

# WARHAMMER ARMIES: OGRE KINGDOMS

## Official Update Version 2.0

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 63** – Rune Maw, second paragraph:

Change the first sentence to “When any enemy spell targeting a unit with the Rune Maw is successfully cast, roll a D6.”

**Page 87** – Slaughtermaster, Options:

Add: “- Great Weapon.....10 points”

### AMENDMENTS

None.

### FAQs

*Q: If a unit rolls 10+ for its pursuit move, does this increase the number of impact hits caused by the **Ogre Charge** special rule from 1 to D3? (p32)*

A: Yes.

*Q: As Butchers and Slaughtermasters can take an **ironfist**, does this mean that they can also wear magical armour? (p32)*

A: Yes.

*Designers Note: I have to hold my hands up for not spotting that allowing a Butcher or Slaughtermaster to take an ironfist, would also allow them to take magic armour. Allowing them access to magic armour certainly wasn't my intention, and it's something we'll certainly fix when we do the next edition of the Ogre Kingdoms army book. However, after much debate, we've decided that it does not give the Ogres an unfair advantage, so we've decided to leave the rule as it is written for the time being. That said, I'd personally recommend that you avoid giving your Butchers and Slaughtermasters magic armour – doing otherwise goes against the spirit, if not the letter, of the rule.*

Jervis Johnson 7/12/2011

*Q: When do you reveal what special rules a unit of **Maneaters** has picked for their **Been There, Done That** special rule?*

A: When you deploy them.

*Q: Are Impact Hits and Stomps from **Mournfang Cavalry** resolved at the Mournfang's Strength? (p43)*

A: Yes.

*Q: If an enemy unit successfully charges the front of multiple units of Gnoblar with the **Gnoblar Trappers** upgrade, how many Dangerous Terrain tests must models in the enemy unit take? (p48)*

A: Every model in the unit must take one test.

*Q: Do the **Scraplauncher Catapult**, **Cannon of the Sky-titans** and **Sphere of Frost-wreathed Ice** have the Slow to Fire special rule? In addition, can ward saves from the Ironcurse Icon be taken against Wounds caused by these weapons? (p49, 51, 55)*

A: Yes to both questions.

*Q: When do you check to see if a model is in range of a Thundertusk's **Numbing Chill** special rule? (p55)*

A: You check at the start of each round of combat. Any model in range at that point has the Always Strikes Last special rule for that round of combat.

*For Example:* A unit of 20 Empire Spearmen are fighting against a unit of 6 Ogre Bulls. 15 Empire Spearmen are able to attack the Ogre Bulls. 7 out of the 15 that can attack are within 6" of a Thundertusk behind the Ogre Bulls at the start of the round of combat and as such are affected by the Numbing Chill special rule. This means that 8 Empire Spearmen would attack at the Initiative 3 step. Then the 6 Ogre Bulls would attack at the Initiative 2 step. Finally the 7 Empire Spearmen in range of the Numbing Chill special rule will attack at the same time as the Ogres' Stomp (assuming that there are at least 7 Empire Spearmen left alive).

*Q: Is **Golgfag Maneater** a Maneater? Does he also gain the Stubborn and Vanguard special rules when he joins his unit of Maneaters (due to the Been There, Done That special rule)? (p57)*

A: Yes to both questions. He is, after all, Golgfag Maneater!

*Q: Can an Ogre with the **Thundermace** use its 'Thundercrush Attack' if it is attacking a unit it is not in base contact with? (p62)*

A: No.

*Q: If more than one army has a **Gnoblar Thieftone** and two or more 'find' the same item, what happens? (p62)*

A: No one gets to keep that magic item.

*Q: If a Wizard is hit by a ranged attack from the bearer of the **Greedy Fist**, does it lose a Wizard Level? (p62)*

A: Yes.

*Q: If, at the end of a Magic phase in which **Grut's Sickle** has inflicted a Wound upon a unit, there are no models left in that unit, must you still roll 2D6 to see if that unit has turned on the bearer of Grut's Sickle? (p63)*

A: No.

*Q: Can a **Bruiser Battle Standard Bearer** who carries a magic standard also choose a single Big Name worth up to 50 points? (p88)*

A: Yes.

Last updated 7th December 2011