

WARHAMMER 40,000

CODEX: CHAOS SPACE MARINES

Official Update Version 1.3

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 116 – <Mark of Chaos>

Add the following to the last paragraph:

'If a unit has the **TZEENTCH**, **NURGLE** or **SLAANESH** keywords, it cannot be from the World Eaters Legion, and if a unit has the **KHORNE**, **TZEENTCH** or **NURGLE** keywords, it cannot be from the Emperor's Children Legion. In addition, **PSYKERS** cannot be from the World Eaters Legion.'

Page 117 – Champion Equipment

Change the second heading to read:

'One of the champion's weapons can be chosen from the following list:'

Page 117 – Daemonic Ritual

Change the third sentence of the fourth paragraph to read:

'This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is wholly within 12" of the character and more than 9" from any enemy model.'

Page 121 – Cypher, Abilities

Add the following ability:

'**No-one's Puppet**: Cypher cannot use the Daemonic Ritual ability, even though he has the **CHAOS** and **CHARACTER** keywords.'

Page 129 – Bloodletters

Add '**DAEMON**' to the Faction keywords line.

Remove '**DAEMON**' from the keywords line.

Page 130 – Horrors

Replace this datasheet with the one at the end of this document.

Page 131 – Plaguebearers

Add '**DAEMON**' to the Faction keywords line.

Remove '**DAEMON**' from the keywords line.

Page 131 – Daemonettes

Add '**DAEMON**' to the Faction keywords line.

Remove '**DAEMON**' from the keywords line.

Page 132 – Khorne Berzerkers, Abilities

Add the following ability:

'**Berzerker Horde**: The Battlefield Role of **WORLD EATERS** Khorne Berzerkers is Troops instead of Elites.'

Page 135 – Noise Marines, Abilities

Add the following ability:

'**Masters of the Kakophoni**: The Battlefield Role of **EMPEROR'S CHILDREN** Noise Marines is Troops instead of Elites.'

Page 136 – Chosen, Wargear Options

Change this unit's wargear options to read:

- Any Chosen may take one item from the *Melee Weapons* list.
- Up to four Chosen may choose one of the following options:
 - Replace his bolt pistol with a plasma pistol.
 - Replace his boltgun with one item from the *Combi-weapons* or *Special Weapons* lists.
 - Replace his boltgun and bolt pistol with a lightning claw.
- An additional Chosen may replace his boltgun with one item from the *Special Weapons* or *Heavy Weapons* lists.
- The Chosen Champion may either take one item from the *Melee Weapons* list, or replace his boltgun and bolt pistol with items from the *Champion Equipment* list.
- One model may take a Chaos Icon (pg 153).'

Page 138 – Helbrute, Wargear Options

Change the third bullet point to read:

- This model may replace each Helbrute fist with a Helbrute hammer or power scourge.'

Page 142 – Obliterators

Remove '**DAEMON**' from the Faction keywords line.

Add '**DAEMON**' to the keywords line.

Page 146 – Chaos Predator, Damage table
Change the top value under ‘Remaining W’ to read ‘6-11+’.

Change the second value under ‘Remaining W’ to read ‘3-5’.

Page 149 – Khorne Lord of Skulls
Remove ‘**DAEMON**’ from the Faction keywords line.
Add ‘**DAEMON**’ to the keywords line.

Page 157 – Abilities, Legion Traits
Change the first sentence of rules text to read:
‘If your army is Battle-forged, all **Daemon Prince**, **INFANTRY**, **BIKERS** and **HELBRUTE** units in Chaos Space Marine Detachments gain a Legion Trait, so long as every unit in that Detachment is from the same Legion.’

Page 158 – Gifts of Chaos
Add the following sentence:
‘You can only use this Stratagem once per battle.’

Page 158 – Chaos Boon
Change the first sentence of rules text to read:
‘You can use this Stratagem at the end of a Fight phase in which one of your **HERETIC ASTARTES CHARACTERS** (excluding **DAEMON CHARACTERS**) slays an enemy **CHARACTER**, **VEHICLE** or **MONSTER**.’

Page 159 – Tide of Traitors
Add the following sentence:
‘You can only use this Stratagem once per battle.’

Page 159 – Killshot
Change the second sentence of rules text to read:
‘Add 1 to the wound rolls and damage for all of the Predators’ attacks that target **MONSTERS** or **VEHICLES** this phase.’

Page 161 – Gift of Chaos
Change the second sentence of rules text to read:
‘If manifested, select an enemy unit that is within 6" of the psyker and visible to him and roll a D6.’

Page 161 – Mark of Tzeentch: Weaver of Fates
Change the third sentence of rules text to read:
‘Until the start of your next Psychic phase, the invulnerable save of that unit is improved by 1 (to a maximum of 3+).’

FAQs

*Q: If I have a **DAEMON** model that can only be included once in my army – for example, the Changeling – and that model is slain during the game, can I use Daemonic Ritual to attempt to summon it and add it to my army again?*

A: Yes. Note that if you’re playing a matched play game you’ll need the appropriate reinforcement points to do so.

*Q: Does disembarking effectively prevent a **CHAOS CHARACTER** from summoning a **DAEMON** unit that turn using the Daemonic Ritual ability?*

A: Yes. Models that disembark count as having moved for all rules purposes, including Daemonic Ritual.

Q: If I am playing a mission such as The Relic, which has an objective marker that a unit can carry, and Cypher is carrying that objective marker when he is slain, what happens?

A: The objective marker is dropped.

Q: Can a Noise Marine use his Music of the Apocalypse ability if he flees the battlefield?

A: No. This ability can only be used when the model is slain.

Q: Can a Noise Marine that is slain use his Music of the Apocalypse ability to shoot any viable target, or does it have to target the unit that killed him?

A: It can shoot at any viable target.

Q: If a Noise Marine is slain whilst its unit is within 1" of an enemy unit, can he use his Music of the Apocalypse ability to shoot the unit that is within 1"?

A: Yes, but only with a Pistol.

Q: If several Noise Marines are slain in the same attack, can they each use their Music of the Apocalypse ability to throw a grenade, or can only one of them do so?

A: Each of them can throw a grenade.

*Q: If a Noise Marine is slain in the Fight phase, and he uses his Music of the Apocalypse ability to shoot an **IMPERIUM** unit and subsequently rolls a hit roll of 6+, does the Death to the False Emperor ability then grant him an extra attack with that weapon, even though it’s a ranged weapon?*

A: Yes. In this situation, make an extra hit roll against the target on a hit roll of 6+.

Q: Maulerfiends have a wargear option to ‘replace both magma cutters with lasher tendrils’. Does this mean I replace both magma cutters for a single ‘lasher tendrils’ weapon, or do I get two ‘lasher tendrils’ weapons?

A: You replace both magma cutters with a single ‘lasher tendrils’ weapon.

*Q: If I take a unit of **DAEMONS** in a Chaos Space Marines Detachment, do I lose my Legion Trait?*

A: Yes. However, if you summon a unit of **DAEMONS** and add them to your army, doing so does not affect your Legion Trait.

Q: If I give a unit in my army an Icon of Vengeance, then at the start of my first turn use the Beseech the Chaos Gods Stratagem to make that unit dedicated to Khorne, Tzeentch, Nurgle or Slaanesh, does the unit swap its Icon of Vengeance for the Chaos Icon of their god, or does it keep the Icon of Vengeance?

A: It keeps the Icon of Vengeance.

Q: If I roll a 12 on the Chaos Boon table, when adding a Daemon Prince to my army, which Daemon Prince datasheet should I use – the Daemon Prince or the Daemon Prince of Chaos? In addition, what wargear options can it take?

A: Use the Daemon Prince datasheet from *Codex: Chaos Space Marines*. The model can be equipped with any of its normal wargear options, providing you have the right model and it is built appropriately.

*Q: Are the bonus attacks from Death to the False Emperor and the Excess of Violence Stratagem cumulative? For example, if a model with an Attacks characteristic of 1 rolled a hit roll of 6+ when attacking an **IMPERIUM** unit (thereby giving it an extra attack) and then both of those attacks killed enemy models, would I then make two extra attacks for that model? If yes, what happens if I roll hit rolls of 6+ for these attacks?*

A: Yes, they are cumulative. In the example given, you would make two extra attacks but any further hit rolls of 6+ (and any subsequent models slain) would not generate any further attacks.

*Q: If an enemy **CHARACTER** is slain by the Gift of Chaos psychic power, do I need to have the appropriate reinforcement points set aside in order to set up the Chaos Spawn?*

A: Yes, if you are playing a matched play game.

Q: If I manifest the Gift of Chaos psychic power, and target a unit whose models have different Toughness characteristics, which one should I use?

A: Use the highest Toughness characteristic in the target unit.



HORRORS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Pink Horror	6"	4+	4+	3	3	1	1	7	6+
Blue Horror	6"	5+	-	2	3	1	1	7	6+
Pair of Brimstone Horrors	6"	5+	-	1	3	1	2	7	6+

This unit contains 10 Pink, Blue or pairs of Brimstone Horrors, in any combination. It can include up to 10 additional Horrors (**Power Rating +4**) or up to 20 additional Horrors (**Power Rating +8**). Pink Horrors attack with coruscating flames, while Blue Horrors and Brimstone Horrors simply scrabble at anyone who comes too close.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Coruscating flames	18"	Assault 2	User	0	1	-

WARGEAR OPTIONS

- For every ten models in the unit, one Pink Horror may take an Instrument of Chaos.
- For every ten models in the unit, one Pink Horror may take a Daemonic Icon.

ABILITIES

Daemonic Ritual (pg 117)

Daemonic Icon: If you roll a 1 when taking a Morale test for a unit with any Daemonic Icons, reality blinks and the daemonic horde is bolstered. No models flee and D6 slain Pink Horrors are instead added to the unit.

Split: Each time a Pink Horror is slain, you can add up to two Blue Horrors to its unit before you remove the slain model. Each time a Blue Horror is slain, you can add one pair of Brimstone Horrors to its unit before you remove the slain model. The replacement models cannot be placed within 1" of an enemy model. Note that Horrors that flee do not generate any extra models for their unit.

Matched Play: In matched play you must pay reinforcement points for each and every Blue and Brimstone Horror model that you add to a unit of Horrors, but the additional models can take the unit above its starting strength.

Instrument of Chaos: A unit that includes any Instruments of Chaos adds 1 to their Advance and charge rolls.

Iridescent Horror: When you set up this unit for the first time, you may select a single Pink Horror in the unit – that model has an Attacks characteristic of 2, instead of 1.

Magic Made Manifest: A unit of Horrors can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. However, when you do so, only roll a single D6 for the Psychic test or Deny the Witch test, and use the result to determine the outcome. Note that this means the Horrors cannot roll a double 1 or 6 to suffer Perils of the Warp. In addition, if the unit manifests the *Smite* psychic power whilst it contains less than 10 Pink Horror models, it only inflicts 1 mortal wound rather than D3.

Ephemeral Daemons: Pink Horrors have an invulnerable save of 4+. Blue Horrors have an invulnerable save of 5+. Pairs of Brimstone Horrors have an invulnerable save of 6+.

Magical Horde: Change the Type of this unit's coruscating flames to Assault 3 whilst the unit contains 20 or more Pink Horrors.

PSYKER

This unit can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* power. When manifesting or denying a psychic power, first select a model in the unit – measure range, visibility etc. from this model. If a Brimstone Horror is selected, it is slain after the psychic power has been attempted and, if successful, resolved.

FACTION KEYWORDS CHAOS, TZEENTCH, DAEMON

KEYWORDS INFANTRY, PSYKER, HORRORS