

## F.R.A.G. Chaos Demons FAQ v1.0

*This FAQ is 100% unofficial outside of F.R.A.G. approved events. It was produced using the Adepticon FAQ with changes made to what local judges found questionable. This is not a catch all, and many issues not addressed in this FAQ are addressed in official GW FAQs, which you can find on the GW website. This FAQ is a living document and is subject to revision when applicable.*

**Q: Can Ku'gath move and fire his Necrotic Missiles and if so, can he Assault afterwards?**

A: Yes and yes [clarification].

**Q: Is each Nurgling base created by Ku'gath worth a Kill Point in 'Annihilation' games?**

A: Yes [RAW].

**Q: For the 'Tally of Pestilence', do Ku'gath, Epidemius and Nurglings all count as a follower of Nurgle?**

A: Yes to all [clarification].

**Q: Which of the following situations counts as a model killed by a follower of Nurgle for the 'Tally of Pestilence'?**

A: [clarification]:

**Counts as killed by a follower of Nurgle**

- Models killed by an exploding or wrecked vehicle that was destroyed by a follower of Nurgle.
- A follower of Nurgle killed by his own Daemon weapon.

**Does not count as killed by a follower of Nurgle**

- Casualties caused by 'No Retreat!'
- Casualties caused by 'Perils of the Warp'.
- Casualties caused by failed Dangerous Terrain checks.

**Q: If Epidemius's tally has reached 20+, do ranged attacks from followers of Nurgle ignore armor saves?**

A: Yes they do [RAW].

**Q: Do models that have lost their last wound but have an ability that can bring them back into the game (like Inquisitorial bionics or Necron 'We'll Be Back') count towards Epidemius's tally?**

A: No, only when the models have been removed from the table as casualties do they count towards the tally [clarification].

**Q: The 'Watch This!' special rule says: "before using their second ranged attack. . ." does this mean the Blue Scribes resolves one ranged attack first and then the second one afterwards?**

A: Yes, the Blue Scribes fully resolve their first power before attempting their second one [clarification].

**Q: How many times per turn can the Changeling use 'Glamour of Tzeentch'?**

A: Once per enemy shooting phase [clarification].

**Q: If a model using 'Boon of Mutation' is part of a unit, is his target restricted by where the rest of his unit shoots?**

A: The model using 'Boon of Mutation' must pick a model from within the same enemy unit that the rest of his squad is firing at [clarification].

**Q: If a model uses 'Boon of Mutation' does it prohibit which enemy unit he may charge in the subsequent Assault phase?**

A: Yes, he may only declare an assault against the enemy unit that contains (or contained) his target [clarification].

**Q: Are spawn created by 'Boon of Mutation' worth a Kill Point when destroyed?**

A: Yes [RAW].

**Q: If a unit is hit by multiple 'Pavane(s) of Slaanesh' by a single firer (such as by 'The Masque') what happens?**

A: No matter how many times 'Pavane' hits the target, only a single roll is made to see how far the target moves [clarification].

**Q: Can the Pavane of Slaanesh be used against a unit that has '[Gone] to Ground'?**

A: Yes, although after the move the unit will return to its '[Gone] to Ground' status [RAW].

**Q: Can a model who is able to use Pavane of Slaanesh and another ranged attack use the Pavane to move an enemy unit into position and then immediately shoot at it with Breath of Chaos (for example)?**

A: No. When dealing with the firing from a single unit, all hits are determined before Pavane of Slaanesh actually moves the unit (Pavane moves models in the 'roll to wound' step of the shooting process) [clarification].

**Q: If a model using 'Aura of Decay' is part of a unit, does the rest of his unit's firing have to target one of the enemy units affected by it?**

A: The use of Aura of Decay does not affect his unit's choice of targets [clarification].

**Q: If a model uses 'Aura of Decay' does it prohibit which enemy unit he may charge in the subsequent Assault phase?**

A: As it doesn't target a specific enemy unit the firer is free to choose his Assault target as normal [clarification].