

WARHAMMER 40,000 CODEX: CHAOS SPACE MARINES

Official Update Version 1.2

Although we strive to ensure that our codexes are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules, which require amendments to be made in older versions of our codexes. When such issues arise, we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our codexes. 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.

Each update is split into three sections: Errata, Amendments, and 'Frequently Asked Questions'. The Errata corrects any mistakes in the codex, while the Amendments bring the codex up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your codex, this is by no means necessary – just keep a copy of the update with your codex.

ERRATA

Page 42 – Obliterators, Obliterator Weapons

Change the final sentence to “An Obliterator unit cannot choose to fire the same weapon in two consecutive shooting attacks”.

Page 57 – Abaddon the Despoiler, Mark of Chaos Ascendent

Add the following sentence “If Abaddon rolls Spawnhood or Dark Apotheosis on the Chaos Boon Table, re-roll this result (and any further results of the same). The Despoiler is not meant for Daemonhood just yet!”

Page 61 – Typhus, Plague Zombies.

Change the second sentence to read ‘Plague Zombies are Chaos Cultists that have the Fearless, Feel No Pain and Slow and Purposeful special rules and cannot purchase options other than to add additional models to the unit.’

Page 69 – Axe of Blind Fury.

Change first rules sentence to ‘Models with the Mark of Khorne, or Daemons of Khorne, only.’

Page 91 – superscript note 5.

Change to ‘Models with the Mark of Khorne, or Daemons of Khorne, only.’

Page 94 – Daemon Prince, Options.

Change the first bullet point to ‘**Must** be upgraded to be one of the following:’

Page 97 – Chaos Terminators, Options, second bullet point

Change to ‘Any Chaos Terminator may choose any of the following three options:’

Page 97 – Helbrute

Change points value to 100 points.

Page 98 – Plague Marines, Plague Knife.

Add the following Designer’s Note:

Note that, for the purposes of the Plague Champion purchasing items from the Melee Weapons section of the wargear list, his Plague Knife can be exchanged in the same fashion as a close combat weapon.

Page 99 – Noise Marines, Wargear.

Add “Close combat weapon (Champion Only)”

Page 99 – Noise Marines, Options.

Change the third bullet point to “One Noise Marine may replace his boltgun with a blastmaster at 30 pts/model. If the squad numbers ten or more models, an additional Noise Marine may replace his boltgun with a blastmaster at 30 pts/model..”

FAQs

Q: If a model rolls Spawnhood or Dark Apotheosis on the Chaos Boon Table, does it retain the effects of any Chaos Boon Table rolls that have been applied to it so far during the game? (p29)

A: No.

Q: If a model with a Mark of Chaos becomes a Daemon Prince due to the Dark Apotheosis result on the Chaos Boon Table, do they lose the benefit of their Mark of Chaos? (p29)

A: Yes.

Q: Does a Warpsmith need a To Hit roll of 6 (as if taking a Snap Shot) when using his Master of Mechanisms special rule to curse a Zooming Flyer? (p34)

A: Yes.

Q: How do I determine the Arc of Sight for a Heldrake's ranged weapon? (p52)

A: Treat the Heldrake's ranged weapon as a Turret Mounted Weapon, measuring all ranges from the edge of the Heldrake's base nearest to the target unit.

Q: Does a Defiler with a power scourge gain the effects of the Flailspecial rule, reducing it's opponent's WS in addition to fighting with its power fists? (p53)

A: Yes.

Q: If a Helbrute rolls Fire Frenzy on the Crazy table but there are no viable enemy units within range/line of sight, is the Helbrute still Immobilised until the end of your turn? (p56)

A: Yes.

Q: If a Helbrute that is already Immobilised rolls Fire Frenzy, does it lose an additional Hull Point? (p56)

A: No.

Q: Does Abaddon the Despoiler's Mark of Chaos Ascendant prevent him from joining friendly units chosen from Codex: Chaos Space Marines that have a Mark of Chaos ? (p57)

A: No.

Q: If Khârn the Betrayer is engaged in a Challenge, do his To Hit rolls of a 1 still hit friendly models locked in the same combat? (p59)

A: Yes.

Q: If Khârn the Betrayer rolls a 1 To Hit in close combat and subsequently re-rolls this roll of a 1 due to his Hatred Incarnate Warlord Trait, does the original roll of a 1 still count for the purposes of inflicting hits on friendly models due to The Betrayer special rule?

A: No.

Q: If Typhus is engaged in a Challenge and chooses to use the Destroyer Hive, do you centre the template over him and resolve hits as normal against all units with models under the template, or does the Destroyer Hive only hit the model against which Typhus is fighting his Challenge? (p61)

A: It hits all units with models touched as normal.

Q: Is Lucius the Eternal's Lash of Torment a close combat or melee weapon? (p62)

A: No, it is an artefact with specific abilities that are always in effect.

Q: The Maulerfiend model has a pair of magma cutters. Does this mean that if it hits with at least one Attack in the Fight sub-phase it gets to make one additional Attack with each magma cutter and if it hits with all of its Attacks, it instead makes two additional Attacks with each of its magma cutters? (p68)

A: No. The Magma Cutters rule covers the effects of both the Maulerfiend's magma cutters, which are treated as a single weapon. They are also treated as a single weapon for the purposes of Weapon Destroyed results.

Q: Is a model equipped with the Scrolls of Magnus that does not begin the game as a Psyker, considered to have become a Psyker once they acquire one or more additional psychic powers from the scrolls? For example a Dark Apostle with the Mark of Tzeentch. (p69)

A: Yes, the model has the Psyker rule from that point onward, and is considered to have Mastery Level 1.

Q: Must a Forgefiend exchange its hades autocannons for ectoplasma cannons before being allowed to take the 'additional' ectoplasma cannon upgrade? (p103)

A: No.

Last updated April 2013