

# Direwolf Armies FAQ v6.08

This document consolidates all of the Army FAQs into one document. The armies appear in the order in which their books were released. Armies without a full book appear at the end.

The Questions and Answers follow this format:

Q = Question

A = Answer

S = Source

PDF created with L<sup>A</sup>T<sub>E</sub>X. Bjarte S. Karlsen

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## 1 EMPIRE

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. There is no magic versus mundane trump anymore. 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.

S. Warhammer Chronicles 2004 page 116

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Q. In a situation where an Empire unit with the Griffon Banner and a Warrior Priest defeats an enemy unit it hates (Chaos, Skaven, etc.) must they pursue the enemy or does the Griffon Banner's "No pursuit" restriction take precedence? Or do we D6 it each time it comes up?

Hatred indicates that the unit 'must always pursue' and the Griffon banner states 'will never pursue'.

A. The way I've dealt with this in the past is to add the phrase 'if normally allowed to do so' on the end of 'must' movement - i.e. the Griffon Banner's restriction means that they do not pursue.

S. Gav Thorpe - Warhammer Design Team

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Q. How many times may an Empire character armed with the Dragon Bow fire in the Shooting phase?

A. Once. Unless otherwise mentioned each model can only make one shooting attack in each Shooting phase. There has been some confusion regarding this item as the Special Character Valmir Von Raukov on the GW website may fire the Dragon Bow three times in the Shooting phase. Note however that Von Raukov is allowed to do this due to his "Master Archer" ability and this is not a property of the Dragon Bow.

S. Rulebook page 58 / Empire Army Book page 30

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Q. How many times may an Empire Pistolier fire in the Shooting phase?

A. Once. Unless otherwise mentioned each model can only make one shooting attack in each Shooting phase. The Pistoliers special "Fusillade" rule which allows them to use both pistols only applies in the first turn of each close combat.

S. Rulebook page 58 / Empire Army Book page 10

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Q. The repeater pistol works like a regular pistol for close combat (except it gives 3 extra attacks instead of 1). Does it also have the same "bonuses" for shooting, i.e., no long range or movement penalty?

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A. Yes.

S. Warhammer Chronicles 2004 page 116

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Q. What is the correct point cost for Empire Pistoliers 19 or 17? (17 is from an errata correction in the Spanish WD)

A. 19

S. Warhammer Chronicles 2004 page 116

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Q. Can a mounted character use two pistols, or a sword and a pistol in close combat?

A. No. This is a special rule for Pistoliers only. Characters can use one pistol (though only 1 Attack can be made with the pistol), but they cannot claim +1 Attack.. So, if a mounted character has a pistol and 3 Attacks, he can make 3 Close Combat attacks, one of which is with the pistol.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. The rules say that Prayers never affect steeds, which is not the same as mounts. In the description of the various Prayers, it often says 'affects a model', and a rider on a monstrous mount is a single model. Could you detail when the mount is and isnt affected?

A. Prayers only ever affect the rider.

S. Warhammer Chronicles 2004 page 116

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Q. When do Empire detachments declare counter-charges and move into contact with the enemy?

A. After the enemy has finished moving ALL the chargers, but before Remaining Moves, the Detachment can declare a counter- charge and move into contact with the enemy.

S. Empire Army Book pages 8,9

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Q. Given the following:

1) An enemy unit with a width of 150mm has frontal charged an Empire parent unit with a width of 100mm.

2) The enemy unit had "excess" charge movement of 1" or more which it did not need to use to move into contact with the parent unit.

3) The detachments to the parent unit are less than 1" from the front of the parent unit. The detachments are in a position where they can see the flank of the enemy unit, but are still in the front arc of the enemy unit.

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Are the detachments allowed to counter-charge the enemy unit or are they drawn into combat with the enemy unit per the Multiple Targets rules found in Appendix 6 of the Rulebook?

A. The detachments are "drawn-in" to the combat as they have been "drawn-in" prior to the point where the detachments could have declared a counter-charge. When a detachment is "drawn-in" to a combat they are moved into contact with the enemy unit immediately after the enemy unit contacts the parent unit and it is determined that the detachment is required to be "drawn-in". To avoid this, Empire players should keep their detachments at least 1.1" back from the front of their parent units.

S. Direwolf FAQ Council Interpretation / Rulebook page 267 / Empire Army Book pages 8,9

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Q. Reading the description of the Hochland Long rifle it says that 'any' target can be chosen and has a list of targets that are not normally allowed to be singled out. Would this extend to Characters that are in units engaged in hth if you could draw an unobstructed LOS to them or does the prohibition against picking a target engaged in hth apply to them as well?

A. You cannot shoot enemies engaged in close combat, because the Engineer/Marksman wouldn't risk to hit his comrades. That rule has precedence.

S. Gav Thorpe - Warhammer Design Team

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Q. With the magic item the Rod of Power, what magic dice can be saved? Your own Power Dice only, or your own Dispel Dice too, in the opponents magic phase?

A. Both your own Power Dice and Dispel Dice can be saved in the Rod of Power.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. The Empire item the Steel standard says in the description Knightly Orders only, does this mean that Knights of the White Wolf cant use it?

A. Knights of White Wolf may not use this banner.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Can a Parent Unit have a detachment(s) of the same troop type? For example could a unit of 10 handgunners take 2 detachments of 5 handgunners?

A. Yes. While the introduction to the detachment rules seems to indicate that detachments are armed differently than the parent units, nowhere in the actual detachment rules does it state that the detachments must be armed differently than the parent.

S. Direwolf FAQ Council Interpretation / Empire Army Book page 8.

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Q. Can enemy magic items and abilities which negate one or more attacks of a model in base to base contact (e.g. Blademaster, Hand of Khaine, Vambraces of the Sun, Cautious Shield, etc.), be used to negate the single S10, D6 wound attack of the Mace of Helstrum?

A. These only reduce the number of Attacks on the profile, and have no effect on special attacks (in this case, the Empire character may have one less Attack, but he simply swaps his remaining attacks for the single S10, D6 wound attack).

S. Gav Thorpe - Warhammer Design Team

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Q. What is the correct BS characteristic of an Empire Master Engineer?

A. 4

S. Warhammer Chronicles 2004 page 125

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Q. What is the correct M characteristic of an Empire Warhorse?

A. 8

S. Warhammer Chronicles 2004 page 125

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Q. Where can I find the rules for the Hexstaff, an "Empire Only" magic item from the Albion campaign?

A. In Warhammer Chronicles 2003

S. Warhammer Chronicles 2003 page 11

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Q. Where can I find the rules for the Warrior Priests of Ulric?

A. In Warhammer Chronicles 2004

S. Warhammer Chronicles 2004 page 13

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## 1.1 ARCH-LECTOR OF SIGMAR

Q. Where can I find the rules for the Lord level character, the Arch- Lector of Sigmar?

A. In White Dwarf Magazine.

S. White Dwarf Magazine (US March 2005 Issue #302)/ UK April 2005 Issue #304)

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Q. Is the Arch-Lector of Sigmar considered "Official Rules"?

A. The Arch-Lector was created to go alongside the scenario with the the White Dwarf article, and hence that is the context for which he was intended. We don't believe the Arch-Lector

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would cause significant problems to game balance, and players and events organisers are free, of course, to agree to allow armies to field an Arch-Lector in other games (e.g. such as many events organisers do in the case of the Revised Lore of Magic article), if they wish.

S. Gav Thorpe - Warhammer Design Team

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Q. Can the Arch-Lector of Sigmar maintain two Remains in Play prayers in play at the same time? Can he use the same prayer twice in a magic phase?

A. The Arch-Lector may not maintain two RiP prayers in play at the same time. The wording of the prayers in the Empire army book clearly states that once a Warrior Priest (or Arch Lector as the case may be) attempts another prayer, any RiP prayers are removed from play.

As the Arch-Lector is the Sigmarite version of the generic High Priest of Ulric (Ar-Ulric) found in the Cult of Ulric army list in Warhammer Chronicles 2004, we recommend treating the Arch-Lector in the same manner as the Ar-Ulric in regards to the ability to use the same prayer twice. This means that the Arch-Lector may attempt each of his prayers up to twice per turn, but if the first attempt is successful he may not use that prayer again that turn.

S. White Dwarf Magazine (US March 2005 Issue #302 / UK April 2005 Issue #304) / Warhammer Chronicles 2004 page 5 / Direwolf FAQ Council Interpretation

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## 1.2 SPECIAL CHARACTERS

Q. Where can I find the rules for the Empire character, Grand Theogonist - Volkmar the Grim?

A. In the Warhammer Annual 2002

S. Warhammer Annual 2002 page 60

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Q. Where can I find the rules for the Empire character, Boris Todbringer & The Army of Middenland?

A. In Warhammer Chronicles 2004

S. Warhammer Chronicles 2004 page 71

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Q. Where can I find the rules for the Empire character, Emperor Karl Franz, Prince of Altdorf?

A. In White Dwarf Magazine

S. December 2003 White Dwarf (US #287 / UK #288)

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Q. Where can I find the updated rules for the Empire character, Valten, Chosen of Sigmar?

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A. In White Dwarf Magazine

S. December 2003 White Dwarf (US #287 / UK #288)

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### 1.3 THE STEAM TANK

Q. Where can I find the rules for the Steam Tank?

A. In Warhammer Chronicles 2004

S. Warhammer Chronicles 2004 page 48

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Q. What effect does an Earthshaker Cannon have on a Steam Tank?

A. It will move at half normal rate, and must first roll a 4+ before each weapon may fire.

S. Warhammer Chronicles 2004 page 120

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Q. Do Pikemen get +1 Strength when charged by a Steam Tank?

A. Yes, they do.

S. Warhammer Chronicles 2004 page 120

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Q. Does the use of a Steam Tank have to be agreed upon by both players?

A. No.

S. Warhammer Chronicles 2004 page 120

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Q. Are the Trainee Engineers on a fighting platform vulnerable to poison?

A. Any poisoned missile attacks that hit by rolling a 6 need to be randomised separately. If they are randomised against the crew they wound them automatically, but if they are randomised against the Steam Tank they still need to roll to damage with their Strength. In close combat there is no problem since the enemy can attack either the Steam Tank or the Engineers.

S. Warhammer Chronicles 2004 page 120

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Q. Would firing from a hill down at the Steam Tank count as an above hit or is this just for attacks that lob their shot?

A. The hit from above rule is limited to war machine attacks like mortars, stone throwers etc, (ie, those that use the Scatter dice) and spells such as the Comet of Casandora, Forked

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Lightning, etc. It does not apply to normal missile fire, magic missiles, cannons and other machines that do not use the Scatter dice, or any close combat attacks (even by Giants).

S. Warhammer Chronicles 2004 page 120

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Q. Can a model rebound wounds onto a Steam Tank (the Black Amulet for example)?

A. No.

S. Warhammer Chronicles 2004 page 120

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Q. If the Steam Tank is charging and its intended target flees, can it redirect the charge?

A. Of course, if the new target has been revealed by the first one fleeing (ie, if the Tank would not have been able to charge it before the flight of the original target).

S. Warhammer Chronicles 2004 page 120

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Q. What about the Toughness of the Steam Tank? Several things use the opponents Toughness to decide the Strength of the attack (for example, the Rune of Might, Dwarf Slayers, the Sword of Heroes).

A. They dont give any advantage to models fighting the Steam Tank as it has no Toughness value. This applies to any attack which uses a characteristic of the Tank (except Initiative, as noted in the rules).

S. Warhammer Chronicles 2004 page 120

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Q. How does a Helblaster shot work against the Steam Tank? Do you count the total number of hits and roll separately for each one with Strength 5 (or 4), or do you consider one Artillery dice as one hit and the number it rolled as a wound modifier?

A. The first solution is correct. The same applies to other multiple shot weapons, like repeater weapons.

S. Warhammer Chronicles 2004 page 120

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Q. It is unclear as to when the player is allowed to measure the distance from the tank to an intended target for a charge, or if he even has to declare a charge, and how he goes about devoting Steam points.

Can he measure first, and then decide a) not to put steam into movement but to shooting instead? or b) that he can possibly back up for more impact damage? Or does he have to make his decisions guessing all ranges?

A. You still have to declare charges, and nominate how many Steam Points you are going for - you have to judge how many you need.

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To charge an enemy unit with a ST the Empire player must declare a charge at an enemy unit per the normal rules, in addition it is at this point the Empire player must declare how many SPs he will be allocating to movement for the charge. Note that a charging unit may not perform other moves so once the Empire player declares the amount of SPs for the charge that is it. Per the ST rules the Empire player may use some of these SPs allocated to the charge to 1) Pivot on the spot to align up to the unit he wants to charge 2) backup to gain momentum and 3) move forward to contact the enemy.

If after the Empire player has declared a charge with the ST the enemy player flees, the flee dice are rolled, the enemy unit moved and the Empire player moves the ST forward towards its intended target. If he contacts the fleeing unit it is removed as normal. If the charge is failed, the ST has a special rule that it still moves the full distance toward the enemy (much like a flyer would).

If the fleeing unit revealed another unit directly in the path of the ST and the ST had enough movement to reach it, the ST could re-direct onto the newly revealed unit. Remember the Empire player cannot allocate any more SPs to the ST's movement after the original amount declared to be expended on the charge.

S. Warhammer Chronicles 2004 page 120 / Rulebook pages 44,52,53 / Warhammer Chronicles 2004 pages 50,51

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Q. A Steam Tank cannot normally charge skirmishers, but can a Steam Tank charge skirmishers that are formed up in a combat?

A. Yes, the Steam Tank can charge skirmishers and individual models if they are already locked in combat.

S. July 2002 Q&A Update on the Warhammer Chronicles website

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Q. Can a lone character on foot, or a unit of Skirmishers leave combat with a Steam Tank voluntarily in their own turn?

A. No

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Do Terradons or other fliers strike the top of the Steam Tank when they attack it?

A. No.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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## 2 ORCS & GOBLINS

Q. Do the boars pulling Orc Boar Chariots benefit from the Tusker Charge special rule? It doesnt seem to be mentioned.

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A. Yes they do get the Tusker Charge.

S. Warhammer Chronicles 2004 page 116

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Q. If a Goblin Doom Diver lands "among" the models of a skirmisher unit, but not exactly on one, is the hit ignored or transferred to the closest member of the unit ?

A. It must actually hit a model to cause any damage.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. When an Animosity result of "We'll Show 'em" is generated does the Greenskin unit always have to move towards an enemy unit it has an existing line of sight to?

A. No. The unit immediately makes a full normal move (not a march move) towards the nearest enemy unit, regardless of whether or not the Greenskin unit had line of sight to the enemy unit when the result was generated. While moving towards the nearest enemy unit, the Greenskin unit deducts the usual penalties for terrain, turning, etc.

S. Direwolf FAQ Council Interpretation / Orcs & Goblins Army Book page 9

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Q. Goblin Wolf Chariots, Goblin Rock Lobbers, Goblin Spear Chukkas, and Goblin Doom Diver Catapults do not include "Fear Elves" in the Special Rules section of thier Unit Entry boxes. Was this intentional or an oversight?

A. It was intentional. The Orcs & Goblins Army Book states "Note: The Fear Elves, Animosity and Hatred rules described above only apply to goblin infantry or cavalry units, and characters. They do not apply to war machines, Chariots, Fanatics or Squigs who are just too crazed or brainless to care. Only big mobs of Goblins are affected by these wayward tendencies as they goad each other into acts of cowardice, betrayal and petty vindictiveness."

S. Orcs & Goblins Army Book page 13

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Q. Does the exemption regarding "Fear Elves" still apply in situations where a Goblin character is riding in a chariot or has joined a war machine?

A. Yes it does. The Rulebook states "If a character is liable to a Terror or Fear test which doesn't apply to the rest of the unit, he can ignore any tests."

S. Rulebook page 100

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Q. Can a Gobbo artillery crew use the Orc Bully's leadership?

A. Yes.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Can a character join a Squiq Herd unit?

A. No.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. How do you distribute hits from missile fire among a unit of Squiqs, Squig Hoppers, and Night Goblins?

A. Hits from missile fire should be allocated / randomized as appropriate. For example if the unit consisted of 3 Squig Hoppers, 6 Squiqs, and 9 Night Goblins and was hit 6 times you would allocate 1 to the Squiq Hoppers, 2 hits to the Squigs, and 3 to the Night Goblins. In cases where the allocation does not exactly work out, roll a D6 to randomize the extra hits among the various unit types. For example if the unit above was only hit once you would allocate the hit to the Squiq Hoppers on a roll of "1", to the Squigs on a roll of "2" or "3", and to the Night Goblins on a roll of "4", "5", or "6".

S. Direwolf FAQ Council Interpretation / Orcs & Goblins Army Book page 18

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## 2.1 FANATICS

Q. If a Night Goblin Fanatic hits a ridden monster, who are the hits worked out against: the rider or the monster?

A. Fanatic hits should be randomised in the same way as shooting.

S. Warhammer Chronicles 2004 page 116

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Q. Night Goblin Fanatics can hit flyers when first released. Does this mean that flyers cannot voluntarily pass over Fanatics without charging, and if they charge over a Fanatic, do the flyers take hits?

A. Except when they trigger the release of the Fanatic themselves, flyers can freely move and charge over Fanatics without being hit - Fanatics are not known for their ability to get airborne...

S. July 2002 Q&A Update on the Warhammer Chronicles website

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Q. Does a frenzied unit have to charge through a Night 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.

S. Warhammer Chronicles 2004 page 113

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Q. Say I move a unit through forest and only one model comes out of it, triggering a Goblin Fanatic. It says that Fanatics die the minute they touch an obstacle, and since only one model would be exposed, would the whole unit get hit (they're all still in the forest) by the Fanatic, or just the single model?

A. As long as one model is hit by the Fanatic, the whole unit takes hits.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Do hidden units (in woods, for example) trigger fanatics?

A. Yes.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Do freed squigs or released fanatics from your own army, trigger other fanatics in your army?

A. No, although they can hurt your troops, they are not enemies.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. If the damage from a Fanatic causes a Panic test, when is the Panic test taken?

A. Immediately. The Fanatic rules state "If a Panic test due to Fanatic casualties has already been taken and passed then another test is not needed."

Note that charging units, units under compulsory movement, pursuing, etc. will keep moving through multiple Fanatics until they have taken enough casualties to require a panic test. If they take it and pass it, then they can freely continue moving through Fanatics during that turn.

S. Orcs & Goblins Army Book page 16 / Direwolf FAQ Council Interpretation

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Q. If Ambushing Beastmen, Dwarf Miners, etc. (or an enemy unit which had pursued a friendly off the table in the previous turn) arrive on a table edge that is less than 8" away from a Night Goblin unit containing Fanatics, are the Fanatics released in a random direction?

A. Yes. The Fanatic rules indicate that if an enemy unit suddenly appears closer than 8" to a Night Goblin unit containing Fanatics, then the Fanatics are released in a random direction. No exceptions are noted.

S. Orcs & Goblins Army Book pages 15 / Direwolf FAQ Council Interpretation.

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## 2.2 GIANTS

Q. Can items/powers that remove Attacks, such as the Hand of Khaine, affect the Giant?

A. No. In the Giant's description his attacks are listed as "special". Further in the detailed rules for the Giant it states that his attacks are not considered normal. The Giant rolls randomly for his "special" attack (i.e. he does not choose it) and none of the "special attacks" result in something which affect the "Attack" characteristic.

S. Warhammer Chronicles 2004 page 117 / Orcs & Goblins Army Book page 22

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Q. How does the Giants Yell and Bawl special attack affect Undead or Daemonic units?

A. The Giant counts as winning the combat by 2, regardless of whether its a break test, Undead, instability, etc.

S. Warhammer Chronicles 2004 page 116

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Q. After a Giant Yells and Bawls, can he still be attacked by models not in base to base contact with him, such as models that "fight in ranks" in the second or subsequent ranks?

A. No. The Yell and Bawl description states "Neither the Giant nor models in contact with him actually fight if they have not already done so this round, but the combat round is automatically won by the Giant's side." As the Giant's side automatically wins the combat, the combat is ended at that point.

S. Direwolf FAQ Council Interpretation / Orcs & Goblins Army Book page 23

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## BIG 'UNS

Q. If I want to field a unit of Big'Uns, what does "type" refer to in the statement from the O&G book, "Whichever type of unit you choose to upgrade you must have at least as many normal models of that type"?

A. Each of the four listed units is a distinct type: Orc Boyz, Savage Orc Boyz, Orc Boar Boyz or Savage Orc Boar Boyz. E.g., in order to field a unit of 30 Orc Boyz Big'Uns, you must field at least 30 normal Orc Boyz - either 1 unit of 30, a unit of 20 and a unit of 10, etc. In order to field a unit of 10 Savage Orc Boar Boyz Big'Uns, you must have at least 10 Savage Orc Boar Boyz in the army, etc.

S. Orcs & Goblins Army Book page 6

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Q. If I want to field a unit of Big'Uns, do the regular models need to all be in a single unit?

A. No. The rule states, "Whichever type of unit you choose to upgrade you must have at least as many normal models of that type in other units before you take the Big'Uns." It does not state that these need to be in the same unit. Also, note that it does explicitly state that the normal models are in "other units" (i.e., it is plural).

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S. Orcs & Goblins Army Book page 6

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Q.If I want to field a unit of Big'Uns, do the normal models of the same type have to be armed in the same manner as the Big'Un unit?

A.No.The rule states, "Whichever type of unit you choose to upgrade you must have at least as many normal models of that type in other units before you take the Big'Uns."It does not state that these need to be armed in the same way.

S. Orcs & Goblins Army Book page 6

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## 2.3 GREENSKIN MAGIC

Q. Do you collect an extra power or dispel dice for each shaman within range of a qualifying Orc or Goblin unit engaged in close combat during the magic phase?

A. No.The extra dice are generated by the units, not the shamans. Page 27 of the Orc and Goblin book (emphasis from FAQ Council):"For each Orc UNIT... of 10 models or more, or each Goblin UNIT ... of 20 or more models, which is within 12" of a Shaman and engaged in close combat, the player adds +1 Power dice to his pile in his own turn, and +1 Dispel dice in the enemy's turn."This clearly states that the extra dice are generated from the units, not from the Shamans, so you could have multiple shamans all within range of 1 qualifying unit and you will only get +1 dice for it.

S. Orcs & Goblins Army Book page 27

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Q. Do fleeing shamans generate additional power or dispel dice if within range of a qualifying Orc or Goblin unit?

A. No. It requires the the shaman to harvest it, and, while fleeing, a wizard generally can't do anything except flee.

S. Orcs & Goblins Army Book page 27 / Rulebook page 139 / Direwolf FAQ Council Interpretation

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Q. If a greenskin shaman suffers a miscast and rolls the "2" result on the Waaagh! miscast table, what exactly does it mean that "he behaves like a loose squig in the compulsory movement phase"? Will he explode if he rolls a double for his bounce distance? Also, can he flee from an enemy charge?

A. The shaman will move like a squig (moves/bounces 2D6" in a randomly determined direction during the compulsory movement phase) but does not actually turn into a squig. Therefore, the shaman does not attack like a squig or explode if he rolls a double for his bounce distance; if he rolls a double for his bounce distance, simply move him the specified distance.If the shaman happens to bounce on top of a friendly or enemy unit he will not stop

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or attack, but instead bounces again. In addition, as the shaman does not actually become a squig, he is not immune to psychology and he may flee from an enemy charge, but will resume moving like a squig once he rallies and regains freedom of movement.

S. Orcs & Goblins Army Book pages 19, 27 / Direwolf FAQ Council Interpretation

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Q. What happens if a successful Gork's Warpath later lands on a unit with Magic Resistance?

A. Only a unit that is nominated as the target of the spell when initially cast can use Magic Resistance, even if the spell later lands on a unit with Magic Resistance.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Hand of Gork - it says it can move any Orc or Goblin unit of any type. Does this mean any unit in the army (Trolls, Giants, etc), or does it mean just Orc/Goblin units (units of that race, including Snotlings)?

A. The spell affects any Greenskin units - Orcs of all types, Gobbos of all types, and Snotlings, including chariots and pump wagons. This spell does not affect Trolls, Giants or Dogs of War which are not Orcs or Goblins. The same is true of the Waaagh! spell.

S. Warhammer Chronicles 2004 page 116

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Q. How are we suppose to interpret the wording "provided that the target unit (they) could charge the enemy if it was the greenskins Movement phase" which is present in the Little Waaagh! spell, The Hand of Gork and the Big Waaagh! spell, Waaagh!?

A. Any conditions impacting the units that would keep them from charging that turn also means they are not subject to the affects of the spell. For example, if the unit has failed an Animosity check and is Squabbling, or rallied this turn they would not be able to charge. Also note that war machine crews are never allowed to charge and thus are not subject to the affects of these spells either.

S. Gav Thorpe - Warhammer Design Team / Orcs & Goblins Army Book pages 28,29 / Warhammer Annual 2002 page 20

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Q. What happens when the Big Waaagh! spell, Waaagh! is cast and both sides are using Orc & Goblin armies?

A. If both players have units that could charge if it were their movement phase (see Q&A above) then do the following:

1. Determine all eligible units at the time the spell is cast and mark them with a dice or counter. Marking them is necessary to avoid confusion once the enemy units start moving as units which could not charge when the spell was cast do NOT become eligible to move simply because enemy units subsequently move into range while working out the spell results.

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2. The player who cast the spell chooses an eligible unit of his own and charges with it as outlined in the spell.
  3. The other player chooses an eligible unit of his own and charges with it as outlined in the spell.
  4. Repeat steps 1 and 2 until all eligible units have charged.
- S. Direwolf FAQ Council Interpretation / Orcs & Goblins Army Book page 29
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## 2.4 SHINY STUFF

- Q. If an Orc and Goblin army has both the Staff of sorcery and Morks Spirit Totem do they get a +2 modifier to their Dispel roll (are the affects of the two magic items cumulative)?
- A. In this case, yes they do get +2 to dispel.
- S. warhammer Chronicles 2004 page 116
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- Q. Does the use of Dittos Double Doin Doo Dahs allow you to cast a spell on the same unit twice?
- A. Yes
- S. Gav Thorpe - Warhammer Design Team
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- Q. If an Greenskin character armed with Porko's Pigstikka becomes engaged in a challenge on the turn he charges, does he still receive the additional attacks?
- A. Yes. The item states "...on the turn he charges he also gets one extra Attack per rank in the enemy unit (up to a maximum of +3)". The item description does not exclude the character from gaining the additional attacks due to being engaged in a challenge.
- S. Direwolf FAQ Council Interpretation / Orcs & Goblins Army Book page 31
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- Q. Buzgob's knobbly staff allows you to re-roll all dice used to cast a spell. A Night Goblin Shaman also carries mushrooms (used to add one dice to the roll, after dices have been rolled). Does he decide to use mushrooms before or after deciding to use the Staffs re-roll ? If he uses the re-roll after the mushrooms, are the mushrooms dices re-rolled along with the basic casting dice?
- A. A Night Goblin Shaman casting a spell with the Knobbly Staff may re-roll his casting dice. After this is done, he may choose to use his mushrooms, but the mushroom dice may not be re-rolled - they are not true casting dice.
- S. Warhammer Chronicles 2004 page 116
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Q. How does the Glowly Green Amulet work against Tomb Kings ? Technically speaking, the Tomb Kings player does not roll power dice.

A. But technically speaking, they are treated as normal spells except that they are always cast, never Miscast and never cast with Irresistable Force. The Glowly Green Amulet doesnt work against normal Bound Items, because Bound Spells dont roll any dice. For Tomb Kings Incantations (specifically the Incantation of Vengeance) the player with the Glowly Green Amulet rolls the same number of dice that the Liche Priest used to cast (ie two against a Liche Priest, three against a High Priest), just like against any other spell.

S. Warhammer Chronicles 2004 page 116

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Q. Can Savage Orc Characters (shield option only) take magic armour, or magic shields only?

A. Magic Shields only, as anything else in Magic Armour counts as armour, which they cannot use!

S. Warhammer Chronicles 2004 page 116

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Q. If Porkos Pigstikka is bought for a Wywern mounted Warlord, can he still use it if the steed dies?

A. No.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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## 2.5 SPECIAL CHARACTERS

Q. What are the correct special rules for Grimgor Ironhide?

A. On page Page 67 of the Orcs & Goblins book under Grimgor Ironhide replace the first line of SPECIAL RULES with "Ignore Greenskin Panic; Quell Animosity".

S. Warhammer Chronicles 2004 page 125

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Q. Where can I find the rules for the Orc character, Azhag the Slaughterer?

A. The Warhammer Annual 2002

S. Warhammer Annual 2002 page 62

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## 3 DWARFS

Note that this FAQ covers the Dwarfs Army Book released in the year 2005 by Games Workshop. The 2005 version replaced the Dwarfs Army Book previously released in the year 2000 by Games Workshop.

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Note that all references to "Games Workshop's Official Dwarfs FAQ" refer to the official .pdf FAQ document issued by the Design Team in July 2006. The document is found in The Shrine of Knowledge on the Games Workshop Website.

### 3.1 GENERAL QUESTIONS

Q. Can Dwarfs always march?

A. No. While Dwarfs may march even if there are enemies normally close enough to inhibit march moves due to their Relentless rule, they follow the other restrictions on marching such as not being able march through difficult terrain, etc.

S. Dwarfs Army Book page 28

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Q. Page 29 under Royal Blood states Dwarf Lords (but Thaners) are of Royal Blood. Should that state Dwarf Lords (but not Thaners)?

A. Yes. Thaners are not of Royal Blood. See the entry for Thaners on page 51 of the Dwarf Army Book.

S. Games Workshop's Official Dwarfs FAQ

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Q. May a Gyrocopter be affected by Poisoned Attacks?

A. Yes.

S. Games Workshop's Official Dwarfs FAQ

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Q. Does a Dwarf Engineer count as crew of a war machine unit he is purchased for?

A. Yes, Dwarf Engineers are unit champions and champions cannot separate themselves from their unit. Therefore they count as members of the crew for purposes of Misfires, allocating hits from shooting, etc.

S. Dwarfs Army Book pages 39, 54, 56

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Q. When does a Master Engineer count as crew of a war machine unit he has joined?

A. In the Shooting phase, only a Master Engineer acting as additional crew (i.e. actually manning the gun due to the loss of other crew members) counts as crew for purposes of Misfires. The rest of the time (including when using his Artillery Master ability) a Master Engineer is played like any other character joined to a war machine unit; that is, they do not actually become crew" per the rulebook.

S. Games Workshop's Official Dwarfs FAQ / Dwarfs Army Book pages 38, 39 / Rulebook page 118

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Q. Can Miners charge on the turn they arrive on the table?

A. Usually the answer to this question is No. The Dwarf army book states "In the Movement phase of the turn when they arrive, Miners can enter the battlefield from any table edge and will be treated exactly like a unit that has pursued an enemy off the table in the previous turn (see the Warhammer rulebook)." Page 76 of the Warhammer rulebook under Pursuit Off The Table states: "The unit may NOT charge, as it has missed its opportunity to declare charges, but may move its full Move that turn, and it may shoot and otherwise participate in the game as normal."

Note that it is possible for a Miner unit to charge on the Turn it arrives if the Miner unit is granted the ability to charge in the Shooting phase via the Rune of Oath & Honour from the Anvil of Doom.

S. Dwarf Army Book page 36 / Rulebook page 76

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### 3.2 ANVIL OF DOOM

Q. Is a Master Engineer really allowed to entrench the Anvil of Doom?

A. Yes, as the Anvil of Doom is classified as a war machine, a Master Engineer may entrench it.

S. Games Workshop's Official Dwarfs FAQ

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Q. Are shooting hits against the Anvil of Doom randomised as normal for a war machine (e.g. 1-4 hitting the Anvil and discarded and 5-6 hitting the Dwarfs) or are all shooting hits resolved against the Dwarfs?

A. All shooting hits fall amongst the Dwarfs. The protection offered by the Anvil is taken into account by the 4+ ward save granted to the Dwarfs against missiles.

S. Games Workshop's Official Dwarfs FAQ

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Q. Does the Unit Strength of the Anvil of Doom decrease if the Anvil Guards or Runelord is killed? Normally the Unit Strength of a war machine is equal to the number of remaining crew.

A. No, as long as there is at least one remaining crew (including the Runelord), the Anvil of Doom has a unit strength of 5.

S. Games Workshop's Official Dwarfs FAQ

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Q. When striking the Rune of Wrath & Ruin with the Ancient Power, do enemy units suffer the movement penalties an enemy unit suffers if the Rune is struck normally? The text under the Ancient Power of this rune is unclear.

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A. Yes. Enemy units affected by the Ancient Power of the Rune of Wrath & Ruin also suffer movement penalties.

S. Games Workshop's Official Dwarfs FAQ

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Q. Is the enemy allowed to declare a charge reaction against a charge made via the Rune of Oath and Honour?

A. Yes. The enemy is definitely allowed to make a charge reaction against the Rune of Oath and Honour. The exact text states "A single friendly Dwarf unit (but not a Gyrocopter) may make a NORMAL move (which can be a March or Charge) in the Shooting phase."

A normal charge certainly allows a charge reaction and nowhere in the description of the Rune of Oath and Honour does it state that the enemy may not make a reaction / may only hold.

S. Dwarfs Army Book page 31 / Rulebook page 45

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Q. Does the Rune of Wrath & Ruin have to cause casualties / unsaved wounds on the target unit(s) in order for the movement penalty to be applied?

A. No. Nowhere in the Rune of Wrath & Ruin does it state that casualties must be caused in order for the movement penalty to be applied.

The Rune lists the two affects that the enemy unit suffers from - one which is the D6 S4 hits and the second is the movement penalty. Nowhere in the description are either made contingent on the other.

S. Dwarfs Army Book page 31

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### 3.3 WEAPON RUNES

Q. If a Runic Weapon is inscribed with both the Rune of Might and the Rune of Cleaving and is used against a T5+ enemy, is the Strength of the attack resolved at S9 or S10?

A. S10.

S. Games Workshop's Official Dwarfs FAQ

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Q. How does the Slayer skill work if the model is armed with a Rune of Might?

A. As noted in the description of the Slayer skill, Slayers' Strength is only increased after modifications for weapons. In this situation, the Slayer's Strength will only be increased if his doubled Strength is still less than that of his opponent's Toughness (which is unlikely since that would mean the opponent's Toughness was 9 or 10!)

S. Warhammer Chronicles 2004 page 116

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### 3.4 RUNIC STANDARDS

Q. May a Master Rune be inscribed on the Standard of a unit of Hammerers, Longbeards, or Ironbreakers?

A. Yes, there is no rule that restricts Master Runes to the Army Battle Standard.

S. Games Workshop's Official Dwarfs FAQ

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Q. How exactly does the Dwarf Rune of Slowness work?

A. The Rune comes into play when an enemy unit declares a charge on a Dwarf unit containing a standard with this Rune.

1) The Dwarf player rolls a D6 and this is subtracted from the attacking players charge distance.

2) The distance is measured to see if the charge is successful. If the charge is successful then play continues as normal.

3) If the charge is not successful, then it counts a failed charge and the unit moves its normal move. However, keep in mind the general rule that units must stay at least 1 inch apart - this means that if the charging unit's normal move is far enough that it would contact the Dwarfs anyway, then you stop the chargers 1 inch away from the Dwarf unit.

S. Dwarfs Army Book page 45 / Rulebook pages 52, 55

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### 3.5 RUNIC TALISMANS

Q. Can you use the Master Rune of Challenge to force an enemy unit to charge (or flee from) a Dwarf unit with the Master Rune of Slowness?

A. Yes. Use of this combination is allowed. Note that the Master Rune of Challenge states The unit must be able to charge and reach the rune user or the unit he is with according to the normal rules. Note the term according to the normal rules means that the normal charge distance would be measured to determine if the Master Rune of Challenge was useable and the Rune of Slowness would not apply until after the charge was declared.

S. Dwarfs Army Book pages 45, 46 / Direwolf FAQ Council Interpretation

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Q. May a Master Engineer with the Rune of Luck use the rune to re-roll a to hit roll for a Bolt Thrower he is acting as an Artillery Master for? Also, may a Master Engineer with the Rune of Luck use the rune to re-roll a to wound roll for a Bolt Thrower, Cannon, or Grudge Thrower he is acting as an Artillery Master for?

A. No to all of the above.

S. Games Workshop's Official Dwarfs FAQ

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### 3.6 ENGINEERING RUNES

Q. When a Grudge Thrower is inscribed with the Rune of Penetrating does the rune modify the basic strength of the hits to S5 before calculating the double strength hit(s) (i.e. S10) or does it modify the strength after calculating the double strength hit(s) (i.e. S9) ?

A. It modifies the basic strength of the hits to S5, thus the double strength hit(s) would be S10.

S. Games Workshop's Official Dwarfs FAQ

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Q. If the Master Rune of Immolation is set-off (killing all of the Dwarfs engaged in the combat) may the enemy make an Overrun move (assuming the enemy had charged that same turn)?

A. Yes.

S. Games Workshop's Official Dwarfs FAQ

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Q. Can the Master Rune of Immolation be activated if all the Dwarfs attached to the machine have been wiped out?

A. Yes.

S. Games Workshop's Official Dwarfs FAQ

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Q. Does the Rune of Reloading overrule the affects of The Rain Lord spell or other similar spells / items which state that a player must roll a D6 to ascertain if his war machine is eligible to shoot? Does the Rune of Reloading allow a war machine to be moved and then fire in the same turn?

A.No, the rune just overrides the rules slowing down the machine's rate of fire caused by the machine's own misfire results and the loss of crew.

S. Games Workshop's Official Dwarfs FAQ

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### 3.7 FORCES OF THE DWARFS

Q. If a unit of Warriors or Longbeards is upgraded to Rangers does the unit continue to count as part of the ratio which restricts players to not having more units of Longbeards than they have Warriors?

A. Rangers are not Warriors, so an army with Rangers in it must still include a unit of Warriors before it can field an unit of Longbeards.

S. Games Workshop's Official Dwarfs FAQ

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Q. An Engineer attached to a Cannon, Bolt Thrower, or Grudge Thrower has the option to purchase a handgun for +5 points. Is this handgun a Dwarf Handgun or a standard handgun as defined in the Warhammer Rulebook?

A. A Dwarf handgun.

S. Games Workshop's Official Dwarfs FAQ

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Q. Can a Giant Slayer be upgraded to a Musician and/or Standard Bearer, thus giving you the possibility of having the entire front rank composed of Giant Slayers?

A. Yes.

S. Games Workshop's Official Dwarfs FAQ

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Q. If I upgrade a Troll Slayer to a Giant Slayer and also make him the Standard Bearer (or Musician) for the unit, whom can pick up the standard (or musical instrument) if he is killed?

A. If a Giant Slayer is the original Standard Bearer (or musician) then only another Giant Slayer may pick up the standard (or musical instrument). As Troll Slayers are a separate model type they are ineligible to pick up the standard (or musical instrument).

S. Anthony Reynolds Warhammer Design Team (On-line Q&A answer on the Games Workshop Warhammer Forum in regards to Gors and Ungors in the same situation) / Direwolf FAQ Council Interpretation

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Q. How are attacks allocated against units containing both Troll Slayers and multiple Giant Slayers worked out?

A. While wounds against Champions do not carry over into the rest of the unit, wounds may carry over from a Champion to other Champion models if there is more than one Champion in the unit (as Champions are just another type of RnF model, albeit with slightly enhanced stats and abilities) as can be the case with mixed Giant Slayer/ Troll Slayer regiments.

Thus, when declaring attacks against models in base-to-base contact, it is only necessary to declare which attacks are being directed toward the Giant Slayers and which, if any, are going toward the Troll Slayers. Wounds taken by the Giant Slayers in excess of those in base-to-base contact will carry over to other Giant Slayers in the unit unless all have been killed. Any wounds in excess of the number of actual Giant Slayers in the unit at the time the wounds are inflicted will not carry over to the Troll Slayers and are lost.

This works a bit differently in regards to attacks directed toward Troll Slayers as if enough wounds are done to kill all of the normal rank and file (i.e. Troll Slayers), the rules specify that any excess wounds do carry over onto Champions (in this case, the Giant Slayers).

S. Warhammer Rulebook, page 109 / Warhammer Chronicles 2004 page 113 / Direwolf FAQ Council Interpretation.

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Q. A mixed unit of Troll Slayers and Giant Slayers is hit by a weapon that causes the Giant Slayers to be able to make a 'Look Out, Sir' roll. Does there have to be a separate Troll Slayer in the unit for each Giant Slayer hit for the latter to receive the 'Look Out, Sir!' benefit?

A. Yes. Since hits are allocated before wounds, there have to be enough potential Troll Slayer candidates to actually accept the hits in place of their Giant Slayer brethren. If there are not enough Troll Slayers, then the remaining Giant Slayers are hit and cannot benefit from the 'Look Out, Sir!' rule.

S. Rulebook page 100 / Direwolf FAQ Council Interpretation

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### 3.8 SPECIAL CHARACTERS

Q. Does High King Thorgrim Grudgebearer benefit from the Royal Blood special rule found on page 29 of the Dwarfs Book?

A. Yes, as he is a Dwarf Lord.

S. Games Workshop's Official Dwarfs FAQ

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Q. Does Thorek Ironbrow, Dwarf Runelord benefit from the Rune Lore special rule found on page 30?

A. Yes, as he is a Runelord.

S. Games Workshop's Official Dwarfs FAQ

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Q. In the entry for Thorek Ironbrow, Dwarf Runelord it states that he takes up a Lord and a Hero slot. Does this Lord and Hero slot include his Anvil of Doom or does his Anvil take up a further Hero slot (as normal)?

A. Thorek and his Anvil are one Lord and one Hero slot.

S. Games Workshop's Official Dwarfs FAQ

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### INTERACTION WITH THE SLAYER ARMY OF KARAK KADRIN (STORM OF CHAOS)

Q. Can I use the profiles, points costs, equipment, special rules, etc. for Daemon Slayers, Dragon Slayers, and Slayers that are found in the new Dwarf Book for the Slayer Army of Karak Kadrin?

A. You must use the profiles, points costs, equipment options, special rules, etc. exactly as found in the Storm of Chaos book. Note that references to "Warhammer Armies: Dwarfs, page 7" should be updated to read "Warhammer Armies: Dwarfs, page 33." Also note that NO characters or units in the Slayer Army of Karak Kadrin have the special rule of "Slayer Axes"

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and thus they do not benefit from it. In addition, note that any references to "runic Weapons lists" should be changed to "Warhammer Armies: Dwarfs, page 44" and any references to "runic Standards list" should be changed to "Warhammer Armies: Dwarfs, pages 45-46".

S. Games Workshop's Official Dwarfs FAQ

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Q. How do the "Look Snorri Trolls" army special rule for the Slayer Army of Karak Kadrin and Strollaz's Rune interact?

A. The player must choose whether to use Strollaz's Rune OR the Look, Snorri, Trolls! rule...not both!

S. Games Workshop's Official Dwarfs FAQ

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Q. Is Malakai Makaiisson a Master Engineer?

A. No. It states in his rules that he is a Dwarf Engineer. He is not listed as a Master Engineer.

S. Games Workshop's Official Dwarfs FAQ

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### 3.9 END

## 4 VAMPIRE COUNTS

Q. Are Undead immune to poison, since it does not say this anywhere?

A. Undead are no longer immune to poison. The reference to unliving targets in the poison description means chariots, war engines, buildings, etc.

S. Warhammer Chronicles 2004 page 117

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Q. Can the Gem of Blood save against a Killing Blow? If so, is the Killing Blow rebounded back onto the attacker?

A. In cases like these, items should be treated just like a Ward save. So, if the save is passed, then the character takes no damage, and the wound rebounded. However, just a single wound is rebounded, not the killing blow itself.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. For purposes of determining if fear causing units outnumber their foes to force an auto-break situation, do you determine it by the largest fear causing unit engaged in the combat or do you use the total Unit Strength of the fear causing units and compare it to the defenders combined Unit Strength?

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A. Neither. If a unit is outnumbered by fear-causing enemies, then it automatically breaks. Operative word is unit, not side, so it is worked out on its Unit Strength versus total Unit Strength of fear-causing enemies it is actually fighting (i.e. in base to base contact with), in the same way that break test are rolled for individually rather than per side.

S. Gav Thorpe - Warhammer Design Team / Rulebook page 81

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Q. In the rules for removing rank bonus it states that "This bonus is lost if the unit is charged in the flank or rear by an enemy with a US of 5 or more." This leads to the following question: Will an Undead unit that is currently less than US5 at the time it charges the enemy and is subsequently raised to US5+ remove the enemy's rank bonus at the start of the first round of close combat at which the US5+ status has been reached?

A. With a strict interpretation of the rule (and therefore the one that keeps it closest to the basic rules), the unit has not been 'charged' by an enemy with US 5 or more, and therefore has not been disrupted enough to lose its rank bonus. However, you will still get flank and rear bonuses as normal.

S. Gav Thorpe - Warhammer Design Team / Rulebook - page 73

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Q. Do wounds caused by the black coach include wounds caused by the wraith and nightmares, or is it only impact hits that restore (or add) wounds?

A. Any wounds caused by the Black Coach model (including wraith and nightmares) count towards this total.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. If you have more than one Vampire that can summon Wolves/ Ghouls can they all be put into one unit?

A. No. Each summoned unit is a separate unit.

S. Warhammer Chronicles 2004 page 116

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Q. Can Von Carstein Vampires with Wolf Form join a unit of Dire Wolves? This would seem to really fit in with the background and army, however, the Fast Cavalry rules appear to prevent such units from being joined by a character on foot.

A. Yes. Check the Errata for Fast Cavalry.

S. Warhammer Chronicles 2004 pages 117 and 125

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Q. When two (or more) Blood Dragon Vampires are in a combat, how do you determine who must issue / accept a challenge?

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A. The Blood Dragon with the highest Leadership in a combat must always issue challenges and must always accept enemy challenges if possible. If two (or more) Blood Dragon Vampires with the same Leadership value are in a combat, the Vampire Counts player may choose between them.

S. Warhammer Chronicles 2004 page 128

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Q. Do ethereal units suffer from attacking over a defended obstacle?

A. They only ignore movement penalties, that's all. This includes marching in difficult terrain.

S. Warhammer Chronicles 2004 page 116

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Q. Do ethereal units block line of sight?

A. Yes. The ethereal special rules specifically state "ethereal creatures block line of sight normally".

S. Vampire Counts Army Book page 28

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Q. Can a Banshee shout into close combat she isn't participating in?

A. She can target any one unit in range; no exceptions are listed.

S. Warhammer Chronicles 2004 page 116

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Q. Can a Banshee always move up to 12 inches?

A. Yes. The answer is based on the following:

1) The Banshee has a special rule called "Single Model" which indicates that she is treated as a character on foot for movement and when targeted by missiles.

2) The Laws of Undeath for the Vampire Counts army indicate that a character on foot may always make march moves.

3) The Unit Strength and Single Model's Movement chart in Warhammer Chronicles 2003 indicates that single roughly man sized models on foot move "As Skirmishers". Regarding movement, units which move "As Skirmishers" have no need to turn or wheel, can pivot on the spot with no penalty, and have a 360 degree arc of sight for charges, etc. They do not incur penalties for difficult terrain/obstacles, and can march even if within 8" of enemies at the beginning of the turn.

S. Vampire Counts Army Book pages 25, 28 / Warhammer Chronicles 2004 page 114

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Q. Do spells, abilities, magic items, etc. which negate or otherwise affect magic items have an impact on Bloodline powers?

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A. No. While they count against the magic item allowance for characters, Bloodline Powers are NOT defined as magic items.

S. Direwolf FAQ Council Interpretation / Vampire Counts Army Book page 52

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Q. Can Ghouls flee from a charge?

A. Yes. Ghouls are not classified as Undead. They have their own special rule called "Alive!" which does not prohibit them from fleeing from a charge.

S. Vampire Counts Army Book page 27

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Q. In a Vampire Counts army that includes Dogs of War or Regiments of Renown units, do the DoW / RoR units have to take panic checks for the destruction of nearby Undead units?

A. Yes. No exemption to taking panic checks for DoW / RoR units has been granted in the Vampire Counts Army Book. While the units may be "Undead" they are still considered "friendly" units for purposes of Panic.

S. Rulebook page 80

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Q. Is it legal for a living character, such as a Dark Emissary, to join an Undead unit? Likewise, is it legal for an Undead character to join a living unit, such as Dogs of War pikemen?

A. The intention of the rules is that no, Undead units cannot be joined by non-Undead characters and vice versa.

This is the reason that everything in the Vampire Counts book is Undead (why Necromancers are Undead in his edition, for instance) - the only exception (and i'm talking maaiinnlist here, not the appendix variant lists) being Ghouls - where it is explicitly stated that they cannot be joined by Characters for just this reason.

S. Anthony Reynolds - Warhammer Design Team

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Q. Where can I find the rules for the Vampire characters, Vlad & Isabella Von Carstein?

A. In the Warhammer Annual 2002

S. Warhammer Annual 2002 page 61

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## 4.1 THE BLACK ART

Q. Can a unit be affected by Vanhel's Danse Macabre more than once in a magic phase?

A. Yes it can.

S. July 2002 Q&A Update on the Warhammer Chronicles website

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Q. How does the spell Hand of Dust work? The text mentions a hit roll at first, but speaks of a 'wound' later, so is a wound roll needed or just the hit roll?

A. Only a roll to hit is needed.

S. Warhammer Chronicles 2004 page 116

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Q. When summoning a new unit of undead with the Invocation of Nehek do you have to nominate the location where you will be placing them before rolling to cast/opponent tries to dispel?

A. No. It specifically states in the spell once the spell is cast, choose any point within 18 and place one model on it.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Can the Invocation of Nehek be used to add width to the formation of the target unit?

A. This question is not specifically answered in the Vampire Counts Army book, but has been answered in the Tomb Kings Army Book under Djedra's Incantation of Summoning (which we recommend adopting for use with the Invocation of Nehek) as follows:"Rank and file models are added to the front rank until the front rank reaches at least four models. Then additional models may be added to either the front rank or they can be added to create rear ranks. If the unit already has more than one rank, new models can only be added to rear ranks."

S. Direwolf FAQ Council Interpretation / Tomb Kings Army Book page 35

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Q. A Necromancer cast Invocation of Nehek and raised a new unit consisting of 7 Skeletons. Later in that same magic phase, a Master Necromancer cast Invocation of Nehek at the newly raised unit and added 11 additional models to the unit bringing it to a total of 18 skeletons. Is the Victory points value of the new unit based on the initial 7 Skeletons or the total of 18 Skeletons?

A. The Victory points value of the new unit is based on the initial 7 Skeletons. Invocation of Nehek indicates to immediately calculate and record the Victory points value of the new unit when it is created.

S. Vampire Counts Army Book page 58

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## 4.2 UNHOLY ARTEFACTS

Q. Does the Black Periapt allow you to store one of your opponent's unused magic dice?

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A. The Black Periapt allows you to swipe a single unused magic die (your opponent's or your own) at the end of one Magic Phase and make use of it in the next one.

S. Gav Thorpe - Warhammer Design Team / US White Dwarf #281 page 38

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Q. In the Staff of Damnation description it states that all Undead units within 12 inches are affected by Hellish Vigour. If the enemy is Undead, does it affect them also?

A. No. The staff only affects your own units.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Do Wristbands of Black Gold work for the wearer and his mount?

A. No. Items like this only work for the mount as well if specifically stated.

S. Warhammer Chronicles 2004 page 117

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Q. What happens when you have a Vampire Counts unit with the Banner of the Barrows (Wights always hit on 3+) in a combat vs. an enemy unit which require sixes to hit it (e.g. an enemy unit defending an obstacle, Dryads, etc.)?

A. This is a case of an "irresistible force" vs. an "immovable object". In other words, roll a D6 each close combat round to see whether the Wights hit on a 3+ or need sixes to hit.

S. Anthony Reynolds - Warhammer Design Team

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Q. Vampires and armour: Necrarch and Lahmian Vampires can't wear mundane armour. They shouldn't be allowed to wear magical ones either....but some magical armour specifically says that Necrarch and Lahmian Vampires can't wear them. What about the other magical armours? Can you specify which armours each Bloodline can wear?

A. Oops. A Lahmian or Necrarch cannot choose any armour, mundane or Magical.

S. Warhammer Chronicles 2004 page 116

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### 4.3 WIGHT BLADES

Q. Do Wights on foot armed with Wight Blades and mundane shields qualify for the hand weapon and shield bonus in close combat?

A. Yes. "Wight Blades" is actually a special rule which applies to the various types of mundane weapons that the Wights carry. If Wights on foot choose to use their hand weapons along with mundane shields, they qualify for the bonus.

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S. Vampire Counts Army Book page 27 / Rulebook page 88

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Q. How do magic items which negate the affects of magical weapons interact with Wight Blades?

A. "Wight Blades" is actually a special rule which applies to the various types of mundane weapons that the Wights carry.

The Wight Blades special rule indicates that the mundane weapons carried by the Wights all have the the Killing Blow special ability attached to them.

The Wight Blades special rule also makes the mundane weapons carried by Wights count as "magical" for purposes of being able to wound ethereal creatures, able to hit certain characters who are protected by magical armour, etc. but they still retain their mundane property.

So a magical item which negates the affects of magical weapons would stop the attacks from Wights counting as "magical", but would not stop the Killing Blow ability attached to them.

S. Direwolf FAQ Council Interpretation / Vampire Counts Army Book page 27

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Q. How does the High Magic spell, Vaul's Unmaking affect Wight Blades?

A. It doesn't. Vaul's Unmaking only affects Magic Items. Wight Blades are not magic items.

S. Direwolf FAQ Council Interpretation / Vampire Counts Army Book page 27

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Q. How do spells which destroy mundane weapons, such as the Lore of Metal spell, Bane of Forged Steel (as amended in Warhammer Chronicles 2004), affect Wights?

A. As the "Wight Blades" special rule states that the Killing Blow and the ability of the weapons to count as magical are attached to the mundane weapons carried by the Wights, the Wights would no longer benefit from either of those special rules.

In additon, as they would be striking with their fists, they would not receive any strength bonuses from weapons or be able to receive the +1 Armour Save bonus for using a hand weapon and shield.

S. Direwolf FAQ Council Interpretation / Vampire Counts Army Book page 27 / Warhammer Chronicles 2004 page 122

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## 5 DARK ELVES

Q. Where can I find the Druchii Revisited article that explains the update for the Dark Elves Army Book?

A. In White Dwarf Magazine.

S. November 2003 White Dwarf (US #286 / UK #287)

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Q. Where can I find the "cut and paste" Errata sections released as part of the update to the Dark Elves Army Book?

A. In Warhammer Chronicles 2004 / Warhammer Chronicles Website

S. Warhammer Chronicles 2004 pages 127,128 / <http://uk.games-workshop.com/warhammerworld/warhammer>

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Q. If a character has an armor upgrade option, but not a shield upgrade option (the DE Beastmaster in the errata for example), can he take magical shields, and/or magical armors that are stated to include a shield (e.g. armor of darkness)?

A. No.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. For the Dark Elf War Hydra, which head breathes fire?

A. A Hydra has one breath attack, so choose which head breathes fire.

S. Warhammer Chronicles 2004 page 117

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Q. Blood Armour's save is increased for each wound caused by the character to a maximum of 1+. Is that maximum for the combined save or just for the Blood Armour?

A. For the combined save, so the save is limited to 1+ and will not improve any further.

S. Dark Elves Army Book page 19 / Gav Thorpe - Warhammer Design Team

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Q. Do Reaper Bolt Throwers suffer -1 for shooting multiple shots?

A. No, as they are classified as war machines, they do not suffer a -1 penalty.

S. Dark Elves Army Book page 9 / Rulebook page 90 / High Elves on-line FAQ on the Games Workshop website (Answer to same question regarding Repeater Bolt Throwers)

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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 (Mages 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.

S. Warhammer Chronicles 2004 page 116

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Q. I have a unit of Cold Ones containing the Battle Standard Bearer with the Standard of Slaughter or the Hydra Banner, and also my General. Can the General charge out of the unit on his own and gain the benefits of the magical banner/s?

A. No, as soon as he leaves the unit he is no longer under the effects of any magical banners in that unit.

S. July 2002 Q&A Update on the Warhammer Chronicles website

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Q. If my Executioners choose to use hand weapons, do they still have the Killing Blow ability?

A. Yes, Killing Blow is a special rule for the troops, and is not tied to their Draich. Note that Executioners do have hand weapons as all models are considered to be carrying a hand weapon in addition to their other weapons (unless specifically noted otherwise) as stated in Warhammer Chronicles 2004.

S. Dark Elves Army Book page 6 / Warhammer Chronicles 2004 page 121

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Q. Can the Cauldron of Blood's Red Fury be used to re-roll chariots impact hits that failed to wound?

A. Yes.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Can characters join a Cauldron of Blood?

A. No.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. What is the correct amount of Attacks for a Dark Elf Harpy?

A. Two. Harpies have vicious claws which count as two hand weapons.

S. Dark Elves Army Book page 30

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Q. Can a Sorceress take Lifetaker as a weapon?

A. Yes. A mundane missile weapon option is not necessary in order to take a magical missile weapon.

S. Warhammer Chronicles 2004 page 116

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Q. Do hits from Lifetaker count as magical?

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A. Yes. any attack from a magic weapon counts as magical...same as any attack from a runed Dwarf war machine does.

S. Gav Thorpe - Warhammer Design Team

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Q. Where can I find the rules for the War Hydras of Naggaroth?

A. In the Warhammer Annual 2002

S. Warhammer Annual 2002 page 128

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Q. Where can I find the rules for the Gauntlet of Power, the Mystic Shield of Light, and the Divine Eye, which are the "Dark Elves Only" magic items from the Albion campaign?

A. In Warhammer Chronicles 2003

S. Warhammer Chronicles 2003 page 11

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## 5.1 THE TEMPLE OF KHAINE

Q. If you are wounded by Black Lotus poison, do you lose 2 Wounds in total (one from the wound, and one from reducing all characteristics by 1)?

A. You only lose one Wound.

S. Warhammer Chronicles 2004 page 117

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Q. How does the ability Hand of Khaine affect Giants and other models with special attacks?

A. Hand of Khaine reduces a models Attacks characteristic by -1. If the model attacks some other way, as Giants or Fanatics do, it has no effect.

S. Warhammer Chronicles 2004 page 117

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Q. How do you work out the combined effects of Dark Venom (Poisoned Attacks) and Touch of Death (Killing Blow)?

A. Poisoned hits (ie, 6s rolled to hit) have no chance of causing a Killing Blow as no roll to wound is made.

S. Warhammer Chronicles 2004 page 117

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Q. In the description of the Witchbrew, its written that Witchelves drink it before a battle. If the Hag dies, is the effect lost?

A. Yes.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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## 5.2 DARK ELF CITY GARRISON ARMIES

Q. Where can I find the rules for Dark Elf City Garrison Armies?

A. In Warhammer Chronicles 2003

S. Warhammer Chronicles 2003 page 32

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Q. Can a Dark Elf City Garrison Army include Dogs of War units?

A. No.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. What is the correct Attacks characteristic for a Sorceress in a Dark Elves City Garrison Army?

A. One.

S. Kevin J. Coleman, Author of the Dark Elves City Garrison Army List

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Q. How does the Dark Elves City Garrison Army benefit from the update to the Dark Elves Army Book?

A. City Garrison Armies benefit from characteristic changes (e.g. better Ld on Cold One Knights) and similar items but do NOT benefit from the reduced Army List costs or changes such as 2 for 1 Cold One chariots. In summary, Dark Elves Bestiary (i.e. The Dark Host) changes get applied, but not Army List changes.

S. Gav Thorpe - Warhammer Design Team

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## 5.3 DARK ELF WATCHTOWER PATROL ARMIES

Q. Where can I find the Dark Elf Watchtower Patrol Army List?

A. In White Dwarf Magazine and on the Games Workshop UK website.

S. July 2001 Issue of White Dwarf Magazine (US #258 / UK #259) / Dark Elves page of the Games Workshop UK website.

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Q. Is the Dark Elf Watchtower Patrol Army List approved for tournament play?

A. Yes.

S. Gav Thorpe - Warhammer Design Team

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## 5.4 SPECIAL CHARACTERS

Q. Where can I find the rules for the Dark Elf character, Rakarth - The Beastlord?

A. In Warhammer Chronicles 2003

S. Warhammer Chronicles 2003 page 117

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Q. Where can I find the rules for the Dark Elf character, Shadowblade?

A. In Warhammer Chronicles 2004

S. Warhammer Chronicles 2004 page 77

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Q. Can Shadowblade be revealed in a fleeing enemy unit? If so, is the unit destroyed or will it flee from him automatically?

A. Yes, he can appear inside a fleeing unit. As he counts as charging, the unit will automatically flee towards the closest table edge.

S. Warhammer Chronicles 2004 page 117

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Q. If Shadowblade is never revealed because his unit was wiped out or flees off the table, will the enemy get victory points for him?

A. No.

S. Warhammer Chronicles 2004 page 117

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## 6 HIGH ELVES

Q. Can a mounted character purchase the Swordmaster Honour?

A. No. The Swordmaster Honour is for characters on foot only.

S. Warhammer Chronicles 2004 page 126

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Q. When engaged in close combat with an enemy unit to their front, how many ranks do High Elf spearmen fight in?

A. Provided the unit has enough ranks, three ranks if the unit was stationary or two ranks if the unit charged that turn as is outlined in the Fight In Ranks section of the Warhammer Rulebook.

S. Rulebook page 89 / High Elves Army Book page 7

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Q. Are the crew of a Repeater Bolt Thrower equipped with light armour?

A. Yes.

S. Warhammer Chronicles 2004 page 126

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Q. Can a High Elf Battle Standard Bearer be the army's General? If a High Elf army only takes one character, may it be a Battle Standard Bearer?

A. The High Elf Intrigue at Court rule overrides the normal rule that a Battle Standard Bearer may not be the army's general. If the Battle Standard Bearer's number comes up on the Intrigue at Court roll, then he is indeed the army's General.

Note that it is still illegal for a High Elf army to field a Battle Standard Bearer as the only character. If the High Elf player rolls a 2+ on the Intrigue at Court roll, you could not choose the Battle Standard Bearer as the General, making the army illegal.

S. High Elves Army Book pages 6,25

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Q. Is a Great Eagle a flying skirmisher?

A. No. A Great Eagle is NOT classified as a "Unit of Flyers", and is therefore not a skirmisher. This means that a Great Eagle is classified as a monster per the "Unit Strength and Single Model's Movement" chart found in Warhammer Chronicles.

S. High Elves Army Book page 12 / Warhammer Chronicles 2004 page 114

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Q. Are models wearing Dragon Armour immune to hits from the Screaming Skull Catapult, since they are flaming hits? Same question with the Chariot of Fires impact hits (and Dwarf war machine with Rune of Burning by the way).

A. They are only immune to pure flame attacks such as flame cannons, dragons breath, warfire throwers, Lore of Fire attack spells and the like. They are not immune to cannonballs, chariot scythes, screaming skulls or anything else that also happens to be on fire! (Note: they are not immune to Tzeentch spells).

S. Warhammer Chronicles 2004 page 117

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Q. Does the High Elf spell 'Flames of the Phoenix' count as a fire attack? The name implies it, but its not explicitly written "flaming hit" or "flaming attack".

A. Yes.

S. Warhammer Chronicles 2004 page 117

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Q. Can Vaults Unmaking be used to destroy the Casket of Souls or an Anvil of Doom?

A. No, they are not Magic Items.

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S. Warhammer Chronicles 2004 page 117

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Q. Do spells, abilities, magic items, etc. which negate or otherwise affect magic items have an impact on High Elf Honours?

A. No. While they count against the magic item allowance for characters, Honours are NOT defined as magic items.

S. Direwolf FAQ Council Interpretation / High Elves Army Book page 15

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Q. Do Repeater Bolt Throwers suffer -1 for shooting multiple shots?

A. No, as they are classified as war machines, they do not suffer a -1 penalty.

S. High Elves Army Book page 14 / Rulebook page 90 / High Elves on-line FAQ on the Games Workshop website

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Q. Do Swordmasters have Killing Blow? The description in the Warhammer rulebook for Killing Blow uses "Master swordsmen of the White Tower" as an example.

A. No, Swordmasters do not have Killing Blow. Only characters with the Swordmaster Honour have Killing Blow. The design team didn't want Swordmasters being too much like Dark Elf Executioners and the Swordmasters already have their own special ability.

S. High Elves on-line FAQ on the Games Workshop website

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Q. On page 26 of the Warhammer Armies: High Elves book, there is a rule in the margin that reads: "FIRST AMONG EQUALS: One unit of either Spearmen or Silver Helms may be given a magic standard worth up to 25 points." Does it mean that only one unit of Silver Helms or Spearmen may include the banner; or can one unit of Spearmen and one unit of Silverhelms use a magical banner?

A. Only one unit of Silver Helms OR Spearmen may include the banner, which means one unit in total.

S. High Elves on-line FAQ on the Games Workshop website

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Q. Where can I find the rules for the Claw of Devastation, the Armour of the Gods, and the Fusil of Conflagration, which are the "High Elves Only" magic items from the Albion campaign?

A. In Warhammer Chronicles 2003

S. Warhammer Chronicles 2003 page 11

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VAUL'S FORGE

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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 (Mages 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.

S. Warhammer Chronicles 2004 page 116

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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 own item. If a situation arises where there are two conflicting ways of resolving the issue, roll a dice to see which description is used for that round of combat.

S. Warhammer Chronicles 2004 page 116

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Q. Do hits from the Bow of the Seafarer and the Reaver Bow count as magical?

A. Yes. any attack from a magic weapon counts as magical...same as any attack from a runed dwarf war machine does.

S. Gav Thorpe - Warhammer Design Team

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Q. What is the effect of the amulet of purifying flame (-3 to casting rolls on hero/unit) vs bound spells? vs the Casket of Souls more specifically?

A. No effect against Bound Spells as they do not have a Casting Roll. Against the Casket of Souls, the -3 does take effect however, as it is cast like an Incantation, which works in the same manner as other spells.

S. Warhammer Chronicles 2004 page 117

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Q. How do you determine the correct Leadership value to use when the General is within range of the bearer of the Blessed Tome?

A. Individual units must each be within 6" of the bearer of the Blessed Tome to be affected by it. If within range of both the General and the Blessed Tome, they may use both the General's base Leadership, and the +1 for the Blessed Tome, up to a maximum Leadership of 10.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. What happens to character or unit that suffer from a psychological effect 'Even if Immune to Psychology' such as a Hordes of Chaos character wearing the Helm of Many Eyes, a Strigoi Vampire, etc., when they come into contact with the High Elf Banner of Balance?

A. There is actually no contradiction there. The character or unit is immune to other forms of psychology but is still affected by the named psychological effect due to the 'Even if Immune to Psychology' clause.

S. High Elves Army Book page 19 / Direwolf FAQ Council Interpretation

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Q. What happens when a unit of Witch Elves within 18" of the Dark Elf Cauldron of Blood (which states that the Witch Elves never lose frenzy) comes into contact with the High Elf Banner of Balance (which states that enemy units in contact are Immune to Psychology)?

A. While in contact with the Banner of Balance, the Witch Elves are not frenzied anymore as they become Immune to Psychology. As stated in a related Q&A in Warhammer Chronicles 2003 "Immune to Psychology is Immune to Psychology!" As soon as they leave contact with it, they regain their frenzied state immediately (when normally, a regular frenzied unit, beaten in combat would not).

S. Dark Elves Army Book page 10 / High Elves Army Book page 19 Warhammer Chronicles 2003 page 133 / Direwolf FAQ Council Interpretation

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## 6.1 SPECIAL CHARACTERS

Q. What is the correct description for the War Crown of Saphery which is worn by Teclis, High Loremaster of the White Tower?

A. Replace the 2nd paragraph with: "Any spell which is normally limited to a specific range in inches is now of unlimited range. Spells that only affect the caster, all units within a certain range of the caster, or may already be cast anywhere are not altered. Note that this does not mean that he can cast spells at targets that are out of sight if the spell normally requires line of sight."

S. Warhammer Chronicles 2004 page 126

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Q. If Tyrion loses a combat, breaks, and then is caught and destroyed, would the Heart of Avelorn still work? In other words, would he still come back to life?

A. No, he has to lose his last Wound, in the same way as a character with Regenerate can't come back.

S. High Elves on-line FAQ on the Games Workshop website

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Q. Where can I find the rules for the High Elf character, Alarielle - The Everqueen of Avelorn and her Handmaidens?

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A. In Warhammer Chronicles 2003

S. Warhammer Chronicles 2003 page 114

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Q. Where can I find the rules for the High Elf character, Eltharion?

A. In Warhammer Chronicles 2004

S. Warhammer Chronicles 2004 page 76

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Q. If the White sword is destroyed, can Eltharion still use his fighting styles?

A. Yes. They are skills of his own, not skills that are gained through his weapon.

S. Warhammer Chronicles 2004 page 117

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## 7 SKAVEN

Q. When a unit sustains 25% or more casualties from friendly fire (e.g. from Skaven Life is Cheap fire, scattering template weapons, etc.) does the unit have to take a Panic check at the end of the phase?

A. That would come under 'voluntary tests'. By the strict letter of the rules, only casualties in the enemy magic and shooting phases apply. However, as well known, friendly fire isn't friendly at all, and I would probably take a panic test if one of my units suffered self-inflicted casualties in this way.

S. Gav Thorpe - Warhammer Design Team

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Q. When a war machine unit, Skaven Weapons Team, wizard, etc. destroys itself via a misfire, malfunction, miscast, etc. do friendly units within 4" have to take a Panic check at the end of the phase?

A. No test required. The panic test for friends destroyed is very specific about enemy magic and shooting again. In this case, most soldiers are just waiting for the wizard's head to explode or the whirly-gun of doom to blow itself up. They're pretty used to this type of behaviour.

S. Gav Thorpe - Warhammer Design Team

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Q. Can a unit of Jezzails cause a Panic test on themselves?

A. Generally no, but the Skaven player could voluntarily take a panic test for it at his discretion. See Gav Thorpe's Q&A on panic tests from misfires above.

S. Gav Thorpe - Warhammer Design Team / Direwolf FAQ Council Interpretation

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Q. Are you really allowed to have the same model as your General and your Battle Standard Bearer?

A. No, the usual paragraph preventing this was omitted by mistake.

S. Warhammer Chronicles 2004 page 117

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Q. Life is Cheap rule: On a result of 1-3 the hit is resolved against one randomly determined unit among those in close combat with the target, and on a result of 4-6 the hit is resolved against the intended target. Does the random roll after the 1-3 result also include the originally intended target and giving the a 75% chance to hit it?

A. No. The target unit is not 'among those in combat with the target', it IS the target! Each hit is allocated randomly among all units fighting in close combat against the target on a result of 1-3.

S. Warhammer Chronicles 2004 page 117 / Alessio Cavatore - Warhammer Design Team

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Q. Can Packmasters in rear ranks use their whips to attack enemy models to thier flank? Or only to thier front?

A. They cannot use their whips to their flank as the description of the whips states "...used in a similar way to a spear, allowing the bearer to make one Attack (regardless of the model's number of Attacks) through a unit..." As models in rear ranks of a unit armed with spears may only attack models to their front, whips are treated the same way.

S. Skaven Army Book page 32 / Rulebook page 89 / Direwolf FAQ Council Interpretation

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Q. Do Poison Wind Globes count as Poisoned Attacks?

A. No. The hand-to-hand attacks are not poisoned, and the globes are shooting weapons with their own rules.

S. Warhammer Chronicles 2004 page 117

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Q. Does a Skaven Warplock Pistol that rolls a '1' to hit, regardless of whether it is used in the Shooting phase, while performing a Stand and Shoot charge reaction, or being used in Close Combat, suffer from a misfire result?

A. Yes. If you roll a '1' to hit while shooting in your turn or as part of a Stand and Shoot reaction, or in the first round of close combat while using the pistol as an extra hand weapon, it will qualify as a misfire.

S. Skaven Army Book pages 27,32 / Direwolf FAQ Council Interpretation

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Q. Do Rat Swarms have a Unit Strength of 3 per base or 5?

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A. Unit Strength 3.

S. Warhammer Chronicles 2004 page 117

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Q. Where can I find the rules for the character, Queek Head- Taker, Skaven Warlord?

A. In Warhammer Chronicles 2003

S. Warhammer Chronicles 2003 page 118

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Q. Where can I find the rules for the character, Deathmaster Snikch, Chief Assassin of Clan Eshin?

A. In White Dwarf Magazine

S. US White Dwarf #295 page 44 / UK White Dwarf #296 page 26

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## 7.1 WEAPONS TEAMS

Q. If a weapon team is destroyed by shooting or magic while within 4" of a unit, does it cause a Panic test on the unit(s) within 4" of it?

A. No. This was amended in Warhammer Chronicles. Individual models with less than 5 wounds on their original profile no longer cause panic if killed from magic or shooting.

S. Warhammer Chronicles 2004 - page 125

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Q. Can Skaven weapon teams stand and fire at regiments that charge their parent units?

A. No.

S. Warhammer Chronicles 2004 page 117

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Q. If a weapon team's parent unit flees, does the weapon team flee as well?

A. No (unless it panics, of course).

S. Warhammer Chronicles 2004 page 117

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Q. Does the Cavalry Base special rule mean that weapons teams can be targeted by shooting even when within 3" of a unit because they are on a larger base?

A. No. It says on page 26 "...they cannot be singled out as targets by enemy shooters because they are the same size as the other Skaven around them".

S. Warhammer Chronicles 2004 page 117

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Q. It states in the book that some Skaven units are treated exactly like cavalry. Does that mean that the Screaming Bell can affect them as it does cavalry? Does it mean that spells which affect cavalry units affect these Skaven units in the same way?

A. No. They are not affected by spells that affect cavalry because these spells generally speak of targeting the mounts (ie, scaring horses).

S. Warhammer Chronicles 2004 page 117

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Q. The rules for Skaven weapon teams are a bit confusing in that it states that it "protects them from missile weapons and "magic" using the same limitations as targeting lone characters". Does the use of the word "magic" in this context refer to "Magic Missiles" (e.g. was Alessio trying to just remind players to treat magic missiles as shooting) or magic in general (e.g. does this exempt Skaven weapon teams from being targeted by spells such as Forked Lightning, etc.)

A. If a spell/ magic item has particular abilities/ limitations against lone characters, these apply to weapon teams as well. It does not mean apply the shooting rules to magic. Skaven weapon teams may be targeted by spells such as Forked Lightning, etc. as normal.

S. Gav Thorpe - Warhammer Design Team

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## 7.2 WARP-LIGHTNING CANNON

Q. Can you declare a charge on a Warp-lightning Cannon from anywhere and force it to flee?

A. No. The rules say you can't declare charge if you're not relatively confident to reach the target.

S. Alessio Cavatore - Warhammer Design Team / Rulebook page 265

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Q. How do you resolve a hit from the Warp-lightning Cannon vs. a model with multiple parts?

A. In the description of the Warp-lightning Cannon it states "Determine which MODELS are hit in the same way as you would do for the bounce of a cannon ball, except that all MODELS (friends and foe) lying along the entire line's length are hit. There is no need to randomize hits if the line goes through MODELS engaged with close combat with the enemy, all MODELS lying under the line are hit, as simple as that (note that this is an exception to the normal rules for shooting in close combat)"

The cannon rules state: "If a cannonball hits a MODEL with several parts then resolve which part of the MODEL is hit just as shooting with bows, etc."

This means that if the Warp-lightning Cannon hits a character riding a monster it must randomize as normal (1-4 monster, 5-6 character) and if it hits a chariot it must randomize as normal (1-5 chariot, 6 character).

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S. Skaven Army Book page 29 / Rulebook pages 103,122,127

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Q. Is the Skaven crew of a Warp-lightning Cannon assumed to always have LOS to the Casket of Souls (since they can see anywhere on the battlefield) or can the Skaven player pick and choose when the crew is looking through the cannon sight? In the same vein, does it mean enemy scouts cannot use their Scouting rule?

A. No, and no. The cannon is assumed to be able to see through terrain during the shooting phase only. At all other times, it counts as conforming to normal line of sight rules.

S. Warhammer Chronicles 2004 page 118

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Q. Is the Skaven Warp-lightning Cannon a missile attack, and so can be stopped by an anti-missile magic item (i.e. Banner of Doom or special ward saves)

A. Yes.

S. Warhammer Chronicles 2004 page 118

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Q. Does the Warp-lightning Cannon count as a war machine or chariot for things like deployment and Unit Strength.

A. A war machine with three crew.

S. Warhammer Chronicles 2004 page 117

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Q. What happens if the Warp-lightning Cannon is forced to become engaged in combat, such as if the Slaanesh spell Delicious Excruciation was cast on them (making them Unbreakable, and as such unable to flee from a charge)?

A. If for any reason the Warp-lightning Cannon is engaged in combat, it is immediately destroyed (and the enemy unit can overrun as normal).

S. Warhammer Chronicles 2004 page 117

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Q. Does the Warp-lightning Cannon affects 1 model per rank (or row) only, like a regular cannon, or all models the line touches ?

A. As a cannon.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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### 7.3 TUNNELING TEAMS

Q. What happens if a Tunneling Team emerges directly below a Fear or Terror causing enemy unit and fails its Fear / Terror test?

A. It doesn't need to take a Fear or Terror test, as it will "automatically engage it in close combat on the side closest to the marker(the team counts as charging)". As it "automatically engages", it does not need to take a fear or Terror test.

S. Warhammer Chronicles 2004 page 118

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Q. Does a Tunneling Team need to test for Terror if it emerges close to a Terror causing creature? (Both testing for Terror and emerging from tunnels happen at the start of the turn, so which one occurs first?)

A. Yes, an emerging Tunneling Team must take Terror tests on the turn they arrive. You could imagine it would be rather unnerving to emerge from a hole and find yourself at a Dragon's feet...

S. Warhammer Chronicles 2004 page 118

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Q. Can a unit of Gutter Runners which purchased the Tunneling ability elect to not use the ability and deploy as Scouts?

A. Yes they may deploy as Scouts. In the Tunneling description it states they "can" use their Tunneling ability, it doesn't say they "must". As all Gutter Runners are classified as Scouts, Tunneling Teams retain the ability to Scout.

S. Skaven Army Book page 19

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### 7.4 MAGIC OF THE HORNED RAT

Q. Can a Grey Seer cast non-LOS spells when leading from the back?

A. Yes, you can cast spells that do not require seeing the target.

S. Alessio Cavatore - Warhammer Design Team

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Q. If Warp-Lightning is cast, but then found to be out of range, can the caster still accidentally wound himself?

A. Yes. In this case, the roll to see how many hits are caused should still be made any roll of 1 will hit the caster, any other roll is ignored.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. What happens if Death Frenzy is cast upon a fleeing unit?

A. The unit will continue to flee. However, if the unit rallies, it will then count as being frenzied.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. If you die from using a Warpstone Token but successfully cast the spell, would the effects of the spell still go off?

A. Best thing to do would be to roll a dice for it. Sometimes a spell is cast, sometimes not...

S. Warhammer Chronicles 2004 page 117

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Q. Does Skitterleap count as movement for the purposes of shooting?

A. Being sensible, yes.

S. Warhammer Chronicles 2003 page 117

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Q. Can you Skitterleap a character out of a fleeing unit?

A. No

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Can you Skitterleap a character into a friendly unit?

A. Yes

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Can you Skitterleap a character into a friendly unit engaged in hand-to-hand combat at all?

A. No

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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## 7.5 TOOLS OF SUPREMACY

Q. Can a Skaven character take multiple Warpstorm Scrolls or Warp Scrolls? Can a Skaven army include multiple Warpstorm Scrolls or Warp Scrolls?

A. A single character may only take one of these scrolls as their description classifies them as "Bound Spells" and a character cannot have more than one Bound Spell item. Note however that as they are also classified as Scrolls, you can take both a Warpstone or Warp Scroll and another Arcane Item. Also, as opposed to ordinary magic items, every Grey Seer or Warlock in the army can bring a Warpstone Scroll or Warp Scroll to the battle, as Scrolls are not considered to be unique.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum) / Skaven Army Book page 38 / Rulebook page 153

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Q. Can you buy a Warpstone Token for a Plague Priest with the Liber Bubonicus?

A. Yes - with the Liber Bubonicus, he becomes a wizard (and so can use items from the Arcane Items list.)

S. Warhammer Chronicles 2004 page 117

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Q. Can a hidden Assassin try to activate the Bands of Power?

A. No. He cannot do anything until he is revealed.

S. Warhammer Chronicles 2004 page 117

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Q. Can the Tenebrous Cloak protect against rolling a 1 with the Warp Lightning spell?

A. Yes.

S. Warhammer Chronicles 2004 page 117

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Q. Would the Umbranner's Ward save kick in against a Bolt Thrower after it has successfully gone through two ranks (down to Strength 4)?

A. Yes.

S. Warhammer Chronicles 2004 page 117

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Q. Do you roll for the Storm Banner to burn out every player turn (I trigger it at the beginning of my turn, then roll for it burning out at the beginning of your next turn, then my next, etc), or just on each of my turns? I note that in the Skaven battle report on the site, it appears as if it is the latter option.

A. It is rolled every player's turn.

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S. Warhammer Chronicles 2004 page 117

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Q. What is the correct description of the Storm Banner?

A. One use only. This ancient and tattered banner has the power to wrack the sky with storms, tearing the heavens apart with its fury.

The banner can be activated at the beginning of any player's turn. No flying movement is allowed and all missile fire is at -2 to hit. All war machines and other ranged attacks that do not use BS may only fire if the player first rolls a 4+ on a D6 (roll for each model). Magic missiles and other ranged spells are not affected. Roll a D6 at the beginning of each player's subsequent turns - on a roll of 1 or 2, the power of the banner is exhausted and it no longer has any effect for the remainder of the battle.

S. Warhammer Chronicles 2004 page 126

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Q. Do the corrected Storm Banner rules mean that Ratling guns, Warpfire throwers and Warp-lightning cannons only work on a 4+?

A. Yes, since the text doesn't mention enemy only, and they are warmachines that don't use BS.

S. Warhammer Chronicles 2004 page 117

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## 7.6 SCREAMING BELL

Q. On a Skaven Screaming Bell result of 8 or 13 do you treat the Tomb Kings army as if the Hierophant, and not the General, has been destroyed?

A. Yes.

S. Anthony Reynolds - Warhammer Design Team

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Q. Does an Undead General (Hierophant) have to test under a result of 13 on the Screaming Bell chart?

A. No, as the General (Hierophant) is a character, and Undead characters never suffer wounds because of a dead General (Hierophant).

S. Warhammer Chronicles 2004 page 117

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Q. If the Screaming Bell rolls 16, are units not yet on the table (tunnelers, pursuing out of the table units) affected?

A. No, as they are not on the battlefield when the effect takes place.

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S. warhammer Chronicles 2004 page 118

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Q. If your Grey Seer riding the Screaming Bell is killed, is there any reason why the striker can't continue to ring the bell?

A. No, the striker can continue to hit the bell.

S. Warhammer Chronicles 2004 page 117

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Q. Can a Grey Seer on a Screaming Bell use a Warpstone Charm to re-roll the roll for ringing the Screaming Bell?

A. No. It is not directly affecting the Grey Seer - he is not the one ringing the bell!

S. Warhammer Chronicles 2004 page 117

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Q. If a Bolt Thrower killed a Grey Seer on a Screaming Bell, or destroyed the Screaming Bell, would the bolt continue through the ranks of Clanrats?

A. No, as the shooter could choose to aim at the unit OR the large target (the Screaming Bell and the Grey Seer). The Screaming Bell and the Clanrats are two separate targets (though a Cannon could hit both).

S. Warhammer Chronicles 2004 page 117

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## 8 HORDES OF CHAOS

Q. Can I have a daemonic character in my mortal army even though its Leadership value is higher than my mortal General's Leadership value?

A. No. Chaos armies are not exempt from the main rule that the character with the highest Leadership value must be the General.

S. Gav Thorpe - Warhammer Design Team / Hordes of Chaos Army Book page 55 / Rulebook page 102

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Q. Can daemons use the Chaos General's Leadership value for Instability tests?

A. Yes they can.

From Page 102 of the main Rulebook "Any unit within 12" of the General model may use the General's Leadership value instead of its own when making a Leadership-based test..."

On page 29 of Hordes of Chaos while discussing Instability tests it states "Roll 2D6 and compare this to the daemons' Leadership value, with no combat resolution modifiers..."

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Nowhere in Hordes of Chaos does it state that the General's Ld value may not be used and in fact the specific wording used by the design team (as shown above) makes it clear that daemons may use the Ld value of the General for Instability tests.

S. Hordes of Chaos Army Book page 29 / Rulebook page 102

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Q. Does a Chaos Battle Standard Bearer allow daemon units to re-roll Instability tests?

A. No. Daemons don't get the benefit of the Battle Standard Bearer re-roll due to the instability test \*not\* being a break test (Instability test is made instead of a break test).

S. Gav Thorpe - Warhammer Design Team / Hordes of Chaos Army Book page 29

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Q. Can Chaos characters join unmarked units such as Marauders and Chaos Hounds?

A. Yes.

S. Gav Thorpe - Warhammer Design Team / Hordes of Chaos Army Book page 46

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Q. If a character with the Mark of Chaos Undivided joins a unit of Marauders, can that unit then re-roll failed psychology tests?

A. No.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. What are the sacred numbers of the four gods of Chaos?

A. Slaanesh: 6; Nurgle: 7; Khorne: 8; Tzeentch: 9.

S. Warhammer Sourcebook (3rd Edition) Realms of Chaos - The Slaves of Darkness pages 16, 17 / Warhammer Sourcebook (3rd Edition) Realms of Chaos - The Lost and the Damned pages 14, 32 / Warhammer 40,000 Codex: Chaos Space Marines page 38

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Q. Are Nurglings skirmishers? In their description, it says so, but in the army list it doesn't.

A. Yes.

S. Warhammer Chronicles 2004 page 118

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Q. What happens if a unit of Tzeentch Screamer makes a slashing attack on a unit that does automatic hits, like a Night Goblin Fanatic?

A. Both units inflict and take damage. In the example of the Fanatic, the Screamer take D6 S5 hits and simultaneously each do a S3 hit on the Fanatic.

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S. Warhammer Chronicles 2004 page 118

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Q. What is the unit strength of a Chaos Warhound and are Chaos Warhounds a ranked unit?

A. Chaos Warhounds have a unit strength of 2 each and as they are not classified as 'Fast Cavalry' they do receive a rank bonus.

S. Hordes of Chaos Army Book page 28 / Warhammer Chronicles 2004 page 114

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Q. Are each of the heads of a Chaos Dragon allowed to pick a different target? Or is the model bound by the normal rules for shooting?

A. It is bound by the normal rules for shooting. If there is a unit which can be reached by both breath weapons, the Chaos Dragon cannot Divide Shots. Otherwise (i.e., no unit can be reached by both breath weapons) the Divide Shots rule applies and the breath weapons can attack different targets.

S. Rulebook pages 61, 114 / Hordes of Chaos Army Book page 61 / Direwolf FAQ Council Interpretation

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Q. Where can I find the rules for Mounted Daemonettes?

A. In Warhammer Chronicles 2004

S. Warhammer Chronicles 2004 page 36

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## 8.1 FLAMERS

Q. Do Tzeentch Flamers move separately?

A. Yes they do. On page 40 of Hordes of Chaos change the wording "After that they are free to move as they like, and they count as a separate unit for the rest of the game" to "After that they are free to move as they like, and EACH counts as a separate unit for the rest of the game."

S. Warhammer Chronicles 2004 page 126

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Q. Can Flamers hurt fire immune units (Dragon Princes..) in close combat?

A. Yes.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Can flamers stand and shoot?

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A. Yes.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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## MORTAL CHARACTERS & DAEMONIC MOUNTS

Q. Does a character on a daemonic mount benefit from its immunity to psychology?

A. No.

S. Warhammer Chronicles 2004 page 118

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Q. Can a mortal Chaos character mounted on a daemonic steed join a unit of daemons?

A. No. Only a mortal character with the Chalice of Chaos (which makes him a daemon) may join a unit of daemons. Non-daemonic models may not join a daemonic unit.

S. Gav Thorpe - Warhammer Design Team / Hordes of Chaos Army Book page 29

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Q. Can a mortal Chaos character mounted on a daemonic steed join a mortal unit?

A. Yes. A daemonic steed may be joined to a mortal unit, as long as the mortal chaos character riding the steed is alive.

S. Gav Thorpe - Warhammer Design Team / Hordes of Chaos Army Book page 29

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Q. When a mortal Chaos character mounted on a daemonic steed and joined to a mortal unit is killed, what happens to the daemonic steed?

A. At the end of the phase in which the mortal Chaos character is killed, the daemonic steed is separated from the mortal unit (you might like to place him 1" away to make sure this is clear). If the daemonic steed is involved in combat when the character is killed, place it so it remains in base to base contact with the enemy. In addition, remember to take a Slain Rider test and generate a Monster Reaction if the test is failed.

S. Hordes of Chaos Army Book page 29 / Direwolf FAQ Council Interpretation

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## 8.2 DAEMONIC GIFTS

Q. If two units with Cloud of Flies are fighting each other, or Plaguebearers are affected by a spell which makes them attack themselves, do they suffer the -1 to hit modifier?

A. No.

S. Warhammer Chronicles 2004 page 118

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Q. If an enemy unit is fighting against two Chaos units, one with Cloud of Flies and one without, does the enemy unit suffer a -1 to hit only the unit with Cloud of Flies or both?

A. Both. The rule states "Any unit in close combat with one or more models with a Cloud of Flies suffers a -1 modifier on rolls to hit."

S. Hordes of Chaos Army Book page 49

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Q. Can the Spell Breaker Gift be used to dispel a 'remains-in-play' spell in a subsequent turn?

A. Yes it can.

S. Gav Thorpe - Warhammer Design Team / Hordes of Chaos Army Book page 48

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Q. Can you put both "Unliving Idol" and "Master of Mortals" on a Daemonic character?

A. No.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Can a mortal character with the Chalice of Chaos purchase Daemonic gifts since he becomes a daemon ?

A. No. He can still get other mortal magic items though.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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### 8.3 ARTIFACTS OF THE DARK GODS

Q. When using the Staff of Change, may I re-roll the dice used to cast or dispel a spell one at a time?

A. No. Per the Errata printed in Warhammer Chronicles, the bearer can make a single re-roll of one or more dice rolled to cast or dispel each spell.

S. Warhammer Chronicles 2004 page 126

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Q. How do you resolve a combat where the attacker is entitled to re-roll missed hits (e.g. Hatred) and the defending Chaos character is wearing the Armour of Damnation (which forces the attacker to reroll all successful hits)?

A. The attacking player rolls to hit and re-rolls misses. Then the defending Chaos player makes the attacker re-roll all successful attacks.

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S. Warhammer Chronicles 2004 page 118

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Q. If a Slaanesh Lord has the Pendant of Slaanesh (any wounds taken give bonus attack to the Chaos Lord for the rest of the game) and the Crown of Everlasting Conquest (Regenerate), and the lord takes a wound that is then regenerated, does he gain an extra attack? A. Yes.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. I mount a Chaos Lord of Khorne atop a Chaos Dragon, and equip him with Chaos Runeshield and the Berzerker Sword. Do all the models in base to base contact with my Dragon count for the effects of both items?

A. Yes.

S. Warhammer Chronicles 2004 page 118

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Q. Does the Golden Eye of Tzeentch provide a ward save to a chariot the character is riding in? In other words does a chariot count as a mount for purposes of this item?

A. Yes it does.

S. Gav Thorpe - Warhammer Design Team / Hordes of Chaos Army Book page 52

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Q. If Gaze of the Gods turns my Khorne Lord into a Chaos Spawn, is it a Bloodbeast of Khorne or just a normal Chaos Spawn?

A. Just a normal spawn (not that any spawn is really normal !)

S. Warhammer Chronicles 2004 page 118

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Q. What mounts can a character take if he has the Chalice of Chaos?

A. The character may ride on a Chaos Steed or a Daemon Steed, but may not ride a Chariot or a Dragon of Chaos.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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## 8.4 CHAOS MAGIC

Q. When an enemy unit is affected by Green Fire of Tzeentch and strike themselves, does the unit use its main weapon (caster basically chooses), or does the owner of the unit get to

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choose? For example, if a unit is equipped with great weapons and shields, would they use the great weapons (caster's choice) or hand weapon and shield (owners choice)?

A. Casters choice.

S. Warhammer Chronicles 2004 page 118

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Q. If casting the Tzeentch spell Green Fire on a unit of swordsmen can the caster freely choose what equipment the combat is fought with? To specify can it be cast on a unit of Empire swordsmen that then elect to only use their hand weapons not using the shields?

A. The caster chooses which weapon to attack with. The Swordsmen will defend themselves as best they can though, so they would use their shields. However, if a unit was armed with halberd and shield, the caster may choose for them to attack with the halberd, so they could not use their shields to defend with, as they are using a two-handed weapon.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. How does the spell Green Fire of Tzeentch work against a Beast Herd?

A. In a mixed unit, the models will hit other models of the same type. So, the Gors will all hit other Gors, and Ungors will all hit other Ungors.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Do spells from the Lore of Tzeentch (which are all named as a different color of fire) count as 'Fire' attacks?

A. No they do not. None of the Tzeentch spells include the wording "This is a Fire attack and causes double damage against flammable targets" as pure flaming spells do. This was confirmed via the High Elf Q&A for Dragon Armour which states that models with Dragon Armour are NOT immune to Tzeentch spells.

S. Beasts of Chaos Army Book page 78 / Warhammer Chronicles 2004 page 117 / Direwolf FAQ Council Interpretation

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Q. If the Tzeentch spell Indigo Fire is cast upon a unit of skirmishers, where are Horrors placed? It is normally in contact with the front rank, but skirmishers obviously do not have a front rank.

A. They are placed against the skirmishing model closest to the caster.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. The Titillating Delusions spell. May an affected unit still declare charges against units in LOS but not on the line designed by the spell? What about frenzied units who are forced to declare charges when possible? If a unit is affected, is it considered "immune to psychology", or can psychology effects alter their movement? Can you choose to flee from a charge, away from the direction nominated by the spell? If you cast a magical movement spell or incantation at an affected unit, can you freely choose the direction or are you forced to move the unit in the direction given by the Delusions spell?

A. The thing affected by the spell is the unit's voluntary movements: all voluntary movement, including those that result from a spell or incantation, even charge declarations, have to be made in the direction given by the delusions spell. This includes the voluntary direction that Spawn and Pump Wagons move in. However, the affected unit is not Immune to Psychology, and all compulsory movement still obeys its own rules (compulsory charges, failed terror tests, etc.). The unit can still flee a charge, but will still be affected by the spell as soon as it regains its freedom of movement.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Can a unit be affected by the Slaanesh spell Luxurious Torment several times, thus suffering additional damage at the start of each turn?

A. Yes.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Does Luxurious Torment effect mounts?

A. No.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. If the target of the spell Delectable Torture is riding a monstrous mount or a chariot, does he attack his monstrous mount or chariot?

A. No.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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## 8.5 SPECIAL CHARACTERS

Q. Where can I find the rules for the Hordes of Chaos character, Crom the Conqueror, Herald of Archaon?

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A. In Warhammer Chronicles 2004

S. Warhammer Chronicles 2004 page 78

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Q. Does Crom the conqueror nullify combat skills not given by a weapon ? For example, killing blow for Executioners, Blood Dragon Vampires, or High Elf Swordmaster characters

A. The rule say that you treat the model as having a mundane hand weapon, so all other effects not dependant on the weapons are still there.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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## 9 TOMB KINGS

Q. Does a Tomb Kings army receive 2 power dice in their magic phase?

A. Yes. All armies receive a base of 2 power dice in their magic phase. The Tomb Kings army may use these dice to attempt to dispel 'remains in play' spells.

S. Rulebook pages 135,139

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Q. Can Tomb Kings single characters and skirmishers move at double thier Movement value?

A. No. The only case when it is possible for a Tomb Kings unit to move at double speed is when charging.

S. Warhammer Chronicles 2004 page 118

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Q. What base size does the Tomb Scorpion use? What is it's unit strength?

A. 50x50mm. It has a Unit Strength of 4.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. For purposes of determining if fear causing units outnumber their foes to force an auto-break situation, do you determine it by the largest fear causing unit engaged in the combat or do you use the total Unit Strength of the fear causing units and compare it to the defenders combined Unit Strength?

A. Neither. If a unit is outnumbered by fear-causing enemies, then it automatically breaks. Operative word is unit, not side, so it is worked out on its Unit Strength versus total Unit Strength of fear- causing enemies it is actually fighting (i.e. in base to base contact with), in the same way that break test are rolled for individually rather than per side.

S. Gav Thorpe - Warhammer Design Team / Rulebook page 81

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Q. In the rules for removing rank bonus it states that "This bonus is lost if the unit is charged in the flank or rear by an enemy with a US of 5 or more." This leads to the following question: Will an Undead unit that is currently less than US5 at the time it charges the enemy and is subsequently raised to US5+ remove the enemy's rank bonus at the start of the first round of close combat at which the US5+ status has been reached?

A. With a strict interpretation of the rule (and therefore the one that keeps it closest to the basic rules), the unit has not been 'charged' by an enemy with US 5 or more, and therefore has not been disrupted enough to lose its rank bonus. However, you will still get flank and rear bonuses as normal.

S. Gav Thorpe - Warhammer Design Team / Rulebook - page 73

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Q. Are Undead immune to poison, since it does not say this anywhere?

A. Undead are no longer immune to poison. The reference to unliving targets in the poison description means chariots, war engines, buildings, etc.

S. Warhammer Chronicles 2004 page 117

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Q. Can you use items like the Bretonnian Mantle of Blood, or Malekith's armour to suffer only 1 wound instead of 1D6 from a Tomb Kings/Prince's Curse?

A. The Tomb Kings/Prince's Curse is treated like any other multiple wound attack for this purpose.

S. Warhammer Chronicles 2004 page 118

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Q. Ushabti are armed with "Huge ritual blades", are these Great Weapons?

A. No, if they had great weapons it would say Weapons: Great weapons in the army list entry.

S. Warhammer Chronicles 2004 page 118

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Q. Do Skeleton spearmen in the second rank get to fight when the Incantation of Righteous Smiting is cast upon the unit?

A. No. The Incantation of Righteous Smiting explicitly says "models in base-to-base contact".

S. Warhammer Chronicles 2004 page 118

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Q. Incantations vs Drain Magic. Can an incantation be cast at a power level of 0 or lower? If so, is it automatically dispelled by the opponent if he wishes to, or is a D6 roll still necessary?



A. An incantation is always cast, regardless of its power level. The opponent must still spend one of his dispel dice to dispel the incantation. However, the result will automatically be higher than 0 and the incantation will be dispelled.

S. Warhammer Chronicles 2004 page 119

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Q. A Tomb King/Tomb Prince is not listed as a Wizard (he cant take arcane items, and doesnt generate dispel dice). Can he still be a target for Drain Magic?

A. No, as he isnt a wizard. It is more his indomitable will that forces his minions to perform his bidding rather than magic in the normal sense. In a similar vein, Drain Magic cannot be cast against Settra.

S. Warhammer Chronicles 2004 page 118

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Q. Can a Tomb Kings army take advantage of a "4" result for a Miscast by an enemy wizard? A "4" result on the Miscast table allows one of the opponent's wizards to have a "free" casting of any spell that has a casting difficulty equal to or less than the spell that was Miscast.

A. No. A Tomb Kings army cannot take advantage of magical powers from such things as an enemy Miscast.

S. Tomb Kings Army Book page 34

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Q. Skaven Screaming Bell score of 13 : do you treat the Tomb Kings army as if the Hierophant, not the General, has been killed.

A. Yes.

S. Warhammer Chronicles 2004 page 118

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Q. In a Tomb Kings army that includes Dogs of War or Regiments of Renown units, do the DoW / RoR units have to take panic checks for the destruction of nearby Undead units?

A. Yes.No exemption to taking panic checks for DoW / RoR units has been granted in the Tomb Kings Army Book. While the units may be "Undead" they are still considered "friendly" units for purposes of Panic.

S. Rulebook page 80

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Q. Is it legal for a living character, such as a Dark Emissary, to join an Undead unit? Likewise, is it legal for an Undead character to join a living unit, such as Dogs of War pikemen?

A. The intention of the rules is that no, Undead units cannot be joined by non-Undead characters and vice versa.

S. Anthony Reynolds - Warhammer Design Team

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Q. If the Tomb Kings hire a Dark Emissary or Truthsayer, when do they cast their magic within the hierarchy?

A. As long as they don't disturb the hierarchy, they can cast at any time, before or after it, but never during.

S. Warhammer Chronicles 2004 page 119

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## 9.1 CHARIOTS

Q. How do you resolve challenges involving the Champion of a Chariot unit?

A. If the Chariot is charging, any impact hits are worked out against the unit as with other challenges. However, except for the impact hits, the chariot takes part in the challenge as a single model, so all crew and steeds fight in the challenge. This is necessary as there is no separate Wound for the Champion himself and so attacks against him cannot be separated out.

S. Warhammer Chronicles 2004 page 118

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Q. Does a charging chariot unit cause impact hit for ALL of its chariots, or only the ones that are in base-to-base contact ?

A. Only the chariots that are in base-to-base contact can cause impact hits.

S. Warhammer Chronicles 2004 page 119

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Q. While he is with a Chariot unit, if I kill a Tomb King or Tomb Prince's chariot, he becomes separated from the unit at the end of the phase. If this happens in close combat, does he become an independent character before or after combat resolution? If the Khemri unit wins and the opponent flees, does the Tomb King and Chariot unit pursue together or separately?

A. Both combat resolution and pursuing/fleeing happen before the end of the phase, so the character would count as part of the unit (unfortunately, this would also mean the Chariots only pursue 2D6" because his Movement value is not more than 6").

S. Warhammer Chronicles 2004 page 118

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Q. Can you resurrect a Tomb Kings character's chariot if it has been destroyed but the character is still 'alive'?

A. No. The character and his chariot are treated separately. Neither can you resurrect the character if the chariot is still 'alive'!

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S. Warhammer Chronicles 2004 page 119

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Q. If a Tomb King character riding a chariot is killed is the chariot automatically destroyed as it has no crew?

A. No. Per Gav's answer in the above Q&A the character and the chariot are treated separately.

S. Direwolf FAQ Council Interpretation

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Q. If I destroy a Tomb Kings character's chariot, but not the character do I earn victory points for destroying the chariot (which is purchased as equipment for the character)?

A. Yes, as per the above Q&As a chariot and a Tomb Kings character are treated separately, you earn victory points for whichever parts you destroy (the character, the chariot, or both).

S. Direwolf FAQ Council Interpretation

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## 9.2 SCREAMING SKULL CATAPULT

Q. If a Screaming Skull Catapult engaged in close combat loses, but doesn't lose all its crew, can the additional wounds suffered from combat resolution be allocated to the Catapult itself rather than the crew?

A. Yes.

S. Warhammer Chronicles 2004 page 118

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Q. If a Screaming Skull Catapult has lost all its crew, can they be brought back with the Incantation of Summoning, so long as the Catapult itself is still standing?

A. Yes, and vice versa.

S. Warhammer Chronicles 2004 page 118

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## 9.3 BONE GIANT

Q. How many attacks does a Bone Giant have, including his second weapon?

A. 5. He has 4 Attacks in his profile and gets an extra 1 with the second weapon.

S. Warhammer Chronicles 2004 page 118

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Q. How does the Bone Giant's Unstoppable Assault work against the Steam Tank, castle walls and other targets that don't have Wounds?

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A. It has no affect at all; if the target does not have a Wounds characteristic, theres no life force for the Bone Giant to feed on!

S. Warhammer Chronicles 2004 page 118

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Q. If the Incantation of Righteous Smiting is cast on a charging Bone Giant, can he use the unstoppable assault rule?

A. Yes, but remember that he attacks only once, not five times when using the Incantation of Righteous Smiting.

S. Warhammer Chronicles 2004 page 119

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#### 9.4 TREASURES OF THE NECROPOLIS

Q. Do hits from the Destroyer of Eternities which hit each model carry over onto the unit if attacking rank and file models?

A. These special attacks do not carry over to other models, treat them all as allocated attacks.

S. Warhammer Chronicles 2004 page 119

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Q. If the Incantation of Righteous Smiting is cast on a Tomb King with the Destroyer of Eternities, can he use the special attack instead of the single one allowed by the incantation?

A. Yes.

S. Warhammer Chronicles 2004 page 119

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Q. Can the Collar of Shapesh transfer wounds from combat resolution?

A. No.

S. Warhammer Chronicles 2004 page 119

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Q. Can wounds be transferred onto a Screaming Skull Catapult or a Chariot with the Collar of Shapesh?

A. Yes.

S. Warhammer Chronicles 2004 page 118

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Q. Does the Collar of Shapesh work against the Black Amulet's rebound?

A. Yes.

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S. Warhammer Chronicles 2004 page 119

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Q. Can saves provided by magic items which are not classified as Armour or Ward saves (e.g. Collar of Shapesh) save against a Killing Blow?

A. Yes, treat it as a ward save for this purpose.

S. Gav Thorpe - Warhammer Design Team

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Q. Can you use the Banner of the Undying Legion to restore wounds to a character that has joined the unit ?

A. No, it only affects the unit.

S. Warhammer Chronicles 2004 page 119

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Q. Can a unit charge on the turn it is raised by the Banner of the Hidden Dead? Can the banner still be used if the Icon Bearer is killed before the unit is revealed?

A. As the banner states, they appear in the Remaining Moves part of the turn, which is AFTER charges have been declared. When the Magic phase rolls around, however... If the bearer is killed, you cant activate the power of the banner and the unit wont appear in this battle. Your opponent does not get victory points for the missing unit though.

S. Warhammer Chronicles 2004 page 119

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Q. Can an Icon Bearer take the Icon of Rakaph?The description of the item seems to indicate it may only be used by Tomb Guard and Skeleton Warriors.

A. Yes, the Icon Bearer may take the Icon of Rakaph.This is actually the only way that Skeleton Warriors can benefit from it (Skeleton Warriors may only have a banner that is up to 25 points and the Icon of Rakaph is 40 points).

S. Tomb Kings Army Book page 39 / Direwolf FAQ Council Interpretation

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Q. Does the Blade of Mourning have any effect on Undead?

A. No, as Undead do not take Break Tests.

S. Warhammer Chronicles 2004 page 119

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## 9.5 TOMB BLADES

Q. Do models on foot armed with Tomb Blades and mundane shields qualify for the hand weapon and shield bonus in close combat?

A. Yes. "Tomb Blades" is actually a special rule which applies to the various types of mundane weapons that the models carry. If these models on foot choose to use their hand weapons along with mundane shields, they qualify for the bonus.

S. Tomb Kings Army Book page 27 / Rulebook page 88

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Q. How do magic items which negate the affects of magical weapons interact with Tomb Blades?

A. "Tomb Blades" is actually a special rule which applies to the various types of mundane weapons that the models carry.

The Tomb Blades special rule indicates that the mundane weapons carried by the models all have the the Killing Blow special ability attached to them.

The Tomb Blades special rule also makes the mundane weapons carried by these models count as "magical" for purposes of being able to wound ethereal creatures, able to hit certain characters who are protected by magical armour, etc. but they still retain their mundane property.

So a magical item which negates the affects of magical weapons would stop the attacks from these models counting as "magical", but would not stop the Killing Blow ability attached to them.

S. Direwolf FAQ Council Interpretation / Tomb Kings Army Book page 27

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Q. How does the High Magic spell, Vaul's Unmaking affect Tomb Blades?

A. It doesn't. Vaul's Unmaking only affects Magic Items. Tomb Blades are not magic items.

S. Direwolf FAQ Council Interpretation / Tomb Kings Army Book page 27

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Q. How do spells which destroy mundane weapons, such as the Lore of Metal spell, Bane of Forged Steel (as amended in Warhammer Chronicles 2003), affect models armed with Tomb Blades?

A. As the "Tomb Blades" special rule states that the Killing Blow and the ability of the weapons to count as magical are attached to the mundane weapons carried by the models, the models would no longer benefit from either of those special rules.

In addition, as they would be striking with their fists, they would not receive any strength bonuses from weapons or be able to receive the +1 Armour Save bonus for using a hand weapon and shield.

S. Direwolf FAQ Council Interpretation / Tomb Kings Army Book page 27 / Warhammer Chronicles 2004 page 122

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## 9.6 CASKET OF SOULS

Q. What happens if an enemy unit with Magic Resistance is in line of sight of the Casket when its incantation is released? Do you really add the Magic Resistance dice to the Dispel roll (and very easily screw up the incantation)? More generally, if one of the targets for the Casket has a special ability against spells (magic resistance, rebound, dice stealing, casting score reducing), does it apply to the whole Caskets spell effect?

A. Magic Resistance does work against the Caskets Light of Death, so long as the model/unit with Magic Resistance would be affected. Where there is more than one unit with Magic Resistance that will be affected, only one model/unit can add their extra dice (usually the highest). In all other respects, the Light of Death counts as magic that affects any enemy unit that can see the Casket, so other effects would also work as they would against any other magic. Having said that however, a magic item that rebounds spells isnt going to have any effect - the Light of Death only ever affects enemies.

S. Warhammer Chronicles 2004 page 118

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Q. Are enemy units which are involved in close combat, but still have line of sight to the Casket of Souls, affected by the Light of Death?

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

S. Warhammer Chronicles 2004 page 115

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Q. Are any types of units immune to the affects of the Casket of Souls?

A. No.The Casket of Souls gives no exceptions to what it affects. The Light of Death affects everything including Undead, Daemons, troops immune to psychology, and even war machines.

S. Gav Thorpe - Warhammer Design Team

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Q. How do you resolve wounds from the Casket of Souls against a war machine? Is the machine itself affected or only the crew?

A. Randomise wounds between crew and machine as you would for missile hits.

S. Warhammer Chronicles 2004 page 119

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Q. Can you use the Generals Leadership value (if in 12" range) when determining the number of wounds from the Casket of Souls?

A. Yes.

S. Warhammer Chronicles 2004 page 119

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Q. How are skirmishers and lone characters on foot (360 line of sight) affected by the Casket of Souls?

A. Just like everybody else!

S. Warhammer Chronicles 2004 page 119

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Q. Fast cavalry can shoot all round, so does this mean they have 360 line of sight for the purposes of the Casket of Souls?

A. No, as described in the rules for fast cavalry, they use normal line of sight for everything except shooting.

S. Warhammer Chronicles 2004 page 119

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Q. How far can the Liche Priest go away from the Casket of Souls without being considered out of range from it?

A. A model must remain within 1" of a war machine (or in this case the Casket of Souls) to count as being part of its crew.

S. Warhammer Chronicles 2004 page 119

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Q. Can another Liche Priest join the Casket (the same way a character can join a warmachine crew)? If so what happens if the original Liche Priest is killed? Can the other Liche Priest sustain the casket?

A. Yes. In the description for the Casket (p. 33) it says If... there is no Liche Priest or Liche High Priest acting as part of the crew for the Casket at the beginning of any Tomb Kings turn, the Casket and its two Casket Guards immediately collapse.... It doesnt say anything about the original Liche Priest - as long as there is at least one Priest acting as crew it operates as normal.

S. Warhammer Chronicles 2004 page 119

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Q. Is it true that when fighting in close combat the Priest joins the first rank and personally defends the casket?

A. Yes, a Priest must fight in the combat. The Priest and his bodyguards form up like war machine crew.

S. Warhammer Chronicles 2004 page 119

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Q. Can a character with the Collar of Shapesh and within 6" of a Casket of Souls redirect wounds to the Casket itself (and therefore have them ignored)?

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A. No, it must be redirected to a model with a Wounds characteristic.

S. Warhammer Chronicles 2004 page 119

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## 9.7 SPECIAL CHARACTERS

Q. Settras armour of Golden Magnificence. Do weapons or spells that nullify armour saves work or is it like a second 4+ ward save? Oh, and is the 2+ armour save improved by +2 with the chariot?

A. As stated, he is allowed a 4+ save even against attacks that normally allow no save, and yes this is in addition to his ward save. No, he always has a 2+ armour save, whether mounted or not.

S. Warhammer Chronicles 2004 page 119

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Q. Does Settra generate any dispel dice or is an army led by him limited to the base 2?

A. No, Settra doesn't generate any dispel dice, even though he can use Incantations.

S. Warhammer Chronicles 2004 page 118

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Q. Does Queen Khalida count as a Tomb King for army selection?

A. Yes (the only other character you are required to take is a Hierophant).

S. Warhammer Chronicles 2004 page 119

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## 10 LIZARDMEN

Q. What is the correct description for the Stegadon's Giant Bow?

A. "Giant Bow: The giant bow is a Bolt Thrower, using all of the rules for Bolt Throwers on pages 124-125 of the Warhammer rulebook with the following exceptions: The giant bow is fired using the Skinks' Ballistic Skill, and inflicts a single S5 hit that does D3 wounds. The giant bow can move and fire, although it can only fire in the arc of sight of the Stegadon itself. It takes two crew to fire the giant bow (so two Skinks can't throw javelins if they are crewing the giant bow). As the Stegadon is a large target, the giant bow may shoot over normal sized models and interposing terrain that large targets can see over."

S. Warhammer Chronicles 2004 page 126

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Q. Are blowpipes considered Thrown Weapons, i.e. do they benefit from the no over half range penalty or no move and shoot penalty?

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A. No.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. When a Terradon unit voluntarily flees from combat and rolls high enough to flee off table, can they still rally and come back on next turn?

A. No. If they flee off the table (even voluntarily), then they cannot come back on.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. If Terradons throw their javelins do they get S4 (on their profile) or do they get S3 because the skink only has S3?

A. Strength 4.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Does the "Predatory Fighters" rule imply that one of the two Saurus Attacks is made without a weapon bonus? Temple Guard have 2 Attacks but not the Predatory fighters rule, so does it mean that they have 2 Attacks, both with the halberd bonus? What about characters?

A. Predatory Fighters, simply put, is only meant for Saurus armed with spears, and says that the second rank has only 1 attack. In all other cases, use the Attack value indicated with any weapon bonuses - that's why Temple Guards and Characters do not have this rule.

S. Warhammer Chronicles 2004 page 119

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Q. How does the Kroxigors rule Skirmish Screen work with Skink units that are in combat already? Can you charge through them as well? Also, can Kroxigors charge through units of Skink Cohorts, or Horned One Riders?

A. Kroxigors can only charge through Skirmishers (hence the name Skirmish Screen). They cant charge through ranked up units, and cant charge through skirmishers that are engaged in combat at all.

S. Warhammer Chronicles 2004 page 119

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Q. Can a Skink with the Scout ability scout if it is mounted on a Stegadon, or a Horned One?

A. No. A Skink may only scout if it is on foot.

S. Warhammer Chronicles 2004 page 120

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Q. If I field a Skink Character riding a Stegadon, may I take stubborn break tests using the leadership of the Skink character?

A. Yes. The army book states "Stegadons AND THEIR RIDERS are stubborn". If a stubborn character is part of a stubborn unit the unit may utilize the stubborn character's leadership value for break tests.

S. Lizardmen Army Book page 31 / Rulebook page 85

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Q. The rules for Scouting Skinks states that they count as being out of sight if they are deployed within a water feature and more than 2" from its edge. Does this "out of sight" rule apply only for purposes of setting up as Scouts or does it extend into the game?

A. Only for purposes of deploying as Scouts.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Can a Lizardmen player store unused magic dice in the Diadem of Power before the Vampire Counts' magic item the Black Periapt, steals an unused dispel dice or power dice?

A. The only differences between these two items is that the second allows you to save and store one dice from either players dice pool and the first allows you to save and store two dice but only from the Lizardmen player's dice pool. Neither says they happen before the other. This is a case of an "irresistible force" vs. an "immovable object". In other words, roll a D6 each time there are unused dice by the Lizardmen player to see which player gets to store dice first.

S. Lizardmen Army Book page 55 / Vampire Counts Army Book page 51 Direwolf FAQ Council Interpretation / Rulebook page 43

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Q. How does the Venom of the Firefly Frog effect great weapons and the HW and shield combo? Is it affected by Crows special skill?

A. In this particular case, all the normal bonuses of the mundane weapon are retained this is an exception to the norm.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Where can I find the rules for Lizardmen Sacred Hosts?

A. In White Dwarf Magazine

S. December 2004 Issue of White Dwarf Magazine (US #299 / UK #300)

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### 10.1 BLESSED SPAWNINGS

Q. Can a Skink with the Blessed Spawning of Huanchi (move through woods) and the cloak of feathers fly through woods?

A. No. The normal flying rules are not nullified.

S. Warhammer Chronicles 2004 page 119

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Q. Can a unit or character have the same Blessed Spawning twice? Eg, can my Saurus Warriors take two Blessed Spawnings of Quetzl to get +2 to its Scaly Skin?

A. No!

S. Warhammer Chronicles 2004 page 119

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Q. Do Blessed Spawnings affect ridden creatures as well as the rider?

A. They are not affected except where noted (Blessed Spawning of Chotec).

S. Warhammer Chronicles 2004 page 120

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Q. Why does the Blessed Spawning of Huanchi cost 20 points for a character? They can move through woods already for free if they are alone!

A. Units can only be joined by characters with the same Blessed Spawning. So if the Characters during game wanted to join a unit with Blessed Spawning of Huanchi he would have to be blessed the same way.

S. Warhammer Chronicles 2004 page 119

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Q. If a character has Charm of the Jaguar Warrior (so, on foot) and Blessed Spawning of Chotec, how many dice does he roll when pursuing?

A. He rolls an extra dice than normal, so would roll 4 dice and choose the highest 3 (ignore the referance to being mounted).

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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### 10.2 SLANN MAGE-PRIESTS

Q. What if I declare a challenge to a unit with a Slann inside? Can he take the challenge? What if he refuses?

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A. Slann Mage-Priests are not meant for combat, and unless he is in the fighting rank, he cannot issue or refuse challenges. If he is in the fighting rank, he can issue and accept challenges as normal.

S. Warhammer Chronicles 2004 page 119

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Q. Can a Slann be put in the third or more rank of a unit? The text mentions the second rank, but not "any" rank.

A. No. Slann can be placed in the front rank, or the second rank.

S. Warhammer Chronicles 2004 page 119

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Q. How is shooting or casting a spell at a Slann inside a Saurus unit resolved? For shooting, do you choose the Slann or the unit, or do you randomize? Is the +1 to hit (large target) for the Slann only, or does it apply also to the unit because the Slann is in it? As for magic, you could target the Slann (large target) while the unit is not visible to the caster... does a spell that affect a "unit" affect the Slann and the Saurus then?

A. As the Slann is a different size from the models around it, it can be targeted separately. The +1 to hit only applies if shooting at the Slann. This equally applies for Magic Missiles - and as the Slann is a Large Target, he might be able to be seen when the unit is not. If the unit the Slann is with consists of less than 5 models, then missiles aimed at the unit itself could potentially hit the Slann - they are randomised as normal.

S. Warhammer Chronicles 2004 page 119

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Q. Can a Slann use items that are model on foot only?

A. No. He is not a model on foot!

S. Warhammer Chronicles 2004 page 119

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Q. According to the Warhammer rulebook a Character that isn't placed in the front rank is effectively out of play and may not use any magic items, nor may the unit use his leadership. How does this affect a Slann Mage-Priest placed in the second rank?

A. A Slann Mage-Priest in the second rank is considered to be in the front rank for all purposes, except that it does not participate in combat (including issuing / accepting challenges) and it does not count as being in combat for purposes of its own spell casting and use of magic items.

S. Warhammer Chronicles 2004 page 120 / Lizardmen Army Book page 24 / Direwolf FAQ Council Interpretation.

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Q. Can a 2nd generation Slann cast a spell without using a dice from the dice pool and just use the "free" dice?

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A. No. The dice is extra "after the dice have been rolled" indicating that the number of dice used to cast the spell initially cannot be 0.

S. Warhammer Chronicles 2004 page 119

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Q. What is the correct way to handle the Second Generation Slann's "Free Dice"? Can he always use it, or only if a spell is successfully cast (i.e. the casting value is reached), first?

A. It can always be used. Change the first sentence of the second paragraph under 'Second Generation' on page 49 to: "Every spell attempted by the Slann...."

S. Gav Thorpe - Warhammer Design Team

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Q. If you have 2 Slann Mage-Priests in your army, but only 1 Temple Guard unit, must both of the Slann Mage-Priests be placed in the lone Temple Guard unit?

A. No. If multiple Slann Mage-Priests are included in a Lizardmen army that includes only one Temple Guard unit, then only one Slann Mage-Priest must join the Temple Guard unit. The remaining Slann Mage-Priests may join other Lizardmen units or be fielded on their own. If a Lizardmen army includes multiple Slann Mage-Priests and multiple units of Temple Guard, then one Slann Mage-Priest must be placed within each Temple Guard unit with any excess Slann Mage-Priests being allowed to join other Lizardmen units or be fielded on their own.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum) / Lizardmen Army Book page 25 / Direwolf FAQ Council Interpretation

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Q. Can you cast spells like Flaming Sword of Rhuin on a Slann?

A. Yes. Since it is the Skink attendant who is assumed to fight, it is imagined that the flaming sword will appear in the Skink's hands!

S. Warhammer Chronicles 2004 page 120

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Q. How does the Casket of Souls effect a Slann in a unit of Temple Guard or Sauruses? Both can normally be targeted seperatly, and in some cases the Slann may have line of sight while the unit do not.

A. Test separately for each. The unit may use the Slanns Ld though.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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### 10.3 SALAMANDERS

Q. How are Salamander Hunting Packs aligned with the enemy in close combat? Is the Lizardmen player allowed to move the Salamanders into contact with the enemy models and push the Skink Handlers to the rear?

A. Note that Salamander Hunting Packs do NOT have any special rules which state that the Salamanders push to the front of the fighting in close combat. Therefore Salamander Hunting Packs follow the same close combat alignment rules as all other Skirmishing units. This means that when a Salamander Hunting Pack charges an enemy unit it must maximize the total number of models it can bring into base to base contact with the enemy. This will generally result in the Skink Handlers at the center of the fighting rank and a Salamander in corner to corner contact with the enemy at each end of the fighting rank.

Example ASCII Diagram

```
_CCCCC_ MsssssM
```

Legend \_=Open Ground C=Cavalry M=Salamander s=Skink Handler

When a Salamander Hunting Pack is charged by an enemy unit, the same principles apply with the exception that the enemy must move into base to base contact with the closest skirmisher (Note that a defending unit of Skirmishers must also maximize the models moved into the combat). If the closest skirmisher is a Salamander, then three Salamanders can generally be placed in the fighting rank.

Example ASCII Diagram

```
_CCCCC_ MssMssM
```

Legend \_=Open Ground C=Cavalry M=Salamander s=Skink Handler

If a character is attached to the Salamander Hunting Pack refer to the Direwolf Skirmishers FAQ for additional guidance.

S. Lizardmen Army Book page 29 / Rulebook page 116 / Warhammer Chronicles 2004 page 123

Q. Is Salamander Spray a Fire Attack or not? The description is unclear whether it's fire or acid.

A. The special rule is called 'Spout Flame'. Yes, it is flaming!

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. Do Salamanders need a BS roll to hit or does their ranged attack hit automatically?

A. They hit automatically, in the same manner as a Ratling Gun and a Volley Gun.

S. Warhammer Chronicles 2004 page 119

Q. If I purchase multiple Salamander Hunting Packs as a single Rare Choice, does each pack operate as a separate unit or do they form into one large unit?

A. Unlike some prior versions of the Lizardmen army, Salamander Hunting packs purchased as a single Rare Choice form into one large unit. Note that the unit size is indicated as 1-3 Hunting Packs.

S. Lizardmen Army Book page 64

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Q. When the Salamanders eat Skinks due to Misfire results, does it force the Salamander Hunting Pack to take a panic test if it causes 25%+ casualties?

A. No test required.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. If one Salamander in a unit of three Salamanders loses its three Skink Handlers, but there are still six Handlers for the other two Salamanders left in the unit, does that Salamander have to roll on the Monster Reaction table?

A. No. So long as the unit has at least one Skink Handler still in it, the Salamanders remain under control. If that last Skink dies, then the entire unit makes a single Monster Reaction test.

S. Warhammer Chronicles 2004 page 119

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Q. How do you give victory points for Salamanders pack (reduced to half size)?

A. This goes by number of models. So if there are 3 Salamanders and 9 Skinks in a unit, the enemy will get half victory points if seven models are removed (be they Skinks or Salamanders).

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. The Salamanders cause fear. Do you also count Skinks for the Unit Strength of fear-causing creatures?

A. No.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Can each Salamander in a pack fire at a different target or do all of them have to shoot at the same target?

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A. They all must shoot at the same target, as they are one unit.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. If all the Skink Handlers die and you pass the Ld test for the Salamanders, do you keep the control of the Salamanders?

A. Yes.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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## 10.4 SOUTHLANDS

Q. In the Southlands list, do Skink Cohorts and Horned One Riders have the Cold-blooded special rule?

A. Yes.

S. Warhammer Chronicles 2004 page 119

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Q. Is a Skink Hero mounted on a Horned One considered to be a Fast Cavalry Model (i.e. can it march and shoot, move after a successful feigned flight, etc.)?

A. Yes. The Horned Ones ridden by Skink Heroes specifically states that they are Fast Cavalry.

S. Lizardmen Army Book page 74

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Q. Can a Skink hero buy a bow in the Southlands list?

A. Oops. Yes, they should be allowed a poisoned short bow for +10 points.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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## 10.5 SPECIAL CHARACTERS

Q. With Lord Kroak's Ceremonial Mace of Malachite, magical weapons count only as hand weapons. What about magic weapons that are not hand weapons, like Lance of the Quest and Crimson Death, do they also count as hand weapons?

A. "Magical weapons counts as hand weapons". So, they count only as hand weapons.

S. Warhammer Chronicles 2004 page 120

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Q. Do you get the benefit for +1 Strength with Kroq-Gar's Revered Spear of Tlanxla if he charges on foot (if Grymloq is slain)?

A. All the effects of the magic weapon is from it being magical. So yes.

S. Warhammer Chronicles 2004 page 120

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Q. Do you get the benefit for +1 Strength with Kroq-Gar's Revered Spear of Tlanxla against units immune to psychology?

A. Yes.

S. Warhammer Chronicles 2004 page 120

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## 11 BEASTS OF CHAOS

Q. May a Beasts of Chaos character with the Mark of Khorne, Nurgle, Tzeentch, or Slaanesh ride in a Tuskgor Chariot?

A. No. All Tuskgor Chariots have the Mark of Chaos Undivided and only characters bearing the same Mark (Undivided) can ride in the chariot.

S. Gav Thorpe - Warhammer Design Team / Beasts of Chaos Army Book pages 55, 60

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Q. When exactly do Ambushing units move onto the table?

A. During the Remaining Moves step of the Movement phase the turn the brayhorn is sounded. Note that the Beasts of Chaos player sounds the brayhorn, marks his intended entry points, and takes the Ambush leadership tests before the Rally Fleeing Troops step of the Movement phase.

S. Beasts of Chaos Army Book page 18 / Rulebook pages 44,76

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Q. With the Unliving Idol gift (Beasts of Chaos, page 62), the Daemon counts as a Beast General when choosing the army. Does it mean that you can have in that case a Shaggoth in this army?

A. Oh, sneaky! Still, the answer is no. It was our intention that a general who is a Daemon would not have Shaggoths in the same army (even if the Daemon counted as a Beast for army selection).

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Can a mortal general that becomes a Daemon with the Chalice of Chaos (Hordes of Chaos, page 53) take a Shaggoth in his army?

A. No.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Can you put both "Unliving Idol" and "Master of Mortals" on a Daemonic character?

A. No.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. What are the sacred numbers of the four gods of Chaos?

A. Slaanesh: 6; Nurgle: 7; Khorne: 8; Tzeentch: 9.

S. Warhammer Sourcebook (3rd Edition) Realms of Chaos - The Slaves of Darkness pages 16, 17 / Warhammer Sourcebook (3rd Edition) Realms of Chaos - The Lost and the Damned pages 14, 32 / Warhammer 40,000 Codex: Chaos Space Marines page 38

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## 11.1 BEAST HERDS

Q. If you inflict enough wounds in hand-to-hand to a Beast Herd to kill all the Gors (including the command), what happens? Can you "save" the command by allocating two wounds to Ungors? If not, are the standard and instrument lost or can Ungors pick them up?

A. You cannot choose to remove Ungors instead. If the Gor command are slain, the Ungors cannot pick up the standard or instrument.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. When lapping around the enemy with Beast Herds, will Gors normally push past the Ungors to get to the enemy and thus be the first models "lapping" around?

A. No. According to the rules for Beastmen Herds the herd adjusts its formation when initially charged or charging. It is silent as to the topic of lapping around, therefore the main rules take precedence and Ungors in the 'rear' ranks will normally lap around first.

S. Beasts of Chaos Army Book page 19 / Rulebook page 77

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Q. What is the proper procedure for allocating / removing casualties in close combat from Beast Herds containing both Gors and Ungors?

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A. If your unit only touches Gors at the start of the combat, the models with the highest Initiative value's attacks can only score wounds on Gors. This round of attacks can rack up no more wounds than the number of Gors, not counting additional wounds from other circumstances (overkill, etc.).

Any killed Gor models in the front rank would be replaced, by Gors if available, otherwise by Ungors.

The models with the next highest Initiative value's attacks would then proceed, and those attacking models touching more than one type of model have to say what they're attacking against. Again, attacks against Gors can score no more wounds than the number of Gors. Also, attacks against Ungors can score no more wounds than the number of Ungors.

At the Gor's Initiative value in the sequence, the survivors of the original front row (if any) can fight against their attackers. The Ungors would not get to strike in this round of close combat, unless they had models able to strike at the start of the combat round (with spears for instance) that were not killed.

S. Beasts of Chaos Army Book page 19 / Rulebook page 68

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Q. If a Beast Herd is hit by a template, how do you allocate the wounds? Are the models under the template the only ones that can be hit? Or can you allocate the wounds affecting Gors under the template to Ungors out of the template?

A. The template only kills the types of models touched, so the wounds are not transferred onto Ungors in this case.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. If an Unruly unit (i.e. a Beast Herd) declares a charge vs. a fear causing unit and fails the required fear check (thus not moving) does a subsequent Unruly result (i.e. a roll of "1" at the start of the compulsory movement phase) give the Unruly unit another chance to charge the fear causing unit? Or does the original failed fear test take precedence?

A. Units failing an Unruly test must charge "if there is an enemy unit that can be charged using the normal rules". When a unit fails a fear test when wishing to charge, the main rulebook indicates that the unit "may not charge or shoot and must remain stationary in that Movement phase". As they are disallowed from charging or moving per the 'normal rules', the original failed fear test takes precedence. Basically, Unruly is a drawback, and so it would seem odd if they could charge because of it, when normally they would not be able to.

S. Gav Thorpe - Warhammer Design Team / Beasts of Chaos Army Book page 18 / Rulebook page 81

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Q. Should a player roll for Unruly units (i.e. Beast Herds) if they have just rallied that turn?

A. No. The Unruly rules indicate "if there is an enemy unit that can be charged using the normal rules". When a unit rallies it is unable to move that turn, and thus is not eligible

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to declare a charge. Basically, Unruly is a drawback, and so it would seem odd if they could charge because of it, when normally they would not be able to. I'd rather not have a situation when a player wants to be Unruly.

S. Gav Thorpe - Warhammer Design Team / Beasts of Chaos Army Book page 18 / Rulebook page 45

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Q. How does a chariots impact hits work against a Beast herd? Are casualties removed like shooting (so, removing Ungors first?)

A. Casualties are caused against models in base contact first so Gors will normally be struck by the chariot first. Any further hits are randomised.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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## 11.2 TROPHIES OF THE BEASTS

Q. How many Beasts characters are able to wear Chaos Armour in an army?

A. One. 'Chaos Armour' is a magic item in the Beasts of Chaos book. Per the magic items section of the main rulebook, "No specific magic item can be carried by more than one model in the army, with the exception of scrolls."

S. Beasts of Chaos Army Book page 63 / Rulebook page 152

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Q. Can Great Bray-Shamans or Bray-Shamans wear magic armour?

A. Generally no as characters without the option to wear mundane armour may not wear magical armour, however there is one exception. The magic item 'Chaos Armour' in the Beasts of Chaos book states "May be given to a Bray-Shaman". Note that the magic item also states that "A model may wear Chaos Armour and still cast spells."

S. Beasts of Chaos Army Book pages 52,53,63

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Q. Can mortal characters wear the Trollhide armour or are they "stuck" wearing Chaos armour?

A. Mortal characters may drop their Chaos armour to wear the Trollhide armour. The Beasts of Chaos book indicates that mortals may use any magic items not specifically barred in the item's description.

S. Beasts of Chaos Army Book page 62

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Q. The Staff of Darkoth is an Arcane magic item which holds a spell and "counts as a Braystaff" in close combat. The text does not explicitly state that the attacks "count as

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magical”, hence there is confusion over whether or not attacks from the Staff of Darkoth ”count as magical”.Can you please clarify this for us?

A. I would say that the attacks count as magical.

S. Gav Thorpe - Warhammer Design Team

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### 11.3 CHAOS MAGIC

Q. When an enemy unit is affected by Green Fire of Tzeentch and strike themselves, does the unit use its main weapon (caster basically chooses), or does the owner of the unit get to choose? For example, if a unit is equipped with great weapons and shields, would they use the great weapons (caster’s choice) or hand weapon and shield (owners choice)?

A. Casters choice.

S. Warhammer Chronicles 2004 page 118

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Q. If casting the Tzeentch spell Green Fire on a unit of swordsmen can the caster freely choose what equipment the combat is fought with? To specify can it be cast on a unit of Empire swordsmen that then elect to only use their hand weapons not using the shields?

A. The caster chooses which weapon to attack with. The Swordsmen will defend themselves as best they can though, so they would use their shields. However, if a unit was armed with halberd and shield, the caster may choose for them to attack with the halberd, so they could not use their shields to defend with, as they are using a two-handed weapon.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. How does the spell Green Fire of Tzeentch work against a Beast Herd?

A. In a mixed unit, the models will hit other models of the same type. So, the Gors will all hit other Gors, and Ungors will all hit other Ungors.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Do spells from the Lore of Tzeentch (which are all named as a different color of fire) count as 'Fire' attacks?

A. No they do not. None of the Tzeentch spells include the wording ”This is a Fire attack and causes double damage against flammable targets” as pure flaming spells do. This was confirmed via the High Elf Q&A for Dragon Armour which states that models with Dragon Armour are NOT immune to Tzeentch spells.

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S. Beasts of Chaos Army Book page 78 / Warhammer Chronicles 2004 page 117 / Direwolf FAQ Council Interpretation

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Q. If the Tzeentch spell Indigo Fire is cast upon a unit of skirmishers, where are Horrors placed? It is normally in contact with the front rank, but skirmishers obviously do not have a front rank.

A. They are placed against the skirmishing model closest to the caster.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. The Titillating Delusions spell. May an affected unit still declare charges against units in LOS but not on the line designed by the spell? What about frenzied units who are forced to declare charges when possible? If a unit is affected, is it considered "immune to psychology", or can psychology effects alter their movement? Can you choose to flee from a charge, away from the direction nominated by the spell? If you cast a magical movement spell or incantation at an affected unit, can you freely choose the direction or are you forced to move the unit in the direction given by the Delusions spell?

A. The thing affected by the spell is the unit's voluntary movements: all voluntary movement, including those that result from a spell or incantation, even charge declarations, have to be made in the direction given by the delusions spell. This includes the voluntary direction that Spawn and Pump Wagons move in. However, the affected unit is not Immune to Psychology, and all compulsory movement still obeys its own rules (compulsory charges, failed terror tests, etc.). The unit can still flee a charge, but will still be affected by the spell as soon as it regains its freedom of movement.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Can a unit be affected by the Slaanesh spell Luxurious Torment several times, thus suffering additional damage at the start of each turn?

A. Yes.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Does Luxurious Torment effect mounts?

A. No.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. If the target of the spell Delectable Torture is riding a monstrous mount or a chariot, does he attack his monstrous mount or chariot?

A. No.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

## 12 BRETONNIA

Q. Do Virtues count towards characters maximum Magic Item allowance?

A. Yes!

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. The Bretonnian Battle Standard Bearer, carrying the Standard of the Lady of the Lake (nullifies rank bonus), is slain during a combat round. Since rank bonus is calculated at the beginning of the combat round, when the banner was still active, does the banners effect still kick in?

A. Although ranks are determined at the start of the combat round, the effect of the Standard is only calculated at the end - if the Standard Bearer is slain, the enemy still physically had ranks at the start of turn, so they gain their normal rank bonus.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. The Knights Vow says that the unit is immune to panic caused by friendly units and models with the Peasants Duty. Does this mean it ignores panic caused by all friendly units, and enemy units with the Peasants Duty?

A. No. It means that it ignores any Panic caused only by friendly units with the Peasants Duty.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. If a character has Magic Resistance (e.g. a Damsel) and joins a unit, does the whole unit benefit from that Magic Resistance?

A. Yes

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. A unit with the Peasants Duty may use the Leadership of a nearby unit of knights. If that unit of knights is within 12 of the general giving them the Leadership of the general (but the peasants are not themselves within 12 of the general), can the peasants use the boosted leadership of the knights (ie. the general's leadership)?

A. No. In this case, the unit with the Peasants Duty may use the knights' basic leadership, not the general's leadership.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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## 12.1 PEGASUS KNIGHTS

Q. Can a character on a Royal Pegasus join a unit of Pegasus Knights?

A. No. Characters can never join a flying unit.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. If a character on a Royal Pegasus is within 5 of a friendly unit of five or more Pegasus Knights, but is not the closest target, can enemy units choose to shoot at him?

A. No, as he is of similar size to the unit of Pegasus Knights.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Does killing blow work against Pegasus Knights?

A. Yes.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Can a unit of Pegasus Knights move at double pace through difficult terrain using their ground movement, as they are skirmishers?

A. Oops. Although by the rules this would be the case, this was not what was intended. So, in this case, treat Pegasus Knights that are using their ground movement as skirmishers except that their movement is halved when moving through difficult terrain. Note this only applies to Flying Cavalry.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Do Pegasus knights benefit from the lance formation rules when formed up three wide during the close combat phase?

A. No.

S. Anthony Reynolds - Warhammer Design Team

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Q. Are Pegasus knights allowed to form up into the lance formation during the movement phase?

A. Certainly not!

S. Anthony Reynolds - Warhammer Design Team

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Q. Does the blessing save increase provided by the Grail Shield also extend to a monstrous mount the character may be riding?

A. It is the opinion of the Council that the answer to this question is No. In the description of the Grail Shield it specifically states that the BEARER'S Ward save gained from the Blessing of the Lady is increased. It does NOT state that the increase also applies to monstrous mounts.

S. Bretonnia Army Book page 61 / Direwolf FAQ Council Interpretation

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## 13 STORM OF CHAOS

### 13.1 GENERAL QUESTIONS

Q. Will the Storm of Chaos army lists be official even after the campaign is over?

A. Yes.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. In some cases, the variant army lists have selection restrictions that differ from those in the regular army lists, e.g., there's no 0-1 restriction for a troop type in a variant army list, while there is one in the regular army list. Should the restriction default to the one in the original army book? For example, should Knights of the Realm be a 1+ in an Errantry list? Should White Wolves be a 0-1 choice? Should Von Carstein Vampire Lords be 0-1?

A. If no selection restrictions appear in the variant army list, there are no restrictions on that unit type in the variant list. So, Knights of the Realm are not a 1+ choice. Multiple units of White Wolves ARE allowed in a Middenheim army list, and Von Carstein Vampire Lords are NOT 0-1 (it's a bad idea to fight in Sylvania). Any exceptions to this are noted in the relevant army sections in the Q&As below.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Some units in Army books have notes that allow two units to be chosen as a single unit choice. For example, two High Elf Bolt Throwers may be taken as a single Rare choice in a normal High Elf army. Do these two-for-one deals apply in the Storm of Chaos lists? They generally are not marked as such.

A. Players should refer to the Army book unit entries for everything but selection restrictions (as noted above). In this case that means that if they are allowed more than one unit as a single choice in the standard Army book list, then they are allowed more than one unit for a single choice in the variant list as well. Thus, for instance, two Bolt Throwers in a Sea Patrol list may be chosen as a single Rare choice; two Spear Chukkas are a single Special choice in Grimgor's 'Ard Boyz; and two Chaos Spawn are a single Rare choice in Archaon's Horde.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. If a unit included in a standard army list has special rules, does that same unit type in a variant army list have those same special rules, even if those special rules are not specifically listed in the variant army list? For instance, are Slayers in the Slayer army still Relentless?

A. Yes, unless stated otherwise, the relevant special rules in Army books are always used. Thus, Dwarf Slayers in a Slayer army ARE Relentless, Unbreakable, etc., even though they are not noted as such in the Slayer army list.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Can new units, magic items, skills, and the like that appear in the Storm of Chaos lists be used in regular armies of the relevant type?

A. Only where specifically stated (e.g. the Dark Elf magic items, the Hellcannon, and Malakai Makai'sson's Goblin-Hewer).

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### ARCHAON'S HORDE

Q. Warriors of Chaos get free upgrades if they number 16 or more models in a unit. Does this apply to Chosen units also?

A. Yes, as they are still Warriors of Chaos.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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## 13.2 HELLCANNON OF CHAOS

Q. In a regular Mortal Chaos army, the Hellcannon can be taken as a 0-1 rare choice and takes up 2 Rare slots. What are the restrictions for taking Hellcannons in Archaon's Horde?

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A. In Archaon's Horde, the 0-1 restriction is removed. They still take up two Rare slots, however.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Can the Hellcannon fire normally if it moved? Can it Spew Ichor if it moved?

A. War machines cannot move and shoot. However, when the Hellcannon Rampages, it IS allowed to Spew Ichor, as noted in the special rules for the Hellcannon.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. If a Hellcannon charges a friendly unit, should that unit take a Terror test?

A. No.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. If a Hellcannon misfires and a six is rolled on the Misfire chart, all wizards on the table are affected. Does this affect Warrior Priests, Tomb Kings and the like?

A. No, only models that are explained as working as wizards so Liche Priests will be affected, but Warrior Priests and Tomb Kings will not.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. How are Victory Points worked out for the Hellcannon?

A. The Hellcannon is a war machine. However, for such an expensive model that can continue to cause damage after its crew has been destroyed (albeit sometimes to its own side), we decided that Victory Points should be awarded in a slightly different way than normal. If all the crewmen are destroyed, the enemy gets half the Victory Points for the unit. If the Hellcannon itself is destroyed, then the enemy gets the full Victory Points for the unit, even if the crewmen are still alive.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Can the Hellcannon be spiked like a normal war machine?

A. No!

S. Phil Kelly - Warhammer Design Team

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Q. On Page 17 under Rampage it states "When the Hellcannon is rampaging OR IN COMBAT it may only Spew Ichor in the Shooting phase." Later under Spew Ichor it states "Instead of firing normally, the Hellcannon can opt to spew out a great gout of body parts and daemonic

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ichor.” This seems to suggest that it can only spew ichor if normally allowed to shoot (i.e. not in close combat). Is the Hellcannon truly allowed to Spew Ichor when it is engaged in close combat?

A. The Hellcannon IS ALLOWED to Spew Ichor if it is engaged in close combat.

S. Phil Kelly - Warhammer Design Team

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Q. As the Hellcannon is classified as a Large Target, if there is a friendly unit between it and an enemy unit (blocking the Hellcannon crew’s line of sight to the potential target) may the Hellcannon still fire or must the crew be able to see the potential target?

A. The Hellcannon rules specify that it fires in exactly the same manner as a stone thrower with the only exceptions listed related to special affects of the hit. The stone thrower rules in the main rulebook specify that they do not need to see their specific target, but they MUST see that there are enemy in the direction they are firing. This is confirmed in the 2002 Annual War Machines article. Therefore, if the LoS of the crew to enemy units is completely blocked by a friendly unit, then the Hellcannon may not fire.

S. Storm of Chaos Book page 17 / Rulebook page 120 / Warhammer Annual 2002 pages 18,19

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### 13.3 DAEMONIC LEGIONS

Q. Do Flesh Hounds count toward the minimum Core unit requirement, or not, as in the Horde of Chaos book?

A. They do count as a Core unit in a Daemonic Legions list, though not as a True Core unit.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Be’Lakor has only five of the six Dark Emissary spells listed as available to him. Is this correct?

A. Yes. These are the five spells that he uses in battle.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Can the Screamers pulling a chariot of Tzeentch perform a slashing attack?

A. No.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. In a Daemonic Legion, the spell Yellow Fire of Transformation is fairly useless, as the Daemons already get a ward save. Should we treat the effects of Yellow Fire in the same way as the Diabolic Splendour gift? What about the Blasted Standard?

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A. In both cases (Yellow Fire and the Blasted Standard), treat them in the same way as Diabolic Splendour.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. What happens when a Daemon with the Diabolic Splendour gift casts Yellow Fire of Transformation? Does Yellow Fire of Transformation still effect the whole unit? Does the Daemon generate a 3+ ward save?

A. Yellow Fire of Transformation has been rewritten for the Daemonic Legions as a way to cast Diabolic Splendour as a spell as noted in the Q&A (printed in White Dwarf) above.

Diabolic Splendour only affects the Daemonic character to whom the gift has been given (Storm of Chaos page 27). Hence Yellow Fire, when successfully cast, will only affect the Daemonic caster.

Also note that the effect of multiples of the same gift is not cumulative (Storm of Chaos page 27). Since Yellow Fire is effectively Diabolic Splendour as a spell, if the Daemonic character has Diabolic Splendour gift already, casting Yellow Fire will not increase his ward save past 4+.

This also means that the Blasted Standard, when carried by a Daemonic Herald, will only affect the Herald and will have no effect on the unit he is attached to. Note that the Unholy Icon which gives the unit carrying it a 4+ ward save is not the Blasted Standard and rules for the Unholy Icon do not affect the way that the Blasted Standard works.

S. Storm of Chaos Book page 27 / Direwolf FAQ Council Interpretation / October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Has the 0-1 limitation on Screemers been removed in the Daemonic Legions list?

A. Yes.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. If you give a Daemonic Herald the Mark of Khorne, he gains a 6+ armour save. If you also give him the Armour of Khorne, does he get a 4+ save or is it cumulative (so that he gets a 3+ save)?

A. The effects are not cumulative. Thus, a Herald with the Mark of Khorne and the Armour of Khorne will have a 4+ armour save.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. The way that the new Daemonic mounted units are presented represents a combined profile of the rider and the steed. Are they treated as cavalry in other respects?

A. Yes. For spells and the like, Daemonic mounted models are treated as normal cavalry and they are also subject to Killing Blow.

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S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Being cavalry, do the new Daemonic mounted units get +1 to their armour save for being mounted?

A. Mounted Daemonettes, Changebringers, Plagueriders, Pleasureseekers, and Bloodcrushers are all cavalry and thus gain +1 to their Armour Save. Note that this is already included in the Bloodcrushers' 5+ Armour save.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Can a Daemonic Legions army hire Dogs of War / Regiments of Renown units?

A. No. Dogs of War / Regiments of Renown are not listed as an option in the Daemonic Legions army list. In addition, note that in the standard Hordes of Chaos book an army led by a Daemon may not hire Dogs of War (Regiments of Renown) units either.

S. Storm of Chaos Book page 31 / Hordes of Chaos Army Book page 55 / Anthony Reynolds - Warhammer Design Team

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### 13.4 ARMY OF MIDDENLAND

Q. Do I choose exactly when I want to use the Shard of Skoll? Or is it assumed to always be in use and therefore might be spent at any time?

A. You must specify that you are using the Shard of Skoll prior to making a Dispel attempt.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. The rules state that the Hunt Master cannot be singled out by missile fire, yet isn't he quite bigger (a man on a horse) than the rest of the unit (hounds)?

A. The Hunt Master cannot be singled out, as he is regarded as the same size (i.e. on a cavalry base) as the hounds.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. The Cloak of Anraheir says that the bearer causes fear in Minotaurs. However, Minotaurs would normally be immune to fear as they themselves cause fear. How does that work?

A. The bearer of the Cloak causes fear to Minotaurs, even though they would normally be immune to fear.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Although Crossbowmen and Handgunners are Rare units, can they be taken as detachments for Core units?

A. No. They can only be taken as parent units, not as detachments at all.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Can an Army of Middenland field a Steam Tank?

A. No. The Army of Middenland is not an Empire army. Numerous items available to an Empire army are not available to the Army of Middenland and the Steam Tank is one of them. If the Army of Middenland was able to field a Steam Tank, it would have been listed as an option under the Army of Middenland's Rare Units.

S. Storm of Chaos Army Book page 50

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#### GRIMGOR'S 'ARDBOYZ

Q. Can every Orc unit be Big 'Uns, or should there be at least the same number of common Orcs as in the O&G army list?

A. You can have as many Big 'Uns in the army as you want without the need to have the same number of "normal" Orcs. Thus, if you wanted, you could have an entire army of Big 'Uns!

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Can every Big 'Un and Black Orc unit carry a magic Standard?

A. Any unit of Black Orcs or Big 'Uns can have a magic banner.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Grimgor's bodyguards can now be armed with great weapons at no additional cost. Is this true also in a regular Orc army?

A. Yes.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. There must be "more" Warbosses/ Bigbosses than Great Shamen/ Shamen. Does this mean "at least one more" or "at least the same number"?

A. More means MORE! There must be MORE Warbosses and Bigbosses in total than there are Great Shamans and Shamans.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Black Orc characters only take up an extra Hero slot if they are mounted. Do they count as mounted if they are riding a Chariot?

A. Yes.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. How big should the Effigy of Gork be?

A. A movement tray (100mm x 75mm) is about the most suitable size. See the pictures on p.60 of the Storm of Chaos book for two examples of Effigies.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Does Borgut Facebeater count as two hero slots in Grimgor's 'Ardboyz?

A. No, Borgut only takes up a single hero slot in Grimgor's 'Ardboyz, though he takes up two slots in a regular Orc and Goblin army.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Can a Grimgor's 'Ardboyz army hire Dogs of War / Regiments of Renown units ?

A. No. Dogs of War / Regiments of Renown are not listed as an option in the army list. The only exception to this is Ruglud's Armoured Orcs, which may be hired using a Rare slot as specifically noted in the army list.

S. Storm of Chaos Book page 58 / Anthony Reynolds - Warhammer Design Team

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### 13.5 SLAYER ARMY OF KARAK KADRIN

Q. Can I take the Goblin Hower as a Regiment of Renown in a Dogs of War army?

A. Yes. It takes up a Rare unit choice and a Hero slot.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. If the "Look, Snorri, Trolls!" rule brings Slayers in contact with enemy scouts, do the Slayers count as charging? Can the enemy declare a reaction?

A. Yes, and no charge reaction except Hold permitted.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Unbreakable is not listed for the Brotherhood of Grimnir. And it's not listed in the Slayer rules of the dwarf book. Are they Unbreakable?

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A. Members of the Brotherhood are still Dwarf Slayers and thus have all the special rules of Slayers in the Dwarf Army book. They are are Unbreakable.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Can a Brotherhood of Grimnir unit take a banner with the Master Rune of Grimnir on it?

A. No. Although a Brotherhood of Grimnir unit may take a runic standard worth up to 50 points, only army Battle Standard Bearers may take Master runes.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Can I give a Slayer character in a normal Dwarf army Slayer Skills?

A. No.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Long Drong's pirates always attack with their pistols at S4 with armour piercing. Do these attacks also benefit from the Slayer skill?

A. No.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Can the Wards of Grimnir (Magic Resistance (1) within 6") be used against a spell that targets an 'area' (such as Invocation of Nehek) rather than a unit if part of the area is within range?

A. Yes, although no specific model is targeted, if the spell is cast or the target is within 6" of the Wards of Grimnir, the Magic Resistance will come into effect. Note that in regards to Sylvanian Grave Markers, if the Grave Marker OR the target is within 6", the Wards of Grimnir apply.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298) / Gav Thorpe - Warhammer Design Team

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Q. Do Wards of Grimnir work against Bound Items?

A. Yes. I intended for the Wards of Grimnir to work against all spells, including bound ones.

S. Gav Thorpe - Warhammer Design Team

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Q. If an enemy spell would affect (or fall within 6") of multiple models with the Wards of Grimnir, can the Slayers add a dispel dice for each model with the Wards?

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A. No, in cases where there are more than one eligible source of Magic Resistance the highest MR value is used, they are not added together.

S. Gav Thorpe - Warhammer Design Team

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Q. The Master Rune of Grimnir mentions deflecting arrows and cannonballs and states "Any friendly unit within 12" of the standard gains a 5+ Ward save against any ranged attack." What exactly does "ranged attack" mean in regards to this item? Does it only protect against shooting, or does it protect against magic as well?

A. The Master Rune of Grimnir was intended to work only vs. shooting attacks, not magic missiles and other spells. The Slayers have the Wards of Grimnir and additional dispel dice to protect them against magic.

S. Gav Thorpe - Warhammer Design Team

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Q. Can a Slayer Army of Karak Kadrin hire Dogs of War / Regiments of Renown units ?

A. No. Dogs of War / Regiments of Renown are not listed as an option in the army list. The only exceptions to this are Long Drong's Slayer Pirates and Malaki Makaisson's Goblin Hewer which may be hired as specifically noted in the army list.

S. Storm of Chaos Book page 70 / Anthony Reynolds - Warhammer Design Team

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Q. If we go strictly on the rules, a fanatic cannot be attacked in close combat and thus, it appears a Doomseeker can not harm a fanatic. Is that how we are to play it?

A. You are correct - simply apply their existing rules.

S. Gav Thorpe - Warhammer Design Team

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Q. As Doomseekers do not attack normally, if you are an enemy model in a ranked unit the maximum amount of hits you can take from attacking Doomseekers is one, correct?

A. This is correct. Regardless of the number of Doomseekers attacking a ranked unit, any model in that ranked unit may only take one hit.

S. Gav Thorpe - Warhammer Design Team

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Q. If you are an enemy model in a ranked unit and two Doomseekers are in base to base contact with you, you still only take one automatic hit, correct?

A. This is also correct.

S. Gav Thorpe - Warhammer Design Team

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Q. How exactly are Rank and File model casualties caused by Doomseeker attacks removed? Do we remove casualties as we would in a standard combat, or are the Doomseeker attacks considered to be "allocated" attacks?

A. The Doomseeker attacks are considered to be allocated attacks. As stated in the Whirlwind of Death rules, the Doomseekers do not attack normally in close combat. Thus, when resolving a Doomseeker's attacks against Rank and File models (rolls to wound, armour saves, etc.), it is very important to segregate hits against the rank and file models which will have an opportunity to strike back at the Doomseeker if they survive (e.g. models in base to base (or corner to corner) contact, models armed with spears, etc.) from those that do not have an opportunity to strike back at the Doomseeker. Obviously it is also important to separately resolve hits against characters and champions.

S. Gav Thorpe - Warhammer Design Team / Storm of Chaos Book page 64 / Direwolf FAQ Council Interpretation

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Q. If two Doomseekers are in base to base contact with a single enemy model (e.g. a chariot) how many hits does the single enemy model take? One D3 or two D3?

A. D3 per Doomseeker.

S. Gav Thorpe - Warhammer Design Team

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Q. When a Doomseeker scores hits against a single model with multiple parts (e.g. a character riding on a monstrous mount or chariot) does the Doomseeker get to choose which part of the enemy model is hit? Or is it randomized as shooting?

A. As the Doomseeker does not attack normally, it should be randomly allocated as shooting.

S. Gav Thorpe - Warhammer Design Team

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Q. Does a Doomseeker get re-rolls to hit Greenskins in the first round of combat due to hatred? Does a Doomseeker need sixes to hit an enemy unit behind a defended obstacle?

A. No. He does not attack (or roll to hit) in the normal manner and therefore, the re-rolls to hit do not apply. In addition special rules or magic items which modify a "to hit" roll do not apply to a Doomseeker.

S. Gav Thorpe - Warhammer Design Team

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Q. How do we resolve a situation where a Doomseeker is engaged with a Skaven model (or models) armed with Plague Censors?

A. The Doomseeker strikes first, as he strikes before all types of other special attacks. Note however, that the Doomseeker is still required to pass a Toughness test (or lose a wound) as the test is required of all models in base to base contact with a Plague Censer at the beginning of the close combat phase.

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S. Storm of Chaos Army Book page 67 / Skaven Army Book page 32 / Direwolf FAQ Council Interpretation

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### 13.6 CULT OF SLAANESH

Q. Does the Anointed's gift, Avatar of Slaanesh, allow units of Daemonettes to re-roll instability checks?

A. No. Units of Daemons do not take Break tests.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. If an Anointed is upgraded to a sorcerer, can he use armour or a shield and still cast spells?

A. The Anointed may use Chaos Armour, magic Armour, and magic shields and cast spells, but cannot cast any spells if he has any other mundane armour (including shields).

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. The description of Mounted Daemonettes refers to the Daemonic Legion listing. Do they therefore have Ld9 and a true 5+ ward save?

A. No. Mounted Daemonettes do not benefit from the Daemonic Legion bonuses. Mounted Daemonettes in the Cult of Slaanesh army have a Leadership of 8 and a 5+ Daemonic Aura rather than a true Ward Save.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. If a unit of Cold One Knights has the Soul Shadows Standard, fails its Leadership test and becomes Stupid, can it still elect to flee (and then automatically rally) when charged?

A. Yes. This is because a unit that becomes Stupid effectively becomes Immune to Psychology, and the standard states that units that are Immune to Psychology can still use it.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Can a unit that is Frenzied that has the Soul Shadows Standard choose to flee from a charge?

A. No.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Do Dark Elf Sorceresses with the Mark of Slaanesh gain a total of +2 to cast spells (+1 for being a Dark Elf Sorceress and +1 for the Mark of Slaanesh?)

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A. No. The +1 was printed as a reminder that Dark Elf magic users receive a +1 to cast spells. They do not get +2 if they are given the Mark of Slaanesh.

S. Anthony Reynolds - Warhammer Design Team

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Q. Can a Cult of Slaanesh Army army hire Dogs of War / Regiments of Renown units ?

A. No. Dogs of War / Regiments of Renown are not listed as an option in the army list. The only exception is the Regiment of Renown - Mengil's Manflayers as the rules for the unit specify that they may be hired by a Cult of Slaanesh army.

S. Storm of Chaos Book page 87 / Anthony Reynolds - Warhammer Design Team / September 2004 Issue of White Dwarf Magazine (US #296 / UK #297)

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Q. Can a High Sorceress with the Mark of Slaanesh or a Druchii Anointed be equipped with a Chaos Daemon Sword?

A. Yes. Both are allowed to take Hordes of Chaos magic items tagged as "Models with Mark of Slaanesh Only" per the army list. The Chaos Daemon Sword is tagged as "Models with a Mark of Chaos Only" as the item's effects change based on the patron god. The item meets the "Models with a Mark of Slaanesh Only" intent as in this case, the sword grants the bearer the same WS, S, I, and A of a Keeper of Secrets (Slaanesh Greater Daemon).

S. Hordes of Chaos Army Book page 50 / Storm of Chaos Book pages 86,87 / Direwolf FAQ Council Interpretation

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Q. Does the Righteous Fury special rule for Empire Warrior Priests of Sigmar, which states that the Warrior Priests and the unit they are with hate all models in ALL Chaos armies, apply against the Cult of Slaanesh army?

A. Yes. The name of the army alone gives us the answer, as the army is clearly affiliated with Chaos. Upon the sight of daemons and/or the symbols of Chaos, the Warrior Priests will whip their units into a righteous fury. Warrior Priests of Sigmar and the unit they are with hate all models in a Cult of Slaanesh army.

S. Empire Army Book page 16 / Direwolf FAQ Council Interpretation

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Q. Are High Elves immune to panic when fighting against a Cult of Slaanesh army?

A. Yes. As all Cult of Slaanesh armies are led by a Dark Elf and include Dark Elf units, High Elves are immune to panic when fighting against a Cult of Slaanesh army. The blood feud between the Asur and the Druchii is rooted in the original founding of the Cult of Slaanesh by Morathi and finding chaos followers of Slaanesh accompanying a Dark Elf army would neither surprise or weaken the resolve of the Asur.

S. High Elves Army Book page 6 / Direwolf FAQ Council Interpretation

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### 13.7 THE ARMY OF SYLVANIA

Q. If a Grave Marker scatters into the enemy's deployment zone, may I place it there?

A. Yes

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. What happens if there is a unit on top of a Grave Marker?

A. At least one model being raised must be within 6" of the marker, and no model may be within 1" of an enemy unit. If it is not possible, to position a newly raised unit as such, no unit may be raised. If the raised models are being added to an existing unit, then at least part of the existing unit must be within 6" of the Grave Marker.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. When raising a new unit of Dire Wolves with the Wolf Lord Bloodline power, do you still need to summon five or more wolves for the spell to work?

A. Yes. Just as when trying to raise any other unit, if less than five models are created, the spell has failed to work and no models are placed on the table.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. If a Von Carstein Vampire (from the Army of Sylvania) casts Invocation of Nehek, does he raise Militia/Levy or regular units from the Vampire Counts book?

A. In an Army of Sylvania, replace Skeleton units with Sylvaniaian Militia units and Zombie units with Sylvaniaian Levy units when casting Invocation of Nehek. These units may be armed with any option allowed to Militia or Levy units (e.g. a Militia unit would have light armour and could be armed with a spear and shield, a halberd and shield, or a crossbow).

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. The equipment options for Sylvaniaian Militia are a bit unclear. Is it "spear and shield, or halberd and no shield" or "shield plus either spear or halberd"?

A. Sylvaniaian Militia come with light armour and shield, and either a spear or a halberd.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Can Sylvaniaian Militia armed with crossbows, shoot on the turn they are raised?

A. Yes, unless they were moved in the same magic phase via Vanhels Danse Macarbre, Sylvaniaian Militia may fire their crossbows on the turn they are raised. Note that models raised via Invocation of Nehek do not count as having moved.

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S. Mat Ward - Warhammer Design Team / Vampire Counts Army Book page 58

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Q. Do Sylvania Militia and Levy also come equipped with hand weapons?

A. Yes. All models are considered to have hand weapons, unless it is specifically noted otherwise (e.g. the unit's entry would have to state that the unit is not armed with hand weapons, or only armed with claws, etc.)

S. Warhammer Chronicles 2004 page 121

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Q. Can an Army of Sylvania army hire Dogs of War / Regiments of Renown units ?

A. No. Dogs of War / Regiments of Renown are not listed as an option in the army list.

S. Storm of Chaos Book page 88 / Mat Ward - Warhammer Design Team

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Q. May Manfred Von Carstein be included in an Army of Sylvania?

A. Yes! He is the ruler of Sylvania at the time of the campaign.

S. Storm of Chaos Army Book page 82 / Direwolf FAQ Council Interpretation

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Q. If Manfred Von Carstein is included in a Sylvania army, how does he interact with the Army of Sylvania special rules?

A. Manfred counts as one Von Carstein Vampire Lord for Grave Marker purposes. While including him in an army takes up a Lord and two hero slots, he does NOT satisfy the 1+ Von Carstein Vampire Thrall requirement.

S. Vampire Counts Army Book page 70 / Storm of Chaos Army Book page 88 / Direwolf FAQ Council Interpretation

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Q. May an army chosen from the Army of Sylvania list include Vlad & Isabella Von Carstein (Warhammer Annual 2002 page 61) as special characters?

A. No. No reference is made to Vlad or Isabella in the Storm of Chaos materials and the realm of Sylvania was different during the reign of Vlad & Isabella than it was during the Storm of Chaos campaign. When fielding Vlad & Isabella it is recommended that players use the Von Carstein appendix army list in the Vampire Counts Army book as it represents the make-up of the army of Sylvania during their reign.

S. Storm of Chaos Book / Warhammer Annual 2002 page 61 / Vampire Counts Army Book page 78 / Direwolf FAQ Council Interpretation

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### 13.8 BRETONNIAN ERRANTRY WAR

Q. Battle Pilgrims are listed as a Rare choice. Do they accompany a Grail Reliquae?

A. Oops, this entry should read ‘Grail Reliquae with Battle Pilgrims’, just like in the Bretonnian armies book.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Is a Battle Standard mandatory in an Errantry War army list? Is the army allowed the extra hero slot like normal Bretonnian armies?

A. Yes, the Battle Standard is still mandatory, and the army is still allowed an additional Hero (see pages 64 and 65 of the Bretonnian Army book for details).

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Are Pegasus Knights still a 0-1 choice?

A. Yes, they are still a 0-1 choice unless the general is mounted on a Royal Pegasus.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Can an Errantry War army hire Dogs of War / Regiments of Renown units?

A. No. Dogs of War / Regiments of Renown are not listed as an option in the Errantry War army list. In addition, note that standard Bretonnian armies may never hire Dogs of War / Regiments of Renown units either.

S. Storm of Chaos Book page 90 / Bretonnia Army Book page 65 / Anthony Reynolds - Warhammer Design Team

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### 13.9 SKAVEN CLAN ESHIN

Q. The rules for Under Cover of Darkness say that ”You cannot shoot, charge, or cast spells at targets you cannot see.” Can spells that do not require LOS still be cast at targets in range?

A. Yes. This is a line of sight special rule to represent the battle taking place at night if a spell does not require line of sight, then it may still be cast.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. The rules for Under Cover of Darkness state ”At the start of each game turn roll an Artillery dice and multiply the result by three....”. Do you generate and apply the results six times in a standard Pitched Battle scenario or twelve times?

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A. Six times. Note that the term "game" turn is used instead of "player" turn. Both players utilize the result for each full game turn.

S. Phil Kelly - Warhammer Design Team

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Q. May a Clan Eshin model use the Skitterleap spell to effectively charge an enemy unit in a zone that the Clan Eshin model would not be able to during a normal on foot charge? For example, may a Clan Eshin Assassin starting in the front zone of an enemy unit be placed in base to base contact with a model in the flank or rear zone of the enemy unit using the Skitterleap spell?

A. Yes to both.

S. Phil Kelly - Warhammer Design Team

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Q. If a Clan Eshin Master Assassin is equipped with the Fellblade, does the increase to Strength 10 conferred by the blade only apply to close combat attacks, or does the Strength increase also apply to his throwing stars?

A. It only applies to his close combat attacks.

S. Phil Kelly - Warhammer Design Team

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Q. If a Clan Eshin Master Assassin is equipped with the Fellblade and he is currently "Hidden" (per the rules on page 18 of the Skaven book) does the Assassin have to roll each turn to see if he takes a wound from the Fellblade?

A. Yes.

S. Phil Kelly - Warhammer Design Team

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Q. If all of the Clan Eshin units engaged in a multiple combat are equipped with Smoke Bombs, can the Smoke Bombs be utilized if one or more of the units has to flee from the combat?

A. No, they may not be used.

S. Phil Kelly - Warhammer Design Team

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### **13.10 HIGH ELF SEA PATROL**

Q. Which comes first, the extra round of shooting or the Bretonnian's praying for the Blessing?

A. The Bretonnian Prayer occurs before the Master of the Mists shooting.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Can Ship's Company armed with spears fight in 3 ranks like other High Elves?

A. Yes. They are still High Elves.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Do units take panic tests as a result of the Master of the Mists round of shooting?

A. No.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. If two Sea Patrols are fighting each other, who gets to shoot first with the Master of Mists special rules?

A. Roll a dice to see who gets to shoot first. Whoever rolls highest may choose one of his units and work out shooting from that unit, then the enemy chooses one unit and resolves its shooting. Continue to alternate shooting units until every unit that is allowed to shoot has done so.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Does the Master of the Mists Honour and the exemption from the Intrigue at Court rule only apply to Sea Lord Aislinn? If I am using the Sea Patrol army in a setting outside of the Storm of Chaos campaign, and choose to have the army led by a Sea Lord other than Aislinn, does he also benefit from the Master of the Mists Honour and the exemption from the Intrigue at Court rule?

A. The Master of the Mists Honour and the exemption from Intrigue at Court applies to all Sea Lords. The name of the Sea Lord at the time of the Storm of Chaos campaign happens to be Aislinn. Also note that Aislinn is not considered to be a "special character".

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. May characters deployed with a unit of Sea Guard or Sea Rangers also fire during the Master of the Mists special round of shooting?

A. Yes.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. If during deployment, I attach a mounted character (e.g. a Sea Lord on a Dragon) to a unit of Sea Guard, may he also fire during the Master of the Mists special round of shooting?

A. No. The intent was that only characters on foot attached to a unit of Sea Guard or Sea Rangers would benefit from the special round of shooting.

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S. Andy Hoare - Warhammer Design Team

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Q. Can a Sea Lord (or Commodore) with the Radiant Gem of Hoeth or Loremaster Honour act as a mage for purposes of the Summoned from the Deep rule?

A. No. The special rule refers only to Storm Weavers and Mist Mages.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. During the Master of the Mists special round of shooting, may shots be directed at the flanks of enemy units?

A. No!

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. A Merwyrm must take an immediate Leadership test, using the leadership of the mage who has bound it, if it fails a Regeneration roll. If there is no regeneration roll (i.e. the Merwyrm has been wounded by a flaming attack), what happens?

A. A Leadership test is taken if the Merwyrm fails a Regeneration roll. If there is no Regeneration test, then it cannot be failed thus the Merwyrm does not need to test.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. A Merwyrm must take an immediate Leadership test, using the leadership of the mage who has bound it, if it fails a Regeneration roll. If it fails this test, it must then roll on the Monster reaction table (treating a result of 5-6 as the creature acting dumb instead of guarding a fallen rider). If the test is failed and a Monster reaction applied to the Merwyrm does the reaction apply for the remainder of the game?

A. No. If the test is failed, apply the Monster reaction on the owning player's next turn - after which the mage is considered to have regained control of the Merwyrm (unless it has failed a subsequent Regeneration roll and Leadership test).

S. Storm of Chaos Book page 94 / Andy Hoare - Warhammer Design Team.

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Q. If the mage who has bound the Merwyrm has been slain, does the Merwyrm still have to take Leadership tests for failed Regeneration rolls?

A. No, if the mage has been slain, then the Merwyrm no longer has to take such Leadership tests. Note however that the Merwyrm will have to take a Leadership test (on its own leadership) at the start of the owning player's turn and that if this test is failed the subsequent Monster Reaction result will apply for the remainder of the game.

S. Storm of Chaos Book page 94 / Andy Hoare - Warhammer Design Team.

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Q. Can a High Elf Sea Patrol army hire Dogs of War / Regiments of Renown units?

A. No. Dogs of War / Regiments of Renown are not listed as an option in the High Elf Sea Patrol army list.

S. Storm of Chaos Book page 94 / Anthony Reynolds - Warhammer Design Team

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### 13.11 HIGH ELF SEA PATROL ERRATA

Add to page 94: Special Units: 2+ Lothorn Sea Rangers (Shadow Warriors) Great Eagles

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Add to page 94: Insert between second and third paragraph under Master of Mists special rule.

”No enemy unit may be shot at a second time during this round of shooting, unless all enemy units on the table have been shot at once. No enemy unit may be shot at a third time during this round of shooting, unless all enemy units on the table have been shot at twice, etc.”

## 14 OGRE KINGDOMS

Q. When will the final Ogre Kingdoms Q&As from the Studio be released?

A. Unfortunately, due to circumstances outside of my control, the final Ogre Kingdoms Q&As have been delayed. I can not predict when they will be released.

S. Phil Kelly - Warhammer Design Team

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Q. When a Butcher reads a dispel scroll, does it automatically dispel all of the Gut Magic spells he has in play?

A. No. After further thought and discussion, I have reversed the ruling originally issued in the "Sneak Peak" FAQ on the GW Warhammer Forum.

S. Phil Kelly - Warhammer Design Team

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Q. Can a Tyrant, Bruiser, or Hunter equipped with heavy or light armour (note all three characters come with light armour as standard equipment) also wear the Bullgut or Gut Maw? Or does selecting the Bullgut or Gut Maw replace their mundane body armour (and leave them with only a 6+ armour save)?

A. They may be equipped with the Bullgut or Gut Maw in addition to their mundane body armour. For example, a Tyrant equipped with Heavy Armour and the Gut Maw has a 4+ armour save.

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S. Phil Kelly - Warhammer Design Team.

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Q. Where can I find the Rules for Rhinox Cavalry?

A. In White Dwarf Magazine.

S. White Dwarf Magazine (US September 2005 Issue #308 / UK September 2005 Issue #309)

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Q. Where the rules released in White Dwarf for the Rhinox Cavalry suppose to be given the "Official" tag or are these "Organizer Discretion" (as per Gav's previous comments in regards to the Arch Lector of Sigmar) in regards to tournaments?

A. As with all rules published in White Dwarf, if you want to use them at a tournament you should check with the tournament organiser first.

S. Phil Kelly - Warhammer Design Team

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Q. How many character slots does Ghark Ironskin take up?

A. Ghark's rules should include the following: "Ghark Ironskin takes up a Lord and a Hero choice".

S. Phil Kelly - Warhammer Design Team

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NOTE: The Remaining Q&As are directly from the "Sneak Peak" Ogre Kingdoms FAQ found on the Games Workshop Warhammer Forum at: <http://us.games-workshop.com/community/forums/warforu>

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### 14.1 BRUISER

Q. What is the correct BS for a Bruiser? The Bestiary on page 23 indicates that he has a BS of 4, while his entry in the army list on page 69 and in the summary on page 80 indicate that he has a BS of 3.

A. The Bruiser has a BS of 3 Bruisers are much better at hitting things with their fists than with complex weaponry.

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### 14.2 HUNTER

Q. Is it correct that as the rules for the Harpoon Launcher do not include the term Move-or-Fire, the Hunter is allowed to move and shoot with it?

A. No, the Hunter may not move and fire with his Harpoon Launcher he must take time to reload it just as if it were a crossbow.

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Q. Does the phrase fired exactly like a bolt thrower mean that armour saves are not allowed for hits from a Harpoon Launcher and each model wounded by it sustains D3 wounds? Does it mean that a Hunter is allowed to pivot on the spot, without penalty, prior to firing a Harpoon Launcher?

A. Yes in all cases. The Harpoon Launcher allows no armour saves, inflicts D3 wounds, and the Hunter may pivot before firing provided he is not accompanied by Sabretusks.

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Q. Why does the Hunter have Bull Charge listed as a special rule in his profile on page 69 of the army list and in the summary on page 80? If he charges at a target alongside both of his Sabretusks, does he cause an impact hit?

A. This is simply for completeness, the Hunter is an Ogre and therefore could Bull Charge if he weren't such a loner! He does not cause impact hits even when he is with two tusks.

---

Q. May Sabretusks be released by a Hunter during the Remaining Moves phase? Or must they accompany the Hunter until he releases them for a charge?

A. They must accompany him until he releases them for a charge or when they are released to pursue a fleeing unit.

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### 14.3 OGRE BULLS

Q. When a unit of Ogre Bulls is equipped with hand weapons and Ironfists, do they lose, or retain their Ogre Clubs?

A. They retain them, though their abilities do not stack if Ironfists are used in any way the Ogre Club special rule is discounted and they are counted as hand weapons.

---

Q. The description for Ironfists states that you may choose to use them as either a shield or an additional hand weapon at the start of each combat. May Ironfists also be used as a shield against ranged attacks?

A. No, they may not.

---

### 14.4 LEADBELCHERS

Q. If a Leadbelcher cannon misfire results in a unit of Leadbelchers losing 25% or more of the unit as casualties, does the unit have to take a panic test?

A. No, they do not; panic tests for losing 25% of the unit are only incurred from enemy fire (see page 80 of the Warhammer Rulebook).

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### 14.5 YHETEES

Q. As Yhetees carry an Ice Weapon in each hand, do they receive +1 attack for being equipped with an additional hand weapon?

A. No, they do not (not all Yhete models have two weapons).

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Q. Does the Aura of Frost affect friendly models that the Yhete may be in base to base contact with (e.g. during a combat involving multiple units)?

A. Yes, the Aura of Frost affects friendly models, but not other Yhetees.

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### 14.6 MANEATERS

Q. In cases where a Maneater unit includes models with a mix of weapons, is each Maneater allowed to utilize a different weapon from that of other Maneaters in the unit in close combat?

A. Yes.

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Q. Assuming yes, this may result in Maneaters with different Weapon Skill and Initiative values in the unit. Are we to treat all Maneaters as champions in the respect that attacks must be specifically allocated at them in close combat and wounds suffered in close combat do not carry over onto other models in the unit (i.e. wounds are tracked separately for each Maneater)? Are we to track wounds from shooting and magic separately for each model or does the owning player still have to remove whole models when possible?

A. No, wounds are transferred as if they were a normal unit of models with multiple wounds and it is up to the owning player which Maneater is removed first. Wounds cannot be spread amongst the unit. For instance, if a unit of Maneaters suffers three wounds from a unit of charging Empire Knights; the owning player might choose to remove a Maneater with a brace of handguns and leave the Ogre with a Great Weapon as he is better equipped to deal with cavalry.

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### 14.7 SCRAPLAUNCHER

Q. The timing of the measurement to ascertain if a Bad Tempered test is required is not specified. Is this measurement made before, or after normal charges are declared?

A. After normal charges.

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Q. The Gnoblar Scraplauncher does not have the Largely Insignificant rule, was this an oversight or intentional?

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A. This is intentional.

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Q. Is a Gnoblar Scraplauncher counted as Greenskinned for purposes of hatred, etc.?

A. Yes it is.

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## 14.8 GUT MAGIC

Q. When a Butcher first attempts to cast the Bonecruncher, Toothcracker, or Trollguts spell, does he still suffer the negative effects (hits/wounds) if the spell is successfully dispelled by the enemy?

A. No.

---

Q. The Gut Magic rules state that if a Gut Magic spell has already been successfully cast that phase and a second Butcher wishes to cast the same spell, the casting level is doubled. What exactly does successfully cast mean in this context? Does it count as successfully cast if the casting value is simply met? Or does it only count as successfully cast if the spell was not dispelled?

A. It only counts as successfully cast if the casting value was met and the spell was not dispelled.

---

Q. If a Butcher is killed, are all the Gut Magic spells he has in play removed?

A. Yes.

---

Q. The Gut Magic rules state that each Ogre unit may only have one Gut Magic spell in play upon it at one time. May a Butcher voluntarily end a Gut Magic spell in play? Or may a Butcher cast a new spell upon an Ogre unit with an existing Gut Magic spell in play, as a replacement?

A. The latter - a Butcher must cast a new spell upon an Ogre unit with an existing Gut Magic spell in play to replace it.

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Q. What happens if a lone character with a Gut Magic spell in play upon him joins a unit of Ogres without any Gut Magic spell in play upon them? Does the character continue to benefit from the spell? Does the entire unit now benefit from the Gut Magic spell as well?

A. The character alone will benefit if another Gut Magic spell is subsequently cast upon that unit it will replace the current spell effect that the character is under.

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Q. If a lone character has a Gut Magic spell in play upon him (e.g. Toothcracker) is he allowed to join a unit of Ogres with a different Gut Magic spell in play upon them (e.g. Trollguts)? If yes, what happens?

A. No, as he becomes part of that unit and a unit may only have one Gut Magic spell in play at any one time. In the case mentioned above the character would lose the effects of his spell and gain the effects of the spell affecting the unit he has joined.

---

Q. What happens if a character attached to a unit with a Gut Magic spell in play upon it leaves the unit? Does the character continue to benefit from the spell? If yes, does the unit continue to benefit from the spell as well?

A. The character no longer benefits from the spell, as it was cast on the unit and he is no longer part of that unit.

---

Q. The Gut Magic rules state that an opponent may dispel any Gut Magic spell in his own magic phase as though it was a Remains in Play spell cast with a Power level of 7. Can an opponent also use excess dispel dice to attempt to dispel Gut Magic spells in play at the end of the Ogre Kingdoms players subsequent magic phases? If yes, do we also treat the Gut Magic spells in play as Remains in Play spells cast with a Power level of 7?

A. Yes and yes, though the spells may only be dispelled in this way if they were cast in an earlier magic phase.

---

Q. It is stated in the rules for Tooth-Gnoblars that sacrificing one adds +1 to the casting value of a spell. Should this actually say that you add +1 to the total of the power dice rolled?

A. Quite correct, it adds one to the total of the power dice.

---

Q. Do magic items (or abilities) which destroy spells affect Gut Magic spells? If yes, is the spell considered destroyed for all the Butchers on the table, or just forgotten by the Butcher who attempted to cast the spell?

A. Yes, they affect Gut Magic spells though they would only affect the Butcher targeted by that effect. So, for instance, a Rune of Spelleating could destroy a Butchers Trollguts spell, but other Butchers would still know that spell.

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Q. Does the "Fire" rule apply to units affected by spells that grant regeneration (e.g. Trollguts)? If the unit is harmed by a flaming attack while the spell is in play upon it, is the spells regeneration affect negated?

A. Yes, it would negate that Regeneration ability.

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Q. Also, if a unit was harmed by a flaming attack early in the game, may a spell with regenerative powers be cast on the unit in a later turn and grant them Regeneration? Or does the fact that they were harmed by a flaming attack prevent them from ever benefiting from the regenerative powers of the spell?

A. No, they may later benefit from Regeneration as they are not a Regenerating creature at the time of the flaming attack.

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## 14.9 MAGIC ITEMS

Q. Was the omission of the Enchanted Shield from the list of Common Magic Items available to an Ogre Kingdoms army intentional?

A. Yes.

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Q. Is the Thundermace a "Tyrant Only" magic weapon?

A. No.

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Q. In regards to the Thundermace, does the phrase exactly as if the unit had suffered a direct hit by a Strength 4(8) stone thrower mean that enemy models that are hit are not allowed armour saves and sustain D6 wounds each? Also, per the main rulebook if a shot from a stone thrower lands into a combat and touches models from either side that are fighting, then the players are to work out the number of hits as normal but equally distribute them to both sides. Thus, are hits using the stone thrower template from the Thundermace distributed to both sides in the fighting, or are only the enemy models under the template affected?

A. As it says in the items description, friendly models are not affected. All enemy models under the template are potential hits, the number of hits is not distributed amongst the combatants as with a stone thrower hitting a close combat. Enemy models may not take armour saves and take D6 wounds each.

---

Q. Does Siegebreaker hit chariots automatically, as the chariot itself does not have an Initiative characteristic? Or do you resolve the attack by comparing the WS of the bearer to the initiative of the crew (or character) controlling the chariot?

A. Resolve the attack by comparing the wielders WS with the highest I value of the crew.

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Q. Do the miscast effects of the Greatskull apply against friendly Gut Magic spells?

A. No, the entry should read any enemy spellcaster.

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Q. Does the Greedy Fist eat the magical properties of magic close combat weapons used against the bearer on a successful ward save or just armour saves?

A. Any Saving throw, so this includes Ward Saves. The Greedy Fists effects only work in close combat.

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Q. If an enemy Wizard suffers a miscast from the Hellheart and subsequently rolls a 1 on the Gut Magic Miscast Table, what happens? Does the enemy Wizard suffer the fate of the unlucky Butcher described in the table in this case? Also, do all the other friendly Butchers on the table still take D3 wounds? Or do other enemy Wizards take the D3 wounds instead?

A. The enemy wizard is destroyed, and all Butchers take D3 wounds. Such are the rewards of those who truck with Chaos.

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Q. Are wizards that ignore miscasts (e.g. a Fourth Generation Slann) required to roll on the Gut Magic Miscast table if they miscast while the Hellheart is in play?

A. No, they are immune to its effects.

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#### 14.10 DOGS OF WAR

Q. If a unit of Ironguts is selected as a Dogs of War unit, may they choose a magic standard? If yes, may they select it from the army they are being included with? For example, if selected in an Orcs & Goblins army, may they select the Banner of Butchery? Or, may a unit of Ironguts selected as a Dogs of War unit select a banner from the Ogre Kingdoms book?

A. A single Irongut Dogs of War unit per army may select a magic banner from the Ogre Kingdoms or Common magic item lists as described in their entry.

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Q. Does the Ogre Bulls entry in the Ogre Kingdoms book replace the Ogres entry in the Dogs of War list? If not, may Dogs of War Ogres utilize the Bull Charge rule?

A. No and No. Dogs of War players may use either their normal entry or those noted as Dogs of War in the Ogres army list.

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#### 14.11 OTHER

Q. The Brutish Hordes special rules state under reminders and clarifications that wounds on rank and file Ogres and Ogre champions need to be kept track of separately, as wounds are not carried over to one another. Does the phrase as wounds are not carried over to one another also apply to the situation where excess wounds are caused on the rank and file Ogres

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and the excess would normally be applied to the champion (as he is also still considered a rank and file model for this purpose)?

A. No, it does not wounds are carried over in this case.

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Q. May Chaos Ogres utilize the Bull Charge rule?

A. No.

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Q. The rules for Skrag the Slaughterer, state that Skrag MUST be accompanied by at least 2 Gorgers. Does Skrag form a unit with these two Gorgers (similar to how a Hunter forms a unit with the Sabretusks)? Do these two Gorgers deploy as normal troops and start the game on the tabletop?

A. No, they do not form a unit. They deploy as normal for Gorgers.

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Q. As Greasus Goldtooth and Skrag the Slaughterer are mounted on larger bases than 50mm square, the main rules seem to indicate that they may be singled out as targets for shooting and magical attacks. Is this correct?

A. They may be singled out and cannot claim a Look out Sir roll.

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## 14.12 ERRATA ITEMS

Page 64 under Skullmantle. Replace the final two words of text ....their Leadership with ....the Leadership test.

Page 69 under \* Army Battle Standard. Replace text of ....but he cannot carry any other magic item nor can he have any big names, with . If he carries a magic banner, he cannot carry any other magic item nor can he have any big names.

Page 41 - Slave Giant & Throttle With Chain. Insert the following sentence: The Giant must nominate one enemy model for this attack.

## 15 WOOD ELVES

### 15.1 GENERAL

Q. Can the Treeman and Treeman Ancient perform a Stand & Shoot charge reaction with the Strangle-root attack?

A. The Direwolf FAQ Council submitted multiple requests to the Design Team for an answer to this question but unfortunately did not receive a response. The Warhammer Community as a whole is divided on the answer, and without a response from the Design Team this question

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is unable to be satisfactorily resolved. While the FAQ Council itself leans towards the answer being that Stand & Shoot is allowed based on our interpretation of existing rules, we do not believe it strongly enough to make such a ruling at this time. The Council therefore recommends that you discuss the Strangle-Root attack with your opponent or the event organizer prior to its use.

S. Wood Elf Army Book page 62 \_\_\_\_\_

Q. What is the appropriate base size of the Great Stag and Unicorn models, 40mm square or 50mm square?

A. 50mm square. This is the size indicated for a Unicorn Mounted Character in the Base Size Chart printed in UK White Dwarf and allows the models to rank up properly with other units of Wood Elf Cavalry.

S. Base Size Chart Printed in UK White Dwarf / Direwolf FAQ Council Interpretation

Q. In the Wood Elf Reference sheet (last page of the army book) Elven Steeds are listed as having the "Fast Cavalry" rule. If a Wood Elf character is mounted on an Elven Steed does he benefit from the "Fast Cavalry" rule?

A. As it currently stands, no. The Bestiary takes precedence over the back-of-the-book Reference Sheet and the Bestiary does NOT list Elven Steeds as "Fast Cavalry".

S. Wood Elf Army Book pages 30 & 80

Q. Is a Great Eagle a flying skirmisher?

A. No. A Great Eagle is NOT classified as a "Unit of Flyers", and is therefore not a skirmisher. This means that a Great Eagle is classified as a monster per the "Unit Strength and Single Model's Movement" chart found in Warhammer Chronicles 2004.

S. Warhammer Chronicles 2004 page 114

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## 15.2 WARDANCERS

Q. May non-Wardancer characters join Wardancer units?

A. Yes, there is no longer any limitation restricting non-Wardancer characters from joining Wardancer units.

S. Wood Elf Army Book pages 26, 66

Q. Is a Wardancer unit required to select their Shadow Dance at the start of a combat? Or in cases where they are not attacking first, may they wait until after the enemy attacks before selecting a Shadow Dance?

A. The Wood Elf book is silent on the timing of when the Wardancers are required to select their Shadow Dance. The usual method requires a player to declare any equipment options / optional special rules affecting the Close Combat at the start of the phase, prior to the resolution of any attacks. The FAQ Council recommends that the usual method be also followed in this case.

S. Rulebook page 88/Wood Elf Army Book page 19 Direwolf FAQ Council Recommendation

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Q. May a Wardancer Kindred Character use a Great Weapon to gain +2 to his Strength?

A. No. Per the rules under the Wardancer Kindred, all Wardancer Characters have the Special Rule of "Wardancer Weapons". This means that regardless of what types of mundane weapons the model is armed with, the model must follow the "Wardancer Weapons" rule.

S. Wood Elf Army Book page 19, 66

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### 15.3 SPITES OF ATHEL LOREN

Q. If a character from the Wardancer Kindred has A Murder of Spites are these attacks affected by his abilities which add +1 Strength to all attacks or Killing Blow?

A. No! The Spites have a separate and distinct set of explicitly defined stats and abilities and thus they do not benefit from any abilities of their host.

S. Wood Elf Army Book page 60

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Q. Can a character use A Muster of Malevolents or A Pageant of Shrikes after marching?

A. No. The Spites "count as a ranged weapon" or are listed as a "shooting attack". As the rules do not explicitly allow for use of these Spites after a march, they may not.

S. Wood Elves Army Book pages 60, 61 / Rulebook page 55

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Q. If a character has the Muster of Malevolents Spites, may they always stand and shoot with their own weapon as well as the Spites regardless of Line of Sight and distance?

A. No. The reference to "any other ranged weapon the model may have" is making it clear that the model may perform a normal stand and shoot with both, NOT that the other ranged weapon is suddenly privileged with the Spites' additional stand and shoot powers.

S. Wood Elf Army Book page 60

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Q. What happens when a character with the Annoyance of Netlings (only hit on a six in a challenge) is in a challenge against a character that always hits on a pre-set number (e.g. a Vampire Counts Wight Lord in a unit containing the Banner of the Barrows)?

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A. This is a case of an "irresistible force" vs. an "immovable object". In other words, roll a D6 each close combat round to see whether the enemy hits on a the pre-set number or needs sixes to hit.

S. Rulebook page 43

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#### 15.4 HEIRLOOMS OF ATHEL LOREN

Q. Can Gaemrathe - the Banner of Midwinter be used in the opponent's movement phase?

A. The Direwolf FAQ Council submitted multiple requests to the Design Team for an answer to this question but unfortunately did not receive a response. The Council was divided on the answer as on one hand the item appears overpriced if it is not allowed to be activated in the opponent's turn, but on the other hand the usual practice is that an item would have to explicitly state that you could activate it prior to the enemy declaring charges in order for the item to be activated in the enemy's turn. The Council therefore recommends that you discuss this item with your opponent or the event organizer prior to its use.

S. Wood Elf Army Book Page 65

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Q. Does The Spear of Twilight count as a spear like The Dawnspear? Specifically does it grant +1S on the charge like a spear?

A. The Direwolf FAQ Council submitted multiple requests to the Design Team for an answer to this question but unfortunately did not receive a response. The Council was divided on the answer as on one hand it is described as a "spear" in both the item name and in the item's description, but on the other it does not explicitly state "Spear." or "Counts as Spear." as it appears it is required to per the Magic Item rules in the Warhammer Rulebook. The Council therefore recommends that you discuss this item with your opponent or the event organizer prior to its use.

S. Wood Elf Army Book page 62 / Rulebook page 152

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Q. Does the Deepwood Sphere affect enemy models engaged in hand to hand combat?

A. Yes. The description states: "All enemy models wholly or partly within the same wood as the bearer take a single S5 hit at the start of each Wood Elf magic phase." No exception for enemy models engaged in hand to hand combat is given. In addition, as the affect is not classified as a shooting attack or a spell there are no general rules protecting enemy models in hand to hand combat from it.

S. Wood Elf Army Book page 65

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Q. Does Asyendi's Bane allow the bearer to re-roll shooting attacks provided by sources other than the bow (i.e. additional shooting attacks provided by Spites, etc.)?

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A. No. Asyendi's Bane is a magical bow that punishes its wielder for missed shots made by it. So its effect applies to missed shooting rolls using it, but not to other ranged attacks the character may be able to field. Note that the description of the item does not extend the ability past shots fired from the bow.

S. Wood Elf Army Book page 63

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Q. Do Dragontooth arrows have any effect on units consisting of single wound models?

A. No. Any single wound model wounded by a Dragontooth arrow is in fact dead...and dead models don't take Stupidity tests! Dragontooth arrows only work against models with multiple wounds.

S. Wood Elf Army Book page 65

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Q. Does the Stone of Rebirth activate if the bearer is wounded by an attack that does multiple wounds / killing blow that would kill the model outright? If yes, is the model considered reduced to one wound?

A. No. Nowhere in the item's description does it indicate that the item is activated if the model is killed outright.

S. Wood Elf Army Book page 64

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Q. What is the effect of an item like the Armor of Damnation (re-roll successful hits) on Daith's Reaper (re-roll misses)?

A. The attacking player rolls to hit and re-rolls misses. Then the defending player makes the attacker re-roll all successful attacks.

S. Warhammer Chronicles 2004 page 118

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Q. If you combine "An Annoyance of Netlings" (bearer hit on sixes in challenge) with the Fimbulwinter Shard (-1 to hit character in hand-to-hand), does it mean the Character cannot be hit in a challenge?

A. No, a character is always hit on a natural six.

S. Rulebook page 69

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

A. This sword should be treated like a weapon that inflicts multiple wounds, meaning that each wound may inflict wounds up to the maximum for each enemy model. The description of the Spirit Sword states that "any enemy that suffers one or more unsaved wounds from the Spirit Sword must roll a d6 and add their Leadership – the wielder does the same. For each

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point the wielder wins by, his opponent suffers an additional wound, with no Armor Saves or Ward Saves allowed.”

S. Wood Elf Army Book page 62

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Q. Does the secondary damage from the Spirit Sword still take place if an enemy is wounded and killed by it? Meaning the WE Character could take damage after killing the opponent or generate overkill in a challenge.

A. Yes, treat as other multi-wound weapons, but instead of rolling to multiply wounds, use the will comparison procedure in the Spirit Sword description. No exceptions are listed so this means that the Wood Elf character could take damage or generate additional overkill in a challenge.

S. Wood Elf Army Book page 62

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Q. If the Spirit Sword inflicts wounds on multiple opponents (i.e., the bearer splits his attacks between two or more models) is an additional wound test required for each opponent?

A. Yes. There is no reason to believe the ability may be used only once per combat phase.

S. Wood Elf Army Book page 62

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Q. How does the Spirit Sword work with regeneration? Can wounds from the LD battle be regenerated? It specifically mentions no armour or ward saves, but says nothing about regeneration (but neither does Killing Blow).

A. Treat as other multi-wound attacks and regeneration per the Q&A in Warhammer Chronicles 2004. That is, perform the will comparison procedure to determine the total wounds caused, then at the end of the close combat phase (but before combat resolution is counted), attempt the regeneration for each wound taken (up to the total the model had at the start of the combat phase).

S. Warhammer Chronicles 2004 page 114

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## 15.5 MAGIC LORE OF ATHEL LOREN

Q. A portion of the Lore of Athel Loren spell "The Hidden Path" reads as follows: "If the spell is successful, the unit treats all terrain as open ground and cannot be harmed by non-magical missile weapons." Does this spell allow units to see through terrain, therefore allowing them to charge an "unseen" unit or fire missile weapons at a unit behind interposing terrain?

A. No. The effects of The Hidden Path do not alter the line of sight characteristics of terrain. The reference to "open ground" refers to the ability to move unimpeded as stated in the Warhammer Rulebook.

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S. Wood Elf Army Book page 79 / Rulebook page 50

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Q. If a Wood Elf unit targeted with the Call of the Hunt spell can not see any enemy units (e.g. they are in a wood) but the additional movement brings them in contact with an enemy unit, is this considered a charge or are they stopped 1" away?

A. It is considered a charge. The visibility of enemy units is only discussed in regards to the direction the affected unit must move ("towards the nearest enemy unit it can see"). The spell states that if the "movement brings the unit into contact with the enemy, it counts as charging in the subsequent close combat phase." Ergo, a charge.

S. Wood Elf Army Book page 79

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Q. The Call of the Hunt spell states "If already engaged in combat each model in the unit gains +1 Attack (does not affect steeds or ridden monsters)". How long does this additional +1 Attack last? For the duration of the next combat round? For the duration of the combat? Or for the duration of the game?

A. The usual method used to define spells lasting more than one phase is to explicitly state in the description that the spell lasts for a longer duration or Remains in Play. Spells that do not have either set of language are generally considered to be immediately resolved or resolved in the next applicable phase. The FAQ Council recommends that the usual method be also followed in this case (i.e. the +1 Attack is only used in the next Round of combat).

S. Rulebook page 139 / Wood Elf Army Book page 79 / Direwolf FAQ council Interpretation

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

A. Yes. The Warhammer Rulebook indicates that units which are subject to a magical affect that prohibits movement may be forced to move by a subsequent spell cast at them.

S. Wood Elf Army Book page 79 / Rulebook page 142

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Q. Does the "Fire" rule apply to units affected by spells that grant regeneration (e.g. Ariel's Blessing)? If the unit is harmed by a flaming attack while the spell is in play upon it, is the spells regeneration affect negated?

A. Yes, it would negate that Regeneration ability.

S. "Sneak Peak" Ogre Kingdoms FAQ found on the Games Workshop Warhammer Forum

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Q. Also, if a unit was harmed by a flaming attack early in the game, may a spell with regenerative powers be cast on the unit in a later turn and grant them Regeneration? Or does the fact that they were harmed by a flaming attack prevent them from ever benefiting from the regenerative powers of the spell?

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A. No, they may later benefit from Regeneration as they are not a Regenerating creature at the time of the flaming attack.

S. "Sneak Peak" Ogre Kingdoms FAQ found on the Games Workshop Warhammer Forum

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## 15.6 KINDREDS

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

A. No. The description of the Wild Rider Kindred says that they "may not choose any additional weapons or armor, though they may choose a magic spear or a suit of magical light armor to replace the respective item if they wish." Since the "Helm of the Hunt" is in the "magic armor" section, by a strict reading of the text a Wild Rider Kindred would not be able to take it.

S. Wood Elf Army Book pages 20, 68

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

A. The character may technically take additional mundane armour and/or weapons, but he cannot gain any benefit from it. The special rules associated with the fighting style (i.e., 5+ armour save, fights as if armed with two hand weapons) clearly state that they apply regardless of how the model is armed and armoured.

S. Wood Elf Army Book page 68

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Q. Does either the Eternal Kindred, or Wild Rider Kindred remove a character's Longbow?

A. No. There is no specific provision for removing the longbow in either Kindred's description.

S. Wood Elf Army Book page 68

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## 16 DOGS OF WAR / REGIMENTS OF RENOWN CHRONICLES LIST

Q. Where can I find the most up to date Dogs of War and Regiments of Renown army lists?

A. In Warhammer Chronicles 2004.

S. Warhammer Chronicles 2004 pages 54-69

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Q. Can Regiments of Renown or Dogs of War units be joined by non-Dogs of War Characters?

A. No.

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S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Can other Warhammer armies hire non-named Dogs of War characters (i.e. Mercenary General, Hireling Wizard Lord, Paymaster, Mercenary Captain, Hireling Wizard) as a Rare choice?

A. No, you can't field these types of Dogs of War characters unless you're a Dogs of War army.

S. Ian Hawkes - Warhammer Design Team

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Q. How are named standard bearers from Regiments of Renown handled in terms of capturing / losing standards?

A. As named standard bearers from Regiments of Renown are classified as characters they should be handled as Battle Standard Bearers in terms of capturing / losing banners.

S. Warhammer Chronicles 2004 page 68 / Direwolf FAQ Council Interpretation

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Q. When charged by a chariot, do pike attacks go before impact hits?

A. No. The Warhammer Design Team has specifically stated that impact hits always happen before everything else in a combat, unless specifically noted otherwise. Therefore chariot impact hits qualify as a being "entitled to strike first because of a special ability" which per the rules for pikes "will still strike before pike-armed models."

S. Gav Thorpe - Warhammer Design Team / Warhammer Chronicles 2004 page 57 / Rulebook page 128

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Q. When engaged in close combat with an enemy unit to their front, how many ranks do pikeman fight in?

A. Provided the unit has enough ranks, four ranks if the unit was stationary or three ranks if the unit charged that turn as is outlined in the Fight In Ranks section of the Warhammer Rulebook. Note that in cases where a pikemen unit consists of three ranks or less, all the ranks will fight when engaged with an enemy unit to their front, regardless of whether the unit was stationary or charged that turn.

S. Rulebook page 89 / Warhammer Chronicles 2004 page 57

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Q. In the description for the Paymaster it indicates that he is treated exactly like a Battle Standard. Is he therefore allowed to carry a magic banner?

A. No. The reference in the Paymaster's rules directs players to treat the keys to the pay chest like a Battle Standard. Note that nowhere in the Rulebook does it state that a Battle Standard

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Bearer is entitled to carry a magic banner. It is the existing Sixth Edition army books which explicitly state that Battle Standard Bearers may carry magic banners. The Paymaster is not explicitly given the ability to carry a magic banner in the Dogs of War army list, therefore, he may not.

S. Warhammer Chronicles 2004 page 57 / Rulebook page 102

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Q. Is it legal for a living character, such as a Mercenary Captain, to join an Undead unit (e.g. The Cursed Company)?

A. The intention of the rules is that no, Undead units cannot be joined by non-Undead characters and vice versa.

S. Anthony Reynolds - Warhammer Design Team

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Q. What is the correct number of attacks for Long Drong's Slayer Pirates?

A. Since the "Festooned With Pistols" special rule for the unit states they "gain an additional attack because they are fighting with a pistol in each hand", you should add 1 to the Attacks value in the displayed statline. Thus, Long Drong has 3+1=4 Attacks and each Pirate has 1+1=2 Attacks.

S. Warhammer Chronicles 2004 page 65 / Rulebook page 91

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Q. Do the Dwarf special rules apply to the Dogs of War Dwarfs as well?

A. Yes, all of the Dwarf special rules (Ancestral Grudge, Relentless, and Resolute) apply to Dwarf Dogs of War.

S. US White Dwarf #258 page 41

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Q. Does Asarnil's Dragon have an armour save?

A. Yes, 3+ Scaly Skin save like most Dragons.

S. US White Dwarf #258 page 41

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Q. How are VPs awarded for Asarnil and his Dragon?

A. Asarnil is worth 130 VPs, his Dragon is worth 330 VPs.

S. US White Dwarf #258 page 41

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Q. Are all models with names counted as characters (for example, Asarnil's Dragon, the Giants of Albion) for challenges, etc.?

A. No only the leader counts (Asarnil and Hengist), in the cases you mentioned.

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S. US White Dwarf #258 page 41

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Q. Where can I find the rules for the special Dogs of War unit, Gotrek and Felix?

A. In the Warhammer Annual 2002.

S. Warhammer Annual 2002 page 64

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Q. Where can I find the rules for the special Dogs of War unit, Witch Hunters (Johan Van Hal & Wilhelm Hasburg)?

A. In the Warhammer Annual 2002.

S. Warhammer Annual 2002 page 119

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Q. Where can I find the rules for the Dogs of War special characters Mydas the Mean, Lucrezia Belladonna, Borgio the Besieger, Ghazak Khan, and Lorenzo Lupo?

A. In Warhammer Chronicles 2003.

S. Warhammer Chronicles 2003 pages 110-113

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Q. Where can I find the rules for the Regiment of Renown, Mengil's Manflayers?

A. In White Dwarf Magazine

S. September 2004 Issue of White Dwarf Magazine (US #296 / UK #297)

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## 16.1 DARK SHADOWS

Q. Where can I find the rules for the Dark Emissary, Truthsayer, and Fenbeasts?

A. Warhammer Chronicles 2003 pages 14-16

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Q. Can you have more than one Dark Emissary (or Truthsayer) in an army?

A. No.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Can you have a Dark Emissary and a Truthsayer in the same army?

A. Certainly not!

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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## 17 CHAOS DWARFS RAVENING HORDES LIST

Q. What is the correct description for Blunderbusses?

A. P.32: Blunderbuss rules. The last two sentences should be changed from "Hits are resolved at S3 if firing in 1 rank, S4 if firing in 2 ranks and S5 if in 3 or more ranks. Ranks must be complete to count." to "Hits are resolved as S3 plus 1 per extra rank up to S5. Ranks count if at least 4 wide. A single character in the front rank will not effect the units fire."

S. US White Dwarf #258 page 40

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Q. How exactly do Chaos Dwarf Blunderbusses work with the Stand and Shoot charge reaction?

A. The rules are applied exactly as with any other unit. If the chargers start within 12" then any models within 12" may be hit. If the chargers are outside 12", the charging unit is stopped at maximum range as normal, and so in this case only the front rank of the charging unit will be in the zone of fire.

S. Warhammer Chronicles 2004 page 120

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Q. Do Blunderbuss units need line of sight and range to a declared enemy target unit in order to shoot?

A. Yes, as no exceptions to the main rulebook requirements for these items are listed in the Blunderbuss special rules. Note however that all enemy models caught in a Blunderbuss unit's 'fire zone' will be hit as normal, regardless of whether or not they belong to a enemy unit which the Blunderbuss unit has LoS to.

S. Ravening Hordes page 32 / Rulebook page 58

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Q. Do enemy characters / champions hit by a Blunderbuss unit's 'fire zone' receive a Look Out Sir! roll (provided there are five or more rank and file models in the unit with them)?

A. Yes. This falls under "other missiles not governed by the normal target restrictions (concerning characters)" as stated in the Look Out Sir! section of the Rulebook.

S. Rulebook page 100

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Q. Can you fire Chaos Dwarf Blunderbusses if there is a friendly unit in combat with an enemy in the same fire zone?

A. No.

S. Warhammer Chronicles 2004 page 120

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Q. Is a Blunderbuss unit allowed to shoot if the 'fire zone' will cover friendly models not engaged in close combat?

A. No.

S. Warhammer Chronicles 2004 page 120 / Direwolf FAQ Council Interpretation

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Q. Can you Kill a Bull Centaur?

A. No. Refer to the Direwolf Special Rules FAQ for details.

S. Rulebook pages 112 and 113 / Anthony Reynolds Warhammer Design Team / Direwolf FAQ Council Interpretation.

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Q. If the special ability of the Dark Mace of Death is used against a character on a monstrous mount or in a chariot, how are the wounds distributed?

A. If a target is riding a monster or chariot, then both the rider and the monster or chariot take D3 wounds, with no armour saves allowed.

As this question is not specifically answered by the Rulebook, the Direwolf FAQ Council has used the detailed description of the Tomb Kings magic weapon, The Destroyer of Eternities, which states "If a target is riding a monster or chariot, then both take two automatic hits." in conjunction with the answer given in Warhammer Chronicles 2004 that 'both the Character and the Mount/Chariot take a wound/hit' from magic spells which cause a wound/hit to each model to arrive at this answer.

S. Direwolf FAQ Council Interpretation / Tomb Kings Army Book page 36 / Warhammer Chronicles 2004 page 115

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Q. What is the correct number of crew for Hobgoblin Bolt Throwers?

A. P.33: Hobgoblin Bolt Thrower entry. Change the Unit Size rule from "1 War machine with 3 crew" to "1 war machine with 2 Hobgoblin crew".

S. US White Dwarf #258 page 40

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Q. Are Flying moves affected by the Earthshaker's special rules?

A. Yes. The Earthshaker's description states "Any troops within this distance in inches from the centre of the template move at half rate in their next turn...". No exceptions for flyers are noted.

S. Ravening Hordes page 32 / Direwolf FAQ Council Interpretation

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Q. Do Chaos Dwarfs benefit from the Dwarf special rules of 'Ancestral Grudge', 'Relentless', and starting with a base of four dispel dice?

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A. No. Chaos Dwarfs are a separate race from Dwarfs and do not benefit from these special rules.

S. Ravening Hordes page 32

Q. Are Chaos Dwarfs players suppose to use the Orcs & Goblins Army Book?

A. Yes. In US White Dwarf #250 on page 11 it states:

Ravening Hordes - Chaos Dwarfs

The new Orc & Goblins Army book completely replaces the list in Ravening Hordes. However, dedicated Orc & Goblin armies are not the only ones to employ the Greenskins in battle. The Chaos Dwarfs also use them and, as the complete rules are now out, it will be good to use them for the Chaos Dwarf's slave troops, too. To do this you'll obviously need both Ravening Hordes and the new Orc & Goblins book. The following changes bring the list up to date:

- Replace the Special unit entries in Ravvvveening Hordes for the Orc Boyz, Goblins and Black Orcs with the following army list entries from the Orc & Goblin Armies book: Goblins, Orc Boyz, Orc Arrer Boyz and 0-1 units of Black Orcs. One unit of Orc Boyz may be upgraded to Big'Uns as per the normal rules in the book. All these units count as Special units in the Chaos Dwarf army.

- Delete special rule 5 about Orcs ignoriiiiinnng panicking Gobbos (this is replaced by the full rules from the book)

- Troops described in the Orc & Goblin boooooook follow the rules there rather than the shorthand versions in Ravening Hordes.

- Hobgoblins suffer Animosity just as a uuuuunnnit of Goblins would in the Orc & Goblin book. This replaces the animosity rule in Ravening Hordes (special rule 3).

S. US White Dwarf #250 page 11

Q. May Greenskin units in the Chaos Dwarf army use the magic banners from the Orc & Goblin army book?

A. No they may not. Greenskins in a Chaos Dwarf army are not part of a free Orc and Goblin Waaagh!, they are slaves and do not have access to the magic banners in the Orcs & Goblins book. Note however that due to the White Dwarf update (see Q&A above) a unit of Orc Big 'Uns and Black Orcs may carry the magic banners available to the Chaos Dwarf army (e.g. The War Banner and The Banner of Slavery).

S. Ravening Hordes page 32 / US White Dwarf #250 page 11 / Direwolf FAQ Council Interpretation

## 18 KISLEV ALLIED CONTINGENT CHRONICLES LIST

Q. Do characters that are part of an Allies Contingent count towards the total number of characters allowed in the army?

A. No. Allies Contingents are treated like separate armies, and so have their own table of minimum and maximum characters (and units).

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. Can an Allies Contingent be fielded as a stand alone army? If yes, what tables should you use to select the army?

A. Yes, the Allies Contingent rules specifically state that you may use an Allies Contingent list to field a full army. The Direwolf FAQ Council recommends using the "Choosing Characters" and "Choosing Troops" tables found on page 25 of the Empire Army Book to select a stand alone Allies Contingent army.

S. Warhammer Chronicles 2004 page 26 / Empire Army Book page 25 / Direwolf FAQ Council Interpretation

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Q. Can an Empire Wizard, Slann or High Elf Mage use the Lore of Ice ?

A. No.

S. Anthony Reynolds - Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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Q. When a unit of Kislev Winged Lancers or Gryphon Legion declares a frontal charge (and the charging unit has enough movement to complete the charge) against a ranked Skaven unit, are the Skaven still allowed to apply the Strength in Numbers bonus to determine their leadership value for the resulting panic test, or does the "Glorious Charge" rule negate it?

A. The Skaven would get their Strength in Numbers bonus in this situation.

S. Gav Thorpe - Warhammer Design Team

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Q. Can a stand alone Kislev army field Dogs of War (Regiments of Renown) units?

A. No. Dogs of War are not listed as a unit option for the Kislev army.

S. Warhammer Chronicles 2004 page 27

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Q. Does Tzarina Katarin, the Ice Queen ride a standard warhorse or a monstrous mount?

A. A standard warhorse (with one wound). The characteristic printed for her warhorse indicating three wounds is an error.

S. Anthony Reynolds - Warhammer Design Team / Warhammer Chronicles 2004 page 83

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## 19 THE CULT OF ULRIC CHRONICLES LIST

Q. Where can I find the rules for the The Cult of Ulric army?

A. In Warhammer Chronicles 2004

S. Warhammer Chronicles 2004 page 2

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Q. Do I choose exactly when I want to use the Shard of Skoll? Or is it assumed to always be in use and therefore might be spent at any time?

A. You must specify that you are using the Shard of Skoll prior to making a Dispel attempt.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298) /

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Q. The rules state that the Hunt Master cannot be singled out by missile fire, yet isnt he quite bigger (a man on a horse) than the rest of the unit (hounds)?

A. The Hunt Master cannot be singled out, as he is regarded as the same size (i.e. on a cavalry base) as the hounds.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. The Cloak of Anraheir says that the bearer causes fear in Minotaurs. However, Minotaurs would normally be immune to fear as they themselves cause fear. How does that work?

A. The bearer of the Cloak causes fear to Minotaurs, even though they would normally be immune to fear.

S. October 2004 Issue of White Dwarf Magazine (US #297 / UK #298)

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Q. Can The Cult of Ulric field a Steam Tank?

A. No. The Cult of Ulric is not an Empire army. Numerous items available to an Empire army are not available to the Cult of Ulric and the Steam Tank is one of them. If the Cult of Ulric was able to field a Steam Tank, it would have been listed as an option under the Cult of Ulric's Rare Units.

S. Warhammer Chronicles 2004 page 12

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