

# WARHAMMER ARMIES: BEASTMEN

## Official Update Version 1.3

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 62** – Khazrak, Special Rules  
Add “Man-Bane”

**Page 82** – Khazrak, Special Rules  
Add “Man-Bane”

**Page 86** – Ungrol, line in italics under the profile  
Add “Ungrol is a champion in all regards.”

**Page 88** – Ghorros, line in italics under the profile.  
Add “Ghorros is a champion in all regards.”

**Page 93** – Ramhorn Helm  
Change the last sentence to “For every armour save he passes in close combat, the bearer may immediately make a bonus attack at his basic Strength.”

### 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 81** – Army List entry  
Ignore this page and use the rules for ‘Choosing Your Army’ in the Warhammer rulebook.

**Page 37** – The Lore of the Wild  
Ignore the second sentence in the introductory paragraph.

**Page 47, 88** – Harpies, Special Rules  
Change “Flying Unit” to “Fly”.

**Page 48, 90** – Chaos Spawn, Special Rules  
Add “Random Attacks (D6+1), Random Movement (2D6)”.  
Ignore the Flailing Appendages and Lurching Horror special rules.

**Page 54** – Gorthor – Scion of the Dark Gods  
Change the last sentence to “Gorthor may not exchange the result for the signature spell.”

**Page 54** – Gorthor – Cloak of the Beastlord  
Change the last sentence to “If Gorthor is the Army General, the range of his Inspiring Presence is increased from 12” to 18”.

**Page 55** – Malagor – Something Wicked This Way Comes  
Change to “Enemy units within 6” of Malagor may not use their General's Inspiring Presence unless he is in the unit.”

**Page 60** – Ungrol – Bruised and Bitter  
Change the last sentence to “However, Ungrol's unit may not use the General's Inspiring Presence, and no other characters can join the unit.”

### Page 91 – Rune of the True Beast

Change the start of the first sentence to “Monsters, War Beasts, Cavalry Mounts, the steeds pulling chariots and Swarms [...]”.

### Page 91 – Shadow-hide

Change to “When in soft or hard cover, a further -1 To Hit modifier is applied when enemies make a shooting attack at the character”.

### Page 92 – 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 92 – Hunting Spear

Change the second sentence to “The Hunting Spear is a throwing weapon with a range of 24”.

## FAQs

*Q. Does deploying one unit of troops with the **Beastman Ambush** rule allow multiple units of the same size or smaller to ambush? (p33)*

A. No, you need one non-ambushing unit for each ambushing unit.

*Q. How are **ambushing** units deployed? (p33)*

A. Before deployment, decide which units will be ambushing. Place these units to one side, telling your opponent that they are your ambushing units. Then deploy your non-ambushing units, following the rules for the scenario being played. Your ambushing units are not included in the deployment procedure.

*Q. Does the **Mantle of Ghorok** spell affect mounts? (p37)*

A. No.

*Q. How do you resolve attacks caused by **Traitor-Kin** upon models that have several riders, such as Stegadons with several Skink crew plus a Skink character atop it? (p37)*

A. The player whose turn is taking place chooses.

*Q. Does **Traitor-Kin** affect models in close combat? (p37)*

A. Yes.

*Q. How many victory points is a beast summoned by **Savage Dominion** worth? (p37)*

A. None.

*Q. Are enemy units in combat affected by **Devolve** if they are within the spell's area of effect? (p37)*

A. Yes.

*Q. If a **Bestigor** unit seizes a magical banner from a defeated enemy, does it gain the magical effects of the banner? (p39)*

A. No.

*Q. Can **Cygors** allocate their attacks on a unit's standard bearer with a magic banner to get re-rolls to hit? (p49)*

A. Yes.

*Q. How is damage from the **Jabberslythe's** Aura of Madness distributed? (p50)*

A. Randomise the wounds suffered as you would for shooting attacks.

*Q. Do wounds inflicted by the **Jabberslythe's** Spurting Bile-blood special rule count towards combat resolution? (p50)*

A. Yes.

*Q. If a **Jabberslythe** is in close combat and is wounded by a ranged attack, will it inflict a S5 hit on the unit that wounded it because of its Spurting Bile-blood special rule? (p50)*

A. No.

*Q. If a **Ghorgon** causes a Killing Blow with Swallow Whole and the target passes any ward save it might have, does the Ghorgon regain D3 wounds for his Strength from Flesh? (p51)*

A. No.

*Q. If a **Giant** rolls a double with 'Thump with Club' and in the same turn the combat ends, must he forgo his attacks in the first round of a new combat? (p53)*

A. No.

*Q. If a **Giant** 'Hurls' a non-character model and it survives, what happens? (p53)*

A. Put the model back into his original unit.

*Q. What happens if two opposing **Giants** both roll Yell and Bawl? (p53)*

A. The combat is a draw.

*Q. Do the wounds inflicted on a unit struck by a 'hurled' model count towards the **Giant's** combat resolution? (p53)*

A. Yes, even though these wounds may be caused to another unit the damage caused by the Giant won't have gone unnoticed by its enemies! Note that if the unit struck by the hurled model is in a separate combat then any wounds caused won't count towards that combat's result.

*Q. If a **Giant** 'Squashes' or 'Eats' a model, how many wounds have been inflicted for working out the combat result? (p53)*

A. As many wounds as the model had on its profile.

*Q: When a **Giant** gets a Thump with Club result, is it 2D6 separate Wounds that are caused or one Wound with the Multiple Wounds (2D6) special rule? (p53)*

A: It is 2D6 separate Wounds.

Q. Does **Ghorros Warhoof** himself receive +1 Weapon Skill from his 'Sons of Ghorros' rule? (p56)

A. No.

Q. What happens if no friendly models are within 12" of **Morghur** when it is time to resolve Spirit-Essence of Chaos? (p57)

A. Nothing happens.

Q. How do you award victory points for a model removed by **Morghur's Spirit-Essence**? (p57)

A. The model is counted as slain.

Q. How many victory points are awarded for slaying a spawn created by **Morghur's Spirit-Essence**? (p57)

A. None.

Q. Can **Ungrol** choose the signature spell when selecting for the Stolen Crown's effect? (p60)

A. Yes.

Q. How are the wounds from **Slugtongue's Curse of the Famine-fiend** distributed? (p61)

A. As if it were a Shooting attack.

Q. Do the points for a **chariot** bought as a mount for a character come from the Core or Special allowance? (p82)

A. No. They come from the Hero or Lord allowance, depending on the character.

Q. Can a **Battle Standard Bearer** take a magical banner and Gifts of Chaos? (p84)

A. Yes, he can take Gifts of Chaos as normal, up to a total value of 50 points. On top of that, he can have a Magic Banner with no points limit.

Q. Do attacks from **Gifts of Chaos** count as magical? (p91)

A. No.

Q. Does the **Gouge-Tusks** ability apply to the bearer's mount? (p91)

A. No.

Q. Does the **Gouge-Tusks** ability apply to a Minotaur's impact hits? (p91)

A. Yes.

Q. Is the extra attack of a **Many-Limbed Fiend** modified by Gouge-Tusks? (p91)

A. Yes.

Q. Do the effects of **Gifts** which say they apply to "the model" extend to a character's mount? (p91)

A. No.

Q. Which Leadership is used to resolve attacks from the **Primeval Club** against multi-part models with more than one Leadership

value? (p92)

A. The Ld value of the 'part' that has been attacked if it's possible to attack it separately (e.g. if I attack the Hero riding the Pegasus, I'll use his Ld, while if I attack the Pegasus, I'll use its Ld), or the highest Ld available if attacks are randomized or hit the model as a whole.

Q. If a model who has lost a wound/point of Ld from the **Mangelder** recovers that wound, does he also recover the point of Leadership? (p92)

A. No.

Q. Are the Skaven Screaming Bell and Plague Furnace affected by the **Stonecrusher Mace's** special ability? (p92)

A. Yes.

Q. How many bonus attacks does the wielder of the **Brass Cleaver** gain for being in base contact with a model that has multiple parts that can be attacked separately; for instance a Chaos Lord atop a Dragon? (p93)

A. The wielder only gains a single bonus attack.

Q. Can the **Shard of the Herdstone** be destroyed or removed from play in any way, for example by items and spells that destroy magic items? (p94)

A. Yes.

Q. Are One Use Only items that have been used (such as scrolls and Power Stones) and items which are exhausted (e.g. Book of Arkhan) or destroyed/neutralized by other spells or magic items counted when resolving the effects of the "**Stone of Spite**"? (p94)

A. No.

Q. Can a Great Bray-Shaman purchase the **Skin of Man**? (p94)

A. Yes.

Q. Can a chariot-mounted character with the **Skin of Man** still scout? (p94)

A. Yes.

Q. Does the **Cacophonous Dirge** affect enemy musicians in the same combat, even when they are not in base contact with the foe? (p94)

A. Yes.

Q. Can a unit with the **Banner of Outrage** still make a Primal Fury roll in an attempt to become Frenzied on the roll of a double 1? (p95)

A. No.

Q. If a model with the **Jagged Dagger** 'expends' one of the models it has killed, will it get a bonus power dice as a result? (p95)

A. Yes.

Q. Is the **Jagged Dagger** counted as a magic weapon? (p95)

A. No.

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