

# WARHAMMER ARMIES

## BEASTS OF CHAOS – ERRATA AND FAQs

### IMPORTANT ERRATA: References to Hordes of Chaos

The Beasts of Chaos army book was designed to be compatible with the Hordes of Chaos army book, which has now been discontinued. As such, it includes several references to rules and options that appeared in Hordes of Chaos, but could also be used by Beasts of Chaos armies. In future, all of the army books will be self-contained in terms of rules and will not reference or interact with each other.

This means that it is now necessary to consider Beasts of Chaos a completely self-contained book, ignoring all references to Hordes of Chaos. For example, Beast units (page 54-55) simply count as the Beast army's Core units, and no models from Daemons of Chaos or Warriors of Chaos can be included in the army.

Of course, don't let this stop you from mixing units from any of these three books (together with any other suitably 'evil' allies) in large games, scenarios, Legendary Battles, campaigns and so on, where all of the forces of Chaos would naturally come together to bring forth the doom of the Warhammer world!

And finally, all of you Beasts of Chaos players can rest assured that we have already begun to work on the new edition of the army book.

### ERRATA

Page 19 – Beastmen Herds, sixth paragraph. The first sentence should be changed to: 'If charged or charging, the unit forms up as described for units with **the Raiders** rule.'

### FAQs

#### The Wild Herd

*Q. When lining up in close combat against an enemy whose base size is too small to allow 5 models into base contact (e.g. a lone character), can Beast Herds now line up 5 wide in order to gain a rank bonus?*

A. No. The 7th edition of Warhammer changed the minimum for rank bonus to five, but the Beast Herd rules specify "four" not "what is required for rank bonus".

*Q. The text on p60 states that a character with a Mark of Chaos can ride in a Tuskgor Chariot if both have the same Mark of Chaos. How many points does it cost to give a Mark to a Tuskgor Chariot?*

A. You may give a Mark of Chaos to a Tuskgor Chariot at the points listed for giving a Mark to a regiment on p60-61.

*Q. When exactly do Ambushing units move onto the table?*

A. During the Remaining Moves step of the Movement phase on the turn the brayhorn is sounded. Note that the Beasts of Chaos player sounds the brayhorn, marks his intended entry points, and takes the Ambush Leadership tests *before* the Rally Fleeing Troops step of the Movement phase.

*Q. What is the proper procedure for positioning an Ambushing Beast Herd onto the table in its initial location? Must you line up every model along the edge of the table?*

A. Each model moves onto the table from the entry point, moving no more than their base Movement (no marching, as stated on page 43 of the rulebook). Note that this is a slightly different procedure than the main rules for returning from Pursuit Off The Table, as the Beasts of Chaos army book rules take precedence on how to physically move the Ambushing models onto the table.

*Q. If you inflict enough wounds in hand-to-hand to a Beast Herd to kill all the Gors (including the command), what happens? Can you "save" the command by allocating two wounds to Ungors? If not, are the standard and instrument lost or can Ungors pick them up?*

A. You cannot choose to remove Ungors instead. If the Gor command are slain, the Ungors cannot pick up the standard or instrument.

*Q. If a Beast Herd is hit by a template, how do you allocate the wounds? Are the models under the template the only ones that can be hit? Or can you allocate the wounds affecting Gors under the template to Ungors not under the template?*

A. The template specifically hits the models under it, so the wounds are not transferred onto Ungors in this case.

*Q. If an Unruly unit (i.e. a Beast Herd) declares a charge against a Fear-causing unit and fails the required Fear check (thus not moving), does a subsequent Unruly result (i.e. a roll of '1' at the start of the compulsory movement phase) give the Unruly unit another chance to charge the Fear-causing unit? Or does the original failed Fear test take precedence?*

A. Units failing an Unruly test must charge 'if there is an enemy unit that can be charged using the normal rules'. When a unit fails a fear test when wishing to charge, the main rulebook indicates that the unit 'may not charge and must remain stationary in that Movement phase'. As they are disallowed from charging or moving per the 'normal rules', the original failed fear

test takes precedence. Basically, Unruly is a drawback, and so it would seem odd if they could charge because of it, when normally they would not be able to do so.

*Q. Should a player roll for Unruly units (i.e. Beast Herds) if they have just rallied that turn? And what about fleeing units, units engaged in combat, and so on?*

A. No, as explained in the previous answer – the Unruly test is only taken for units that would otherwise be free to move normally in the ensuing Remaining Moves phase.

*Q. How does a chariot's impact hits work against a Beast Herd? Are casualties removed as from shooting (so, removing Ungors first)?*

A. Impact hits are distributed as shooting hits, so Ungors will be struck by the chariot first. Obviously the Gors push their way to safety!

### Trophies of the Beasts

*Q. Does the Rune of the True Beast affect monstrous characters (i.e. Treeman Ancients, Greater Daemons, Shaggoth Champions, etc.)?*

A. No, they are characters. Note that this means that a Shaggoth is affected, while a Shaggoth Champion isn't. A monstrous character is assumed to have the strength of mind and willpower to resist these sorts of things, while most other monsters are more mindless and instinctual in behaviour.

*Q. How many Beasts of Chaos characters are able to wear Chaos Armour in an army?*

A. One. 'Chaos Armour' is a magic item in the Beasts of Chaos book.

*Q. The Staff of Darkoth is an Arcane magic item which holds a spell and "counts as a Braystaff" in close combat. As the item is not literally a 'Magic Weapon', do attacks from the Staff of Darkoth count as magical?*

A. Yes, they are attacks by a staff that is a magic item, and therefore count as magical.

## Chaos Magic

*Q. When an enemy unit is affected by Green Fire of Tzeentch and has a choice of different weapons, who chooses which weapons they are going to use? For example, if a unit is equipped with great weapons and shields, would they use the great weapons (caster's choice) or hand weapon and shield (owner's choice)?*

A. Tzeentch's choice (i.e. caster's)! However, if they are only equipped with hand weapons and shields, they will use their shields, but will not gain the hand weapon and shield defense bonus (just like a unit attacked in the flank or rear).

*Q. How does the spell Green Fire of Tzeentch work against a unit including different type of rank-and-file models (such as a Beast Herd)?*

A. In a mixed unit, the models will hit other models of the same type (so, for example, the Gors will all hit other Gors, and Ungors will all hit other Ungors).

*Q. Do spells from the Lore of Tzeentch (which are all named as a different colour of fire) count as Flaming attacks?*

A. No they do not. The magical flames of change have nothing to do with mundane fire.

*Q. The Tzeentch spell Indigo Fire creates Horrors. What are they and where can their rules be found?*

A. The caster may decide to either use Pink Horror models and rules from Warhammer Armies: Daemons of Chaos, or Bestigor models instead, using the rules for Tzaangors from this book (see page 54).

*Q. If the Tzeentch spell Indigo Fire is cast upon a unit of skirmishers, where are the newly created models placed? It is normally in contact with the front rank, but skirmishers obviously do not have a front rank.*

A. The newly created models are placed against the skirmishing model closest to the caster. Then the skirmishers form up against them as normal.

*Q. Can a unit affected by the Titillating Delusions spell still declare charges against units in LOS but not on the line designated by the spell? What about Frenzied units who are forced to declare charges when possible? If a unit is affected, is it considered "Immune to Psychology", or can psychology effects alter their movement? Can you choose to flee from a charge, away from the direction nominated by the spell? If you cast a magical movement spell or incantation at an affected unit, can you freely choose the direction or are you forced to move the unit in the direction given by the Titillating Delusions spell?*

A. The thing affected by the spell is the unit's voluntary movements: all voluntary movement, including those that result from a spell or incantation (even charge declarations) have to be made in the direction given by the *Titillating Delusions* spell. This includes the voluntary direction that Spawn and Pump Wagons move in. However, the affected unit is not Immune to Psychology, and all compulsory movement still obeys its own rules (compulsory charges, failed Terror tests, and so on). The unit can still flee a charge, but will still be affected by the spell as soon as it regains its freedom of movement.

*Q. Can a unit be affected by the Slaanesh spell Luxurious Torment several times, thus suffering additional damage at the start of each turn?*

A. No, further castings of this spell on the same unit have no additional effects.

*Q. If the target of the spell Delectable Torture is riding a monstrous mount or a chariot, does he attack his monstrous mount or chariot?*

A. No, as they simply are parts of a single model.

*Thanks to: The Direwolf FAQ Council*