

WARHAMMER ARMIES: WARRIORS OF CHAOS

Official Update (July 2010)

Although we strive to ensure that our army books are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules that require amendments to be made in older versions of our army books. 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 army books.

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

ERRATA

Page 110 – The Mark of Nurgle

Change the second paragraph to “Ranged attacks that target him are at -1 To Hit. Models that target him in close combat are at -1 WS.”

Page 113 – The Father of Blades

Change to “Any close combat To Hit rolls directed against the bearer that result in a roll of a ‘1’ hit the attacking model.”

Page 113 – Rending Sword

Change to “The bearer may re-roll failed To Wound rolls in close combat.”

Page 121 – Army Battle Standard box-out

Add “The Exalted Hero carrying the battle standard may not be the army’s General.”

Page 125 – Chaos Knights, Additional Equipment

Change the first option to “Replace ensorcelled weapons with

normal lances...5pts/model”

AMENDMENTS

Troop Type

Note that older versions of our army books do not list the Troop Type for each model. If this is the case with your army book, then you can find the model's Troop Type in the reference section at the back of the Warhammer rulebook.

Page 116 – Army List entry

Ignore this page and use the rules for “Choosing Your Army” in the Warhammer rulebook.

Unit Strength

Ignore all references to unit strength.

Page 57 – Chaos Spawn, Special Rules

Add “Random Attacks (D6+1), Random Movement (2D6)”. Ignore the Flailing Appendages and Lurching Horror special rules.

Page 58 – Chaos Warshrines, Designer’s Note

Add “Although classed as monsters, Warshrines do not have the Thunderstomp! special rule.”

Page 60 – Trolls, Special Rules

Ignore “The Will of Chaos”.

Page 62 – Dragon Ogres, Storm Rage

Ignore “*Forked Lightning*”.

Page 63 – Dragon Ogres Shaggoths, Storm Rage

Ignore “*Storm of Cronos* and *Forked Lightning*”.

Page 66 – Hellcannon, paragraph before profile

Ignore the last sentence. Add “Note that if the Chaos Dwarf crew are destroyed for any reason, including being eaten by

their Hellcannon, the Hellcannon will need to take a Monster Reaction test.”

Page 66 – Hellcannon, Rampage

Change to “Rampage: At the beginning of the turn, if the Hellcannon is not in combat, take a Leadership test for the unit. If it passes the test, the unit may behave as normal. If it fails the test, it may not fire and becomes subject to the Random Movement (3D6) special rule. When it moves it must pivot to face the closest enemy unit before it makes its move.”

Page 66 – Hellcannon, Thzzzz

Change the second sentence to “All Wizards must roll on the Miscast table. Ignore instructions on the table to lose dice from the dice pool. On a roll of 10-12 the Wizard loses D3 random spells.”

Page 69 – Archaon, Chosen of the Gods

Change the third bullet point to “Archaon is the chosen of Slaanesh and hence is immune to Fear, Terror and Panic. Furthermore, if he is the army’s general his Inspiring Presence is increased from 12” to 18”.

Page 69 – Archaon, The Steed of the Apocalypse

Change “[...] difficult terrain [...]” to “[...] dangerous terrain [...]”.

Page 72 – Sigvald, the Magnificent

Change “[...] difficult or very difficult terrain[...]” to “[...] dangerous terrain [...]”.

Page 107, 108, 109 – The Lore of Chaos

Ignore “If you roll the same spell twice, roll again.”

Page 107 – The Lore of Nurgle – *Plague Squall*

Replace “(guessing range from the caster himself)” with “(determining range and line of sight from the caster himself)”.

Page 107 – The Lore of Nurgle – *Curse of the Leper*

Add “When cast on a war machine or chariot the *Curse of the Leper* only effects the crew and mounts.”.

Page 8 – The Lore of Tzeentch – *Pandaemonium*

Change the last sentence to “Furthermore, all enemy Wizards must roll on the Miscast table on any roll of a double (but will only cast a spell with irresistible force on a roll of double 6).”

Page 108 – The Lore of Tzeentch – *Treason of Tzeentch*

Replace “The caster may choose which of the unit’s weapons is used for these attacks, though the hand weapon and shield bonus does not apply.” with “The caster may choose which of the unit’s weapons is used for these attacks, though the hand weapon and shield parry save does not apply.”

Page 110 – Gifts of the Gods

Ignore “[...] (the Lore of Metal spell *Law of Gold*, for example).”

Page 112 – Common Magic Items

Note that if a magic item is listed in both an army book and the Warhammer rulebook, use the points value given in the army book, with the rule printed in the Warhammer rulebook.

Page 115 – Book of Secrets, second paragraph

Change to “Treat the bearer as a Level 1 Wizard, who may use the Lore of Fire, Lore of Shadow or Lore of Death. He may not attempt to channel. If he ever casts a spell with irresistible force he must roll D6+1 rather than 2D6 on the Miscast table.”

Page 121 – Chaos Mounts

Ignore the note on including Dragons in your Warriors of Chaos army.

FAQs

Q. Does the compulsion to issue and accept challenges apply to all models or only to models with the Eye of the Gods special rule? (p43)
A. It applies to all models capable of issuing challenges.

Q. If a model or unit re-rolls on the Eye of the Gods table, and the second result is also a duplicate of a gift, can/must it be re-rolled? In other words can a re-roll be re-rolled in this case? (p43)
A. Yes.

Q. If a character is in a unit and an enemy model with the Large Target special rule is slain, must the character inflict the final wound to gain the roll on the Eye of the Gods table? (p43)
A. Yes.

Q. If a Large Target is run down by a character, or the unit it is with, does the character get to roll on the Eye of the Gods table? What about for large targets or characters that are killed because of combat results (such as Undead crumbling)? (p43)
A. No to both questions.

Q. If a Large Target is also a character, do I roll once or twice on the Eye of the Gods table? (p43)
A. Once.

Q. How do rolls on the Eye of the Gods table affect mounts? (p43)
A. They do not, unless the gift is one that affects the entire model, like Magic Resistance.

Q. Does killing a champion grant a roll on the Eye of the Gods chart? (p43)
A. No.

Q. Is the ‘Eye is Closed’ (nothing happens) considered a gift, therefore you re-roll it if you get it for the second time? (p43)
A. No.

Q. If you already have Stupidity from a spell or the Helm of Many Eyes, can you get it again from the Eye of the Gods roll? (p43)

A. Yes, but this will have no additional effects.

Q. Are Daemon Princes counted as Daemons for the purpose of Burning Gaze, Cleansing Flare, and other such effects? (p53)

A. Yes.

Q. Models that were defined as Daemonic in the past and therefore had magical attacks, such as Daemon Princes, Hellcannons, Chaos Mounts (Juggernauts, Discs etc.), no longer have magical attacks. Is this right? (p53)

A. Yes.

Q. When a Warshrine is in play, do friendly Warriors of Chaos unit champions earn a roll on the Eye of the Gods chart if they kill an enemy character or large target? (p58)

A. Yes.

Q. If a character is part of a unit that receives a blessing from the Warshrine, what happens when the character leaves the unit? (p58)

A. He will lose the gift.

Q. If the Warshrine grants an Eye of the Gods roll to a unit and the result is a duplicate to a previous roll the unit (or a model inside the unit) already has, should you re-roll it? (p58)

A. Yes.

Q. In a battle pitting two Chaos armies against each other, does the Warshrine's Griver of Glory rule affect both sides? (p58)

A. No.

Q. If the Warshrine is destroyed or otherwise removed from play, does the last unit to be blessed by it retain the gift? (p58)

A. Yes.

Q. If a Giant rolls a double with 'Thump with Club' and pursues/overruns into another combat or is charged, must he still forgo his attacks in the next round of combat? (p64)

A. No.

Q. If a Giant 'Hurls' a rank-and-file model with multiple wounds, a ward save, or regeneration and it survives, what happens? (p64)

A. Put the model back into his original unit.

Q. What happens if two opposing Giants, in the same fight but not in base contact with each other, both roll Yell and Bawl? (p64)

A. The combat is a draw.

Q. Do the wounds inflicted on a unit struck by a 'hurled' model count towards the Giant's combat resolution? (p64)

A. Yes, but only if the unit is in the same combat as the Giant.

Q. If a Giant 'Squashes' or 'Eats' a model, how many points of combat resolution does the Giant score? (p64)

A. Treat this as a Killing Blow.

Q. Can the Hellcannon move and fire? (p66)

A. No.

Q. Can the Hellcannon Stand and Shoot against chargers? (p66)

A. No.

Q. If all of the Chaos Dwarfs crewing the Hellcannon are killed, can the Hellcannon still shoot? (p66)

A. Yes.

Q. If a Hellcannon misfires and causes all Wizards to suffer a miscast, in what order are the miscasts resolved? (p66)

A. The player whose turn is taking place decides.

Q. Does Valkia's 'Inspiring Presence' special rule also allow her to confer her Leadership in the manner of a General? (p73)

A. No.

Q. Can Wulfrik use Seafang to enter the table with a unit of Marauder Horsemen? (p74)

A. No.

Q. Is Starcrusher a magic weapon? (p75)

A. Yes.

Q. Do hits from Herald of the Tempest inflict D3 wounds? (p75)

A. No, only those inflicted by Starcrusher.

Q. Are dice generated by Vilitch the Cursling's 'Vessel of Chaos' special rule added to the power pool, and can anyone use them? (p77)

A. They are added to the pool, but only Vilitch may use them.

Q. Festus the Leechlord doesn't have Chaos armour. Is this a mistake? (p78)

A. No.

Q. Are Daemon Princes that are given magic levels equipped with Chaos armour? (p106)

A. No.

Q. What happens if the same unit is the target of several Curse of the Leper spells? (p107)

A. The effects of the spells are cumulative.

Q. Will Curse of the Leper automatically kill a model that has Strength 0 or 1 on its profile as soon as it is cast? (p107)

A. Yes.

Q. Can we target characters inside units with Magnificent Buboes from the Lore of Nurgle? (p107)

A. Yes.

Q. Are the Daemons of the appropriate god immune to effects of certain magical items (example: Festering Shroud) and spells (example: Plague Squall)? (p112)

A. No.

Q. What happens when Call to Glory is dispelled/ends after it has been cast? (p108)

A. The model disappears. This does not count as killing the Exalted Hero and does not award the extra 100 victory points.

Q. If Infernal Gateway has Strength 11+ and the target is a Vampire with the Carstein Ring, does he get to use his ring? (p108)

A. Yes.

Q. If an enemy model is in base contact with a unit that has had Aura of Acquiescence cast upon it, can the model choose to attack another target if it fails the Leadership test to allocate attacks against the unit with the Aura? (p109)

A. Yes.

Q. If a character with the Mark of Nurgle joins unit without this mark, is shooting against such a unit also at -1 BS? (p110)

A. No.

Q. Can a Daemon Prince who is a Wizard take 'Sorcerer Only' gifts? (p110 & 112)

A. Yes.

Q. If a model with Word of Agony is in combat with a unit containing an Assassin, which occurs first – the Assassin's appearance or the use of the Word of Agony? (p110)

A. The player whose turn is taking place may choose.

Q. How are hits from Word of Agony distributed against mounts and their riders? (p110)

A. As if they were shooting attacks.

Q. Are Bloodcurling Roar and Word of Agony magical attacks? (p111)

A. No.

Q. Can you use Bloodcurling Roar, Stream of Corruption and throw the Death's Head in the same Shooting phase? (p111)

A. No.

Q. Does Bloodcurdling Roar allow me to take a Stand and Shoot charge reaction? (p111)

A. No.

Q. If a model hits and wounds itself or its own unit, for example with the Chaos Daemonsword or Slayer of Kings, which side (if any) scores combat resolution from these wounds? (p112)

A. Such wounds count towards the enemy's total.

Q. Glaive of Putrefaction: How does the S2, T2 affect a unit of

multi-wound models like Ogres? (p113)

A. Record which models have been affected.

Q. How is the Glaive of Putrefaction resolved against ridden monsters/chariots? (p113)

A. Record if the rider or the chariot/monster are affected.

Q. If both sides have a model with the Infernal Puppet, in what order are the effects applied? (p114)

A. The player whose turn is taking place can decide.

Q. If a player declares he is using the Infernal Puppet, and rolls the D3, may he then decline to adjust the roll? (p114)

A. Yes.

Q. Does the Infernal Puppet work on friendly Wizards too? (p114)

A. Yes.

Q. Does the immunity to the Lore of Nurgle conferred by the Necrotic Phylactery apply to the Daemon Lore of Nurgle in the Daemons of Chaos army book? (p114)

A. No.

Q. If the Favour of the Gods enchanted item is given to the champion of a unit of Chosen, can the unit benefit from it when it makes its roll in the Eye of the Gods table before the game? And when it makes a roll thanks to a Chaos Warshrine? (p115)

A. Yes.

Q. If a Sorcerer or Sorcerer Lord purchases the Book of Secrets, do they become a Level 1 Wizard who knows a single spell, as described for the magic item? (p115)

A. Yes.

Q. Does the Bloodskull Pendant inflict one hit on each component on a multipart model (mounted character, Stegadon) (p115)

A. No. It inflicts a single hit, randomised as shooting.

Q. If a character with the Bloodskull Pendant is in a challenge, can he use it on enemy models that are not in the challenge? (p115)

A. No.

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