



CODEX: CHAOS DAEMONS

Indomitus Version 1.0

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

UPDATES & ERRATA

Page 59 – Warp Storm Effects

For each Dark God's Warp Storm Effects, change the start of the first paragraph to begin:

'If your army includes any **LEGIONES DAEMONICA** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary, Supreme Command or Fortification Network Detachments)...

Designer's Note: *This is to ensure that Be'lakor in a Supreme Command Detachment does not give access to all of the Warp Storm effects, which was not the intent.*

Page 63 – Brass Stampede

Change the bullet points to read:

- For each 6-8, that enemy unit suffers D3 mortal wounds.
- For each 9, that enemy unit suffers D3+3 mortal wounds.'

Page 65 – Armour of Scorn

Change the first bullet point to read:

- Each time an attack with a Damage characteristic of 1 is allocated to the bearer, add 1 to any saving throw made against that attack (even though it is a Daemonic saving throw).'

Page 69, 71, 145 – Bladed Horn, Abilities

Change the second sentence to read:

'Each time the bearer fights, if it made a charge move this turn, then until that fight is resolved, change the Strength characteristic of this weapon to +2 (even though it is a malefic weapon).'

Page 110 – Slothful Claws

Change the first bullet point to read:

- Add 1 to the Damage characteristic of that weapon, regardless of whether it is a malefic weapon.'

FAQS

Q: Does the Pestilent Inspiration Stratagem allow Be'lakor to know powers from the Warprot Discipline?

A: Yes, as he is a **NURGLE PSYKER**.

Q: Malefic weapons are never affected by rules that modify their characteristics – does this apply to attacks made with them as well?

A: Yes. Unless otherwise specified (e.g. bladed horn), it is not possible to modify the characteristics of an attack made with a malefic weapon.

Q: Syll'Esske's Warlord Trait is listed as Aura of Bewitchment, but **SLAANESH HERALD** models (which Syll'Esske is) cannot normally have this Warlord Trait. Is this Syll'Esske's correct Warlord Trait?

A: Yes, Syll'Esske is an exception to the normal rules for **HERALD** models and has the Aura of Bewitchment Warlord Trait.

Q: When using the Dark Invigoration Warp Storm Effect to replenish a unit of **HORRORS**, which models can be returned to the unit and, if any of those models had split, what happens to the models created as a result of that split?

A: Only models that started the battle as part of that unit can be returned to it using Dark Invigoration. When returning a model that split when it was destroyed, any models that were added to the unit as a result of that split remain part of the unit and are unaffected by the returning model.

Example: Rich has a unit containing nine Pink Horrors and one Iridescent Horror. One of the Pink Horrors is destroyed and splits into two Blue Horrors as a result, leaving Rich with a unit of eight Pink Horrors, two Blue Horrors and one Iridescent Horror. Rich then uses the Dark Invigoration Warp Storm effect and brings back the Pink Horror that was destroyed. He is then left with a unit containing nine Pink Horrors, two Blue Horrors and one Iridescent Horror.