



CHAOS

Official FAQs and errata, Version 1.2

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

REALMGATE WARS: GODBEASTS

Page 283 – Bloodscorch Bulltribe

Change the second bullet point under the Organisation header to:

'3 units of Bullgors'

GRAND ALLIANCE: CHAOS

Page 23 – Godsworn Champions of Ruin

Change the first bullet point under the Organisation header to:

'1 unit chosen from the following list: Daemon Prince, Chaos Lord on Manticore, Chaos Sorcerer Lord on Manticore, Chaos Sorcerer Lord, Lord of Chaos, Chaos Lord on Daemonic Mount'

Page 252 – Clanrats, Strength in Numbers

Add the word 'instead' to the end of the second sentence.

Page 281 – Hell Pit Abomination, Damage Table

Change the last value under 'Wounds Suffered' to '9+'

BLADES OF KHORNE

Page 79 – Battle Traits, Blood for the Blood God!

Change the first sentence of the last paragraph to:

'Unless stated otherwise in the rule for a reward, Blood Tithe points can be expended at the start of either player's hero phase, but only once per phase.'

Page 79 – Blood Tithe Table, Murderlust

Change the rules text to:

'Select a **KHORNE** unit from your army; that unit can

move as if it were the movement phase. If it is within 12" of an enemy model, it can either move as if it were the movement phase or charge as if it were the charge phase.'

Page 79 – Blood Tithe Table, Apoplectic Frenzy

Change the rules text to:

'Select a **KHORNE** unit from your army that is within 3" of an enemy model; that unit can immediately pile in and attack as if it were the combat phase.'

Page 80 – Command Traits, Khorne Daemon, Devastating Blow

Change the rules text to:

'Each time you roll a wound roll of 6 or more for your general (but not for attacks made by their mount), that attack inflicts a number of mortal wounds equal to its Damage characteristic instead of its normal damage (do not make a save roll).'

Page 104 – Council of Blood, Fierce Rivals

Change the rules text to:

'In each of your hero phases, pick one **BLOODTHIRSTER** from the Council of Blood that is within 3" of an enemy unit to pile in and make attacks. If that Bloodthirster kills an enemy **HERO** or **MONSTER**, or slays the last model in an enemy unit, you can immediately pick another **BLOODTHIRSTER** from the Council of Blood that is within 3" of an enemy unit to pile in and make attacks with. You can continue to do this until either each model in the battalion has attacked once in this manner, or one of them fails to slay an enemy **HERO** or **MONSTER**, or slay the last model in an enemy unit.'

Page 105 – Blood Hunt, Blood Mark

Change the rules text to:

'After set-up, but before the battle begins, pick an enemy **HERO** to receive Khorne's blood mark. At the start of each of your hero phases, you can roll two dice for each unit from the Blood Hunt that is more than 3" from any enemy models. You can then move the unit being rolled for a distance up to the result of the roll (it cannot run, or end the move within 3" of an enemy model). The unit must finish the move closer to the enemy model with the blood mark.'

Page 108 – Charnel Host, Butchers of Khorne

Change the rules text to:

‘In each of your hero phases, you can pile in and attack with any units from a Charnel Host that are within 3" of an enemy model and within 8" of their battalion’s Bloodthirster of Unfettered Fury.’

Page 110 – The Reapers of Vengeance, Khorne’s

Vengeance Made Manifest

Change the rules text to:

‘This ability replaces the Blood Mark ability of any Blood Hunts in this battalion and applies to all of the units from the Reapers of Vengeance. After set-up, but before the battle begins, pick D3 enemy units to receive Khorne’s blood mark (they do not have to be **HEROES**). At the start of each of your hero phases, you can roll two dice for each unit from the Reapers of Vengeance that is more than 3" from any enemy models. You can then move the unit being rolled for a distance up to the result of the roll (it cannot run, or end the move within 3" of an enemy model). The unit must finish the move closer to an enemy unit with the blood mark.’

Page 111 – The Bloodlords, Exalted Loci of Khorne

Change the rules text to:

‘If any units of Bloodletters and/or Bloodcrushers from the Bloodlords are within 3" of an enemy model and within 8" of any of the battalion’s **BLOODLETTER HEROES** at the start of your hero phase, they can immediately pile in and each model in the unit can make a single attack with one of their melee weapons.’

Page 116 – Skulltake, Reaping Strikes

Change the rules text to:

‘Skullreapers from a Skulltake are in a frenzied fury whilst they are within 12" of the battalion’s Bloodstoker. If the wound roll for a Skullreaper in a frenzied fury is 6 or more, add 1 to the Damage characteristic of the weapon they are using for that attack. If the Skulltake contained the maximum number of units at the start of the battle, then this ability applies to all Skulltake units whilst they are within 12" of the Bloodstoker.’

Page 122 – The Goretide, Aqshy’s Bane

Change the rules text to:

‘In each of your hero phases, if the Goretide’s Mighty Lord of Khorne is within 8" of any enemy models he can pile in up to 8" and attack. If he does so, you can re-roll all failed hit rolls for the Goretide’s Mighty Lord of Khorne, including any attacks made with the Blood-dark Claws of his ferocious Flesh Hound.’

Page 137 – Bloodseccator, Portal of Skulls, Rage of Khorne

Change to:

‘*Rage of Khorne*: Add 1 to the Attacks characteristic for melee weapons used by friendly **KHORNE** units while they are within 18" of any models with this ability. In addition, do not take battleshock tests for friendly

KHORNE units while they are within 18" of any models with this ability.’

Page 141 – Aspiring Deathbringer with Goreaxe and Skullhammer, Bane of Cowards

Change the last sentence to:

‘If any enemy models flee within 8" of this Aspiring Deathbringer in the battleshock phase, if this model is within 3" of an enemy model at the end of that phase, this model can pile in and attack as if it were the combat phase.’

DISCIPLES OF TZEENTCH

Page 73 – Spell Lores

Change to:

‘**Spell Lores**: The champions of Tzeentch have ever been feared for their mastery of the sorcerous arts. **WIZARDS** from your army gain one spell from one of two spell lores – the Lore of Fate or the Lore of Change – depending on whether they are a mortal sorcerer or one of Tzeentch’s daemons.’

Page 74 – Battle Traits, Masters of Destiny

Change the Damage roll bullet point to:

- Damage roll (e.g. any roll that determines a Damage characteristic, but not any roll that determines the number of mortal wounds inflicted by a spell or ability)’

Page 75 – Tzeentch Arcanites, Boundless Mutation

Change the last sentence to:

‘On a roll of 1, your general suffers 1 mortal wound; if this slays the general, before you remove the general’s model, you can add a Chaos Spawn to your army and set it up within 1" of your general.’

Page 75 – Tzeentch Arcanites, Cult Demagogue

Change to:

‘**Cult Demagogue**: Add 2 to the Bravery characteristic of friendly **TZEENTCH ARCANITE** units whilst they are within 9" of the general.’

Page 76 – Treasures of the Cults, Ambition’s End

Change the last two sentences to:

‘On a roll of 5 or more, the **HERO** suffers 1 mortal wound and, if they are a **WIZARD**, they also forget a randomly selected spell that they know.’

Page 76 – Treasures of the Cults, Windthief Charm

Change the rules text to:

‘Once per battle, at the start of your movement phase, you can use the Windthief Charm. If you do, for that movement phase the bearer can fly and you can double their Move characteristic.’

Page 77 – Fated Artefacts, Changeblade

Change the last two sentences to:

‘Whenever a **HERO** is slain by a wound inflicted by this weapon, before you remove the hero’s model, you can add a Chaos Spawn to your army and set it up within 1" of the hero’s model.’

Page 77 – Fated Artefacts, Nexus Staff

Change the last two sentences to:

‘Whenever a **HERO** is slain by a wound inflicted by this weapon, roll a dice for each enemy unit that is within 9" of the slain model. On a roll of 4 or more the unit being rolled for suffers D3 mortal wounds.’

Page 77 – Fated Artefacts, Paradoxical Shield

Change the rules text to:

‘Re-roll successful save rolls for the bearer. In addition, add 2 to the save rolls for the bearer (after any re-rolls have been taken).’

Page 78 – Daemonic Weapons, Warfire Blade

Change the last sentence to:

‘Wound rolls of 6 or more made for this weapon cause a mortal wound in addition to their normal damage.’

Page 79 – Daemonic Powers, Cursed Ichor

Change the rules text to:

‘Roll a dice at the end of the combat phase if any wounds were allocated to this daemon in the combat phase (even if this daemon was slain). On a roll of 2 or more, one enemy unit that attacked this daemon in that combat phase suffers 1 mortal wound. If several enemy units attacked this daemon, randomly select the unit that suffers the mortal wound.’

Page 83 – Treason of Tzeentch

Change the rules text to:

‘Treason of Tzeentch has a casting value of 5. If successfully cast, pick an enemy unit with 2 or more models that is within 18" of the caster and which is visible to them. Roll a dice for each model in the unit you picked. It suffers 1 mortal wound for each dice roll of 6 or more. If, after any of the mortal wounds caused by this spell are allocated, only one model remains in the unit, any remaining mortal wounds caused by this spell are negated and have no effect.’

Page 83 – Unchecked Mutation

Change the last sentence to:

‘That unit suffers D3 mortal wounds. After the mortal wounds have been allocated, roll a dice. On a roll of 5 or more, the unit suffers 1 more mortal wound. If the unit suffers 1 more mortal wound, roll a dice after the mortal wound has been allocated; on a roll of 5 or more the unit suffers 1 more mortal wound, and so on until you fail to roll a 5 or more.’

Page 83 – Tzeentch’s Firestorm

Change the name of the spell to ‘Tzeentch’s Inferno.’

Page 99 – Changehost, Deceive and Dismay

Change the rules text to:

‘At the start of each of your hero phases, you may pick a pair of units from this battalion that are within 27" of the battalion’s Lord of Change to swap places. To do so, take one model from each unit, and have them swap places on the battlefield. Then, remove all of the other models from the two units, and set them back up within 9" of the model from their unit that first swapped places. If a Changehost has 9 or more units at the start of your hero phase, you can pick two different pairs of units to swap places rather than only one. If the Changehost has 18 or more units, then you can pick three different pairs of units to swap places. Each unit can only move this way once in a hero phase.’

Page 102 – The Eternal Conflagration, Pawns of the Radiant Lord

Change the last sentence to:

‘When the Lord of Change that must be taken in this battalion successfully casts an Arcane Bolt or Mystic Shield spell, you can measure the range and visibility for the spell from a Flamer from this battalion instead of the caster.’

Page 103 – Scintillating Simulacra

Add the following:

‘For the purposes of this spell, whether a roll is a success or a failure is determined after re-rolls and modifiers have been applied.’

Page 105 – Arcanite Cabal, Cabal of Sorcerers

Change the last sentence to:

‘Each **WIZARD** from an Arcanite Cabal that is within 9" of at least two other **WIZARDS** from the same battalion in your hero phase can attempt to cast one additional spell.’

Page 109 – Tzaangor Coven, Aspirant Gor-kin

Change the first sentence to:

‘If the unit of Tzaangors from a Tzaangor Coven is within 3" of an enemy unit and within 9" of the battalion’s unit of Tzaangor Enlightened or Tzaangor Skyfires at the start of your hero phase, it can pile in and attack as if it were the combat phase.’

Page 118 – The Changeling, Arch-deceiver

Change to:

‘**Arch-deceiver:** After set-up is complete, you can remove the Changeling from the battlefield and set up it up again in your opponent’s territory, more than 3" from any enemy units. Enemy units treat it as part of their own army – they can move within 3" of it but they cannot target it with spells or attacks, and so on. If it attacks, casts or unbinds a spell, or is within 3" of an enemy **HERO** at the end of your opponent’s hero phase, it is revealed and this ability no longer has an effect.’

Page 118 – The Changeling, Formless Horror
Change to:

‘Formless Horror: In the combat phase, you can pick a melee weapon wielded by an enemy model within 3" of the Changeling, and use that weapon’s Range, Attacks, To Hit, To Wound, Rend and Damage characteristics instead of those for the Trickster’s Staff. If a weapon does not have a value for one or more of these characteristics (e.g. it is given as ‘✱’ or ‘see below’), it cannot be picked.’

Page 118 – The Changeling, Magic
Change the last sentence to:

‘Instead of casting a spell that it knows, the Changeling can attempt to cast one spell known by a **WIZARD** that is within 9" of it when it attempts to cast the spell.’

Page 123 – Blue Horrors of Tzeentch, Split
Change to:

‘Split: If a friendly unit of Pink Horrors suffers any casualties during a hero, shooting or combat phase, the slain Horrors will split and you can create Blue Horrors at the end of the phase (after all other units have performed their actions and made their attacks). Two Blue Horrors are created for each slain Pink Horror – if there is already a friendly Blue Horror unit within 6" of the Pink Horrors, add the Blue Horrors to that unit, otherwise set them up as a new unit wholly within 6" of the unit of Pink Horrors.

If a rule causes a whole unit of Pink Horrors to be removed at once (excluding battleshock), you can immediately create a unit of Blue Horrors, just before removing the last model from the Pink Horrors unit. The unit of Blue Horrors has two models for each model in the unit of Pink Horrors at the point at which it is removed, and must be set up with all models wholly within 6" of the last model from the Pink Horrors unit.

Note that in matched play, you can add models to an existing unit of Blue Horrors even if doing so will increase it above its starting size, up until the unit contains 10 models – any excess Blue Horrors are then lost.’

Page 123 – Brimstone Horrors of Tzeentch, Split Again
Change to:

‘Split Again: If a friendly unit of Blue Horrors suffers any casualties during a hero, shooting or combat phase, the slain Horrors will split and you can create Brimstone Horrors at the end of the phase (after all other units have performed their actions and made their attacks). One model (remember that each model represents a pair of Brimstone Horrors) is created for each slain Blue Horror – if there is already a friendly Brimstone Horror unit within 6" of the Blue Horrors, add the Brimstone Horrors to that unit, otherwise set them up as a new unit wholly within 6" of the unit of Blue Horrors.

If a rule causes a whole unit of Blue Horrors to be removed at once (excluding battleshock), you can immediately create a unit of Brimstone Horrors, just before removing the last model from the Blue Horrors unit. The unit of Brimstone Horrors has one model for each model in the unit of Blue Horrors at the point at which it is removed, and must be set up with all models wholly within 6" of the last model from the Blue Horrors unit.

Note that in matched play, you can add models to an existing unit of Brimstone Horrors even if doing so will increase it above its starting size, up until the unit contains 10 models – any excess Brimstone Horrors are then lost.’

Page 126 – Magister, Bolt of Change
Change the last sentence to:

‘If any models were slain by this spell, before removing the first slain model you can add a Chaos Spawn to your army and set it up within 3" of the slain model’s unit.’

FAQs

Q: Archaon has two attacks with a 1" range, but the base he comes with has more than an inch of empty space between the edge of the base and Dorghar’s tails. Measuring model to model, it should be impossible for him to actually hit anything – are we supposed to measure from the base edge, or is he only capable of smacking things that are as huge as he is?

A: The base is ignored – models can be placed upon it when either they or Archaon make a move.

Q: Archaon can allow other Chaos units to use their command abilities. Can the Lord of Plagues use Grandfather’s Gift to grant Nurgle’s Rot to a unit?

A: Yes, Warlord Without Equal allows each of your Chaos units to use their command abilities as if they were your general, in any order you choose.

Q: Does a hero – as a single model – count as a unit to fulfil the requirement to have 8 units for a Bloodmarked Warband?

A: Yes.

Q: Can I take Archaon and Varanguard as part of a Bloodmarked Warband?

A: You can take Archaon but not the Varanguard.

Q: Does the Chaos Helcannon do D6 mortal wounds per hit, or just 1D6 total?

A: Each Doomfire attack the Helcannon makes that hits will deal D6 mortal wounds.

Q: Can the 8 wounds inflicted by Skarbrand’s Total Carnage ability be modified in any way, for example by a Stonehorn’s Stone Skeleton ability? Can the wounds be inflicted on an unwounded model in a unit that already has a model in it which has 1 or more wounds?

A: No to both questions.

Q: Can the Bloodthirster of Unfettered Fury's Drawn to the Kill ability be used to move a model that could not otherwise be moved? Because it was atop a Balewind Vortex, for example.

A: No.

Q: Kairos Fateweaver's warscroll says you can change the result of any dice roll to whatever you want. So if you roll 35 dice, can you change it to 35 6s?

A: You may alter the result of a single (1) dice roll to a result of your choosing. Just one dice!

Q: If I attempt to cast a spell using the Blue Scribes' Scrolls of Sorcery, does this count as my one attempt to cast that spell that turn?

A: Yes.

Q: When using the Screamers of Tzeentch's Locus of Change ability, do you change hit rolls of 6 to hit rolls of 1 before or after re-rolls and modifiers have been applied?

A: Before. (A 'roll' is the value of the dice before re-rolls and modifiers have been used.)

Q: The Herald of Slaanesh on Seeker Chariot has 1 fewer wounds than the regular Seeker Chariot, which just seems weird especially considering the Herald of Slaanesh on Exalted Seeker Chariot has the same number of wounds as the regular Exalted Seeker Chariot. Is this intended?

A: No. This has been corrected in *Grand Alliance: Chaos* and the *Warhammer Age of Sigmar* app.

Q: When you roll a 1 for a Clan Skyre weapon team, it suffers mortal wounds. Does it still make the attack that triggered the roll?

A: Only if the mortal wounds didn't slay the weapon team.

Q: If a Skaven Deathrunner is your general, or has an artefact of power or a command trait, do these things apply to its illusionary twin?

A: Yes.

Q: Verminlords don't have the Skaven keyword. Is this intended?

A: Yes.

Q: Is it correct that Skavenslaves have 2 attacks with Rusty Blades?

A: Yes.

Q: For skaven, if I use a Gautfyre Skorch Enginecoven, can I use the Warp-grinder Weapon Team's Tunnel Skulkers ability and bring an additional unit – for example Stomvermin – along?

A: No.

Q: On the Plague Monks warscroll, the option is given for models to be Icon Bearers with standards, or Plague Harbingers with instruments. The warscroll states that any model in the unit can be an Icon Bearer or a Plague Harbinger. Does that mean I can equip my unit of Plague Monks with both options from both categories?

A: Yes, you may take multiple standards and instruments in a unit if the warscroll allows it.

BLADES OF KHORNE

Q: When can I expend Blood Tithe points in order to use a reward in the hero phase?

A: Blood Tithe points must be expended before your opponent uses any start-of-turn abilities in your own hero phase, or after your opponent has used any start-of-turn abilities in your opponent's hero phase.

DISCIPLES OF TZEENTCH

Q: Most spells in Disciples of Tzeentch refer to 'visible' enemy or friendly units; does the unit need to be visible to the caster, or just any unit in your army?

A: It must be visible to the caster.