

WARHAMMER ARMIES: DAEMONS OF CHAOS

Official Update (July 2010)

Although we strive to ensure that our army books are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules, that require amendments to be made in older versions of our army books. 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 army books.

Each update is split into three sections: Errata, Amendments, and 'Frequently Asked Questions'. The Errata corrects any mistakes in the book, while the Amendments bring the book 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 army book, this is by no means necessary – just keep a copy of the update with your army book.

ERRATA

Pages 54, 84, 96 - Skulltaker

Change the Movement value (M) of Skulltaker to "5".

Page 61 - Flickering Fire of Tzeentch

Add "Flaming Attack." to the second paragraph.

Page 61 - Tzeentch's Firestorm

Add "Flaming Attack." to the second paragraph.

Page 93 - Flames of Tzeentch

Add "Flaming Attack."

Page 94 - Pestilent Mucus

Change the start of the first sentence of the second paragraph to "When this Daemon suffers an unsaved wound, [...]"

Page 95 - Daemonic Icons

Add "Daemonic Icons are Magic Standards." to the start of the first paragraph.

AMENDMENTS

Troop Type

Note that older versions of our army books do not list the Troop Type for each model. If this is the case with your army book, then you can find the model's Troop Type in the reference section at the back of the Warhammer rulebook.

Page 81 - Army List Entries

Ignore this page and use the rules for "Choosing Your Army" in the Warhammer rulebook.

Page 41 - Screemers of Tzeentch

Ignore the note in italics under the profile.

Page 41 - Screemers of Tzeentch, Special Rules

Replace "Fly (Disc only); Flying unit (Screemers only)" with "Fly".

Page 42 - Nurglings

Ignore the note in italics under the profile.

Page 44 - Bloodcrushers of Khorne

Ignore the note in italics under the profile.

Page 49 - Chaos Furies

Replace "Flying Unit" with "Fly".

Page 55 - The Blue Scribes of Tzeentch

Ignore the reference to the Blue Scribes' unit strength.

Page 92 - Tzeentch's Will

Ignore "This ability can be used to cause an irresistible force or avoid a miscast."

Page 94 - Noxious Vapours

Change to "All enemy models in base contact with this Daemon lose the Always Strikes First special rule (if they have it) and gain the Always Strikes Last special rule."

Page 95 - Siren Standard

Ignore the last sentence.

Page 95 - Skull Totem

Change to "The unit carrying the banner automatically passes 'Enemy Sighted' Leadership tests."

FAQs

Q. Does Insane Courage apply to an Instability test? (p30)

A. Yes. So, if a daemonic unit rolls a double 1 for its Break test, it will not suffer any additional wounds.

Q. Is the maximum number of wounds that can be inflicted by a failed Instability test limited to 10 (a roll of '12' compared to a Leadership 2)? (p30)

A. No. Remember that combat resolution adds to the dice roll, rather than being subtracted from Leadership.

Q. Are the special character Heroes who are permitted to join friendly units (for example, Skulltaker), allowed to join friendly units loyal to a different Chaos God? (p30)

A. Yes.

Q. Are Screamer's Slashing Attacks Flaming? (p41)

A. Yes.

Q. Do Kairos Fateweaver's heads count as different Wizards for the purposes of miscasts and other rules? (p52)

A. Yes.

Q. Do the Necrotic Missiles hurled by Ku'Gath Plaguefather have a minimum guess range of 12" like normal stone throwers? (p53)

A. No.

Q. Can the Blue Scribes join friendly units? (p55)

A. Yes.

Q. Does the Changeling benefit from a Herald's Locus of Tzeentch and/or count towards the number of models used to determine the unit's magic level? In addition, does the Changeling count as a unit champion, character, or simply a unit upgrade? (p56)

A. The Changeling is treated as a unit champion in all respects.

Q. Can the Formless Horror be used against a model fighting a challenge against a model other than the Changeling? (p56)

A. Yes.

Q. In what order do the Changeling's abilities and Von Horstmann's Speculum take affect? (p56)

A. The player whose turn is taking place chooses.

Q. How does the Changeling's Formless Horror ability interact with enemy models that have multiple parts, such as characters riding monstrous mounts, etc? Can he choose any stats from the enemy model that he wants (the best from each part)? (p56)

A. Yes.

Q. Does the Tally of Pestilence affect bound spells? (p57)

A. No.

Q. If the Masque uses the Dance of Dreaming to reduce an enemy unit's Leadership, and the unit is within 12" of its general, does the General's Leadership suffer the modifier? (p58)

A. Yes.

Q. If the Masque uses the Dance of Dreaming to reduce an enemy unit's Leadership, can a separate effect (such as the Great Icon of

Despair) subsequently reduce that unit's Leadership below 2? (p58)

A. Yes it can, down to a minimum value of 0.

Q. Is the extra dice generated by the Boon of Tzeentch added to the power pool, and can anyone use them? (p61)

A. It is added to the pool, but may only be used by the caster.

Q. Can a Tzeentch Wizard use a successful casting of Glean Magic to cast one of the target Wizard's bound spells (or in the case of Liche Priests and High Liche Priests their Incantations)? Does this apply to bound spells the Wizard may possess from a magic item? (p61)

A. No to all questions.

Q. When a Tzeentch Wizard successfully casts Glean Magic, does the enemy have the option of dispelling the spell cast by it? (p61)

A. No.

Q. If Acquiescence is cast on a unit that includes a character, does he become Stupid too? (p61)

A. No.

Q. Does Miasma of Pestilence target the model casting the spell, or is it targeted at enemy models in base to base contact with it? (p62)

A. It targets the caster.

Q. How does Miasma of Pestilence interact with things that modify a model's characteristics? (p62)

A. The player whose turn is taking place decide in which order the effects are applied.

Q. Does Miasma of Pestilence affect models that 'step up' to replace a model that has been removed as a casualty? (p62)

A. Yes.

Q. Does Miasma of Pestilence effect Impact hits? (p62)

A. No.

Q. The spells Shrivelling Pox and Pavane of Slaanesh are cast at single models. Can these spells target characters (or champions), that are usually protected by being attached to a unit? (p62, 63)

A. Yes.

Q. What is the exact price to add the Changeling to a unit of Pink Horrors – is his listed price the price to upgrade one model? Also what is the minimum number of models in a unit of Pink Horrors including the Changeling? (p88)

A. The Changeling replaces a Pink Horror and his cost is added to that of the model he replaces. The minimum number of models remains the same – 10.

Q. What is the exact price to add Karanak to a unit of Flesh Hounds – is his listed price the price to upgrade one model? Also what is the minimum number of models in a unit of Flesh Hounds including Karanak? (p90)

A. Karanak replaces a Flesh Hound and his cost is added to

that of the model he replaces. The minimum number of models remains the same – 5.

Q. Does a Daemonic Gift work in combination with other equipment, magic items, or Daemonic Gifts? For example, the Balesword with flail – would it combine the +2 Strength bonus with the effects of the Balesword? (p92)

A. Yes, except for saving throws, where the best saving throw of each type (armour, ward or regeneration) must be used.

Q. Can I not use a Daemonic Gift that is always active? (p92)

A. No.

Q. Can Dark Insanity increase a model's number of Attacks to greater than 10? (p92)

A. No.

Q. Does Obsidian Armour effect Daemonic Gifts? (p92)

A. No.

Q. Can a Daemon with Nurgling Infestation add the Nurgling base to an enemy unit of Nurglings? (p92)

A. No.

Q. How does the gift Daemonic Robes interact with hits that wound automatically? (p93)

A. Daemonic Robes only works against attacks that roll to wound, so the Robes offer no protection.

Q. Is Iridescent Corona applied before or after impact hits? (p93)

A. The player whose turn is taking place can decide.

Q. Can an enemy model affected by the Temptator gift issue a challenge? (p93)

A. No.

Q. Must a Daemon with Master of Sorcery choose one of the Lores from the Warhammer rulebook? (p93)

A. Yes.

Q. Does a unit in base contact with a Daemon with Enrapturing Gaze use the best Leadership in the unit when taking tests for the unit as a whole (such as Break tests)? (p93)

A. Yes.

Q. Is Noxious Vapours a permanent effect? (p94)

A. No, it only lasts while in contact.

Q. When are the effects of Pestilent Mucus resolved? (p94)

A. At the end of the Close Combat phase.

Q. Does Pestilent Mucus force Toughness tests for wounds suffered by failed Daemonic Instability tests? (p94)

A. Yes.

Q. Do excess wounds inflicted by failed Toughness tests caused by Pestilent Mucus pass on to the rest of the models in the unit? (p94)

A. No.

Q. If a unit is affected by more than one Siren Song who must they charge? (p94)

A. The player whose turn is taking place can decide.

Q. Do units that are Immune to Psychology or Unbreakable have the option to flee from Siren Song or must they charge? (p94)

A. They must charge.

Q. Is Siren Song supposed to read that you have to charge the Daemon with the Siren Song ability only if you are able to, as per the normal Warhammer rules? (p94)

A. Yes.

Q. In a Daemon vs. Daemon battle, does the Standard of Chaos Glory affect Daemons on both sides? (p95)

A. No.

Q. Does the Great Standard of Sundering give a -2 penalty to Nehekharan Incantations or Ogre Gut Magic? (p95)

A. No.

Q. Can the Great Standard of Sundering interact with 'free' spells in particular army books, such as Drain Magic in the High Elf book, and Invocation of Nehek in the Vampire Counts? (p95)

A. No.

Q. If an enemy unit is within 12" of the Great Icon of Despair and is within 12" of its General, but the General is not within 12" of the Icon, does the General's Leadership suffer the -2 modifier? (p95)

A. Yes.

Last updated 10th July 2010