

# WARHAMMER 40,000

# CODEX: SPACE MARINES

## Official Update Version 1.1

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 131** – Sergeant Equipment  
Add 'Combi-grav'.

**Page 137** – Chaplain Grimaldus, Unmatched Zeal  
Change the first sentence of this ability to read:  
'If you roll a hit roll of 6+ in the Fight phase for a model in a friendly **BLACK TEMPLARS** unit that is within 6" of Chaplain Grimaldus, that model can immediately make another close combat attack using the same weapon.'

**Pages 139 and 190** – Wrist-mounted grenade launcher  
Change the AP value to read '-1'.

**Page 141** – Primaris Captain, Wargear Options  
Change the second bullet point to read:  
'This model may take a power sword, or replace its master-crafted auto bolt rifle and bolt pistol with a power fist and a plasma pistol.'

**Page 148** – Tactical Squad, Wargear Options  
Add a new bullet point as follows:  
'The Space Marine Sergeant may take melta bombs.'

**Page 148** – Intercessor Squad, Wargear Options  
Change the third bullet point to read:  
'The Intercessor Sergeant may either replace their bolt rifle with a power sword, or take a power sword in addition to their other weapons.'

**Page 149** – Scout Squad, Concealed Positions  
Change this ability to read:  
'**Concealed Positions:** When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.'

**Page 154** – Company Champion  
Change the unit description to read:  
'A Company Champion is a single model armed with a bolt pistol, master-crafted power sword, frag grenades, krak grenades and combat shield.'

**Page 154** – Company Veterans, Wargear Options  
Change the second bullet point to read:  
'Any model may replace their bolt pistol with a storm shield or an item from the *Melee Weapons* or *Pistols* lists.'

**Page 156** – Reiver Squad  
Replace the first bullet point with the following:  
• All Reivers in the unit may replace their bolt carbine with a combat knife.  
• The Reiver Sergeant may replace either his bolt carbine or heavy bolt pistol with a combat knife.'

**Pages 160, 161 and 188** – Grenade harness  
Change the AP value to read '-1'.

**Pages 162, 169 and 189** – Melta bomb  
Change the Abilities text to read:  
'You can re-roll failed wound rolls for this weapon if the target is a **VEHICLE**.'

**Page 166** – Redeptor Dreadnought  
Change the description to read:  
'A Redeptor Dreadnought is a single model equipped with a heavy onslaught gatling cannon, heavy flamer, two fragstorm grenade launchers and a Redeptor fist.'

**Page 166** – Redeptor Dreadnought, Wargear Options  
Add a new bullet point as follows:  
'This model may take an Icarus rocket pod.'

**Page 175** – Stalker, Damage chart  
Change the third value under 'Remaining W' to read '1-2'.

**Page 196** – Relics of the Chapter  
Add the following sentence:  
'You can only use this Stratagem once per battle.'

**Page 196** – Born in the Saddle  
Add the following sentence:  
'In addition, that unit does not suffer the penalty to hit rolls for Advancing and firing Assault weapons.'

### Page 197 – Bolter Drill

Change the first two sentences to read:

‘Use this Stratagem just before an **IMPERIAL FISTS INFANTRY** unit attacks in the Shooting phase. Until the end of the phase, each time you make a hit roll of 6+ for a model from that unit firing a bolt weapon, that model can immediately make another hit roll using the same weapon at the same target (these bonus attacks cannot themselves generate any further attacks).’

### Page 197 – Flamecraft

Change the first two sentences to read:

‘Use this Stratagem just before a **SALAMANDERS** unit attacks in the Shooting phase. Until the end of the phase, add 1 to the wound rolls made for all of that unit’s flame weapons.’

### Page 201 – The Sanctic Halo

Change the first sentence to read:

‘**ULTRAMARINES CAPTAIN** or **CHAPTER MASTER** only.’

### Page 202 – Librarius Discipline, Might of Heroes

Change the third sentence to read:

‘Until the start of your next Psychic phase, add 1 to that model’s Strength, Toughness and Attacks characteristics (if an attack hits a unit that has more than one Toughness characteristic, use the unit’s lowest Toughness characteristic when making the resultant wound roll).’

### Page 208 – Space Marine Points Values, Other Wargear

Add the following lines:

‘Auxiliary grenade launcher | 1  
Centurion assault launchers | 3  
Ironclad assault launchers | 5’

## FAQs

*Q: If the vehicle Sergeant Chronus is commanding is destroyed and he survives, can he assume command of another vehicle?*

A: No.

*Q: When a Thunderfire Cannon is fired, are the shots resolved with the Thunderfire Cannon’s Ballistic Skill or the Techmarine Gunner’s Ballistic Skill?*

A: The Thunderfire Cannon’s Ballistic Skill.

*Q: Can a Techmarine Gunner make ranged attacks in the same phase in which it operates a Thunderfire Cannon?*

A: Yes.

*Q: Can successor Chapters use the Warlord Traits of their founding Chapter?*

A: No.