WARHAMMER 40,000 – IMPERIAL ARMOUR
INDEX: FORCES OF CHAOS
Official Update Version 1.0

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 8 – Chaos Decimator, Keywords
Delete '**Titanic**' from this datasheet's Keywords line.

Page 10 – Greater Brass Scorpion of Khorne, Runes of the Blood God
Delete the words '(friendly or enemy)' from this ability.

Add the following to this ability: 'Furthermore, this model cannot be targeted by psychic powers manifested by friendly **Psykers**.'

Page 12 – Hellforged Contemptor Dreadnought, Containment Breach
Change the third sentence to read:
'Each unit within 6" suffer D3 mortal wounds unless it is a **Psyker**, in which case it suffers D6 mortal wounds instead.'

Pages 12, 20 and 22 – Hellforged Contemptor Dreadnought, Hellforged Deredeo Dreadnought and Hellforged Leviathan Dreadnought
Add '**Helbrute**' to the Keywords line of all these datasheets.

Page 12 – Hellforged Contemptor Dreadnought, Wargear Options
Change the second wargear option to read:
'• A Hellforged Contemptor may replace one deathclaw and one combi-bolter for one of the following weapons (or it can replace both deathclaws and both combi-bolters for two of the following weapons):'

Add the following wargear option:
'• This model may take a havoc launcher.'

Pages 12-29 – Machina Malefica
Change this ability in all instances to read:
'At the end of each Fight phase, roll a number of D6 for this model equal to the number of models that were slain by it during this phase; for each dice that scores a 5+, this model regains one lost wound. This model cannot regain lost wounds by any other means.'

Page 20 – Hellforged Deredeo Dreadnought, Wargear Options
Change the second wargear option to read:
'• A Hellforged Deredeo Dreadnought may be equipped with one of the following:
        - Greater havoc launcher
        - Hellfire veil'

Page 20 – Hellforged Deredeo Dreadnought, Hellfire Veil
Change the first sentence of this ability to read:
'If equipped with a Hellfire veil, all friendly units with the **Chaos** and **<Legion>** keywords that are wholly within 6" of the Hellforged Deredeo Dreadnought gain a 5+ invulnerable save.'

Page 21 – Hellforged Rapier Battery, Chaos Space Marine Crew
Change this ability to read:
'When a Hellforged Rapier Battery is set up on the battlefield, all models are set up in unit coherency. From that point onwards, all the Hellforged Rapiers are treated as one unit and all the Chaos Space Marine Crew are treated as another. Chaos Space Marine Crew may only be chosen as a target in the Shooting phase if they are the closest visible unit to the firer.'

Page 22 – Hellforged Leviathan Dreadnought, Wargear Options
Change the second wargear option to read:
'• A Hellforged Leviathan may replace one siege claw and one meltagun for one of the following weapons (or it can replace both siege claws and both meltaguns for two of the following):'

Pages 22 and 81 – Hellforged siege claw
Add the following ability to this weapon:
'Re-roll failed wound rolls against **Infantry**.'

Page 23 – Hellforged Dreadclaw Drop Pod, Transport
Change this datasheet's Transport entry to read:
'This model can transport 10 **<Legion>** or **<Mark of Chaos> Infantry** models. Each **Jump Pack** or **Terminator** model takes up the space of two other models. This model can instead transport a single **Hellforged Contemptor Dreadnought**, **Chaos Decimator** or **Helbrute**, and no other models. It cannot transport a **Hellforged Leviathan Dreadnought** or a **Hellforged Deredeo Dreadnought**.'

Page 27 – Hellforged Fellblade, Wargear Options
Change the first wargear option to read:
'• A Hellforged Fellblade may replace its two quad lascannon with two laser destroyers.'

Page 28 – Hellforged Falchion, Wargear Options
Change the first wargear option to read:
'• A Hellforged Falchion may replace its two quad lascannon with two laser destroyers.'

Page 39 – Zhufor the Impaler, Faction Keywords
Change this datasheet's Faction Keywords line to read:
'**Chaos, Heretic Astartes, Khorne, World Eaters, Skulltakers**'

Page 41 – Lord Arkos, Faction Keywords
Change this datasheet's Faction Keywords line to read:
'**Chaos, Heretic Astartes, Alpha Legion, The Faithless**'

Page 50 – Mamon Transfigured, Faction Keywords
Change this datasheet's Faction Keywords line to read:
'**Chaos, Heretic Astartes, Daemon, Death Guard, The Tainted**'

Pages 45-56 – Faction Keywords
Add '**Daemon**' to all these units' Faction Keywords line (and delete it from their Keyword line).

Page 54 – Spined Chaos Beast, Daemonic Allegiance
Change this ability to read:
'When this model is chosen as part of an army, the controlling player must select one of the following keywords, replacing its **<Allegiance>** keyword: **Khorne, Tzeentch, Nurgle** or **Slaanesh**. This model will gain one additional ability based on the chosen keyword; if **Khorne** is chosen, it gains Unstoppable Ferocity; if **Tzeentch** is chosen, it gains **Ephemeral Form**; if Nurgle is chosen, it gains Disgustingly Resilient; and if **Slaanesh** is chosen, it gains Quicksilver Swiftness.'

Pages 54 and 85, Warp Spines
Change this weapon's ability to read:
'Normal attacks cannot be made with this weapon. Instead, roll a D6 each time a Spined Chaos Beast ends a charge move within 1" of an enemy unit, or an enemy unit ends a pile-in move within 1" of the Spined Chaos Beast. On a 2+ that enemy unit suffers a single automatic hit.'

Page 55 – Giant Chaos Spawn
Add **<Allegiance>** to this unit's Faction Keywords line.

Add the following ability:
'**Daemonic Allegiance:** When this model is chosen as part of an army, the controlling player must select one of the following keywords, replacing its **<Allegiance>** keyword: **Khorne, Tzeentch, Nurgle** or **Slaanesh**. This model will gain one additional ability based on the chosen keyword; if **Khorne** is chosen, it gains Unstoppable Ferocity; if **Tzeentch** is chosen, it gains **Ephemeral Form**; if Nurgle is chosen, it gains Disgustingly Resilient; and if **Slaanesh** is chosen, it gains Quicksilver Swiftness.'

Add the following abilities from the Spined Chaos Beast datasheet to this datasheet: Unstoppable Ferocity, Ephemeral Form, Disgustingly Resilient and Quicksilver Swiftness.

Page 63 – Renegade Knight Porphyrion, Abilities
Delete the 'Explodes' ability from this datasheet.

Page 72 – Daemon Bound Points Values, Soulburner petard
Change the points value of this weapon to read '60'.

FAQs

Q. Are there any restrictions on which Legion I can choose when replacing the **<Legion>** *Faction Keyword on datasheets within this book?*
A. Yes, as follows:

You can only choose for a unit to be from the **World Eaters** Legion if it has the **Khorne** keyword, or if it has the **<Mark of Chaos>** keyword and you choose to replace that with **Khorne**.

You can only choose for a unit to be from the **Thousand Sons** Legion if it has the **Tzeentch** keyword, or if it has the **<Mark of Chaos>** keyword and you choose to replace that with **Tzeentch**. You cannot choose for a Hellforged Rapier Battery, a Chaos Hellwright or a Chaos Hellwright on Dark Abeyant to be from the **Thousand Sons**.

You can only choose for a unit to be from the **Death Guard** Legion if it has the **Nurgle** keyword, or if it has the **<Mark of Chaos>** keyword and you choose to replace that with **Nurgle**. You cannot choose for a Hellforged Rapier Battery, a Chaos Hellwright or a Chaos Hellwright on Dark Abeyant to be from the **Death Guard**.

You can only choose for a unit to be from the **Emperor's Children** Legion if it has the **Slaanesh** keyword, or if it has the **<Mark of Chaos>** keyword and you choose to replace that with **Slaanesh**.

Otherwise, any of the units in this book can be from any Legion.

Q. There is no datasheet for a Ferrum Infernus Chaos Dreadnought – is there a datasheet I should use for this model?
A. Use the Helbrute datasheet on page 33 of *Index: Chaos.*

Q. There is no datasheet for an Emperor's Children Sonic Dreadnought – is there a datasheet I should use for this model?
 A. Use the Helbrute datasheet on page 33 of *Index: Chaos.* It must replace its **<Mark of Chaos>** keyword with **Slaanesh**, it must replace its **<Legion>** keyword with **Emperor's Children**, and it has two additional wargear options; it may take a doom siren, and it may replace its multi-melta with two blastmasters.

Q. There is no datasheet for a Chaos Vindicator Laser Destroyer – is there a datasheet I should use for this model?
 A. Use the Deimos Pattern Vindicator Laser Destroyer datasheet on page 8 of *Imperial Armour Index: Forces of the Adeptus Astartes.* It gains the **Hellforged** keyword and must replace all of its Faction keywords with the following: **Chaos**, **Heretic Astartes**, **<Mark of Chaos>**, **<Legion>**.

In addition, it gains the following ability:
'**Machina Malefica:** At the end of each Fight phase, roll a number of D6 for this model equal to the number of models that were slain by it during this phase; for each dice that scores a 5+, this model regains one lost wound. This model cannot regain lost wounds by any other means.'

Q. Is the plasma destroyer supposed to have an ability that can inflict mortal wounds upon the firer if a hit roll of 1 is made for it?
A. No.

Q. Is the Chaos Hellblade suppose to have the Daemonic Machine Spirit ability?
A. No.