



CODEX: CHAOS DAEMONS

Indomitus Version 1.0

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

UPDATES & ERRATA

Page 85 – Abilities, Unstoppable Ferocity
Change the rules text to read:

'If this unit makes a charge move, is charged, or performs a Heroic Intervention, then until the end of the turn add 1 to the Attacks characteristic of all its models and add 1 to the Strength characteristic of all the melee weapons the unit is armed with.'

***Pages 91 & 120** – Kairos Fateweaver, Lord of Change and Melee Weapons list, Staff of Tomorrow and Staff of Tzeentch

Change the second sentence of each of these weapons' abilities to read:

'Set up the Chaos Spawn within 6" of the character and not within Engagement Range of any enemy models before they are removed as a casualty.'

Page 97 – Epidemius, Abilities, Tally of Pestilence
Change the first paragraph of this ability to read:

'The Tally of Pestilence starts the battle at 0. Whilst Epidemius is on the battlefield, add 1 to the Tally whenever a unit (friend or foe) is destroyed by a **NURGLE DAEMON** unit, and look up the result on the chart below. The results are cumulative, but are lost if Epidemius is destroyed.'

Page 99 – Spoilpox Scrivener, Abilities, Keep Counting! Meet your Quota!

Change the second sentence to read:

'In addition, if you make a hit roll of 7+ for a **PLAGUEBEARER** unit within 6" of one or more friendly models with this ability, you can immediately make one additional attack at the same target with the same weapon (these bonus attacks cannot themselves generate any further attacks).'

Page 102 – Be'lakor, Abilities
Remove '**Daemonic Ritual**'

Page 111 – Plague Drones
Add '**PLAGUEBEARER**' to the keywords line

Page 112 – Seekers
Add '**DAEMONETTE**' to the keywords line

Page 113 – Hellflayer
Add '**DAEMONETTE**' to the keywords line

Page 118 – Feculent Gnarlmaaws
Change the last sentence of this unit's description to read: 'Each Feculent Gnarlmaaw in this unit must be set up within 6" of each other, and none can be set up within 1" of any terrain feature.'

***Page 118** – Feculent Gnarlmaaws, Abilities, Shroud of Flies
Change to read:
'All **NURGLE DAEMON** units – except **VEHICLES** and **MONSTERS** – that are completely within 7" of any Feculent Gnarlmaaws receive the benefits of cover from them. While a unit is receiving the benefits of cover from any Feculent Gnarlmaaws, they count as receiving the benefits of Light Cover (see Warhammer 40,000 Core Book). In addition, each time a ranged attack is allocated to a model in that unit, add an additional 1 to any armour saving throw made against that attack.'

Page 126 – Stratagems, Warp Surge
Change the rules text to read:

'Use this Stratagem at the start of any phase. Select a unit of **DAEMONS** from your army; until the end of the phase, you cannot re-roll saving throws for this unit, but its invulnerable save is improved by 1 (to a maximum of 4+).'

Page 130 – Hellforged Artefacts

Change the first sentence of the second paragraph to read: 'If your army is led by a Warlord with the **DAEMON** Faction keyword, you may give one of the following Hellforged Artefacts to a **CHARACTER** with the **DAEMON** Faction keyword in your army.'

***Page 132** – Psychic powers, Bolt of Change
Change the third sentence to read:

'If a **CHARACTER** is slain by this power, you can add a Chaos Spawn to your army within 6" of the character and not within Engagement Range of any enemy models before they are removed as a casualty.'

Page 132 – Psychic powers, Treason of Tzeentch

Change the third and fourth sentences to read:

‘If the result is greater than the character’s Leadership characteristic, until the end of the following Fight phase treat that character as if it were a friendly model from your army in your Shooting, Charge and Fight phases.’

Page 134 – Chaos Spawn

Change the last sentence of the introductory paragraph to read:

‘Each has a points value of **23** (this includes all of its weapons).’

Page 135 – Points Values, Other Wargear, Chanting Horrors (for Burning Chariot)

Change to read:

‘Chanting Horrors (for Burning Chariot and Fateskimmer)’

FAQs

*Q: When a Stratagem from Codex: Chaos Daemons uses the **DAEMON** keyword, can it be used to affect any unit with the **DAEMON** keyword, or only units with the **DAEMON** Faction keyword?*

A: These Stratagems can only affect units with the **DAEMON** Faction keyword.

Q: Does the Blue Scribes’ Xirat’p’s Sorcerous Barrage ability allow them to manifest a psychic power that has already been manifested?

A: Yes.

Q: If I include Be’lakor in a Detachment in which every other unit owes its allegiance to the same Chaos God, does that Detachment benefit from the Daemonic Loci ability?

A: No, as Be’lakor does not owe allegiance to any one Chaos God.

Q: What Warlord Traits can Be’lakor have?

A: Be’lakor can have the Inspiring Leader Warlord Trait from the Warhammer 40,000 Core Book.

Q: If I upgrade a Burning Chariot to have Chanting Horrors, do I pay 5 points for each Chanting Horror, or 5 points for all three?

A: 5 points for all three.

*Q: Can a **CHARACTER** that has been set up on the battlefield using the Denizens of the Warp Stratagem use the Daemonic Ritual ability to summon a **DAEMON** unit during the same phase?*

A: No – units that arrive as reinforcements count as having moved for all rules purposes and the Daemonic Ritual ability is used instead of moving.

*Q: If a **GREY KNIGHTS** unit deals the final wound on a **DAEMON** equipped with the Impossible Robe, the player uses the Robe to re-roll the failed save, and the result is a 1 (meaning the Daemon is immediately slain), does the **DAEMON** count as being slain by a **GREY KNIGHTS** unit for purposes of using the Daemonic Incursion Stratagem?*

A: Yes.

Q: If a unit of Plaguebearers has had the Plague Banner Stratagem used on them, and is currently under the effects of the Virulent Blessing psychic power, what damage do their Plagueswords inflict on wound rolls of 7+?

A: 4.

Q: Is the Miasma of Pestilence psychic power from Codex: Chaos Daemons considered to be the same psychic power as in Codex: Death Guard for the purpose of whether a psychic power has already been manifested?

A: Yes. More generally, if psychic powers have the same name, they are considered to be the same psychic power.

*Q: If a **CHARACTER** is being treated as part of the opponent’s army due to the Treason of Tzeentch psychic power, must units from that **CHARACTER**’s actual army fight it in the Fight phase if they are within Engagement Range of that **CHARACTER**?*

A: Yes.