third sentence of the third paragraph to read:
'This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is wholly within 12" of the **Character** and more than 9" from any enemy model.'

*Page 120 – Khârn the Betrayer, Abilities, The Betrayer
Change to read:
'You cannot re-roll or modify hit rolls of 1 made for Khârn the Betrayer in the Fight phase. Instead, those attacks automatically hit another friendly unit within Engagement Range of Khârn. Randomly determine which unit is hit if there is more than one. If there are no other friendly units within Engagement Range of Khârn, the hits are discarded.'

Page 121 – Cypher, Abilities
Add the following ability:
'**No-one's Puppet:** Cypher cannot use the Daemonic Ritual ability, even though he has the **Chaos** and **Character** keywords.'

Page 129 – Bloodletters
Add '**Daemon**' to the Faction keywords line.
Remove '**Daemon**' from the keywords line.

Page 131 – Plaguebearers
Add '**Daemon**' to the Faction keywords line.
Remove '**Daemon**' from the keywords line.

Page 131 – Daemonettes
Add '**Daemon**' to the Faction keywords line.
Remove '**Daemon**' from the keywords line.

Page 132 – Khorne Berzerkers, Abilities
Add the following ability:
'**Berzerker Horde:** The Battlefield Role of **World Eaters** Khorne Berzerkers is Troops instead of Elites.'

Page 135 – Noise Marines, Abilities, Music of the Apocalypse
Change the second sentence to read:
'Do not remove the destroyed model yet – after the attacking unit has finished making all its attacks, the destroyed model can shoot with one of its ranged weapons as if it were your Shooting phase.'

Page 135 – Noise Marines, Abilities
Add the following ability:
'**Masters of the Kakophoni:** The Battlefield Role of **Emperor's Children** Noise Marines is Troops instead of Elites.'

Page 136 – Chosen, Wargear Options
Change this unit's wargear options to read:
'• Any Chosen may take one item from the Melee Weapons list.
 • Up to four Chosen may choose one of the following options:
   • Replace his bolt pistol with a plasma pistol.
   • Replace his boltgun with one item from the Combi-weapons or Special Weapons lists.
   • Replace his boltgun and bolt pistol with a lightning claw.
 • An additional Chosen may replace his boltgun with one item from the Special Weapons or Heavy Weapons lists.
 • The Chosen Champion may either take one item from the Melee Weapons list, or replace his boltgun and bolt pistol with items from the Champion Equipment list.
 • One model may take a Chaos Icon (pg 153).'

Page 138 – Helbrute, Wargear Options
Change the third bullet point to read:
'• This model may replace each Helbrute fist with a Helbrute hammer or power scourge.'

Page 142 – Obliterators, fleshmetal guns
Change the first sentence to read:
'Each time this unit is chosen to attack with fleshmetal guns, roll three D3, one after the other, to determine the characteristics of the unit's fleshmetal guns when resolving those attacks.'

Page 142 – Obliterators
Remove '**Daemon**' from the Faction keywords line.
Add '**Daemon**' to the keywords line.

Page 146 – Chaos Predator, Damage table
Change the top value under 'Remaining W' to read '6-11+'.
Change the second value under 'Remaining W' to read '3-5'.

Page 149 – Khorne Lord of Skulls
Remove '**Daemon**' from the Faction keywords line.
Add '**Daemon**' to the keywords line.

Page 157 – Abilities, Legion Traits, rules text
Change the first sentence to read:
'If your army is Battle-forged, all **Character**, **Infantry**, **Biker** and **Helbrute** units in **Chaos Space Marines** Detachments gain a Legion Trait, so long as every unit in that Detachment is from the same Legion.'

Page 158 – Stratagems, Gifts of Chaos, rules text
Add the following:
'You can only use this Stratagem once per battle.'

Page 158 – Stratagems, Chaos Boon, rules text
Change the first sentence to read:
'Use this Stratagem at the end of a Fight phase in which one of your **Heretic Astartes Characters** (excluding **Daemon Characters**) slays an enemy **Character**, **Vehicle** or **Monster**.'

*Page 158 – Stratagems, Chaos Boon, Spawndom
Change the third sentence to the following:
'If you do so, set up the **Chaos Spawn** within 6" of the **Character** and not within Engagement Range of any enemy units before removing them as a casualty.'

Page 159 – Stratagems, Tide of Traitors, rules text
Add the following:
'You can only use this Stratagem once per battle.'

Page 159 – Stratagems, Killshot, rules text
Change the second sentence to read:
'Add 1 to the wound rolls and damage for all of the Predators' attacks that target **Monsters** or **Vehicles** this phase.'

Page 160 – Stratagems, Forward Operatives
Change this Stratagem to read:
'Use this Stratagem during deployment, when you set up an **Alpha Legion 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 161 – Dark Hereticus Discipline
Change every instance of **Heretic Astartes** on this page to **<Legion>**.

*Page 161 – Warptime
Change the second sentence to read:
'If manifested, pick a **<Legion>** unit (excluding **Aircraft**) within 3" of the **Psyker**.'

Page 161 – Dark Hereticus Discipline, Gift of Chaos, rules text
Change the second sentence to read:
'If manifested, select an enemy unit that is within 6" of the **Psyker** and visible to him and roll a D6.'

*Change the third sentence to read:
'If a **Character** is destroyed by this power, you can add a **Chaos Spawn** to your army within 6" of the **Character** and not within Engagement Range of any enemy units before they are removed as a casualty.'

Page 161 – Mark of Tzeentch: Weaver of Fates
Change the third sentence of rules text to read:
'Until the start of your next Psychic phase, the invulnerable save of that unit is improved by 1 (to a maximum of 3+).'

Page 165 – Legion Warlord Traits, Word Bearers: The Voice of Lorgar
Change the rule to read:
'Increases the range of your **Warlord**'s aura abilities (e.g. Lord of Chaos, Demagogue) by 3". Increase the range of any Prayers to the Dark Gods chanted by your **Warlord** by 3".'

WEAPON UPDATES

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Combi-flamer		Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.				
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.
Combi-melta		Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.				
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.
Combi-plasma		Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.				
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Demolisher cannon	24"	Heavy D6	10	-3	D6	Blast
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy bolter	36"	Heavy 3	5	-1	2	-
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Helbrute plasma cannon	36"	Heavy D3	8	-3	2	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Kharn's plasma pistol	12"	Pistol 1	8	-3	2	On an unmodified hit roll of 1, the bearer suffers 1 mortal wound after shooting with this weapon.
Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Plasma gun		Before selecting targets, select one of the profiles below to make attacks with.				
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Plasma pistol		Before selecting targets, select one of the profiles below to make attacks with.				
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Reaper autocannon	36"	Heavy 4	7	-2	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin heavy flamer	12"	Heavy 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Chainfist	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a VEHICLE model, that attack has a Damage characteristic of 3.
Force axe	Melee	Melee	+2	-2	D3	-
Force stave	Melee	Melee	+3	-1	D3	-
Force sword	Melee	Melee	+1	-3	D3	-
Lightning claw	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.
Master-crafted power sword	Melee	Melee	+1	-3	2	-
Power axe	Melee	Melee	+2	-2	1	-
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power maul	Melee	Melee	+3	-1	1	-
Power sword	Melee	Melee	+1	-3	1	-
Thunder hammer	Melee	Melee	x2	-2	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.