

ERRATA

With the release of the most recent version of *Codex: Space Marines*, there have been a number of changes made to both the datasheets and weaponry of the forces of the Adeptus Astartes. This document contains errata to bring the relevant models and wargear that are found in various other publications in line with these updated versions. Any changes from the previous version of this document highlighted in **magenta**.

INDEX: IMPERIUM 1

Codex: Space Marines has updated certain datasheets. The following updates apply to the following units in *Index: Imperium 1*.

The following datasheets gain the Angels of Death ability:

- Apothecary on Bike
- Chaplain on Bike
- Chapter Ancient
- Chapter Champion
- Company Ancient on Bike
- Company Champion on Bike
- Company Veterans on Bikes
- Damned Legionnaires
- Honour Guard
- Imperial Space Marine
- Interrogator Chaplain on Bike
- Iron Priest on Bike
- Iron Priest on Thunderwolf
- Kor'sarro Khan on Moondrakkan
- Land Raider Excelsior
- Librarian on Bike
- Logan Grimnar
- Lone Wolf
- Lone Wolf in Terminator Armour
- Marneus Calgar in Artificer Armour
- Rhino Primaris
- Rune Priest on Bike
- Sanguinary Priest on Bike
- Techmarine on Bike
- Terminus Ultra
- Wolf Guard Battle Leader on Bike
- Wolf Guard on Bikes
- Wolf Priest on Bike

Designer's Note: *The Bolter Discipline ability is described in a previous update, and the Shock Assault ability can be found below. Combat Doctrines is a new ability exclusive to Codex: Space Marines – units in Blood Angels, Dark Angels, Space Wolves or Deathwatch Detachments (or for Detachments of any of their successor Chapters) cannot currently make use of this ability.*

Chaplain on Bike

Remove the Litanies of Hate ability on this datasheet.

Add to this datasheet the **PRIEST** keyword, and add to this datasheet the row:

PRIEST: This model knows the Litany of Hate (see below). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.

Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly **<CHAPTER>** units whilst their unit is within 6" of this model.

CODEX: BLOOD ANGELS, DARK ANGELS, SPACE WOLVES AND DEATHWATCH

Codex: Space Marines has updated certain datasheets. The following updates apply to the following weapons and units in *Codex: Blood Angels*, *Codex: Dark Angels*, *Codex: Space Wolves*, and *Codex: Deathwatch*. Note that these updates are in addition to gaining the Bolter Discipline ability, as described in a previous update. The changes are listed below:

Auto Bolt Rifle

Change Type to Assault 3.

Master-crafted Auto Bolt Rifle

Change Type to Assault 3.

Stalker Bolt Rifle

Change Damage characteristic to 2.

Master-crafted Stalker Bolt Rifle

Change Damage characteristic to 3.

Demolisher Cannon

Change Type to Heavy D6 and change Abilities to '–'.

Icarus Rocket Pod

Change Damage characteristic to 2.

Flamestorm Cannon

Increase Range to 12".

Hand Flamer

Change Type to Pistol D6.

Captain in Gravis Armour

Change Wounds characteristic to 7.

Wolf Lord in Gravis Armour

Change Wounds characteristic to 7.

Master in Gravis Armour

Change Wounds characteristic to 7.

Aggressor Squad (Blood Angels and Dark Angels) and Aggressors (Space Wolves and Deathwatch), Fire Storm

Change this ability to read: 'When this unit fires Overwatch or is chosen to shoot with, models in this unit can shoot twice if this unit did not move this turn.'

Intercessors (Deathwatch), Fire Storm

Change this ability to read: 'When this unit fires Overwatch or is chosen to shoot with, **AGGRESSOR** models in this unit can shoot twice if this unit did not move this turn.'

Aggressor & Aggressor Sergeant

Change Wounds characteristic to 3.

Change Attacks characteristic to 3 (Aggressor) and 4 (Aggressor Sergeant).

Inceptor & Inceptor Sergeant

Change Wounds characteristic to 3.

Reiver Squad (Blood Angels and Dark Angels), Terror Troops

Change this ability to read:

'Whilst any **REIVER** units from your army are within 3" of any enemy units, subtract 1 from the Leadership characteristic of each of those enemy units for each **REIVER** unit from your army that is within 3" of that enemy unit (to a maximum of -3).'

Reivers (Space Wolves), Terror Troops

Change this ability to read: 'Whilst any **REIVER** units from your army are within 3" of any enemy units, subtract 1 from the Leadership characteristic of each of those enemy units for each **REIVER** unit from your army that is within 3" of that enemy unit (to a maximum of -3).'

Reivers (Deathwatch), Terror Troops

Change this ability to read: 'Whilst any **REIVER** units or units which contain any **REIVER** models from your army are within 3" of any enemy units, subtract 1 from the Leadership characteristic of each of those enemy units for each **REIVER** unit or unit which contains any **REIVER** models from your army that is within 3" of that enemy unit (to a maximum of -3).'

Intercessors (Deathwatch), Terror Troops

Change this ability to read: 'Whilst any **REIVER** units or units which contain any **REIVER** models from your army are within 3" of any enemy units, subtract 1 from the Leadership characteristic of each of those enemy units for each **REIVER** unit or unit which contains any **REIVER** models from your army that is within 3" of that enemy unit (to a maximum of -3).'

Shock Assault

Add the following ability to all datasheets (excluding **SERVITORS** and **BEASTS**):

'If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

Drop Pod

Add the following to the Drop Pod Assault ability:

'Matched Play: This model and any units embarked aboard it are exempt from the Tactical Reserves matched play rule, except that if it and any units embarked aboard it have not arrived on the battlefield by the end of the third battle round, they count as having been destroyed.'

Designer's Note: This ability is only applied to the Drop Pod datasheet found in these codexes, and not to similar models found in other publications.

Deathwatch – Special Issue Ammunition

The following errata was published in a previous update, but is reprinted here for your convenience:

Page 64 – Special Issue Ammunition

Change the first paragraph of this ability to read: 'When this unit fires any ranged weapons from the following list, you can choose for it to fire special ammunition. If you do so, the Bolter Discipline ability does not apply when resolving their shots, but you instead choose one kind of ammunition from the table to the right and apply the corresponding modifier.'

Designer's Note: Note that the normal rules for Rapid Fire weapons, as described in the Warhammer 40,000 core rules, continue to apply when shooting a Rapid Fire weapon with special issue ammunition.'

These rules updates are appropriate for the brutal assaults of Space Marines, regardless of their organisation or allegiance. Therefore, the following updates also apply to the following weapons and units in the following books, as noted below:

- Codex: Grey Knights
- Imperial Armour – Index: Forces of the Adeptus Astartes (including the following datasheets: **Astraeus Super-heavy Tank**, Relic Sicaran Omega Tank Destroyer, Relic Sicaran Arcus Strike Tank, Gabriel Angelos, Carab Culln the Risen, Casan Sabius)
- Codex: Chaos Space Marines
- Codex: Thousand Sons
- Codex: Death Guard
- Imperial Armour – Index: Forces of Chaos
- Terrax-pattern Termite Assault Drill datasheet

Note that these updates are in addition to gaining the Bolter Discipline ability, as described in a previous update. The changes are listed below.

CODEX: GREY KNIGHTS

Flamestorm Cannon

Increase Range to 12"

Shock Assault

Add the following ability to all datasheets (excluding Servitors):

'If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

IMPERIAL ARMOUR – INDEX: FORCES OF THE ADEPTUS ASTARTES

Flamestorm Cannon

Increase Range to 12"

Demolisher Cannon

Change Type to Heavy D6 and change Abilities to '2'

Shock Assault

Add the following ability to all **GREY KNIGHTS** datasheets:

'If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

Angels of Death

Add the following ability to all datasheets (excluding **GREY KNIGHTS**, **ADEPTA SORORITAS** and **INQUISITION** datasheets):

'This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines.'

Designer's Note: The Bolter Discipline ability is described in a previous update, and the Shock Assault ability can be found above. **Combat Doctrines** is a new ability exclusive to Codex: Space Marines – units in Blood Angels, Dark Angels, Space Wolves and Deathwatch Detachments (or in Detachments of any of their successor Chapters) cannot currently make use of this ability.

Chaplain Venerable Dreadnought

Add to this datasheet the **PRIEST** keyword, and add to this datasheet the row:

PRIEST: This model knows the Litany of Hate (see below) and one litany from the Litanies of Battle (see Codex: Space Marines). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.

Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly <CHAPTER> units whilst their unit is within 6" of this model.

Chaplain Dreadnought Titus

Add to this datasheet the **PRIEST** keyword, and add to this datasheet the row:

PRIEST: This model knows the Litany of Hate (see below) and two litanies from the Litanies of Battle (see Codex: Space Marines). At the start of the battle round, this model can recite two litanies it knows that have not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.'

Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly **HOWLING GRIFFONS** units whilst their unit is within 6" of this model.

Chaplain Ivanus Enkomi

Remove the Litanies of Hate ability on this datasheet.

Add to this datasheet the **PRIEST** and **MASTER OF SANCTITY** keywords, and add to this datasheet the row:

PRIEST: This model knows the Litany of Hate (see below) and two litanies from the Litanies of Battle (see *Codex: Space Marines*). At the start of the battle round, this model can recite two litanies it knows that have not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.

Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly **MINOTAURS** units whilst their unit is within 6" of this model.

High Chaplain Thulsa Kane

Remove the Litanies of Hate ability on this Datasheet.

Add to this datasheet the **PRIEST** and **MASTER OF SANCTITY** keywords, and add to this datasheet the row:

PRIEST: This model knows the Litany of Hate (see below) and one litany from the Litanies of Battle (see *Codex: Space Marines*). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.

Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly **EXECUTIONERS** units whilst their unit is within 6" of this model.

CODEX: CHAOS SPACE MARINES

Demolisher Cannon

Change Type to Heavy D6 and change Abilities to '-'

Hateful Assault

Add the following ability to all datasheets that have the **HERETIC ASTARTES** or **FALLEN** keyword (excluding units with the **CHAOS CULTISTS** keyword):

'If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

CODEX: THOUSAND SONS

Demolisher Cannon

Change Type to Heavy D6 and change Abilities to '-'

Hateful Assault

Add the following ability to all datasheets that have the **THOUSAND SONS** keyword (excluding units with the **CHAOS CULTISTS** or **TZAANGOR** keyword):

'If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

CODEX: DEATH GUARD

Hateful Assault

Add the following ability to all datasheets that have the **DEATH GUARD** keyword (excluding units with the **CHAOS CULTISTS** or **POXWALKER** keyword):

'If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

IMPERIAL ARMOUR – INDEX: FORCES OF CHAOS

Demolisher Cannon

Change Type to Heavy D6 and change Abilities to '-'

Hateful Assault

Add the following ability to all datasheets that have the **HERETIC ASTARTES** keyword:

'If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

TERRAX-PATTERN TERMITE ASSAULT DRILL

Add the following ability to this datasheet if it is taken from the Space Marines Faction:

'Angels of Death

This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines.'

Add the following ability to this datasheet if it is taken from the Heretic Astartes Faction:

'Hateful Assault

If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'