

# WARHAMMER RULEBOOK

## Official Update Version 1.9

Although we strive to ensure that our rulebooks 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 rulebooks. 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.

This update is split into two sections: Errata and 'Frequently Asked Questions'. The Errata corrects any mistakes in the book while the Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections in your rulebook, this is by no means necessary – just keep a copy of the update with your rulebook.

### AMENDMENTS

#### **Page 134 – Lords**

Replace both paragraphs with: “You can spend up to 50% of your points on Lords. Lords are the most powerful characters in your army, individuals possessed of fearsome martial or magical might.”

#### **Page 134 – Heroes**

Replace both paragraphs with: “You can spend up to 50% of your points on Heroes. Heroes are lesser characters, not as intrinsically deadly as Lords, but still worth a score of ordinary warriors.”

#### **Page 135 – Army Selection Summary Table**

Replace “Lords – Up to 25%” with “Lords – Up to 50%”

Replace “Heroes – Up to 25%” with “Heroes – Up to 50%”

#### **Page 162 – Spell Generation**

At the end of the second paragraph, add:  
“The Lore of Undeath is available to any Wizard.”  
(see *Warhammer Battle Magic: Lore of Undeath* or *Warhammer: Nagash*, available in digital format at [www.games-workshop.com](http://www.games-workshop.com))

### ERRATA

#### **Page 7 – General Principles, Dice.**

Add: “CHOOSING 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 Hit!, use the arrow shown on the Hit! 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 double 1.”

#### **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 – 5. Next 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 “rallied 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 43** – 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. Change the third paragraph to “For example: A Dark Rider is mounted giving it a save of 6+, it also has light armour which increases its save to 5+. If it also carried a shield, its armour save would increase to 4+.”

**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 ranks 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 “[...] doesn’t 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 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 Extra Attack special rules are cumulative.”

**Page 69** – Special Rules, Fight In Extra Ranks.

Add “Unlike most special rules, the effects of multiple Fight In Extra Ranks 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 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.

**Page 75** – Special Rules, Sniper.

Change “A model making a[...]” 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 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, breath 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” 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! Any[...].”

**Reference Section** – Arcane Creatures.

Add “Large Target” to the Special Rules for the Mountain Chimera and Great Fire Dragon.

**Reference Section** – Arcane Creatures, Great Fire Dragon.

Change “[...](Strength 5)[...].” to “[...](Strength 5, 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, *Gehenna’s Golden Hounds*.

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, *Birona’s Timewarp*.

Change “[...]Movement[...].” to “[...]Movement Allowance[...].”

**Reference Section** – The Lore of Life, *Regrowth*.

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** – Lore of Shadow, *Smoke and Mirrors*.

In the last sentence change “[...]friendly character[...].” to “[...]friendly non-fleeing character[...].”

**Reference Section** – The Lore of Shadow, *Okkam’s Mindrazor*.

Change “[...]when rolling To Wound with[...].” to “[...]for[...].”

**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 Xereus*.

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 SORCERY 35 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+  
Mounted + Shield 5+”

**Reference Section** – Casting Summary.

Change “[...]beats[...].” to “[...]equals 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”

## FAQs

*Q: What happens when there is a conflict between two magic items or special rules? (p2)*

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? (p3)*

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

*Q: Does a magic item or spell that gives a bonus to a characteristic, do so bonus for all rules purposes (e.g. the effect of spells, characteristic tests, etc)? (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? (p4)*

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 Hatred 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? (p7)*

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 wheeling, 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 a Flee! charge reaction for every subsequent charge declared against it that 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 fleeing 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 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 doesn't state when 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 models choose to voluntarily move into/through a magical vortex? (p31)*

A: No.

*Q: What happens to models that are forced to move into / through a magical vortex due to Compulsory Movement or other such effects? (p31)*

A: As soon as the unit makes contact with the Magical Vortex it suffers the full effects of the spell (in the case of a spell that affects all models hit, every model whose base would pass into/through the vortex is affected by the spell). Surviving models are then placed 1" beyond the template and their movement ends.

*Q: Do bonus power dice, which are added to those taken from the power pool when a Wizard casts a spell, count when 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 specially 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 rolls other than that of a double six. 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 a dispel attempt, 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 ended 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 beat to dispel it? (p36)*

A: You will need to beat 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.

*Q: If a bound spell is from a Lore of Magic with a lore attribute, will the successful casting of the bound spell also trigger the lore attribute? (p37)*

A: Yes. It is worth noting that some lore attributes effects targets the Wizard casting the spell. In the case of Bound Spells it will target whoever is casting the spell instead. Shooting

*Q: What will the To Hit modifier be for shooting at a unit in a building with the Skirmishers special rule? (p40)*

A: It will be -3 in total. -2 for being in hard cover and -1 for having the Skirmishers special rule.

*Q: When hits, other than from shooting and close combat attacks, are inflicted upon a unit how are these hits resolved? (p42)*

A: As per the 'Resolving Unusual Attacks' box. Note that all hits resolved in this way will count as shooting attacks for working out who is hit.

*Q: Do special rules that can inflict hits in close combat, such as Stomp and Breath Weapons, count as close combat attacks? (p42)*

A: No they count as an unusual attack and will be distributed as a shooting attack.

*Q: When 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 best (p42, 43)?*

A: Yes, unless specified otherwise.

*Q: A war machine is wounded by a hit with the Multiple Wounds special rule. Is the number of Wounds lost limited to 1? (p45)*

A: No.

## Close Combat

*Q: Does 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? (p43)*

A: No.

*Q: When a model has multiple pieces of armour are the armour saves always combined?(p43)*

A: Yes.

*Q: Usually models are removed from the rear rank in combat when slain. However if a model has to be removed from a fighting rank as there are no others to replace them – for example a unit champion or character – will another model immediately fill the gap? (p51)*

A: Yes.

*Q: When a unit flees 'directly away' from another, does this mean that you turn the unit about its centre, so that it will flee directly away from the centre of the unit it is fleeing from? (p57)*

A: Yes.

*Q: If a unit charges into combat and, on the turn it charges, the last of the enemy unit it is fighting are removed as casualties due to Daemonic Instability, the Unstable special rule, Cornered Rats or as a result of a War Machine failing its Break test, does the charging unit get to make an Overrun move? (p58).*

A: Yes.

*Q: If I charge an enemy and they are wiped out before the Close Combat phase, can I choose to either Overrun or Reform From Victory? If I can, when does this occur? (p58)*

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

## Panic

*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 miscast from a Wizard in the unit) in which direction should the unit flee? (p63)*

A: Pivot the unit on the spot (ignoring other units) so that it is facing directly away from the closest enemy unit.

## Special Rules

*Q: Are upgrades bought for characters from army specific lists which aren't magic items or equipment (such as Vampiric Powers or Daemonic Gifts) special rules? (p66)*

A: Yes, unless specifically stated otherwise in an entry.

*Q: Do Breath Weapon hits benefit from any other special rules, equipment or magic items of the model that inflicts the hits? (p67)*

A: No.

*Q: Does a model with the Ethereal special rule still have to take a Leadership test see if it is affected by Stupidity, or to march if an enemy is within 8" (as failing may slow its move)? (p68)*

A: Yes to both questions.

*Q: If a model with the Ethereal and Unstable special rules loses combat, does it suffer an extra Wound for every point it lost combat by? (p68)*

A: Yes.

Q: What are 'magical attacks'? (p68)

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: When moving Fast Cavalry or Skirmishers, should I measure from the location of each model before it moves and place it anywhere within its Movement Allowance (or double its Movement Allowance if it is marching)? (p68, 77)

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 war beasts, cavalry and chariots? (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 allow 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 Blow special rule? (p72)

A: No, as the character's troop type as changes to 'monster', 'chariot' or 'monstrous cavalry' respectively, thereby rendering Killing Blow ineffective. Only Heroic Killing Blow will work against these targets.

Q: If a war machine is attacked by a model with the Heroic Killing Blow special rule, and the attacker rolls a 6 to wound, are all remaining wounds on the war machine lost? (p72)

A: Yes.

Q: If a model with the Loremaster special rule suffers a Power Drain result from the Miscast table, do they lose spells as normal? (p72)

A: Yes.

Q: When a Monster and Handlers unit suffers a Wound from an attack that causes Multiple Wounds, is the multiplier applied after rolling to see who is wounded? (p73)

A: Yes.

Q: If a Monster and Handlers unit is required to take a characteristic test, which values can you use? (p73)

A: You can only use the monsters characteristics; the handlers are ignored for this purpose.

Q: When the models in a unit with the Monster and Handlers special rule have different Movement Allowances, which one decides how far the unit can move? (p73)

A: The monsters Movement Allowance is used.

Q: If a Monster and Handlers unit is required to take a Leadership test, which Leadership value can you use? (p73)

A: You must use the highest.

Q: When a unit with the Monster and Handlers special rule takes an unsaved Wound from a template or from a weapon/ability 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: Does pivoting on the spot count as movement for the purposes of units, other than war machines, with the Move or Fire rule?(p73)

A: Yes.

Q: Do Poisoned Attacks that wound automatically on a To Hit roll of 5+ or better still need to hit to cause a Wound?(p73)

A: Yes.

Q: Does a Random Move count as a 'normal' move for triggering a Dangerous Terrain test? (p74)

A: Yes, unless the model is making a charge, pursuit or flee move, in which case it counts as a move of the appropriate type.

Q: Do Stomp or Thunderstomp hits benefit from any other special rules, equipment or magic items of the model that inflicts the hits? (p76)

A: No.

Q: When a model has multiple profiles and the Stomp or Thunderstomp special rule, which profile is used to determine the Strength of the hit(s)? (p76)

A: You always use the mount's profile.

Q: What constitutes an action for models that have failed a Stupidity test? For example could a character with a Healing Potion drink it?(p76)

A: Everything counts as an action so if you have failed your Stupidity test you can do nothing at all apart from bumble forwards the compulsory D6".

Q: Can a unit that has failed a Stupidity test be forced to move, or perform any other action, by a spell, or other special rule/magic item? (p76)

A: Yes.



*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 unit fires using the Volley Fire special rule and not all of the unit can shoot, do you work out how many models can shoot in the third and subsequent ranks and then halve the result, rounding up? (p78)*

A: Yes.

*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: Units that are deployed as Scouts or make a Vanguard move are not allowed to charge if they get the first turn. Does this also stop them from charging in the Magic phase? (p79)*

A: Yes.

*Q: Do units that are deployed as Scouts count toward determining who finished deploying their army first? (p79)*

A: No.

*Q: Must a unit with Frenzy that is in charge range of an enemy unit on the first turn of the game, take a Leadership test due to Berserk Rage if it deployed as Scouts or made a Vanguard move? (p79)*

A: No. A Frenzied unit only takes a Leadership test due to Berserk 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: If the character in question has the Vanguard special rule as well, then yes, they may. Otherwise, no, the character's presence prevents the unit from using Vanguard.

## **Troop Types**

*Q: Can a Chariot move backwards and sideways? (p86)*

A: Yes.

*Q: Where there are references to monstrous infantry/cavalry/beasts does this mean just monstrous infantry, monstrous cavalry and monstrous beasts (and not 'ordinary' cavalry and beasts)? (various)*

A: Yes.

## **Weapons**

*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? (p90)*

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: 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: Do enemy unit champions count as characters? (p93/96)*

A: No.

## **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 required to test to see if they are held in reserve or moved on from a board edge at the start of a turn, how is this resolved? (p97)*

A: Before rolling for any units you must nominate which unit each character that is required to join a unit is going to be deployed with and then roll once to determine if they all turn up or all are delayed. For example a Skaven army with a Grey Seer on a Screaming Bell is playing against an Orc & Goblin army with Skarsnik. The Grey Seer would have to nominate which unit of Clanrats or Stormvermin he is joining before any rolls are made to see which units are delayed by Skarsnik.

*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: Can characters change position inside a unit as part of a normal move?(p97)*

A: Yes, as long as they end up in the rank closest to the front of the unit that has a space in. It is also worth remembering that even if only the character moves the whole unit will count as moving that turn. Having a belligerent officer barge his way through the unit is not conducive to a good round of shooting!

*Q: Must a character be moved to the front rank of a unit as soon as a space becomes available? (p100)*

A: Yes.

*Q: Can a character 'move through' a unit he has joined when he leaves it (i.e. can he leave through the side or rear of the unit, measuring the move from his starting position)? (p101)*

A: Yes.

*Q: If a unit containing one or more characters has had its Movement Allowance altered, will this affect a character leaving the unit, including if he tries to charge out of it? (p101)*

A: Yes, but for that move only.

*Q: At what point after a unit has been wiped out do any characters remaining count as having left the unit? (p101)*

A: As soon as the last model from the unit has been removed, 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: Can a character or champion that is part of the crew of a war machine issue 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: If the challenged model is on his own then he must move into base contact. If the challenged model is in a unit he must move as long as it does not require leaving his unit. Where it is not possible for base contact to be made then leave 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 was 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 which 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 chariot or monstrous mount? (p102)*

A: Yes.

*Q: Can models 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 shoot

*Q: Does a ridden monster benefit from any ward save that its rider possesses 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 Okkam'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 crew remaining to fire? (p111)*

A: No.

## Battlefield Terrain

*Q: When does the affect 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 garrisoning it? (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 Detonation 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 that was assaulting the building backward 1") The two units outside the building are now engaged in combat instead and will fight a round of combat this turn.

*Q: Can a character that was not one of the ten models chosen to take part in a building assault be one of the models that step up to replace casualties suffered in the assault? (p128)*

A: No, he is far too busy convincing his soldiers to take his place in the assault to get involved himself.

*Q: If a unit that can cast spells as a Wizard (for example Pink Horrors of Tzeentch) is within 3" of a Wizard's Tower, does it gain the Loremaster special rule while it controls the tower as if it were a Wizard? (p131)*

A: Yes.

## 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 show my opponent my army roster at the start of a battle, or can I wait 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 you think 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? (143)*

A: After both armies are deployed and any Deployment special rules have occurred but before the roll for first turn.

*Q: If I kill 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.

*Q: Some models can be 'created' by spells or special rules during the game. Are such units worth any victory points if destroyed? (p143)*

A: No, unless their rules specifically say otherwise.

*Q: When players roll off to see who deploys first, gets the first turn etc. must the winner deploy first, take the first turn etc.? (p144-150)*

A: Yes, unless it specifically states that they get to choose.

*Q: During the random deployment on a Dawn 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 the watchtower is destroyed in the Watchtower scenario, what victory conditions are used? (p150)*

A: The closest unit to the centre of the rubble where the watchtower once stood is the winner.

*Q: If we are using an alternative terrain feature in the Watchtower scenario (a hill or forest for example) how do we decide who has control of it? (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 Pha's Protection how does this interact with Shooting attacks that do not specifically target a unit? For example a cannon or stone thrower shot? (Reference)*

A: Fire the shot as normal. If the template ends up over any models in a unit that have been augmented by Pha's Protection roll a D6. On a 4+ the entire shot is discounted.

*Q: If a Wizard casts Throne of Vines with Irresistible Force do they get to ignore the miscast on a 2+ as the miscast occurs after the spell is cast? (Reference)*

A: Yes.

*Q: If a Wizard has Throne of Vines cast upon himself and subsequently casts another spell from the Lore of Life, 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 or 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 Halberdiers 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 Roiling 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: Once the damage has been resolved from the Comet of Casandora striking on a roll of 4+, are all markers removed and does the spell end? (Reference)*

A: Yes.

*Q: Can Chain Lightning leap onto a unit engaged in close combat? (Reference)*

A: Yes.

*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 (whilst 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 at 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 Amyntok (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 resulting 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 (2D6) 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 Melkoth'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 Ghostly Howl), can he still attempt to discount the first Wound from such an attack 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 has? (Reference)*

A: Yes.

*Q: What happens if Sivejir'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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