



FAQ version 2.0

8/22/2011

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## Errata

### Rulebook (pages 19–20)

If a region is ruined, each player who placed at least one corruption token in that region during this round immediately scores the number of victory points indicated for ruiners on that ruination card.

## General Questions

**Q:** There is conflicting information about Khorne’s dial advancement condition. What is the correct rule?

A: Khorne earns one dial advancement counter each time he kills one or more enemy figures in a region during a battle. The example shown in the rulebook on page 23 is incorrect.

**Q:** Does killing peasants count toward fulfilling Khorne’s dial advancement condition?

A: No. Khorne’s dial advancement condition requires the Khorne player to kill one or more enemy figures. The peasants are represented by a token, not a figure. An enemy figure refers specifically to the plastic follower figures used by the players.

**Q:** There is conflicting information about Slaanesh’s dial advancement condition. What is the correct rule?

A: Slaanesh earns one dial advancement counter each time he places two or more corruption tokens in the same region as a Noble or Hero token during the Corruption Step of the Corruption Phase. The dial advancement condition printed on the Slaanesh Power Sheet is incorrect.

**Q:** Does placing two corruption tokens in a region with one magic symbol and one warpstone token fulfil Tzeentch’s dial advancement condition?

A: Yes. To earn one dial advancement counter, Tzeentch must place two or more corruption tokens in a region with a minimum of two magic symbols, two warpstone tokens, or at least one of each – one magic symbol and one warpstone token.



## Chaos Cards

**Q:** Can the Nurgle card “Influenza” reduce a region’s Resistance to zero or lower?

A: The “Influenza” Chaos card can reduce a region’s Resistance to zero. Resistance cannot go below zero.

**Q:** If Slaanesh plays a “Field of Ecstasy” card in the same region where Khorne plays a “Blood Frenzy” card, what happens?

A: The Slaanesh “Field of Ecstasy” Chaos card only prevents player figures from contributing battle dice. Since the two battle dice from “Blood Frenzy” are granted by the card and not a player figure, they would still be rolled.



**Q: Does the Khorne player need to have any of his figures in the same region as a “Blood Frenzy” card in order to roll the two battle dice granted by the card?**

A: No. The Khorne player gains these battle dice from the card’s effect, and does not need figures present to benefit from the card.

**Q: How many power points can Tzeentch potentially gain with his “Drain Power” card?**

A: Only one. No matter how many other players lose one power point, Tzeentch only ever gains one power.

**Q: If Tzeentch plays “Drain Power” in a region without any opposing players’ Cultists, or in a region where opposing players are already at zero power points, what happens?**

A: In either situation, Tzeentch would gain one power point. Causing other players to lose power points is not a prerequisite to the second part of the card.



**Q: Can the Tzeentch card “Changer of Ways” cancel effects that have already been resolved?**

A: No. The “Changer of Ways” Chaos card effectively cancels the text on the other cards in the same region. If the effect generated by a card would be resolved later in the round, it would be nullified by “Changer of Ways.” If the effect has already been resolved, “Changer of Ways” does not undo another card’s effects.

**Q: With the Khorne card “Reborn in Blood,” do hits from one battle carry over into the second battle?**

A: No. Even though enemy figures are not removed from the board until all players have completed the battle phase in the region, a player may not assign fewer hits to a figure than are necessary to kill it. Hits are not stored up to combine hits with other players or effects.

**Q: Can Khorne earn multiple advancement tokens in the same region if he battles there with “Reborn in Blood”?**

A: No. Since both battles triggered by “Reborn in Blood” occur within the context of the same battle phase, killing figures in each battle would not earn the Khorne player multiple advancement tokens for achieving his Dial Advancement Condition, since the first time he earns an advancement token fulfills the condition for that particular battle phase in that particular region.

Once a player fulfills his dial advancement condition for one region in the phase, that condition is fulfilled for the remainder of the phase **within that region**. However, that condition can still be fulfilled in another region. So Khorne could kill enemy units in a different region to fulfill his condition again.

**Q: If Khorne plays both “Reborn in Blood” and “Blood Frenzy” in the same region, does he roll two battle dice at the beginning of each battle?**

A: No. “Blood Frenzy” allows Khorne to roll two battle dice at the beginning of the battle phase. Even though two battles are conducted, there is still only one battle phase.

**Q: How do the Slaanesh card “Abyssal Pact” and the Khorne card “The Skull Throne” interact?**

A: The Slaanesh card “Abyssal Pact” effectively cancels the Khorne card “The Skull Throne.” “Abyssal Pact” clearly states enemy figures contribute nothing to opponents’ domination value – it ceases to be relevant how the figure contributes to the value.



**Q: When you control an enemy Cultist using the Slaanesh card “Soporific Musk,” can you resummon the controlled Cultist to another region?**

A: Yes, the Slaanesh player can summon the controlled Cultist to another region. If the Cultist is summoned to another region, it remains under the influence of the “Soporific Musk.” The controlled figure should be marked in some way to make sure everyone knows the figure is still under control of the Slaanesh player until the end of the turn.

**Q: Is “Abyssal Pact” region-specific? It does not say “...in this region...” like the other Chaos cards.**

A: Abyssal Pact only affects the region into which it is played. That is the default state of Chaos Card effects; the cards specifically state exceptions where the effects extend beyond the region where they are played.

**Q: When you choose to move your only unit on the board, can it be placed in any region or must it be placed adjacent to the just vacated region?**

A: It can only be moved into a region adjacent to its origin region. Page 11 of the rules clearly indicates that the terms *summon*, *place*, and *move* are equivalent. By replacing *place* with *move* in the paragraph describing unit placement, this becomes more clear:

**Example:** *To [move] the figure on the board, the player [moves] the figure into one of the nine regions. The only restriction on figure [movement] is that the figure must be [moved to] a region where that Chaos Power already has a figure, or in a region adjacent to such a region.*

**Q: If Nurgle has one of his figures controlled by Slaanesh in a region, how is that figure affected by Nurgle’s “Plague Touch” or “Rain of Pus” cards?**

A: Since the figure is controlled by Slaanesh, and no longer controlled by Nurgle, “Rain of Pus” would not increase its defense value. “Plague Touch” would reduce

its defense value, as it would any other figure owned or controlled by an opponent.

**Q: “Changer of Ways” states it cancels the text effect of all other Chaos cards in the same region. Are effects such as “Soporific Musk” and “Warp Shield” resolved when their respective cards are played, or are they ongoing (and therefore cancellable) effects?**

A: “Changer of Ways” does not undo any card effect that is triggered or resolved before the placement of “Changer of Ways.” For example, if “Warp Shield” is placed before “Changer of Ways,” the figure to protect (and the associated protection) has already been selected; “Changer of Ways” does not undo or stop that. Likewise, if “Soporific Musk” is placed before “Changer of Ways,” the figure to take control of has already been selected and control taken; “Changer of Ways” does not undo or stop that.

**Q: How do the Tzeentch card “Teleport” and the Khorne card “Fields of Carnage” interact?**

A: “Field of Carnage” prevents moving any non-Khorne figure in that region via “Teleport.” The Tzeentch player could, however, use “Teleport” to move a Khorne figure out of the region with “Field of Carnage,” since “Field of Carnage” does not prevent Khorne figures from being summoned away from that region.

Page 11 of the rules clearly indicates that the terms *summon*, *place*, and *move* are equivalent – effects that influence or mention one of these terms applies to all three terms. Also, as Page 26 notes under “Contradictory Effects,” a disabling effect trumps an enabling effect. In this case, the disabling effect of not being able to move a figure trumps the enabling effect of otherwise allowing movement.



# Game Phases

**Q:** During the battle phase, what conditions trigger a battle in a region?

A: In any region where at least one player has an effect allowing him to roll battle dice, and there is at least one eligible target, there is a battle. Effects that allow a player to roll battle dice may come from either a figure's attack value or a card effect. Eligible targets are player figures and peasant tokens.

**Q:** When exactly is a ruined region scored?

A: Points can be scored from a ruined region during both the corruption phase and the end phase.

During the corruption phase, if a region has 12 or more corruption tokens, the top ruination card is placed faceup in that region. Then, each player who contributed at least one corruption token during this game round immediately scores the victory points listed at the top of the card in the section listing "Ruiners Score X Points Each."



Region	First	Second
Norsca	6	3
Troll Country	6	3
Kislev	8	4

**Note:** This changes a previous ruling, which stated that a player is only eligible for these victory points if he played one or more corruption tokens in that region during the corruption phase.

During the end phase, after resolving Old World cards, ruined regions are scored in order. During this scoring step, players earn victory points based on the total number of corruption tokens they have present in the region – not just corruption tokens placed in the current round.

**Q:** What exactly must occur for a player to dominate a region?

A: To dominate a region, a **single player** must possess the highest domination value in that region. A player's domination value is determined during the domination step of the corruption phase. A player's domination value is equal to the sum of the cost of any Chaos cards he has present in the region, plus the total number of figures he has present.

**Note:** The cost of the player's figures is **not** used to calculate domination value – only the number of figures present.

If, after determining each player's domination value, a single player has the highest value, that player compares his domination value to the Resistance of the region. If the domination value is **greater than** the region's Resistance, the player dominates that region.

When a player successfully dominates a region, he scores victory points equal to the Conquest Value of the region, as well as potentially triggers any effects that require a player to "dominate" a region.

**Q:** Are hero tokens removed from the board after they remove a player's figure during the end phase?

A: No. Hero tokens remain on the board, in their starting location, unless a certain card effect or ability specifically allows a player to move or remove the token.

# Upgrade Cards

**Q:** How many Lepers can Nurgle summon per round once he has acquired the Lepers Cultist upgrade?

A: Potentially, Nurgle could summon each of his six Leper Cultists once, at no cost, as long as he is able to abide by the placement restriction – the Leper Cultist must be summoned to an area without any other Nurgle figures. This could allow Nurgle to summon a Leper Cultist to a region by paying its power point cost, then later that round summoning that same figure into a different region for free.



**Q: After acquiring the Plaguebearer upgrade, when does the Nurgle player assign hits for killed Plaguebearers?**

A: Hits from killed Plaguebearers are resolved based on the part of the battle phase in which they are killed.

If Plaguebearers are killed during a beginning of battle effect (such as the Khorne card “Blood Frenzy”), then for each Plaguebearer killed during the beginning of battle step, the Nurgle player assigns one hit to that opponent’s figures before proceeding to the standard battle. During the standard battle step, damage is assigned after one player has completed all his attacks.

For example, after Khorne has rolled all his battle dice and assigned all hits in a region, the Nurgle player then inflicts one hit per Plaguebearer killed by Khorne to an eligible Khorne figure in that region. However, remember that a player may not assign fewer hits to a figure than are necessary to kill it. Hits are not “stored up” to combine hits with other players or effects.

**Q: If the Slaanesh player acquires the Keeper of Secrets upgrade, does he have to take control of another player’s Cultist or Warrior?**

A: Yes. The Keeper of Secrets upgrade ability is not optional. If there is an eligible Cultist or Warrior of another player in the same region, the Slaanesh player must choose one to take control of until the end of the round, or until his Keeper of Secrets is killed.

**(Clarification) Q: Once upgraded, can the Great Unclean One be summoned to the same region twice in a row? If he can, does this count as two dial advancement tokens.**

The Great Unclean One can be moved into the same or a region adjacent to its origin region. Page 11 of the rules clearly indicates that the terms *summon*, *place*, and *move* are equivalent. By replacing *place* with *move* in the paragraph describing unit placement, this becomes more clear:

*Example: To [move] the figure on the board, the player [moves] the figure into one of the nine regions. The only restriction on figure [movement] is that the figure must be [moved to] a region where that Chaos Power already has a figure, or in a region adjacent to such a region.*

Summoning the Great Unclean One to the same region more than once during the same Summoning Phase would not earn the Nurgle player multiple advancement tokens for achieving his Dial Advancement Condition, since the first time he earns an advancement token fulfills the condition for that particular Summoning Phase in that particular region.

Once a player fulfills his dial advancement condition for one region in the phase, that condition is fulfilled for the remainder of the phase **within that region**. However, that condition can still be fulfilled in another region. So Nurgle could corrupt a different Populous region to fulfill his condition again.

## Old World Cards

**Q: Can the Peasant, Hero, and Noble tokens added by the “Crusade Is Come” card be placed in the same regions?**

A: The only placement restriction is that both tokens of the **same type** must be placed in different regions.

**Q: For the “Plunged into Chaos” card, does anyone score the three bonus victory points if two or more players are tied for the most collected Peasant tokens?**

A: No. The three bonus victory points are only awarded if a **single player** has more Peasant tokens than all other players.

**Q: Does the “Warp Shield” card protect figures from “Dark Elf Corsairs”?**

A: No. “Warp Shield” prevents a figure from being killed in battle. The “Dark Elf Corsairs” effect removes a figure at the end of the battle phase. “Killed” and “removed” are discrete and distinct game terms. An effect that prevents one does not necessarily affect the other.



**Q: How many bonus Chaos cards can a player draw via the “Warpstone Discovery” card?**

A: One. Either the triggering condition is fulfilled or it is not. No matter how many followers a player has in regions with Warpstone tokens, the card’s condition can only be met once.

**Q: How many Skaven tokens are actually placed with the “Up From Skavenblight” card?**

For each region that has one or more Warpstone tokens, the player with the lowest Threat places a single Skaven token in that region, or adjacent to that region.

The number of Warpstone tokens present is irrelevant. Either a region contains a Warpstone token – and triggers the placement of a Skaven token – or it does not.



**Q: Exactly how is the “Witch Hunters” card resolved during the end phase?**

A: The condition that looks for the “player with the greatest Threat score” is only evaluated once.

During the end phase when the Old World cards are resolved, there will be one player with the greatest Threat value. That one player loses one corruption token in each region that contains a hero token.

It does not matter if there are multiple hero tokens in a region. The player with the greatest Threat value will only lose a maximum of one corruption token.

**Q: Once a region has been ruined, can it be selected for the effects of an Old World card?**

No. Ruined regions do not count as valid locations to place Old World tokens. When required to place an Old World Token and there are no valid locations to place it, the player discards the token.





# The Horned Rat

## Errata

### The Nurgle Chaos card “Filth”

This card’s text should read “When you play this card, remove one opponent’s corruption token from this region. Then place one of your corruption tokens in this region.”

## General Questions

**Q:** How many cards does the Old World deck consist of when the Horned Rat is a player?

A: Regardless of the Horned Rat’s presence in the game, the Old World deck consists of

- 8 cards with 3 players
- 7 cards with 4 players
- 7 cards with 5 players

**Q:** Are the extra Skaven tokens from the expansion used even when the Horned Rat is not playing?

A: No, the extra Skaven tokens are only used when the Horned Rat is playing.

**Q:** Can a player gain more than 12 power points?

A: No, players are limited by the power point spaces on the Power sheet.

**Q:** Can killed figures be summoned away from the Khorne Chaos card “Skulltaker”?

A: No. The killed figures on the “Skulltaker” card are detained there until the start of the end phase, when they are removed from the board and returned to the players’ stockpiles.

# Chaos Cards

**Q:** Khorne’s Chaos card “Rampage” says it conducts an immediate battle. Is this considered a battle phase?

A: No. “Rampage” conducts an immediate battle in the region, not an entire battle phase. Players interrupt the summoning phase to resolve a battle in this region. After finishing the battle, players resume the summoning phase with Nurgle’s turn. Because this is not a battle phase, card effects that trigger during the battle phase do not take effect.

**Q:** When Tzeentch plays “The Blue Scribes” Chaos card and moves corruption tokens from that region to a region with two Warpstone/magic symbols, does Tzeentch gain a dial advancement counter?

A: Yes, but Tzeentch only receives a dial advancement counter when moving his own corruption tokens to a region with two Warpstone/magic symbols. If Tzeentch moves two corruption tokens belonging to another player to a region that would fulfill that player’s dial advancement condition, that player does not earn a dial advancement counter.

**Q:** The Tzeentch card “Bolt of Change” uses the term “replace.” What does this mean?

A: The term “replace” is a separate game term. This single word executes an exchange, which does not count as “placing” for purposes of summon/place/move.

*Example:* There is one Bloodletter, three Lepers, and two Acolytes in The Empire. Nurgle plays “Quicken Decay” in the first card space of The Empire. Tzeentch then plays “Bolt of Change” in the second card space of The Empire. Tzeentch chooses to apply the card’s effect to the Bloodletter, so he returns it to Khorne’s stockpile and then sets two Bloodsworn figures in The Empire. Because this was not a summon/move/place, Nurgle does not score any victory points.



**Q: Does the Tzeentch Chaos card “Convocation” move three figures from the same “...any region to this region”?**

A: Yes, this card allows Tzeentch to move up to three figures from the same region to the region where he played this Chaos card.

**Q: Can Slaanesh receive power from “Festival of Sinew” after his power marker drops to zero on his power point track?**

A: Yes. When a player’s power marker is on the “0” space of his power point track, his turn is skipped (see page 11 of the base game rulebook). If a player manages to receive power due to some effect, he is no longer at “0,” so his turn is not skipped.

**Q: If Slaanesh plays two copies of the Chaos card “Pleasure Shield” in the same region, do his figures quadruple their defense value?**

A: Yes.

**Q: The Horned Rat Chaos cards “Strength in Numbers” and “Verminous Horde” use similar (but not exact) wording. What is their intended effect?**

A: When either of these cards is present in a region, the Horned Rat only needs to have more figures than one other player who is present in that region. This effect persists while the condition is fulfilled, which could change several times over the course of the summoning phase – or even over the course of the round.

***Example:** In a three-player game, the Horned Rat plays “Strength in Numbers” in Norsca. This region currently contains two Clan Rats and two Bloodletters, but Slaanesh, the third player, does not have any figures in the region. To trigger the card’s effect, the Horned Rat player needs to have more figures than one other player who is present. In this situation, he does not have more figures than Khorne (the only player present); thus, “Strength in Numbers” is not currently in effect.*

## Upgrade Cards

**Q: While Khorne’s Bloodletter upgrade is in play, does Khorne gain two victory points for each figure he kills in the same region as a Bloodletter?**

A: Yes. Khorne gains two victory points for each figure he kills in a region where at least one of his Bloodletters is present, which can occur multiple times in the same region.

**Q: While the Khorne Bloodthirster Upgrade is in play, is the Bloodthirster required to follow normal summoning restrictions?**

A: Yes. Once per round a Bloodthirster may be summoned for 0 power to a region with six or more corruption tokens. Normal summoning rules apply.

**Q: The Nurgle upgrade “Cavalcade of Decay” is in play as well as the Nurgle Plaguebearer upgrade. Can Nurgle gain a dial advancement counter by placing two or more corruption tokens during the battle phase (from killed Plaguebearers) in a region that starts the battle phase with five or more cultists?**

A: Yes. When a figure is assigned hits, the figure is tipped on its side. The figure is not removed from the board until the end of battle, so the region still contains those figures. In this situation, even if some cultists are killed, the region still contains five or more cultists. When the killed Plaguebearers place their corruption tokens for being killed, the region is considered Populous and Nurgle gains a dial advancement counter. Then the killed figures are removed from the board and, if there are fewer than five surviving cultists, that region is no longer considered Populous.



**Q: When exactly does Tzeentch use the Acolyte Cultist upgrade?**

A: In each region, all hits are assigned and figures who suffer enough hits to be killed are tipped over, but not removed until all battle dice have been rolled for that region (see page 17 of the base game rulebook). After all hits are assigned, but before units are removed from the board, Tzeentch can choose to discard one card from his hand and stand one of his killed cultists back up.

**Q: When Tzeentch uses “Mystical Disregard” to play on top of another player’s Chaos card, does it just cover up the card below it and cancel its effect, or does Tzeentch’s card also take effect?**

A: Yes, Tzeentch’s card also takes effect. As the card states, the card it is played on top of is canceled. Tzeentch’s Chaos card is treated as if it were just played into an empty card space.

**Q: Can Tzeentch use “Mystical Disregard” to play on top of a Horned Rat’s Chaos card that was played as the additional Chaos card in that region (allowed by the Horned Rat’s upgrade “Council of Thirteen”)?**

A: No, Mystical Disregard only allows Tzeentch to play on top of a Chaos card that occupies one of the two card spaces in any region.

**Q: While the Tzeentch Lord of Change upgrade is in play, can Tzeentch place a Warpstone token in a region where another player uses an effect (such as “Lambs to the Slaughter”) to summon the Lord of Change to that region?**

A: No. The Lord of Change upgrade states “When you summon...,” which refers to Tzeentch. If Tzeentch summons the Lord of Change (either via a normal summon or a Chaos card), then he may place a Warpstone token in that region; if any other player summons the Lord of Change to a region, then the upgrade’s effect does not trigger.

**Q: While the Tzeentch Horror upgrade is in play, can Tzeentch play a Chaos card with a magic symbol to summon a Horror and then apply that Chaos card’s effect (such as “Warp Portal”) to the Horror?**

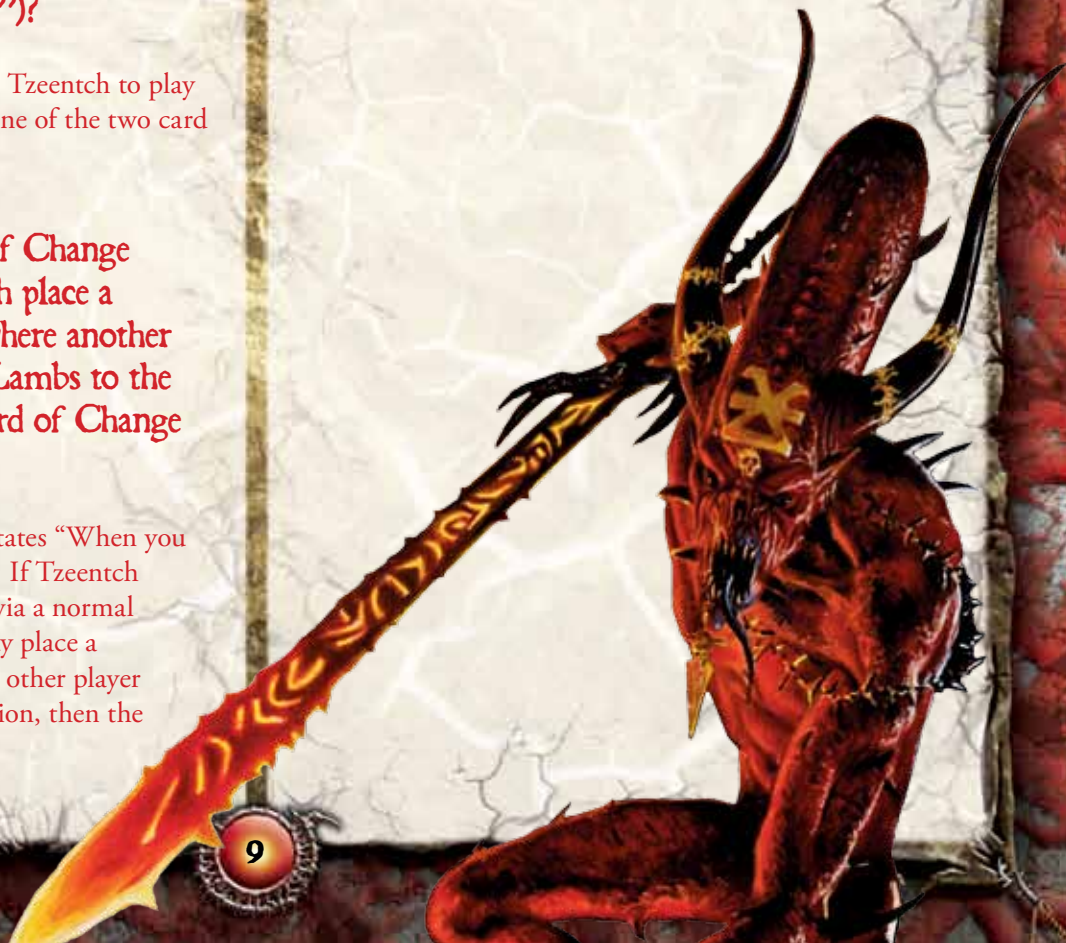
A: No. When this card is played, the Horror is not in the region yet, so it is not an eligible target for the card’s effect.

**Q: While the Clan Rat Cultist upgrade is in play, how many total Clan Rat figures are summoned when “Grey Seers” is played?**

A: A total of three Clan Rat figures.

**Q: If the Horned Rat has “The Under Empire” upgrade in play, when exactly may the Horned Rat player move his figures from a ruined region into one adjacent region?**

A: The Horned Rat uses “The Under Empire” to move his figures during the corruption phase after checking for ruination and scoring victory points for participating ruiners in that region.





# Old World Cards

**Q:** While the Old World card “Greenskins Invade” is on the Old World track and the Nurgle Chaos card “Chocking Stench” is in a region, which effect triggers first when calculating dice for this region during the battle phase?

**A:** Old World cards are global effects that are always “on” and are applied before any other effects. So in this situation, “Greenskins Invade” reduces all players to one die during the battle phase. Then “Chocking Stench” further reduces all non-Nurgle players to zero dice during the battle phase in this region.

**Q:** While the Old World card “The Horned One’s Due” is on the Old World track, can the Horned Rat player use the “Council of Thirteen” upgrade to play an additional card in a region that already has its only card space full?

**A:** Yes. The “Council of Thirteen” upgrade allows the Horned Rat player to play one Chaos card in a region whose card spaces are full. While “The Horned One’s Due” is in play, there is only one card space in each region. Once that card space is full, the Horned Rat may play one additional Chaos card (in this case, the second Chaos card) in this region.

**Q:** While the Old World card “Call to Arms” is on the Old World track and the Morrslieb Nurgle Leper upgrade is in play, how many corruption tokens would he place in a region with a single Leper figure?

**A:** As stated on page 26 of the base game rulebook, disabling effects are resolved before enabling effects. Thus, in this case, the Leper would normally place a total of one corruption token, but “Call to Arms” reduces that total (by one) to zero. The Leper upgrade does not take effect because the Leper did not place any corruption tokens.



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