WARHAMMER 40,000

CODEX: CHAOS SPACE MARINES

Official Update Version 1.1

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 116 – <Mark of Chaos>
Add the following to the last paragraph:
'If a unit has the **Tzeentch**, **Nurgle** or **Slaanesh** keywords, it cannot be from the World Eaters Legion, and if a unit has the **Khorne**, **Tzeentch** or **Nurgle** keywords, it cannot be from the Emperor's Children Legion. In addition, **Psykers** cannot be from the World Eaters Legion.'

Page 117 – Champion Equipment
Change the second heading to read:
'One of the champion's weapons can be chosen from the following list:'

Page 117 – Daemonic Ritual
Change the third sentence of the fourth paragraph to read:
'This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is wholly within 12" of the character and more than 9" from any enemy model.'

Page 121 – Cypher, Abilities
Add the following ability:
'**No-one's Puppet:** Cypher cannot use the Daemonic Ritual ability, even though he has the **Chaos** and **Character** keywords.'

Page 130 – Horrors
Replace this datasheet with the one on page 2 of this document.

Page 132 – Khorne Berzerkers, Abilities
Add the following ability:
'**Berzerker Horde:** The Battlefield Role of **World Eaters** Khorne Berzerkers is Troops instead of Elites.'

Page 135 – Noise Marines, Abilities
Add the following ability:
'**Masters of the Kakophoni:** The Battlefield Role of **Emperor's Children** Noise Marines is Troops instead of Elites.'

Page 142 – Obliterators
Remove '**Daemon**' from the Faction keywords line
Add '**Daemon**' to the keywords line

Page 146 – Chaos Predator, Damage table
Change the top value under 'Remaining W' to read '6-11+'.

Change the second value under 'Remaining W' to read '3-5'.

Page 149 – Khorne Lord of Skulls
Remove '**Daemon**' from the Faction keywords line
Add '**Daemon**' to the keywords line

Page 157 – Abilities, Legion Traits
Change the first sentence of rules text to read:
'If your army is Battle-forged, all Daemon Prince, **Infantry**, **Bikers** and **Helbrute** units in Chaos Space Marine Detachments gain a Legion Trait, so long as every unit in that Detachment is from the same Legion.'

Page 158 – Gifts of Chaos
Add the following sentence:
'You can only use this Stratagem once per battle.'

Page 158 – Chaos Boon
Change the first sentence of rules text to read:
'You can use this Stratagem at the end of a Fight phase in which one of your **Heretic Astartes Characters** (excluding **Daemon Characters**) slays an enemy **Character**, **Vehicle** or **Monster**.'

Page 161 – Mark of Tzeentch: Weaver of Fates
Change the third sentence of rules text to read:
'Until the start of your next Psychic phase, the invulnerable save of that unit is improved by 1 (to a maximum of 3+).'

Horrors

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Pink Horror	6"	4+	4+	3	3	1	1	7	6+
Blue Horror	6"	5+	-	2	3	1	1	7	6+
Pair of Brimstone Horrors	6"	5+	-	1	3	1	2	7	6+

This unit contains 10 Pink, Blue or pairs of Brimstone Horrors, in any combination. It can include up to 10 additional Horrors **(Power Rating +4)** or up to 20 additional Horrors **(Power Rating +8)**. Pink Horrors attack with coruscating flames, while Blue Horrors and Brimstone Horrors simply scrabble at anyone who comes too close.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Coruscating flames	18"	Assault 2	User	0	1	-

WARGEAR OPTIONS

- For every ten models in the unit, one Pink Horror may take an Instrument of Chaos.
- For every ten models in the unit, one Pink Horror may take a Daemonic Icon.

ABILITIES

Daemonic Ritual (pg 117)

Daemonic Icon: If you roll a 1 when taking a Morale test for a unit with any Daemonic Icons, reality blinks and the daemonic horde is bolstered. No models flee and D6 slain Pink Horrors are instead added to the unit.

Split: Each time a Pink Horror is slain, you can add up to two Blue Horrors to its unit before you remove the slain model. Each time a Blue Horror is slain, you can add one pair of Brimstone Horrors to its unit before you remove the slain model. The replacement models cannot be placed within 1" of an enemy model. Note that Horrors that flee do not generate any extra models for their unit.

Matched Play: In matched play you must pay reinforcement points for each and every Blue and Brimstone Horror model that you add to a unit of Horrors, but the additional models can take the unit above its starting strength.

Instrument of Chaos: A unit that includes any Instruments of Chaos adds 1 to their Advance and charge rolls.

Iridescent Horror: When you set up this unit for the first time, you may select a single Pink Horror in the unit – that model has an Attacks characteristic of 2, instead of 1.

Magic Made Manifest: A unit of Horrors can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. However, when you do so, only roll a single D6 for the Psychic test or Deny the Witch test, and use the result to determine the outcome. Note that this means the Horrors cannot roll a double 1 or 6 to suffer Perils of the Warp. In addition, if the unit manifests the *Smite* psychic power whilst it contains less than 10 Pink Horror models, it only inflicts 1 mortal wound rather than D3.

Ephemeral Daemons: Pink Horrors have an invulnerable save of 4+. Blue Horrors have an invulnerable save of 5+. Pairs of Brimstone Horrors have an invulnerable save of 6+.

Magical Horde: Change the Type of this unit's coruscating flames to Assault 3 whilst the unit contains 20 or more Pink Horrors.

PSYKER

This unit can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* power. When manifesting or denying a psychic power, first select a model in the unit – measure range, visibility etc. from this model. If a Brimstone Horror is selected, it is slain after the psychic power has been attempted and, if successful, resolved.

FACTION KEYWORDS Chaos, Tzeentch, Daemon

KEYWORDS Infantry, Psyker, Horrors