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**

Page 14 – Cypher, Abilities  
Add the following ability:  
’**No-one’s Puppet:** Cypher cannot use the Daemonic Ritual ability, even though he has the Chaos and Character keywords.’

Page 21 – Daemon Prince, Wargear Options  
Change the first sentence of the third bullet point to read:  
‘This model may have wings (Power Rating +1).’

Page 36 – Warp Talons, Lightning claw  
Change the second sentence of the Abilities text to read:  
‘If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.’

Page 38 – Chaos Predator, Damage Table  
Change the top value under ‘Remaining W’ to read ‘6-11+’.

Page 45 – Servants of Khorne  
Add the following to the end of this paragraph:  
‘If a unit has the Tzeentch, Nurgle or Slaanesh keywords, it cannot be from the World Eaters Legion.’

Page 51 – Ahriman, Wargear Options  
Change the first sentence to read:  
‘• Ahriman may ride a Disc of Tzeentch (Power Rating +2).’

Page 52 – Exalted Sorcerer, Wargear Options  
Change the first sentence to read:  
‘• This model may replace its force stave with a force sword.’

Page 57 – Death Guard Army List  
Add the following to the list of units that can be from the Death Guard Legion:  
‘Sorcerer on Palanquin of Nurgle (pg 24)’

Page 63 – Servants of Slaanesh  
Add the following to the end of this paragraph:  
‘If a unit has the Khorne, Tzeentch or Nurgle keywords, it cannot be from the Emperor’s Children Legion.’

Page 69 – Nurgle Discipline, Virulent Blessing  
Change the last two sentences of this psychic power to read:  
‘Until the start of your next Psychic phase, you can add 1 to all wound rolls made by that unit in the Fight phase. Furthermore, until the start of your next Psychic phase, any wound rolls of 7+ made for that unit in the Fight phase inflict double damage.’

Page 75 – Bloodletters  
Change this unit’s Power Rating to read ‘4’.

Page 84 – Horrors, Magic Made Manifest  
Change this ability to read:  
‘**Magic Made Manifest:** A unit of Horrors can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. However, when you do so, only roll a single D6 for the Psychic test or Deny the Witch test, and use the result to determine the outcome. Note that this means the Horrors can’t roll a double 1 or 6 to suffer Perils of the Warp. In addition, if the unit manifests the Smite psychic power whilst it contains less than 10 Pink Horrors, it only inflicts 1 mortal wound rather than D3.’
Page 80 – Kairos Fateweaver
Add ‘Ephemeral Form’ to Kairos Fateweaver’s abilities.

Page 91 – Plaguebearers
Change this unit’s Power Rating to read ‘4’.
Change the second sentence of the description to read ‘It can include up to 10 additional Plaguebearers (Power Rating +4) or up to 20 additional Plaguebearers (Power Rating +8).’

Page 98 – Herald of Slaanesh on Seeker Chariot, Wargear Options
Change the bullet point to read: ‘This model may take lashes of torment.’

Page 99 – Herald of Slaanesh on Exalted Seeker Chariot, Wargear Options
Change the bullet point to read: ‘This model may take lashes of torment.’

Page 99 – Daemonettes
Change this unit’s Power Rating to read ‘4’.
Change the second sentence of the description to read ‘It can include up to 10 additional Daemonettes (Power Rating +4) or up to 20 additional Daemonettes (Power Rating +8).’

Page 105 – Daemon Prince of Chaos, profile line
Change the Wounds characteristic to read ‘8’.

Page 109 – Renegade Knight, Twin Icarus autocannon
Change this weapon’s Type to read ‘Heavy 4’.

Pages 109 and 128 – Thermal cannon
Change this weapon’s Type to read ‘Heavy D6’ and Abilities to read ‘If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.’

Page 118 – Units, Exalted Sorcerer
Change the points per model value to read ‘112’.

Page 118 – Units, Exalted Sorcerer on Disc of Tzeentch
Change the points per model value to read ‘146’.

Page 120 – Units
Change the points values of the following units to read:

<table>
<thead>
<tr>
<th>Unit</th>
<th>Models per unit</th>
<th>Points per model (Including wargear)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bloodletters</td>
<td>10-30</td>
<td>7</td>
</tr>
<tr>
<td>Daemonettes</td>
<td>10-30</td>
<td>7</td>
</tr>
<tr>
<td>Horrors</td>
<td>10-30</td>
<td>5</td>
</tr>
<tr>
<td>- Blue Horrors</td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Pairs of Brimstone</td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Horrors</td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Pink Horrors</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Plaguebearers</td>
<td>10-30</td>
<td>7</td>
</tr>
</tbody>
</table>

Page 120 – Other wargear, Daemonic Icon
Change the points per item value to read ‘15’.

Page 121 – Chaos Bastion Points Values, Ranged Weapons, Heavy bolter
Change the points per weapon value to read ‘8’.

FAQs
Q: Can I use the All is Dust ability to add 1 to invulnerable saving throws?
A: Yes, but only against attacks that have a Damage characteristic of 1.

Q: Can I use the All is Dust ability to add 1 to my saving throws against attacks that have a Damage characteristic of D3, or D6, but only inflict 1 damage?
A: No. The Damage characteristic is not ‘1’. Furthermore, the roll to inflict damage would occur after the saving throw would be taken (i.e. you cannot retroactively pass a saving throw).

Q: Can a Noise Marine use his Music of the Apocalypse ability if it flees the battlefield?
A: No. This ability can only be used when the model is slain.

Q: Can a Noise Marine that is slain use his Music of the Apocalypse ability to shoot any viable target, or does it have to target the unit that killed him?
A: It can shoot at any viable target.

Q: If several Noise Marines are slain in the same attack, can they each use their Music of the Apocalypse ability to throw a grenade, or can only one of them do so?
A: Each of them can throw a grenade.

Q: If a Noise Marine is slain whilst its unit is within 1” of an enemy unit, can he use his Music of the Apocalypse ability to shoot the unit that is within 1”?
A: Yes, but only with a Pistol.
Q: If a Noise Marine is slain in the Fight phase, and he uses his Music of the Apocalypse ability to shoot an Imperium unit and subsequently rolls a 6+ to hit, does the Death to the False Emperor ability then grant him an extra attack with that weapon, even though it’s a ranged weapon?  
A: Yes. In this situation, make an extra hit roll against the target on a hit roll of 6+.

Q: What happens when a unit of Poxwalkers kills a Necron Warrior in the Fight phase? Do I still add a Poxwalker even though that Necron could reanimate?  
A: A Poxwalker is added to the Poxwalkers unit as normal. At the start of the Necron player’s next turn, they roll to reanimate that Necron Warrior as normal too (essentially both players could end up adding a model to their unit).

Q: The points values for certain units are different in Index: Chaos to the Dark Imperium Death Guard booklet. Which should I use?  
A: Use the values printed in the Index book.

Q: If Skarbrand is within 8” of model that can Fly and has a minimum speed (such as a some Flyers), and that unit starts its Movement phase within 1” of an enemy unit, what happens? Is that unit destroyed because it cannot Fall Back and so cannot move its minimum speed?  
A: Correct, the unit is destroyed.

Note, however, that some Flyers have an ability that, when used, means they no longer have a minimum speed that turn (e.g. the Stormraven Gunship’s Hover Jet ability). If such a unit ends up in the situation described in the question, we recommend using their ability to avoid crashing into the ground!

Q: If I use Xirat’p’s Sorcerous Barrage to automatically manifest a psychic power in a matched play game, can I still attempt to manifest the same power with a different psyker that turn?  
A: No, unless that power was Smite.

Q: Can a Heretic Astartes Character attempt to summon a unit of Daemons using a Daemonic Ritual, or can only Daemon Characters attempt to do so?  
A: Any Chaos Character can attempt to do so. This includes Heretic Astartes Characters.

Q: There is no datasheet for a Herald of Nurgle on a Palanquin of Nurgle – which datasheet should I use for this model?  
A: Use the Epidemius datasheet from Index: Chaos.