

WARHAMMER ARMIES BOOK: DAEMONS OF CHAOS – ERRATA AND FAQs

ERRATA

The Movement value (M) of Skulltaker is **5** and not 4. His profile (pages 54, 84, 96) will be amended in reprints.

Page 61, *Flickering Fire of Tzeentch*, second paragraph.

The following should be added to the spell description:

‘This is a magic missile with a range of 18”, causing D6+1 Strength D6+1 hits. **Flaming Attack.**’

Page 61, Tzeentch’s Firestorm, second paragraph.

The following should be added to the last sentence of the spell description:

‘This new unit is worth 50 victory points. **Flaming Attack.**’

Page 94, Pestilent Mucus, second paragraph.

The first sentence should be changed to:

‘When this Daemon suffers an **unsaved** wound, [...]’

FAQs

The Daemonic Legions

Q. Are the Flamer of Tzeentch’s Flames of Tzeentch ability Flaming attacks?

A. Yes, they’re even given as an example in the Flaming attacks rule in the Warhammer rulebook.

Q. Are Screemers’ slashing attacks flaming?

A. Indeed they are.

Q. Are the spells from the Pink Horrors and the Lord of Change Flaming attacks?

A. No, the Flaming Attacks rule only covers close combat and missile attacks.

Q. Can Beasts of Nurgle and Fiends of Slaanesh enter in buildings?

A. Beasts of Nurgle and Fiends of Slaanesh are infantry and have Unit Strength 3 and can enter buildings as normal.

Q. Does Insane Courage apply to an Instability test?

A. It does indeed, although it should perhaps be referred to as Insane Stability for clarity (and because it’s beautifully self-contradictory). 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)? Or, for purposes of Instability tests, can the Daemons effective Leadership value be reduced lower than 2?

A. Remember that combat resolution adds to the dice roll, rather than being subtracted from Leadership. As a result, there is no upper limit on the number of casualties that can be caused

this way. e.g. a unit of Bloodletters loses a combat by 12 and rolls a 5 for its Leadership test. It therefore suffers 10 wounds

5 (dice roll) + 12 (combat resolution modifier)
– 7 (Leadership) = 10 wounds.

Q. *Are the special character Heroes permitted to join friendly units (for example, Skulltaker), allowed to join friendly units with a different mark?*

A. The only restrictions of this kind apply to Heralds. None of the special characters are Heralds, thusly they can muster wither they wilt.

Q. *Do Kairos Fateweaver's beads count as different Wizards for the purposes of miscasts and remains in play effects?*

A. Yes, except for damage caused by the Miscast chart, which of course affects the whole model.

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

A. No – the range is replaced by the one given.

Q. *Can the Blue Scribes join friendly units?*

A. No.

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?*

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

Q. *How does the Changeling's Formless Horror ability interact with enemy models that have multiple parts, such as characters riding monstrous mounts, chariots, and cavalry? Can he choose any stats from the enemy model that he wants (the best from each part) or does he have to select a specific part of the model to swap stats with?*

A. The Changeling can steal stats from any model in base contact (including mounts, chariots and so on) even if that model is engaged in a challenge elsewhere, and can even mix different stats from a model composed of different parts, such as a ridden monster.

Q. *What happens when the Changeling is in base to base contact with an Empire character that has Van Horstman's Speculum and the Speculum bearer is engaged in a challenge with another model friendly to the Changeling? In what order is the swapping of stats resolved in such a situation?*

A. The Speculum must be used first, as the challenge is resolved first.

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?*

A. The Changeling is an upgrade, so he 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. *Does the result on the Tally of Pestilence that makes all poison attacks wound automatically on a 4+ still apply if the model with poison normally requires a 5+ or 6+ To Hit?*

A. No, the attack must still hit for the poison to take effect.

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?*

A. Yes it can.

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?*

A. Karanak is an upgrade, so he 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. *What is the proper Unit Strength of Ku'Gath Plaguefather?*

A. He's US 10 – ignore the Palanquin's unit strength in this case.

Daemonic Magic

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

A. They can indeed – a single model within line of sight (which may be a character).

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?*

A. It targets 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 Priest's their Incantations)? Does this apply to bound spells the Wizard may possess from a magic item?*

A. Glean Magic affects only the spells a Wizard knows. If that Wizard has innate bound spells, Glean Magic can use them. Any spells that are bound to items may not be used. Incantations cannot be affected by this as they are not spells in the conventional sense.

Q. *When a Tzeentch Wizard successfully casts Glean Magic, does the enemy have the option of dispelling the spell cast by it? Does this change if Glean Magic is cast with irresistible force?*

A. Nope. If you want to stop the second spell, you must stop Glean Magic.

Daemonic Gifts

Q. *How does a Daemonic Gift work in combination with mundane items? For example, the Balesword with flail – would it combine the +2 Strength bonus with the effects of the Balesword? Or Armour of Khorne for a Bloodthirster – is it added to his heavy armour for a 1+ save?*

A. Daemonic Gifts are unlike magic items in that they reflect a particular ability of the Daemon in question, rather than something that it carries. This is normally described in a manner that our weak mortal minds can comprehend – as swords, armour and staves, for example, but the actual form the gift takes can vary, often minute by minute, according to the will of the Chaos Gods. This means that differing bonuses – +2 Strength of the flail and D6 Wounds of the Balesword – stack for a greater effect. Conversely, where there are two bonuses of the same type (armour save 5+ and armour save 3+) the Daemon simply benefits from the more powerful ability.

As a further example:

Does a Bloodthirster with both Axe of Khorne and Firestorm Blade make Strength 7 Flaming Attacks with Killing Blow special rule?

Yes, he does. He must use all the effects of the two Gifts and cannot choose not to use one of them.

Q. *Are Daemonic Gifts counted as magical items, so you can't stack them, or are they gifts/abilities, and so do stack, in a similar way to runes?*

A. There's a small paragraph at the start of the Daemonic Gifts section that clearly states that a Daemon may not take multiples of the same

gift. In examples where a Daemon could, say, take two kinds of armour, remember that the save produced does not stack – nowhere does this happen in Warhammer except when specified clearly – simply use the best save.

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

A. These units must charge, as they can never flee. In fact, they're more likely to succumb to the song's enraging effects – Undead are snared by the magic, Slayers drawn towards certain death, and so on...

Q. Is Siren Song supposed to read that you have to charge the Daemon with the Siren Song ability as per the normal Warhammer rules?

A. Yes, indeed. Remember that the unit must be able to charge – if the target unit cannot reach because the Siren Song using Daemon is out of its charge range, the ability does not work and is wasted. Accordingly, servants of Slaanesh should be very careful about using this gift on units with random charge ranges.

Q. Should Daemonic Icons be treated like magic items?

A. Yes, they are magic items in all respects, with the caveats listed on page 92. Remember that gifts may be taken more than once in the army.

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

A. No, as they are not spell lores in the conventional manner.

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

A. Daemonic Robes only works against attacks that roll to wound. As something that wounds automatically does not roll to wound, the Robes offer no protection.

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

A. No – the mingling of different squelchy pusses and secretions would be too disgusting to even contemplate.

Q. Can an enemy model affected by the Temptator gift issue a challenge? If so, who decides if he will do so, and which side will respond?

A. He may neither issue nor accept a challenge – he has other priorities now. In the spirit of the rules, we should perhaps allow him to issue a challenge against another character in his own unit, but this seems a little unfair so we're not going to.

Q. Can a Daemon with Master of Sorcery choose to use the Lore of Tzeentch and, if so, does it know all the spells from that lore? Or must it choose one of the Lores from the Warhammer rulebook?

A. Lores from the Warhammer rulebook only – Tzeentch does not allow his lesser minions full knowledge of his own sacred lore.

Q. Is Noxious Vapours a permanent effect? Do models regain Always Strikes First/lose Always Strikes Last when they are no longer in base contact with the Daemon?

A. Once a model is no longer in base contact, it cannot be affected by Noxious Vapours, just like it could no longer be struck by the Daemon with the ability.

Q. Can a unit in base contact with a Daemon with Enrapturing Gaze take Leadership tests which are taken by the unit as a whole (such as Break tests) on their unmodified Leadership if not all models in the unit are in base contact with the Daemon?

A. Units take Leadership tests on the best available Leadership in the unit.

Q. What is the correct procedure for placing the breath weapon template on an enemy unit when a Herald of Nurgle uses the Stream of Bile gift (or casts the Stream of Corruption spell)? (Assuming the Herald and target unit are on the same level).

A. The special rules for breath weapons includes this sentence, "Note that the monster must be able to see all its potential targets." Ordinarily this is not a problem because the unit with the breath weapon is a large target and can see all the potential targets in the unit. A Herald of Nurgle is not a large target, but players should treat him as if he is for the purposes of these abilities.

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

A. This ability should be resolved simultaneously with impact hits – remember that any wounds caused do count towards combat resolution.

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

A. Yes – it affects both sides – let Chaos reign!

Q. How does the Great Standard of Sundering interact with 'free' spells in particular army books, such as Dispel Magic in the High Elf book, and Invocation of Nehek in the Vampire Counts?

A. For the purposes of the Great Standard of Sundering, these spells are considered to not be part of any spell lore, and so therefore cannot be affected.

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The questions answered in our FAQs have been gathered from many sources. Some have been submitted by members of the public, others by representatives of the online gaming community and more still are the result of face to face meetings with keen and inquisitive players at a myriad of gaming events. We are always happy to consider more questions, and aim to update these FAQs as frequently as is practical. See the ?Contact Us, page of the Games Workshop website for the address to which you can send your questions. Thanks to all those who have done so already!