



## CODEX: CHAOS SPACE MARINES FAQ

### Errata

Page 42 – Fire Points.

The paragraph should be changed to:

Fire Points – 1: The Chaos Rhino has a large hatch on top of its hull, which can be used as a fire point **by two of the passengers**.

Page 48 – Gorechild.

The third sentence should be changed to:

**Against models with a WS value**, Khârn's close combat attacks always hit on a 2+.

### FAQs

*Q. If a Sorcerer in Terminator armour with a psychic power that works at the beginning of the turn (e.g. Warptime) is deep striking, what takes place first, teleporting in or psychic powers? Or does the owner decide on the order?*

A. The psychic power is used 'at the beginning of the turn', while the unit deep strikes in the Movement phase, so a deep striking model cannot use Warptime or similar powers in the turn they deep strike.

*Q. Models armed with the Bloodfeeder (Khorne DW) can exceed 10 Attacks. Is this allowed?*

A. Yes, as they are bonus attacks that apply only in that turn's close combat and do not permanently modify the model's Attack characteristic.

*Q. If a Dreadnought rolls a Fire Frenzy, can it use smoke launchers to stop it from shooting?*

A. No, the Dreadnought must fire.

*Q. Can a unit numbering more than 10 models still take a Rhino as a dedicated transport, even though it cannot embark?*

A. Yes, as the squad might drop to 10 models or less during the game.

*Q. With Nurgle Bikers, is the +1T from the Mark of Nurgle cumulative with the +1 T for riding a bike?*

A. Yes, they are T4(6)!

*Q. Can you use Lash of Submission to move models around within a unit and re-arrange them? Can models be moved out of unit coherency? Can a unit be moved out of combat? If a unit is moved into dangerous terrain, do they have to test? If jump infantry are moved, are they assumed to be using their packs or walking? Can a unit be shoved right off the table, or into impassable terrain?*

A. The move created by this power is executed exactly like a normal move, except that it's not slowed by difficult terrain. It follows that, for example:

- the 2D6" distance rolled is the unit's maximum move, as normal, and models in the unit can move up to that distance or less.
- models cannot be moved out of coherency.
- units cannot be moved out of combat.
- dangerous terrain tests must be taken as normal.
- jump infantry may choose to move either with their packs or on foot (moving player's choice).
- units cannot enter impassable terrain, leave the table or be moved closer than 1" to enemy models.

*Q. Can a unit be affected by Lash of Submission more than once in the same turn?*

A. Yes, as long as it does not fail its Pinning test.

*Q. Can a Daemon Prince with the Mark of Tzeentch use two different psychic powers, that both count as firing a weapon, in the same Shooting phase?*

A. Yes, as Monstrous Creatures can use two weapons in the Shooting phase. They must, of course, fire both at the same target.

*Q. Does Khârn's "Blessing of the Blood God" ignore persistent psychic abilities (like Psychic Scream or Veil of Tears)?*

A. Yes. The psychic ability still functions, however Khârn simply ignores any and all effects of the ability.

*Q. Can Abriman use the same power two or even three times during the same turn?*

A. Powers that are psychic shooting attacks can only be used once per turn. Gift of Chaos can be used multiple times, as it is not a psychic shooting attack. The same is true for Warptime, but of course there is no point in using this power more than once per turn!



***Q.** Do 'No Retreat!' wounds saved by Lucius inflict a hit on enemy units?*

**A.** No, since 'No Retreat' wounds are not directly caused by any particular enemy unit.

***Q.** Does Typhus' Manreaper have poisoned attacks that cause wounds on a 4+?*

**A.** Yes, it combines the effect of a Plaguebringer and a force weapon.

***Q.** Can Typhus use his force weapon ability on multiple models in the same Assault phase?*

**A.** No. As the weapon 'follows all of the rules for a normal force weapon', Typhus can only use it once per turn. The exception is that Typhus can both use the force weapon and one of his psychic powers in the same turn.

***Q.** How does the Manreaper function against Khârn's "Blessing of the Blood God"?*

**A.** Only the force weapon's instant-kill ability of the Manreaper is lost when directing attacks against Khârn.

***Q.** Does taking 'Wings' classify a model as jump infantry?*

**A.** No, it simply allows the model to move like jump infantry. Note that the model must actually be converted to have a pair of wings rather than a jump pack.

*Thanks to Jon 'yakface' Regul and his FAQ ruling council.*