



ERRATA

The corrections printed here are designed to replace the relevant section in the first impression of the Warhammer rulebook and the relevant Armies books. You have permission to photocopy these pages so you can cut out the corrections and paste them directly into your books. This will save you from having to cross-reference between this book and the other publications.

WARHAMMER RULEBOOK

Page 71 (RESULTS) – replace first two paragraphs with:

RESULTS

For each separate combat you must determine which side has won. Do this once all the units engaged in the combat have fought. Obviously if one side is completely wiped out, the other side has won with no need for a Break test.

Begin by adding up all the wounds caused by each side in the combat. It doesn't matter which particular units suffered the wounds, just add them all up. Don't forget to add the wounds taken by big creatures that haven't been removed as casualties. Do NOT count wounds saved by Armour or Ward saves.

Page 81 (1. IF CHARGED BY A FEAR-CAUSING ENEMY) – replace 3rd paragraph with:

If the unit fails its test but its Unit Strength is equal to or higher than the charging enemy's, it will fight on as normal but must roll 6s to score hits in the first turn of close combat.

Page 91 (HAND WEAPON rules) – replace 1st paragraph with:

HAND WEAPON (Sword, axe, etc)

Unless specifically noted otherwise, all models are assumed to be carrying a hand weapon of some kind.

The term 'hand weapon' is used to describe any weapon held in one hand and not otherwise covered by the rules. As such it includes swords, axes, clubs, maces, etc.

Page 95 (INDEPENDENT CHARACTERS JOINING UNITS) – replace 1st paragraph with:

Independent characters can move and fight on their own. In effect, a character counts as an individual unit comprising of only one model. However, during the course of a battle, a character is allowed to join a friendly unit of ordinary troops, in which case he becomes part of that unit until he decides to leave it.

Page 109 (CHAMPIONS) – replace 2nd paragraph with:

Although they can be powerful in combat, Champions are not characters but members of their regiment and always fight as part of it, moving, attacking, fleeing and pursuing alongside the unit as a whole. If the unit has any special rules which apply to it, such as being *stubborn* or subject to *frenzy*, then these also apply to the Champion. Unlike characters, a Champion is not permitted to move and fight on his own, and can never leave his unit or join another one. They are effectively another model in the unit, the only difference being that they are blessed with enhanced characteristics.

Page 116 (CLOSE COMBAT rules) – replace 4th paragraph with:

If the skirmishers are charged, the enemy is brought into base contact with the closest skirmisher and then the enemy unit is halted. The enemy is not aligned against the skirmishing model. The skirmishers form up as explained above and the enemy will proceed with further charges. Charging enemy models attack first in the ensuing Close Combat phase as normal.

Page 116 – replace CHARACTERS paragraph with:

A roughly man-sized character on foot can join a skirmishing unit. No other characters (mounted, riding in chariots, etc) can join skirmishing units.

Page 117 (FORMATION & MOVEMENT) – replace FREE REFORM paragraph with:

FREE REFORM

Unless it charges, the fast cavalry unit can reform as many times as you wish during its Movement phase without incurring any penalties to its Move distance. See the rules for reforming (p.49). Note that no model in the fast cavalry unit can move more than its maximum Move distance despite the free reform.

WARHAMMER RULEBOOK

Page 135 (CASTING SPELLS) – replace both paragraphs with:

CASTING SPELLS

In a player's Magic phase, which follows the Movement phase, each of his Wizards can attempt to cast each of his spells only once. Spell casting is determined by rolling dice, and the number of dice available to roll limits the number of spells that can be attempted. Fleeing or dead Wizards, or those with any type of armour (except a barded steed), cannot attempt to cast spells. Wizards cannot cast spells at units in close combat, unless the spell only affects themselves or otherwise says so in its description.

Page 144 (WALL OF FIRE) – replace 1st 2nd & 3rd paragraphs with:

WALL OF FIRE

Remains in Play

Cast on 12+

This spell has a range of 24" and can be cast on an enemy unit visible to the caster which has no models (friend or foe) within 1" of its front rank (walls, hedges and other scenic features don't matter). The spell cannot be cast on units with a 360° line of sight.

A searing wall of flame suddenly rises in front of the unit. To represent this take some cotton wool or paper and place this in a line up to 1" thick in front of the unit.

The unit suffers 1 automatic hit for each model (including characters) in its front rank. Each hit is resolved with a Strength of 4.

Page 145 – replace BANE OF FORGED STEEL paragraph with:

BANE OF FORGED STEEL

Cast on 11+

This spell has a range of 12" and can be cast on an enemy unit which is visible to the caster. If successfully cast, the enemy's weapons begin to crumble and rust away. No weapon bonuses or penalties apply to the affected unit for the remainder of the battle. For example, a unit wielding Great Swords will not get their +2 Strength bonus in combat for the rest of the battle, but will now not have to strike last. A unit with missile weapons may not shoot for the duration of the entire battle. Affected units are assumed to use their fist/claws, etc, and so cannot benefit from the rules for using two hand weapons or a hand weapon and shield. War machines and magic weapons cannot be affected by the Bane of Forged Steel – only ordinary weaponry carried by troops.

Page 253 (DAMAGE CHARTS) – Replace '2D6 Effect' at the top of the charts with 'Damage/Effect':

Damage/Effect | Damage/Effect | Damage/Effect | Damage/Effect

Page 146 (STEED OF SHADOWS) – replace first paragraph with:

STEED OF SHADOWS Cast on 4+

This spell may be cast upon the Wizard himself or any single friendly independent character model within 12" of him – the spell can only be cast on a model with a Unit Strength of 1 (it won't work on a mounted model or a model riding in a chariot, for example).

Page 154 – replace DISPEL SCROLL paragraph with:

DISPEL SCROLL 25 Points (Arcane)

A Dispel Scroll is inscribed with a powerful anti-magical invocation. When it is read out by a Wizard, the effect is to drain away magical power and weaken a spell that has been cast. As soon as a spell has been cast, any Wizard who has a Dispel Scroll can read it. This automatically dispels the cast spell, no dice roll is required.

Reading a Dispel Scroll will bring any spell cast by the Wizard reading it to an end. To put it another way, a Wizard who has a spell in play will automatically cancel it by reading a Dispel Scroll.

As with all scrolls, Dispel Scrolls are not unique items – they are prepared by a Wizard prior to battle and it is quite possible for several Wizards to carry Dispel Scrolls, and for a Wizard to carry more than one. However, only one can be used at a time.

Note that a Dispel Scroll will not help if the spell has been cast with Irresistible Force. Any spell that is successfully cast with two or more 6s is Irresistible and no Dispel roll is permitted.

Page 197 – replace SCENARIO CHART with:

Scenario chart

D6	SCENARIO
1-2	Pitched Battle
3	Breakthrough
4	Meeting Engagement
5	Flank Attack
6	Capture

Page 37 – replace RE-ROLLS paragraph with:

Sometimes the rules allow you a 're-roll' of the dice. This is exactly as it sounds – pick up the dice you wish to re-roll and roll them again. The second score counts with a re-roll even if it is a worse result than the first, and a player may only re-roll a single dice once, regardless of the source of the re-roll.

Page 117 (SHOOTING AND MOVING) – replace entire paragraph with:

SHOOTING AND MOVING

Fast cavalry armed with missile weapons are expert at shooting from horseback (or wolfback!) and can therefore shoot even when marching or reforming. The normal -1 penalty for moving applies.

Page 118 (SHOOTING AT WAR MACHINES) – replace second paragraph with:

When shooting at a war machine, it is treated exactly as any normal unit with regards to modifiers to hit. A war machine and its crew don't count as skirmishing, and so don't benefit from the -1 To Hit penalty. Some war machines may be classed as large targets (this will be noted in the war machine's specific rules).

Page 119 (ATTACKING A MACHINE) – Replace both paragraphs with:

A war machine cannot be attacked in close combat while it still has crew. A war machine that has had its crew wiped out or broken in close combat is assumed to be spiked or otherwise disabled by the attackers, on the condition that they don't pursue or overrun.

If a war machine is already abandoned when charged, it is destroyed, but no combat results are worked out, no Panic tests required, no overrun can be made, etc.

Page 122 (CANNONS) 1st column – replace 2nd paragraph with:

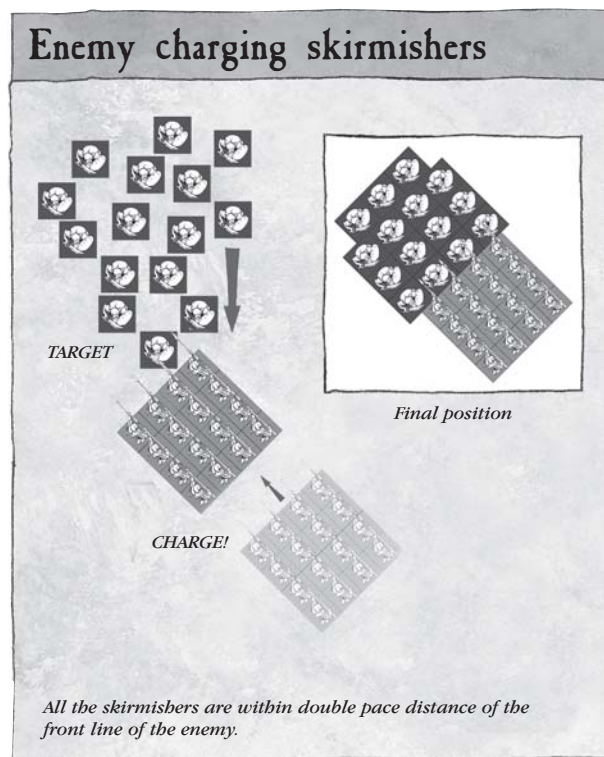
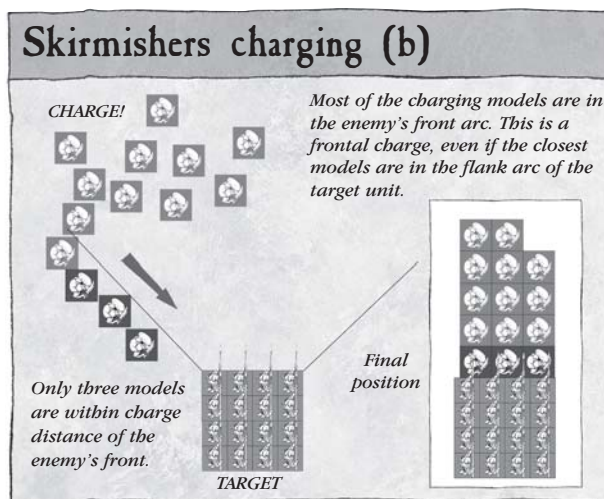
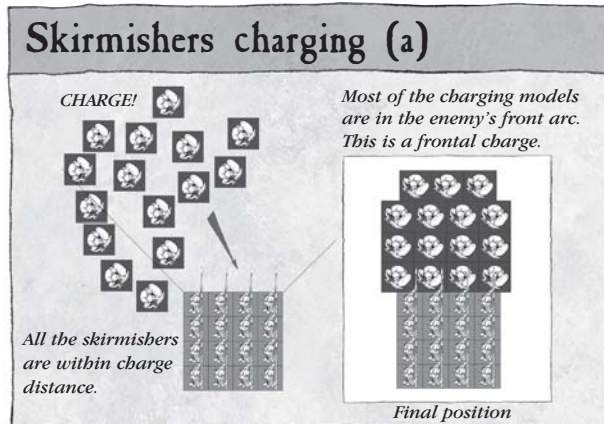
Cannons are fired in the Shooting phase. To fire a cannon, it must first be turned on the spot so it points in the direction of the target which must be within line of sight but otherwise is not limited by targeting restrictions. Then the player must declare how far the cannon is going to shoot – eg, 24", 30", 32", etc.

Page 122 (GRAPESHOT) – Replace paragraph with:

GRAPESHOT

Instead of firing a normal shot, cannon crew can opt to fire grapeshot instead. Normal targeting rules apply. Grapeshot has a range of 8". If in range, the target suffers a number of hits equal to the roll of an Artillery dice, resolved at Strength 4, with a -2 Armour save modifier. Misfires may occur as described below.

These diagrams replace those on page 116 of the rulebook. You may photocopy them so you can cut out and paste the diagrams in the relevant position.



Page 208 (DEPLOYMENT)
 2nd column – replace
 5th paragraph with:

Victory conditions: The army with the unit closest to the objective at the end of the battle wins. Fleeing units, monsters and characters can't capture the objective. If both players have a unit equidistant from the objective, one player wins if their unit is worth more than double the points value of the closest enemy unit to the objective. Otherwise it is a draw.

Page 239 – replace SELECTING TROOPS chart with:

Army Value	UNITS		
	Core	Special	Rare
Less than 2,000	2+	0-3	0-1
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
Each +1,000	+1	+0-1	+0-1

Page 239 (SELECTING CHARACTERS) –
 replace paragraph under chart with:

So, in this case, a 1,500 point army could include a maximum of three characters, of which up to all three could be Heroes and none can be a Lord. In a 3,500 points army there can be a maximum of six characters with up to two Lords. The army doesn't have to include the maximum number of characters and doesn't have to include Lords at all.

Page 269 (FAST CAVALRY) –
 replace 3rd paragraph with:

3) If a unit of fast cavalry rallies the turn after it voluntarily flees, it will be able to move normally during the Movement phase of that same turn.

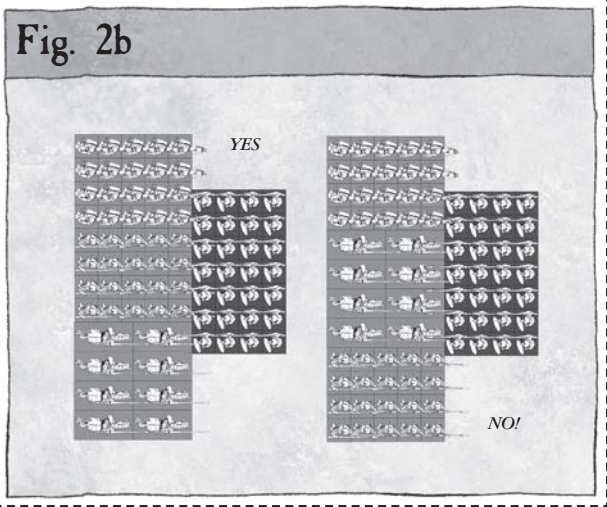
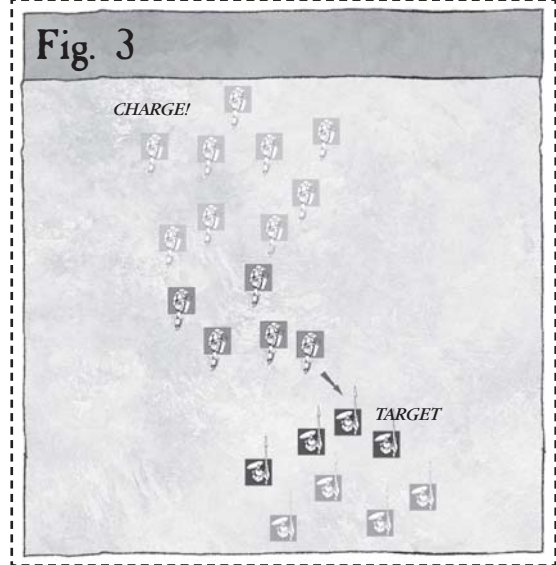
WARHAMMER PAGE 262
The appendix for accidental charges on page 262 of the Warhammer rulebook has led to some dubious tactics and confusion, and should therefore be ignored.

Page 273 (5. CLOSE COMBAT) –
 replace 'Roll to hit' entry with:

Roll to hit

Check on the 'To Hit' table on the next page to find the score needed on a D6 to hit. When attacking cavalry, use the rider's WS. For ridden monsters, both rider and mount use their own WS. A roll of a 1 always misses and a 6 always hits regardless of the relative Weapon Skills.

Page 268 – replace fig. 2b, fig. 3 & fig. 5 with the new figures provided here:



Page 102 (THE BATTLE STANDARD) –
 replace second paragraph with:

The Battle Standard Bearer cannot be the army's General (unless specified in the character's army list entry), even if he has the highest Leadership in the army. Unlike ordinary standards the Battle Standard cannot be passed on if its bearer is slain. Should the bearer be slain then the Battle Standard can be captured in the same way as a unit banner.

Page 138 (MISCAST TABLE) – replace result 2 with:

Miscast table

Roll 2D6 as your opponent cackles maniacally

2D6 Result

2 The collected magical power explodes in a ball of energy. Models in base contact, friend or foe, or the character's mount, if on a monster or chariot, suffer one Strength 10 hit, as does the casting Wizard.

Page 81 – Replace second paragraph of first column – “6) Unit wiped out by shooting...”, plus first two paragraphs of “PANICKING UNITS” section with:

6) Unit wiped out by shooting or magic within 4"
 If a unit is wiped out by missile fire or magic, any friendly units within 4" of it must take a Panic test at the end of the phase, unless the destroyed unit is a single model with less than 5 Wounds on its original profile.

PANICKING UNITS

A unit that fails a Panic test will flee in the same way as described for units which break in close combat or which flee from a charge. Fleeing troops abandon their formation and are moved in a rough mass 2D6" or 3D6" away from the enemy and/or source of *panic*, but the player is allowed to decide exactly where to flee within these guidelines. See the Close Combat section for rules governing fleeing troops.

Page 97 (PROXIMITY TO FRIENDLY TROOPS) – Replace second paragraph with:

A character model within 5" of a friendly unit of five or more models can only be picked out as a target if he is the closest legal target. This restriction enables characters to move around behind the battlelines without attracting an unrealistic and unreasonable

Page 102 (RE-ROLL BREAK TESTS) – Replace third paragraph with:

A Battle Standard only allows a unit to retake a failed Break test. It doesn't entitle a unit to retake any other Ld test, such as a Psychology test or a test to rally. This rule ceases to apply if the Battle Standard is fleeing.

Page 117 (CHARACTERS AND FAST CAVALRY) – Replace paragraph with:

Character models may join fast cavalry units and move with the unit, but do not benefit from any of the special shooting rules.

WARHAMMER ARMIES: EMPIRE

Page 14 – Replace Master Engineer profile with:

	M	WS	BS	S	T	W	I	A	Ld
Engineer	4	3	4	3	3	2	3	1	7

Page 26 (CHARACTERS' STEEDS) – Replace Warhorse profile:

	M	WS	BS	S	T	W	I	A	Ld
Warhorse	8	3	0	3	3	1	3	1	5

WARHAMMER ARMIES: ORCS & GOBLINS

Page 67 (GRIMGOR IRONHIDE) – replace 1st line of ‘SPECIAL RULES’ with

Ignore Greenskin Panic; Quell Animosity.

WARHAMMER ARMIES: DWARFS

Page 14 (ENGINEERS – Special Rules – Artillery Master) – Replace second paragraph with:

A Bolt Thrower which has been joined by an Engineer may use his BS when rolling to hit.

Page 16 – replace ‘Loss of crew’ paragraph with:

Loss of crew

The Organ Gun requires a full crew of three Dwarfs to work it properly. If one crewman is slain the other two can just about get by and the gun may fire as normal. If two crewmen are slain, the remaining crewman won't be able to operate the weapon properly – the gun can only be fired every other turn. Should all the crew be slain, the gun is useless.

Page 19 – replace RULE OF THE RUNES 2 & 3 with:

2. Weapon runes can only be inscribed on weapons, Armour runes can only be inscribed on armour, Runic Standards can only be inscribed on standards, Engineering runes can only be inscribed on war machines, and Talismanic runes can only be inscribed on talismans (of which more later). This is called the **Rule of Form** by Runesmiths. You cannot inscribe Armour runes on a cannon nor can you place Engineering runes on an axe.

3. No more than one item may carry the same combination of magic runes. You could not have a rune-hammer and a rune-axe both engraved with a Rune of Speed and a Rune of Fire, for example. This restriction also applies to the use of single runes, so you could not

Page 20 (MASTER RUNE OF BREAKING) – replace 2nd paragraph with:

If the Dwarf character scores a hit against an enemy with a magic weapon, the enemy's magic weapon is destroyed immediately.

Page 22 (RUNE OF RELOADING) – replace with:

7 *After a war machine has proved its reliability, a Runesmith may deem it worthy of this rune.*

The war machine can shoot every turn, as long as there is at least one crewman left, even if it has rolled a 2-3 on the Misfire table in the previous turn. Multiples have no effect.

Page 23 (FLAKKSON'S RUNE OF SEEKING) – replace 2nd paragraph with:

Bolt throwers only. Each rune adds +1 to the bolt thrower's To Hit rolls against targets with the Fly special ability.