

WARHAMMER 40,000

CODEX: CHAOS DAEMONS

Official Update Version 1.5

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 91 & 120, Staff of Tomorrow & Staff of Tzeentch

Change the second sentence of each of these weapons' abilities to read:

'Set up the Chaos Spawn within 6" of the character and more than 1" from any enemy models before they are removed as a casualty.'

Page 97 – Epidemius

Change the first paragraph of the Tally of Pestilence ability to read:

'The Tally of Pestilence starts the battle at 0. Whilst Epidemius is on the battlefield, add 1 to the Tally whenever a unit (friend or foe) is destroyed by a **NURGLE DAEMON** unit, and look up the result on the chart below. The results are cumulative, but are lost if Epidemius is destroyed.'

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 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 132 – Bolt of Change

Change the third sentence to read:

'If a **CHARACTER** is slain by this power, you can add a Chaos Spawn to your army within 6" of the character and more than 1" from any enemy models before they are removed as a casualty.'

Page 132 – Treason of Tzeentch

Change the third and fourth sentences to read:

'If the result is greater than the character's Leadership characteristic, until the end of the following Fight phase treat that character as if it were a friendly model from your army in your Shooting, Charge and Fight phases.'

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.

*Q: If a **CHARACTER** is being treated as part of the opponent's army due to the Treason of Tzeentch psychic power, must units from that **CHARACTER**'s actual army fight it in the Fight phase if they are within 1" of that **CHARACTER**?*

A: Yes.

UPDATED DATASHEETS

Fiends and Flesh Hounds

Since *Codex: Chaos Daemons* was released, new models have become available for Fiends and Flesh Hounds. The datasheets included here reflect these models and take into account the new options both gain for unit champions. These datasheets replace the Fiends of Slaanesh and Flesh Hounds datasheets respectively from *Codex: Chaos Daemons*.

Bloodcrushers

Since *Codex: Chaos Daemons* was released, we have received lots of feedback about Bloodcrushers and have decided to improve their profile. The datasheet included here reflects this and replaces the one in *Codex: Chaos Daemons*.

 <h2 style="text-align: center;">FIENDS</h2>										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Fiend	14"	3+	-	4	4	4	4	7	6+	
Blissbringer	14"	3+	-	4	4	4	5	7	6+	
This unit contains 1 Fiend. It can include up to 8 additional Fiends (Power Rating +2 per model). If this unit contains at least three models, one Fiend can be upgraded to a Blissbringer. Each model attacks with dissecting claws and a vicious barbed tail.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Dissecting claws	Melee	Melee		User	-1	2	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.			
Vicious barbed tail	Melee	Melee		User	-3	D3	A model can only make a single attack with this weapon each time it fights.			
ABILITIES	Daemonic, Quicksilver Swiftmess, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>) Disruptive Song: PSYKERS within 12" of any enemy models with this ability must subtract 1 from the result of Psychic tests they take. Soporific Musk: Units within 1" of any enemy models with this ability cannot Fall Back unless they can FLY.									
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON									
KEYWORDS	BEAST, FIENDS									

 <h2 style="text-align: center;">FLESH HOUNDS</h2>										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Flesh Hound	10"	3+	-	4	4	2	2	7	6+	
Gore Hound	10"	3+	6+	4	4	2	2	7	6+	
This unit contains 5 Flesh Hounds. It can include up to 5 additional Flesh Hounds (Power Rating +4), up to 10 additional Flesh Hounds (Power Rating +8) or up to 15 additional Flesh Hounds (Power Rating +12). Each model attacks with gore-drenched fangs.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Burning roar	8"	Assault D6		4	0	1	This weapon automatically hits its target.			
Gore-drenched fangs	Melee	Melee		User	-1	1	-			
WARGEAR OPTIONS	• For every 5 models in this unit, one Flesh Hound can be upgraded to a Gore Hound. Each Gore Hound attacks with a burning roar in addition to its gore-drenched fangs.									
ABILITIES	Daemonic, Unstoppable Ferocity, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>) Collar of Khorne: This unit can attempt to deny one psychic power in each enemy Psychic phase.									
FACTION KEYWORDS	CHAOS, KHORNE, DAEMON									
KEYWORDS	BEAST, FLESH HOUNDS									

  BLOODCRUSHERS										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Bloodcrusher	8"	3+	3+	5	4	4	3	7	4+	
Bloodhunter	8"	3+	3+	5	4	4	4	7	4+	
This unit contains 1 Bloodhunter and 2 Bloodcrushers. It can include up to 3 additional Bloodcrushers (Power Rating +7), up to 6 additional Bloodcrushers (Power Rating +14) or up to 9 additional Bloodcrushers (Power Rating +21). Each model is armed with a hellblade and rides a snorting Juggernaut that attacks with its bladed horn.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Rider										
Hellblade	Melee	Melee			User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.		
Juggernaut										
Juggernaut's bladed horn	Melee	Melee			5	-1	1	After a model riding a Juggernaut makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.		
WARGEAR OPTIONS										
<ul style="list-style-type: none"> • One Bloodcrusher may take an Instrument of Chaos. • One Bloodcrusher may take a Daemonic Icon. 										
ABILITIES										
Daemonic, Unstoppable Ferocity, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>)										
Daemonic Icon: If you roll a 1 when taking a Morale test for a unit with any Daemonic Icons, reality blinks and the daemonic horde is bolstered. No models flee and 1 slain Bloodcrusher is instead added to the unit.										
Devastating Charge: Add 2 to the Strength of a Juggernaut's bladed horn attack if its unit charged in the same turn.										
Instrument of Chaos: A unit that includes any Instruments of Chaos adds 1 to their Advance and charge rolls.										
FACTION KEYWORDS										
CHAOS, KHORNE, DAEMON										
KEYWORDS										
CAVALRY, BLOODLETTER, BLOODCRUSHERS										