

WARHAMMER 40,000 CODEX:

CHAOS DAEMONS

Official Update for 7th Edition, Version 1.2

Although we strive to ensure that our codexes are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules, which require amendments to be made in older versions of our codexes. When such issues arise, we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our codexes. 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.

Each update is split into three sections: Amendments, Errata and 'Frequently Asked Questions'. The Errata corrects any mistakes in the codex, while the Amendments bring the codex up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your codex, this is by no means necessary – just keep a copy of the update with your codex.

AMENDMENTS

Various – Psykers

Any model with the Psyker or Brotherhood of Sorcerers special rule may generate powers from the Daemonology discipline in addition to the others listed in their Army List Entries.

Page 32 – Blood Thrones of Khorne

Replace '**TRANSPORT CAPACITY: 1** (Herald of Khorne)' with '**RIDER: Herald of Khorne** (pg 29).'

Page 32 – Blood Thrones of Khorne

Add the following under Special Rules:

'Bloodletter Crew: This model makes 2 additional Strength 4 AP3 Attacks in each Assault phase resolved at Weapon Skill 5. These Attacks are made at the Initiative 4 step (though this does not grant an extra Pile In move). On a turn in which this model charged, the Strength of these Attacks is increased to 5.'

Page 32 – Skull Cannons of Khorne

Add the following under Special Rules:

'Bloodletter Crew: This model makes 2 additional Strength 4 AP3 Attacks in each Assault phase resolved at Weapon Skill 5. These Attacks are made at the Initiative 4 step (though this does not grant an extra Pile In move). On a turn in which this model charged, the Strength of these Attacks is increased to 5.'

Page 40 – Burning Chariots of Tzeentch

Replace '**TRANSPORT CAPACITY: 1** (Exalted Flamer or Herald of Tzeentch)' with '**RIDER: Exalted Flamer.**'

Page 42 – The Two Heads of Fate

Amend the third sentence to read as follows:

'In addition, the right head also randomly generates one power each from the **Pyromancy, Divination and Daemonology (Malefic) disciplines; the left head also randomly generates one power each from the **Telepathy, Biomancy and Daemonology (Malefic)** disciplines.'**

Page 43 – Scrolls of Sorcery

Replace with the following:

'At the start of each friendly Psychic Phase, choose a Psychic Discipline from *Warhammer 40,000: The Rules* and roll a D6 – this turn the Blue Scribes automatically manifest that power without the need for a psychic test (they cannot swap it for the Primaris Power). This power is treated as having been manifested by the minimum amount of Warp charge points required to manifest the power, for the purposes of Deny the Witch rolls. Note that the Blue Scribes are not Psykers for the purposes of any special rules that target Psykers.'

Page 55 – Seeker Chariots of Slaanesh

Replace '**TRANSPORT CAPACITY: 1** (Exalted Alluress or Herald of Slaanesh)' with '**RIDER: Exalted Alluress.**' Please ignore the Designer's note.

Page 56 – Hellflayers of Slaanesh

Replace '**TRANSPORT CAPACITY: 1** (Exalted Alluress)' with '**RIDER: Exalted Alluress.**'

Page 57 – Disruptive Song

Replace this rule with the following:

'Disruptive Song: Enemy Psykers suffer a -1 penalty to their Leadership whilst they are within 12" of at least one Fiend of Slaanesh.'

Page 91, 92, 93 – Lord of Blood, Lord of Fate,

Lord of Plague and Lord of Secrets

Replace 'your army' with 'a detachment' in all instances. Add '...in that detachment.' to the end of the sentence in all instances.

Page 94 – Heralds of Chaos

Delete the word 'primary' from the first sentence, and add 'Exalted Flamer of Tzeentch' to the list of Heralds that can be chosen.

Page 96 – HQ

Add the following Army List Entry:

‘Exalted Flamer of Tzeentch..... 50 Points

	WS	BS	S	T	W	I	A	Ld	SV
Exalted Flamer	4	4	4	4	3	4	3	7	-

BATTLEFIELD ROLE: HQ (Counts as one Herald).

UNIT TYPE: Infantry (Character).

UNIT COMPOSITION: 1

DAEMONIC GIFTS: Blue Fire of Tzeentch, Pink Fire of Tzeentch (pg 61).

SPECIAL RULES: Daemon of Tzeentch, Daemonic Instability, Deep Strike, Independent Character, Warpflame (pg 61).’

Page 98 – Blood Throne of Khorne

Add the following under Special Rules:

‘Bloodletter Crew’

Page 102 – Skull Cannon of Khorne

Add the following under Special Rules:

‘Bloodletter Crew’

ERRATA

Page 93 – Daemon Prince, Options

Change the first line of the fifth bullet point to ‘A Daemon Prince that is not a Daemon of Khorne may take one of the following:’

Page 94 – Herald of Khorne

Add a final line to the Herald of Khorne’s options: ‘If a Herald of Khorne takes a Blood Throne of Khorne upgrade, the Herald becomes the chariot’s rider and loses the Independent Character special rule.’

Page 95 – Herald of Tzeentch

Add a final line to the Herald of Tzeentch’s options: ‘If a Herald of Tzeentch takes a Burning Chariot of Tzeentch upgrade, the Herald becomes the chariot’s rider and loses the Independent Character special rule. The Herald replaces the Exalted Flamer.’

Page 94 – Herald of Slaanesh

Add a final line to the Herald of Slaanesh’s options: ‘If a Herald of Slaanesh takes a Seeker Chariot or Exalted Seeker Chariot upgrade the Herald becomes the chariot’s rider and loses the Independent Character special rule. In both cases, the Herald replaces the Exalted Alluree.’

FAQs

None.

Last updated October 2014.