

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

**Q. The HQ Characters' entry states that they are Independent Characters unless accompanied by a Bodyguard. The Armoury section then goes on to list items, and note that many can only be taken by an Independent Character. If the HQ character does take a Bodyguard, then is he no longer an Independent Character and therefore cannot take those Independent Character items like Terminator armour?**

A. Incorrect. The line included in many codexes about independent characters ceasing to be independent characters when accompanied by bodyguards or retainues is far too general. The intent is to make it clear that an independent character with a bodyguard cannot leave his bodyguard while any of them survive and must maintain unit coherency with them. There is no further implication, he can select independent character only items and if all his guards are killed reverts to being a normal independent character.

**Q. Reading the Armoury section, Marines in Power armour can now take Lightning Claws (1 or 2), Thunder Hammers and other previously (older editions) Terminator-only items. Is this correct?**

A. Yes, but you'll have to convert up the models yourself!

**Q. If so, can they still take items that Terminators cannot take, like grenades? It would seem a kind of cheesy way to get around the "Terminators can't take these" restrictions to take Artificer armour, Terminator weapons, and items like grenades.**

A. Yes, they can. Don't worry, it's not really cheesy in the new game, as characters are not as powerful as before, and cost relatively more points.

**Q. The weapons options for the Land Speeder Tornado changed from the basic rulebook. It can no longer have both the heavy bolter & multi-melta together. Just wanted to confirm this was correct.**

A. The Space Marines Codex is correct (we weren't sure how the model would go together when the list in the rules was written). In all cases, options presented in the Codex books will override the options in the main rulebook.

**Q. If a unit of Space Marines falls back, and would move through another enemy unit in a Crossfire situation, are they destroyed, or would they automatically regroup & the Crossfiring enemy would count as Assaulting them (with a +1 Attack)?**

A. They are destroyed (they regroup *after* falling back, so are subject to Crossfire).

**Q. In the Space Marine Codex, there are a few references to the Librarian power 'Storm of Destruction', yet there are no rules for it. What are the rules?**

A. Librarians have just the one power, Smite. Storm of Destruction was something that was toyed around with but did not make the final edit. Unfortunately, it was not removed from all areas in the text.

**Q. A Tech-marine with a Signum allows his Command squad to re-roll one failed roll to hit per turn. Can the Marine player wait until his whole squad has fired to see which die he re-rolls?**

A. With re-rolls the convention which we use is that the re-roll must be used before any further dice rolls are made, so you can't 'go back' after rolling to wound or what have you and then decide to use a re-roll to hit.

**Q. Does the Codex: Space Marines rule for combi-weapons apply to all combi-weapons?**

A. It will, but for the time being use the rule from the list that the army was picked from.

**Q. When a Marine Land Speeder deploys via drop pods (Deep Strike), how fast is it considered to have moved? This pertains largely to whether it can fire one, both, or no weapons. Also, does it count as moving over 6" so that all penetrating hits are treated as glancing.**

A. The Land Speeder is assumed to have moved over 6" (well, it has just dropped from orbit!), and therefore can fire one weapon.

**Q. A Storm Shield is not used to gain +1 Attack, right?**

A. That is correct. It is only a defensive item. It is on the single-handed weapon list (and not wargear) to make sure that people do not take a pistol, a chainsword, AND a storm shield.

**Q. The assumption has been that a bike is just wargear and therefore would be considered 'A Space Marine in Power armour' for the purpose of the Drop Pods rule. Is this true?**

A. We pondered this one quite hard and concluded 'no' for a number of reasons, not least of which were:  
a] it's silly to drop bikes in pods when they'd be sent down in Thunderhawks as part of the exploitation wave,

b] The bikers' bolters would be more effective than a normal Space Marines' on the turn they landed which felt very wrong,  
c] It's a bit too Delta Force.

**Q. I have noticed that in several of the last few battle reports in the White Dwarf, separate squads of Space Marines have fallen back off the table. From what we can tell, Space Marines using the 'And they shall know no fear' rule would never fall back off the table as they regroup automatically when they get to the table edge. Have we been doing something wrong?**

A. Ok, by our reading the auto regroup ignores the 50% casualty limit but it doesn't mention enemy within 6" or being in coherency as being ignorable. There is a specific case made about pursuers hitting the unit but that's all. The last chance at the table edge represents a chance to (automatically) regroup, but the Space Marines cannot regroup if the enemy are within 6" or they are not in coherency, hence in the report between Andy and Pete the Devs could not regroup because they had slaving Hormagaunts within 6".

**Q. For two months in a row, we've been treated to Scout squads from a Codex: Space Marine army that include a Sergeant with squad upgrade weaponry. Previously, the general understanding of the wording of the Scout squad entry in the army list, and the grey box on page 5 of Codex: Space Marines, has led to the belief that Scout Sergeants may only be equipped with the bolt pistol & close combat weapon combo. They can't get squad upgrades, like shotguns, or sniper rifles. So, what's the deal? I'd dearly love to not have to waste points on a Sergeant equipped for hand-to-hand in a squad of sniper rifles with a heavy bolter. Have the majority of players (and the FAQ, I believe) been getting this wrong all along?**

A. Nope, you have it correct... The battle reports were wrong.

**Q. Can you clarify how, and when, the Psychic Hood can be used?**

A. A Psychic Hood may only be used to counter enemy Psychic abilities that require a successful Psychic test to use. It will not work against Warlock abilities, and some Tyranid abilities. It can be used to counter any abilities that require a Psychic test as they are cast even if the test is automatically passed.

**Q. How long does the stun effect of a Thunder Hammer last?**

A. Victims may not hit back until the end of the following Close Combat phase, effectively meaning they strike last next turn simultaneous with the Thunder Hammer bearers' next attack.