

WARHAMMER 40,000

INDEX: CHAOS

Official Update Version 1.4

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+.'

Change the second value under 'Remaining W' to read '3-5'.

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 ride a Disc of Tzeentch (**Power Rating +2**).'

Add the following bullet point:

'• 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.'

Pages 74 and 75 – Herald of Khorne, Herald of Khorne on Blood Throne and Herald of Khorne on Juggernaut, Abilities, Herald of Khorne
Rename this ability to 'Locus of Khorne'.

Page 75 – Bloodletters

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 Bloodletters (**Power Rating +4**) or up to 20 additional Bloodletters (**Power Rating +8**).'

Page 80 – Kairos Fateweaver

Add 'Ephemeral Form' to Kairos Fateweaver's abilities.

Pages 82 and 83 – Herald of Tzeentch, Herald of Tzeentch on Disc and Herald of Tzeentch on Burning Chariot, Abilities, Herald of Tzeentch
Rename this ability to 'Locus of Tzeentch'.

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 91 – Herald of Nurgle, Abilities, Herald of Nurgle
Rename this ability to 'Locus of Nurgle'.

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**).'

Pages 97, 98 and 99 – Herald of Slaanesh, Herald of Slaanesh on Steed, Herald of Slaanesh on Seeker Chariot and Herald of Slaanesh on Exalted Seeker Chariot, Abilities, Herald of Slaanesh
Rename this ability to 'Locus of Slaanesh'

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 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: 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: If a Burning Chariot takes its option to be accompanied by three Blue Horrors, does this mean I add three Blue Horror models from the Horrors datasheet and form a mixed unit?

A: No. This option is referring to the optional Blue Horror crew that come with the Burning Chariot kit and are placed on top of the chariot alongside the Exalted Flamer. If you have them, you simply get the benefits listed in the Burning Chariot's Irritating Chant ability.

Q: When I manifest the Warptime psychic power, can I select a unit that arrived on the battlefield as reinforcements this turn?

A: No.

Q: If I manifest the Warptime psychic power to move a unit in the Psychic phase, does that unit still suffer the -1 penalty for moving and firing Heavy weapons in the subsequent Shooting phase?

A: Yes.

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*.

Q: There is no datasheet for a Warsmith – which datasheet should I use for this model?

A: Use the Chaos Lord datasheet from *Index: Chaos*. The model should be armed with a power fist (note that whilst the model is technically equipped with a servo-arm, we feel that all of the Warsmith's attacks can reasonably be represented by making its attacks with its power fist).