

WARHAMMER ARMIES BOOK: WARRIORS OF CHAOS – ERRATA AND FAQs

ERRATA

Page 110, The Mark of Nurgle, second paragraph. The text should be changed as follows:

When rolling to hit against a model with the Mark of Nurgle, the attacker suffers -1 to its Ballistic Skill and Weapon Skill, **to a minimum of 1.**

Page 121, Battle Standard Bearer's box out. The following should be added:

The Exalted Hero carrying the Battle Standard may not be the army's general.

Page 125, Chaos Knights, Additional Equipment. The first option should be changed as follows:

Replace ensorcelled weapons with **normal lances**.....5pts/model

FAQs

The Warriors of Chaos

Q. Does the compulsion to challenge apply to all models in the army or only to models with the Eye of the Gods special rule?

A. It applies to all models capable of issuing challenges. This means the Champions are compelled to issue challenges, but may not roll on the Eye of the Gods chart (unless the army includes a War Shrine, of course!). They can, however, refuse challenges, in a very cowardly and un-Chaosy fashion!

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?

A. Yes, it can, and indeed it must. This is a (rare) exception to the rule that re-rolls can never be re-rolled (but it's for the greater good!).

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

A. Yes, just like in the case of characters. If the large target dies as a result of wounds inflicted by other models, or for another reason (such as extra wounds suffered from combat resolution) there is no roll on the table.

Q. If a large target flees or breaks and is run down by a character, or the unit it is with, does the character get to claim the Enemy of the Gods bonus?

A. Yes, differently from the case of running down a character.

Q. How do rolls on the Eye of the Gods table affect mounts (either of characters or units blessed by the Warshrine)?

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?

A. No, as champions are not characters.

Q. The Eye of the Gods rule states that 'duplicate gifts must be re-rolled'. Is the 'Eye is Closed' (nothing happens) considered a gift, therefore you re-roll it if you get it for the second time?

A. No, sadly you can get this result any number of times.

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

A. Yes, you can (but only once!) although this will have no additional effects – stupidity has its limits.

Q. Can a Chaos Sorcerer or Sorcerer Lord use magical shields?

A. Yes, they can. This is an exception to the normal rules, and it is specified on page 106, Using Chaos Magic, second paragraph.

Q. Can a Sorcerer on a Steed of Slaanesh cast magic missiles with 360 arc of sight, as the Steed itself has the Fast Cavalry rule?

A. Yes, that seems fine (and rather spectacular too!).

Q. Does the Chaos Knight lance option replace their ensorcelled weapons completely (i.e. are the lances mundane), or give them lances that also benefit from the ensorcelled weapons rule?

A. The ensorcelled weapons are replaced by mundane lances.

Q. When a Hellcannon misfires and you roll a 3 on his Misfire chart, every Wizard suffers a miscast. If a wizard rolls 5-6 on the miscast table, his opponent can cast a spell. How can these 'free' spells be dispelled, since we're still in the Shooting phase?

A. Only with dispel scrolls, magic resistance, and so on. This is just the same as when, during the enemy's Magic phase, you have run out of dispel dice and the enemy keeps casting spells at you (not a nice place to be!).

Q. Following the previous answer, what if the Wizard rolls a 10-11 or a 12 (which spell do we lose/cast with irresistible force)?

A. As there is no spell being cast, it cannot be lost/resolved with irresistible force. All other effects apply.

Q. How should we count victory points for the Hellcannon and its crew?

A. It is treated like a monster with handlers. The unit costs 205 points and is made of 4 models. If you, for example, kill two models (any two models!), you score 103 points. If you kill them all, you score 205. As simple as that.

Q. Can the Hellcannon move and fire?

A. No, as 'it fires like a stone thrower'.

Q. Can the Hellcannon stand & shoot against chargers?

A. No, as 'it fires like a stone thrower'.

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

A. Yes, it can fire as normal, provided that it passes its Ld test of 4, of course, which will not happen very often.

Q. When a Hellcannon charges 12", if the Dwarfs don't have sufficient movement is it OK to place them at the back of the Hellcannon in the same as charging with a skirmishing unit?

A. Correct. The unit would normally move at the speed of the slowest model (i.e. the Dwarfs), but ,when charging, the handlers are completely ignored.

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

A. In a randomly determined order.

Q. When a friendly Warsbrine 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?

A. Absolutely!

Q. If a character is part of a unit that receives a blessing from the Warsbrine, what happens if/when the character leaves the unit?

A. As he is no longer part of the unit, he will lose the gift.

Q. If the Warsbrine 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?

A. Yes, as the unit (or a model inside the unit) cannot receive the same gift twice.

Q. In a battle pitting two Chaos armies against each other, does the Warsbrine's Giver of Glory rule affect champions from both sides? If so, are Daemons and Beast champions considered 'Chaos Champions'?

A. From both sides, but only from Warriors of Chaos armies, not Daemons, Beastmen etc.

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

A. Yes it does, unless another Warsbrine attempts to roll a better result for it.

Q. To what extent does a Warsbrine 'move and fight like a monster'? Does this include Unit Strength, spells such as the Beast Cowers, weapon bonuses?

A. As far as movement, in the sense that it moves like a monster and cannot join other units. As far as combat, in the sense that fights as a creature with a single profile.

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

A. Yes, they are Daemons for these purposes.

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

A. Unlike in the Daemons of Chaos book, in this book they do not have magical attacks, clearly because they are so far away from the Realm of Chaos...

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

A. We think it is reasonable to assume that, spurred by the frenzy of activity, the giant has retrieved his club a little faster and is now ready to fight. In other words, the rule applies only in consecutive rounds of the same combat.

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

A. Put the model back into his original unit... we assume it made its own way back after regaining consciousness ('passing his wound around' if it goes back to a unit of multiple-wound creatures!).

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

A. The combat is a draw (musicians do not work in this case, as the Giants are too loud).

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

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?

A. Treat this as a Killing Blow, so the Giant would score a number of points equal to the victim's remaining wounds.

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

A. No, only with a unit of Marauders on foot.

Q. Is Starcrusher a magic weapon?

A. Yes, it is, and a fairly big one.

Q. Do the hits from 'Herald of the Tempest' inflict D3 wounds?

A. No, only those inflicted by Starcrusher.

Q. Are Daemon Princes, Kholek Suneater, and Galrauch considered to be both characters and monsters?

A. Yes, they are monstrous characters. This means they move as monsters and cannot join units, but as characters are not subject to spells that affect 'monsters'.

Q. Are Daemon Princes that are given magic levels equipped with Chaos Armour?

A. No, they are not.

The Dread Art

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

last sentence of the spell ('this can mean a whole unit is destroyed in a single turn!') mean that additional castings raise the score of the dice by one each?

A. The effects of several of these spells are cumulative – assuming you had enough Nurgle Sorcerers who rolled this spell and successfully cast it upon the same unit, you could destroy a unit in this manner in a single turn.

Q. Will Curse of the Leper automatically kill a war machine such as a cannon as soon as it is cast?

A. War machines don't have a Strength value at all, and so that characteristic is not affected by *Curse of the Leper*. Their Toughness, however, is affected as normal.

Q. Can we target characters inside units with Magnificent Buboos from the Lore of Nurgle?

A. Yes, you can.

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

A. No, they are not.

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

A. The model disappears, probably ascending to the realm of his own patron god. This does not count as killing the Exalted Hero and does not award the extra 100 victory points.

Q. Since remains in play spells can be ended at any time by the caster, it seems that the casting player can end Call to Glory just before taking any saves/removing the model as a casualty and thus prevent the death of the model - it ceases to be worth 100VPs as soon as the spell ends. In what circumstances can a player score 100VPs for killing an Exalted Champion created by Call to Glory?

A. It is gentlemanly (and it avoids endless arguments) to wait for the end of a phase before intentionally terminating this spell.

Q. Infernal Gateway: If this spell has Strength 11+ and the target unit has a Vampire with the Carstein Ring, does he get to use his ring?

A. No, he does not. He's gone, man. You must let go!

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?

A. Yes, as there is nothing stating otherwise.

Gifts of the Gods

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

A. No, as the firers are not 'rolling to hit the model with the Mark of Nurgle', but rather the unit.

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

A. No, just mundane attacks (so to speak...)

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

A. No, as they all are treated as shooting attacks (except where otherwise specified).

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

A. A classic case where the two rules are in direct contradiction, so you will have to roll a dice for it every time it happens (not that often, we think).

Q. How are bits from Word of Agony distributed against mounts and their riders?

A. It's best to randomize them as shooting.

Artefacts of the Dark Gods

Q. Can the Infernal Puppet modify the result of alternative Miscast tables, such as the Waaagh! magic miscast table or the Gut Magic miscast table?

A. Yes, any and all, often with very spectacular results (I'm thinking Waaagh! Magic).

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

A. Yes, making it very useful indeed.

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 War Altar?

A. Yes, they can.

Q. Does the immunity to the Lore of Nurgle conferred by the Necrotic Phylactery apply to other Lores of Nurgle (like the ones in Daemons of Chaos and Beasts of Chaos)?

A. No, only to the one from this book.

Q. Is a model with the Book of Secrets considered a Wizard? If so, how many dice can he use to cast a spell?

A. Yes, he counts as a Wizard. He can use up to two dice to cast a spell in the same manner as a Level 1 Wizard.

Q. Can a model with the Book of Secrets swap his spell for the first in the lore as normal?

A. Yes, he can.

Q. If a Sorcerer or Sorcerer Lord purchases the Book of Secrets and chooses the same lore for both the Book and their own spells, would this allow them to have a duplicate of a spell? If so could the Sorcerer cast the spell twice in one phase?

A. Yes, that seems acceptable.

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?

A. Such wounds do count, and they count towards the enemy's total of wounds caused, just like wounds actually caused by the enemy.

Q. Glaive of Putrefaction: How does the S2, T2 affect a unit of multi-wound models like Ogres?

A. A complicated situation, but luckily not one that will arise very often. You'll have to record separately which models have been affected and randomise shooting hits and allocate close combat attacks against the unit.

Q. How is the Glaive of Putrefaction resolved against ridden monsters/chariots? Are all components reduced to S2/T2?

A. No, you will have to record separately if the rider or the chariot/monster are affected.

Q. Do the special rules of Father of Blades apply against shooting at the character?

A. Yes, but only for attacks directly targeted at the bearer. The rule would stop applying if the character joined a unit, or was riding a monster/chariot, as the attacks would not be targeted against the bearer.

Q. If both sides have a model with the Infernal Puppet, in what order are the effects applied? For example, can one wizard wait until after the miscast has been adjusted by his enemy before declaring that he wishes to adjust it himself?

A. Easy! First the player that rolled the Miscast makes his roll on the chart. Then, either player declares that he's using the Puppet, rolls the D3 and modifies the result. Finally, the other player (with a swashbuckling move and a sound: 'aha!'), reveals that he also has a Puppet and modifies the result again by a D3.

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

A. Absolutely, but what an anticlimax!

Q. Does the Bloodskull Pendant inflict a single hit on a multipart model (mounted character, Stegaddon) or one hit on each component? If a single hit, how is it distributed?

A. It's a single hit (as a multipart model is still 'one model'), randomized as shooting.

Q. Bloodskull Pendant: If a character with this item is in a challenge, can he use it on those in base to base with him that are not in the challenge?

A. Yes. In reality, he is using it against the challenged enemy, and any hits against other models the bearer might be in base contact with are entirely accidental... honest!

Army List

Q. Festus the Leechlord doesn't have either Chaos armour or hand weapon in his profile. Is this a mistake?

A. He certainly should have a hand weapon (but thankfully this makes no difference). But he definitely does not wear any kind of armour.

18th February 2009

The questions answered in our FAQs have been gathered from many sources. Some have been submitted by members of the public, others by representatives of the online gaming community and more still are the result of face to face meetings with keen and inquisitive players at a myriad of gaming events. We are always happy to consider more questions, and aim to update these FAQs as frequently as is practical. See the ?Contact Us, page of the Games Workshop website for the address to which you can send your questions. Thanks to all those who have done so already!