

WARHAMMER 40,000 CODEX:

CHAOS DAEMONS

Official Update for 7th Edition, Version 1.3

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

AMENDMENTS

Various – Psykers

Any model with the Psyker or Brotherhood of Sorcerers special rule may generate powers from the Daemonology discipline in addition to the others listed in their Army List Entries.

Page 32 – Blood Thrones of Khorne

Replace '**TRANSPORT CAPACITY: 1** (Herald of Khorne)' with '**RIDER: Herald of Khorne** (pg 29).'

Page 32 – Blood Thrones of Khorne

Add the following under Special Rules:

'Bloodletter Crew: This model makes 2 additional Strength 4 AP3 Attacks in each Assault phase resolved at Weapon Skill 5. These Attacks are made at the Initiative 4 step (though this does not grant an extra Pile In move). On a turn in which this model charged, the Strength of these Attacks is increased to 5.'

Page 33 – Skull Cannons of Khorne

Add the following under Special Rules:

'Bloodletter Crew: This model makes 2 additional Strength 4 AP3 Attacks in each Assault phase resolved at Weapon Skill 5. These Attacks are made at Initiative step 4 (though this does not grant an extra Pile In move). On a turn in which this model charged, the Strength of these Attacks is increased to 5.'

Page 40 – Burning Chariots of Tzeentch

Replace '**TRANSPORT CAPACITY: 1** (Exalted Flamer or Herald of Tzeentch)' with '**RIDER: Exalted Flamer**.'

Page 42 – The Two Heads of Fate

Amend the third sentence to read as follows:

'In addition, the right head also randomly generates one power each from the **Pyromancy**, **Divination** and **Daemonology (Malefic)** disciplines; the left head also randomly generates one power each from the **Telepathy**, **Biomancy** and **Daemonology (Malefic)** disciplines.'

Page 43 – Scrolls of Sorcery

Replace with the following:

'At the start of each friendly Psychic Phase, choose a Psychic Discipline from *Warhammer 40,000: The Rules* and roll a D6 – this turn the Blue Scribes automatically manifest that power without the need for a psychic test (they cannot swap it for the Primaris Power). This power is treated as having been manifested by the minimum amount of Warp charge points required to manifest the power, for the purposes of Deny the Witch rolls. Note that the Blue Scribes are not Psykers for the purposes of any special rules that target Psykers.'

Page 55 – Seeker Chariots of Slaanesh

Replace '**TRANSPORT CAPACITY: 1** (Exalted Alluress or Herald of Slaanesh)' with '**RIDER: Exalted Alluress**.' Please ignore the Designer's note.

Page 56 – Hellflayers of Slaanesh

Replace '**TRANSPORT CAPACITY: 1** (Exalted Alluress)' with '**RIDER: Exalted Alluress**.'

Page 57 – Disruptive Song

Replace this rule with the following:

'Disruptive Song: Enemy Psykers suffer a -1 penalty to their Leadership whilst they are within 12" of at least one Fiend of Slaanesh.'

Page 91, 92, 93 – Lord of Blood, Lord of Fate, Lord of Plague and Lord of Secrets

Replace 'your army' with 'a detachment' in all instances. Add '...in that detachment.' to the end of the sentence in all instances.

Page 94 – Heralds of Chaos

Delete the word 'primary' from the first sentence, and add 'Exalted Flamer of Tzeentch' to the list of Heralds that can be chosen.

Page 96 – HQ

Add the following Army List Entry:

‘Exalted Flamer of Tzeentch..... 50 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Exalted Flamer	4	4	4	4	3	4	3	7	-

BATTLEFIELD ROLE: HQ (Counts as one Herald).

UNIT TYPE: Jump Infantry (Character).

UNIT COMPOSITION: 1

DAEMONIC GIFTS: Blue Fire of Tzeentch, Pink Fire of Tzeentch (pg 61).

SPECIAL RULES: Daemonic of Tzeentch, Daemonic Instability, Deep Strike, Independent Character, Warpflame (pg 61).’

Page 98 – Blood Throne of Khorne

Add the following under Special Rules:

‘Bloodletter Crew’

Page 102 – Skull Cannon of Khorne

Add the following under Special Rules:

‘Bloodletter Crew’

ERRATA

Page 40 – Unit Type

Change the Unit Type of the Exalted Flamer to:

‘Jump Infantry (Character)’

Page 58 – Command Benefits, Daemonic Corruption

Change the first sentence to read:

‘Any Objective Markers controlled by units from this Detachment at the end of your turn count as being under your control for the rest of the game, even if you have no units within 3" of them. A unit can only corrupt a single Objective Marker in this manner at the end of each of your turns.’

Page 58 – Command Benefits

Add the following Command Benefit:

‘**Patronage of the Dark Gods:** Psykers from this Detachment can choose to generate all of their psychic powers from the Discipline of Change, Plague or Excess (as appropriate) if they wish. However, if they do so, then the rules for Chaos Focus (see Warhammer 40,000: The Rules) no longer apply to them; they follow the normal rules for Psychic Focus instead.’

Page 93 – Daemon Prince, Options

Change the first line of the fifth bullet point to:

‘A Daemon Prince that is not a Daemon of Khorne may take one of the following:’

Page 94 – Herald of Khorne

Add a final line to the Herald of Khorne’s options:

‘If a Herald of Khorne takes a Blood Throne of Khorne upgrade, the Herald becomes the chariot’s rider and loses the Independent Character special rule.’

Page 95 – Herald of Tzeentch

Add a final line to the Herald of Tzeentch’s options:

‘If a Herald of Tzeentch takes a Burning Chariot of Tzeentch upgrade, the Herald becomes the chariot’s rider and loses the Independent Character special rule. The Herald replaces the Exalted Flamer.’

Page 94 – Herald of Slaanesh

Add a final line to the Herald of Slaanesh’s options:

‘If a Herald of Slaanesh takes a Seeker Chariot or Exalted Seeker Chariot upgrade the Herald becomes the chariot’s rider and loses the Independent Character special rule. In both cases, the Herald replaces the Exalted Alluress.’

Page 102 – Burning Chariot of Tzeentch, Exalted Flamer, Unit Type

Change the Unit Type to:

‘Jump Infantry (Character)’

FAQs

Q: How does the Daemon of Tzeentch rule work in the Psychic phase?

A: As Daemons of Tzeentch gain +3 Leadership while manifesting psychic powers, they are more resistant to many effects should they suffer Perils of the Warp.

Q: If a Chaos Daemon Psyker generates all of their powers from a single discipline from Warhammer 40,000: The Rules, does he benefit from Psychic Focus in addition to Chaos Psychic Focus (as the mandatory primaris power from Chaos Psychic Focus isn’t generated as such)?

A: Yes.

Q: Tzeentch Warpflame – does the Feel No Pain gained by an enemy unit who passes a Toughness test stack with successive applications?

A: Yes, although this cannot be improved beyond Feel No Pain (2+).

Q: For Flickering Fire of Tzeentch (the primaris power of the Discipline of Change), do you have to declare how many Warp Charge points are being used with the power before rolling for the Psychic test?

A: Yes, you must declare whether you mean to harness 1, 2 or 3 Warp Charge points before rolling.

Q: Can Kairos Fateweaver still use his Staff of Tomorrow re-roll when he is in Reserve?

A: No.

Q: In Warhammer 40,000, Skull Cannons of Khorne have two Bloodletters. In the Assault phase, do you only have to kill those two to remove the model, like killing the rider of a Chariot?

A: You cannot target the Bloodletters – they are considered to be part of the Skull Cannon, not riders. To destroy a Skull Cannon in the Fight sub-phase, you have to attack the Skull Cannon, and hits will be resolved against its front armour as with other Chariots.

Q: When a unit in Reserve with an Instrument of Chaos makes a successful Reserve Roll, it can choose a unit in Deep Strike Reserve to arrive automatically. If the chosen unit has an Instrument of Chaos, can it choose another unit to arrive automatically, and so on?

A: No. No roll is made for the unit chosen to arrive automatically, and an Instrument of Chaos' special rule is only triggered by a successful Reserve Roll.

Q: Can Daemons charge in the turn in which they are summoned?

A: No.

Q: Can a Daemon's invulnerable save be improved to better than 2+ (through the effect of psychic powers and other abilities which improve invulnerable saves)?

A: No.

Q: What's the movement in inches for the Skull Cannons and Blood Thrones of Khorne?

A: They are Chariots, which move following the same rules as vehicles of their type. This means that they have a Combat Speed of up to 6" and a Cruising Speed of between 6" and 12".

Q: Are the Blue Scribes affected by Daemonology (Malefic) powers that target the Psyker, since they themselves are not Psykers? Specifically, would they be removed as a casualty of Possession?

A: Although they are not Psykers, they are considered to be a Psyker when manifesting a psychic power (otherwise they wouldn't be able to benefit from blessings like Cursed Earth, for example). This means that if they manifest Sacrifice they will be wounded (unless you choose another friendly model within 6" to take the Wound) and if they manifest Possession they will be removed as casualties.

Q: Keepers of Secrets have Preferred Enemy (Eldar & Dark Eldar) – what about Harlequins and Corsairs?

A: The rule applies to all kinds of Eldar, including Harlequins and Corsairs.

Q: Can you take the Masque of Slaanesh as part of the Heralds of Chaos?

A: No. She has fallen out of favour with Slaanesh, so is not treated the same as the other Heralds.

Q: Can the Masque of Slaanesh use her powers through the Fire Points of buildings?

A: No.

Q: Should the Lash of Despair have Rending?

A: No.

Q: Nurglings have defensive grenades through the Daemon of Nurgle special rule, but you can only use grenades instead of another shooting weapon. As Nurglings have no shooting weapons, does this mean that they cannot throw their grenades?

A: No. One base of Nurglings in a unit can throw a defensive grenade in their Shooting phase (though it's best not to think too hard about precisely what it is they're throwing).

Q: According to the rules, 'friendly units' are all units under your control. Does that mean that a model can target itself with an ability or equipment that targets friendly units, like the Grimoire of True Names?

A: Yes (although in this instance, the Grimoire of True Names has no effect on the bearer).