

# WARHAMMER ARMIES: DAEMONS OF CHAOS

## Official Update Version 1.4

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. 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: 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 – Screamers of Tzeentch**

Ignore the note in italics under the profile.

#### **Page 41, 90, 96 – Screamers of Tzeentch, Special Rules**

Replace "Fly (Disc only); Flying unit (Screamers 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, 89, 96 – 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 93 – Dark Magister**

Ignore " , although the spell still fails"

#### **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: If a unit of **Pink Horrors of Tzeentch** are the target of a magic item or spell, such as *Srvejir’s Hex Scroll* or *Wurrzag’s Revenge*, how is this resolved? (p37)

A: The player controlling the **Pink Horrors** must nominate one model to be the target of the magic item or spell.

Q. Are **Screamers’ Slashing Attacks Flaming**? (p41)

A. Yes.

Q. How do you go about selecting **Kairos Fateweaver’s** spells? (p52)

A. Each head will have access to the four listed spell lores each game. You decide which four spells each head knows at the start of each battle.

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 effect? (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 the general’s *Inspiring Presence* radius, does the Leadership value conferred by *Inspiring Presence* 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. 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. If **Acquiescence** is cast on a unit that includes a character, does he become Stupid too? (p63)

A. No.

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. Yes.

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 **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 the unit is within the general's Inspiring Presence radius, does the Leadership value conferred by Inspiring Presence suffer the modifier even if the General is not within 12" of the banner? (p95)*

A. Yes.

Last updated 18th April 2011