

# WARHAMMER 40,000

# CODEX: CHAOS SPACE MARINES

## Official Update Version 2.1

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.

Please note that the errata and page references at the beginning of this document refer to the second edition of *Codex: Chaos Space Marines*. We have included updated errata for the first edition of this codex as an appendix at the end of this document. The FAQ section is applicable to both editions of the codex.

### 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

Change The Betrayer ability 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 1" of Khârn. Randomly determine which unit is hit if there is more than one. If there are no other friendly units within 1" of Khârn, the hits are discarded.'

#### Page 143 – Noise Marines, Music of the Apocalypse

Change the second sentence to read:

'Do not remove the slain model yet – after the attacking unit has finished making all its attacks, the slain 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 The Forbidden Armoury, demolisher cannon**  
Change Type characteristic to Heavy D6 and Abilities to '-'.

**Page 162 – Chaos Space Marine Units**  
Add the following sentence to the end of the first paragraph:  
**'FABIUS BILE** can be included in a Detachment without preventing it from being a Chaos Space Marine Detachment.

#### Page 163 – Legion Traits

Change the first sentence to read:  
'If your army is Battle-forged, all **CHARACTER**, **INFANTRY**, **BIKER** and **HELBRUTE** units in Chaos Space Marine Detachments gain a Legion Trait, so long as every unit in that Detachment is from the same Legion.'

#### Page 164 – 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 more than 1" from any enemy models before removing them as a casualty.'

#### Page 166 – 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 168 – Dark Hereticus Discipline, Gift of Chaos

Change the third sentence to read:  
'If a **CHARACTER** is slain by this power, you can add a Chaos Spawn to your army within 6" of the character and more than 1" from any enemy models before they are removed as a casualty.'

#### Page 170 – 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 – 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 173 – 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".'

### **Page 174 – Points Values, Obliterators**

Change the Obliterators' Models per Unit value to read '1-3' and Points per Model value to read '115'.

### **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, the nearest visible enemy unit is a CHARACTER with a Wounds characteristic of less than 10, but there is another enemy unit closer that is not visible and not a CHARACTER with a Wounds characteristic of less than 10, can I target that CHARACTER?*

A: No. In such instances, you must target the nearest visible enemy unit that is not a CHARACTER with a Wounds characteristic of less than 10.

*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 slain, is this unit still treated as being a PSYKER?*

A: Yes.

**Designers 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 slain 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 matched play game you'll need the appropriate reinforcement points to do so.

*Q: Does disembarking effectively prevent a CHAOS CHARACTER from summoning a DAEMON unit that turn using the Daemonic Ritual ability?*

A: Yes. Models that disembark count as having moved for all rules purposes, including Daemonic Ritual.

*Q: If I am playing a mission such as The Relic, which has an objective marker that a unit can carry, and Cypher is carrying that objective marker when he is slain, what happens?*

A: The objective marker is dropped.

*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 slain.

*Q: If several Noise Marines are slain 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 slain) would not generate any further attacks.

*Q: If an enemy **CHARACTER** is slain 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 matched play game.

*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

Change the third sentence of the fourth 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

Change The Betrayer ability 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 1" of Khârn. Randomly determine which unit is hit if there is more than one. If there are no other friendly units within 1" 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, Music of the Apocalypse

Change the second sentence to read:

'Do not remove the slain model yet – after the attacking unit has finished making all its attacks, the slain 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

Remove '**DAEMON**' from the Faction keywords line.

Add '**DAEMON**' to the keywords line.

### 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 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

Change the first sentence of rules text to read:

'If your army is Battle-forged, all **CHARACTER**, **INFANTRY**, **BIKER** and **HELBRUTE** units in Chaos Space Marine Detachments gain a Legion Trait, so long as every unit in that Detachment is from the same Legion.'

**Page 158 – Gifts of Chaos**

Add the following sentence:

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

**Page 158 – Chaos Boon**

Change the first sentence of rules text 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 – 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 more than 1" from any enemy models before removing them as a casualty.’

**Page 159 – Tide of Traitors**

Add the following sentence:

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

**Page 159 – Killshot**

Change the second sentence of rules text 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 – 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 – Gift of Chaos**

Change the second sentence of rules text to read:

‘If manifested, select an enemy unit that is within 6" of the psyker and visible to him and roll a D6.’

**Page 161 – Dark Hereticus Discipline, Gift of Chaos**

Change the third sentence to read:

‘If a **CHARACTER** is slain by this power, you can add a Chaos Spawn to your army within 6" of the character and more than 1" from any enemy models 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 – 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".’