



CODEX: SPACE MARINES

Indomitus Version 1.0

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

UPDATES & ERRATA

Page 109 – Combat Doctrines

Replace the Combat Doctrines ability with the following (note that the Devastator Doctrine, Tactical Doctrine and Assault Doctrine remain unchanged):

'If your army is Battle-forged and if every unit from your army has this ability (excluding **SERVITOR** and **UNALIGNED** units), this unit gains a bonus (see below) depending on which combat doctrine is active for your army, as follows:

- During the first battle round, the Devastator Doctrine is active for your army.
- During the second battle round, the Tactical Doctrine is active for your army.
- At the start of the third battle round, select either the Tactical Doctrine or Assault Doctrine: until the end of that battle round, the doctrine you selected is active for your army.
- During the fourth and subsequent battle rounds, the Assault Doctrine is active for your army.

Unless specified otherwise, this bonus is not cumulative with any other rules that improve the Armour Penetration characteristic of a weapon (e.g. the Storm of Fire Warlord Trait).'

*Page 111 and 169 – Captain in Phobos Armour and Ranged Weapons list, master-crafted instigator bolt carbine, Abilities

Change to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

*Page 111 – Captain in Phobos Armour, Abilities, Camo Cloak

Change to read:

'Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

*Page 119 – Librarian in Phobos Armour, Abilities, Camo Cloak

Change to read:

'Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

*Page 124 – Scout Squad, Abilities, Camo Cloaks

Change to read:

'Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

*Page 124 and 170 – Scout Squad and Ranged Weapons list, sniper rifle, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

*Page 150 and 167 – Eliminator Squad and Ranged Weapons list, bolt sniper rifle

Executioner round, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

Hyperfrag round, Abilities

Change to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

Mortis round, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

*Page 150 and 168 – Eliminator Squad and Ranged Weapons list, instigator bolt carbine, Abilities

Change to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

*Page 150 – Eliminator Squad, Abilities, Camo Cloak

Change to read:

'Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

Page 151 – Hellblaster Squad
Change the Power Level to ‘8’.

Change the second sentence of the unit description to read:
‘It can additionally contain up to 5 Hellblasters (**Power Rating +8**).’

***Page 155, 156, 157, 158, 161 and 164** – Land Raider, Land Raider Crusader, Land Raider Redeemer, Repulsor Executioner, Repulsor and Stormraven Gunship, Abilities, Power of the Machine Spirit
Delete this ability.

***Page 160** – Drop Pod, Abilities, Drop Pod Assault
Change the Matched Play clause to read:
‘Neither this model, nor any units embarked within it, are counted towards any limits that the mission you are playing places on the maximum number of Reinforcement units you can have in your army. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.’

Page 174 – Chapter Tactics
Add the following:

‘Designer’s Note: *The Chapter Tactic rules presented in Codex: Space Marines and its Codex supplements replace any Chapter Tactics previously printed in other publications, including those for Blood Ravens and Crimson Fists in White Dwarf magazine and the Chapter Tactic for the Emperor’s Spears included with the limited edition of the Spear of the Emperor novel. Crimson Fists should use the No Matter the Odds Chapter Tactic (pg 175), while Blood Ravens and the Emperor’s Spears should use the Successor Chapter Tactics rules on page 176. Note that the Emperor’s Spears are a successor Chapter of the Ultramarines, and so if you choose the Inheritors of the Primarch Successor Tactic, you must use the Chapter Tactic of the Ultramarines.*

***Page 175** – White Scars: Lightning Assault
Change the second sentence of this Chapter Tactic to read:
‘Models with this tactic do not suffer the penalty for Advancing and firing Assault weapons.’

Page 180 – Stratagems, Auspex Scan, rules text
Change the first sentence to read:
‘Use this Stratagem after your opponent sets up a unit on the battlefield as reinforcements within 12" of any **ADEPTUS ASTARTES INFANTRY** units from your army.’

Page 180 – Stratagems, Duty Eternal
Change to read:
‘Use this Stratagem when an **ADEPTUS ASTARTES DREADNOUGHT** model from your army is chosen as the target for an attack. Until the end of the phase, when resolving an attack made against that model, you can reduce any damage suffered by 1, to a minimum of 1 (this is not cumulative with any other rules that reduce the damage).’

Page 183 – Stratagem, Adaptive Strategy
Delete this Stratagem.

***Page 160** – Land Speeder Storm, Abilities, Open-topped
Change the second sentence to read:
‘When they do so, all restrictions and modifiers that apply to this model also apply to its embarked models.’

Add the following:
‘While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with any Pistols they are equipped with.’

***Page 171** – Wargear, Camo cloak
Change to read:
‘Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.’

***Page 175** – White Scars: Lightning Assault
Change the second sentence of this Chapter Tactic to read:
‘Models with this tactic do not suffer the penalty for Advancing and firing Assault weapons.’

***Page 177** – Successor Chapter Tactics, Indomitable
Change to read:
‘Each time a Combat Attrition test is taken for a unit with this tactic, it is automatically passed.’

***Page 179** – Chapter Warlord Traits, Imperial Fists: Architect of War
Change to read:
‘While a friendly **IMPERIAL FISTS** unit is within 6" of this Warlord, each time a ranged attack with an Armour Penetration characteristic of -1 is allocated to a model in that unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.’

***Page 179** – Chapter Warlord Traits, Crimson Fists, Refuse To Die
Change the second sentence to read:
‘On a 4+, return this Warlord to play with D3 wounds remaining, placing them as close as possible to their previous position and not within Engagement Range of any enemy units.’

***Page 182** – Stratagems, Big Guns Never Tire
Delete this Stratagem.

Page 185 – The Vox Espiritum, rules text
Change the second sentence to read:
‘If a model has this Relic, add 3" to the range characteristic of its aura abilities (e.g. Rites of Battle) to a maximum of 9".’

IMPERIUM NIHILUS: VIGILUS DEFIANT ERRATA

Since the release of the *Imperium Nihilus: Vigilus Defiant* book, a number of the rules presented there have been superseded by those found in *Codex: Space Marines*. This has necessitated the following changes to *Imperium Nihilus: Vigilus Defiant*:

Page 174 – Grey Shield

Change the first paragraph to read:

‘Once per battle, at the start of your Movement phase, if your Warlord is on the battlefield, you can choose for **INDOMITUS CRUSADER** units in the same Detachment as your Warlord to gain an additional Chapter Tactic until the start of your next turn. Pick the additional Chapter Tactic from the following: Codex Discipline, Lightning Assault, Siege Masters, Righteous Zeal, Forged in Battle, Shadow Masters, The Flesh is Weak, No Matter the Odds (see *Codex: Space Marines*).’

Page 175 – Stratagems

Remove the Boltstorm, Rapid Fire, Target Sighted and Veteran Intercessors Stratagems from this Specialist Detachment.

Designer’s Note: Updated versions of these Stratagems can be found in *Codex: Space Marines*.

FAQs

Q: Can I use a Stratagem from the 2017 edition of *Codex: Space Marines* if there is not an updated version of that Stratagem in the 2019 edition of *Codex: Space Marines*?

A: No, none of the rules found in the 2017 edition of *Codex: Space Marines* can be used.

Q: If I include a *Space Marines Detachment* in my army, can I use the Stratagems from *Codex: Space Marines* to affect **ADEPTUS ASTARTES** units from other Codexes, such as *Codex: Grey Knights* or *Codex: Deathwatch*?

A: No, as noted in the second paragraph under *Space Marine Units and Detachments* on page 174 of *Codex: Space Marines*.

Q: A lot of rules apply an effect when resolving an attack, rather than attacks. Does this mean the ability only applies for one single attack? For example, the *Masterful Marksmanship Stratagem* states ‘Until the end of the phase, when resolving an attack made with a special issue boltgun by a model in that unit, add 1 to the wound roll.’

A: The attack sequence in the core rules is based on attacks being made one at a time. Therefore the wording of these abilities matches how attacks are resolved in the core rules. The ability would still apply to other attacks made by that unit, so long as it satisfied the requirements laid out in the rule. In the above example, the ability would apply for each attack you make with a special issue boltgun by a model in that unit until the end of the phase.

Q: The bolt sniper rifle’s executioner round adds +2 to the hit roll. Given that these rolls cannot be modified by more than -1 or +1, how does this work?

A: While hit rolls and wounds rolls cannot be modified by more than -1 or +1, this limit takes effect after all applicable modifiers have been applied, some of which may cancel each other out.

For example, if a model making an attack with an executioner round (that is conferring a +2 modifier to the hit roll) targets a **STORMRAVEN GUNSHIP** unit that has the *Hard to Hit* rule that applies a -1 modifier to the hit roll, then, after applying both of these modifiers to the roll, there would be a final modifier of +1.

Q: If I upgrade my Captain in *Phobos Armour* to be a Chapter Master, should the *Infiltrator Comms Array* still work with this model, and with its Chapter Master ability instead of *Rites of Battle*?

A: No.

Q: If an **IMPULSOR** unit moves and a unit embarked upon it disembarks as a result of the *Assault Vehicle* ability, can that disembarking unit then move?

A: Yes.

Q: If you have a unit that can shoot twice, (e.g. a *Thunderfire Cannon* affected by the *Suppression Fire Stratagem*), and it has the *Salamander’s Forged in Battle Chapter Tactic*, can it re-roll one hit and one wound roll both times it shoots, or only once?

A: Both times. The *Forged in Battle Chapter Tactic* takes effect each time a unit is chosen to shoot with and the unit in question is being chosen to shoot with twice.

Q: Can a Captain replace his master-crafted boltgun with a chainsword, then replace that chainsword with a storm shield?

A: Yes, because these wargear options are two separate bullet points (you cannot choose the same bullet-pointed wargear option for a unit more than once, however).

Q: Some datasheets that were in the 2017 edition of *Codex: Space Marines* are not in the 2019 edition, but are still in *Index: Imperium 1*. Can the versions from *Index: Imperium 1* still be used?

A: Yes, provided an updated datasheet is not found for them elsewhere (e.g. in a *Codex* supplement).

Q: Does a Chaplain have to be on the battlefield to recite a litany?

A: Yes.

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

A: Not as presented on page 179 of *Codex: Space Marines*. However, if you have a successor Chapter and are using a *Codex* supplement of your founding Chapter, that publication will describe how you can select Warlord Traits (and other rules) from your founding Chapter as presented in that publication.

Q: Can I use the *Flakk Missile Stratagem* when a model fires a cyclone missile launcher?

A: No.

Q: Which part of a Drop Pod should I measure distances from and to, especially if the model has been assembled so its doors can be opened or closed?

A: Measure all distances to and from any part of the model, including its doors. If this model has been assembled such that you can lower and raise its doors, then when this model is first set up in the battlefield choose whether the doors will be lowered or raised – you cannot raise or lower the doors thereafter during the battle.

Designer's Note: *Choosing to set this model up in the 'raised doors position' simply represents the doors closing the instant after its passengers have disembarked.*

Q: When a unit with the And They Shall Know No Fear ability takes a Morale test, is the number that is added to the dice roll for the number of models destroyed in that unit for that turn considered to be a modifier (for the purposes of applying re-rolls before modifiers)?

A: No, the number added is not considered to be a modifier.

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

A: Yes.

Q: Can I use a Signum to increase the Ballistic Skill characteristic of a model when it shoots with a ranged weapon before being removed as a casualty as part of the Astartes Banner ability?

A: No.

Q: Can the Auspex Scan Stratagem be used to shoot an enemy unit that is set up on the battlefield before the start of the first turn?

A: No.