

WARHAMMER 40,000

CODEX: SPACE MARINES

Official Update Version 1.2

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 109 – Combat Doctrines

Replace the **Combat Doctrines** ability with the following (note that the **Devastator Doctrine**, **Tactical Doctrine** and **Assault Doctrine** remain unchanged):

'If your army is **Battle-forged** and if every unit from your army has this ability (excluding **SERVITOR** and **UNALIGNED** units), this unit gains a bonus (see below) depending on which combat doctrine is active for your army, as follows:

- During the first battle round, the **Devastator Doctrine** is active for your army.
- During the second battle round, the **Tactical Doctrine** is active for your army.
- At the start of the third battle round, select either the **Tactical Doctrine** or **Assault Doctrine**: until the end of that battle round, the doctrine you selected is active for your army.
- During the fourth and subsequent battle rounds, the **Assault Doctrine** is active for your army.

Unless specified otherwise, this bonus is not cumulative with any other rules that improve the **Armour Penetration** characteristic of a weapon (e.g. the **Storm of Fire Warlord Trait**).

Page 151 – Hellblaster Squad

Change the **Power Level** to '8'.

Change the second sentence of the unit description to read:

'It can additionally contain up to 5 Hellblasters (**Power Rating +8**).'

Page 160 – Drop Pod, Drop Pod Assault

Change the **Matched Play** clause to read:

'This model and any units embarked aboard it are exempt from the **Tactical Reserves** matched play rule, except that if it and any units embarked aboard it have not arrived on the battlefield by the end of the third battle round, they count as having been destroyed.'

Page 174 – Chapter Tactics

Add the following:

'**Designer's Note:** *The Chapter Tactic rules presented in Codex: Space Marines and its codex supplements replace any Chapter Tactics previously printed in other publications, including those for Blood Ravens and Crimson Fists in White Dwarf magazine and the Chapter Tactic for the Emperor's Spears included with the limited edition of the Spear of the Emperor novel. Crimson Fists should use the No Matter the Odds Chapter Tactic (pg 175), while Blood Ravens and the Emperor's Spears should use the Successor Chapter Tactics rules on page 176. Note that the Emperor's Spears are a successor Chapter of the Ultramarines, and so if you choose the Inheritors of the Primarch Successor Tactic, you must use the Chapter Tactic of the Ultramarines.'*

Page 175 – Ultramarines: Codex Discipline

Change the final sentence to read:

'Units with this tactic that cannot **FLY** can shoot in a turn in which they **Fell Back**, but if they do, when resolving an attack made by a model in that unit in the **Shooting** phase of that turn, subtract 1 from the hit roll.'

Page 180 – Auspex Scan

Change the first sentence to read:

'Use this Stratagem after your opponent sets up a unit on the battlefield as reinforcements within 12" of any **ADEPTUS ASTARTES INFANTRY** units from your army.'

Page 180 – Duty Eternal Stratagem

Change this Stratagem to read:

'Use this Stratagem when an **ADEPTUS ASTARTES DREADNOUGHT** model from your army is chosen as the target for an attack. Until the end of the phase, when resolving an attack made against that model, you can reduce any damage suffered by 1, to a minimum of 1 (this is not cumulative with any other rules that reduce the damage).'

Page 183 – Adaptive Strategy Stratagem

Delete this Stratagem.

Page 185 – The Vox Espiritum

Change the second sentence to read:

‘If a model has this Relic, add 3” to the range characteristic of its aura abilities (e.g. Rites of Battle) to a maximum of 9”.’

IMPERIUM NIHILUS: VIGILUS DEFIANT ERRATA

Since the release of the *Imperium Nihilus: Vigilus Defiant* book, a number of the rules presented there have been superseded by those found in *Codex: Space Marines*. This has necessitated the following changes to *Imperium Nihilus: Vigilus Defiant*:

Page 174 – Grey Shield

Change the first paragraph to read:

‘Once per battle, at the start of your Movement phase, if your Warlord is on the battlefield, you can choose for **INDOMITUS CRUSADER** units in the same Detachment as your Warlord to gain an additional Chapter Tactic until the start of your next turn. Pick the additional Chapter Tactic from the following: Codex Discipline, Lightning Assault, Siege Masters, Righteous Zeal, Forged in Battle, Shadow Masters, The Flesh is Weak, No Matter the Odds (see *Codex: Space Marines*).’

Page 175 – Stratagems

Remove the Boltstorm, Rapid Fire, Target Sighted and Veteran Intercessors Stratagems from this Specialist Detachment.

Designer’s Note: Updated versions of these Stratagems can be found in *Codex: Space Marines*.

FAQs

Q: Can I use a Stratagem from the 2017 edition of Codex: Space Marines if there is not an updated version of that Stratagem in the 2019 edition of Codex: Space Marines?

A: No, none of the rules found in the 2017 edition of *Codex: Space Marines* can be used.

*Q: If I include a Space Marines Detachment in my army, can I use the Stratagems from Codex: Space Marines to affect **ADEPTUS ASTARTES** units from other codexes, such as Codex: Grey Knights or Codex: Deathwatch?*

A: No, as noted in the second paragraph under Space Marine Units and Detachments on page 174 of *Codex: Space Marines*.

*Q: Does adding an **OFFICIO ASSASSINORUM** model to my army with the ‘Operative Requisition Sanctioned’ Stratagem prevent the rest of my army from using Combat Doctrines?*

A: Yes. Note that this model remains part of your army if it is destroyed.

Q: If an ability or rule generates an additional hit (e.g. the Siege Masters Chapter Tactic or Whirlwind of Rage), do these additional hits gain any other benefits that would apply to an attack on a hit roll of 6 (e.g. an Infiltrator’s marksman bolt carbine)?

A: No. If any additional hits are scored as the result of a particular hit roll, those additional hits are not considered to have been made with any hit roll – they simply hit the target and you must continue the attack sequence for them (i.e. make a wound roll).

Designer’s Note: In the previous iteration of this FAQ, this question was ruled differently. Since that document was published, unintended combinations have come to light (such as some players interpreting that this allowed an infinite hit loop, effectively destroying any unit in the game as soon as a single 6 to hit is rolled – which was obviously never the intent of the rule), as well as that ruling being used as a precedent for similar abilities in other publications. As such, we have changed the answer to this question to ensure a more rewarding experience for all players.

Q: A lot of rules apply an effect when resolving an attack, rather than attacks. Does this mean the ability only applies for one single attack? For example, the Masterful Marksmanship Stratagem states ‘Until the end of the phase, when resolving an attack made with a special issue boltgun by a model in that unit, add 1 to the wound roll.’

A: The attack sequence in the core rules is based on attacks being made one at a time. Therefore the wording of these abilities matches how attacks are resolved in the core rules. The ability would still apply to other attacks made by that unit, so long as it satisfied the requirements laid out in the rule. In the above example, the ability would apply for each attack you make with a special issue boltgun by a model in that unit until the end of the phase.

Q: If I upgrade my Captain in Phobos Armour to be a Chapter Master, should the Infiltrator Comms Array still work with this model, and with its Chapter Master ability instead of Rites of Battle?

A: No.

*Q: If an **IMPULSOR** unit moves and a unit embarked upon it disembarks as a result of the Assault Vehicle ability, can that disembarking unit then move?*

A: Yes.

Q: If you have a unit that can shoot twice, (e.g. a Thunderfire Cannon affected by the Suppression Fire Stratagem), and it has the Salamander’s Forged in Battle Chapter Tactic, can it re-roll one hit and one wound roll both times it shoots, or only once?

A: Both times. The Forged in Battle Chapter Tactic takes effect each time a unit is chosen to shoot with and the unit in question is being chosen to shoot with twice.

Q: Can a Captain replace his master-crafted boltgun with a chainsword, then replace that chainsword with a storm shield?

A: Yes, because these wargear options are two separate bullet points (you cannot choose the same bullet-pointed wargear option for a unit more than once, however).

Q: Some datasheets that were in the 2017 edition of Codex: Space Marines are not in the 2019 edition, but are still in Index: Imperium 1. Can the versions from Index: Imperium 1 still be used?

A: Yes, provided an updated datasheet is not found for them elsewhere (e.g. in a codex supplement).

Q: Does a Chaplain have to be on the battlefield to recite a litany?

A: Yes.

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

A: Not as presented on page 179 of *Codex: Space Marines*. However, if you have a successor Chapter and are using a codex supplement of your founding Chapter, that publication will describe how you can select Warlord Traits (and other rules) from your founding Chapter as presented in that publication.

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

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.*

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

A: Yes.

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 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.