



QUESTIONS & ANSWERS

The Warhammer Rulebook

UNITS

Q. Can two characters join each other, thus forming a unit? What if they are mounted on chariots or monsters?

A. Characters may form a unit with each other, only if they are on foot or a cavalry mount. Characters mounted on larger creatures and chariots may not form units at all. Remember also that characters on a flying monster may not join a flying unit, as described in the rules for flyers. This is also true of non-character monsters and creatures, such as Giants, Spawn of Chaos and so on (no other units can join them).

Q. Do units which are bought with the same Troop choice have to be deployed together?

A. Unless specified, separate units are always deployed separately (exceptions include war machines – not Gyrocopters and chariots – and Empire detachments).

MOVEMENT

Q. Can a unit redirect a charge against an enemy unit that it could have originally charged?

A. No. You can only redirect a charge against a unit if you could not have declared a charge against them normally, but can now do so due to the enemy fleeing.

Q. Who strikes first when two units are charging? For example, if when you pursue into fresh combat and then in the enemy's turn the pursuing unit is charged.

A. They strike in charging order (see page 16 of the Warhammer Annual 2002 for a fuller explanation)

WHEN IS CAVALRY NOT CAVALRY?

The rule that models on a 25 mm x 50 mm base are classed as cavalry has thrown up some points regarding beasts such as Chaos Hounds and Dire Wolves, and creatures like Bull Centaurs. To clarify this:

All models on a 25 mm x 50 mm base have a Unit Strength of 2.

Models on a 25 mm x 50 mm base which consist of a rider on a steed with a single Wound are classed as cavalry and follow all of the rules as such.

Models on a 25 mm x 50 mm base which do not consist of a separate rider and steed are classed as cavalry with the following exceptions:

They do not gain a +1 Armour save.

They use the weapon rules as if they were foot models (so may use two hand weapons, or may gain a +1 Armour save for using both a hand weapon and shield, for example).

Q. Fleeing units move in a disorganised mass ignoring obstacles/terrain. They seem to follow all the rules of skirmishers. Does this mean that like skirmishers, shooting at them is at -1 to hit?

A. No. They don't really follow any of the rules of skirmishers, they merely ignore terrain while they are running frantically (and randomly)!

SHOOTING

Q. A throwing axe has two different ranges listed. I assume that 6" is correct (from pages 93 & 94 of the Warhammer rulebook) rather than 4" (from page 58).

A. Yes, 6" is correct.

Q. Can models behind the first rank see large targets and shoot at them?

A. Yes they can.

Q. If a character is further away than a friendly unit in combat, can they be targeted with shooting?

A. A character can be picked out if they are the closest 'target'. Target means a unit that the shooting models are allowed to shoot at, and so would not normally include units in combat, and certainly doesn't include units that are out of line of sight. Of course, this can make things difficult for Skaven, but that's what happens when you give a rat a machine-gun...

Q. The clarification on targeting characters mounted on monsters has caused a few problems. So, when does a monster count as being bigger than cavalry? For example, the Empire Pegasus comes with a 40mm base, but a Wood Elf Unicorn has a cavalry base.

A. In general the rules for which base size a model has is simple – the one that it comes with! Yes, some difficulty arises because over the years monsters have been mounted on a variety of base sizes. As we go through the Armies books and miniatures range, all monsters will eventually be packaged with 40mm or 50mm bases.

Any mount with more than 1 Wound is a monster (or a larger than man-sized single model such as a Doombull) and is treated as being larger than cavalry for the purposes of targeting. Anything that is a 'large target' is bigger than anything else, including other monsters.

If you have monsters on cavalry bases to fit with your units, we suggest you mount them on 50mm bases (like Daemonic Mounts and Tyrion's Malhandir). This helps the unit rank up more easily. If they are normally fielded as independent models, such as a Pegasus, a 40mm base is fine.

Except for the fact that a 50mm base will contact more models in combat, models on 40mm and 50mm bases are treated as the same size unless they are a large target.

Q. Do flame template weapons such as breath weapons, blunderbusses and the steam cannon require line of sight?

A. Yes.

CLOSE COMBAT

Q. If the Initiative value is equal between two models in close combat and the roll off is also a tie, do you actually strike simultaneously?

A. No, roll off until you have a winner.

Q. Can a unit lap around to its flank?

A. Yes, as long as it has unengaged ranks or files.

Q. If a unit charges into the rear/flank of an enemy, but in the ensuing Close Combat phase is reduced down to a Unit Strength less than 5, does it still cancel ranks? And can it still gain the flank/rear bonus?

A. Rank bonus is claimed and calculated at the beginning of the Close Combat phase, so the rank bonus is nullified this turn. The flank/rear bonus is calculated at the end of the Close Combat phase, so the attacking unit can't claim it since it has been reduced to Unit Strength less than 5.

Q. I have two units attacking one enemy unit, one from the front and the other on the flank. Due to casualties being removed, the enemy unit now only has models in contact with the 'front' unit. Has this legally brought my flanking unit out of combat and thus allows it to make an overrun move?

A. No, there are still models remaining in the unit it is engaged in combat with. In this case, the easiest thing to do is 'fudge it' slightly – just slide the flanking unit across a little so that it is in contact with at least one enemy.

Q. How do you work out close combat attacks that do multiple wounds against units of creatures with multiple Wounds (such as Trolls, Ogres or Fellbats)?

A. When fighting rank and file troops with more than one Wound, use the same procedure you would for normal troops. Roll to hit, roll to wound, make saves. After this, roll for each wounding hit to see how many actual wounds are inflicted by the weapon. The maximum number of wounds per hit is the number of Wounds the enemy models have.

For example, if you have a magic sword that does D3 wounds and are fighting Fellbats (which have 2 Wounds each), you would have to count results of 3 as 2 wounds inflicted.

Once the total number of wounds have been rolled, add them all up and remove whole models as normal. To continue the previous example, if you did 1, 2 and 2 wounds from three hits, this is 5 wounds and so you remove two Fellbats and one Fellbat has a single wound remaining.

Q. Is there any special order (attacker first?) in which players declare what weapon the unit uses? Example: The charger declares to use great weapons and then the defender can decide to use spear or hand weapon and shield.

A. Not really, it doesn't really come up that much. If there is any dispute, I'd say the chargers must declare first.

PSYCHOLOGY

Q. Does a frenzied unit have to charge through a Goblin Fanatic, or is it allowed to stop like other units?

A. The *frenzied* unit must complete its charge, even if this takes it through a Fanatic.

Q. When do you resolve Fear tests for an enemy charging a unit that wishes to stand & shoot?

A. Use the following procedure: The *fear*-causing unit declares a charge. The charged unit says 'I'd like to stand and shoot.' Check to see if the charging unit is in range. If it is then the defenders must take a Fear test. If they fail their test and are outnumbered, they will flee as normal, replacing their stand & shoot charge reaction. If for any reason they do not flee, then the charged unit may stand & shoot as normal.

Q. Say Shadowblade, or some other Assassin, is in a unit that is charged by a fear-causing creature. The unit fails its Fear test and requires 6s to hit. Does the Assassin also require 6s to hit, or do you make a separate test on his own, probably higher, Leadership? In other words, the Assassin cannot pass on his Leadership to the unit but does the unit in effect pass on its Leadership to him?

A. If, for some reason, a character does not pass their Ld on to a unit they have joined, then they may make separate Ld tests. Note that in most circumstances this would not make a difference – if the unit flees (from *terror* or *panic*, for example), the character has to flee with them, regardless of its own Ld value.

Q. Concerning the Fear test, what if your Unit Strength is equal to the enemy's when you fail the test?

A. Change 'higher' to 'equal to or higher' in the section on being charged by a *fear*-causing enemy.

Q. If charged by more than one fear-causing unit, do you test once per unit, or once only and add up the total number of charging models?

A. Test once per unit, as each is found to be in range.

Q. If a unit has only one model left in the turn that it is destroyed in combat, does a friendly unit nearby have to make a Panic test (ie, does the last model remaining in the unit count as being a single model)?

A. This is determined at the start of each phase – if it's a single model at that point, then its destruction won't cause *panic*.

Q. Concerning panic from flank and rear charges, the rules say that you use the Unit Strength (five or more) to require the check, but then say at the end that no test is required if the charging unit numbers less than five models.

A. Delete the last sentence. Unit Strength 5 is the only requirement needed to determine whether a test is required.

GENERALS AND BATTLE STANDARDS

Q. Can units use the Battle Standard's re-roll if the Battle Standard itself is fleeing, but within 12"?

A. No.

FLYERS

Q. It states in the Warhammer rulebook that characters cannot join a unit of flyers because they are not as manoeuvrable. What about in the case of an Exalted Daemon, Greater Daemon, or Daemon Prince that is a flyer joining a unit of Furies or Screemers?

A. As stated in the rules for units of flyers, characters can never join these units.

WEAPONS

Q: If a character or a unit armed with great weapons has a magical item or a spell cast on them that allows them to strike first (eg, Helm of Many Eyes, Bash 'Em Ladz), does the spell overrule the normal rules for great weapons striking last?

A: Yes.

Q: Strictly speaking, there is no reference as to striking order for two great weapon-armed non-charging units. The answer seems obvious (Initiative order) but could be argued (some people say it depends on who won the previous combat round).

A: It follows normal combat rules: they will strike in Initiative order. If they both have the same Initiative, then the winner of the previous round's combat strikes first.

As a last resort, roll a dice, as there are never simultaneous attacks in Warhammer.

CHARACTERS

Q. There are shooting limitations at characters near units. Can they be freely charged, or do the same limitations apply?

A. They can be freely charged.

Q. If a character is in a unit with only one rank, can he refuse a challenge, as there are no rear ranks for him to be moved to?

A. If there is space in the single rank for him to be positioned where he cannot fight, he may refuse the challenge. If the entire rank is engaged, he cannot avoid the challenge, just as if he were on his own (the challenger hunts him down like the cowardly dog he is!).

Q. Can Champions be moved into a fighting position in the same way as a character can, as described on p.97 of the Warhammer rulebook?

A. No, they cannot. Champions remain part of the command group at the centre of the front rank of their unit.

Q. If two characters are with a unit that captures an enemy standard, what happens to the captured banner if they are the only survivors?

A. They still have it (and still count as a unit of two models). If they decide to split up, you can choose which character retains the captured standard.

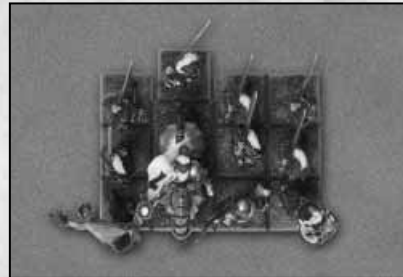
Q. Do Champions count as rank and file in counting the five models for the 'Look Out, Sir!' and/or the 'Shooting at Independent Characters' rules?

A. Except where noted, a Champion is treated as a rank and file model.

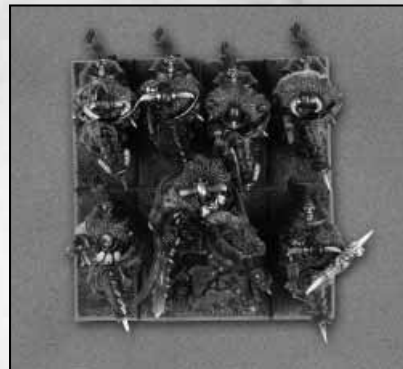
CHARACTERS IN UNITS

We've had a few questions concerning whether a character's mount affects which units they can join, and what effect it has on things like ranks and targeting. So, to clarify:

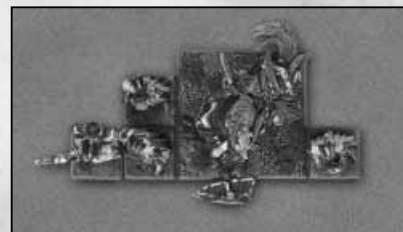
- Unless otherwise forbidden by the rules, a character can always join a unit, regardless of their mount.
- A unit always moves at the speed of its slowest model, so if a character on foot joins a cavalry unit, they would move at the character's Movement rate.
- A character only gains 'Look out, Sir!' if part of a unit of 'similar sized models' (Warhammer, page 100). The same applies to targeting characters within 5" of a unit. This does not change, whether they are actually within the unit or not. So a character on a horse can still be picked out if he joins a unit of infantry, for example. For these purposes, a character on a monster base (40mm or larger) counts as being bigger than normal cavalry.
- A character in a chariot cannot join a unit unless it is a chariot unit, and only a character in a chariot may join with another chariot unit.
- A character takes up the space of an equivalent number of rank and file models as their base fills. For example, a cavalry model would take up one space in the first rank and one space in the second rank of an infantry unit. These ranks still count as complete if four 'spaces' wide or more, whether that space is filled with a rank and file model or a character. See the diagrams opposite for examples.



The mounted Empire Battle Standard Bearer within this unit of Greatswords gives the unit two complete extra ranks.



Archaon also counts as giving this unit of Knights of Chaos an extra full rank.



However, this unit of Phoenix Guard which has been joined by Tyrion has no rank bonus.

MONSTERS

Q. When a template weapon hits dead on a rider of a large monster (or chariot) does the 'big hit' for being directly under the hole of the template affect them both, or just the character?

A. In this case, a hit anywhere on the base of a chariot or monster (including hitting the rider) should be randomised to determine where the 'big' hit actually hits.

Q. Can you use breath weapons when a unit march moves?

A. No.

SPECIAL RULES

Q. Can a model regenerate if slain by a model with Killing Blow that rolls a 6 on its roll to wound?

A. You cannot regenerate a wound caused by a Killing Blow. Note that for the purpose of combat resolution, use the remaining wounds of a model slain by Killing Blow.

Q. Can a model with Regeneration suffer more wounds than are on its profile? In other words, if a Troll suffers 4 wounds, does it have to regenerate all 4 wounds, or only the 3 Wounds on its profile?

A. A model does not suffer more Wounds than it started with. The only time excess wounds have any importance is during a Challenge (see the Overkill rules below). As mentioned in a previous Q+A, an attack that does multiple wounds cannot inflict more wounds than the model struck has, and they do not carry over from model to model.

For example, a ball from an Empire Great Cannon ploughs through a unit of Trolls, hitting and wounding three of them. Each suffers D6 wounds – let's say the rolls are 6, 5 and 2. Since no Troll can take more than 3 wounds (because if the wounds were carried over a Troll that wasn't hit could take damage, which would be odd), the number of wounds inflicted is actually 3, 3 and 2. On average that would be 4 wounds

regenerated at the end of the phase, so one Troll is killed outright and the unit has one Wound carried over. Note that this does mean it is potentially tricky to kill the last model in the unit, as there is always a 50/50 chance of the model getting back up again, but I guess that's why they call it Regeneration.

In challenges, this would normally mean no chance of Overkill wounds, although I would suspect that hacking apart a regenerating creature would have just as important an effect on morale as obliterating a non-regenerating one. So, to take this into account, if the model fails to regenerate, any excess wounds inflicted count towards Overkill as normal. Eg, a Strigoi Vampire Count with the Curse of the Revenant bloodline power is in a challenge and suffers 5 wounds after its Ward save (poor thing...). It only needs to make three Regeneration rolls (the number of Wounds it had at the start of the combat). However, if all three rolls are failed and the Vampire dies, the total 5 wounds inflicted count towards combat results.

UNIT STRENGTH AND SINGLE MODEL'S MOVEMENT.

The Warhammer rulebook and a series of articles in White Dwarf have tried to clarify different Unit Strengths and the many subtle ways in which different single models relate to the Movement rules when they are moving on their own. Where models are ranked into units, they follow the normal rules for unit movement given in the Warhammer rulebook, except for skirmishers

and fast cavalry which follow the rules detailed in their own sections.

The following chart and the notes below are the Warhammer team's last and final decision on such matters. They officially replace everything else that has been said on it and, we hope, will settle all discussions and become a most useful gaming aid.

MODEL TYPE	MOVEMENT	UNIT STRENGTH.
Roughly man-sized. Square 20/25 mm base. On foot.	As skirmishers	1
Up to & including Ogre-sized.* Square 40/50 mm base. On foot.	As monsters	3
Monster (larger than Ogre-sized).** Any base/no base.	As monsters	Starting Wounds
Cavalry.*** 25 x 50 mm base.	As monsters	2
Chariots.	As monsters (no marching)	4
Ridden monsters/chariots.	As monsters/chariots	As monster/ chariot + 1

Move as Monsters: No need to turn or wheel – can pivot on the spot with no penalty but behave like units in all other respects (90° arc of sight, pay penalties for difficult terrain/obstacles, cannot march if within 8" of enemies at the beginning of the turn and may not turn if charged in the flanks or rear).

Move as Skirmishers: No need to turn or wheel, can pivot on the spot with no penalty, 360° arc of sight for charges, etc, no penalties for difficult terrain/obstacles, can march even if within 8" of enemies at the beginning of the turn, will line up to formed units charging them and not vice versa, & don't have front/flanks/rear until engaged in close combat.

Units of Flyers: Always count as skirmishers and always have a Unit Strength of 1 per model, regardless of size, wounds, etc. Can't fly in woods even if they move as skirmishers.

Single flying models follow the rules for their type in the chart.

War Machines: Have a Unit Strength equal to the number of crew left. Move as skirmishers, with the exceptions noted in their rules.

* Includes Swarms, Chaos Spawn, etc.

** Includes Pegasi, Stegadon, Giants, etc.

*** Includes Flesh Hounds, Dire Wolves, Chaos Hounds, etc.

FAST CAVALRY

Q. Can Fast Cavalry shoot on the turn that they rally from a flee reaction?

A. No. It is stated that they can move normally, but not that they can shoot. (Even being allowed to move and shoot normally when they use their 'free' reform, the act of rallying disallows them from shooting).

WAR MACHINES

Q. If a character joins a war machine and has a missile weapon, can he stand & shoot with that weapon?

A. Unless specifically acting as crew (ie, an Engineer who used his ability the previous turn) a character who joins a war machine unit is not considered crew and so may stand & shoot.

Q. Do destroyed war machines cause Panic tests?

A. Yes

Q. Can I move over a war machine if there is no crew? Is the war machine considered an obstacle or is it treated as if it was not there?

A. An abandoned war machine has no effect on movement.

Q. Do war machine crews have to test to restrain pursuit?

A. No. A war machine crew may never leave their war machine except to crew another war machine which has no crew left or if they flee.

Q. Do you score Victory points for reducing a war machine unit to half its starting Wounds?

A. No, Victory points are only scored for destroying it (or the equivalent, as detailed in the War Machines section of the rules).

CHARIOTS

Q. A Chariot (or unit) pursues a fleeing unit, and rolls higher than the fleeing roll. However, the fleeing unit has a smaller frontage that allows it to avoid a nearby wood (or difficult terrain), while the Chariot unit, moving straight forward, will have some of its models coming across the woods. What happens?

A. The pursued unit is destroyed as normal, and the Chariots will move into the woods and suffer hits.

Q. Strictly speaking and according to the rules for Chariots, impact hits are resolved before combat. So, can you add the +1 bonus to Armour save by using a hand weapon and shield against the impact hits from a Chariot?

A. Yes. It's still in the Close Combat phase, just before anything else happens.

Q. Is it alright to charge a Chariot in such a way that it is only touching a single model in an enemy unit? Basically, is there a rule against clipping with Chariots?

A. Strictly, there is no rule to stop such behaviour, and in some cases it is unavoidable or appropriate. However, deliberately turning a Chariot so when it charges it clips the enemy's unit is bad form, and to be frowned upon. See page 266 of the Warhammer rulebook for a fuller discussion on the horrid creature that is 'clipping'.

MAGIC

Q. In the battle report in White Dwarf 255, the stated tactic of Space McQuirk's Orcs was to use Mork Save Uz to generate re-rolls that would then allow them to re-roll bad casting dice to prevent a Miscast, and once even helped generate an Irresistible Force. But in the Magic section of the Warhammer book, it states that re-rolls cannot be used to prevent Miscasts or to generate Irresistible Force.

A. Unless specifically stated in the item/spell description, a re-roll will neither ignore a Miscast nor cause Irresistible Force.

Q. Can a fleeing Wizard use Dispel Scrolls?

A. No. It states that 'fleeing Wizards are not allowed to cast or dispel spells'. I'd say using a Dispel Scroll counts as dispelling a spell.

Q. Can a fleeing Wizard continue to maintain a Remains in Play spell, or is the spell removed from play once he flees?

A. The spells continue to take effect until either the Wizard chooses to end it, the Wizard is slain, the Wizard casts another spell, or until the Wizard leaves the battlefield (counting as slain).

Q. If a character has joined a unit and the unit gets affected by a spell with a lasting effect, will it continue to affect him if he leaves the unit?

A. No. The spell affects the unit, and characters can choose to leave the unit and so be unaffected. Of course, if the unit was destroyed around him, leaving him the only one in the unit, the spell would keep affecting him – there is no unit to leave anymore!

Q. For the Bane of Forged Steel spell it says that an affected unit would now be considered to be using hand weapons. Does this improve the Armour save of a unit with shields, and what is the effect, if any, on a unit already equipped with hand weapons?

A. They have a hand weapon so all rules that apply to hand weapons count. It has no effect on units with hand weapons only.

Q. If a Wizard mounted on something (monster, chariot, Screaming Bell, etc) Miscasts and is blown D6, what happens?

A. The model does not move and counts as if it had been knocked into another model. If it is on a normal steed (not a monster) it gets blown about as normal.

Q. Can Irresistible Force ever be dispelled? The rules say no Dispel roll may be attempted, and certain items, such as Dispel Scrolls, mention Irresistible Force. However, other items, like the High Elf Sigil of Asuryan, make no mention of it?

A. Unless specifically written in the description of an item or ability, Irresistible Force can never be dispelled. Note that some items, such as Sizzla's Shiny Baubles, may have an effect on Irresistible Force, but these are generally not normal dispels.

Q. The rules for the Lore of Heavens spell 'Comet of Casandora' state that it remains in play, but the standard statement "stays in play until Wizards wants to cancel it, or he dies" is not

included. Is it so powerful that it must actively be dispelled to stop it, and survives even if the caster dies?

A. Once the comet is on its way, that's your lot – you can jump up and down on the wizard all you like, it ain't gonna stop fifty tons of star iron slapping into the battlefield. You can attempt to dispel it in subsequent turns as usual.

Q. Looking at the Rain Lord spell, am I correct in thinking that you always needs to roll 4+ every turn to shoot, and cannot remove the effect of the spell in the normal way.

A. That's exactly how it works – once you're wet, you stay wet.

Q. It says that you can't shoot or fight and can't do any other movement in the Movement phase on the turn you rally, but via magic you could relocate the unit into contact with the enemy. If so, would they fight in the Close Combat phase?

A. They would fight as any other unit.

Q. With spells, such as Flames of the Phoenix and Curse of Years, it states that each model in the targeted unit is struck. What happens with characters riding monsters or chariots? Are both the character and the monster/chariot struck, or is only one hit allocated per model, and so it would be randomised like shooting?

A. Both the character and the mount take a hit.

Q. When dispelling spells already in play, do you need to beat the casting value, or merely equal it?

A. As with other dispels, you need to equal the casting value to successfully dispel.

Q. Are Wizards allowed to cast the Lore of Death spell Drain Life and the Lore of Heavens spell Storm of Cronos if enemy units engaged in close combat are within the area affected by the spell?

A. Yes, they can cast it, but only unengaged units are affected, as the spell does not specifically state that it can be cast at units in combat.

Q. Is the Dark Emissary allowed to cast Fog of Death if enemy units are engaged in close combat?

A. Yes.

Q. Is the 5" template generated by the Dark Magic spell, Black Horror, allowed to be placed on enemy units in close combat?

A. No.

Q. If the answer to any/all of the last three questions above is Yes, do units with Magic Resistance get to add their dispel dice to any attempts to dispel these spells?

A. If a unit with Magic Resistance is a target for one of these spells, its Magic Resistance may be used. If multiple units with Magic Resistance are targeted, use the highest Magic Resistance value, not all of them added together.

Q. Does Magic Resistance count against Comet of Casandora and other spells that have a random range of effect?

A. No, it is not enough for the unit with Magic Resistance to be a potential target, it has to be an actual target of the spell.

Q. When do you measure range for spells?

A. Once the spell is cast. If you're out of range, you have wasted the Power and/or Dispel dice.

Q. Father of the Thorn is not listed as a magic missile, its only requirements for targeting are 24" range and line of sight. Can it be cast upon characters who are within 5" of a unit of five or more similar sized models?

A. Yes. As it is not a *magic missile*, it does not need to conform to normal targeting rules.

MONSTERS & HANDLERS

There have been several questions regarding how the rules for mixed units of monsters and handlers work (Dark Elf War Hydras, for example) so here are some clarifications:

- These units do not count as skirmishers, though the models are not ranked up.
 - When determining what the unit can charge, or for the purposes of flank/rear charges by enemy units, use 90° arcs centred on the monster itself.
 - When the unit is in close combat, it forms up following the rules for skirmishers – ie, those in range get into base-to-base contact, those out of range form up behind.
 - The models in the unit move at their own Movement value as long as they remain within 1" of each other.
- Also note that any character allowed to join the unit counts as 'riding' the monster for the purposes of any special rules they may have. For example, if a Dark Elf Beastmaster joins a War Hydra unit, then it does get to ignore Monster Reaction tests if all the 'crew' are wiped out.

Q. Some items can dispel and destroy spells. We can use the dispel effect to dispel a Bound Spell. Can we destroy it as well? If yes, is the magic Bound Spell item completely destroyed or can it still be used (if it's a weapon with a Bound Spell for example)?

A. Bound Spells can only be destroyed if the item specifically states in its description that it can. In other circumstances, no – Bound Spells cannot be destroyed. If the Bound Spell is destroyed and the item is a magic weapon, it is only the spell that is lost – the item is still magical weapon.

Q. Can Uranon's Thunderbolt target characters in buildings?

A. Yes (the thunderbolts smash through the roof! Obviously...)

Q. Are enemy units engaged in close combat affected by the Casket of Souls? More generally, do spells which affect all enemy units in sight/on the battlefield etc, affect units in close combat as well (if part of the unit has line of sight)?

A. The Casket does not effect units that are engaged in combat at all. It is assumed that they are engaged in the combat, and so will never be affected.

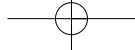
MAGIC ITEMS

Q. Can you use a Dispel Scroll to dispel a spell cast in a previous turn and has remained in play?

A. No. It says in the description of the item that it needs to be used "as soon as a spell has been cast." If the spell was cast in the previous turn, this won't be the case.

Q. The rules for magic items state that a character with a magic item can't use other close combat weapons. What's the affect of the Law of Gold once a magic weapon can't be used?

A. Characters come equipped with a hand weapon, so they'll have to use that instead.



Q. Some armies have items/runes that can destroy a spell on a 4+. Can you use them to destroy the Casket of Souls incantation (since it's said to be an incantation of power level 2D6)? What about the Anvil of Doom?

A. These items have no effect on the Casket of Souls or the Anvil of Doom, even if they can affect bound items.

Q. Does a character have to have the option of a mundane version of a magic item (like a shield) in his army list entry in order to take a magical version?

A. A character who may not take normal armour (ie, has no option for normal armour in his army list entry) may not wear magic armour. A Battle Standard Bearer who cannot have a normal shield cannot take a magical shield. Similarly, a Battle Standard Bearer is not allowed to take magical weapons that require two hands.

However, note that these last two are specific restrictions for Battle Standard Bearers – a character who does not normally have the option for a great weapon could still take a magic weapon that requires two hands to use, for example. The same goes for ranged magic weapons – you don't necessarily need a mundane missile weapon option to take one. Only Wizards can take Arcane items. Some characters (such as Slann Mage-Priests, or Dwarf Daemon Slayers) may have additional restrictions or allowances.

Q. How does the Dark Elf talisman, the Ring of Hotek (Wizards within 6" Miscast on a double), work with the High Elf Arcane item, the Book of Hoeth (Mage's spells are cast with Irresistible Force on doubles)?

A. Any doubles rolled will be cast with Irresistible Force and then the Miscast occurs, as described for normal Irresistible Force in the rules for the Ring of Hotek.

Q. Can a unit of Knights led by a Grand Master (making them Immune to Psychology) carry and get the benefit of having the Banner of Sigismund (making them stubborn)?

A. In the example you give, the banner would have no effect – Immune to Psychology is Immune to Psychology. If it were otherwise, you'd get situations where a player could say "My Dread Banner is a magical fear and so therefore overrules your mundane immunity," which of course is not the case.

Q. Can magic weapons and armour be combined with mundane weapons and shields and still receive a bonus Armour save in close combat?

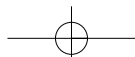
A. No, magic weapons and shields don't grant the bonus Armour save, in any combination.

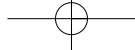
Q. If a Battle Standard Bearer in a unit refuses a challenge and goes into the back, does the unit still benefit from the magic banner he holds?

A. No, unless specifically stated otherwise (for example, Skaven) a unit is only affected by a magic banner if it is in the front or fighting rank.

Q: The High Elf Blade of Darting Steel states that if an enemy also has the ability to strike first, then a D6 is rolled to determine who attacks first. However, other items with the same ability state that in such a situation, who strikes first is determined by who has the higher Initiative. Which is correct?

A: Each description is correct for its item. If a situation arises where there are two conflicting ways of resolving the issue, toll a dice to see which description is used for that round of combat.





ERRATA



The corrections printed here are designed to replace the relevant section in the first impression of the Warhammer rulebook. You have permission to photocopy these pages so you can cut out the corrections and paste them directly into your books. This will save you from having to cross-reference between this book and the other publications.

WARHAMMER RULEBOOK

Page 71 (RESULTS) – replace first two paragraphs with:

RESULTS

For each separate combat you must determine which side has won. Do this once all the units engaged in the combat have fought. Obviously if one side is completely wiped out, the other side has won with no need for a Break test.

Begin by adding up all the wounds caused by each side in the combat. It doesn't matter which particular units suffered the wounds, just add them all up. Don't forget to add the wounds taken by big creatures that haven't been removed as casualties. Do NOT count wounds saved by Armour or Ward saves.

Page 81 (1. IF CHARGED BY A FEAR-CAUSING ENEMY) – replace 3rd paragraph with:

If the unit fails its test but its Unit Strength is equal to or higher than the charging enemy's, it will fight on as normal but must roll 6s to score hits in the first turn of close combat.

Page 91 (HAND WEAPON rules) – replace 1st paragraph with:

HAND WEAPON (Sword, axe, etc)

Unless specifically noted otherwise, all models are assumed to be carrying a hand weapon of some kind.

The term 'hand weapon' is used to describe any weapon held in one hand and not otherwise covered by the rules. As such it includes swords, axes, clubs, maces, etc.

Page 95 (INDEPENDENT CHARACTERS JOINING UNITS) – replace 1st paragraph with:

Independent characters can move and fight on their own. In effect, a character counts as an individual unit comprising of only one model. However, during the course of a battle, a character is allowed to join a friendly unit of ordinary troops, in which case he becomes part of that unit until he decides to leave it.

Page 109 (CHAMPIONS) – replace 2nd paragraph with:

Although they can be powerful in combat, Champions are not characters but members of their regiment and always fight as part of it, moving, attacking, fleeing and pursuing alongside the unit as a whole. If the unit has any special rules which apply to it, such as being *stubborn* or subject to *frenzy*, then these also apply to the Champion. Unlike characters, a Champion is not permitted to move and fight on his own, and can never leave his unit or join another one. They are effectively another model in the unit, the only difference being that they are blessed with enhanced characteristics.

Page 116 (CLOSE COMBAT rules) – replace 4th paragraph with:

If the skirmishers are charged, the enemy is brought into base contact with the closest skirmisher and then the enemy unit is halted. The enemy is not aligned against the skirmishing model. The skirmishers form up as explained above and the enemy will proceed with further charges. Charging enemy models attack first in the ensuing Close Combat phase as normal.

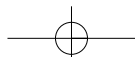
Page 116 – replace CHARACTERS paragraph with:

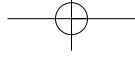
A roughly man-sized character on foot can join a skirmishing unit. No other characters (mounted, riding in chariots, etc) can join skirmishing units.

Page 117 (FORMATION & MOVEMENT) – replace FREE REFORM paragraph with:

FREE REFORM

Unless it charges, the fast cavalry unit can reform as many times as you wish during its Movement phase without incurring any penalties to its Move distance. See the rules for reforming (p.49). Note that no model in the fast cavalry unit can move more than its maximum Move distance despite the free reform.





Page 135 (CASTING SPELLS) – replace both paragraphs with:

CASTING SPELLS

In a player's Magic phase, which follows the Movement phase, each of his Wizards can attempt to cast each of his spells only once. Spell casting is determined by rolling dice, and the number of dice available to roll limits the number of spells that can be attempted. Fleeing or dead Wizards, or those with any type of armour (except a barded steed), cannot attempt to cast spells. Wizards cannot cast spells at units in close combat, unless the spell only affects themselves or otherwise says so in its description.

Page 144 (WALL OF FIRE) – replace 1st 2nd & 3rd paragraphs with:

WALL OF FIRE

Remains in Play

Cast on 12+

This spell has a range of 24" and can be cast on an enemy unit visible to the caster which has no models (friend or foe) within 1" of its front rank (walls, hedges and other scenic features don't matter). The spell cannot be cast on units with a 360° line of sight.

A searing wall of flame suddenly rises in front of the unit. To represent this take some cotton wool or paper and place this in a line up to 1" thick in front of the unit.

The unit suffers 1 automatic hit for each model (including characters) in its front rank. Each hit is resolved with a Strength of 4.

Page 145 – replace BANE OF FORGED STEEL paragraph with:

BANE OF FORGED STEEL **Cast on 11+**

This spell has a range of 12" and can be cast on an enemy unit which is visible to the caster. If successfully cast, the enemy's weapons begin to crumble and rust away. No weapon bonuses or penalties apply to the affected unit for the remainder of the battle. For example, a unit wielding Great Swords will not get their +2 Strength bonus in combat for the rest of the battle, but will now not have to strike last. A unit with missile weapons may not shoot for the duration of the entire battle. Affected units are assumed to use their fist/claws, etc, and so cannot benefit from the rules for using two hand weapons or a hand weapon and shield. War machines and magic weapons cannot be affected by the Bane of Forged Steel – only ordinary weaponry carried by troops.

Page 253 (DAMAGE CHARTS) – Replace '2D6 Effect' at the top of the charts with 'Damage/Effect':

Damage/Effect | Damage/Effect | Damage/Effect | Damage/Effect

Page 146 (STEED OF SHADOWS) – replace first paragraph with:

STEED OF SHADOWS **Cast on 4+**

This spell may be cast upon the Wizard himself or any single friendly independent character model within 12" of him – the spell can only be cast on a model with a Unit Strength of 1 (it won't work on a mounted model or a model riding in a chariot, for example).

Page 154 – replace DISPEL SCROLL paragraph with:

DISPEL SCROLL **25 Points (Arcane)**

A Dispel Scroll is inscribed with a powerful anti-magical invocation. When it is read out by a Wizard, the effect is to drain away magical power and weaken a spell that has been cast. As soon as a spell has been cast, any Wizard who has a Dispel Scroll can read it. This automatically dispels the cast spell, no dice roll is required.

Reading a Dispel Scroll will bring any spell cast by the Wizard reading it to an end. To put it another way, a Wizard who has a spell in play will automatically cancel it by reading a Dispel Scroll.

As with all scrolls, Dispel Scrolls are not unique items – they are prepared by a Wizard prior to battle and it is quite possible for several Wizards to carry Dispel Scrolls, and for a Wizard to carry more than one. However, only one can be used at a time.

Note that a Dispel Scroll will not help if the spell has been cast with Irresistible Force. Any spell that is successfully cast with two or more 6s is Irresistible and no Dispel roll is permitted.

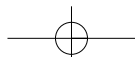
Page 197 – replace SCENARIO CHART with:

Scenario chart

D6	SCENARIO
1-2	Pitched Battle
3	Breakthrough
4	Meeting Engagement
5	Flank Attack.
6	Capture

Page 37 – replace RE-ROLLS paragraph with:

Sometimes the rules allow you a 're-roll' of the dice. This is exactly as it sounds – pick up the dice you wish to re-roll and roll them again. The second score counts with a re-roll even if it is a worse result than the first, and a player may only re-roll a single dice once, regardless of the source of the re-roll.



Page 117 (SHOOTING AND MOVING) – replace entire paragraph with:

SHOOTING AND MOVING

Fast cavalry armed with missile weapons are expert at shooting from horseback (or wolfback!) and can therefore shoot even when marching or reforming. The normal -1 penalty for moving applies.

Page 118 (SHOOTING AT WAR MACHINES) – replace second paragraph with:

When shooting at a war machine, it is treated exactly as any normal unit with regards to modifiers to hit. A war machine and its crew don't count as skirmishing, and so don't benefit from the -1 To Hit penalty. Some war machines may be classed as large targets (this will be noted in the war machine's specific rules).

Page 119 (ATTACKING A MACHINE) – Replace both paragraphs with:

A war machine cannot be attacked in close combat while it still has crew. A war machine that has had its crew wiped out or broken in close combat is assumed to be spiked or otherwise disabled by the attackers, on the condition that they don't pursue or overrun.

If a war machine is already abandoned when charged, it is destroyed, but no combat results are worked out, no Panic tests required, no overrun can be made, etc.

Page 122 (CANNONS) 1st column – replace 2nd paragraph with:

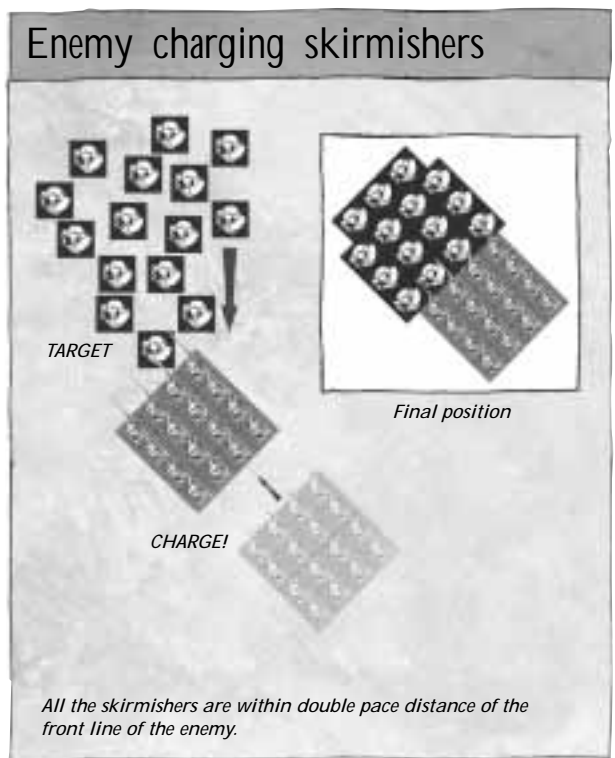
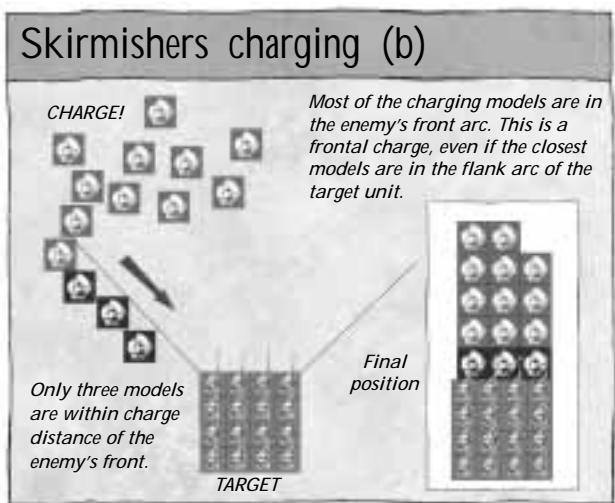
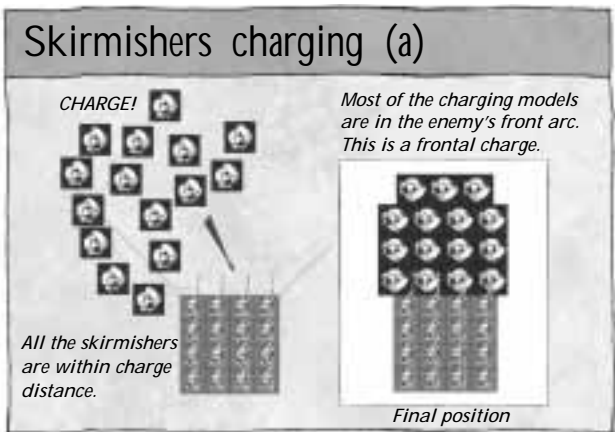
Cannons are fired in the Shooting phase. To fire a cannon, it must first be turned on the spot so it points in the direction of the target which must be within line of sight but otherwise is not limited by targeting restrictions. Then the player must declare how far the cannon is going to shoot – eg, 24", 30", 32", etc.

Page 122 (GRAPESHOT) – Replace paragraph with:

GRAPESHOT

Instead of firing a normal shot, cannon crew can opt to fire grapeshot instead. Normal targeting rules apply. Grapeshot has a range of 8". If in range, the target suffers a number of hits equal to the roll of an Artillery dice, resolved at Strength 4, with a -2 Armour save modifier. Misfires may occur as described below.

These diagrams replace those on page 116 of the rulebook. You may photocopy them so you can cut out and paste the diagrams in the relevant position.



Page 208 (DEPLOYMENT)
2nd column – replace
5th paragraph with:

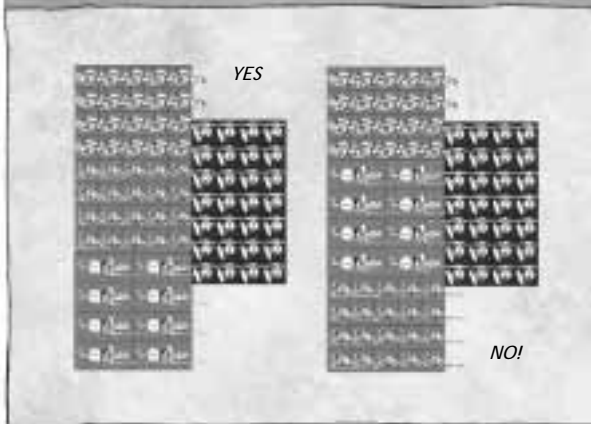
Victory conditions: The army with the unit closest to the objective at the end of the battle wins. Fleeing units, monsters and characters can't capture the objective. If both players have a unit equidistant from the objective, one player wins if their unit is worth more than double the points value of the closest enemy unit to the objective. Otherwise it is a draw.

Page 239 – replace SELECTING TROOPS chart with:

Army Value	UNITS		
	Core	Special	Rare
Less than 2,000	2+	0-3	0-1
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
Each +1,000	+1	+0-1	+0-1

Page 268 – replace fig. 2b, fig. 3 & fig. 5 with the new figures provided here:

Fig. 2b



Page 138 (MISCAST TABLE) – replace result 2 with:

Miscast table

Roll 2D6 as your opponent cackles maniacally

2D6 Result

- 2 The collected magical power explodes in a ball of energy. Models in base contact, friend or foe, or the character's mount, if on a monster or chariot, suffer one Strength 10 hit, as does the casting Wizard.

Page 239 (SELECTING CHARACTERS) – replace paragraph under chart with:

So, in this case, a 1,500 point army could include a maximum of three characters, of which up to all three could be Heroes and none can be a Lord. In a 3,500 points army there can be a maximum of six characters with up to two Lords. The army doesn't have to include the maximum number of characters and doesn't have to include Lords at all.

Page 269 (FAST CAVALRY) – replace 3rd paragraph with:

- 3) If a unit of fast cavalry rallies the turn after it voluntarily flees, it will be able to move normally during the Movement phase of that same turn.

Fig. 5



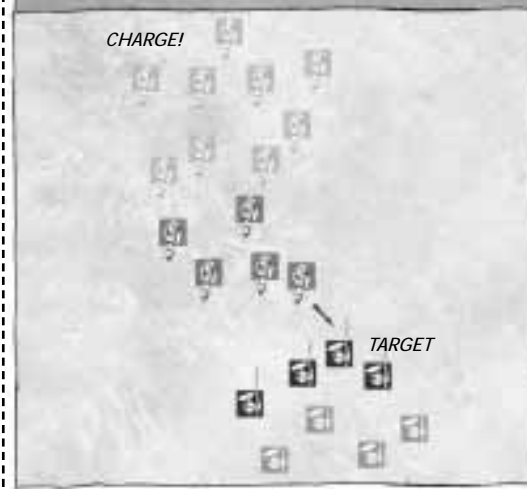
WARHAMMER PAGE 262
The appendix for accidental charges on page 262 of the Warhammer rulebook has led to some dubious tactics and confusion, and should therefore be ignored.

Page 273 (5. CLOSE COMBAT) – replace 'Roll to hit' entry with:

Roll to hit

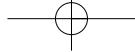
Check on the To Hit table on the next page to find the score needed on a D6 to hit. When attacking cavalry, use the rider's WS. For ridden monsters, both rider and mount use their own WS. A roll of a 1 always misses and a 6 always hits regardless of the relative Weapon Skills.

Fig. 3



Page 102 (THE BATTLE STANDARD) – replace second paragraph with:

The Battle Standard Bearer cannot be the army's General (unless specified in the character's army list entry), even if he has the highest Leadership in the army. Unlike ordinary standards the Battle Standard cannot be passed on if its bearer is slain. Should the bearer be slain then the Battle Standard can be captured in the same way as a unit banner.



Page 81 – Replace second paragraph of first column – “6) Unit wiped out by shooting...”, plus first two paragraphs of “PANICKING UNITS” section with:

6) Unit wiped out by shooting or magic within 4"

If a unit is wiped out by missile fire or magic, any friendly units within 4" of it must take a Panic test at the end of the phase, unless the destroyed unit is a single model with less than 5 Wounds on its original profile.

PANICKING UNITS

A unit that fails a Panic test will flee in the same way as described for units which break in close combat or which flee from a charge. Fleeing troops abandon their formation and are moved in a rough mass 2D6" or 3D6" away from the enemy and/or source of *panic*, but the player is allowed to decide exactly where to flee within these guidelines. See the Close Combat section for rules governing fleeing troops.

Page 97 (PROXIMITY TO FRIENDLY TROOPS) – Replace the first part of the second paragraph with:

A character model within 5" of a friendly unit of five or more models can only be picked out as a target if he is the closest legal target. This restriction enables characters to move around behind the battlelines without attracting an unrealistic and unreasonable

Page 102 (RE-ROLL BREAK TESTS) – Replace third paragraph with:

A Battle Standard only allows a unit to retake a failed Break test. It doesn't entitle a unit to retake any other Ld test, such as a Psychology test or a test to rally. This rule ceases to apply if the Battle Standard is fleeing.

Page 117 (CHARACTERS AND FAST CAVALRY) – Replace paragraph with:

Character models may join fast cavalry units and move with the unit, but do not benefit from any of the special shooting rules.

