

Warhammer Fantasy Battles - Q&A – December 1998

General

Q If a Necromancer, who is not immune to psychology, is leading a unit of Undead that is, does he still have to take break tests and where does he go if he fails?

A Characters who join a unit which is immune to psychology, break test or whatever are still subject to the psychology rules themselves. If they are forced to flee they will run away as normal, the rest of the unit will remain where it is.

Q When a cannon fires and the shot lands in front of a Disc of Tzeentch, does the shot bounce up and hit the Disc?

A Yes, riding a Disc of Tzeentch doesn't imbue a character with a mystical protection from cannons, in the same way that models which fly can also be hit.

Q In Warhammer, can a character on their own charge in any direction you like? What if they are mounted, or riding a monster?

A Just like everybody else, characters can only charge a target they can see. In Warhammer, regiments and individual models can only see 90 degrees to their front, so if a unit is outside this arc they are safe.

Q With a Daemonette riding a Steed of Slaanesh, which Toughness value do you use? Is it the Daemonette's Toughness 3 or the Steed's Toughness 4?

A As with any cavalry model, only the mount's Movement is used unless it has its own attacks, in which case its Attacks and Weapon Skill characteristics are also used. The Steed of Slaanesh's higher Toughness confers no benefit to its rider and is given for comparative purposes.

Q Is it possible to get an armour saving throw better than 1+?

A No! Anything (ie magic items, wargear, steeds, etc) which increases a model's armour save can never increase it to greater than 1+, under any circumstances whatsoever.

Magic

Q Do magic items that automatically dispel spells affect ones that are cast with the Total Power card?

A No.

Q Is a spell that remains in play dispelled if somebody uses Drain Magic in the same turn that it is cast if Total Power was used to cast it?

A Yes. The Total Power card only takes effect when a spell is initially cast, so the spell can be dispelled in later turns and is taken off if Drain Magic is played.

Q If I have no wizards (or other spell casters) in Warhammer, do I still get dealt Magic cards?

A Yes you do.

Orcs and Goblins

Q If I use the Orks' Waaagh magic spell Hand Of Gork to move a Night Goblin regiment containing Fanatics so that it ends up within 8" of an enemy unit, when and how do the Fanatics emerge?

A The question comes about because the rules state that "Whatever the situation, whether it is your or your opponent's turn, as soon as the enemy approach within 8" you declare that your Fanatics are coming out! All movement is halted immediately. If a moving enemy has triggered the Fanatics then the enemy unit is halted at 8" away". The problem is, of course, that in the circumstances described above, the two units are never exactly 8" apart...

Sometimes a situation arises when it is impossible to release the Fanatics while the two units are exactly 8" apart. For example, a flying model may swoop down from flying high and appear next to the Goblins, or the Goblins may be transported across the battlefield by the Hand of Gork spell and appear closer than 8" to an enemy unit.

Under such circumstances you should place the Fanatics on the table after the magically teleporting unit, diving creature, or whatever, has been placed.

Normally you would now nominate the direction the Fanatics are heading in, and resolve their movement. However, if the unit triggering the Fanatics (or the Goblins holding them) suddenly appear, then roll the Scatter dice to see which direction they move in, instead of choosing where you want them to head. The Fanatics still move 2D6", but do so in the direction indicated by the Scatter dice. This represents the fact that the Fanatics are so disorientated by the sudden appearance of the enemy that they set off too quickly and lose all sense of direction immediately (though they don't have much of one to lose)!

If the Fanatics' random move takes them into an enemy unit then they will cause damage as normal, and they will also damage any friendly unit they smash into (for those of you who don't know, each Fanatic that hits a unit inflicts D6 S5 hits with no armour saving throw allowed!). The only exception to this is if the random move takes a Fanatic back through its own unit. In this case the Fanatic passes through its own unit without causing any damage - it's assumed that the Fanatic actually launched himself out of the other side of the unit and headed off in completely the wrong direction from the start! Note that if a Fanatic smashes into its parent unit later, then it will damage the unlucky Gobbos as normal.

Q I have a question about Warhammer Snotling pump wagons. Are they affected by psychology, or are they immune like normal Snotling bases?

A Snotling pump wagons have a crew of a single Snotling stand for the purposes of fighting and taking wounds, but they are not affected by the Mimic rules. This is pretty obviously really, as it would stop the pump wagon moving freely. The rules state that the pump wagon acts like any other chariot except where noted, which means they cannot march move (their movement is random anyway) they are subject to psychology and must take break tests as normal.

Q If a Night Goblin Shaman is more than 12" away from an Orc or Goblin Mob and gobbles a piece of mushroom does he still have to make a Waaagh! test to control the magic?

A With no units within 12", the dice roll needed to pass a Waaagh! test is 1, so it's impossible to fail. As stated, eating mushrooms does not increase your chances of failing a Waaagh! test (only the consequences if you do!). This means that by eating mushrooms alone (no units within 12"), your Night Goblin Shaman cannot fail his Waaagh! test so there isn't really any point in taking one.

Dark Elves

Much to our dismay there were a few minor errors in Warhammer Armies - Dark Elves, which slipped through the editing net. To set the record straight here are the corrections:

Cauldron of Blood

In several places the text for the Cauldron of Blood states that it is tended by a Hag Queen, called the Keeper of the Cauldron. Note however, the Keeper actually has the profile of a Witch Elf Champion, nor may she take a Magic Item as the Cauldron of Blood is enough...

Har Ganeth Executioners

There are several differing profiles for the Har Ganeth Executioners in the Bestiary, Army List and Reference section. The correct profile for Har Ganeth Executioners is different from other Dark Elf elite troops and should be.

	M	WS	BS	S	T	W	I	A	LD
Har Ganeth Executioners	5	5	4	4	3	1	6	1	8

Repeater Bolt Throwers

The rules on page 54 state that you may include up to two Repeater Bolt Throwers for each regiment of ten or more "Dark Elf Warriors or Black Ark Corsairs". This should also include Spearmen, Crossbowmen and City Guard.

The Blood Banner

The Blood Banner Magic Standard is listed as having a points value of 50. This should be amended to a points value of 10!

Black Guard of Naggaroth

On page 52 the Black Guard are noted as being "willing to lay down their lives upon the altar of battle". They are, of course, only willing to lay down their lives!

Q Can a Dark Elf Corsair Champion be given a Sea Dragon Cloak?

A The Sea Dragon Cloak was missed off the Equipment List. It should be available (for Corsair Champions only) at a cost of 5 points.

Q What is the correct Leadership for a Harpy? Is it 8 as stated in the Chaos army list, or 6 as stated elsewhere?

A 6.

Skaven

Q Do Skaven Plague Censer Bearers have test to see if they are poisoned by their censers every turn, or just when they are in combat?

A Only when they're in combat.

Dwarfs

Q The Dwarf Flame Cannon is listed as having a range of both 12" and 24". Which is correct?

A 12".

Chaos

Q How many Wounds does a Chaos Hound have?

A Just the one.

Q What is the correct Leadership for a Harpy? Is it 8 as stated in the Chaos army list, or 6 as stated elsewhere?

A 6.