

# WARHAMMER 40,000 CODEX: CHAOS SPACE MARINES

## Official Update for 7th Edition, Version 1.2

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.

### AMENDMENTS

#### Various – Psykers

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

#### Various – Helbrute

Increase the Attacks (A) characteristic of the Helbrute by 2 on all appropriate profiles.

#### 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 68 – Chaos Vehicle Equipment, Magma Cutters

Change the rules text to read:

**'If a Maulerfiend hits with at least one Attack in the Fight sub-phase, it may make an additional Attack with one of its magma cutters against one of the units it**

**hit. If it hit with all of its Attacks, it instead makes two additional Attacks with its magma cutters against one of the units it hit. These Attacks hit automatically and are resolved at Initiative 1 with the following profile:**

Range	S	AP	Type
-	8	1	Armourbane'

#### 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.'

#### 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: 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 52)*

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: A Heldrake has one ranged weapon; if it opts to Vector Strike in the Movement phase, is it still able to fire its weapon in the Shooting phase?*

A: Yes.

*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.

*Q: For Chaos Space Marine Sorcerers with a Mark of Chaos, does the new rule of automatically getting the primaris power of your god's mark fulfil the requirement that a Sorcerer with a mark must generate one psychic power from his patron's psychic table?*

A: No. They must generate one power from their patron's discipline. They can generate all other powers (if they are Mastery Level 2 or higher) from another discipline, and they will also know the primaris power of their patron's discipline because of the Chaos Psychic Focus rule.

*Q: Can Thousand Sons Aspiring Sorcerers generate their power from the Daemonology discipline instead of the Discipline of Tzeentch?*

A: No. However, Chaos Psychic Focus means they will also have the primaris power from the Discipline of Tzeentch.

*Q: Khârn's attacks always hit on a 2+ in close combat due to Gorechild. If he attacks a unit that has the Invisibility power cast upon it, does he still hit on 2+?*

A: Yes.

*Q: Chaos Space Marine Super-heavy vehicles can take Daemonic Possession for 30 points. However, being a Super-heavy vehicle they already ignore Crew Stunned and Crew Shaken results, but still take the -1 Ballistic Skill penalty. Is there an update missing from the Daemonic Possession rules regarding Super-heavy vehicles?*

A: This vehicle upgrade is included for completeness' sake only.

*Q: When using a Spell Familiar to re-roll a failed Psychic test, do you re-roll all of the dice you used to attempt to manifest the*

*power or only the dice that failed to get a 4+?*

A: You re-roll all of the dice.

*Q: Does a Spell Familiar allow you to re-roll the Psychic test if you get Perils of the Warp result?*

A: Only if your Psyker failed to manifest the psychic power in question. If the psychic power is manifested, the test wasn't failed, so the Spell Familiar's rule doesn't apply.

*Q: Is a baleflamer considered to be a flamer weapon?*

A: No.

*Q: Does the Champions of Chaos special rule work only in the Assault phase, or does it apply in the Shooting phase as well?*

A: A character with the Champions of Chaos rule rolls on the Chaos Boon table when they kill an enemy character, whether this is in the Shooting phase, Fight sub-phase, or even with Overwatch fire. The only exception is that you don't get to roll on the Chaos Boon table for a character killed by a Sweeping Advance.

*Q: Does the mutation from the Possessed's Vessels of Chaos special rule last until the end of the game turn or player turn?*

A: Until the end of the player turn.

*Q: How do Feel No Pain or Reanimation Protocols rolls interact with the Black Mace?*

A: If any model suffers an unsaved Wound from the Black Mace (other than one caused by its Cursed special rule), then it would make a Feel No Pain or Reanimation Protocol roll before the Toughness test is taken. If the roll is passed, no Toughness test is taken and the Wound is discounted. If a model is forced to take a Toughness test at the end of the phase by the Cursed special rule, Feel No Pain and Reanimation Protocol rolls are made after a failed Toughness test – i.e. when the model would otherwise suffer an unsaved Wound.

*Q: Be'lakor was updated in War Zone Fenris: Curse of the Wulfen; is he still an available HQ choice for a Chaos Space Marines army?*

A: Yes, if you have the Be'lakor dataslate.

#### **HELBRUTE DATASLATE**

*Q: Does the 3+ cover save that the Helcult Formation's Helbrute gets apply in close combat?*

A: No.

*Q: How do the Chaos Boons that give Toughness, Wounds and other non-applicable characteristic bonuses work when you roll them for a Helbrute? (You get the roll by casting Gift of Mutation on the Helbrute Champion – which has the Vehicle (character) unit type – from the Helfist Murderpack Formation.)*

A: The roll has no effect if you roll one of these results.

*Q: What is the maximum charge range of a Helbrute that has just performed a Deep Strike as part of the Mayhem Pack Formation – is it 12" or 0"?*

A: Units that have arrived from Deep Strike Reserve cannot charge in the turn they do so, unless a rule explicitly states otherwise. Once the Helbrutes have arrived from Deep Strike Reserve, roll on the Crazy table for them and apply the result as normal – for the purposes of Blood Rage the Helbrutes' charge range is still considered to be 12".