

WARHAMMER ARMIES BOOK:

Empire FAQ

Q. *The repeater pistol works like a regular pistol for close combat (except it gives 3 extra attacks instead of 1). Does it also have the same bonuses for shooting, ie, no long range or movement penalty?*

A. Yes.

Q. *What is the correct points cost for Empire Pistoliers: 19 or 17? (17 is from an errata correction in the Spanish White Dwarf).*

A. 19.

Q. *The rules state that Prayers never affect steeds, which is not the same as mounts. In the description of the various Prayers, it often says 'affects a model', and a rider on a monstrous mount is a single model. Could you detail when the mount is and isn't affected?*

A. Prayers only ever affect the rider – when we said steeds, we meant monstrous steeds as well.

STEAM TANK

Q. *What effect does an Earthshaker Cannon have on a Steam Tank?*

A. It will move at half normal rate, and must first roll a 4+ before each weapon.

Q. *Do Pikemen get +1 Strength when charged by a Steam Tank?*

A. Yes, they do.

Q. *Do both players need to agree on the use of a Steam Tank?*

A. No.

Q. *Are the Trainee Engineers on a fighting platform vulnerable to poison?*

A. Any poisoned missile attacks that hit by rolling a 6 need to be randomised separately. If they are randomised against the crew they wound them automatically, but if they are randomised against the Steam Tank they still need to roll to damage with their Strength. In close combat there is no problem since the enemy can attack either the Steam Tank or the Engineers.

Q. *Would firing from a hill down at the Steam Tank count as a hit from above, or is this just for attacks that lob their shot?*

A. The 'hit from above' rule is limited to war machine attacks like mortars, stone throwers etc, (ie, those that use the scatter dice) and spells such as the *Comet of Casandora*, *Forked Lightning*, etc. It does not apply to normal missile fire, magic missiles, cannons and other machines that do not use the scatter dice, or any close combat attacks (even by Giants...).

Q. *If the Steam Tank is charging and its intended target flees, can it redirect the charge?*

A. Of course, if the new target has been revealed by the first one fleeing (ie, if the Tank would not have been able to charge it before the flight of the original target).

Q. *What about the Toughness of the Steam Tank? Several things use the opponent's Toughness to decide the Strength of the attack (for example, the Rune of Might, Dwarf Slayers, the Sword of Heroes).*

A. They don't give any advantage to models fighting the Steam Tank as it has no Toughness value. This applies to any attack which uses a characteristic of the Tank (except Initiative, as noted in the rules).

Q. *How does a Helblaster shot work against the Steam Tank? Do you count the total number of hits and roll separately for each one with Strength 5 (or 4), or do you consider one artillery dice as one hit and the number it rolled as a wound modifier?*

A. The first solution is correct. The same applies to other multiple shot weapons, like repeater weapons.

Q. *It is unclear as to when the player is allowed to measure the distance from the Tank to an intended target for a charge, or if he even has to declare a charge, and how he goes about devoting steam points. Can he measure first, and then decide a) to put steam to shooting rather than movement, or b) that he can possibly back up for more impact damage? Or does he have to take his decisions guessing all ranges?*

A. You still have to declare charges, and nominate how many steam points you are going for – you have to judge how many you need.