



CODEX: CHAOS KNIGHTS

VERSION 1.2

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. 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. **New or revised text is presented in red**, with a text highlight applied to revisions made previously (excluding passages that were added or replaced in full).

UPDATES & ERRATA

Iconoclast Fiefdom Detachment – Dark Sacrifice

Change to:

'Dark Sacrifice: Each time a **CHAOS KNIGHTS** unit with this ability is selected to shoot or fight, it can make a Dark Sacrifice. If it does, select one **friendly DAMNED** unit within 6". That **DAMNED** unit must take a Leadership test: if passed, destroy D3 models in that **DAMNED** unit; if failed, destroy D3+3 models in that **DAMNED** unit. In either case, then select one of the following abilities for your **CHAOS KNIGHTS** unit's weapons to have until the end of the phase: **[LETHAL HITS]**; **[SUSTAINED HITS 1]**.'

Page 69 – Traitoris Lance, Imperious Advance, Effect

Change to:

'EFFECT: Until the end of the phase, each time a model in one of your units makes a **Normal, Advance, Fall Back or Charge** move, it can move through models and terrain features. When doing so, it can move within Engagement Range of such models but, **unless it made a Charge move**, cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed (the Super-heavy Walker ability does not apply while using this Stratagem).'

Page 74 – Houndpack Lance, Animalistic Rage, When

Change to:

'WHEN: Your opponent's Shooting phase or the Fight phase, just after a **WAR DOG** unit from your army **that has not yet fought** is destroyed.'

FAQS

Q: In the Lords of Dread detachment, does the enhancement Mirror of Fates give the unit the Lord of Deceit (Aura), as outlined in the Balance Dataslate, and can they still use the once per battle round CP reduction on the Command Re-roll stratagem?

A: Yes, in both cases.