



# CODEX: CHAOS KNIGHTS

## Indomitus Version 1.1

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

## DESIGNER'S NOTES

### WEAPON UPDATES

*Several weapon profiles were updated in the 2020 edition of Codex: Space Marines. As a result, where those same weapons appear in this publication, they are updated to match. We have also updated the wording of certain weapons' abilities that would explode or inflict mortal wounds on hit rolls of 1, so that they now only do so on unmodified hit rolls of 1. The weapons in question, and the updated profiles for them, are found at the end of this document, and should be changed wherever they appear in this book.*

## UPDATES & ERRATA

**\*Pages 53 and 58** – War Dog, War Dog autocannon  
Delete the Abilities text.

**\*Pages 54, 55, 56 and 57** – Knight Despoiler, Knight Tyrant, Knight Desecrator and Knight Rampager, Abilities, Super-heavy Walker

Change to read:

'This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding **MONSTER** and **VEHICLE** models) as if they were not there, and when it does it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.'

**\*Pages 62** – Traitoris Lances, rules text

Change the last sentence to read:

'If your **WARLORD** has the **CHAOS KNIGHTS** keyword, **CHAOS KNIGHTS** Super-heavy Detachments in your army gain the following Command Benefits: 'Select one of the following: +3 Command Points if your **WARLORD** is part of this Detachment; +6 Command Points if your **WARLORD** is part of this Detachment and has the **TITANIC** keyword.'

**Page 64** – Stratagems, Tyrannical Court

Change the fourth sentence to read:

'For each of these models, generate one Chaos Knights Warlord Trait; the model is regarded as your **WARLORD** for the purposes of that Warlord Trait.'

**\*Page 65** – Stratagems, Daemonic Guidance System

Change the second sentence to read:

'Select one shieldbreaker missile that unit is equipped with. Until the end of the phase, when you select a target for that weapon, you can ignore the Look Out, Sir rule.'

**Page 66** – Stratagems, Diabolic Rift

Change to read:

'Use this Stratagem at the start of your opponent's Psychic phase. Until the end of that phase, when a Psychic test is taken for an enemy model within 12" of any **CHAOS KNIGHTS INFERNAL HOUSEHOLD** models from your army, that enemy model suffers Perils of the Warp on any dice roll that includes any double, instead of a double 1 or a double 6.'

**Page 67** – Damnation, Forsaken

Change to read:

'Whilst this Damnation applies, this model cannot be affected by any Stratagems used by the controlling player (including using the Command Re-roll Stratagem to re-roll a dice for this model).'

## FAQs

**Q:** Can **CHAOS KNIGHTS CHARACTERS** use the Daemonic Ritual ability?

**A:** Yes.

**Designer's Note:** Codex: Chaos Knights does not feature any **DAEMON** datasheets in the same way that other Codexes from the **CHAOS** faction do, and as such, the Daemonic Ritual ability was not included. If you wish to use this ability with your **CHAOS KNIGHTS CHARACTERS**, complete rules for summoning **DAEMON** units can be found in Codex: Chaos Daemons.

Q: Does the Knight Rampager's Frenzied Rampage ability still apply if I replace the thunderstrike gauntlet or reaper chainsword with The Teeth That Hunger or The Gauntlet of Ascension?

A: Yes.

Q: For the purposes of the Break the Enemy Line Stratagem, which unit must have charged, the enemy unit, or the **ICONOCLAST HOUSEHOLD** unit?

A: The **ICONOCLAST HOUSEHOLD** unit must have charged.

Q: When selecting a weapon for the Daemonic Power result on the Daemonic Surge table, does this result apply to all weapons with the same name as the selected weapon, or only one of those weapons?

A: This ability applies to only one weapon, not all weapons with the same name.

Q: Can I give the Rune of Nak'T'Graa Relic to a **DREADBLADE** model that does not have any Pacts and Damnations, even if that model is in a Detachment with another **DREADBLADE** model that has taken Pacts and Damnations?

A: Yes.

Q: If a model with the Tzeentchian Pyrothrone Relic is destroyed as a result of Perils of the Warp, do nearby units still suffer mortal wounds from Perils of the Warp in addition to the Explodes or Dual Plasma Core Explosion ability?

A: Yes.

## WEAPON UPDATES

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Plasma decimator	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	48"	Heavy 2D6	7	-3	1	Blast
- Supercharge	48"	Heavy 2D6	8	-3	2	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Twin meltagun	12"	Assault 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.