

## **Chapter Approved – Codex: Chaos Space Marines Q&A (v3.0)**

A big thanks to the guys at the Yahoo 40K Chaos List, especially the 'Chosen' -

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- for their invaluable assistance.

### **Q. Could you list the typographical errors in the Codex?**

A. Certainly, all the following will be corrected at first reprint.

- P12. Fearlessness. The wording for Fearless should be standard wherever it occurs in the Warhammer 40,000 game system. The entry in Codex: Chaos Space Marines is in error as it should confer immunity to Morale AND Pinning tests.
- P.14 Servo-arm is Iron Warriors only  
Juggernaut of Khorne should be 35 points  
Talisman of Burning Blood should be 10/5  
All Marks of Chaos should be asterisked as they can be used by models in Terminator armour.
- P16 Reference to Favour of Khorne under bionics should refer to Feel No Pain instead.
- P17 The Terminator armour entry should state that models in Terminator armour count as stationary when shooting, even if they move.
- P27 Obliterator Toughness should be 4(5).
- P32 The line, "The squad may be an Aspiring Champion" should read "The squad may include an Aspiring Champion".
- P33 Screamer of Tzeentch have the Furious Charge ability.
- P34 Predator Side Armour should be 11.
- P37 Maximum indirect fire range for a Defiler battle cannon is 72".
- P47 Axe of Khorne should be 20/15 points.
- P47 Khârn has Daemoniac armour not Chaos armour.
- P.59 An Aspiring Champion with the Mark of Tzeentch automatically passes any Psychic tests taken. All models with the Mark of Tzeentch are Fearless.  
A Disc of Tzeentch costs 30 points.
- P.60 Thrall Wizards have T3 W1.

### **Q. If a Great Unclean One of Nurgle has Nurgling Infestation do the bonus attacks ignore Armour saves because it is a monstrous creature?**

A. No, it might be but the Nurglings aren't. As a general point Nurgling Infestation attacks are made at the WS of the model infested but use the Strength and Initiative stated for the Nurglings. These attacks do not benefit from any special weapons or attack modes possessed by the host.

**Q. Can True Grit be used by models with combi-weapons.**

A. No. The True Grit rule was used because it is familiar to players already. The rationale is that it was a technique taught by Mortarion to the first Death Guards and is only really usable with bolters.

**Q. How does Warp Scream affect models with power fists? Does a model with Warp Scream and a power fist strike simultaneously with a model with 2 Initiative?**

A. Yes, if you are using the new Assault rules.

**Q. Is Lucius the Eternal an Independent Character?**

A. Yes.

**Q. Does a model with Warp Scream and frag grenades really strike first against models in cover?**

A. Under the revised Assault rules a unit defending in cover has an Initiative of 10 regardless of any other factors. Their base Initiative may be reduced by Warp Scream but this is then modified to 10 by the cover so in this context the Scream has no effect.

Under the Assault rules in the 3rd edition rulebook, models in cover always strike first so relative Initiatives are unimportant and Warp Scream has no further effect.

**Q. If you get a successful summoning roll for minor Daemons but all Icon Bearers are in Rhinos, do the Daemons still arrive?**

A. No.

**Q. What if one Icon Bearer is outside his transport but another is in a Rhino and Daemons arrive by summoning. Can you summon them off the Rhino-carried Icon Bearer?**

A. No.

**Q. Is there some kind of misprint in the entry that makes Sonic Blaster Predator sponsons the same cost as the clearly more effective Heavy Bolter sponsons?**

A. No, the option is there to facilitate conversions and consistency not to confer an additional advantageous option.

**Q. Does the *Gift of Chaos* psychic power ignore Invulnerable saves?**

A. No.

**Q. Is summoning performed before or after Deep Strike?**

A. Summoning is rolled for at the same time as other reserve arrival rolls. These rolls are completed before any of the units are placed on the table. Because of this Daemons can only be summoned to icons with units that were already present on the table.

**Q. Do models with Daemonic Stature really have to be 10 feet tall?**

A. Only to scale.

**Q. Can Terminators use special movement modes?**

A. There is no asterisk next to Daemonic Speed, Chaos Space Marine Bike or Daemonic Fight, so No.

**Q. Can Chosen of Tzeench take Tzeench wargear without being Aspiring Champions?**

A. They can take items from the Psychic Powers list only. See the note below about categorising Gifts of the Gods.

**Q. Which of the following headings from the Armoury on page 14 counts towards a character's wargear limit?**

A. As follows: -

- Marks of Chaos - No
- Weapons - No
- Wargear - Yes
- Psychic Abilities and Equipment - No
- Daemonic Gifts - Yes
- Veteran Skills - Yes
- Gifts of the Gods - Yes
- Daemon Weapons - Yes

**Q. How do items listed in the Cult Armouries translate to the appropriate category in the main Armoury?**

A. All count as Daemonic Gifts for the purposes of wargear limits except for psychic abilities (all minor powers and all Tzeentch-specific powers), which count as part of the psychic abilities and equipment list. Note that items such as Thrall Wizards and Inferno Bolts are not psychic abilities and can therefore only be assigned to models that can select from the full Armoury. I have heard good arguments that Thrall Wizards should be psychic equipment and that Doom Sirens should be weapons. Overall though I think this would favour Marked troops in comparison to Undivided and non-Marked troops.

**Q. Is Abaddon's sword a Daemon weapon?**

A. Yes, but his mastery is such that it is not subject to the rules for Daemon weapons.

Note that although Fabius Bile's Rod of Torment is Daemon-forged, it is not a Daemon weapon as such.

While on the subject, special character's Daemon weapons do count toward the 0-1 per army limit if the weapon in question is defined as such in the Armoury.

**Q. Can Furies be summoned to a non-Undivided Icon?**

A. No, only an Undivided Icon will summon them.

**Q. When Gift of Chaos is cast through a warp focus and it creates a Chaos Spawn more than 2" from the Sorcerer, what happens?**

A. Simply move the Spawn into coherency with the Sorcerer - the bubbling form simply flows to its new master before reforming.

**Q. Unlike the Night Lords and Iron Warriors there is nothing mentioning that the Alpha Legion cannot have Marks other than Undivided. Is this accurate?**

A. No, as stated in the Infiltrator entry the only available Mark is that of Chaos Undivided.

**Q. As the Alpha Legion can have Daemon Packs if they also have Cultists to summon them, can they utilise Daemonic Beasts? It does not state it, but I cannot see why they can have any Daemon Pack but not Furies or Screammers.**

A. Daemon Packs represent the most commonly encountered types of Daemons, and Cultists can only summon these.

**Q. Can an Alpha Legion character have a personal Icon?**

A. No, only Cultist Icons can be used to summon Daemons in the Alpha Legion list.

**Q. Do Sorcerers pass Psychic tests automatically if they have the Mark of Tzeentch ?**

A. Yes, any model with the Mark of Tzeentch will pass Psychic tests automatically with no need to roll the dice.

**Q. Under the new Assault rules what is the use of the new Doom Siren, aside from shooting? Please provide an example.**

A. The rules for the Doom Siren take precedence so all models strike in Initiative sequence. Therefore if a Lord of Slaanesh was charging some Imperial Guardsmen in a wood and was equipped with a Doom Siren he would strike at Initiative 5 and the Guardsmen striking at him would be at Initiative 2 (3 normal -1 for Warp Scream).

**Q. Is a Lord's Chosen retinue counted as an Elites choice?**

A. Yes, however many Chosen you have though they only count as a single Elites choice.

**Q. If a model cannot normally take a Veteran skill do they receive any free skill relating to their Legion?**

A. No

**Q. What is the range of the Defiler's battle cannon?**

A. It is 72" when fired normally, 36" to 72" if fired indirectly.

**Q. Does the Tank Hunter Veteran skill help against the Monolith?**

A. No, there are no weak spots to be exploited.

**Q. Can Terminators have skills (no \*'s beside any skills)?**

A. In general yes, however some skill descriptions specifically forbid their use by Terminators, Infiltrate for example.

**Q. How does the combination of Berserker Glaive and Blood Rage work when your character has Daemonic Flight? Notably does he fly faster when subject to Blood Rage.**

A. Flight has precedence, Blood Rage will not make a jump pack fly faster. The other Blood Rage effects do continue to apply though. Similar logic applies to other special movement modes, in each case no extra movement is gained due to Blood Frenzy.

**Q. How strong is an Aspiring Champion with Daemonic Strength and power fist?**

A. He would have 9 Strength. In general in Warhammer 40,000 any doubling of an attribute is done before allowing for additions or subtractions.

**Q. How many attacks does a Dreadnought with two Dreadnought close combat weapons and affected by Blood Rage get?**

A. 7. 3 normal, doubled to 6 for Blood Rage plus 1 for the additional weapon.

**Q. When making an Instability test for a Greater Daemon within range of a Necron Pariah, is its Leadership taken as being 7?**

A. Yes.

**Q: Is it possible to combine Daemonic Flight with Daemonic Speed?**

A. No, see page16 – movement modes.

**Q: Do Favoured units only get a free Aspiring Champion upgrade in the relevant army?**

A. That's right.

**Q: Can a Daemon Prince use a bolt pistol?**

A. A model with Daemonic Stature cannot use a bolt pistol. A Daemon Prince who does not have Daemonic Stature may.

**Q: Does a Defiler get an extra attack for having 2 arms?**

A. This is already included in its profile.

**Q: Where the Codex says you may replace a meltagun with a Doom Siren at no cost does this mean you still have to pay for the meltagun first, and can only have the amount of Doom Sirens as meltaguns?**

A. That's right – it's just an option to swap a weapon common to virtually every Legion to a roughly equivalent one used as a specialisation.

**Q. If I have a Thousand Sons Sorcerer with a retinue of Chosen and he casts *Twisting Path*, can it be aimed at a different enemy unit to the one being targeted by his Chosen?**

A. No – it is an 'instead of shooting' power and cannot therefore be aimed elsewhere.

**Q. If a Sonic Blaster is mounted on a vehicle does it function any differently because it is an assault type weapon?**

A. No, treat Sonic Blasters as you would any other vehicle mounted weapon.

**Q. For the purposes of points limits, what counts as Wargear?**

A. Everything except Marks of Chaos, one- and two-handed weapons and psychic abilities/equipment.

**Q. May Raptors be carried in a Land Raider (or any vehicle with transport capacity)?**

A. No.

**Q. You are fielding a unit of Chosen with the Mark of Tzeentch. The Mark confers the Sorcerer ability. What exactly does this mean?**

A. They can be given equipment from the Psychic Powers and equipment list (note that as stated above this includes the Tzeentch specific powers) and may use any psychic powers taken without the risk of failing a Psychic test.

They can then be further upgraded to Aspiring Champions if desired and may then select from the full Chaos Armoury. Because they always have the Sorcerer ability you never need to take the upgrade where it is presented as a choice in a list entry.

**Q. Is there a special statline for Sorcerers?**

A. No, Sorcery is a skill that can be utilised by a Chaos Lord, Lieutenant, Aspiring Champion or indeed almost any model with a Mark of Tzeentch. Their profile remains unchanged.

**Q. When Drachn'yen strikes a vehicle, the rules say that the armour is always penetrated. Is this a glancing hit or a penetrating hit?**

A. Errrrrr let's see, I think the word penetrated is a clue. It's a penetrating hit.

**Q May Obliterators be carried into a Land Raider (or any vehicle with a transport capacity)?**

A. No.

**Q. Are Sonic Blasters eligible to use the Tank Hunter skill?**

A. No (and neither is any Daemon weapon!).

**Q. Are the melta and flamer parts of combi-weapons eligible to use the Tank Hunter skill?**

A. Yes.

**Q. Does the Mark of Chaos Undivided allow me to re-roll a failed Mastery test to control a Daemon weapon?**

A. No.

**Q. Can the Alpha Legion use Greater Daemons and, if so, can the Greater Daemon possess Demagogues.**

A. The only Daemons available to the Alpha Legion are Daemon Packs.

**Q. The Needle of Desire states that it allows a regular Armour save (while ignoring Invulnerable ones), even in the hands of a model with the Daemonic Stature ability. The Dreadaxe, on the other hand, does not mention the regular Armour save at all. In the hands of a model with Daemonic Stature, does it ignore Armour AND Invulnerable saves?**

A. Yes.

**Q. When Fabius Bile enhances his Chaos Space Marines, can he enhance Khorne Berzerkers and Noise Marines or just normal, unmarked Chaos Space Marines?**

A. Any Unmarked Chaos Space Marine squads may be enhanced. Note though that this is ONLY the Chaos Space Marine squad entry as specified, not Bikes, Raptors, Obliterators etc.

**Q. What vehicle upgrades can a Defiler take?**

A. It can take any upgrades from the Vehicle Upgrades List subject to two limitations. Firstly, it can only take Living Weapon and Havoc launcher as a replacement for its heavy flamer. Secondly, there is no point in taking Daemonic Possession as it has it anyway.

**Q. Does a Greater Daemon have to take Instability tests if the Chaos Space Marine it possesses is alive at the moment of possession?**

A. No, instability is only a problem for Greater Daemons if they possess a host when it is removed as a casualty.

**Q. Does Nurgle's Rot affect Followers? (Spawn, Hounds, etc).**

A. Followers and steeds are all essentially wargear so if their owner has the Mark of Nurgle then they are also immune to Nurgle's Rot.

**Q. If a Lord has (say) Furious Charge Veteran Skill can he use the skill if he takes a Chaos Spawn or Chaos Hounds? The followers are a now part of a 'unit' with the Lord but do not have the same skill as the Lord.**

A. He may benefit from Night Vision and Skilled Rider as these abilities do not

extend in any meaningful way to the followers. He may not use any other skills though.

**Q. Can Chaos Marine Bikers with the Mark of Khorne take bike-based weapon upgrades, for example meltaguns?**

A. No, the Bikers are in Power armour so the only ranged weapon upgrades they can take advantage of are those involving plasma pistols and there are no such options connected to bikes.

**Q. The Night Lords entry states that they make use of few Daemons except that Furies are often enslaved by Raptor cults. We are not sure how many units is a 'few'.**

A. They may only use Furies. Other Daemons are so rarely encountered they are not worth considering.

**Q. Do all Night Lords units get Night Vision, or only units that can take Veteran skills? What about Night Lords' vehicles?**

A. Only those that can take Veteran skills.

**Q. The Blasted Standard is the only Mark-specific standard that does not explicitly state that it functions like a normal Icon for summoning. Does it actually function as a normal Icon for summoning?**

A. Yes.

**Q. If you upgrade Horrors of Tzeench to Flamers can they still use Daemonic Fire?**

A. No.

**Q. Are Plaguebearers Attack stats meant to be 1+ 1 for Daemonic Venom, like the Daemonettes?**

A. Yes, although Daemonettes do not have Daemonic Venom.

**Q. Can you take the same upgrade multiple times with Slaanesh combat drugs?**

A. No.

**Q. Does a Doom Siren count as a weapon for the purposes of only being able to have 2 weapons? Can a Chaos Lord get a Doom Siren, bolt pistol and power weapon and still get the bonus for additional hand weapon?**

A. No to the first part, yes to the second.

**Q. In the Emperor's Children list it says that Dreadnoughts can upgrade their flamer to a Doom Siren but Dreadnoughts can't get flamers in the army list. Does this mean that Dreadnoughts come with a flamer? Or that Emperor's Children Dreadnoughts cannot get a Doom Siren?**

A. Not exactly, it replaces the heavy flamer option.

**Q. Do the weapons listed under Gifts of the Gods still count as wargear? (eg, Axe of Khorne, chain axe, Plague Sword)?**

A. They are Gifts and therefore count towards the Daemonic Gifts total. Wargear is a separate category containing more mundane but equally useful equipment.

**Q. Page 16 states that an Independent Character with followers becomes a small unit but can still join another unit normally. Do the targeting restrictions for shooting Independent Characters apply if you have followers?**

A. You may still join another unit if accompanied by 'wargear' followers but while operating on its own a character and his followers may be targeted as if they were a unit.

**Q. It states that Chaos Hounds move and assault at the speed of their owner, but what about Thralls and Spawn? How are they affected if their owner has Daemonic Speed, Flight or a steed?**

A. They move as infantry. Their owner cannot move any faster. A question was recently raised regarding the effect of Blood Rage. On balance it seems reasonable to allow a Spawn to keep up with a raging owner, primarily because I would not like to see Spawn being used as a way to curb the berserk tendencies of the owner.

**Q. It says on pages 34-36 that Chaos vehicles may have "...any vehicles upgrades and Gifts allowed from the Chaos Space Marine Armoury." Does it mean that a Dreadnought, for example, can have the gift Daemonic Flight - it seems that the words "Gifts allowed" are not precise enough for some players who are about to build this kind of vehicle.**

A. Vehicles may only have vehicle gifts.

**Q. Can you sacrifice a Thrall if:**

**The Sorcerer and Thrall are in base contact with an enemy model?**

**The Sorcerer it is with is in base contact with an enemy model but not the Thrall?**

**If the Thrall is in base contact with an enemy model but not the Sorcerer?**

A. If the power the Sorcerer wishes to use can be used in the current situation then a Thrall can be sacrificed to power it.

**Q. The Raptor entry states that they may have one or more Veteran skills, are they still subject to the restriction of one if they take the Mark of Chaos Undivided?**

A. There is no implication in the wording beyond wishful thinking. If Raptors have the Mark of Chaos Undivided they may only take one skill.

**Q. Infiltrate states that you cannot use it with a bike, steed, followers, Mark of Khorne, Terminator armour and Daemonic Stature. Can you combine Daemonic Flight and Infiltrate?**

A. Yes.

**Q. Do any of the following give a model 3D6 Pursuit/Fall Back:**

**A) Daemonic Flight?**

**B) Daemonic Speed?**

**C) Daemonic Steed?**

A. All of them.

**Q. Can Daemonic Talons be combined with Daemonic Venom?**

A. No.

**Q. Can the additional weapon (+1 A) granted by Daemonic Venom or Talons be nullified by anything that removes additional hand weapon bonuses like Wych weapons?**

A. Yes.

**Q. Can you have a Doom Siren with Daemonic Talons/Venom?**

A. Yes.

**Q. The Bloodthirster and Lord of Change do not have to make a Difficult Terrain roll for landing in difficult terrain with their wings due to their massive size. Does a Chaos Lord with Daemonic Stature and Daemonic Flight get the same immunity?**

A. No.

**Q. Are Juggernauts, Disks of Tzeentch, and Steeds of Slaanesh Daemonic steeds and, if so, do the Daemonic Steed rules apply in addition to the other special rules for that type?**

A. They are Daemonic Steeds but they are all different and only use their own special rules.

**Q. Can you master-craft Gifts of the Gods weapons that are not Daemon weapons? (eg, chain axe, Plague Sword, Axe of Khorne)**

A. No.

**Q. The Greater Daemon entry states they can make their Invulnerable save against all wounds they take, even those that allow no save. Does this include the C'tan phase knife, The C'tan, Warscythe or Dreadaxe?**

A. That should be weapons that allow no Armour save. If Invulnerable saves are circumvented by the weapon then Greater Daemons do not get an Invulnerable save.

**Q. Are Aspiring Champion Possessed Marines supposed to be +15pts? (they get the same upgrades as a normal Aspiring Champion).**

A. Yes.

**Q. Are Possessed Fearless?**

A. Not unless they bear a Mark of Chaos.

**Q. When you upgrade to an Aspiring Champion do you then have to pay for their weapons separately?**

A. You automatically get the basic weapons available to the unit but any others must be purchased from the Armoury.

**Q. The Chosen entry states "Each Chosen will be armed with either a bolter or a bolt pistol and close combat weapon"; the Chaos Space Marines entry states "Each model may have a close combat weapon and either a bolter or a bolt pistol"; the Havocs entry states "bolter or bolt pistol and close combat weapon".**

**Do all these wordings mean that Chosen, Havocs and Chaos Space Marines can all have bolter and close combat weapon or are Chosen and Havocs limited to bolter OR bolt pistol and close combat weapon?**

A. Any of the models in the units listed may have a close combat weapon PLUS either a bolt pistol or a bolter.

**Q. If the model with an Icon is in HTH, can it still be used for summoning?**

A. Yes, although placing the summoned Daemons may be made difficult by the presence of the enemy.

**Q. For the Defiler, which takes precedence:**

**Walkers can always shoot their weapons when moving?**

**They must remain stationary to fire the battle cannon?**

A. The latter, the battle cannon is a move or shoot weapon.

**Q. For the purposes of things that have extra effect or no effect against Daemons, what are classified as Daemons:**

A. Greater Daemons, Daemon Packs, Daemonic Beasts, Nurglings, Possessed, a Chaos Lord with Daemonic Stature and/or 51 or more points of Daemonic Gifts.

**Q. Models 'throwing rocks' in support of close combat make a single attack at their basic stats and can't use special weapons like power fists etc. Does this restriction extend to 'built-in' weapons and/or Veteran skills like Daemonic Talons, Furious Charge, Daemonic Venom etc?**

A. Yes.

**Q. The rules for Daemonhosts state that the Greater Daemon shows up if the host is killed. However, there are a number of other ways for a model to be 'killed' that makes this a bit hazy. Also some attacks obliterate the model, leaving nothing left for it to possess.**

A. Any circumstance which causes the host to be removed as a casualty will bring the Greater Daemon into play. This keeps things simpler and represents the ability of a Greater Daemon to harness even the forces which destroyed its host to manifest and take revenge before it is banished to the Warp. The one type of exceptional circumstance I can think of is if the Daemonhost never gets on to the table or moves off it. For example, if it falls back off the table or gets lost in the Warp while performing a Deep Strike. In this sort of situation the host effectively becomes a casualty along with the Greater Daemon.

**Q. Can Chosen of Nurgle in Terminator armour be armed with Reaper autocannon?**

A. Yes.

**Q. Can I summon Daemons to an Icon belonging to a unit which uses Deep Strike to enter play this turn?**

A. No, you can only use Icons that are on table at the very start of the turn before any Reserve rolls are made.

**Q. What does the Destroyer do if mounted on the Defiler?**

A. More or less the same as if it were on a Dreadnought, it re-rolls one miss per Close Combat phase. Obviously there is no Fire Frenzy effect as the Defiler is not subject to this rule.

**Q. If a transport vehicle belongs to a unit with a Mark of Chaos can the vehicle itself be dedicated to a different God?**

A. No.

**Q. Can a Word Bearers army have more than one model with the Demagogue ability?**

A. Yes.

**Q. Are Legion specific abilities/wargear such as Stealth Adept, Demagogue, and Accursed Crozius usable with Terminator armour?**

A. Generally yes, although look at the skill descriptions, Stealth Adept for example is not usable with Terminator armour.

**Q. Can a vehicle's standard combi-bolter be upgraded?**

A. No, only an additional combi-bolter.

**Q. Am I right in assuming that a Chosen Chaos Space Marine does not have to be an Aspiring Champion to carry a special Icon?**

A. That's right.

**Q. It is theoretically possible for Khorne Berzerkers to carry bolters. Is this deliberate?**

A. Sort of, the possibility simply wasn't excluded as there are some classic Berzerker models with bolters. I doubt many people will take advantage of it though.

**Q. The foreign language versions of the Codex have a different description of the Doom Siren's effects. Are they right or is the English version right?**

A. The English version is right.

**Q. Can the Eye of Tzeentch be used to re-roll Invulnerable saves or Vehicle Penetration rolls?**

A. I'm afraid not, it works only on Armour saves, rolls to hit and rolls to wound, as stated.

**Q. If an Independent Character with Daemonic Flight joins a unit of Raptors, can they still 'Hit and Run' (as this is not a Veteran skill).**

A. No.

**Q. Under Tzeentch Armoury, in the entry for Thrall Wizards (p.60) it says "When the Sorcerer wishes to use a further power the Thrall Wizard is sacrificed and a Psychic test is taken as normal." But 'normal' for the Mark of Tzeentch means no Psychic test is needed to cast spells (p.59). Which is right?**

A. The reference to a Psychic test is a mistake (at one point Thrall Wizards were general Psychic gear available to everyone). In this case the Sorcerer simply sacrifices the Thrall and the spell is cast automatically, no Psychic test is needed.

**Q. Does the Blasted Standard function as a normal Icon for Daemon summoning? It doesn't say in the description (unlike Plague Banner for example).**

A. Yes, the Blasted Standard is a normal Icon in addition to its special powers.

**Q. Does the Warp Blade's effect work on all psychic powers including, for example, Synapse?**

A. No, it only works on an ability that requires a Psychic test to use. Abilities like Synapse, along with Warlock powers, are not affected.