

WARHAMMER 40,000

WAAAGH! GHAZGHKULL

Official Update for 7th Edition, Version 1.0

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 59 – Blitz Brigade, Special Rules, Know Yer Limitz
Change this rule to read:

'Know Yer Limitz: Infantry units that begin the game embarked upon a Battlewagon from this Formation cannot charge in the first game turn if their Battlewagon made a Scout redeployment.'

FAQs

Q: The Goff Killmob and Kaptin Badrukk's Flash Gitz don't have the Da Boss iz Watchin' and Biggest an' da Best special rules on their datasheets. If used outside a Great Waaagh!-band Detachment, as just the Formations on their own, do they have these special rules?

A: Yes, as specified on page 52 of *Waaagh! Ghazghkull*.

Q: Is the Da Boss iz Watchin' rule meant to add 2 to the Mob Rule roll? The table has no results for rolls above 6.

A: Yes. Treat any roll of more than 6 (after modifiers) as a roll of 6.

Q: The Green Tide Formation and the Great Waaagh! Detachment are missing from the reprint of Waaagh! Ghazghkull. Can we still use them if we have the first version of Waaagh! Ghazghkull?

A: Yes.

Q: The Council of Waaagh! Formation – does the Banner of da Great Waaagh! special rule stack with the Waaagh! banner rule for +2 Weapon Skill in total?

A: No. The full effects of the banner are described in the Formation rules.

Q: Can we take Ghazghkull Thraka instead of Gruk Face-rippa or a Warboss in the Goff Killmob Formation in a Great Waaagh!-band Detachment from Waaagh! Ghazghkull?

A: No.

Q: Can the Looted Wagon be taken as an Auxiliary choice as part of the Great Waaagh!-band Detachment?

A: No.

Q: If the Council of Waaagh! Nobz unit takes warbikes, what happens to them when the infantry models run? How does this affect the power of the Waaagh! and charging in the same turn?

A: Models move individually, so in the Movement phase each model in this unit can move up to their maximum movement allowance so long as the unit is in unit coherency at the end of the move. If the unit elects to Run, no models in the unit may shoot, and the Bikes may Turbo-boost, but must finish their move in unit coherency. However, this unit cannot charge on a turn in which it Ran, even if a Waaagh! is called, unless the Bikes remained stationary during the Run move, as a Turbo-boost is not a Run move.