

# WARHAMMER ARMIES: ORCS & GOBLINS

## 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 25** – Fanatics, Special Rules  
Add "Immune to Psychology"

**Page 34** – Azhag the Slaughterer, Wargear  
Change to "Slagga's Slashas, Azhag's 'Ard Armour and the Crown of Sorcery."

**Page 45** – Gork's Waaagh! Banner  
Change the last sentence to "If the charge is failed, the unit will move forward its normal failed charge distance."

**Page 50 and 51** – Battle Standard Bearer  
Change the first paragraph to "One Big Boss in the army may carry the battle standard for +25 points."

### 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 47** – 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 16** – Testing for Animosity  
Change the first sentence to "Units must test for Animosity in the Start of Turn sub-phase of each friendly turn."

**Page 17** – WAAAGH!  
Change the second sentence to "Once per game the Orcs & Goblins player can declare a Waaagh! in the Start of Turn sub-phase, before Animosity rolls are made."

**Page 22** – Fear Elves  
Add "For Goblins or Elves, do not count mounts, only riders." at the end.

**Page 25** – Force of Destruction  
Change the second sentence to "They may be targeted with shooting attacks or spells."

**Page 27** – Doom Diver Catapult  
Change the first sentence to "A Doom Diver is a stone thrower."

**Page 28** – Snotling Pump Wagon, Special Rules  
Add "Random Movement (2D6)". Delete the "Oi! Pedal Faster!" special rule.

**Page 29** – Forest Goblin Spider Riders, Special Rules  
Add "Forest Strider, Obstacle Strider". Ignore the "Wall-crawler" special rule.

**Page 40** – *Gork'll Fix It*  
Change the last sentence to "If an enemy Wizard is affected by this spell, any 6s in his casting rolls are counted as being 1s."

**Page 41** – *Bash 'Em Ladz*  
Change the second sentence to "The unit has the Always Strikes First special rule, and can re-roll any To Hit rolls in the Close Combat phase of that turn."

**Page 42** – 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 43** – The Collar of Zorga

Change the last sentence to “Any cavalry and monstrous cavalry mounts, war beasts, monstrous beasts and monsters (ridden or unriden), and creatures pulling chariots require 6s to hit the bearer in close combat.”

#### **Page 44** – Magic Mushrooms

Change the third sentence of the second paragraph to “However, if the ‘Mushroom dice’ is a 1 then the Shaman must roll on the Waaagh! Miscast table (after resolving the effects of the spell if it’s cast successfully).”

#### **Page 44** – The Pipes of Doom

Change the second sentence of the second paragraph to “Each unit of enemy war beasts, cavalry, monstrous beasts, monstrous cavalry, monsters (ridden and unriden) and chariots within 24" must take a Panic test.”

#### **Page 45** – Gork’s Waaagh! Banner

Change the second sentence to “If the charge is failed, the unit will move forward a distance equal to the single highest dice roll.”

## **FAQs**

*Q. There are some instances where the player has to count “Orcs” or “Goblins”. Does this include Savage Orcs, Black Orcs, Boar Boyz, etc. for “Orcs” and Night Goblins, Forest Goblins, etc. for “Goblins”?*  
A. Yes.

*Q. A unit which generates a “Squabble” result on the Animosity table can “do nothing” for the remainder of the player turn. What does “do nothing” mean in this context ? (p16)*

A. The unit (and any characters attached to it) can not: declare a charge, move, shoot, cast a spell or declare a charge reaction other than “hold”. Note that the unit is not Immune to Psychology and must still take any Panic, Break, or Terror tests that may occur in the player turn.

*Q. When a Waaagh! is declared, can units of Goblins receive the +1 bonus for being led by a Warboss or Big Boss ? (p17)*

A. Yes.

*Q. Can a unit suffer the entangled effect from Night Goblin Netters more than once? (p24)*

A. No.

*Q. Are characters in a challenge be affected by Night Goblin nets? Do Night Goblin nets affect impact hits from chariots? (p24)*

A. Yes to both questions.

*Q. When a Fanatic moves through a unit it inflicts D6 Strength 5 Armour Piercing hits. Any unit that finishes its move over the Fanatic takes D6 Strength 5 hits for moving into the Fanatic, and a further D6 Strength 5 hits in the Fanatic’s death throes. Are those hits also Armour Piercing? (p25)*

A. Yes.

*Q. What happens when a Fanatic comes into contact with the table edge? (p25)*

A. The Fanatic is removed as a casualty.

*Q. Can an Orcs & Goblins army shoot at “friendly” Fanatics? (p25)*

A. No.

*Q. If all the Squigs in a Squig Herd are killed (so there are only Night Goblins left), and the unit subsequently breaks from combat, does the Wild Squigs rule still apply? (p26)*

A. No.

*Q. If a Squig Herd fails a Break test, does the Squig Herd flee (and thus allow the enemy to pursue)? (p26)*

A. No. However, the enemy may overrun if they had charged that turn.

*Q. Azhag, with his Crown of Sorcery, chooses his spells from the Lore of Death. Does he roll on the Waaagh! Miscast table or in the table included in the Warhammer rulebook? (p34)*

A. He uses the Miscast table in the Warhammer rulebook.

*Q. Does the Waaagh! spell effect Night Goblin Fanatics? (p41)*

A. Yes.

*Q. The effects of some magic items depend on the rank bonus of the unit. Does that mean that if the unit is disrupted that those magic items would have no effect at all? (p42)*

A. Yes.

*Q. Does an Ironback Boar count as a magic item for rules purposes, or is it a special type of cavalry mount? (p44)*

A. It is only a cavalry mount.

*Q. Are chariots for characters counted against the character’s points allowance? May they take options and upgrades? (p48)*

A. Yes to both questions.

*Q. Are Savage Orc Warbosses and Big Bosses allowed to wear light armour? (p49)*

A. Yes.

*Q. May a Savage Orc, Black Orc, or Night Goblin carry the battle standard? (p50)*

A. Yes.

*Q. Can you have multiple units of Big 'Uns in the same army, provided they are different types of Big 'Uns? For example, would it be legal to field one unit of Big 'Uns on foot and one unit of Big 'Un Boar Boyz ? (p52)*

A. No.

Last updated 10th July 2010