# ERRATA

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

*Codex: Space Marines* has updated certain datasheets. The following updates apply to the appropriate 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

**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, 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).'

**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.'

**Aggressors, Firestorm**
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.'

**Drop Pods**
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.*'

**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 appropriate weapons and units in *Codex: Grey Knights*, *Imperial Armour – Index: Forces of the Adeptus Astartes (*including the following datasheets: 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,* and *Imperial Armour – Index: Forces of Chaos*. 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 '-'

**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** 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 that is explained in* Codex: Space Marines *– this ability only works if every unit in your army has it, so currently does nothing for units in Blood Angels, Dark Angels, Space Wolves or Deathwatch armies (or for armies of any of their successor Chapters).*

## 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.'