



## CODEX: SPACE MARINES FAQ

### Errata

Page 57, Quickening, second paragraph. The first sentence should be changed as follows:

The power is used at the beginning of the Librarian's Shooting phase.

Page 104, Mighty heroes, second paragraph. The third sentence should be changed as follows:

Each also has the option for an extra HQ unit [...]

Page 138, Servitors. The first line should be changed at reprint to:

You may include one unit of Servitors for every Techmarine or Master of the Forge in your army. These units do not count against your HQ or Elites allowance.

Page 66, 100, 144. The profile of Hellfire Rounds and Hellfire Shells should be changed by replacing 'Strength X' with 'Strength 1'.

Page 80 and 144. The profile of the demolisher cannon will be changed to Type Ordnance 1, Large Blast.

### FAQs

*Q. How do you count victory points for combat squads?*

A. Each combat squad is worth a number of victory points equal to half of the points value of the unit. For example, a ten man Tactical squad, upgraded to include a meltagun and a plasma cannon is worth a total of 180 points. If the squad was to be broken down into combat squads, each would be worth 90 victory points (regardless of which models were assigned to each combat squad). If at the end of the game, one combat squad had been wiped out and the other was reduced to two men, the enemy would score 135 victory points (90+45).

*Q. When you select some special characters (Shrike, Vulkan, etc.) all units in the army exchange the rule 'Combat Tactics' for another one (like Stubborn) thanks to the rule 'Chapter Tactics'. However, the special characters themselves follow the rule 'Combat Tactics'. Is this intentional? As I understand it, the rule Combat Tactics is in fact the 'Chapter trait' of the Ultramarines and other 'Codex' chapters...*

A. Ah, the Combat Tactics rule is just there for when you use two different special characters and have to choose which of their Chapter Tactics rule apply. So, say for example that you include both Shrike and Lysander in your army. You decide that Lysander is in charge, so all of the units with Combat Tactics (including Shrike) replace 'Combat Tactics' with 'Stubborn'. So, these special characters never really have the 'Combat Tactics' rule, as they either exchange for their own 'Chapter Tactics' or the "Chapter Tactics" of another such special character. In term of the story, if they are subordinate to another commander, these great heroes are flexible enough to adapt to the fighting style of their battle-brother.

*Q. What size blast marker do the Whirlwind launcher and Orbital bombardment use?*

A. They both use the large (5") blast marker. This is because all Barrage weapons are also Blast weapons, and all Ordnance Blast weapons use the large blast marker unless otherwise specified.

*Q. Sbrike has 'a pair of master-crafted lightning claws'. Does he get two re-rolls for these, or just the one?*

A. Just one.

*Q. The rules for both the relic blade and the storm shield simply state that a model with one of these pieces of wargear cannot have +1 Attack for an additional close combat weapon. Is it therefore possible to equip a model with both a storm shield and a relic blade?*

A. The rules for two-handed weapons in the rulebook and the rules for storm shields and relic blades are not in contradiction. So you can have both a storm shield and a relic blade, which I think makes for rather cool models!

*Q. Kor'sarro's Chapter Tactics rule states 'If you choose to do this, [...]'. It seems that you can choose whether to exchange Combat Tactics with the Chapter Tactics rule (i.e. the ability to outflank). Isn't such change automatic, as stated by the previous sentence?*

A. Ah, the confusion arises from the fact that 'If you choose to do this,' refers to the choice of using the outflanking ability or not. You have no choice in regards of Kor'sarro's Chapter Tactics replacing the normal Combat Tactics of the army (unless you also have another character with different Chapter Tactics, of course).

*Q. If a Razorback armed with a lascannon and twin-linked plasma gun suffers a weapon destroyed result, does it destroy both (ie. the lascannon and the plasma gun) or just one?*

A. Only one weapon – either the lascannon or the twin-linked plasma gun.

## **JANUARY 13TH 2009**

The questions answered in our FAQs have been gathered from many sources. Some have been submitted by members of the public, others by representatives of the online gaming community and more still are the result of face to face meetings with keen and inquisitive players at a myriad of gaming events. We are always happy to consider more questions, and aim to update these FAQs as frequently as is practical. See the [?Contact Us](#), page of the Games Workshop website for the address to which you can send your questions. Thanks to all those who have done so already!

