



CODEX: SPACE MARINES

Indomitus Version 1.0

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 NOTE

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.

UPDATES & ERRATA

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 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 202 – Points Values, Chapter Command.

Change these points values to read:

'Chapter Ancient.....+20pts

Champion.....+15pts

Chapter Master.....+40ts

Chief Apothecary.....+15pts

Chief Librarian.....+25pts

Master of Sanctity.....+25pts

Master of the Forge.....+20pts'

Designer's Note: *These values match the ones found in the Chapter Command rules on page 98.*

Page 204 – Points Values, Assault Squad

Add the following points values:

'Meltagun.....+10pts

Plasma gun.....+10pts'