



# CODEX: CHAOS KNIGHTS

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 68 – A Long Leash

Change the first sentence of this Stratagem to read:

'Use this Stratagem in the Command phase.'

### Page 70 – Aura of Corruption

- Change the points value for **WAR DOG-CLASS** model to '+1 Power/+25 pts'
- Change the points value for **TYRANT-CLASS** model to '+2 Power/+35 pts'

### Page 81 – Storm of Darkness

Change the first sentence of the action described in this secondary objective to read:

'**Storm of Darkness (Action):** One **CHAOS KNIGHTS** unit from your army can start to perform this action at the end of your Morale phase[...]

## FAQS

*Q: For the purposes of the Bow to None Warlord Trait, what constitutes a modifier to a damage roll, and is this the same as a rule that modifies the Damage characteristic of an attack?*

A: A modifier to a damage roll is something that modifies the result of the dice roll itself. This is not the same as something that affects the Damage characteristic of an attack. For example, this Warlord Trait would affect a rule that said '...subtract 1 from that attack's damage roll' but it would not affect a rule that said '...subtract 1 from the Damage characteristic of that attack.'