

WARHAMMER ARMIES: DWARFS

Page 9 (ANVIL OF DOOM – The Anvil in the Game) – replace 4th paragraph with:

When shooting at the Anvil of Doom, randomise hits evenly between the Dwarfs and the Anvil (discounting any hits against the Anvil itself). To take into account the protection offered by the Anvil, the Runelord gains a 4+ Ward save against any form of missile (including magic missiles).

WARHAMMER ARMIES: HORDES OF CHAOS

Page 40 (FLAMERS OF TZEENTCH) – Replace second paragraph of ‘Special Rules’ with:

Accompany Horrors: Flamers must be deployed at the same time and within 5" of the unit of Horrors they have been bought with. After that they are free to move as they like, and each counts as a separate unit for the rest of the game (including for the purpose of calculating Victory points). If a Flamer is more than 5" away from a unit of Horrors at the end of any Chaos turn, it must immediately take a Leadership test. If the test is failed, the daemon is destroyed.

Page 52 (STAFF OF CHANGE) – Replace rules paragraph with:

The bearer can make a single re-roll of one or more dice rolled to cast or dispel a spell. The second result(s) stand. This can negate the effects of a Miscast and cause an Irresistible Force (and the equivalent results when dispelling). If the bearer casts a spell with Irresistible Force using the staff's re-roll ability, the staff will exhaust its power and cease working for the rest of the battle.

WARHAMMER ARMIES: HIGH ELVES

(SWORDMASTER) – Replace entry with:

SWORDMASTER 40 points – Characters on foot only
Trained by the adepts at the tower of Hoeth, the lethal skills of this warrior are justly fabled.

The character is equipped with a great weapon and may not take a magic weapon. Instead of striking last in any turn he does not charge, the character will strike in Initiative order, as explained on page 68 of the Warhammer rules. The character also has the Killing Blow special rule.

Page 30 (REPEATER BOLT THROWER) – replace paragraph below characteristics profile with:

* Note that 1-2 Repeater Bolt Throwers count as only one Rare unit choice.
Crew: 2 High Elves
Unit Size: Each Bolt Thrower model (with its attendant crew) is a single unit.
Weapons and Armour: The crew carry hand weapons and have light armour.
Special Rules
Repeater Bolt Thrower.

WARHAMMER ARMIES: LIZARDMEN

Page 31 (STEGADONS – Special Rules – Giant Bow) – Replace entire Giant Bow paragraph with:

Giant Bow: The giant bow is a Bolt Thrower, using all the rules for Bolt Throwers on pages 124-125 of the Warhammer rulebook with the following exceptions: The giant bow is fired using the Skinks' Ballistic Skill, and inflicts a single Strength 5 hit that does D3 wounds. The giant bow can move and fire, although it can only fire in the arc of sight of the Stegadon itself. It takes two crew to fire the giant bow (so two Skinks can't throw javelins if they are crewing the giant bow). As the Stegadon is a large target, the giant bow may shoot over normal sized units and interposing terrain that large targets can see over.

WARHAMMER ARMIES: SKAVEN

Page 39 (STORMBANNER) – Replace entry with:

STORM BANNER 75 points
One use only

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

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

Page 73 (WAR CROWN OF SAPHERY) – Replace entry with:

War Crown of Saphery

The War Crown is an ancient symbol of the magical realm of Saphery, seldom seen outside the walls of the White Tower unless in times of peril. It was gifted to Teclis by the former High Loremaster on the eve of the young mage's departure on the quest for his brother, Tyrion.

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