



# CODEX: SPACE MARINES

## Indomitus Version 1.3

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 104 – Guerilla Tactics

Add the following onto the end of this Stratagem:

'That unit cannot arrive from Strategic Reserves in the same turn it is placed into Strategic Reserves.'

### Page 107 – Merciless Butcher

Change this to read:

'Each time this **WARLORD** is selected to fight, make 1 additional attack with one of its melee weapons for every five enemy models within 3" of it (to a maximum of 3 additional attacks).'

### 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 161 – Venerable Dreadnought, Wargear Options

Add the following additional bullet point:

• If this model is from the Space Wolves Chapter (or one of its successor Chapters), its storm bolter can be replaced with 1 heavy flamer.'

### 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 195, Bolt Weapons

Change 'Guardian spear' to 'Vigil spear'.

## FAQS

**Q:** If a full strength Space Marine squad that has an upgrade, such as a Teleport Homer, an Armorium Cherub or a Watcher in the Dark, uses the Combat Squads ability to split into two separate units, can only one of those units use that ability and do I have to declare which of those units gets to use that ability when the unit splits up?

**A:** If a unit has split into two units because of its Combat Squads ability, only one of those units can use the Teleport Homer/Armorium Cherub/Watcher in the Dark ability. You do not have to declare which unit will get to use that ability when the unit splits up – either unit can use that ability during the battle. Once used, we recommend removing any model used to represent the Teleport Homer/Armorium Cherub/Watcher in the Dark as a reminder that the ability has now been resolved.