

WARHAMMER ARMIES: THE EMPIRE

Official Update (July 2010)

Although we strive to ensure that our army books are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules, that require amendments to be made in older versions of our army books. When such issues arise we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our army books.

Each update is split into three sections: Errata, Amendments, and 'Frequently Asked Questions'. The Errata corrects any mistakes in the book, while the Amendments bring the book up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your army book, this is by no means necessary – just keep a copy of the update with your army book.

ERRATA

Page 58 – Kurt Helborg, Special Rules
Add "Immune to Psychology"

Page 74 – Luthor Huss, Special Rules:
Replace 'Fiery Demagogue, Blessings of Sigmar, Righteous Fury and Prayers of Sigmar' with 'Chosen of Sigmar'.

Page 80 – Grand Theogonist, profile:
Change the number of Attacks to 2.

Page 80 – Grand Theogonist, Special Rules:
Replace 'Vengeance Upon Chaos' with 'Frenzy'.

AMENDMENTS

Troop Type

Note that older versions of our army books do not list the Troop Type for each model. If this is the case with your army book, then you can find the model's Troop Type in the reference section at the back of the Warhammer rulebook.

Page 71 – Army List entry
Ignore this page and use the rules for 'Choosing Your Army' in the Warhammer rulebook.

Unit Strength

Delete all references to unit strength.

Page 39 – Use Parent Unit's Leadership
Ignore "[...]" (this could happen if the detachment is in range of the General's Leadership while the parent unit isn't, for example) [...]"

Page 39 – Countercharge

Change to "In the enemy's Movement phase a detachment that is in close support, and that has not been charged itself, may countercharge an enemy unit charging its parent unit. The countercharge is made at the end of the Charge sub-phase, after all normal charges have been carried out. Make the countercharge using the rules for charges. However, if the detachment can draw a line of sight to an exposed flank of the enemy, and is within charge range of it, it can charge it in the flank, even if it would normally have to charge its front."

Page 39 – Supporting Charge

Change to "In its own Movement phase a detachment that is in close support, and that has not yet charged itself, may make a supporting charge against an enemy unit that has been charged by its parent unit. The supporting charge is made at the end of the Charge sub-phase, after all normal charges have been carried out. Carry out the supporting charge using the rules for charges. However, if the detachment can draw a line of sight to an exposed flank of the enemy, and is within charge range of it, it can charge it in the flank, even if it would normally have to charge its front."

Page 39 – Figure 2. Supporting Charge

Change the second and third sentences in the paragraph at the bottom of the diagram to "The parent unit declares a charge against the enemy unit. The enemy holds its ground, and then at the end of the Charge sub-phase the detachment declares a supporting charge."

Page 45 – Mortars

Ignore the Mortar Misfire chart and all of the text that follows the profile for the Mortar and crew, and replace them with:

"The Mortar is a stone thrower, except that it uses the large

round template and has the following profile:

<i>Name</i>	<i>Range</i>	<i>Strength</i>	<i>Special Rules</i>
Mortar	12-48"	3(6)	Multiple Wounds (D3) Armour Piercing

Page 46 – Master Engineers, Master of Ballistics
Change to “**Master of Ballistics:** A Master Engineer within 3" of a war machine is allowed to take a ‘Look Out Sir!’ roll as if he was within 3" of a unit of five or more models. In addition, one war machine that is within 3" of a Master Engineer may re-roll either one scatter dice or one artillery dice per turn. This may not be used to re-roll the distance bounced by a cannonball. If the Engineer uses his re-roll ability, he cannot shoot with his own missile weapon in the same Shooting phase.”

Page 46 – Master Engineers, Extra Crewman
Ignore this special rule.

Page 47 – Hochland long rifle, Special Rules
Add “Sniper”. Ignore the Scientific Precision special rule.

Page 47 – Repeater Pistol, Special Rules
Change “Always Stand & Shoot” to “Quick to Fire”.

Page 48 – Helblaster Volley Gun, Firing the Volley Gun
Ignore the final sentence of the second paragraph.

Page 49 – Helstorm Rocket Battery
Ignore all of the text that follows the profile for the Helstorm Rocket Battery and crew, and replace it with:

“The Helstorm Rocket Battery is a stone thrower, except that it uses the large round template and has the following profile:

<i>Name</i>	<i>Range</i>	<i>Strength</i>	<i>Special Rules</i>
Helstorm	12-48"	5(5)	Inaccurate (see below)

Inaccurate: Place the template normally, and then roll the artillery dice. If it shows a misfire, roll on the Rocket Misfire chart. If it shows a number, move the template directly away from the Rocket Battery along the line of fire a number of inches equal to the number shown on the dice. Then roll for scatter, re-rolling any misfire results.”

Page 50 – Steam Tank
Change the profile, equipment and special rules for the Steam Tank to:

	M	WS	BS	S	T	W	I	A	Ld
Steam Tank	special	-	-	6	10	10	-	special	-
Commander	-	3	4	3	-	-	3	1	10

Unit Type: Chariot* (armour save 1+)

*Note that the Steam Tank only inflicts D3 Impact Hits rather than D6 like other chariots (This will combine with the D3 Impact Hits per SP listed below).

Equipment

The Steam Tank is armed with a main cannon in the hull and a steam gun in the turret. The Engineer Commander is armed with a repeater pistol (see page 47).

Special Rules

Impact Hits (D3 per SP), Large Target, Terror, Unbreakable, Steam Points (see page 51)

Page 51 – Steam Tank, Movement phase

Change to “Each SP allows you to move the Steam Tank 3". To charge with a Steam Tank, first declare the charge as normal, and then specify how many SP you are using to charge with. The charge range of the Steam Tank is equal to 3" per SP that is spent. In addition, each SP spent on the charge adds D3 to the number of Impact Hits inflicted by the Steam Tank in the Close Combat phase. Note that you do not add the roll of 2D6 to the charge range when a Steam Tank charges, and that the target unit may make a charge reaction as normal.”

Page 51 – Steam Tank, Shooting phase

Change the last sentence of the third paragraph to “Models covered by the template are hit automatically.”

Page 51 – Steam Tank, Shooting phase

Ignore the last sentence of the fourth paragraph.

Page 54 – Flagellants, ‘The End is Nigh!’ special rule
Ignore “[...] except that they do not affect the number of Flagellants that can fight that phase [...]”

Page 66 – Common Magic Items.

Note that if a magic item is listed in both an army book and the Warhammer rulebook, use the points value given in the army book, with the rule printed in the Warhammer rulebook.

Page 68 – Luckstone

Ignore “This can effectively cancel a miscast result, and cause irresistible force or a miscast.”

Page 68 – Wizard’s Staff

Change to “The Wizard’s Staff allows the bearer to roll up to seven dice to cast spells”

Page 70 – Steel Standard

Change to “Add D3 to the unit’s Movement when it makes a charge.”

Page 75 – Master Engineer, Special Rules

Ignore “Extra Crewman”.

Page 79 – Steam Tank, Special Rules

Change to “Impact Hits (D3 per SP), Large Target, Terror, Unbreakable, Steam Points”

Page 80 – Summary, Steam Tank

Change special rules to “Impact Hits (D3 per SP), Large Target, Terror, Unbreakable, Steam Points”

FAQs

Q. When an Empire parent unit is charged in the enemy Magic phase, are its supporting detachments allowed to react with a countercharge? (p38)

A. No.

Q. Are the Steam Tank Impact Hits from a Grind attack resolved at the same time as other Impact Hits (i.e. before the enemy gets to attack)? (p51)

A. Yes.

Q. When a Steam Tank is engaged against multiple enemy units (whether to its front, flank, and/or rear), and elects to spend steam points to grind the enemy, how is the damage allocated? (p51)

A. The controlling player chooses one of the units the Steam Tank is in contact with, and all Impact Hits are allocated onto this unit.

Q. On a turn where the Steam Tank generates steam points, may it freely pivot on the spot without expending steam points on movement? (p51)

A. No.

Q. Can the spell Pit of Shades from the Lore of Shadows affect the Steam Tank? (p51)

A. No.

Q. Is the Steam Tank destroyed by a Heroic Killing Blow? (p51)

A. Yes.

Q. Can the Rune of Wrath and Ruin affect a Steam Tank? (p51)

A. Yes – its Movement is reduced to one and a half inches per steam point used.

Q. If the Hammer of Sigmar prayer is cast upon a Wizard or a model with a missile weapon, does it allow re-rolls of failed To Hit/To Wound rolls from spells and/or shooting. (p53)

A. Yes.

Q. Does the War Altar suffer a -1 Movement penalty due to the barding of the warhorses? (p53)

A. Yes.

Q. In games involving armies of 3000+ points each, can the Empire field more than one War Altar? (p53)

A. No.

Q. If the Arch Lector riding atop the War Altar is killed, is the War Altar removed from play? (p53)

A. No.

Q. If the Arch Lector miscasts a spell from the Lore of Light when using the Golden Griffon, what happens? (p53)

A. The Golden Griffon loses its powers for the rest of the game.

Q. When a player martyrs Flagellants in a second or subsequent round of combat, do they get to re-roll missed attacks? (p54)

A. Yes.

Q. With a 4+ ward save and a Magic Resistance (3), what save does the Silver Seal confer to Karl Franz against spells? (p56)

A. A 2+ ward save. A 1 is always a fail!

Q. Does Balthasar Gelt's Pegasus benefit from his rider's Magic Resistance? (p64)

A. Yes.

Q. How does Aldred's Casket of Sorcery work in relation to a captured spell that raises a new unit of Undead models? Whose control are the Undead models under? (p69)

A. They are under the control of the player that used the Casket.

Q. Can Van Horstmann's Speculum be used to swap stats with a mount (e.g. a Dragon)? (p69)

A. No.

Q. Can Aldred's Casket of Sorcery steal Incantations from the Tomb Kings army? If yes, at what power level are the incantations released? (p69)

A. Yes. The Incantations have a power level 2D6 for one stolen from a Priest, 3D6 for one stolen from a High Priest, D6 for one stolen from a Tomb Prince/King. Roll every time you release one.

Q. Ring of Volans. At what point is the spell contained in the ring determined? (p69)

A. When spells are selected at the beginning of the game.