

# WARHAMMER ARMIES BOOK:K

## Hordes of Chaos FAQ

Q. *What happens if a unit of Tzeentch Screammers makes a slashing attack on a unit that does automatic hits, like a Night Goblin Fanatic?*

A. Both units inflict and take damage. In the example of the Fanatic, the Screammers take D6 S5 hits and simultaneously each do a S3 hit on the Fanatic.

Q. *When an enemy unit is affected by Green Fire of Tzeentch and strike themselves, does the unit use its main weapon (caster basically chooses), or does the owner of the unit get to choose? 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. Caster's choice.

Q. *If two units with Cloud of Flies are fighting each other, or a Plaguebearer unit is affected by a spell that makes them attack themselves, do they suffer the -1 to hit modifier?*

A. No.

Q. *I mount a Chaos Lord of Khorne atop a Chaos Dragon, and equip him with the Chaos Runeshield and the Berzerker Sword. Do all the models in base to base contact with my Dragon count for the effects of both items?*

A. Yes.

Q. *The Slaanesh spell Titillating Delusions states that affected units must move towards the nominated point in the remaining moves phase – does this mean that they can declare charges as normal (thereby moving before being forced to move in the remaining moves phase)?*

A. Yes. If there is an enemy in their way, they must declare a charge against them following the normal turn sequence.

Q. *Does a character on a Daemonic mount benefit from its immunity to psychology?*

A. No.

Q. *Are Nurglings skirmishers? In their description, it says so, but in the army list it doesn't.*

A. Yes.

Q. *If Gaze of the Gods turns my Khorne Lord into a Chaos Spawn, is it a Bloodbeast of Khorne or just a normal Chaos Spawn?*

A. Just a normal Spawn (not that any Spawn is really 'normal'!)

Q. *Armour of Damnation vs. Hatred. How does this work (successful hits are re-rolled, failed hits are re-rolled)?*

A. The attacking player rolls to hit and re-rolls misses. Then the defending player makes the attacker re-roll all successful attacks.