

WARHAMMER ARMIES: WOOD ELVES

Official Update Version 1.2

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. 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.

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 30, 53 – Elven Steeds

Add “Special Rules: Fast Cavalry.”

Page 55 – Eternal Guard, Options

Replace “Upgrade one Eternal Guard to an Eternal for +12 pts.” with “Upgrade one Eternal Guard to a Guardian for +12 pts.”

Page 62 – The Spear of Twilight.

Replace “This spear confers the Killing Blow [...]” with “Spear. It confers the Killing Blow [...]”

Page 65 – Dragontooth Arrows.

Replace “Any model wounded by [...]” with “Magic Arrows. Any model wounded by [...]”

Page 65 – Banner of Midwinter.

Change “The unit may not move or march but becomes [...]” to “The unit may not move at all but becomes [...]”

Page 75 – Sisters of Twilight, Points.

Change “275 for Arahana and Naestra – [...]” to “275 for Arahana and Naestra (both equipped with light armour, spear and a magical longbow) – [...]”

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 50-51 – Army List entry

Ignore this page and use the rules for 'Choosing Your Army' in the Warhammer rulebook.

Page 18 – Eternal Guard Fighting Style

Change the final sentence to “Just like spears, the extra rank cannot attack on the turn the unit charges”.

Page 18 – Flying Cavalry

Ignore this special rule.

Page 18 – Forest Stalkers

Change to “Forest Stalkers have the Scout special rule. In addition, enemy models suffer an additional -1 to hit modifier when shooting at them.”

Page 18 – Forest Walkers

Change the second sentence to “All models in a Wood Elf army (except flyers using their flying movement) have the Forest Strider special rule.”

Page 18 – Woodland Ambush

Change the second sentence to “In Pitched Battles, just after the roll for deployment zones, but before any units have been deployed, the Wood Elf player can place an extra wood (no larger than 6" in diameter) anywhere in his deployment zone.”

Page 19 – Shadow Dances of Loec, Woven Mist

Change the second sentence to “When performing this dance, each Wardancer reduces his or her total attacks by one, but gains the Always Strikes First special rule.” Ignore the third sentence.

Page 52 – Treeman Ancient

Ignore “Note that a Treeman Ancient counts as a Lord and a Rare choice.”

Page 53 – Forest Dragon

Ignore “A Forest Dragon takes an additional Hero slot.”

Page 54 – Core Units

Ignore the third and fourth paragraphs.

Page 56 & 57 – Special Units

Ignore the third paragraph.

Page 58 – Rare Units

Ignore the fourth paragraph.

Page 59 – Rare Units

Ignore the third paragraph.

Page 59 – Dogs of War

Ignore this army list entry.

Page 60 – A Muster of Malevolents, second paragraph

Change the third sentence to “It may target a different unit to any other shooting attack made by the character.”

Page 63 – The Hunter’s Talon

Ignore “[...] or not the closest target [...].”

Page 63 – Briarsheath

Change the last sentence to “This is increased to -2 if the bearer is within a Forest, in addition to the soft cover the Forest provides.”

Page 63 – The Rhymer’s Harp, second paragraph

Change the second sentence to “In addition, the bearer, their mount and any unit they join have the Strider special rule.”

Page 63 – Amber Pendant

Change to “Any enemy models in base contact with the bearer of the Amber Pendant have the Always Strike Last special rule.”

Page 64 – Moonstone of the Hidden Ways

Change “[...] the Move phase[...].” to “[...]his Movement phase[...].”

Page 65 – Ranu’s Heartstone

Ignore the final sentence.

Page 65 – Faoghir – the Banner of Dwindling

Add “Units with Swiftstride roll 2D6 and discard the lowest result.”

Page 65 – Saemrath – the Banner of the Zenith, second para.

Change to “The distance at which enemy units must pass a Leadership test in order to march is increased from 8" to 12".”

Page 65 – Aech – the Banner of Springtide

Change to “The unit may make a stand and shoot charge reaction, even if the enemy charging them do so from a distance equal to or less than their Move value.”

Page 70 – Orion, The King of the Woods

Change the last sentence in the paragraph before Orion’s profile to “He counts as a Lord choice.”

Page 75 – Bow of Arahan

Change to “Arahan’s longbow launches deadly arrows that explode in iridescent displays of magical fire. If her shot hits, place the small template over the target unit (subject to normal targeting restrictions). All models underneath the template suffer a Strength 3 hit. Arahan may shoot at a different target to Naestra (and Ceithin-Har, if present).”

Page 79 – The Lore of Athel Loren, introductory paragraph.

Ignore the second sentence.

Page 79 – Tree Singing, first paragraph.

Change the second sentence to “The spell may be cast on any Forest within 18" of the caster, provided there are no enemy models within it.”

Page 79 – Tree Singing, second paragraph

Change to “Alternatively, the spell can be used to inflict D6 Strength 5 hits on a single enemy unit that is even partially within a Forest.”

Page 79 – The Call of the Hunt

Change the final sentence to “An enemy charged in such a way is not allowed to make a Charge reaction, and is not required to take a Panic test if charged by a terrifying opponent.”

FAQs

Q. Can the Treeman (and Treeman Ancient) perform a stand & shoot charge reaction with the Strangle-root attack? If yes, can he Stand and Shoot in any direction? (p19)

A. Yes to both questions.

Q. Can the Treeman (and Treeman Ancient) make a Strangle-root attack after failing a charge? (p19)

A. No.

Q. When in a round of combat is a Wardancer unit required to select their Shadow Dance? (p19)

A. At any point in the combat phase before they attack. The player whose turn is taking place chooses when exactly this decision is made.

Q. If a Wardancer unit breaks an enemy and pursues/overruns into a new enemy that is already engaged but has not yet fought, is their choice of Shadow Dance restricted? (p19)

A. No.

Q. Do Wild Riders cause Fear even if they failed a charge? (p19)

A. Yes.

Q. May non-Wardancer characters join Wardancer units? (p26)

A. Yes.

Q. Do the steeds of the Wild Riders, Wild Rider characters or a Glamourweave character have the Forest Spirit special rule? (p29)

A. Yes.

Q. Do the steeds of the Wild Riders or Wild Rider characters have the Fury of Kurnous special rule? (p29)

A. No.

Q. Is it legal to equip a Wood Elf Battle Standard Bearer with a magic bow if it cannot have a normal one? (p53)

A. Yes.

Q. If a Wood Elf Battle Standard Bearer takes a magic standard, can he also take Spites? (p53)

A. Yes.

Q: A Wood Elf Battle Standard Bearer cannot use shields, does this mean magical shields as well as a standard shield? (p53)

A: Yes.

Q. Can Scouts take a command group? (p54)

A. Yes.

Q. If a character from the Wardancer Kindred has a Murder of Spites, are these attacks affected by his Shadow Dances, Wardancer Weapons or other special rules? (p60)

A. No.

Q. What happens when a character with the Annoyance of Netlings is in a challenge against a character that hits on a pre-set number or automatically? (p61)

A. Roll a D6 in each Close Combat phase when this problem arises, to decide which rule takes precedence.

Q. Do arrows fired by a magic bow count as magical attacks? (p62)

A. Yes.

Q. Does Asyendi's Bane allow the bearer to re-roll shooting attacks provided by sources other than the bow? (p63)

A. No.

Q. Can a character with the Wild Rider Kindred take the Helm of the Hunt? (p63)

A. Yes.

Q. Does the Stone of Rebirth activate if the bearer is wounded by an attack that would kill the model outright? (p64)

A. No.

Q. May the ward save bestowed by the Stone of Rebirth be used more than once? (p64)

A. Yes.

Q. Can you use the Moonstone of the Hidden Way to teleport out of combat? (p64)

A. Yes.

Q. Do Dragontooth Arrows have any effect on single Wound models? And does the effect apply if the wound is saved? (p65)

A. No to both questions.

Q. Can Gaemrath – the Banner of Midwinter be used in the opponent's Movement phase? (p65)

A. Yes.

Q. In a mass combat situation, with multiple Wood Elf units and multiple enemy units, when the enemy breaks, which units are affected by Faoghir – the Banner of Dwindling? (p65)

A. All enemy units that were in contact with the unit carrying the banner.

Q. Can a Wardancer Kindred character use a great weapon to gain +2 to his Strength? Or buy any other weapon and use it? (p66)

A. No.

Q. May a character from the Eternal Kindred take additional armour or weapons and still benefit from the Eternal Guard fighting style? (p68)

A. Yes.

Q. Do the Eternal, Glamourweave or Wild Rider Kindreds remove a character's longbow? (p68)

A. No.

Q. Does the extra attack on Alter Kindred give them +1 Attack with the Bow of Loren as well? (p68)

A. Yes.

Q. Can a character from the Waywatcher Kindred take an additional hand weapon? (p68)

A. Yes.

Q. Does the Hawk's Talon ignore armour saves in the same manner as a bolt thrower? (p71)

A. No.

Q. Can Drycha and Orion be used in the same army? (p71)

A. No.

Q. Does Drycha get extra Attacks for Wounds that she saves against? And does she retain the extra Attacks if she is healed? (p73)

A. No to both questions.

Q. If Drycha is killed before summoning units, are any units she has not yet summoned lost? (p73)

A. Yes, but they do not count as destroyed for victory point purposes.

Q. If both twins are killed, is Ceithin-Har or Gwindalor allowed a Leadership test before it reacts according to a 5-6 on the Monster Reaction table? (p75)

A. No, apply result 5-6 straight away.

Q. Does the direct damage version of Tree Singing have unlimited range? (p79)

A. Yes.

Q. Can you move Forests off the board with Tree Singing? (p79)

A. No.

Q. Does The Hidden Path spell allow units to see through terrain, therefore allowing them to charge an "unseen" unit or fire missile weapons at a unit behind interposing terrain? (p79)

A. No.

Q. How long does the additional +1 Attack from The Call of the Hunt spell last? (p79)

A. The +1 Attack only applies to the next round of combat.

Q. Can The Call of the Hunt spell move a unit under the effects of the Banner of Midwinter? (p79)

A. No.

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