WARHAMMER 40,000
INDEX: CHAOS
Official Update Version 1.0

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; 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.

ERRATA

Page 21 – Daemon Prince, Wargear Options
Change the first sentence of the third bullet point to read:
'This model may have wings **(Power Rating +1)**.'

Page 36 – Warp Talons, Lightning claw
Change the second sentence of the Abilities text to read:
'If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.'

Page 38 – Chaos Predator, Damage Table
Change the top value under 'Remaining W' to read '6-11+'.

Change the second value under 'Remaining W' to read '3-5'.

Page 51 – Ahriman, Wargear Options
Change the first sentence to read:
'• Ahriman may ride a Disc of Tzeentch **(Power Rating +2)**.'

Page 52 – Exalted Sorcerer, Wargear Options
Change the first bullet point to read:
'• This model may ride a Disc of Tzeentch **(Power Rating +2)**.'

Page 57 – Death Guard Army List
Add the following to the list of units that can be from the Death Guard Legion:
'Sorcerer on Palanquin of Nurgle (pg 24)'

Page 80 – Kairos Fateweaver
Add 'Ephemeral Form' to Kairos Fateweaver's abilities.

Page 105 – Daemon Prince of Chaos, profile line
Change the Wounds characteristic to read '8'.

Page 118 – Units, Exalted Sorcerer
Change the points per model value to read '112'.

Page 118 – Units, Exalted Sorcerer on Disc of Tzeentch
Change the points per model value to read '146'.

Page 121 – Chaos Bastion Points Values, Ranged Weapons, Heavy bolter
Change the points per weapon value to read '8'.

FAQs

Q. Can I use the All is Dust ability to add 1 to invulnerable saving throws?
A. Yes, but only against attacks that have a Damage characteristic of 1.

Q. Can I use the All is Dust ability to add 1 to my saving throws against attacks that have a Damage characteristic of D3, or D6, but only inflict 1 damage?
A. No. The Damage characteristic is not '1'. Furthermore, the roll to inflict damage would occur after the saving throw would be taken (i.e. you cannot retroactively pass a saving throw).

Q. What happens when a unit of Pox Walkers kills a Necron Warrior in the Fight phase? Do I still add a Pox Walker even though that Necron could reanimate?
A. A Pox Walker is added to the Pox Walkers unit as normal. At the start of the Necron player's next turn, they roll to reanimate that Necron Warrior as normal too (essentially both players could end up adding a model to their unit).

Q. The points values for certain units are different in Index: Chaos *to the Dark Imperium Death Guard booklet. Which should I use?*
A. Use the values printed in the Index book.

Q. If Skarbrand is within 8" of model that can **FLY** *and has a minimum speed (such as a some Flyers), and that unit starts its Movement phase within 1" of an enemy unit, what happens? Is that unit destroyed because it cannot Fall Back and so cannot move its minimum speed?*
A. Correct, the unit is destroyed.

Note, however, that some Flyers have an ability that, when used, means they no longer have a minimum speed that turn (e.g. the Stormraven Gunship's Hover Jet ability). If such a unit ends up in the situation described in the question, we recommend using their ability to avoid crashing into the ground!

Q. If I use Xirat'p's Sorcerous Barrage to automatically manifest a psychic power in a matched play game, can I still attempt to manifest the same power with a different psyker that turn?
A. No, unless that power was *Smite*.