

WARHAMMER 40,000 – IMPERIAL ARMOUR

INDEX: FORCES OF CHAOS

Official Update Version 1.3

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 8 – Chaos Decimator, Keywords

Delete 'TITANIC' from this datasheet's Keywords line.

Page 10 – Greater Brass Scorpion of Khorne, Runes of the Blood God

Delete the words '(friendly or enemy)' from this ability.

Add the following to this ability: 'Furthermore, this model cannot be targeted by psychic powers manifested by friendly **PSYKERS**.'

Page 12 – Hellforged Contemptor Dreadnought, Containment Breach

Change the third sentence to read:

'Each unit within 6" suffer D3 mortal wounds unless it is a **PSYKER**, in which case it suffers D6 mortal wounds instead.'

Pages 12, 20 and 22 – Hellforged Contemptor Dreadnought, Hellforged Deredeo Dreadnought and Hellforged Leviathan Dreadnought

Add '**HELBRUTE**' to the Keywords line of all these datasheets.

Page 12 – Hellforged Contemptor Dreadnought, Wargear Options

Change the second wargear option to read:

• A Hellforged Contemptor may replace one deathclaw and one combi-bolter for one of the following weapons (or it can replace both deathclaws and both combi-bolters for two of the following weapons):'

Add the following wargear option:

• This model may take a havoc launcher.'

Pages 12-29 – Machina Malefica

Change this ability in all instances to read:

'At the end of each Fight phase, roll a number of D6 for this model equal to the number of models that were slain by it during this phase; for each dice that scores a 5+, this model regains one lost wound. This model cannot regain lost wounds by any other means.'

Pages 13 and 14 – Hellforged Land Raider Proteus and Hellforged Land Raider Achilles, Containment Breach

Change the third sentence of this ability to read:

'Each unit within 6" suffers D6 mortal wounds unless it is a **PSYKER**, in which case it suffers 2D3 mortal wounds.'

Page 19 – Hellforged Spartan Assault Tank, Abilities

Add the following ability:

'Daemonic Machine Spirit: This model does not suffer the penalty to its hit rolls for moving and firing Heavy weapons.'

Page 20 – Hellforged Deredeo Dreadnought, Wargear Options

Change the second wargear option to read:

• A Hellforged Deredeo Dreadnought may be equipped with one of the following:
- Greater havoc launcher
- Hellfire veil'

Page 20 – Hellforged Deredeo Dreadnought, Hellfire Veil

Change the first sentence of this ability to read:

'If equipped with a Hellfire veil, all friendly units with the **CHAOS** and <**LEGION**> keywords that are wholly within 6" of the Hellforged Deredeo Dreadnought gain a 5+ invulnerable save.'

Page 21 – Hellforged Rapier Battery, Chaos Space Marine Crew

Change this ability to read:

'When a Hellforged Rapier Battery is set up on the battlefield, all models are set up in unit coherency. From that point onwards, all the Hellforged Rapiers are treated as one unit and all the Chaos Space Marine Crew are treated as another. Chaos Space Marine Crew may only be chosen as a target in the Shooting phase if they are the closest visible unit to the firer.'

Page 22 – Hellforged Leviathan Dreadnought, Wargear Options

Change the second wargear option to read:

- A Hellforged Leviathan may replace one siege claw and one meltagun for one of the following weapons (or it can replace both siege claws and both meltaguns for two of the following):'

Pages 22 and 81 – Hellforged siege claw

Add the following ability to this weapon:

'Re-roll failed wound rolls against **INFANTRY**.'

Page 23 – Hellforged Dreadclaw Drop Pod, Transport

Change this datasheet's Transport entry to read:

'This model can transport 10 <**LEGION**> **INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes up the space of two other models. This model can instead transport a single **HELLFORGED CONTEMPTOR DREADNOUGHT**, **CHAOS DECIMATOR** or **HELBRUTE**, and no other models. It cannot transport a **HELLFORGED LEVIATHAN DREADNOUGHT** or a **HELLFORGED DEREDEO DREADNOUGHT**.'

Page 24 – Hellforged Kharybdis Assault Claw, Transport

Change the first sentence to read:

'This model can transport 20 <**LEGION**> **INFANTRY** models.'

Page 27 – Hellforged Fellblade, Wargear Options

Change the first wargear option to read:

- A Hellforged Fellblade may replace its two quad lascannon with two laser destroyers.'

Page 28 – Hellforged Falchion, Wargear Options

Change the first wargear option to read:

- A Hellforged Falchion may replace its two quad lascannon with two laser destroyers.'

Pages 33 and 34 – Chaos Storm Eagle Assault Gunship and Chaos Fire Raptor Assault Gunship, Damage Tables
Change the third value under 'BS' to read '5+'

Page 39 – Zhufor the Impaler, Faction Keywords

Change this datasheet's Faction Keywords line to read:

'**CHAOS**, **HERETIC ASTARTES**, **KHORNE**, **WORLD EATERS**, **SKULLTAKERS**'

Page 41 – Lord Arkos, Faction Keywords

Change this datasheet's Faction Keywords line to read:

'**CHAOS**, **HERETIC ASTARTES**, **ALPHA LEGION**, **THE FAITHLESS**'

Page 50 – Mamon Transfigured, Faction Keywords

Change this datasheet's Faction Keywords line to read:

'**CHAOS**, **HERETIC ASTARTES**, **DAEMON**, **DEATH GUARD**, **THE TAINTED**'

Pages 45-56 – Faction Keywords

Add '**DAEMON**' to all these units' Faction Keywords line (and delete it from their Keyword line).

Page 54 – Spined Chaos Beast, Daemonic Allegiance

Change this ability to read:

'When this model is chosen as part of an army, the controlling player must select one of the following keywords, replacing its <**ALLEGIANCE**> keyword: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**. This model will gain one additional ability based on the chosen keyword; if **KHORNE** is chosen, it gains Unstoppable Ferocity; if **TZEENTCH** is chosen, it gains **EPHEMERAL FORM**; if Nurgle is chosen, it gains Disgustingly Resilient; and if **SLAANESH** is chosen, it gains Quicksilver Swiftiness.'

Pages 54 and 85, Warp Spines

Change this weapon's ability to read:

'Normal attacks cannot be made with this weapon. Instead, roll a D6 each time a Spined Chaos Beast ends a charge move within 1" of an enemy unit, or an enemy unit ends a pile-in move within 1" of the Spined Chaos Beast. On a 2+ that enemy unit suffers a single automatic hit.'

Page 55 – Giant Chaos Spawn

Add <**ALLEGIANCE**> to this unit's Faction Keywords line.

Add the following ability:

'**Daemonic Allegiance**: When this model is chosen as part of an army, the controlling player must select one of the following keywords, replacing its <**ALLEGIANCE**> keyword: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**. This model will gain one additional ability based on the chosen keyword; if **KHORNE** is chosen, it gains Unstoppable Ferocity; if **TZEENTCH** is chosen, it gains **EPHEMERAL FORM**; if Nurgle is chosen, it gains Disgustingly Resilient; and if **SLAANESH** is chosen, it gains Quicksilver Swiftiness.'

Add the following abilities from the Spined Chaos Beast datasheet to this datasheet: Unstoppable Ferocity, Ephemeral Form, Disgustingly Resilient and Quicksilver Swiftiness.

Pages 42 and 43 – Chaos Hellwright and Chaos Hellwright on Dark Abeyant, Abilities, Master of Mechanisms

Change '**QUESTOR TRAITOROUS**' to read '**QUESTOR TRAITORIS**'.

Pages 58-64 – Renegade Knight Acheron, Renegade Knight Lancer, Renegade Knight Castigator, Renegade Knight Atropos, Renegade Knight Magaera, Renegade Knight Porphyron and Renegade Knight Styrix, Keywords

Change '**QUESTOR TRAITOROUS**' to read '**QUESTOR TRAITORIS**'.

Pages 58-64 – Renegade Knight Acheron, Renegade Knight Lancer, Renegade Knight Castigator, Renegade Knight Atropos, Renegade Knight Magaera, Renegade Knight Porphyron and Renegade Knight Styrix, Abilities, Infernal Knight Titan
Replace this ability with the following:
'**Super-heavy Walker**: This model can Fall Back in the

Movement phase and still shoot and/or charge in the same turn. When this model Falls Back, it can move over enemy **INFANTRY** and **SWARM** models, though it must end its move more than 1" from any enemy units. In addition, this model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, this model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.'

Pages 62, 64 and 86 – Reaper chainsword
Change the Strength characteristic of this weapon to '+6'.

Page 63 – Renegade Knight Porphyron, Abilities
Delete the 'Explodes' ability from this datasheet.

Page 72 – Daemon Bound Points Values, Soulburner petard
Change the points value of this weapon to read '60'.

FAQs

Q: Are there any restrictions on which Legion I can choose when replacing the <LEGION> Faction Keyword on datasheets within this book?

A: Yes, as follows:

You can only choose for a unit to be from the **WORLD EATERS** Legion if it has the **KHORNE** keyword, or if it has the <MARK OF CHAOS> keyword and you choose to replace that with **KHORNE**.

You can only choose for a unit to be from the **THOUSAND SONS** Legion if it has the **TZEENTCH** keyword, or if it has the <MARK OF CHAOS> keyword and you choose to replace that with **TZEENTCH**. You cannot choose for a Hellforged Rapier Battery, a Chaos Hellwright or a Chaos Hellwright on Dark Abeyant to be from the **THOUSAND SONS**.

You can only choose for a unit to be from the **DEATH GUARD** Legion if it has the **NURGLE** keyword, or if it has the <MARK OF CHAOS> keyword and you choose to replace that with **NURGLE**. You cannot choose for a Hellforged Rapier Battery, a Chaos Hellwright or a Chaos Hellwright on Dark Abeyant to be from the **DEATH GUARD**.

You can only choose for a unit to be from the **EMPEROR'S CHILDREN** Legion if it has the **SLAANESH** keyword, or if it has the <MARK OF CHAOS> keyword and you choose to replace that with **SLAANESH**.

Otherwise, any of the units in this book can be from any Legion.

Q: There is no datasheet for a Ferrum Infernus Chaos Dreadnought – is there a datasheet I should use for this model?

A: Use the Helbrute datasheet on page 33 of *Index: Chaos*.

Q: There is no datasheet for an Emperor's Children Sonic Dreadnought – is there a datasheet I should use for this model?

A: Use the Helbrute datasheet on page 33 of *Index: Chaos*. It must replace its <MARK OF CHAOS> keyword with **SLAANESH**, it must replace its <LEGION> keyword with **EMPEROR'S CHILDREN**, and it has two additional wargear options; it may take a doom siren, and it may replace its multi-melta with two blastmasters.

Q: There is no datasheet for a Chaos Vindicator Laser Destroyer – is there a datasheet I should use for this model?

A: Use the Deimos Pattern Vindicator Laser Destroyer datasheet on page 8 of *Imperial Armour Index: Forces of the Adeptus Astartes*. It gains the **HELLFORGED** keyword and must replace all of its Faction keywords with the following: **CHAOS**, **HERETIC ASTARTES**, <MARK OF CHAOS>, <LEGION>.

In addition, it gains the following ability:

'Machina Malefica: At the end of each Fight phase, roll a number of D6 for this model equal to the number of models that were slain by it during this phase; for each dice that scores a 5+, this model regains one lost wound. This model cannot regain lost wounds by any other means.'

In addition, it gains the following weapon:

| Weapon | Range | Type | S | AP | D | Abilities |
|-----------------|-------|-------|------|----|---|-----------|
| Infernal Hunger | Melee | Melee | User | -3 | 1 | - |

Q: Can a Chaos Vindicator Laser Destroyer make use of the Linebreaker Bombardment Stratagem from Codex: Chaos Space Marines?

A: No.

Q: Is the plasma destroyer supposed to have an ability that can inflict mortal wounds upon the firer if a hit roll of 1 is made for it?

A: No.

Q: Is the Chaos Hellblade suppose to have the Daemonic Machine Spirit ability?

A: No.

Q: Can a Hellforged Contemptor Dreadnought, Hellforged Deredeo Dreadnought or a Hellforged Leviathan Dreadnought use the Fire Frenzy Stratagem from e.g. Codex: Chaos Space Marines?

A: No.

Q: Does the Plague Pact Stratagem in Codex: Death Guard affect Arch-daemonic Rituals?

A: No.