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.a, this means it has had a local update, only in that 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 7 – General Principles, Dice. Add: “CHOOSEING A RANDOM DIRECTION Some rules require that you choose a random direction. To do so, roll the scatter dice, and use the direction indicated by the direction of the arrow. If you roll a Huf, use the arrow shown on the Huf1 symbol to determine the direction.”

Page 9 – General Principles, Templates. Change the last sentence of the last paragraph to “Remember that a model’s base is counted as being part of the model itself, so as long as any part of the base is under the template everything is hit.”

Page 24 – Compulsory Moves, Rally Fleeing Units. Change the third sentence of the first paragraph to “A unit that has 25% or less of its starting models left can only rally on a roll of 2+.”

Page 27 – Remaining Moves, Reinforcements. Add “In addition, all the models in the unit must be set up so that they are within twice their Movement rate of the battlefield edge that they entered from.” to the end of the second paragraph.

Page 36 – Spell Resolution, Remains in Play Spells. Change “[...]at any time [...]” to “[...] at any time, except for magical vortexes which he can only choose to end at the start of a phase[...].”

Page 37 – F. Spell. Change “[...all his casting attempts [...]” to “[...] all his casting and dispelling attempts [...]” in the last sentence.

Page 38 – Nominate Unit to Shoot, Who Can Shoot? Change second bullet point to “salled or declared a charge”.

Page 40 – Roll To Hit, Moving and Shooting. Change “[...]the preceding Movement or Magic phase[...]” to “[...]this turn[...].”

Page 41 – Roll To Hit, Firing at Long Range. Change both references of “[...16”][...” to “[...18”][...” and change both references of “[...8”][...” to “[...9”][...”.

Page 42 – Shooting, Roll To Wound. Add the following sentence to the end of the fourth paragraph: ‘A To Wound roll of a 1 on a D6 always fails, regardless of any dice modifiers.’

Page 43 – Saving Throws. Change the third paragraph to “Note that a save of any kind can never be better than 1+. This does not prevent a model having items or special rules that would take the save even lower, it simply caps the saving throw at 1+. Also, remember that a roll of 1 is always a failure.”

Page 44 – Saving Throws, Shields. Add “If a model has no armour save apart from a shield, it gains a 6+ armour save” to the end of the second paragraph.

Page 48 – Fight a Round of Close Combat, Dividing Attacks. Change “[...]different characteristic profiles, it can[...]” to “[...]different characteristic profiles, or two or more characters or units with the same characteristic profiles, it can[...]”.

Page 51 – Close Combat, Roll To Wound. Add the following sentence to the end of the fourth paragraph: ‘A To Wound roll of a 1 on a D6 always fails, regardless of any dice modifiers.’

Page 52 – Calculate Combat Result, Wounds Inflicted. Change “[...]counts as having scored all the slain model’s remaining Wounds.” to “[...]score the same amount of Wounds as the slain model has on its profile.” in the last paragraph.

Page 54 – Loser Takes a Break Test, Steadfast. Change the first paragraph to read ‘If a defeated unit has more range than its enemy, it takes a Break test without applying the difference in the combat result scores. You should include the front rank for the purposes of determining whether or not a unit is steadfast."

Change the fourth paragraph to read ‘Steadfast units don’t apply the difference in combat result scores to Break tests.”

Page 55 – Combat Reform, Reforming From Victory. Change the first sentence of the second paragraph to “A combat reform is essentially a standard reform (page 14), save for the fact that the centre point of the reformed unit does not have to stay in the same place. Change “[...]is one special restriction[...]” to “[...]are two special restrictions[...]” and change “[...was made[…[...] to ” [...]was made, and the unit may not reform in such a way as to contact a different facing on any enemy unit it is in contact with[...].” in the second paragraph.

Page 60 – Multiple Combats and Break Tests, Steadfast. Change “[...can use its unmodified Leadership[...]” to ” [...]does not apply the difference in combat result scores[...].” Change both references to “[...] any enemy units [...]” to “[...]all enemy units [...]”.

Page 63 – Direction of Flight, Brought About by Heavy Casualties. Change “[...from the unit[...]” to “[...from the unit/terrain[...].”

Page 66 – Special Rules, What Special Rules Does It Have. Change “[...]the effects of multiple special rules[...]” to “[...]the effects of different special rules[...]” Add “However, unless otherwise stated, a model gains no additional benefit from having the same special rule multiple times.” to the end of the first paragraph.

Page 69 – Special Rules, Extra Attack. Add “Unlike most special rules, the effects of multiple Extra Attack special rules are cumulative.”

Page 71 – Special Rules, Impact Hits, Resolving Impact Hits. Change “[...]this rule has no effect.” to “[...]no Impact Hits are inflicted.”

Page 74 – Special Rules, Random Movement. Add “If a model has the Random Movement and Swiftstride special rules (a chariot with Random Movement, for example), then the Swiftstride special rule is not used.” to the end of the first paragraph.

Page 78 – Special Rules, Sniper. Change “A model making an[...]” to “unless making a Stand and Shoot charge reaction, a model making a[...]” at the start of the third paragraph.

Page 77 – Special Rules, Skirmishers, Free Reform. Change “[...]move, provided[...]” to “[...]move, even if it marches, provided[...]” Change “[...]double its Move value.” to “[...]double its Movement value.”

Page 77 – Special Rules, Skirmishers, Light Troops. Change “[...]zero ranks[...]” to “[...]zero ranks in combat[…].”

Page 66 – Special Rules, Always Strikes First. Change “[...]re-roll failed misses[...]” to “[ [...]re-roll misses[...]” in the first sentence of the third paragraph.

Page 69 – Special Rules, Extra Attack. Add “Unlike most special rules, the effects of multiple Fight In Extra Ranks special rules are cumulative.”

Page 71 – Special Rules, Resolving Impact Hits. Add the following sentence to the end of the third paragraph: “’Look Out Sir!’ rolls cannot be taken against Impact Hits.”

Page 74 – Special Rules, Random Movement. Add “If a model has the Random Movement and Swiftstride special rules (a chariot with Random Movement, for example), then the Swiftstride special rule is not used.” to the end of the first paragraph.

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Page 77 – Special Rules, Skirmishers, Light Troops. Change “[...]zero ranks[...]” to “[ [...]zero ranks in combat[…].”

Page 66 – Special Rules, What Special Rules Does It Have. Change “[...]the effects of multiple special rules[...]” to “[...]the effects of different special rules[...]” Add “However, unless otherwise stated, a model gains no additional benefit from having the same special rule multiple times.” to the end of the first paragraph.

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Page 77 – Special Rules, Skirmishers, Light Troops. Change “[ [...]zero ranks[...]” to “[ [...]zero ranks in combat[…].”
Page 79 – Special Rules, Ambushers. Change “[...][start of the turn[...]]” to “[...][start of his turn[...]]” in the second paragraph.

Page 79 – Deployment Special Rules, Vanguard. Change “[...]make a 12” move[...]]” to “[...][make a move of up to 12[...]]”.

Page 82 – Cavalry, Cavalry and Special Rules. Add “If the mount has the Fast Cavalry special rule, then the whole model has it.” to the list of exceptions.

Page 83 – Monstrous Cavalry. In the second paragraph, replace “All the cavalry rules…with one exception – monstrous cavalry always use the highest Wounds characteristic…” with “All the cavalry rules…with two exceptions – monstrous cavalry always use the highest Toughness and Wounds characteristics…”.

Page 83 – Monstrous Cavalry. Add “MONSTROUS SUPPORT” Furthermore, the rider of a monstrous cavalry model can make as many supporting attacks as are on its profile, up to a maximum of three.” to the end of the paragraph.

Page 85 – Monstrous Beasts. Add “MONSTROUS SUPPORT” Furthermore, a monstrous beast can make as many supporting attacks as are on its profile, up to a maximum of three.” to the end of the paragraph.

Page 91 – Weapons, Brace of Pistols. Add “Requires Two Hands.” to the special rules on the profile.

Page 91 – Weapons, Two/Additional Hand Weapons. Add “Requires Two Hands.” to the special rules on the profile.

Page 93 – Command Groups, Champions and Shooting. Change the third paragraph to “The only exceptions to this are attacks that use a template (such as cannons, stone throwers, weapons, magical vortexes and so on).”

Page 96-97 – Characters, Shooting at Lone Characters. Change “[...][five or more models[...]]” to “[...][five or more rank and file models[...]]” in the second paragraph.

Page 101 – Leaving A Unit. Add “A character may not leave a unit on the same turn that they join it.” to the end of the fourth paragraph.

Page 105 – Character Mounts, Monstrous Cavalry Mount. Add “even if he is riding a monstrous beast with only one Wound” to the end of the last sentence of the first paragraph.

Page 107 – The General, Inspiring Presence. Change “within 12” to use his Leadership instead” to “within 12” may use his Leadership instead”.

Page 107 – The Battle Standard Bearer. Add “If a Battle Standard Bearer is in a unit that Refuses a Challenge and is subsequently moved to the rear of its unit, it loses the Hold Your Ground rule until the end of the turn. Note, however, that if the Battle Standard Bearer has a magic standard its effects continue to apply as normal (it cannot be ‘switched on or off’).”

Page 109 – Shooting with War Machines. Change “ Unless specified otherwise, all war machine weapons…” to “ Unless specified otherwise, all weapons in this section (and all other weapons mounted on war machines)…”.

Page 112 – Cannons, Choosing a Target. Change “[...][pivot in the Movement phase[...]]” to “[...][pivot in the Shooting phase[...]]” in the last sentence of the first paragraph.

Page 114 – Stone Throwers, Firing a Stone Thrower. Change “[...][place it anywhere completely within the war machine’s line of sight[...]]” to “[...][place it anywhere with the central hole within the war machine’s line of sight[...]]” in the first sentence.

Page 119 – Forests, Forests and Movement. Change “[...][Flyer[...]]” to “[...][Fly[...]]”.

Page 127 – Buildings, Abandoning a Building. Change the second sentence to “Place the unit in any desired formation, with at least one model of the rear rank 1 away from the building and no model within 1 of the building.”

Page 143 – Victory Conditions, Victory Points. Change “[...][at least twice as many victory points as your opponent – any[...]]” to “[...][at least 100 victory points more than your opponent – if you score at least twice as many victory points as your opponent, then you have achieved a crushing victory]”.

Reference Section – Arcane Creatures. Add “Large Targer” to the Special Rules for the Mountain Chimera and Great Fire Dragon.

Reference Section – Arcane Creatures, Great Fire Dragon. Change “[...][Strength 3][...]]” to “[...][Strength 3, Flaming Attacks][...]]”.

Reference Section – The Lore of Fire, The Burning Head. Change the first sentence to read “The Burning Head is a direct damage spell which can be used to target units that are in combat.”

Reference Section – The Lore of Metal, Gibranna’s Golden Hound. Change “[...](representing his comrades defending him from the hounds)[...]]” to “[...][as long as the unit consists of five or more rank and files models[...]]”.

Reference Section – The Lore of Light, Bronus’s Timewarp. Change “[...][Movement[...]]” to “[...][Movement Allowance[...]]”.

Reference Section – The Lore of Life, Rogwath. Change “[...][models slain[...]]” to “[...][wounds lost[...]]”. Each cavalry model recovered in this way counts as 2 Wounds lost earlier in the battle, not 1 in the second sentence.

Reference Section – The Lore of Heavens, Wind Blast. Add the following at the end of the third sentence: “Treat the edge of the board as impassable terrain for the purposes of this spell.”

Reference Section – The Lore of Shadow, Smoke and Mirrors. In the last sentence change “[...][friendly character[...]]” to “[...][friendly non-flying character[...]]”.

Reference Section – The Lore of Shadow, Okkham’s Mindwarp. Change “[...][when rolling To Wound with[...]]” to “[...][Hor[...]]”.

Reference Section – The Lore of Shadow, The Penumbra Pendulum. Ignore the first sentence of the second paragraph. This spell does not have a type.

Reference Section – The Lore of Death, The Purple Sun of Xerons. Change “[...][Any model touched by the template must[...]]” to “[...][Any model under, or passed over by, the template must[...]]” in the fifth sentence.

Reference Section – Magic Items, Paired Weapons. Change the last sentence to “In addition to their other effects, paired weapons have the Extra Attack and the Requires Two Hands special rules.”

Reference Section – Arcane Items. Add “STAFF OF SOPHCRY 3 points”. The bearer receives a +1 bonus on attempts to dispel.”

Reference Section – Arcane Items, Power Scroll. Change the last sentence to read “During the casting attempt, the casting value of the spell is halved (rounding up). You cannot choose to cast a boosted version of a spell when using a Power Scroll.”

Reference Section – Enchanted Items, Wizarding Hat. Change “[...][randomly chosen spell[...]]” to “[...][randomly chosen Battle Magic[...]]”.

Reference Section – Armour Saves. Add “+ Shield 6+”.

Reference Section – Casting Summary. Change “[...][beats[...]]” to “[...][jeals or beats[...]]”.

Reference Section – Spell Types, Augment/Needs line of sight? Change “Y” to “N”.

Reference Section – Spell Types, Hex/Needs line of sight? Change “Y” to “N”.

AMENDMENTS

Note.

FAQs

Q: What happens when a character uses a spell? When a spell is cast, the spell goes to the target(s). The target(s) are the models that the spell affects. The spell is cast at the target(s). The target(s) are the models that the spell affects. The spell is cast at the target(s).

A: Use ‘The Most Important Rule’.

Models and Units

Q: When a model has a random characteristic value, 3D6 or 2D6+2 for example, can that characteristic go above 10? (p4)

A: Yes, this is an exception to the usual maximum.

Q: Does a magic item or spell that gives a bonus to a characteristic, does it count when rolling To Wound rolls? (p4)

A: Yes, except for magic weapons or where the description of the item or spell specifically says otherwise.

Q: Does a weapon that gives a bonus to a characteristic only give that bonus when being used to attack a model?(56)

A: Most weapons, including magic weapons, state when the bonus is given. For example, a model with the Fencer’s Blades will always have Weapon Skill 10 whilst a model with a great weapon will only have +2 Strength when striking an enemy in close combat. When a weapon does not say when the characteristic bonus applies, then it only applies when striking, or being struck, in close combat.

General Principles

Q: Can I measure distances and ranges at any time and for any reason? (p6)

A: Yes.
Q: Is a model considered to be in base contact with itself? (var)
A: No.

Q: If a model is granted a re-roll To Hit from a special rule such as Harassed but the model they are attacking has a special rule, magic item etc. that forces successful To Hit rolls to be re-rolled, how is this dealt with? (p17)
A: They cancel each other out and no re-rolls are made for as long as both special rules are in effect.

Q: How should a template be held or placed above a unit or the battlefield? (p9)
A: It should be as close to the battlefield or unit as possible, trying to gain an advantage by doing otherwise simply isn’t in the spirit of the game!

Q: Will a unit automatically pass a characteristic test if any model in the unit has the ability to do so? (p10)
A: No, every model in the unit must have the ability to automatically pass the characteristic test for the unit to pass it automatically.

Q: For characteristic tests, is the best value in the unit always used? (p10)
A: If the unit is required to take a characteristic test, the best value in the unit is used. If every model in a unit is required to take a characteristic test, then each model uses its own best value instead.

Q: If a unit taking a Leadership test has a modifier to its Leadership, will this modifier still apply if the unit uses the General’s Leadership, because of the Inspiring Presence special rule for example? (p10)
A: Yes.

Q: Does a unit that has a LD of ‘0’ or ‘-’ automatically fail Leadership tests? (p10)
A: Yes.

Q: When taking a Leadership test, sometimes you have to take it on your unmodified Leadership. What is your unmodified Leadership? (p10)
A: Your unmodified Leadership is the highest Leadership characteristic in the unit. So the Leadership from any characters in the unit itself (but not from outside the unit, from Inspiring Presence for example) with a higher Leadership can be used unless specifically stated otherwise.

Movement

Q: When a unit is teleporting, do you measure the distance moved by the outside model of the front rank? (p14)
A: Yes.

Q: Once a unit has declared a Flee! charge reaction, or if it is already fleeing at the start of the movement phase, must it declare and resolve these Flee! charge reactions for every subsequent charge declared against it this turn? (p17)
A: Yes.

Q: If multiple units have declared a charge against a unit that has chosen a Flee! Charge response, can they all attempt to redirect their charge if there is another viable target in range? (p18)
A: Yes. The controlling player chooses in which order to try and redirect his charging units.

Q: If I can only maximise the number of models fighting by contacting another enemy unit, must I declare a charge against that unit? (p20)
A: No.

Q: Can a freeing model dispel spells or use magic items? (p24)
A: No.

Q: Can a unit near or on the board edge pivot (or wheel) so that part of the unit (or its base) is temporarily off of the board? (p27)
A: Yes, though it is not allowed to end its movement with part of the unit (or its base) off the board.

Magic

Q: What happens if a Wizard loses one or more Wizard levels? (p28)
A: Whenever a Wizard loses one or more Wizard levels, he instantly forgets a single spell for each Wizard level lost, chosen at random from those he knows.

Q: Can a model lose Wizard levels granted by a magic item? (p28)
A: Yes.

Q: Can Bound Spells be forgotten if a Wizard loses a Wizard level? (p28)
A: No. If a model has loses a Wizard level and has a selection of ‘normal’ and bound spells, do not include the bound spells when randomising which are forgotten.

Q: If a Wizard has had his level reduced to 0 does he still counts as a Wizard and can he still attempt to channel Power and Dispel dice? (p28)
A: Yes.

Q: Do dice that have been ‘removed’ from the pool to cast a spell still count against the power limit? (p30)
A: Yes. They count against the power limit until the moment they are rolled, at which point they are ‘used up’ and no longer count against the power limit.

Q: If I have a special rule that generates power or dispel dice at that dice doesn’t state they are added or specifies they are added at the start of the Magic phase, when are these dice added to the pool? (p30)
A: They are added after rolling for the Winds of Magic but before any casting attempts have been made.

Q: Can I use more than 12 power or dispel dice in a phase even though the pool is limited to 12? (p30)
A: Yes. While the pool can never contain more than 12 power or dispel dice at any one time, some abilities can generate more dice part way through a Magic phase.

Q: If a Wizard has had his level reduced to 0 and he still knows one or more spells, can he attempt to cast them? (p31)
A: No.

Q: Do ranged direct damage spells that use a template have to target an enemy unit? (p31)
A: Yes, the template must be placed over the target enemy unit.

Q: Can direct damage spells be used in such a way that they affect friendly models? (p31)
A: No. A direct damage spell can’t be used in a way that deliberately affects a friendly model (though they may end up scattering onto a friendly model and affecting it in that way).

Q: When targeting a unit with a small or large round template, must the whole template be within the maximum range of the spell? (p31)
A: No, the hole in the centre of the template must be within range.

Q: Can magical vortex spells be used in such a way that they affect friendly models? (p31)
A: Yes.

Q: Can a model choose to voluntarily move into/through a magical vortex? (p31)
A: No.

Q: What happens to models that are forced to move into/through the vortex is affected by the spell. Surviving models are then placed 1” beyond the template and their movement ends.

Q: If a bonus power die, which are added to those taken from the power pool when a Wizard casts a spell, count towards working out if a spell fails due to the Not Enough Power rule? (p32)
A: Yes, regardless of when these dice are added. The exception to this rule is that it does not include any dice that are serially stated as not being power dice (such as Night Goblin’s Magic Mushroom dice).

Q: Some magical items and special rules cause a miscast to occur on casting spells rather than at the end of the spell cast. For example, you might have to roll on the Miscast table if you roll any double. When this occurs, is the spell still cast? (p34)
A: Yes, as long as the casting value is met.

Q: Is damage caused by a miscast counted as a spell? Can a model with Magic Resistance add it to its ward save against it? (p34)
A: No to both questions.

Q: Can there ever be more than one attempt at dispelling a spell per magic phase? Can a Wizard use a scroll if it isn’t allowed to make dispel attempts, for example the spell was cast with irresistible force or the wizard has previously failed to dispel a spell that turn? (p35)
A: No to both questions.

Q: If a magical vortex ends its move over a unit it is placed 1” beyond the unit. If this is also over a unit should it be placed 1” beyond that unit, repeating the process until it is not touching any models? When this happens, I assume models between where the magical vortex ends its move and where the template is placed are not affected by the spell? (p36)
A: Yes to both questions.

Q: Are units that move through the template for a magical vortex affected by it? (p36)
A: Yes.

Q: Does a remains in play spell end if the Wizard who cast it has his Wizard level reduced to 0 or if he forgets the spell? (p36)
A: No.

Q: If I am dispelling a boosted remains in play spell, what value do I need to use to dispel it? (p36)
A: You will need to bear the basic casting value of the spell (not the boosted casting value).

Q: A Wizard is not allowed to cast the same spell twice. However, if he has a Magic Item capable of casting that spell as a bound spell, can he still use it to cast the same spell again? (p37)
A: Yes.
A: Yes.

Q: A unit charged into combat and, on the turn it charges, the last of the enemy unit it is fighting are removed as casualties due to Dragonic Instability, the Unstable special rule, Cornered Rate or as a result of a War Machine failing its Break test, does the charging unit get to make an Overwatch test? (p58).
A: Yes.

Q: When the models in a unit with the Monster and Handlers special rule take a Leadership test, which values can you use? (p76)
A: Yes. Except when there is a unit or impassable terrain in the way, the distance moved must include the distance required to move around these obstacles.

Q: Do all forms of Flaming Attacks cause Fear in fear beasts, casualty and chariot? (p69)
A: Yes, any model that has a Flaming Attack will cause Fear. This includes unit upgrades, models that only have ranged flaming attacks and even Wizards with spells that cause Flaming Attacks.

Q: If a Frenzied unit has a magic item that could increase the distance it could charge, or allows a failed charge to be re-rolled, must it use the item? (p70)
A: No.

Q: Is a character mounted on a monster, chariot or monstrous beast susceptible to the Killing Blows special rules? (p72)
A: No. As the character’s troop type as changes to ‘monster’, ‘chariot’ or ‘monstrous cavalry’, respectively, they render Killing Blow ineffective. Only Heroic Killing Blow will work against these targets.

Q: If a unit fails a Panic test brought about by heavy casualties, and there is nothing to flee from (for example the damage caused by a misscast from a Wizard in the unit) in which direction should the unit flee? (p73)
A: Pivot the unit on the spot (ignoring other units) so it is facing directly away from the closest enemy unit.

Q: A unit charged into combat and, on the turn it charges, the last of the enemy unit it is fighting are removed as casualties due to Dragonic Instability, the Unstable special rule, Cornered Rate or as a result of a War Machine failing its Break test, does the charging unit get to make an Overwatch test? (p58).
A: Yes.

Q: Close Combat
A: No.

Q: If a unit has multiple toughness values or armour saves do you use the value of the majority or in the case of a tie, the hit? (p62, 43)?
A: Yes, unless specified otherwise.

Q: A unit has a Movement Allowance of 15. Would it be 15 (first two ranks plus half of the remaining models, rounding up) or 16 (first two ranks plus half of each rank, rounding up)? (p78)
A: Yes.

Q: If a unit has multiple toughness values or armour saves do you use the value of the majority or in the case of a tie, the hit? (p62, 43)?
A: Yes, unless specified otherwise.

Q: Do special rules that can inflict hits in close combat, such as Stomp and Breath Weapons, count as close combat attacks? (p62)
A: No they count as an unusual attack and will be distributed as a shooting attack.

Q: When a model has multiple profiles and the Stomp or Thunderstomp attacks benefit from any other special rules, equipment or magic items of the model that inflict the hits? (p76)
A: Yes. Unless specifically stated otherwise in an entry.

Q: Three ranks of a unit have multiple weapons, which weapon must the model declare it is using and which weapon must it use if it cannot use the declared weapon? (p76)
A: The model must declare and use the declared weapon.

Q: When a model has multiple weapons of armours are the armour saves always combined? (p63)
A: No.

Q: Do a model with a shield get the armour save bonus in combat if it can't use it? For example it is using a weapon that requires two hands? (p63)
A: No.

Q: If a model has a shield it always combines them? (p63)
A: Usually models are rerolled from the rear rank in combat unless slain. However if a model has to be rerolled from a fighting rank as there are no others to replace them — for example a unit champion or character — with another model immediately fill the gap? (p65)
A: Yes.

Q: A: All attacks made by spells and magic items are considered to be magical attacks, as are all attacks that are specifically noted as being magical attacks. Shots fired from magical items are also considered to be magical attacks, unless their description specifically states otherwise. Hits inflicted by rolls on the Miscast table are treated as magical attacks.

Q: If I have a unit of 20 archers, 5 files wide and 4 ranks deep, how many shots would I get using the Volley Fire special rule? Would it be 15 (first two ranks plus half of the remaining models, rounding up) or 16 (first two ranks plus half of each rank, rounding up)? (p78)
A: 15 shots.

Q: When a model with the Monster and Handlers special rule takes an unguarded Wound from a template or from a templateability that can pick out its target, do you still roll a D6 to see if the Wound is inflicted upon the monster or its handlers? (p73)
A: Yes. You do unless specifically stated otherwise in the unit’s special rules.

Q: Do special rules that can inflict hits in close combat, such as Stomp and Breath Weapons, count as close combat attacks? (p62)
A: No.

Q: Close Combat
A: No.

Q: When a model has multiple weapons of armours are the armour saves always combined? (p63)
A: No.

Q: Yes. This occurs at the start of the Close Combat phase before any blows have been struck.

Q: When the models in a unit with the Monster and Handlers special rule take a Leadership test, which values can you use? (p76)
A: Yes. Except when there is a unit or impassable terrain in the way, the distance moved must include the distance required to move around these obstacles.

Q: When a model has multiple weapons of armours are the armour saves always combined? (p63)
A: No.

Q: When the models in a unit with the Monster and Handlers special rule take a Leadership test, which values can you use? (p76)
A: Yes. Except when there is a unit or impassable terrain in the way, the distance moved must include the distance required to move around these obstacles.

Q: Do special rules that can inflict hits in close combat, such as Stomp and Breath Weapons, count as close combat attacks? (p62)
A: No.

Q: Close Combat
A: No.

Q: When a model has multiple weapons of armours are the armour saves always combined? (p63)
A: No.

Q: When a model has multiple weapons of armours are the armour saves always combined? (p63)
A: No.
Q: Must units with the Vanguard deployment special rule be moved before the roll to see who gets the first turn? (p79)
A: Yes.

Q: Do units that are deployed as Scouts count towards determining who finished deploying their army first? (p79)
A: No.

Q: What is the charge range of an enemy unit on the first turn of the game, take a Leadership test due to Berzerk Rage if it is deployed as Scouts or made a Vanguard move? (p79)
A: No. A Frenzied unit only takes a Leadership test due to Berzerk Rage if it can charge. As it is not allowed to charge, there is no need to take the test.

Q: If a character is deployed as part of a unit with the Vanguard special rule, can that unit still make its Vanguard move? (p79)
A: Yes.

Q: If a model gets a Strength bonus 'in the first round of combat' as a space becomes available? (p100)
A: Yes.

Q: Can a Standard Bearer use a weapon that requires two hands? Can he use an additional hand weapon? (p94)
A: Yes to both questions.

Q: Characters
Q: Does a character have a troop type? If yes, do all of the rules that apply to that troop type apply to the character? And will the character be affected by special attacks or spells that affect that troop type? (p96)
A: Yes to all questions.

Q: If a character is required to join a unit and all units are delayed by Skarsnik. The Grey Seer would have to join the Skaven army with Skarsnik. The Grey Seer would have to complete the challenge as normal this turn. The model leaves the models where they are and simply assume that the two models are in base contact.

Q: If a Wizard casts a spell that targets him then leaves the unit, will the spell remain on both the Wizard and the unit? (p97)
A: No. Once the Wizard has left the unit it will only target him. If he subsequently joins another unit, or rejoins the unit he has left, while the spell is still in play then they will benefit from the spell.

Q: If a model gets a Strength bonus 'in the first round of combat' does this mean it only receives the bonus once per battle? And does it receive the bonus against a new enemy that charges it while it is already fighting in an ongoing combat? (p96)
A: No to both questions.

Command Groups
Q: Does the ‘Look Out Sir’ special rule apply against all spells that use templates? (p93)
A: Yes.

Q: Do enemy unit champions count as characters? (p93/96)
A: No.

Q: Can a Standard Bearer use a weapon that requires two hands? Can he use an additional hand weapon? (p94)
A: Yes to both questions.

Q: Can a Character or champion that is part of the crew of a war machine miss or accept a challenge? (p102)
A: No.

Q: After accepting a challenge must the challenged model always move into base contact with the enemy model that issued the challenge? (p102)
A: No. If a character is required to join a unit and all units are delayed by Skarsnik, any remaining characters will count as a new unit. Note that this will cause Panic tests to all friendly units within 6" (including the newly formed unit of character(s)) as the unit has been destroyed.

Q: If a model with a Breath Weapon, Stomp or Thunderstomp is challenged, can it make its Breath Weapon, Stomp or Thunderstomp attack on the turn they are triggered. Any movement effects will not apply until the start of the Magic phase in their sides next turn – the spell does not end in the Magic phase immediately after the Movement phase when it was triggered. Any movement effects will not apply until the unit’s next Movement phase – they do not affect movement on the turn they are triggered.

Q: If a character is required to join a unit and all units are delayed by Skarsnik. The Grey Seer would have to join the Skaven army with Skarsnik. The Grey Seer would have to complete the challenge as normal this turn. The model leaves the models where they are and simply assume that the two models are in base contact.

Q: If for any reason, a character involved in a challenge ceases to count as a character before the challenge ends (for example, if a Chaos model ‘casts under the effects of Call To Glory and the spell was ended part way through the challenge) what happens? (p102)
A: Complete the challenge as normal this turn. The model that has ceased to be a character must use its non-character (and thus probably much reduced) stat-line from the moment the spell ends. At the end of the round of close combat the challenge automatically ends.

Q: If a model with a Breath Weapon, Stomp or Thunderstomp is in a challenge, can these attacks hit models not in the challenge? (p102)
A: No.

Q: Can a model in a challenge direct his attacks against an enemy character’s champion or monstrous mount? (p102)
A: Yes.

Q: Can a model not in a challenge direct attacks against the mount of a character that is in a challenge? (p103)
A: No.

Q: Can a monster and its rider both shoot in the same shooting phase? (p105)
A: Yes. Additionally, if there are multiple riders they can each shots.

Q: Does a ridden monster benefit from any ward save that its rider possess or vice versa? (p105)
A: No.

Q: Do units benefit from their General’s Inspiring Presence for the purposes of spells that use Leadership, such as Spirit Leech or Oskam’s Mindrazor? (p107)
A: Yes.

Q: – If a Battle Standard Bearer has to be placed in the second rank of a unit due to there being no space for them in the unit’s first rank, do the effects of the battle standard still apply? (p107)
A: – Yes.

Q: – If a Battle Standard Bearer ‘who has a magic standard has to be placed in the second rank of a unit due to there being no space for them in the unit’s front rank, do the effects of the magic standard still apply? (p107)
A: – Yes.

War Machines
Q: Does a bolt thrower require two or more creatures to fire it? (p111)
A: No.

Battlefield Terrain
Q: When does the effect of an augment or hex spell end if it is ‘cast’ by a River of Light? And what happens if a spell cast by a River of Light affects a unit’s ability to move? (p120)
A: Augment and hex spells last until the start of the Magic phase in their sides next turn – the spell does not end in the Magic phase immediately after the Movement phase when it was triggered. Any movement effects will not apply until the unit’s next Movement phase – they do not affect movement on the turn they are triggered.

Q: If a cavalry, monstrous cavalry or chariot unit charges a unit touching the other side of an obstacle how many models need to take a dangerous terrain test? (p123)
A: Any model touching the obstacle must test.

Q: Can a model move within an inch of a building without making a dangerous terrain test? (p126)
A: No.
Q: Does a unit garrisoning a building count as having any ranks at any point? (p126)
A: No.

Q: If a Wizard, in a unit in a building, miscasts and rolls a Dimensional Cascade or Calamitous Demolition result, is the Wizard always one of the D6 models hit? (p127)
A: Yes.

Q: What happens if a unit that is assaulting a building is itself charged? (p127)
A: The assault on the building is abandoned (move the unit to take part in a building assault be one of the models that step up to the back of the unit are lost. If, for example, your unit has been charged, it will not fit at the back). (p145)
A: Yes, unless it is specifically stated.

Q: During the random deployment on a Derin Attack mission, what happens if a unit is unable to deploy where the Deployment table says it must, because it will not fit for example? (p145)
A: The unit is placed in reserve and will enter play in the first turn using the rules for reinforcements on page 27.

Q: If you are using an alternative terrain feature in the Watchtower scenario (a hill or forest for example) how do we decide who has control of all? (p150)
A: The terrain feature will count as controlled by whichever side has a unit on/inside it. If it is unoccupied, the side with a unit closest will count as controlling it. If more than one side has a unit on/inside the terrain feature or they are equidistant from the terrain feature, use victory points to determine the winner.

The Lore of Magic

Q: Do I get to use Magic Resistance against Wounds caused by lore attributes? (Reference)
A: Yes.

Q: If a unit is augmented by special rules or magic items etc. have an effect at the beginning of the battle, or before the game starts. When should these effects take place? (p143)
A: After both armies are deployed and any Deployment special rules have occurred but before the roll for first turn.

Q: If I lost a character but not their mount, do I score victory points for just the character, the character and their mount, or must I kill the mount too in order to score any victory points? (p143)
A: You must kill the character and his mount to score any victory points.

Choosing Your Army

Q: It’s not uncommon for special rules or spells to beneficially affect models of a certain type. If my opponent’s army also has such models, can they be affected too? What about allied units on my own side? (p132 & p136)
A: Special rules and spells such as this only ever affect friendly units from their own army, and will not affect enemy or allied units that happen to be in range.

Q: Do I have to choose my army on my army roster at the start of a battle, or can I change until the end of the game, which means I only need to reveal things like which magic items my characters have taken when I first use them? (p132)
A: If this may be an issue, discuss it with your opponent before the game starts. Some players prefer full disclosure at the start of the battle, while others prefer to wait until the battle has finished before revealing their roster. It is for you and your opponent to decide which method you prefer to use.

Fighting a Warhammer Battle

Q: Can I deploy a unit in Impassable terrain? (p142)
A: No.

Q: Can I deploy in Dangerous terrain? What happens to the deployed unit if I do? (p142)
A: Yes. Nothing happens to the unit.

Q: How do I deploy in Mysterious terrain? (p142)
A: Place one model from the unit in the terrain feature, then roll to see what type of terrain it is, then deploy the rest of the models in a legal formation and finally resolve any effects the terrain has. Note that deploying the unit counts as entering the terrain, but it does not count as moving.

Q: Some special rules, magic items etc. have an effect at the beginning of the battle, or before the game starts. When should these effects take place? (p143)
A: After both armies are deployed and any Deployment special rules have occurred but before the roll for first turn.

Q: If a Wizard has Throne of Vines casts another spell from the Lore of Life, is it gains additional benefits? Are these additional benefits lost if Throne of Vines is then dispelled? (Reference)
A: No. As long as a spell is cast while Throne of Vines is in play then the spell gains the additional benefits until the spell ends.

Q: Certain spells, most notably Regrowth from the Lore of Life, allow you to resurrect models that have been killed or even add extra models to a unit. What happens if some of all of the models added to a unit do not fit at the back? (Reference)
A: Any models that do not have space to be placed at the back of the unit are lost. If, for example, your unit has been charged in its rear facing then you would be able to complete the back rank and any excess models are lost.

Q: If models are resurrected in a unit that has charged that turn, do the resurrected models count as having charged? (Reference)
A: No, but remember that the unit will still count as having charged when working out the combat result.

Q: As a standard is lost once its bearer has been killed how does this affect the number of models that can be resurrected by Regrowth? For example a unit of 20 Halflings have been reduced to 10 models and have lost their standard bearer, can they now be increased back to 20 models? (Reference)
A: The unit can still be increased back to 20 models. You can resurrect the model that was carrying the standard as a rank and file model.

Q: Does the Rainy Skies Lore Attribute require you to successfully cast the spell before its effect can be applied? (Reference)
A: Yes.

Q: What happens if a unit in a building is the target of Wind Blast? (reference)
A: They are considered unable to move and suffer D6 Strength 3 hits.

Q: If a unit is affected by the Transformation of Ka don casts another spell from the Lore of Life, is it gains additional benefits? Are these additional benefits lost if Transformation of Ka don is then dispelled? (Reference)
A: Yes.

Q: If a unit is transformed into a monster with a Breath Weapon, how often can he use that Breath Weapon? (Reference)
A: A Wizard can use the Breath Weapon up to once each time he has successfully cast the spell (while he is still transformed of course).

Q: If an enemy unit is affected by the Doom and Darkness spell, and the unit is within the general’s Inspiring Presence radius, does the Leadership value conferred by Inspiring Presence suffer the modifier even if the General is not affected? (Reference)
A: Yes.

Q: When the Transformation of Kadon transforms a Wizard into a monster with a Breath weapon, how often can he use that Breath Weapon? (Reference)
A: A Wizard can use the Breath Weapon up to once each time he has successfully cast the spell (while he is still transformed of course).

Q: If a model is transformed, for example by the Transformation of Kadon or Sivejir’s Hex Scroll, do their special rules stop working along with their magic items and equipment? (Reference)
A: No.

Q: Can spells that pick out individual models, even if they are in a unit, choose what is hit when targeting a model with multiple locations? For example The Fate of Bjuna is cast on an Orc Warboss on a Wyvern, the caster can choose to target the Warboss or the Wyvern and it will be resolved against the Toughness of the target. (Reference)
A: Yes.
Q: If a character tries to leave a unit that is affected by the Net of Amonyx (or another similar spell or ability such as a Fulminating Flame Cage) including if he tries to charge out of it, is he required to take a Strength test? Also, if the test is failed, will any rending damage hit only the character? (Reference)
A: Yes to both question. Though it is worth noting that a test is not required if he leaves without moving, through the Smoke and Mirrors lore attribute for example.

Q: Does Birona’s Timewarp affect units with the Random Movement or other movement special rules? (Reference)
A: Yes, however far they can normally move, it will be doubled. For example, a unit with the Random Movement (2×D6) special rule rolls a 9. This would then be doubled to 18.

Q: Is a flying unit that is hit by Comet of Casandora also affected by the Roiling Skies lore attribute? (Reference)
A: Yes.

Q: If a unit with the Fly or Hover special rule has its Movement reduced by Melteth’s Mystifying Miasma, does this affect its ground movement, flying movement or both? (Reference)
A: It will affect both.

Magic Items
Q: Do all attacks made with Paired Weapons (including the Extra Attack), use all of the Paired Weapon’s special rules/bonuses? (Reference)
A: Yes.

Q: If a character equipped with the Charmed Shield suffers a Wound from an attack that doesn’t specifically cause hits (such as from the Lore of Death’s Spirit Leech, or a Tomb Banshee’s Ghastly Howl), can he still attempt to discount the first Wound on a 2+? (Reference)
A: No. The Charmed Shield only works against attacks that cause hits.

Q: If the General is in a unit with the Standard of Discipline will he gain +1 Leadership and then be able to pass it onto his unit (because he is in it) as well as other units in range of the Inspiring Presence special rule? (Reference)
A: Yes.

Q: Can a Wizard, who has had his Wizard level reduced to 0, still use any arcane items that he had? (Reference)
A: Yes.

Q: What happens if Siegfrid’s Hex Scroll is used against a spell cast by a model without a Wizard level? (Reference)
A: Nothing, the scroll only works against models with a Wizard level.

Q: If a unit with missile weapons has the Razor Standard, do their shooting attacks have the Armour Piercing special rule? (Reference)
A: No.

Q: Can an army include more than one of the same magic item (for example the Dispel Scroll)? (Reference)
A: No.

Q: What happens if a magic item is destroyed by any means? (Reference)
A: All of the rules, bonuses, etc. granted by that magic item are lost, and have no further effect on the battle.

Q: Can Fozzrik’s Folding Fortress be destroyed by spells or special rule that destroy magic items? (Reference)
A: Only if the spell or special rule activates before it is placed.

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