

# WARHAMMER: DAEMONS OF CHAOS

## Official Update Version 1.1

Although we strive to ensure that our books are perfect, sometimes mistakes do creep in. 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 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.

This 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 in your book, this is by no means necessary – just keep a copy of the update with your book.

### ERRATA

None.

### AMENDMENTS

#### Page 89 – Heroes

Add the following entry:

**'Exalted Flamer of Tzeentch'** **90 Points**

	M	WS	BS	S	T	W	I	A	Ld
Exalted Flamer	6	4	4	4	4	3	4	3	7

**TROOP TYPE:** Infantry (Character).

**SPECIAL RULES:** Daemon of Tzeentch, Daemonic, Warpflame.

**Exalted Fire of Tzeentch:** During the Shooting phase, the Exalted Flamer can shoot either Pink Fire or Blue Fire. This can be done even if the Exalted Flamer moved in the preceding Movement phase. Pink Fire uses the rules for fire throwers. Blue Fire uses the rules for grapeshot.

Name	Range	Strength	Special
Pink Fire	n/a	D6	Slow to Fire, Warpflame
Blue Fire	12"	D6+3	Slow to Fire, Warpflame

If a misfire is rolled when resolving Pink Fire or Blue Fire, the Exalted Flamer suffers D6 Strength D6 hits with the Warpflame special rule. Armour saves cannot be taken against Wounds caused by these hits.'

### FAQS

**Q:** When taking a Daemonic Instability test, can the unit's Leadership be reduced to below 0?

**A:** No.

**Q:** Can I choose to re-roll any Daemonic Instability test if my Battle Standard Bearer is within 12" of the unit, or only Daemonic Instability tests that I fail? If the latter, what is a 'failed' Daemonic Instability test?

**A:** If your Battle Standard Bearer is within 12" of a unit taking a Daemonic Instability test, you may choose to re-roll the result if you wish to do so.

**Q:** When taking a Daemonic Instability test for a unit that is Steadfast or Stubborn, is the unmodified Leadership that is used calculated before or after the modifier for the difference in combat results has been applied? If before, is the modifier still used?

**A:** Before. No modifiers are used.

**Q:** When taking a Daemonic Instability test for a unit that is Steadfast or Stubborn, can the general's Leadership be used if he the unit is within range of his Inspiring Presence special rule?

**A:** Yes

**Q:** Do you consult the Reign of Chaos table in every player's Magic phase, or only in the Daemons of Chaos player's turn? (p27)

**A:** Only when a Daemons of Chaos player rolls for the Winds of Magic.

**Q:** On rolls of 5, 6, 8 and 9 on the Reign of Chaos table (namely Storm of Fire, Rot, Glorious Rot, the Dark Prince Thirsts and Khorne's Wrath), do you roll for all enemy units, or only for those that include models and/or Marks from the rival Chaos God? (p27)

**A:** You roll for all enemy units.

**Q:** Does the Warpflame special rule confer Flaming Attacks? (p58)

**A:** No.

Last updated January 2015