WARHAMMER 40,000 CODEX:
CHAOS SPACE MARINES

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: Amendments, Errata 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.

AMENDMENTS

Various – Psyker
Any model with the Psyker special rule may generate powers from the Daemonology discipline in addition to the others listed in their Army List Entries.

Page 29, 104 – Witch-eater, rules
Replace ‘Deny the Witch roll’ with ‘Deny the Witch test’.

Page 60 – The Black Staff of Ahriman, rules
The second sentence should be replaced with: ‘It allows Ahriman to attempt to manifest the same witchfire power up to three times per Psychic phase’.

ERRATA

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, rules
Change first 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 the unit’s 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.

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: 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? (pg 34)
A: Yes.

Q: How do I determine the Arc of Sight for a Heldrake’s ranged weapon? (pg 32)
A: Treat the Heldrake’s ranged weapon as a hull mounted weapon, measuring all ranges and line of sight from the barrel of the gun.

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? (pg 57)
A: No.
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. (pg 69)

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

Last updated May 2014.