

# WARHAMMER 40,000

# CODEX: CHAOS DAEMONS

## 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 85 – 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.'

#### 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 107 – Bloodcrushers

Add '**BLOODLETTER**' to the keywords line.

#### 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 126 – Warp Surge

Change the rules text of this Stratagem 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 134 – Chaos Spawn

Change the last sentence of the introductory paragraph to read:

'Each has a points value of 25 (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 any of the Warlord Traits from Warhammer 40,000 core rules.

*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: For the purposes of the Psychic Focus matched play rule, is the Miasma of Pestilence psychic power from Codex: Chaos Daemons the same psychic power as in Codex: Death Guard?*

A: Yes. More generally, if psychic powers have the same name, they are the same psychic power for the purposes of Psychic Focus.