

# WARHAMMER 40,000

# CODEX: SPACE MARINES

## Official Update Version 1.0

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

**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 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 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 201** – The Sanctic Halo  
Change the first sentence to read:  
'**ULTRAMARINES CAPTAIN OR CHAPTER MASTER** only.'

**Page 208** – Space Marine Points Values, Other Wargear  
Add the following lines:  
'Auxiliary grenade launcher | 1  
Centurion assault launchers | 3  
Ironclad assault launchers | 5'