

General Questions

Q: Will the Storm of Chaos army lists be official even after the campaign is over?

A: Yes.

Q: If a unit included in a variant list has no selection restrictions listed (i.e., no 0-1 where there is a 0-1 in the regular army list), should the criteria return to those in the original army book? So, for example, should Knights of the Realm be 1+ in an Errantry list, White Wolves are a 0-1 choice, and Von Carstien Vampire Lords are 0-1?

A: Simply put, if there are no selection restrictions in the variant army list, that means there are no restrictions on that unit type in the variant list. So, Knights of the Realm are not a 1+ choice, multiple units of White Wolves ARE allowed in a Middenheim army list, and Von Carstein Vampire Lords are NOT 0-1 (it's a bad idea to fight in Sylvania). Any exceptions to this are noted in the relevant army list Q+A below.

Q: Some units in Army books have notes that allow two units to be chosen as a single unit choice. For example, two High Elf Bolt Throwers may be taken as a single Rare choice in a normal High Elf army. Do these unit abilities apply in the Storm of Chaos lists (they generally are not marked as such)?

A: Players should refer to the Army book unit entries for everything but selection restrictions (as noted above) - in this case, that means that if they are allowed more than one unit as a single choice in the Army book, then they are allowed that in the variant list as well. So, two Bolt Throwers in a Sea Patrol list may be chosen as a single choice, two Spear Chukkas chosen as a single Special choice in Grimgor's 'Ard Boyz, and two Chaos Spawn chosen as a single Rare choice in Archaon's Hordes, and so on.

Q: If a unit included in a variant list does not have special rules noted, but they do have special rules in their Army book, should we follow those rules in the army book? For example, do Slayers in the Slayer list have *Relentless*?

A: Yes, unless stated otherwise, the relevant special rules in Army books are always used. So, Dwarf Slayers in a Slayer army ARE *Relentless*, *Unbreakable*, and the like, even though they are not noted as such.

Q: Can new units, magic items, skills, etc., that appear in these Storm of Chaos lists be used in regular armies of the relevant type?

A: Only where specifically stated (such as the Dark Elf magic items, the Hellcannon, and Malakai Makaisson's Goblin-Hewer).

Archaon's Horde

Q: Warriors of Chaos get free upgrades if they number 16 or more models in a unit. Does this apply to Chosen units also?

A: Yes, as they are still Warriors of Chaos.

Q: In a regular Mortal Chaos army, the Hellcannon can be taken as a 0-1 Rare choice and it takes up two Rare slots. What are the restrictions for taking Hellcannons in Archaon's Horde?

A: In Archaon's Horde, the 0-1 restriction is removed. They still take up two Rare slots, however.

Q: Can the Hellcannon fire normally if it moved? Can it Spew Ichor if it moved?

A: War Machines cannot move and shoot. However, when the Hell Cannon **Rampages**, it IS allowed to Spew Ichor, as noted in the special rules for the Hellcannon.

Q: If a Hellcannon charges a friendly unit, should that unit take a *Terror* test?

A: No.

Q: If a Hellcannon misfires and a 6 is rolled on the Misfire chart, all Wizards on the table are affected. Does this affect Warrior Priests, Tomb Kings, and the like?

A: No, only models that are described as working as Wizards – so Liche Priests will be affected, but Warrior Priests and Tomb Kings will not.

Q: How are Victory Points worked out for the Hellcannon?

A: Even though the Hellcannon is a War Machine, such an expensive model that can continue to cause damage after its crew has been destroyed (albeit sometimes to its own side) is a rare machine indeed. So, we decided that Victory Points should be awarded in a slightly different way than normal. If all the crew is destroyed, the enemy gets half the Victory Points for the unit. If the Hellcannon itself is destroyed, then the enemy gets the full Victory Points for the unit, even if the crew is still living.

Daemonic legion

Q: Do Flesh Hounds count toward the minimum Core unit requirement or not, as in the Hordes of Chaos Army book?

A: They do count as a Core unit in a Daemonic Legions list, though not as a True Core unit.

Q: Be'Lakor has only five of the six Dark Emissary spells listed as available to him. Is this correct?

A: Yes. These are the five spells that he uses in battle.

Q: Can the Screammers pulling a Chariot of Tzeentch perform a slashing attack?

A: No.

Q: In a Daemonic Legion, the spell Yellow Fire of Transformation is fairly useless, as the Daemons already get a Ward save. Should we to treat the effects of Yellow Fire in the same way as the Diabolic Splendor gift? Would this exception then apply to the Blasted Standard as well?

A: In both cases (Yellow Fire and the Blasted Standard), treat them in the same way as Diabolic Splendor.

Q: Has the 0-1 limitation on Screammers been removed in the Daemonic Legions list?

A: Yes.

Q: If you give a Daemonic Herald the Mark of Khorne, he gains a 6+ armor save. If you also give him the Armor of Khorne, does he get a 4+ save or is it cumulative, so that he gets a 3+ save?

A: The effects are not cumulative, so a Herald with the Mark of Khorne and the Armor of Khorne will have a 4+ armor save.

Q: The way that the new Daemonic mounted units is presented represents a combined profile of the rider and the steed. Are they treated as Cavalry in other respects?

*A Yes. For spells and the like, they are treated as normal cavalry. They are also subject to **Killing Blow**.*

Q: Being cavalry, do the new Daemonic mounted units get +1 to their armor save for being mounted?

A: Mounted Daemonettes, Changebringers, Plagueriders, Pleasureseekers, and Bloodcrushers are all Cavalry; so they do gain +1 armor save. Note that this bonus is already included in the Bloodcrushers 5+ Armor save.

Army of Middenland:

Q: Do I choose exactly when I want to use the Shard of Skoll? Or is it assumed to always be in use and therefore can be spent at any time?

A: You must specify that you are using the Shard of Skoll, so you can choose when to use it.

Q: It says that the Hunt Master cannot be singled out by missile fire, yet isn't he quite bigger (a man on a horse) than the rest of the unit (hounds)?

A: The Hunt Master cannot be singled out as he is regarded as the same size (i.e., on a cavalry base) as the hounds.

Q: The Cloak of Anraheir says that the bearer causes *Fear* in Minotaurs. Minotaurs would normally be immune to *Fear* as they themselves cause *Fear*, so how does work?

A: *The bearer of the Cloak causes **Fear** to Minotaurs, even though they would normally be immune to **Fear**.*

Q: Although Crossbowmen and Handgunners are Rare units, can they be taken as detachments for Core units?

A: No. They can only be taken as parent units, not as detachments at all.

Grimgor's 'Ardboyz

Q: Can every Orc unit be Big 'Uns, or should there be at least the same amount of common Orcs like in the O&G army list?

A: *You can have as many Big 'Uns in the army as you want without the need to have the same number of "normal" Orcs. So, if you wanted, you could have an entire army of Big 'Uns!*

Q: Can every Big 'Uns and Black Orcs unit carry a magic Standard?

A: *Any unit of Black Orcs or Big 'Uns can have a magic banner.*

Q: Grimgor's bodyguards can now be armed with great weapons at no additional cost. Is this true also in a regular Orc army?

A: Yes.

Q: There must be "more" Warbosses/ Bigbosses than Great Shamans/ Shamans. Is it "at least one more" or "at least the same number"?

A: *More means **more**! There must be MORE Warbosses and Bigbosses in total than there are Great Shamans and Shamans.*

Q: Black Orc characters only take up an extra Hero slot if they are mounted. Do they count as mounted if they are riding a chariot?

A: Yes.

Q: How large should the Effigy of Gork be?

A: *A regiment base (100 mm x 75 mm) is roughly the right size. See the pictures on p. 60 of the **Storm of Chaos Campaign Book** for two examples of Effigies.*

Q: Does Borgut Facebeater count as two Hero slots in Grimgor's 'Ardboyz?

A: *No, Borgut only takes up a single Hero slot in Grimgor's 'Ardboyz, though he takes up two slots in a regular Orcs & Goblins army.*

Slayer Army of Karak Kadrin

Q: Can I take the Goblin Hower as a Regiment of Renown in a Dogs of War army?

A: Yes. *It takes up a Rare unit choice and a Hero slot.*

Q: If the "*Look, Snorri, Trolls!*" rule brings Slayers in contact with enemy scouts, do they count as charging? Can the enemy declare a reaction?

A: Yes; and no charge reaction other than hold is permitted.

Q: *Unbreakable* is not listed for the Brotherhood of Grimnir. And it's not listed in the Slayer rules of the Dwarfs book. Are they *Unbreakable*?

A: *They are still Dwarf Slayers, so they have all the special rules of Slayers in the Dwarfs Army book. This means that they are **Unbreakable**.*

Q: Can a Brotherhood of Grimnir unit take a banner with the Master Rune of Grimnir on it?

A: No. Although a Brotherhood of Grimnir unit may take a runic standard worth up to 50 points, only army Battle Standard Bearers may take Master runes.

Q: Can I give a Slayer character in a normal Dwarf army Slayer Skills?

A: No.

Q: Long Drong's pirates always attack with their pistols at S4 with armor piercing. Do these attacks also benefit from the Slayer skill?

A: No.

Q: Can the Wards of Grimnir (Magic Resistance 2 within 6") be used against a spell that targets an "area" rather than a unit, such as Invocation of Nehek, if part of the area is within range?

A: Yes, although no specific model is targeted, if the spell would be cast within 6" of the Wards, the Magic Resistance will come into effect.

Cult of Slaanesh

Q: Does the Anointed's gift Avatar of Slaanesh allow units of Daemonettes to reroll instability checks?

A: No, as units of Daemons do not take Break tests.

Q: If an Anointed is upgraded to a Sorcerer, can he use armor/shields and still cast spells?

A: The Anointed may use Chaos Armor, Magic Armor, and magic shields and cast spell, but cannot cast any spells if he has any other mundane armor (including shields).

Q: The Mounted Daemonettes' description refers to the daemonic legion description. So they are Ld9 and have a true 5+ ward save?

A: No. They do not benefit from the Daemonic Legion bonuses. Mounted Daemonettes in the Cult of Slaanesh army have a Leadership of 8 and a 5+ Daemonic Aura rather than a true Ward Save.

Q: If a unit of Cold One Knights has the Soul Shadows Standard, fails its Leadership test, and becomes *Stupid*, can it still elect to Flee (and then automatically rally) when charged?

*A: Yes. This is because a unit that becomes *Stupid* effectively becomes *Immune to Psychology*, and the standard states that units that are *Immune to Psychology* can still use it.*

Q: Can a unit that is *Frenzied* and has the Soul Shadows Standard choose to flee from a charge?

A: No

The Army of Sylvania

Q: If a Grave Marker scatters into the enemy's Deployment Zone, may I place it there?

A: Yes

Q: What happens if there is a unit on top of a Grave Marker?

A: At least one model being raised must be within 6" of the marker and cannot be within 1" of an enemy unit. If this is not possible, no unit may be raised. If the raised models are being added to an existing unit, then at least part of the existing unit must be within 6" of the Grave Marker.

Q: When trying to raise a new unit of Dire Wolves with the Wolf Lord Bloodline power, do you still need to summon five or more models for the spell to work?

A: Yes. Just as when trying to raise any other unit, if less than five models are created, the spell has failed to work and no models are placed on the table.

Q: If a Von Carstein vampire casts Invocation of Nehek, does he raise Levy/Militia or regular units from the Vampire Counts Army book?

A: In a Von Carstein army, replace Skeleton units with Sylvanian Levy units and zombie units with

Sylvanian Militia units when casting Invocation of Nehek. They may be armed with any option allowed to Levy or Militia units (so if a Militia unit is raised, it would have light armor and could be armed with either a spear and shield, a halberd and shield, or a crossbow).

Q: The equipment options for Sylvanian Militia is a bit unclear. Is it "spear and shield, or halberd and no shield" or "shield plus either spear or halberd"?

A: Sylvanian Militia come with light armor and shield, and either a spear or a halberd.

Bretonnian Errantry War

Q: Battle Pilgrims are listed as a Rare choice. Do they accompany a Grail Reliquae?

A: Oops, this entry should read "Grail Reliquae with Battle Pilgrims," just like in the Bretonnia Army book.

Q: Is a Battle Standard mandatory in an Errantry War army list? Is the army allowed the extra Hero slot like normal Bretonnian armies?

A: Yes, the Battle Standard is still mandatory, and the army is still allowed an additional Hero (see pp. 64-65 of the Bretonnia Army book for details).

Q: Are Pegasus Knights still a 0-1 choice?

A: Yes, they are still a 0-1 choice unless the General is mounted on a Royal Pegasus.

Skaven Clan Eshin

Q: The rules for *Under Cover of Darkness* say that "You cannot shoot, charge, or cast spells at targets you cannot see." Can spells that do not require LOS still be cast at targets in range?

A: Yes. This is a line of sight special rule to represent the battle taking place at night – if a spell does not require line of sight, then it may still be cast.

High Elf Sea Patrol

Q: Which comes first, the extra round of shooting from the Elven *Master of the Mists* or the Bretonnian's praying for the Blessing?

*A: The Bretonnian Prayer occurs before the *Master of the Mists* shooting.*

Q: A Merwyrm must take an immediate Leadership test if it fails a Regeneration roll. If there is no Regeneration roll (i.e., the Merwyrm has been wounded by a flaming attack), what happens?

A: A Leadership test is taken if the Merwyrm fails a Regeneration roll – if there is no Regeneration test, then it cannot be failed – so, the Merwyrm does not need to test.

Q: Can Ship's Company armed with spears fight in three ranks like other High Elves?

A: Yes. They are still High Elves.

Q: Do units take *Panic* tests as a result of the Master of the Mists round of shooting?

A: No.

Q: If two Sea Patrols are fighting each other, who gets to shoot first with the Master of Mists special rules?

A: Roll a dice to see who gets to shoot first. Whoever rolls highest may choose one of his units and work out shooting from that unit. Then the enemy chooses one unit and resolves it's shooting. Continue to alternate shooting units until every unit that is allowed to shoot has done so.

Q: Does the *Master of the Mists Honor* and the exemption from the *Intrigue at Court* rule only apply to Sea Lord Aislinn? If I am using the Sea Patrol army in a setting outside of the Storm of Chaos campaign, and choose to have the army led by a Sea Lord other than Aislinn, does he also benefit from the *Master of the Mists Honor* and the exemption from the *Intrigue at Court* rule?

A: The **Master of the Mists Honor** and the exemption from **Intrigue at Court** applies to all Sea Lords. The name of the Sea Lord at the time of the **Storm of Chaos** campaign happens to be Aislinn. Also note that Aislinn is not considered to be a "special character."

Q: May characters deployed with a unit of Sea Guard or Sea Rangers also fire during the Master of the Mists special round of shooting?

A: Yes.

Q: Can a Sea Lord (or Commodore) with the Radiant Gem of Hoeth or Loremaster Honour act as a mage for purposes of the Summoned from the Deep rule?

A: No, the special rule refers only to Storm Weavers and Mist Mages.

Q: During the Master of the Mists special round of shooting, may shots be directed at the flanks of enemy units?

A: No!

STORM OF CHAOS CAMPAIGN BOOK ERRATA

Add to p. 94

Special Units 2+ Lothorn Sea Rangers (*Shadow Warriors*)
Great Eagles

Add to p. 94. Insert between second and third paragraph under **Master of the Mists** special rule.

"No enemy unit may be shot at a second time during this round of shooting, unless all enemy units on the table have been shot at once. No enemy unit may be shot at a third time during this round of shooting, unless all enemy units on the table have been shot at twice, etc."