

WARHAMMER: ORCS & GOBLINS

Official Update Version 1.2

Although we strive to ensure that our books are perfect, sometimes mistakes do creep in. When such issues arise we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our books. When changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **Magenta**. Where a version number has a letter, E.g. 1.1a, this means it has had a local update, only in the language, to clarify a translation issue or other minor correction.

This update is split into three sections: Errata, Amendments and 'Frequently Asked Questions'. The Errata corrects any mistakes in the book, while the Amendments bring the book up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. These questions have been gathered from many sources. We are always happy to consider more questions, so please send any queries to:

gamefaqs@gwplc.com

Although you can mark corrections directly in your book, this is by no means necessary – just keep a copy of the update with your book.

ERRATA

Page 72 – Gaze of Mork, second paragraph.
Change the first sentence to read 'Gaze of Mork is a direct damage spell which can be used to target units that are in combat.'

AMENDMENTS

None.

FAQs

Q: Is a unit with a Black Orc character in a valid target for a Get 'Em result on the Animosity table? (p32)

A: Yes. There is only so much a Black Orc can do to keep order!

Q: Is a unit in combat a valid target for a Get 'Em result on the Animosity table? (p32)

A: No, as units in combat are not subject to Animosity.

Q: Can a unit that has made a Vanguard move be forced to declare a charge on the first turn of a game by getting a Squabble or We'll Show 'Em result on the Animosity table? (p32)

A: No. As it made a Vanguard move it is not able to charge.

Q: What happens if the movement from the We'll Show 'Em result on the Animosity table would bring a unit into contact with a building or impassable terrain? (p32)

A: The unit stops 1" away.

Q: Does the Strength bonus from the Choppas special rule affect the strength of the Impact Hits from the Armour of Gork and Big Stabbas? (p33)

A: Yes as, unlike Impact Hits from chariots etc, it is the brute force of the Orcs themselves causing the damage.

Q: When a Night Goblin Shaman rolls a 1 on his Magic Mushroom dice he has to roll again to see what happens. Does the spell fail regardless of the result of this second roll (unless it has been cast with Irresistible Force)? (p43)

A: Yes.

Q: If a spell fails because of the Magic Mushroom dice, will this cause the Night Goblin Shaman's concentration to break and prevent him from attempting to cast again that phase? (p43)

A: Yes.

Q: Does the result rolled on the Magic Mushroom dice count when determining if the total rolled is 3+ for the Not Enough Power! rule? (p43)

A: No.

Q: When Nasty Skulkers are revealed in a unit of Goblins, can they displace anything other than rank and file models to make space for them? (p44)

A: No, though they will then be able to Make Way if they are not in base contact with the enemy.

Q: Are units moved over during a flying Doom Driver Goblin's optional D6" movement hit? (p48)

A: No, only units under the base once the Goblin has reached its final location are hit.

Q: Does killing a Goblin Great Shaman riding an Arachnarok Spider mean that the Arachnarok Spider must take a Monster Reaction test? (p51)

A: No, as it still has the Forest Goblin crew left to control it.

Q: If a Night Goblin unit is behind an obstacle or in a building or other piece of terrain what happens to any Fanatics that are released? (p53)

A: If the Fanatic is released from a point of the unit that is outside the terrain then it will move as normal. If the point of the unit it is released from is inside the terrain then it will be destroyed before it gets a chance to move.

Q: Can a unit of Night Goblins that are concealing Fanatics be placed any closer than 8" to an enemy using the Hand of Gork spell? (p53/72)

A: Yes, though you must follow all the normal rules for stopping to release the Fanatics from 8" away before you finish your move.

Q: Can the Hand of Gork spell be used to move a unit into or out of a building? (p72)

A: No.

Q: Do all friendly units count towards working out if the Power of Da Waaagh! Lore Attribute applies, not just Orc units? (p72)

A: Yes.

Q: Does the Fists of Gork spell give the Shaman magical attacks as well as the characteristic boosts? (p72)

A: Yes.

Q: When do you pick a target with the 'Eadbutt spell? (p72)

A: You pick a target once the range is decided. Unlike most other spells, this will happen just before you resolve the spells effects rather than just before you make the casting attempt.

Q: Do you decide what type of characteristic test a boosted Curse of da Bad Moon's victims will take before or after you roll the dice to determine where it moves? (p73)

A: Before.

Q: Can a unit of Savage Orcs take the Big Stabbas upgrade multiple times? (p104)

A: No, regardless of how many models are carrying Big Stabbas, the unit only has the special rule once.

Q: What happens if a Night Goblin Fanatic hits a unit and there is not room to place it an inch out the other side of the unit? (p53)

A: There are several possibilities here:

1) If placing the Fanatic an inch away from the unit that was hit brings it into contact with another unit, then that unit will also be hit and the Fanatic should then be placed an inch beyond that unit.

2) If placing the Fanatic an inch away would take it off of the board or into terrain (other than a hill) then it is destroyed.

3) If placing the Fanatic an inch away from the unit that was hit brings it to within an inch of another unit then leave it where it is (even though you cannot normally go within an inch unless you are charging). This will not effect the movement of the unit it is within an inch of. However, if the unit contacts the Fanatic during its move, the Fanatic will inflict hits on the unit and then be destroyed as usual.

Q: What happens if a Mangler Squig hits a unit and there is not room to place it an inch out the other side of the unit? (p56)

A: There are several possibilities here also. Points 1 and 3 are the same as for the Fanatic above whilst point 2 is different:

2) If there is not space to fit the Mangler Squig between the unit it hit and the board edge, then it will end its move in the unit, deal the extra hits and be destroyed as normal.

Q: When a Giant gets a Thump with Club result, is it 2D6 separate Wounds that are caused or one Wound with the Multiple Wounds (2D6) special rule? (p61)

A: It is 2D6 separate Wounds.

Q: If Gorbad Ironclaw breaks from combat, is he automatically killed as he counts as the Battle Standard? (p64)

A: Yes.

Q: Can you still upgrade up to one unit of Savage Orcs or Savage Orc Boar Boyz to Big 'Uns if you take multiple units of Orc Boyz and/or Orc Boar Boyz Big 'Uns in an army with Gorbad Ironclaw? (p64)

A: Yes.

Q: What happens to Nibblit if Grom breaks from combat? (p67)

A: Nibblit is a part of Grom's chariot, therefore the whole chariot is destroyed.

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