

WARHAMMER 40,000 CODEX: KHORNE DAEMONKIN

Official Update for 7th Edition, Version 1.1

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.

ERRATA

Various – Helbrute

Increase the Attacks (A) characteristic of the Helbrute by 2 on the appropriate datasheet and summary profile.

FAQs

Q: Could you clarify the Blood for the Blood God! special rule as it concerns characters generating Blood Tithe points when slain? Does this only happen in a challenge or all the time?

A: If a character with the Blood for the Blood God! special rule is slain in a challenge, you earn 1 Blood Tithe point. If a character with the Blood for the Blood God! special rule slays an enemy character in a challenge, you earn 1 Blood Tithe point. If either of the models slain in a challenge was a unit in its own right (such as a model that is an Independent Character or a Monstrous Creature), you earn 1 additional Blood Tithe point for it being slain in a challenge as it also counts as a unit being completely destroyed.

If a character with the Blood for the Blood God! special rule is slain in any other way, no Blood Tithe point is earned unless it was a unit in its own right (such as a model that is an Independent Character or Monstrous Creature), or if it was the last model to be destroyed in a unit, in which case 1 Blood Tithe point is earned for a unit being completely destroyed as normal.

Q: If a model with Kor'lath, the Axe of Ruin is turned into a Daemon Prince through Dark Apotheosis, would a Bloodthirster be summoned? If so, would a second Bloodthirster be summoned if the Daemon Prince dies, or can only one Bloodthirster be spawned this way?

A: A Bloodthirster would not be summoned, as the Daemon Prince retains the Axe of Ruin. If the Daemon Prince is subsequently slain, Kor'lath is released from his imprisonment within the axe as normal. However, if a character equipped with the Axe of Ruin is removed as a casualty due to the Fury Unbound result on the Blood

Tithe table, this will result in the summoning of Kor'lath as well as the Bloodthirster that possessed the character! Blood for the Blood God!

Q: If a Chaos Lord in a Khorne Daemonkin army is wielding Goredrinker, then changes to a Daemon Prince through Dark Apotheosis, does the Daemon Prince's Goredrinker retain its Blood Feast level, or is it reset?

A: Goredrinker is unaffected by its master's Dark Apotheosis, so retains its current Blood Feast level.

Q: What is the Weapon Skill of a Khorne Daemonkin Skull Cannon in combat for the purposes of making attacks against it?

A: Weapon Skill 5.

Q: A little rules interaction between Codex: Tau and Codex: Khorne Daemonkin I did not know how to rule on: when Drones detach from a Tau vehicle they form a new unit but for kill point purposes the vehicle still counts as the kill and the Drones do not. Khorne Daemonkin gain a Blood Tithe point for killing a unit – if they destroy the Drones, do they generate a Blood Tithe point? ('Hydraulic fluid for the Blood God!')

A: As the Drones form a separate unit when they detach from their parent vehicle, they will indeed concede a Blood Tithe point if they are subsequently destroyed.

Q: Can Khorne Daemonkin take Skarbrand?

A: No.

Q: Can Khârn the Betrayer or Skarbrand be taken as an HQ choice in a Khorne Daemonkin Detachment?

A: No.

Q: Do Khorne Daemonkin Bloodthirsters get access to Daemonic Rewards?

A: No.

Q: Should Daemon Princes and/or Heralds of Khorne in Codex: Khorne Daemonkin have access to Axes of Khorne?

A: No.

Q: In Kill Team games, is each model considered a unit for the purposes of the Khorne Daemonkin Blood Tithe?

A: The Blood Tithe rules are not used in Kill Team games – the potential to summon a Bloodthirster is a little harsh in such a small game!

Q: If I take more than 1 Blood Host Detachment for my Khorne Daemonkin, do I generate 1 Blood Tithe point for each, or 1 in total?

A: 1 in total.

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

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".