

# CODEX: SPACE MARINES CORRECTIONS

weapons marked with a \*\*. The full rules for Space Marine wargear can be found on pages 34-35. All wargear and weapons must be represented on the model. Independent characters accompanied by a Command Squad may still choose independent character only wargear.

Page 6, Space Marine Armoury.

CHAPLAIN XAVIER										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Xavier	200	5	5	4	4	2	5	4	10	3+

A Salamanders army may be joined by Chaplain Xavier. If you take him then he counts as one of the HQ choices for the army. He must be used exactly as described below, and may not be given any additional equipment. He can only be used in a battle where both players have agreed to the use of special characters.

**Wargear:** Bolt pistol, crozius arcanum, rosarius, Terminator honours (bonus included above), *Salamanders Mantle* and *Vulkan's Sigil*.

## SPECIAL RULES

**Vulkan's Sigil:** Lord Vulkan, Primarch of the Salamanders, had a personal icon in the form of a blacksmith's hammer (*"For he smote the Emperor's enemies as a hammer striking an anvil"*). *Vulkan's Sigil* bears this icon and is said to have been carried by the Primarch himself as his badge of office. It is therefore a potent religious artefact for the Salamanders Chapter and counts as a holy relic. It affects all Salamanders Space Marines within 12" when it is revealed, instead of the normal 2D6".

**Salamanders Mantle:** Xavier's cloak, made from the thick hide of one of Nocturne's salamander lizards, renders him immune to suffering instant death caused by being hit by an attack which has a Strength value double his Toughness – he loses a single wound instead. Note that instant death can be suffered in other ways (eg, by an Eldar Wraithcannon rolling a 6 to wound).

**Independent Character:** Xavier follows all the Independent Character special rules in the Warhammer 40,000 rulebook unless accompanied by a Command squad.

**Command Squad:** Xavier may be accompanied by a Command squad (see the entry on page 8). Note that Xavier and his Command squad count as a single HQ choice.

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A model wearing Terminator armour has a 2+ armour save, a 5+ Invulnerable save, and adds +1 to its Attacks characteristic. Also, any model wearing Terminator armour can be teleported onto the battlefield, and set up using the *Deep Strike* rules, but only if the mission allows for Deep Strike to be used. If the mission does not allow troops to use the Deep Strike rules then the model must set up normally with the rest of the army.

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**Psychic Hood:** Psychic hoods allow a Space Marine Librarian to nullify an opposing psychic's power. Declare that you'll use the Psychic hood after an opponent has successfully made a Psychic test, but before they have used the power. Each player then rolls a D6 and adds their model's Leadership value to the score. If the Space Marine Librarian beats the opposing model's score then the psychic power is nullified and may not be used that turn. If the opposing model's score is equal or higher, it may use its psychic power as normal. The Psychic Hood can be used each time an enemy model uses a psychic power.

**Purity Seals:** If a model who is wearing purity seals falls back, roll one extra D6 for its fall back distance, and then pick the D6 results you want in order to determine the distance fallen back. If a model with purity seals is part of a unit then this ability applies to the whole unit, not just to the model with the purity seals.

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**Smoke Launchers:** Some vehicles have small launchers mounted onto them that carry smoke charges (or a more sophisticated equivalent in the case of skimmers). These are used to temporarily hide the vehicle behind concealing clouds of smoke especially if the vehicle is moving out in the open. Once per game, after completing its move, a vehicle with smoke launchers can trigger them (it doesn't matter how far it moved). Place some cotton wool around the vehicle to show it is concealed. The vehicle may not fire in the same turn as it used its smoke launchers, but any penetrating hits scored by the enemy in their next Shooting phase count as glancing hits. After the enemy's turn the smoke disperses with no further effect. Note that a vehicle may still use smoke launchers even if its crew are stunned or shaken.

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## WARGEAR

Artificer armour (independent characters only?) . . . . 20 pts  
 Auxpex . . . . . 2 pts\*  
 Bionics . . . . . 10 pts\*

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## SPECIAL RULES

### 'And They Shall Know No Fear'

Space Marines automatically regroup as they fall back, even if the squad is reduced to less than 50% by casualties, but not if the squad is out of coherency or there are enemy models within 6". If the enemy advance into them the Space Marines are not destroyed and the new assault is treated in the same way as a sweeping advance (enemy striking at +1Athe following turn). If the enemy do not advance into them the Space Marines are free to move, shoot and assault normally in their following turn.

### Drop Pods

At the start of a battle where you can use the *Deep Strike* rules, you can declare that your Space Marines are deploying by landing in drop pods from orbiting spacecraft. Models doing this deploy using the *Deep Strike* rules in the Warhammer 40,000 rulebook.

Only the following can deploy from drop pods. No other models in the army can be used in this mission (they stay onboard ship).

- Any Space Marine model in power or Terminator armour
- Space Marine Scouts
- Dreadnoughts and Land Speeders (count as moving over 6" on landing)

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EMPEROR'S CHAMPION										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Emp. Champion	105	5	4	4	4	2	5	2	9	2+

Any Space Marine army may be joined by an Emperor's Champion. If you decide to take him then he counts as one of the HQ choices for the army but does not use up any choices on the force organisation chart. He must be used exactly as described below, and may not be given any additional equipment. He can only be used in a battle where both players have agreed to the use of special characters.

**Wargear:** Artificer armour, Terminator honours (bonus included above), purity seals, iron halo, master-crafted bolt pistol, the *Black Sword*.

### SPECIAL RULES

**The Black Sword:** The *Black Sword* is a potent power weapon and can be used as a single-handed or double-handed weapon. If used as a single-handed weapon it's treated as a power weapon with +1 Strength, and may be used in addition to the Champion's bolt pistol. If used as a double-handed weapon it counts as being the same as a power fist.

**Challenge:** At the start of any Assault phase that the Champion is in combat, he may issue a challenge. Your opponent must choose an enemy character to fight him, who is involved in the same close combat as the Champion but doesn't have to be in base contact with him. A challenge can't be refused. Move the models into base contact and fight out the close combat as normal. No other models may attack the Champion or his opponent during a challenge. The outcome of the challenge decides the outcome of the close combat that the Champion and his opponent are involved in; only the wounds they inflict on each other are used to determine which side has won. Wounds inflicted by other models in this combat are not used to work out the result of the combat.

**Always an Independent Character:** The Emperor's Champion is always an independent character and follows all the independent character special rules as detailed in the Warhammer 40,000 rulebook. He may not be accompanied by a Command squad.

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**Options:** Up to two Space Marines in the squad can have: missile launcher at +20 pts; heavy bolter at +15 pts; lascannon at +35 pts; flamer at +6 pts; plasma gun at +6 pts; meltagun at +10 pts. The entire squad can have frag grenades at an additional cost of +1 pt per model and krak grenades at an additional cost of +2 pts per model.

Page 8, Command Squad

**Weapons:** The Sergeant is armed with a storm bolter and a power sword. Other models in the squad may be armed with either a pair of lightning claws or a thunder hammer and storm shield.

Page 9, Terminator Assault Squad

**Options:** Any scout in the squad may replace their bolt pistol and close combat weapon with a sniper rifle at +5 pts, or a bolter or shotgun at no additional points cost.

Up to one scout in the squad may be armed with one of the following weapons: heavy bolter at +15pts; autocannon at +20pts; missile launcher at +20pts.

Page 10, Scout Squad

**Options:** Up to two Space Marines in the squad may be armed with one of the following weapons: flamer at +6 pts; meltagun at +10 pts; plasma gun at +6 pts.

The Sergeant may exchange his bolt pistol for a close combat weapon for free.

Page 12, Bike Squadron