WARHAMMER
CHAOS IN THE OLD WORLD

The Official FAQ

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.
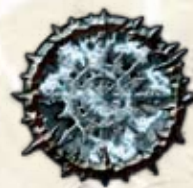
Chaos Cards

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 the 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.
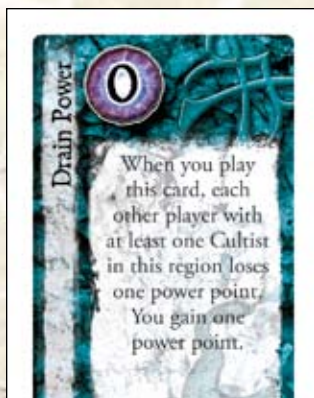
Q: If Tzeentch plays Drain Power in a region without any opposing player's Cultists, or in a region where the opposing players are already at zero power points, what happens?

A: In either situation, Tzeentch would gain one power point. Causing other players to lose power points is not a pre-requisite 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 the Changer of Ways card. If the effect has already been resolved, the Changer of Ways card 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 the 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 Slaanesh's Abyssal Pact card and Khorne's The Skull Throne card interact?

A: Slaanesh's Abyssal Pact effectively cancels Khorne's The Skull Throne card. 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 Slaanesh's Soporific Musk card, 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: 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: How do Tzeentch's Teleport card and Khorne's Fields of Carnage card 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.

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:

"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: 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 it was played.

Q: Changer of Ways states it cancels the text effect of all other Chaos cards in the same region. Are effects such as Sopoforic 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.

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: 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.

Please 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: 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 acquires 12 or more corruption tokens, the top ruination card is placed face up in that region. Then, each player who contributed *at least one* corruption token during the Corruption phase that triggered the ruination *immediately* scores the Victory Points listed on the top of the card in the section listing "Ruiners Score X Points Each."

Ruiners Score 3 Points Each		
Region	First	Second
Norsca	6	3
Troll Country	6	3
Kislev	8	4

A player is only eligible for these victory points if he played one or more corruption tokens in that region *during* the Corruption phase – effects that allow corruption tokens to be placed during other phases do *not* fulfill this scoring condition.

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: 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 specific 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 Khorne's Blood Frenzy card), 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.

(Clarification) 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:

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.

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.

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

When you are given the choice among several options for placement, you may choose a ruined region, however, since new Old World tokens cannot be placed in a ruined region, selecting that region has no effect, since a token will not be placed.