



Tamurkhan: The Throne of Chaos

Q&A and Errata

Amended February 25th 2013

With thanks to the members of Chaos Dwarfs Online and Neil Peckett

ERRATA

Page 184 and 185: Replace the Blazing Body rules text with the following:

‘Any model (friend or foe) in base contact with **one or more** Bale Taurus or K’daai, except a Chaos Dwarf using it as a mount or another K’daai, takes an automatic Strength 4 hit at the start of the Close Combat phase. This is a Flaming attack.

Additionally, any non-Magical attacks must re-roll successful To Wound rolls.’

Page 188: The mention of an increased profile for Cinderbreath should be ignored. The entry should read:

‘It is a particularly powerful Bale Taurus with a Strength 5 Flaming attack Breath weapon...’

Page 189: Infernal Castellan – substitute ‘Infernal Castellan’ for ‘Dark Castellan’.

Page 192: Infernal Ironsworn command group costs should read:

Upgrade one Infernal Ironsword to a Musician.....10pts

Upgrade one Infernal Ironsworn to a Standard Bearer.....10pts

Upgrade one Infernal Ironsworn to a Deathmask.....12pts

Page 191: Infernal Guard upgrade options – substitute ‘Deathmask’ for ‘Overseer’.

Page 194: Amend the Hellcannon’s points cost to 210 points.

Frequently Asked Questions

Q. Can you clarify whether the Legion of Azgorh is a list that can be taken in a Great Host? If so, how do the Great Host rules work with the Legion of Azgorh?

A. Yes, it is. The Forces of the Chaos Host list on page 142 should include the Legion of Azgorh as a fourth option.

If you are selecting a Great Host, use these selection rules instead of those given on page 186 for combining Chaos Dwarfs and Warriors of Chaos.

Iron Daemons and War Machines:

Q. Can an Iron Daemon benefit from the re-roll granted to a war machine by the Infernal Engineer rule?

A. No. The Iron Daemon is a Unique Unit and not a War Machine as shown in its troop type.

Q. Can the Iron Daemon stand and shoot?

A. No, it cannot.

Q. What is meant by the phrase “may move normally up to its Move distance and fire its weapons without penalty while doing so”?

A. It means that it does not suffer the normal -1 to hit for moving and shooting.

Q. The Steam Cannonade fires “at a target directly ahead”. Does this mean within the front arc or literally directly ahead, using the width of the Iron Daemon base as a reference.

A. Directly ahead, using the width of the Iron Daemon’s base as a reference - it cannot traverse.

Q. On page 193 under the Iron Daemon options, it specifies that “only Impact Hits and Thunderstomp of the machine, not the crew, become magical attacks”. Does this mean that shots fired by the Cannonade of a Hellbound Iron Daemon are not considered as magical attacks?

A. The wording on page 193 is intended specifically to divide the Iron Daemon's own attacks from those of its crew, which are not affected by the Hellbound rule. Its shooting attacks are affected as per page 175.

Q. Since the Iron Daemon cannot wheel or turn during a charge, does this mean that when it contacts a unit it does not ‘close the door’ and the charged unit ‘closes the door’ instead?

A. If an Iron Daemon makes contact with an enemy unit then the normal rules apply for combats and the Iron Daemon is allowed to ‘close the door’. This is the only time that the model is allowed to wheel. When charging the Iron Daemon must make contact with the facing of the charged unit that it started in, otherwise it counts as a failed charge.

Q. Does the Hellcannon benefit from the Daemonsmith’s re-rolls?

A. Yes, as long as they are selected as part of a Legion of Azgorh army.

Q. Does the Dreadquake Mortar cause D6 wounds only to the enemy under the small template’s central hole? Or is the D6 wounds caused to any model under the template?

A. As stated, the Dreadquake Mortar operates as a Stone Thrower except where

noted. This means that D6 wounds are caused to the model directly beneath the hole but not to any lower strength hits inflicted from the rest of the template.

Q. The Death Shrieker Infernal Incendiaries rule allows the template to move an Artillery dice amount of inches towards the closest unit, if it does not come in contact with a unit. Is the direction moved towards the centre of the closest unit (normal Fantasy rules) or literally the closest model of the closest unit?

A. When moving the Deathshrieker Infernal Incendiaries shot it is moved towards the centre of a unit as per the Warhammer rulebook.

Q. When the Death Shrieker uses the 'Demolition Rocket', is it considered a template rules-wise? E.g. if it touches 2 models, do both of them get hit, or does the controlling player get to choose? Also, if it hits a rider on a monstrous mount, since the target has one strength value do both get hit (as per a cannonball)?

A. The 'Demolition Rocket' does not have a 1 inch marker, it just hits one model and if it is not clear as to which model the shot hits, randomize between the models. For a character on a Monstrous Mount the shot works in the same way as a cannonball.

Q. Does the Demolition Rocket position/model count as a template? For example, if it hits a building do D6 models get hit (like a cannon/stone thrower)? If it targets a character in a unit, does the model get the Look Out Sir! roll as per cannon/stone thrower?

A. It will count as a template in exactly that manner, and Characters will get Look Out Sir! rolls.

Q. How does wound allocation occur for Hellbound war machines & Dreadquake Mortar Ogre crewmen? According to the 8th Edition rulebook, war machine crew are wound markers, so which marker is removed first? Is there a hierarchy of wound allocation? Is this the same for other Hellbound war machines?

A. The ogre adds 3 additional wounds to the Dreadquake's profile. When it loses wounds, you choose where the wounds are lost from; so if the unit suffers three wounds from enemy shooting you could remove the Ogre, or three Chaos Dwarfs.

Being Hellbound again simply adds a wound to the profile; so for example a Dreadquake Mortar that is Hellbound and has an Ogre crewman has a total of seven Wounds.

Q. War machines don't yet have a model for an "unmounted" warmachine, so can the 'old' GW models (Death Rocket for the Death Shrieker / Earthshaker for the Magma Cannon/Dreadquake) be used instead until the new model is released?

A. You are welcome to use the older models of the Chaos Dwarf artillery pieces as the un-mounted versions.

Q. Do I roll for the K'daai 'Burning Bright' rule at the start of each player turn?

A. No, the test is made at the start of each game turn from turn 2 onwards, and is made by the Chaos Dwarf player.

Q. Can you take the Mace Tail, Sorcerous Exhalation and Level 2 Wizard upgrades for the Lammasu?

A. Yes, you can, at the costs listed in the *Storm of Magic* supplement.

Q. Can the K'Daai Destroyer take any of the options from the *Monstrous Arcanum* book?

A. The K'Daai Destroyer cannot take upgrades from the *Monstrous Arcanum* book unless bought with a Binding Scroll in a game where these rules are being used.

Q. K'Daai are considered as Daemons for the purposes of spells & effects. Does this imply that K'Daai attacks count as Magical?

A. The K'Daai do not have Magical attacks. The reason for this is that binding them into their iron bodies renders them 'mundane'; their magical essence is trapped within the metal shell.

Characters:

Q. On page 171 the Daemonsmith appears to be armed with a Darkforged weapon. However on page 189 in the army list section the Daemonsmith is armed with an Ensorcelled Hand Weapon. Which weapon is he supposed to be armed with?

A. References to 'Daemonsmith' on page 171 should be replaced with 'Sorcerer-Prophet'. Daemonsmith Sorcerors are armed with an Ensorcelled Hand Weapon as per page 189.

Q. Can you take a magic weapon when already equipped with a Darkforged Weapon?

A. You may replace the Darkforged weapon with another magic weapon, but you may not have both. If this is done no points are 'recouped' by replacing the Darkforged weapon.

Q. Does Drazhoath suffer from the Sorcerer's Curse? It is not listed under his special rules.

A. Yes, he does. The Sorcerer's Curse rule is part of the Daemonsmith special rule, which Drazhoath has. See page 171 of *Tamurkhan*.

The Lore of Hashut and Magic Items:

Q. If Breath of Hatred is cast on a unit which has already been engaged in close combat, does the unit still benefit from the hatred special rule (ie. it is not the first turn for that specific combat)?

A. Yes. If this is the case, the next close combat phase of the turn in which Breath of Hatred is cast counts as the first for the purposes of the Hatred special rule.

Q. Can I use the Chalice of Blood and Darkness's ability at any point in the Magic phase?

A. Yes – at any point in the Magic phase of either player's turn.

Q. Does Flames of Azgorh need line of sight? (Direct Damage spells don't need line of sight).

A. Yes. As specified, this is an exception to the usual rules for such spells. In all other respects it is treated as a Direct Damage spell and NOT a Magic Missile.

Q. The Flames of Azgorh spell makes an attack against the model under the hole, and then a further additional Toughness test (at -2). Can a Look Out Sir! Roll be taken for the Toughness test?

A. A Look Out Sir! roll may still be made for the Toughness test, as this effect can be passed on to a rank and file model.

Hobgoblins:

Q. Does the +1 to hit for the Hobgoblin bloody murder result apply to both shooting and hand to hand?

A. Yes!

Q. Does the Giant Wolf mount option for the Hobgoblin Khan have the Fast Cavalry special rule? If no, this means that when a mounted Khan joins a unit of Hobgoblin Wolf Riders, the unit loses its Fast Cavalry special rule.

A. If the Hobgoblin Khan is given a Giant Wolf he does indeed gain the Fast Cavalry rule. However, just like the Hobgoblin Wolf Riders unit entry, if you give him a shield, he loses this ability.