

WARHAMMER 40,000 CODEX:

SPACE MARINES

Official Update for 7th Edition, Version 1.0

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 174 – Battle Demi-company, Formation

Change the footnote to read:

'Captain Sicarius (pg 116), Chaplain Cassius (pg 118), Kor'sarro Khan (pg 121), Vulkan He'stan (pg 122), Shadow Captain Shrike (pg 123), Captain Lysander (pg 124) or Chaplain Grimaldus (pg 128) may be taken in place of the Captain or Chaplain.'

FAQs

Q: If I have enough bonuses to my Blessing of the Ommissiah rule – from Servitors with servo-arms in his unit and the Techmarine's servo-harness – can my Techmarine automatically repair a vehicle when using this rule? I mean, even on a roll of 1?

A: Yes.

Q: How do Power of the Machine Spirit and Skyfire interact?

A: Power of the Machine Spirit doesn't overrule the restrictions of Skyfire. If a unit has Skyfire, a weapon fired with Power of the Machine Spirit is fired at normal Ballistic Skill against Flyers, Flying Monstrous Creatures and Skimmers, and as a Snap Shot against other targets. Similarly, a unit without the Skyfire rule using Power of the Machine Spirit to fire at a Flyer will still only fire Snap Shots.

Q: Can weapons that can't make Snap Shots (like Template weapons) make use of the Power of the Machine Spirit special rule?

A: Yes. A weapon fired this way uses the model's full Ballistic Skill (for Blast weapons), but follows all the normal restrictions (you can't hit a Flyer with a Template weapon, for example).

Q: Can a vehicle use Power of the Machine Spirit to fire at full Ballistic Skill against a Flyer or invisible unit?

A: No.

Q: Can a vehicle move at Cruising Speed and fire a Blast weapon by using Power of the Machine Spirit?

A: Yes.

Q: Can you use Power of the Machine Spirit to fire Ordnance weapons on vehicles that are unable to fire due to having moved at Cruising Speed or having suffered a Crew Shaken or Crew Stunned result?

A: Yes.

Q: Can I Infiltrate with a Jump Infantry unit (e.g. an Assault Squad) that is joined by Shadow Captain Shrike?

A: Yes.

Q: When a Tactical Squad that is broken into 2 combat squads is embarked in a Rhino, can 2 models from each squad shoot out of the Fire Points?

A: No, only two models in total.

Q: Since the wording of the Graviton rule completely bypasses glancing and penetrating hits, which are when vehicle saves are taken, can a vehicle use any saves against Graviton weapons?

A: A vehicle hit by a weapon with the Graviton rule can take any invulnerable or cover saves that it has.

Q: Do Graviton weapons ignore cover when shooting at vehicles?

A: No. If a vehicle is obscured and suffers a glancing hit, penetrating hit, or is otherwise hit by an enemy shooting attack that inflicts damage upon it (such as being hit by a weapon with the Graviton special rule), it may take a cover save against it.

Q: How do Graviton weapons work against units with mixed armour saves?

A: Use the armour save that is in the majority within the target unit (in the case of a tie, use the armour save which gives the worst To Wound roll).

Q: When you choose to use the re-roll granted by a grav-amp, must you re-roll all dice or can you choose specific dice to re-roll?

A: You can choose to re-roll any dice.

Q: Can Black Templars use Crusader Squads instead of Tactical Squads in Formations?

A: No.

Q: Is it possible for an Apothecary to carry items from the Special Weapons and/or Melee Weapons lists (e.g. by a Veteran purchasing upgrades, and being subsequently upgraded to an Apothecary)?

A: No.

Q: In the Librarius Conclave, if you nominate a Librarian to benefit from Empyric Channelling, can the other Librarians in the Formation within 12" of the nominated Librarian attempt to manifest psychic powers in the same Psychic phase?

A: No.

Q: Certain models may replace one weapon with one Chapter Relic. Can a model then replace a second weapon (or that relic) with another Chapter Relic, and so on?

A: A single model may only be armed with one Chapter Relic.

Q: When a Space Marines Tactical Squad and a Space Marines Terminator Squad make a unit Fall Back, can the fleeing unit be overrun?

A: The Tactical Squad can attempt to make a Sweeping Advance. The Terminator Squad can only Consolidate.

Q: In Codex: Space Marines, on the bottom right of page 112 the footnote referenced by the Strike Force Command states that 'Chief Librarian Tigurius may be taken in place of a Librarian'. The Strike Force Command doesn't include a Librarian in its list – does this mean that you can take one?

A: No. Tigurius is there for the Librarius Conclave on page 113.

Q: If I fire a Thunderfire Cannon directly, do I still need to use the Barrage rule for scatter and template placement or can it fire each shot normally, rolling for each scatter independently?

A: If you are firing a Multiple Barrage weapon directly, the first shot scatters as for a Blast weapon, but the other shots are placed according to the rules for Multiple Barrages.

Q: Do Ultramarines vehicles get the benefit of Combat Doctrines?

A: Ultramarines Dreadnoughts (of all types) are the only vehicles to benefit from Combat Doctrines in an Ultramarines army.

Q: Do Blood Angels, Space Wolves, Grey Knights and Dark Angels all count as having Chapter Tactics for the purposes of joining allied Space Marine units? That is, does my Ultramarines unit lose the benefits of Chapter Tactics if they are joined by Mephiston?

A: If a unit from any of these Factions joins a unit with the Space Marines Faction, or vice versa, neither unit benefits from Chapter Tactics.

Q: Do Servitors for Techmarines and Chaplain Grimaldus form their own squad that the character is free to join and leave, or are they attached permanently to the character? In either case, are they allowed to join other units with the character?

A: If a Techmarine or Chaplain Grimaldus is accompanied by any Servitors or Cenobyte Servitors, they count as a unit which the character cannot leave, and they cannot join other units (though Independent Characters can join them). If the Servitors are killed, the character can join other units as normal.

Q: Can an auspex be used in Overwatch?

A: Yes.

Q: Do Space Marine Drop Pod doors count as solid walls that block line of sight?

A: No.

Q: Are Drop Pod doors ignored for game purposes once deployed?

A: Yes.

Q: Can the occupants of a Drop Pod move after it lands and opens the hatches (i.e. have the occupants disembarked from a Transport and therefore can move or have they just arrived from Deep Strike and therefore cannot)?

A: When the Drop Pod lands the units inside must disembark. The movement and the subsequent restrictions on the units are described under 'Placing Disembarked Models' and 'Disembarkation Restrictions' in *Warhammer 40,000: The Rules*.

Q: Does a unit embarked in a Deep Striking Drop Pod count as Deep Striking?

A: Yes.

Q: Can Centurions ride in Drop Pods?

A: Yes.

Q: Deep Striking Drop Pods and the Inertial Guidance System special rule – can a player aim to Deep Strike directly over enemy models and then use the Inertial Guidance System to move the actual landing to the nearest open space, or does the Drop Pod need to be placed on the table in open space first, followed by a scatter roll, with the Inertial Guidance System then being used if the scattered position is over impassable terrain?

A: When Deep Striking, you must first place one model from the unit (in this case the Drop Pod) on the battlefield where you want it to arrive. This means you can't choose to Deep Strike it onto an enemy unit, as you can't put the model down on top of your opponent's models! Inertial Guidance may only be used if the Drop Pod scatters from its original position.

Q: What happens if a Drop Pod scatters partly off the board and partly on top of another model? Can the Inertial Guidance System be used to reduce the scatter and see if it is still a Deep Strike Mishap, or is it just an immediate Deep Strike Mishap?

A: If any part of the main Drop Pod hull scatters off the board it suffers a Deep Strike Mishap.

Q: Why can't I have a unit of three Dreadnoughts all in Drop Pods as one choice on the Force Organisation Chart?

A: The rules are written in this way because allowing a single unit to embark on a number of different vehicles, some of which will arrive at different times and in different places, creates a number of complex issues that get in the way of fighting a battle.

Q: In a Gladius Strike Force, is a unit allowed to take a Drop Pod as a Dedicated Transport but then deploy on the board while the Drop Pod Deep Strikes?

A: Technically, taking a Drop Pod as a Dedicated Transport and then deploying the unit and the Drop Pod separately is something you can do.

Q: If a Space Marine Independent Character joins a Vanguard Veteran Squad, do they still get to benefit from the Heroic Intervention special rule?

A: No.

Q: Can the Captain requirement in a Demi-company, for example the Battle Demi-company in a Gladius Strike Force, be upgraded to a Chapter Master? None of the alternate named characters are currently Chapter Masters.

A: No.

Q: Do Space Marine Librarians have access to both Malefic and Sanctic Daemonology powers? It's only listed as 'Daemonology' on their profile.

A: They have access to both.

Q: If High Marshal Helbrecht's unit charges following a casualty, do the bonuses to the number of Helbrecht's Attacks from the Sword of the High Marshals and Rage stack?

A: Yes. Helbrecht receives D3+1 bonus Attacks on the charge.

Q: Models in Vanguard Veteran Squads are given the option of replacing their bolt pistol 'and/or' chainsword with a grav-pistol or plasma pistol. Similarly, the weapon options available to Veterans in a Command Squad appear to allow you to arm them with two Pistols. As such, in both cases they should be able to make use of the Gunslinger rule for having two Pistols – is that correct?

A: Yes.

Q: I have a question about the Stormraven Gunship's Transport Capacity, specifically its ability to transport a Dreadnought – what Walkers fit in that spot? Just the standard Dreadnought or can I put a Contemptor in there?

A: A Space Marine Stormraven Gunship can Transport any kind of Space Marine Dreadnought (e.g. a Dreadnought, a Venerable Dreadnought, an Ironclad Dreadnought or a Contemptor Dreadnought).

Q: Are the Primarch's Wrath and Dorn's Arrow affected by the Imperial Fists Chapter Tactic Bolter Drill?

A: Yes.

Q: Do hurricane bolters get 6 shots at 12" and below?

A: Yes.

Q: When a Heldrake armed with a baleflamer attacks Salamanders, do the Salamanders get the 4+ Feel No Pain roll from Flamecraft against it (the baleflamer is not listed as a flamer weapon in Warhammer 40,000: The Rules)?

A: The baleflamer spits great gouts of Daemon fire that,

amongst other things, ignite your soul. Salamanders do not get to use their Feel No Pain special rule from Flamecraft against this weapon.

Q: For a Sternguard Veteran Squad armed with combi-meltas in a Detachment in which Vulkan He'stan is the Warlord, are all shots affected by the Master-crafted special rule, or just the melta shots?

A: The weapon has the Master-crafted special rule, so the rule applies whichever profile you are firing with.

Q: If you have an Iron Hands Independent Character in a unit of White Scars, would the Iron Hands character keep the Feel No Pain special rule from The Flesh is Weak and the White Scars keep their Hit & Run special rule from Fight on the Move?

A: No – if a unit contains models drawn from two different Chapters, it counts as being from neither Chapter, and thus benefits from neither Chapter Tactic.

Q: Is the Black Templars Chapter Tactics Righteous Zeal supposed to say 'game turn' for losing models in the Shooting phase to gain the Rage special rule? Currently it simply says 'If a Black Templars unit suffers one or more casualties in the Shooting phase or as a result of Overwatch [...] until the end of the turn', which according to Warhammer 40,000: The Rules means the player's turn. How can you lose a model in your own Shooting phase?

A: The wording is correct. Your unit will only benefit from the Rage special rule as granted by Righteous Zeal if one or more of their unit was killed by Overwatch as they charged, or, more unlikely, if one or more of their unit was killed in their Shooting phase, for example if a model with a plasma gun suffers a Gets Hot Wound.

Q: What is the firing arc of the Space Marine Land Speeder and Land Speeder Storm secondary weapons operated by the gunner (heavy bolter, heavy flamer, multi-melta or assault cannon)?

A: It has a 90° firing arc (45° to either side of the forward facing of the Land Speeder).

Q: Are passengers allowed to disembark from a Zooming Stormraven?

A: Yes, using the Skies of Fury rule.

Q: Can a unit that disembarks from a Stormraven using the Skies of Fury rule charge on the turn they disembark, if it isn't the turn they came from Reserves?

A: No. The Skies of Fury rule states that 'Models that disembark using the Skies of Fury special rule cannot charge on the turn they do so'.

Q: Vehicles in an Iron Hands Detachment get the It Will Not Die special rule. Does this include any Tanks in an Iron Hands Detachment or only the Dreadnoughts with Chapter Tactics?

A: All Iron Hands vehicles gain It Will Not Die, including vehicles that do not have the Chapter Tactics special rules.

Q: What rule allows one to say that a Formation composed entirely of vehicles belongs to a specific Chapter? Can we claim that a Raptor Wing Formation from War Zone Damocles: Kauyon is an Iron Hands Formation, and if so, based on what rule? Can an Iron Hands Warlord with the Storm of Fire Warlord Trait nominate a vehicle from the Raptor Wing Formation? How about vehicles from the Warlord's Detachment, e.g. a Whirlwind?

A: If a Space Marines Detachment or Formation consists solely of vehicles that do not have the Chapter Tactics special rule, you can choose for them to be drawn from the Iron Hands (do this when choosing your army). An Iron Hands Warlord with the Storm of Fire Warlord Trait could nominate a vehicle from such a Formation or Detachment drawn from the Iron Hands in this way. The Warlord in this example could instead nominate vehicles from their own Detachment, if that Detachment was an Iron Hands Detachment (i.e. all units in the Detachment with the Chapter Tactics special rule are drawn from the Iron Hands). Note that you cannot do this with vehicles from other Chapters – the Iron Hands (and their Successor Chapters) have a unique relationship with the machines that accompany them to war.

Q: The Skyhammer Annihilation Force. Can Independent Characters join this Formation? If so, do they gain the special abilities bestowed upon the Formation?

A: Independent Characters can join this Formation in the usual way, but they will not gain the special abilities bestowed upon the Formation. This means that if the Independent Character joins an Assault Squad from this formation, for example, that squad won't be able to use the First the Fire, then the Blade special rule to charge in the turn they arrive. A Character cannot be deployed with this Formation if they do not have the ability to arrive on the same turn as the Formation.

Q: Can any Chapter use the Skyhammer Annihilation Force?

A: Any Chapter chosen from *Codex: Space Marines* can use it. Chapters from other codexes, e.g. *Codex: Blood Angels*, *Codex: Dark Angels*, *Codex: Space Wolves*, etc. cannot.

Q: I have the Skyhammer Annihilation Force – can I use it as part of the Talon Strike Force from War Zone Damocles: Kauyon?

A: No.

Q: The Mobile Firebase special rule for the Stormlance Battle Demi-company states that a unit can embark on their Dedicated Transport as part of their bonus movement. Can they also disembark?

A: No.

Q: The Firespear Strikeforce Formation from the Start Collecting! Space Marines box lists '1 Venerable Dreadnought' – is that one unit of Dreadnoughts or one Dreadnought model?

A: One Venerable Dreadnought model.

Q: Can the Space Marine Formations in War Zone Damocles: Kauyon be used to make a Gladius Strike Force?

A: No. *Codex: Space Marines* states which Formations can be included in a Gladius Strike Force.

Q: Does the Know When To Fade rule for the Talon Strike Force from War Zone Damocles: Kauyon allow a Fearless unit to disengage?

A: Yes.

Q: In War Zone Damocles: Kauyon, the Hammer of the Khan Warlord Trait can give the Warlord D3 Hammer of Wrath attacks, while the Hunting Force Formation gives its models 2 Hammer of Wrath hits if there at least five models in their unit. Both say instead of one, so which should be applied, or do they work together somehow?

A: If your Warlord is part of a unit of five or more models from a Hunting Force Formation and has the Hammer of the Khan Warlord Trait, you must choose whether to inflict 2 or D3 Hammer of Wrath hits (before rolling!).

Q: Can you upgrade the Captain in a Hunting Force Formation from War Zone Damocles: Kauyon to a Chapter Master?

A: No.

Q: In the Hunting Force Formation from War Zone Damocles: Kauyon I nominate an enemy HQ unit after deployment. If their HQ unit is attached to a unit or embarked on a vehicle, do I get the Formation benefits from The Hunters' Prey against the unit and/or Transport, or does it only apply once the HQ unit is alone?

A: You get the bonus if the HQ unit is attached to a unit when attacking that unit. The bonus does not apply to any Transport while the HQ unit is embarked inside.

Q: Can the Speartip Strike Formation from War Zone Damocles: Kauyon be used in a Gladius Strike Force to make up the one required Auxiliary choice?

A: No.

Q: The Pinion Battle Demi-company rules state that each Scout Sergeant and Scout Veteran Sergeant can 'spot' for another unit from the Formation within 9". Does the 'spotter' have to see the unit that the firing unit is targeting?

A: No.

Q: In the most recent Codex: Space Marines the Bolter Drill Chapter Tactics special rule was updated to function with special ammunition. Does this also apply to Sentinels of Terra Detachments, or do they still use the more restricted Close Ranged Bolter Drill rule from Sentinels of Terra?

A: Sentinels of Terra Detachments use the rules from *Sentinels of Terra*.

Q: Does Captain Lysander keep his Warlord Trait from Codex: Space Marines (Iron Resolve), or is it replaced by the Warlord Trait listed in Sentinels of Terra (Champion of Humanity), or does he get both?

A: In a Space Marines Detachment, he has Iron Resolve. In a Sentinels of Terra Detachment, he has Champion of Humanity. He does not have two Warlord Traits.

Q: Where do the special Warhammer World Space Marine tanks fit in the Gladius Strike Force Detachment in Codex: Space Marines?

A: They cannot be taken as part of a Gladius Strike Force.