

WARHAMMER RULEBOOK

Official Update Version 1.0

Although we strive to ensure that our rulebooks are perfect, sometimes mistakes do creep in. 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 rulebooks. When changes are made, the version number will be updated, and any changes from the previous version will be highlighted in Magenta. Where a version number has a letter, E.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

This update is split into two sections: Errata and 'Frequently Asked Questions'. The Errata corrects any mistakes in the book while the Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections in your rulebook, this is by no means necessary – just keep a copy of the update with your rulebook.

ERRATA

Page 7 – Dice

Add: "CHOOSING A RANDOM DIRECTION

Some rules require that you choose a random direction. To do so, roll the scatter dice, and use the direction indicated by the direction of the arrow. If you roll a Hit!, use the arrow shown on the Hit! symbol to determine the direction."

Page 9 – Templates

Change the last sentence of the last paragraph to "Remember that a model's base is counted as being part of the model itself, so as long as any part of the base is under the template everything is hit."

Page 24 – Rally Fleeing Units

Change the third sentence of the first paragraph to "A unit that has 25% or less of its starting models left can only rally on a roll of double 1."

Page 27 – Reinforcements

Add "In addition, all the models in the unit must be set up so that they are within twice their Movement rate of the battlefield edge that they entered from." to the end of the second paragraph.

Page 36 – Spell Resolution, Remains in Play Spells

Change "[...]at any time[...]" to "[...] at any time, except for magical vortexes which he can only choose to end at the start of a phase[...]"

Page 40 – Roll To Hit, Moving and Shooting

Change "[...]the preceding Movement or Magic phase[...]" to "[...] this turn[...]"

Page 41 – Firing at Long Range

Change both references of "[...]16"[...]" to "[...]18"[...]" and change both references of "[...]8"[...]" to "[...]9"[...]"

Page 43 – Saving Throws

Change the third paragraph to "Note that a save of any kind can never be better than 1+. This does not prevent a model having items or special rules that would take the save even lower, it simply caps the saving throw at 1+. Also, remember that a roll of 1 is always a failure."

Page 43 – Shields

Add "If a model has no armour save apart from a shield, it gains a 6+ armour save" to the end of the second paragraph. Change the third paragraph to "For example: A Dark Rider is mounted giving it a save of 6+, it also has light armour which increases its save to 5+. If it also carried a shield, its armour save would increase to 4+."

Page 52 – Calculate Combat Result, Wounds Inflicted

Change "[...]counts as having scored all the slain model's remaining Wounds." to "[...]score the same amount of Wounds as the slain model has on its profile." in the last paragraph.

Page 54 – Steadfast

Change the first paragraph to "If a defeated unit has more ranks than its enemy, it takes a Break test without applying the difference in the combat result scores." Change the fourth paragraph to "Steadfast units don't apply the difference in combat result scores to Break tests."

Page 55 – Reforming From Victory

Change the first sentence of the second paragraph to "A combat reform is essentially a standard reform (page 14), save for the

fact that the centre point of the reformed unit does not have to stay in the same place.”

Change “[...]is one special restriction[...].” to “[...]are two special restrictions[...].” and change “[...]was made[...].” to “[...]was made, and the unit may not reform in such a way as to contact a different facing on any enemy unit it is in contact with[...].” in the second paragraph.

Page 60 – Steadfast

Change “[...]can use its unmodified Leadership[...].” to “[...]doesn’t apply the difference in combat result scores[...].” Change both references to “[...] any enemy units [...]” to “[...] all enemy units [...]”.

Page 62 – Direction of Flight, Brought About by Heavy Casualties

Change “[...]from the unit[...].” to “[...]from the source[...].”.

Page 66 – Special Rules, What Special Rules Does It Have

Change “[...]the effects of multiple special rules[...].” to “[...]the effects of different special rules[...].” Add “However, unless otherwise stated, a model gains no additional benefit from having the same special rule multiple times.” to the end of the first paragraph.

Page 69 – Extra Attack

Add “Unlike most special rules, the effects of multiple Extra Attack special rules are cumulative.”

Page 69 – Fight In Extra Ranks

Add “Unlike most special rules, the effects of multiple Fight In Extra Ranks special rules are cumulative.”

Page 71 – Resolving Impact Hits

Change “[...]this rule has no effect.” to “[...]no Impact Hits are inflicted.”

Page 74 – Random Movement

Add “If a model has the Random Movement and Swiftstride special rules (a chariot with Random Movement, for example), then the Swiftstride special rule is not used.” to the end of the first paragraph.

Page 77 – Skirmishers, Free Reform

Change “[...]move, provided[...].” to “[...]move, even if it marches, provided[...].” Change “[...]double its Move value.” to “[...]double its Movement value.”

Page 77 – Skirmishers, Light Troops

Change “[...]zero ranks[...].” to “[...]zero ranks in combat[...].”.

Page 79 – Ambushers

Change “[...]start of the turn[...].” to “[...]start of his turn[...].” in the second paragraph.

Page 79 – Deployment Special Rules, Vanguard

Change “[...]make a 12" move[...].” to “[...]make a move of up to 12"[...]”.

Page 82 – Cavalry, Cavalry and Special Rules

Add “If the mount has the Fast Cavalry special rule, then the whole model has it.” to the list of exceptions.

Page 83 – Monstrous Cavalry

Add “MONSTROUS SUPPORT

Furthermore, the rider of a monstrous cavalry model can make as many supporting attacks as are on its profile, up to a maximum of three.” to the end of the paragraph.

Page 85 – Monstrous Beasts

Add “MONSTROUS SUPPORT

Furthermore, a monstrous beast can make as many supporting attacks as are on its profile, up to a maximum of three.” to the end of the paragraph.

Page 91 – Brace of Pistols

Add “Requires Two Hands.” to the special rules on the profile.

Page 91 – Two/Additional Hand Weapons

Add “Requires Two Hands.” to the special rules on the profile.

Page 93 – Champions and Shooting

Change the third paragraph to “The only exceptions to this are attacks that use a template (such as cannons, stone throwers, breath weapons, magical vortexes and so on).”

Page 96-97 – Shooting at Lone Characters

Change “[...]five or more models[...].” to “[...]five or more rank and file models[...].” in the second paragraph.

Page 101 – Leaving A Unit

Add “A character may not leave a unit on the same turn that they join it.” to the end of the fourth paragraph.

Page 105 – Monstrous Cavalry Mount

Add “ even if he is riding a monstrous beast with only one Wound” to the end of the last sentence of the first paragraph.

Page 119 – Forests, Forests and Movement

Change “[...]Flyer[...].” to “[...]Fly[...].”.

Page 127 – Buildings, Abandoning a Building

Change the second sentence to “Place the unit in any desired formation, with at least one model of the rear rank 1" away from the building and no model within 1" of the building.”

Page 143 – Victory Points

Change “[...]at least twice as many victory points as your opponent - any[...].” to “[...]at least 100 victory points more than your opponent – if you score at least twice as many victory

points as your opponent, then you have achieved a crushing victory! Any[...]"

Reference Section – Empire, Steam Tank

Change the Steam Tank's unit type to "Ch", its Toughness to 10 and the Engineer Commander's unit type to "-"

Reference Section – Arcane Creatures

Add "Large Target" to the Special Rules for the Mountain Chimera and Great Fire Dragon.

Reference Section – Arcane Creatures, Great Fire Dragon

Change "[...](Strength 5)[...]" to "[...](Strength 5, Flaming Attacks)[...]"

Reference Section – Daemons of Chaos

Add:

	M	W	S	B	S	T	W	I	A	Ld	Type
Seekers of Slaanesh	6	5	0	3	3	1	5	2	7	Ca	
Steed of Slaanesh	10	3	0	3	3	1	5	1	7	-	
Bloodcrusher of Khorne	5	5	0	6	4	2	4	2	7	MC	
Juggernaut	7	5	0	5	4	1	2	2	7	-	

Reference Section – The Lore of Metal, Gehenna's

Golden Hounds

Change "[...](representing his comrades defending him from the hounds)[...]" to "[...]", as long as the unit consists of five or more rank and files models[...]"

Reference Section – The Lore of Light, Birona's

Timewarp

Change "[...](Movement)[...]" to "[...](Movement Allowance)[...]"

Reference Section – The Lore of Shadow, Okkam's

Mindrazor

Change "[...](when rolling To Wound with[...])" to "[...](for[...])"

Reference Section – The Lore of Death, The Purple Sun

of Xereus

Change "[...](Any model touched by the template must[...])" to "[...](Any model under, or passed over by, the template must[...])" in the fifth sentence.

Reference Section – Magic Items, Paired Weapons

Change the last sentence to: "In addition to their other effects, paired weapons have the Extra Attack and the Requires Two Hands special rules."

Reference Section – Arcane Items

Add "STAFF OF SORCERY" 35 points
The bearer receives a +1 bonus on attempts to dispel."

Reference Section – Enchanted Items, Wizarding Hat
Change "[...](randomly chosen spell)[...]" to "[...](randomly chosen Battle Magic)[...]"

Reference Section – Armour Saves

Add "Shield" 6+
Mounted + Shield 5+"

Reference Section – Casting Summary

Change "[...](beats[...])" to "[...](equals or beats[...])"

Reference Section – Spell Types, Augment/Needs line of sight?

Change "Y" to "N"

Reference Section – Spell Types, Hex/Needs line of sight?

Change "Y" to "N"

FAQs

Q: What happens when there is a conflict between two magic items or special rules? (p2)

A: Use 'The Most Important Rule'

Q: Does a magic item or spell that gives a bonus to a characteristic, give the bonus for all rules purposes (e.g. the effect of spells, characteristic tests, etc)? (p4)

A: Yes, unless the description of the item or spell specifically says otherwise.

Q: Does a weapon that gives a bonus to a characteristic, give the bonus for all rules purposes (e.g. the effect of spells, characteristic tests, etc)? (p4)

A: No.

Q: Can I measure distances and ranges at any time and for any reason? (p6)

A: Yes.

Q: Does a unit that has a LD of '0' or '-' automatically fail Leadership tests? (p10)

A: Yes.

Q: When a unit is wheeling, do you measure the distance moved by the outside model of the front rank? (p14)

A: Yes.

Q: Once a unit has declared a Flee! charge reaction, or if it is already fleeing at the start of the movement phase, must it declare and resolve a Flee! charge reaction for every subsequent charge declared against it that turn? (p17)

A: Yes.

Q: If I can only maximise the number of models fighting by contacting another enemy unit, must I declare a charge against that unit? (p20)

A: No.

Q: Do dice that have been 'removed' from the pool to cast a spell still count against the power limit? (p30)

A: Yes. They count against the power limit until the moment they are rolled, at which point they are 'used up' and no longer count against the power limit.

Q: If I have a special rule that generates power or dispel dice at the start of the Magic phase, when are these dice added to the pool? (p30)

A: They are added after rolling for the Winds of Magic but before any casting attempts have been made.

Q: Can I use more than 12 power or dispel dice in a phase even though the pool is limited to 12? (p30)

A: Yes. While the pool can never contain more than 12 power or dispel dice at any one time, some abilities can generate more dice part way through a Magic phase.

Q: Can direct damage spells be used in such a way that they affect friendly models? (p31)

A: No. A direct damage spell can't be used in a way that deliberately affects a friendly model (though they may end up scattering onto a friendly model and affecting it in that way).

Q: Can magical vortex spells be used in such a way that they affect friendly models? (p31)

A: Yes.

Q: Some magical items and special rules cause a miscast to occur on casting rolls other than that of a double six. For example, you might have to roll on the Miscast table if you roll any double. When this occurs, is the spell still cast? (p34)

A: Yes, as long as the casting value is met.

Q: Is damage caused by a miscast counted as a spell? Can a model with Magic Resistance add it to its ward save against it? (p34)

A: No to both questions.

Q: Can there ever be more than one attempt at dispelling a spell per magic phase? Can a Wizard use a scroll if it isn't allowed to make a dispel attempt, for example the spell was cast with irresistible force or the wizard has previously failed to dispel a spell that turn? (p35)

A: No to both questions.

Q: If a magical vortex ends its move over a unit it is placed 1" beyond the unit. If this is also over a unit should it be placed 1" beyond that unit, repeating the process until it is not touching any models? When this happens, I assume models between where the magical vortex ended its move and where the template is placed are not affected by the spell? (p36)

A: Yes to both questions.

Q: Are units that move through the template for a magical vortex affected by it? (p36)

A: Yes.

Q: When hits, other than from shooting and close combat attacks, are inflicted upon a unit how are these hits resolved? (p42)

A: As per the 'Resolving Unusual Attacks' box.

Q: When a unit has multiple toughness values or armour saves do you use the value of the majority or in the case of a tie, the best (p42, 43)?

A: Yes, unless specified otherwise.

Q: When a model has multiple pieces of armour are the armour saves always combined? (p43)

A: Yes.

Q: A war machine is wounded by a hit with the Multiple Wounds special rule. Is the number of Wounds lost limited to 1? (p45)

A: No.

Q: If I charge an enemy and they are wiped out before the Close Combat phase, can I overrun? (p58)

A: Yes.

Q: If a unit fails a Panic test brought about by heavy casualties, and there is nothing to flee from (for example the damage caused by a miscast from a Wizard in the unit) in which direction should the unit flee? (p63)

A: Pivot the unit on the spot (ignoring other units) so that it is facing directly away from the closest enemy unit.

Q: Are upgrades bought for characters from army specific lists which aren't magic items or equipment (such as Vampiric Powers or Deemonic Gifts) special rules? (p66)

A: Yes, unless specifically stated otherwise in an entry.

Q: Do Breath Weapon hits benefit from any other special rules, equipment or magic items of the model that inflicts the hits? (p67)

A: No.

Q: Does a model with the Ethereal special rule still have to take a Leadership test see if it is affected by Stupidity, or to march if an enemy is within 8" (as failing may slow its move)? (p68)

A: Yes to both questions.

Q: If a model with the Ethereal and Unstable special rules loses combat, does it suffer an extra Wound for every point it lost combat by? (p68)

A: Yes.

Q: What are 'magical attacks'? (p68)

A: All attacks made by spells and magic items are considered to be magical attacks, as are all attacks that are specifically noted as being magical attacks. Shots fired from magical items are also considered to be magical attacks, unless their description specifically states otherwise. Hits inflicted by rolls on the Miscast table are treated as magical attacks.

Q: When moving Fast Cavalry or Skirmishers, should I measure from the location of each model before it moves and place it anywhere within its Movement Allowance (or double its Movement Allowance if it is marching)? (p68, 77)

A: Yes. Except when there is a unit or impassable terrain in the way, the distance moved must include the distance required to move around these obstacles.

Q: If a Frenzied unit has a magic item that could increase the distance it could charge, or allow a failed charge to be re-rolled, must it use the item? (p70)

A: No.

Q: If a war machine is attacked by a model with the Heroic Killing Blow special rule, and the attacker rolls a 6 to wound, are all remaining wounds on the war machine lost? (p72)

A: Yes.

Q: When a Monster and Handlers unit suffers a Wound from an attack that causes Multiple Wounds, is the multiplier applied after rolling to see who is wounded? (p73)

A: Yes.

Q: Does pivoting on the spot count as movement for the purposes of units, other than war machines, with the Move or Fire rule? (p73)

A: Yes.

Q: Do Poisoned Attacks that wound automatically on a To Hit roll of 5+ or better still need to hit to cause a Wound? (p73)

A: Yes.

Q: Does a Random Move count as a 'normal' move for triggering a Dangerous Terrain test? (p74)

A: Yes, unless the model is making a charge, pursuit or flee move, in which case it counts as a move of the appropriate type.

Q: Do Stomp or Thunderstomp hits benefit from any other special rules, equipment or magic items of the model that inflicts the hits? (p76)

A: No.

Q: If I have a unit of 20 archers, 5 files wide and 4 ranks deep, how many shots would I get using the Volley Fire special rule? Would it be 15 (first two ranks plus half of the remaining models, rounding up) or 16 (first two ranks plus half of each rank, rounding up)? (p78)

A: 15 shots.

Q: Must units with the Vanguard deployment special rule be moved before the roll to see who gets the first turn? (p79)

A: Yes.

Q: Can a Chariot move backwards and sideways? (p86)

A: Yes.

Q: Where there are references to monstrous infantry/cavalry/beasts does this mean just monstrous infantry, monstrous cavalry and monstrous beasts (and not 'ordinary' cavalry and beasts)? (various)

A: Yes.

Q: If a model gets a Strength bonus 'in the first round of combat' does this mean it only receives the bonus once per battle? And does it receive the bonus against a new enemy that charges it while it is already fighting in an ongoing combat? (p90)

A: No to both questions.

Q: Does the 'Look Out Sir' special rule apply against all spells that use templates? (p93)

A: Yes.

Q: Can a Standard Bearer use a weapon that requires two hands? Can he use an additional hand weapon? (p94)

A: Yes to both questions.

Q: Does a character have a troop type? If yes, do all of the rules that apply to that troop type apply to the character? And will the character be affected by special attacks or spells that affect that troop type? (p96)

A: Yes to all questions.

Q: Can a character 'move through' a unit he has joined when he leaves it (i.e. can he leave through the side or rear of the unit, measuring the move from his starting position)? (p101)

A: Yes.

Q: Can a character or champion that is part of the crew of a war machine issue or accept a challenge? (p102)

A: No.

Q: If a model with a Breath Weapon, Stomp or Thunderstomp is in a challenge, can these attacks hit models not in the challenge? (p102)

A: No.

Q: Does a bolt thrower require two or more crew remaining to fire? (p111)

A: No.

Q: When does the affect of an augment or hex spell end if it is 'cast' by a River of Light? And what happens if a spell cast by a River of Light affects a unit's ability to move? (p120)

A: Augment and hex spells last until the start of the Magic phase in their sides next turn – the spell does not end in the Magic phase immediately after the Movement phase when it was triggered. Any movement effects will not apply until the unit's next Movement phase – they do not affect movement on the turn they are triggered.

Q: Can a model move within an inch of a building without garrisoning it? (p126)

A: No.

Q: Does a unit garrisoning a building count as having any ranks at any point? (p126)

A: No.

Q: If a Wizard, in a unit in a building, miscasts and rolls a Dimensional Cascade or Calamitous Detonation result, is the Wizard always one of the D6 models hit? (p127)

A: Yes.

Q: It's not uncommon for special rules or spells to beneficially affect models of a certain type. If my opponent's army also has such models, can they be affected too? What about allied units on my own side? (p132 & p136)

A: Special rules and spells such as this only ever affect friendly units from their own army, and will not affect enemy or allied units that happen to be in range.

Q: Do I have to show my opponent my army roster at the start of a battle, or can I wait until the end of the game, which means I only need to reveal things like which magic items my characters have taken when I first use them? (p132)

A: If you think this may be an issue, discuss it with your opponent before the game starts. Some players prefer full disclosure at the start of the battle, while others prefer to wait until the battle has finished before revealing their roster. It is for you and your opponent to decide which method you prefer to use.

Q: Can I deploy a unit in impassable terrain? (p142)

A: No.

Q: Can I deploy in dangerous terrain? What happens if I do? (p142)

A: Yes. Nothing happens to the unit.

Q: How do I deploy in mysterious terrain? (p142)

A: Place one model from the unit in the terrain feature, then roll to see what type of terrain it is, then deploy the rest of the models in a legal formation.

Q: If I kill a character but not their mount, do I score victory points for just the character, the character and their mount, or must I kill the mount too in order to score any victory points? (p143)

A: You must kill the character and his mount to score any victory points.

Q: Some models can be 'created' by spells or special rules during the game. Are such units worth any victory points if destroyed? (p143)

A: No, unless their rules specifically say otherwise.

Q: If the watchtower is destroyed in the Watchtower scenario, what victory conditions are used? (p150)

A: The closest unit to the centre of the rubble where the watchtower once stood is the winner.

Q: Once the damage has been resolved from the Comet of Casandora striking on a roll of 4+, are all markers removed and does the spell end? (Reference)

A: Yes.

Q: If an enemy unit is affected by the Doom and Darkness spell, and the unit is within the general's Inspiring Presence radius, does the Leadership value conferred by Inspiring Presence suffer the modifier even if the General is not affected? (Reference)

A: Yes.

Q: If a model is transformed, for example by the Transformation of Kadon or S'rvejir's Hex Scroll, do their special rules stop working along with their magic items and equipment?(Reference)

A: No

Q: Can spells that pick out individual models, even if they are in a unit, choose what is hit when targeting a model with multiple locations? For example The Fate of Bjuna is cast at an Orc Warboss on a Wyvern, the caster can choose to target the Warboss or the Wyvern and it will be resolved against the Toughness of the target. (Reference)

A: Yes.

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