

WARHAMMER RULEBOOK

Official Update Version 1.5

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 37 – 5. Next Spell

Change "[...]all his casting attempts[...]" to "[...]all his casting and dispelling attempts[...]" in the last sentence.

Page 38 – Who Can Shoot?, 2nd bullet point

Change "rallied or made a failed charge" to "rallied or declared a charge"

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 48 – Dividing Attacks

Change "[...]different characteristic profiles, it can[...]" to "[...]different characteristic profiles, or two or more characters or units with the same characteristic profiles, it can[...]"

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 unit/terrain[...].”.

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 66 – Always Strikes First

Change “[...]re-roll failed misses[...].” to “[...]re-roll misses[...].” in the first sentence of the third 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 75 – Sniper

Change “A model making a[...].” to “unless making a Stand and Shoot charge reaction, a model making a[...].” at the start of the third 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 of the same troop type[...]” 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 107 – The General, Inspiring Presence

Change “within 12” use his Leadership instead” to “within 12” may use his Leadership instead”

Page 112 – Cannons, Choosing a Target

Change “[...]pivot in the Movement phase[...]” to “[...]pivot in the Shooting phase[...]” in the last sentence of the first paragraph.

Page 114 – Stone Throwers, Firing a Stone Thrower

Change “[...]place it anywhere completely within the war machine’s line of sight,[...]” to “[...]place it anywhere with the central hole within the war machine’s line of sight,[...]” in the first sentence.

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	S	T	W	I	A	Ld	Type
Seekers of Slaanesh	6	5	0	3	3	3	1	5	2	7		Ca
Steed of Slaanesh	10	3	0	3	3	3	1	5	1	7		-
Bloodcrusher of Khorne	5	5	0	6	4	2	4	2	4	7		MC
Juggernaut	7	5	0	5	4	1	2	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 file models of the same troop type[...].”

Reference Section – The Lore of Light, *Birona’s Timewarp*

Change “[...]Movement[...]” to “[...]Movement Allowance[...].”

Reference Section – The Lore of Life, *Regrowth*

Change “[...]models slain[...]” to “[...]wounds lost[...].” in the second sentence.

Reference Section – Lore of Shadow, Smoke and Mirrors

In the last sentence change “[...]friendly character[...].” to “[...]friendly non-fleeing character[...].”

Reference Section – The Lore of Shadow, *The Penumbra Pendulum*

Ignore the first sentence of the second paragraph. This spell does not have a type.

Reference Section – The Lore of Shadow, *Okkam’s Mindrazor*

Change “[...]Models in the target unit use their Leadership instead of Strength when rolling To Wound with[...].” to “[...]Models in the target unit use the Leadership Characteristic written on their profile, instead of their Strength, 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 – Arcane Items, Power Scroll

Change to “POWER SCROLL 35 points
One use only. A Power Scroll can be used when the Wizard makes a casting attempt. During that casting attempt, the casting value of the spell is halved. You cannot choose to boost a spell when using the Power Scroll.”

Reference Section – Enchanted Items, Wizarding Hat

Change “[...]randomly chosen spell[...]

Reference Section – Armour Saves

Add “Shield 6+
Mounted + Shield 5+”

Reference Section – Casting Summary

Change “[...]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’

Models and Units

Q: When a model has a **random characteristic value**, 3D6 or 2D6+2 for example, can that characteristic go above 10? (p3)

A: Yes, this is an exception to the usual maximum.

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

A: Yes, except for magic weapons or where the description of the item or spell specifically says otherwise.

Q: When does a weapon that gives a bonus to a **characteristic** give that bonus?(p4)

A: Most weapons, including magic weapons, state when the bonus is given. For example, a model with the Fencer’s Blades will always have Weapon Skill 10 whilst a model with a great weapon will only have +2 Strength when striking an enemy in close combat. When a weapon does not say when the characteristic bonus applies, then it only applies when striking, or being struck, in close combat.

General Principles

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

A: Yes.

Q: Is a model considered to be in **base contact** with himself? (var)

A: No.

Q: How should a **template** be held or placed above a unit or the battlefield? (p9)

A: It should be as close to the battlefield or unit as possible, trying to gain an advantage by doing otherwise simply isn’t in the spirit of the game!

Q: Will a unit automatically pass a **characteristic test** if any model in the unit has the ability to do so? (p10)

A: No, every model in the unit must have the ability to automatically pass the characteristic test for the unit to pass it automatically.

Q: For **characteristic tests**, is the best value in the unit always used? (p10)

A: If the unit is required to take a characteristic test, the best value in the unit is used. If every model in a unit is required to take a characteristic test, then each model uses its own best value instead.

Q: If a unit taking a **Leadership test** has a modifier to its Leadership, will this modifier still apply if the unit uses the generals Leadership, because of the Inspiring Presence special rule for example? (p10)

A: Yes.

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

A: Yes.

Q: When taking a Leadership test, sometimes you have to take it on your unmodified leadership. What is your **unmodified leadership**? (p10)

A: Your unmodified Leadership is the highest Leadership characteristic in the unit. Do not include any modifiers from any source, for example, Strength in Numbers, Inspiring Presence or the Doom and Darkness spell.

Movement

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 multiple units have **declared a charge** against a unit that has chosen a *Flee!* Charge response, can they all attempt to redirect their charge if there is another viable target in range? (p18)

A: Yes. The controlling player chooses in which order to try and redirect his charging units.

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: Can a **fleeing model** dispel spells or use magic items? (p24)

A: Yes.

Q: Can a unit near or on the **board edge** pivot (or wheel) so that part of the unit (or its base) is temporarily off of the board? (p27)

A: Yes, though it is not allowed to end its movement with part of the unit (or its base) off the board.

Magic

Q: If a Wizard has had his **level reduced to 0** does he still count as a Wizard and can he still attempt to channel Power and Dispel dice? (p28)

A: Yes.

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** that doesn't state when they are added or specifies they are added 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: If a Wizard has had his **level reduced to 0** and he still knows one or more spells, can he attempt to cast them? (p31)

A: No.

Q: Do ranged **direct damage** spells that use a template have to target an enemy unit? (p31)

A: Yes, the template must be placed over the target enemy unit.

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: When targeting a unit with a **small or large round template**, must the whole template be within the maximum range of the spell? (p31)

A: No, the hole in the centre of the template must be within range.

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

A: Yes.

Q: Do bonus power dice, which are added to those taken from the power pool when a Wizard casts a spell, count when working out if a spell fails due to the **Not Enough Power** rule? (p32)

A: Yes, regardless of when these dice are added. The exception to this rule is that it does not include any dice that are specially stated as not being power dice (such as Night Goblin's Magic Mushroom dice).

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? Is any damage caused counted as being caused by the Wizard? (p34)

A: No to all 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: Does a **remains in play** spell end if the Wizard who cast it has his Wizard level reduced to 0 or if he forgets the spell? (p36)

A: No.

Q: If I am dispelling a **boosted remains in play spell**, what value do I need to beat to dispel it? (p36)

A: You will need to beat the basic casting value of the spell (not the boosted casting value).

Q: If a **bound spell** is from a Lore of Magic with a lore attribute, will the successful casting of the bound spell also trigger the lore attribute? (p37)

A: Yes. It is worth noting that some lore attributes effects targets the Wizard casting the spell. In the case of Bound Spells it will target whoever is casting the spell instead.

Shooting

Q: What will the To Hit modifier be for shooting at a unit in a building with the **Skirmishers** special rule? (p40)

A: It will be -3 in total. -2 for being in hard cover and -1 for having the Skirmishers special rule.

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. Note that all hits resolved in this way will count as shooting attacks for working out who is hit.

Q: Do special rules that can inflict hits in close combat, such as **Stomp and Breath Weapons** count as close combat attacks? (p42)

A: No they count as an unusual attack and will be distributed as a shooting attack.

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: Does a **To Wound** roll of a 1 always fail to Wound? (p42, 51)

A: No. Though it is very rare for a model to be able to Wound on a 1+.

Q: Does a model with a **shield** get the armour save bonus in combat if it can't use it? For example it is using a weapon that requires two hands? (p43)

A: No.

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.

Close Combat

Q: Usually models are removed from the rear rank in combat when slain. However if a model has to be **removed from a fighting rank** as there are no others to replace them – for example a unit champion or character – will another model immediately fill the gap? (p51)

A: Yes.

Q: When a unit **flees 'directly away'** from another, does this mean that you turn the unit about its centre, so that it will flee directly away from the centre of the unit it is fleeing from? (p57)

A: Yes.

Q: If I charge an enemy and they are **wiped out before the Close Combat phase**, can I choose to either **Overrun** or **Reform From Victory**? If I can, when does this occur? (p58)

A: Yes. This occurs at the start of the Close Combat phase before any blows have been struck.

Panic

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.

Special Rules

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 Weapons** benefit from any other special rules, equipment or magic items? Or vice versa? (p67)

A: No to both questions.

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: Do all forms of **Flaming Attacks** cause Fear in war beasts, cavalry and chariots? (p69)

A: Yes, any model that has a Flaming Attack will cause Fear. This includes unit upgrades, models that only have ranged flaming attacks and even Wizards with spells that cause Flaming Attacks.

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: Does **Killing Blow** work against a mounted character regardless of what he is mounted on? (p72)

A: Yes, as long as the character would count as an infantry model if it wasn't mounted.

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? (p73)

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: If a **Monster and Handlers** unit is required to take a characteristic test, which values can you use? (p73)

A: You can only use the monsters characteristics; the handlers are ignored for this purpose.

Q: When the models in a unit with the **Monster and Handlers** special rule have different Movement Allowances, which one decides how far the unit can move? (p73)

A: The monsters Movement Allowance is used.

Q: If a **Monster and Handlers** unit is required to take a Leadership test, which Leadership value can you use? (p73)

A: You must use the highest.

Q: When a unit with the **Monster and Handlers** special rule takes an unsaved Wound from a template or from a weapon/ability that can pick out its target; do you still roll a D6 to see if the Wound is inflicted upon the monster or its handlers? (p73)

A: Yes you do unless specifically stated otherwise in the unit's special rules.

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 models with a special type of **Poisoned Attacks** that wounds automatically on a natural dice roll other than a 6, still need the roll to be a hit to wound automatically? (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 **Stomps or Thunderstomps** benefit from any other special rules, equipment or magic items? Or vice versa? (p76)

A: No to both questions.

Q: When a model has multiple profiles and the **Stomp or Thunderstomp** special rule, which profile is used to determine the Strength of the hit(s)? (p76)

A: You always use the mount's profile.

Q: What constitutes an action for models that have failed a **Stupidity test**? For example could a character with a Healing Potion drink it? (p76)

A: Everything counts as an action so if you have failed your Stupidity test you can do nothing at all apart from bumble forwards the compulsory D6".

Q: Can a unit that has failed a **Stupidity test** be forced to move, or perform any other action, by a spell, or other special rule/magic item? (p76)

A: Yes.

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: When a unit fires using the **Volley Fire** special rule and not all of the unit can shoot, do you work out how many models can shoot in the third and subsequent ranks and then halve the result, rounding up? (p78)

A: Yes.

Q: Units that are deployed as **Scouts** or make a **Vanguard** move are not allowed to charge if they get the first turn. Does this also stop them from charging in the Magic phase? (p79)

A: Yes.

Q: Must a unit with Frenzy that is in charge range of an enemy unit on the first turn of the game, take a Leadership test due to Berserk Rage if it deployed as **Scouts** or made a **Vanguard** move? (p79)

A: No. A Frenzied unit only takes a Leadership test due to Berserk Rage if it can charge. As it is not allowed to charge, there is no need to take the test.

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

A: Yes.

Troop Types

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

A: Yes. It can still only do one or the other each time it moves however.

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.

Weapons

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.

Command Groups

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.

Characters

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: If a **character is required to join a unit** and all units are required to test to see if they are held in reserve or moved on from a board edge at the start of a turn, how is this resolved? (p97)

A: Before rolling for any units you must nominate which unit each character that is required to join a unit is going to be deployed with and then roll once to determine if they all turn up or all are delayed. For example a Skaven army with a grey Seer on a Screaming Bell is playing against an Orc & Goblin army with Skarsnik. The Grey Seer would have to nominate which unit of Clanrats or Stormvermin he is joining before any rolls are made to see which units are delayed by Skarsnik.

Q: If a **Wizard** casts a spell that targets himself, or himself and his unit, and then leaves the unit, will the spell remain on both the Wizard and the unit? (p97)

A: No, once the Wizard has left the unit it will only target him. If he subsequently joins another unit, or rejoins the unit he has left, while the spell is still in play then they will benefit from the spell.

Q: Can characters **change position** inside a unit as part of a normal move? (p97)

A: Yes, as long as they end up in the rank closest to the front of the unit that has a space in. It is also worth remembering that even if only the character moves the whole unit will count as moving that turn. Having a belligerent officer barge his way through the unit is not conducive to a good round of shooting!

Q: Must a **character** be moved to the front rank of a unit as soon as a space becomes available? (p100)

A: Yes.

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: If a unit containing one or more characters has had its **Movement Allowance** altered, will this affect a character leaving the unit, including if he tries to charge out of it? (p101)

A: Yes, but for that move only.

Q: At what point after a unit has been wiped out do any **characters** remaining count as having left the unit? (p101)

A: As soon as the last model from the unit has been removed, any remaining characters will count as a new unit. Note that this will cause Panic tests to all friendly units within 6" (including the newly formed unit of character(s)) as the unit has been destroyed.

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: After accepting a **challenge** must the challenged model always move into base contact with the enemy model that issued the challenge? (p102)

A: If the challenged model is on his own then he must move into base contact, as long as this does not require him to move to a different facing of a unit he is engaged with. If the challenged model is in a unit he must move as long as it does not require leaving his unit. Where it is not possible for base contact to be made then leave the models where they are and simply assume that the two models are in base contact.

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: Can a model in a **challenge** direct his attacks against an enemy character's chariot or monstrous mount? (p102)

A: Yes.

Q: Can models not in a **challenge** direct attacks against the mount of a character that is in a challenge? (p103)

A: No.

Q: Can a **monster and its rider** both shoot in the same shooting phase? (p105)

A: Yes. Additionally, if there are multiple riders they can each shoot.

War Machines

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

A: No.

Battlefield Terrain

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: If a cavalry, monstrous cavalry or chariot unit charges a unit touching the other side of an **obstacle** how many models need to take a dangerous terrain test? (p123)

A: Any model touching the obstacle must test.

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: What happens if a unit that is **assaulting a building** is itself charged? (p127)

A: The assault on the building is abandoned (move the unit that was assaulting the building backward 1") The two units outside the building are now engaged in combat instead and will fight a round of combat this turn.

Q: Can a character that was not one of the ten models chosen to take part in a **building assault** be one of the models that step up to replace casualties suffered in the assault? (p128)

A: No, he is far too busy convincing his soldiers to take his place in the assault to get involved himself.

Choosing Your Army

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.

Fighting A Warhammer Battle

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 and finally resolve any effects the terrain has. Note that deploying the unit counts as entering the terrain, but it does not count as moving.

Q: Some special rules, magic items etc. have an effect at the **beginning of the battle**, or before the game starts. When should these effects take place? (143)

A: After both armies are deployed and any Deployment special rules have occurred but before the roll for first turn.

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: When players **roll off** to see who deploys first, gets the first turn etc. must the winner deploy first, take the first turn etc.? (p144-150)

A: Yes, unless is specifically states that they get to choose.

Q: During the random deployment on a **Dawn Attack** mission, what happens if a unit is unable to deploy where the Deployment table says it must, because it will not fit for example? (p145)

A: The unit is placed in reserve and will enter play in the first turn using the rules for reinforcements on page 27.

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: If we are using an alternative terrain feature in the **Watchtower scenario** (a hill or forest for example) how do we decide who has control of it? (p150)

A: The terrain feature will count as controlled by whichever side has a unit on/inside it. If it is unoccupied, the side with a unit closest will count as controlling it. If more than one side has a unit on/inside the terrain feature or they are equidistant from the terrain feature, use victory points to determine the winner.

The Lore of Magic

Q: Do I get to use **Magic Resistance** against Wounds caused by lore attributes? (Reference)

A: Yes.

Q: If a unit is augmented by **Pha's Protection** how does this interact with Shooting attacks that do not specifically target a unit? For example a cannon or stone thrower shot? (Reference)

A: Fire the shot as normal. If the template ends up over any models in a unit that have been augmented by *Pha's Protection* roll a D6. On a 4+ the entire shot is discounted.

Q: If a Wizard casts **Throne of Vines** with *Irresistible Force* do they get to ignore the miscast on a 2+ as the miscast occurs after the spell is cast? (Reference)

A: Yes.

Q: If a Wizard has **Throne of Vines** cast upon himself and subsequently casts another spell from the *Lore of Life*, it gains additional benefits. Are these additional benefits lost if *Throne of Vines* is then dispelled? (Reference)

A: No. As long as a spell is cast while *Throne of Vines* is in play then the spell gains the additional benefits until the spell ends.

Q: Certain spells, most notably **Regrowth** from the *Lore of Life*, allow you to resurrect models that have been killed or even add extra models to a unit. What happens if some or all of the models added to a unit do not fit at the back? (Reference)

A: Any models that do not have space to be placed at the back of the unit are lost. If, for example, your unit has been charged in its rear facing then you would be able to complete the back rank and any excess models are lost.

Q: If models are resurrected in a unit that has charged that turn, do the resurrected models count as having charged? (Reference)

A: No, but remember that the unit will still count as having charged when working out the combat result.

Q: As a standard is lost once its bearer has been killed how does this affect the number of models that can be resurrected by **Regrowth**? For example a unit of 20 Halberdiers have been reduced to 10 models and have lost their standard bearer, can they now be increased back to 20 models? (Reference)

A: The unit can still be increased back to 20 models. You can resurrect the model that was carrying the standard as a rank and file model.

Q: Does the **Roiling Skies** Lore Attribute require you to successfully cast the spell before its effect can be applied?(Reference)

A: Yes.

Q: What happens if a unit in a building is the target of **Wind Blast**? (Reference)

A: They are considered unable to move and suffer D6 Strength 3 hits.

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: Can **Chain Lightning** leap onto a unit engaged in close combat? (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: When the **Transformation of Kadon** transforms a Wizard into a monster with a Breath Weapon, how often can he use that Breath Weapon? (Reference)*

A: A Wizard can use the Breath Weapon up to once each time he has successfully cast the spell (whilst he is still transformed of course!).

*Q: If a model is transformed, for example by the **Transformation of Kadon** or **Sivejir'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.

*Q: If a character tries to leave a unit that is affected by the **Net of Amyntok** (or another similar spell or ability such as a Fulminating Flame Cage) including if he tries to charge out of it, is he required to take a Strength test? Also, if the test is failed, will any resulting damage hit only the character? (Reference)*

A: Yes to both question. Though it is worth noting that a test is not required if he leaves without moving, through the *Smoke and Mirrors* lore attribute for example.

*Q: Does **Birona's Timewarp** affect units with the Random Movement or other movement special rules? (Reference)*

A: Yes, however far they can normally move, it will be doubled. For example, a unit with the Random Movement (2D6) special rule rolls a 9. This would then be doubled to 18.

*Q: Is a flying unit that is hit by **Comet of Casandora** also affected by the *Roiling Skies* lore attribute? (Reference)*

A: Yes.

*Q: If a unit with the Fly or Hover special rule has its Movement reduced by **Melkoth's Mystifying Miasma**, does this affect its ground movement, flying movement or both? (Reference)*

A: It will affect both.

Magic Items

*Q: If the General is in a unit with the **Standard of Discipline** will he gain +1 Leadership and then be able to pass it onto his unit (because he is in it) as well as other units in range of the *Inspiring Presence* special rule? (Reference)*

A: Yes.

*Q: Can a Wizard, who has had his **Wizard Level** reduced to 0, still use any arcane items that he has? (Reference)*

A: Yes.

*Q: What happens if **Sivejir's Hex Scroll** is used against a spell cast by a model without a Wizard Level? (Reference)*

A: Nothing, the scroll only works against models with a Wizard level.

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