

WARHAMMER RULE BOOK:

Errata, Frequently Asked Questions & Appendices

ERRATA

These corrections have been input in successive reprints of the Rule Book, when we considered the text confusing or in contradiction with another part of the book.

Page 7. In the 'Characters' section, the last sentence will be changed in reprints to: 'Some characters, like the mighty Daemon Princes of Chaos, are so large and powerful that they follow some of the rules for monsters.'

Page 23. 'Enemy in the way', in reprints the section's title will be changed to upper case, and the first sentence of the first paragraph will be shortened by deleting: 'After a unit has fled from the charge.'

Page 23. 'Enemy in the way', in reprints the first sentence of the second paragraph will be changed to: 'If the charging unit would run into another enemy, they are allowed to immediately declare a new charge against the enemy unit now in their way'.

Page 40. The Move Surviving Fleeing Troops section, second paragraph, will be changed as follows:

'Even though the fleeing troops move in a disorganized mob, for the purposes of moving the fleeing units it is sometimes convenient to keep them in formation, simply pivoting the unit on the spot to face the direction in which it is fleeing and then moving it the distance indicated by the dice roll.'

Page 43. In the 'Overrun!' section, the first sentence will be changed in reprints to: 'If a unit charges into combat and, by the end of that turn's combat all of its enemies have been wiped out, the unit may make a pursuit move, even with nobody left alive to pursue.'

Page 45. In the 'Pursuit into fresh enemy' section, the last sentence of the fourth paragraph says: 'The charger then completes its entire original charge move'.

This will be changed in reprints to: 'The charger then completes its entire pursuit move in the direction of the new target.'

Page 45. Pursuit into fresh enemy, sixth paragraph: 'The pursuers must endeavor to bring as many charging models into combat as possible.'

This will be changed in reprints to: 'The pursuers must endeavor to bring as many models into combat as possible.'

Page 46. In the second paragraph of Free Manoeuvres, the following fragment will be deleted in reprints: ', and only in order to bring more models in base contact with the enemies'.

Page 59 and 62. 'Manoeuvring during a charge'. In reprints the second sentence will be shortened, by deleting: 'if a straight move wouldn't hit the target or would not bring as many models as possible into combat'.

Page 67. 'Charging against skirmishers'. In reprints the first sentence will be altered so that the charger must contact the closest visible skirmisher.

Page 67. References to 'roughly man-sized' and 'man-sized' will be replaced in reprints with 'Unit strength 1'.

Page 75. In the 'Look out, Sir!' section, third paragraph, the first sentence will be changed in reprints by deleting the word: 'therefore'.

Page 102. In the 'Enemy units destroyed' section, the third paragraph will be changed in reprints to the following:

'Each character is counted as a separate unit for this purpose, and characters mounted on monsters/chariots are also counted separately from their mount.'

Page 113. In the 'Spirit of the Forge' spell, the last sentence will be changed in reprints to the following:

'The effects of this spell are exactly the same as the Rule of Burning Iron described above, except the unit takes 2D6 hits distributed like shooting.'

Page 117. In the 'Guardian Light' spell, the last sentence will be changed in reprints to the following:

'If successfully cast, all these units are Immune to Psychology as long as they remain in range. In addition, during the 'Rally fleeing units' part of their Movement phase, all friendly fleeing units within range automatically pass their rally tests, and will rally even if below 25% of their initial numbers.'

Page 121. In the 'Magic Weapons' section, second paragraph, the last sentence will be shortened in reprints by deleting the word 'special'.

FAQs

GAME SCENARIO

Q. Is the normal Warhammer game, described on page 2 and 3, still a Pitched Battle? This is important, as some rules depend on this name (like the Wood Elves' Woodland Ambush rule).

A. Yes it is still a Pitched Battle (so the Wood Elves in the example above still get their extra wood). This is stated on page 248 of the hardback rulebook, Scenarios, first paragraph.

MOVING

Q. Is a unit stopped the instant it comes to a distance of 1" from an enemy unit, or can it finish its move as long as it stays 1" away from all enemies?

A. A unit can make its move freely as long as it stays 1" away from all enemies during its entire move.

CHARGING

Q. Can a unit declare a charge against an enemy that is obviously out of range (for example if it was deployed 24" away and has not moved)? This could be useful to get the unit out of the way of another friendly charging unit...

A. The rules for charging on page 18 state: 'When you declare a charge you must do so without measuring the distance to the target, you must rely on your estimate of the distance to ensure that your troops can reach their target'. Emphasis on the 'ensure'. Therefore, declaring a charge that you know cannot be completed (like charging a unit 24" away) is cheating.

In cases where it's not obvious how far away a target unit is, the decision to charge or not is left to the conscience of the charging player (see also the 'Awkward charges' appendix). Our players, which are of course all sportsmen, will never declare a charge if they think their unit cannot complete the charge in order to gain an unfair advantage!

This is a game like real war, played against time, and played under circumstances of considerable excitement, and it is remarkable how elastic the measurements of quite honest and honourable men can become.

H.G. Wells (*Little Wars*, 1913)

Q. Imagine that a friendly unit is engaged in close combat with an enemy unit from a previous turn. In the current turn, another friendly unit, which is in the front zone of the enemy unit, wants to charge into the combat, but the entire frontage of the enemy unit has already been taken up by the friendly unit that was there from a previous turn. Is the unengaged friendly unit allowed to charge the flank of the enemy unit?

A. No, you may charge the flank/rear of an enemy only if you are in that enemy's flank/rear zone. Therefore the unit in the example above must move until it is in the enemy unit's flank zone before it can charge its flank.

Q. How does a unit flee from a charge that results from compulsory movement (for example, a charge from a model that moves randomly in the Compulsory Moves, like a Chaos Spawn)?

A. If the movement of the Compulsory moving unit is found to be in range (i.e. it's a valid charge!), and the charged unit flees, the fleeing movement is resolved immediately, and finally the compulsory move of the charger is resolved.

Q. May charging units wheel more than is necessary to maximize models in the combat when they are charging? This is sometimes referred to as a 'tactical wheel' and can be used against Skirmishing units to set up advantageous pursuit/overrun paths, or against other wider formed units to avoid contacting a character placed on the corner of the unit, etc.

A. All charging units (including chariots, monsters, etc.):

1. Must try and bring as many models into the combat as possible, and
2. can wheel (or pivot) only once during the charge move.

As long as they fulfil these two criteria, they are free to wheel as much as they want. So 'tactical' wheeling is absolutely fine!

ENEMY IN THE WAY

Q. The rules for Enemy in the way on page 23 only cover the case of enemy units getting in the way of the chargers. What happens if you declare a charge and then, as you move the chargers, realise that there are other things other than enemies in the way of your charge?

A. The Failed Charge rules on page 21 state that a unit may fail a charge because 'the enemy has fled out of reach, or if you have estimated your charge incorrectly'. This includes situations when a unit declares a charge and then finds out that the charge cannot be completed for reasons other than enemy in the way (e.g. not enough space to squeeze through terrain, friendly units blocking the way, and so on). In such cases, the charge is failed, and the charging unit must stop in contact with the friendly unit or impassable terrain blocking its way, or inside the difficult terrain slowing it down, etc. Note that the charge reaction declared by the enemy still stands.

Q. Let's assume that a unit charges enemy unit A, and A flees from the charge, revealing enemy unit B now in the path of the chargers. If the charge is re-directed against B, and B decides to flee as well, does the charging unit now have to move after B or continue towards A (its original target)?

A. As the charging unit has declared a new charge, it will have to go after the latest unit it has charged (B in the example above).

Q. *Imagine that the charged unit flees and another enemy unit, which is in the way of the chargers, is out of sight of the charging unit. Can the unit declare the new charge against the unit in the way if it cannot see it?*

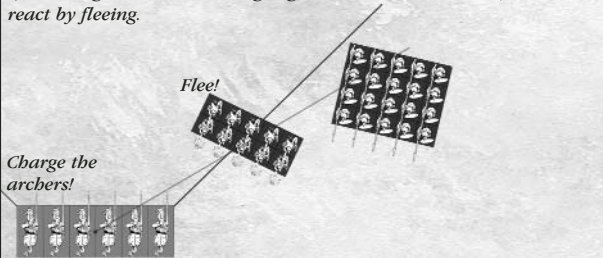
A. Yes, as this represents the unit spotting a new target as it thunders towards the fleeing enemies.

Q. *Can the Enemy in the Way rule allow you to charge the same target multiple times? For example, the initial target (unit A) flees through friendly unit B (which doesn't panic), stopping just behind it. The charger may thus change the charge towards target unit B. Unit B then flees as well, going through unit A. Can the charger now change the target back to unit A? And what happens if the unit in the way is not visible to the charger?*

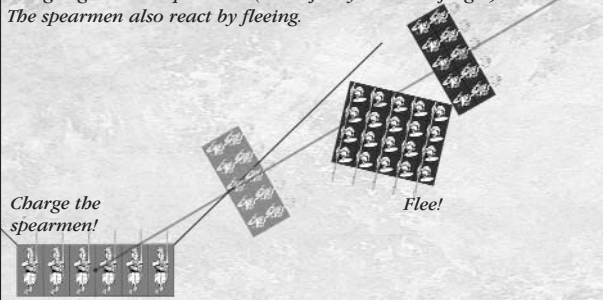
A. Yes, and this process will continue until the situation comes to either a successful charge or a failed charge. Note that units that are charged again through this process do not get a new charge reaction, which may sometimes mean that when the charging unit will finally move its full charge distance, it may destroy several units that fled from its charge (see diagram below).

ENEMY IN THE WAY.

1) *The knights declare a charge against the Goblin archers, which react by fleeing.*



2) *The Goblin archers have fled through the Goblin spearmen, which are now in the way of the knights' charge. The knights declare a new charge against the spearmen (even if they are out of sight). The spearmen also react by fleeing.*



3) *The Goblin spearmen have fled through the Goblin archers, which are now in the way of the knights' charge towards the spearmen. The knights declare a new charge against the archers (even if they are out of sight).*

As both Goblin units have already fled, it is now a matter of moving the knights after the archers and, if their charge move is long enough, to destroy any fleeing enemy unit they move through!



PSYCHOLOGY

Q. *Can Frenzied units declare charges as normal, or must they wait and exclusively use the rules for charging found on page 52?*

A. They must wait for all the non-frenzied units to have declared charges (including reactions).

Q. *If a Terror-causing model is charging, when do you measure the distance to the target? If you do that normally – in the Move chargers part of the Movement phase, which comes after the Compulsory moves, it's too late for the target unit to flee!*

A. In the Declare Charges part of the Movement phase, first declare all normal charges and charge reactions. Once this is done, measure the ranges to see if Frenzied units must declare a charge and to see if Fear and Terror-causing units are in range of their targets, as these psychology rules may affect the declared charges and charge reactions (see also next question). Once all the charges and charge reactions have been determined, proceed with the Movement phase's normal sequence.

Q. *Following the answers above, if a unit is charged by a non-frenzied unit and declares a charge reaction, but in the same Declare Charges part of the Movement phase it is then charged by a Frenzied unit, can the unit change its charge reaction?*

A. Yes.

Q. *The rules for Frenzy say that frenzied "models" gain +1 Attack. How does this work with models that comprise of different parts, like a frenzied cavalry model or a frenzied Chariot with two steeds and two crew? And how about Hatred?*

A. As with characters (see "Mounts' psychology" on page 79), the entire model is affected by the psychology rule. This means that both riders and steeds (in case of cavalry), all crew and creatures (in case of chariots) or both the character and the Monster he's riding, gain one Attack from Frenzy, can re-roll their attacks for Hatred, etc. Note also that if a part of such a "multiple" model causes Fear or Terror, or is affected by Stupidity, the entire model does (for example, only the beasts pulling a chariot may be stupid, but if the model fails its test, taken on the crew's leadership, all of the model is affected by Stupidity, including the crew).

Note that the Mark of Khorne in the Hordes of Chaos book is an exception to this, as it clearly states that it only confers the extra attack to the rider/crew and not to the mounts/creatures pulling the chariot.

Q. *If a unit is charged or is trying to charge a Terror-causing enemy, and fails the test, in which direction does it flee?*

A. Directly away from the Terror-causing creature, as per a test failed at the start of the turn.

Q. *The rules on page 49 say that a unit must take a panic test at the end of any phase (except the close combat phase) if it has lost 25% or more of its models. Does this*

only refer to models killed during the combat themselves? What if some models are killed by a chariot fleeing through the unit, or any reason not directly caused by the combats, but still during the combat phase. Do these call for a panic test if 25% of a unit's models are killed?

A. No test for 25% losses are ever taken during the combat phase (including odd situations when casualties happen not directly because of combat).

WEAPONS

Q. Can a model use a pistol to stand and shoot against a charging enemy and then use another weapon in the ensuing close combat (a great weapon, for example)?

A. Yes.

Q. Does a character benefit from the "Fighting with band weapon and shield (infantry)" rule found on page 56, if armed with a mundane band weapon and a magical shield?

A. Yes. However it will not if armed with a magical weapon and a mundane or magical shield, because the magical weapon loses the normal rules of hand weapons.

Q. Does the Strength bonus conferred by spears and lances to charging models only apply against a unit that they actually charged, or does the bonus also apply to enemy units which may have counter-charged them in a situation such as mentioned on page 45, at the end of Pursuit into Fresh Enemy?

A. Against all enemies, even those that might have counter-charged them. This is because in reality the chargers from both sides would be simultaneously running into each other and not moving in turns.

CHARACTERS

Q. The rules for Challenges state that characters are moved in the ranks so that the two protagonists are opposite each other. In a large combat involving multiple units on both sides, can a Challenge be fought between characters which can't physically move into base to base contact with the each other? If yes, how is this handled?

A. If such a rare case was to happen, we suggest using a more abstract approach to resolving the challenge. Do not move the characters at all, and just imagine they are in base contact with each other.

Q: Do characters in skirmishing units benefit from the Look Out, Sir! rule, as it refers to units of 'rank 'n' file' models.

A: 'Rank 'n' file' models just means 'non-characters' models, and has nothing to do with the unit's actual formation. The Look Out, Sir! rule applies normally to characters in skirmishing units.

Q. Does a character riding a chariot that is fighting in close combat benefit from the +2 armour save bonus (or can he use the chariot's)? Or does this apply only when targeted with ranged attacks?

A. In close combat this works like fighting a ridden monster, so the enemy can pick who to attack and the character must use its own normal armour save.

SKIRMISHERS

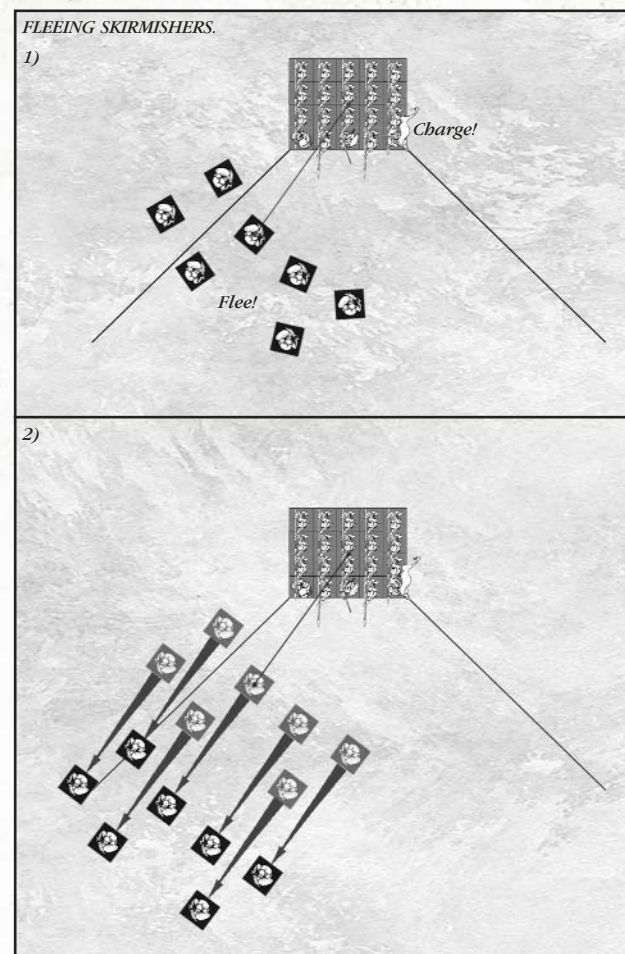
Q. If a skirmishing unit is charged by two or more enemy units from different directions, how do I determine which enemy hits them in the flank/rear as they have none when the charges are declared?

A. In the Move Chargers part of the Movement phase, the player controlling the chargers must decide which unit goes in first against the skirmishers and move it in. The skirmishers are then immediately formed up normally against the first charger. At this point the skirmishers have a front/flank/rear zone, and any other charging enemy must treat the situation just like a charge against a fight that was there from a previous turn.

Q. How do skirmishers flee exactly (this may be important for determining if they have to flee through enemies or impassable terrain)?

A. If the skirmishers are fleeing from a combat the situation is easy, as they are treated exactly as a normal ranked up unit.

If they aren't, the situation may get a bit more complicated. First, the closest visible skirmisher flees directly away from the centre of the charging unit by the distance rolled. Then, every other fleeing skirmisher is moved by the same distance along the same (parallel) direction as the first, trying to keep the skirmishing unit as much as possible in the same formation, as shown in the diagram below.



MISCELLANEOUS

Q. Occasionally, a model with multiple parts that have different Characteristics, such as a cavalry model, a Character riding a Monster or a Chariot, will have to take a Characteristic test (like an Initiative test for a Pit of Shades spell). If the model has multiple values for the Characteristic to be tested, which one is used?

A. Unless differently specified, use the best value, in other words the value that makes it more likely to pass the test.

Q. Do ward saves and other special rules that apply to a character (including those coming from a magic item or spell) also apply to the monster/chariot it is riding?

A. Because the rider and mount can be hit separately, any saves and other special rules of the character (including those from magic items, spells, etc.) are not passed to its mount, and viceversa. There are a few exceptions to this rule however, when such rules do apply to both rider and mount: Psychology rules (see rule book, page 79), rules that the character would confer to a unit it joins (like Magic Resistance), or if the rule itself specifies otherwise (certain magic items, the Blessing of the Lady, etc.).

Q. To recapture a captured banner, do I need to just defeat the unit carrying it as a trophy or do I need to break it and pursue it as per capturing its banner?

A. You must break it and pursue, in the same way as for capturing their banner.

Q: A unit is charged in the flank and the only model in base contact with the enemy is a champion model. Is it possible to kill more models than the champion?

A: No.

Q. On page 68, the rules for fleeing flyers state that: "If their move ends inside impassable terrain or non-fleeing enemies, they are destroyed as normal." What if the fleeing move ends over a non-fleeing enemy that is not Unit Strength 5? Are the fleeing flyers destroyed?

A. The rule says "as normal", so the fleeing flyers would not be destroyed and, as normal, would be moved until they're clear of the enemy.

Q. Does the change in the rules for the rank bonus from the previous edition mean that Beast of Chaos units with the Raiders rule can now form up five wide when fighting units with a small frontage?

A. No, the Raider rules must of course be played as written, so in these cases the Raiders will still form up four wide and will not get a rank bonus. This makes them weaker against small enemy units, but we are confident the increased power of their Ambush rule in the new edition more than compensates for this.

BUILDINGS

Q. Can units enter buildings in other ways than moving normally into them?

For example, can a unit be deployed inside a building at the start of the game, teleport inside one (Skitterleap, etc.), be created inside one (Invocation of Nebek), emerge from a tunnel inside one, etc.?

A. Yes, they can.

Q. Can a unit move into a building and out of it during the same move?

A. No. Because to enter the building it must first make a normal move (no march or reform), and then when it leaves it'll follow the rules for a unit returning from pursuing (which include making a normal move). If it entered and left the building in the same Movement phase, it would effectively move twice (i.e. it would make two normal moves), which is not allowed.

Q. How do I resolve hits from weapons that do not roll to hit (like Ratling Guns) against troops inside a building? Can I really only inflict d6 hits?

A. Fire the weapon as normal, determining how many hits it would cause normally. Then roll the D6 for the target being inside the building, and the result is the number of the hits caused by the weapon that actually hit the target. Any excess hits are wasted against the walls.

Q. How do I resolve the shooting of a unit of Chaos Dwarf Blunderbusses firing from inside a building?

A. Their 'fire zone' is as wide as the face of the building they are firing from. The hits are Strength 3, +1 for every storey from which another five blunderbusses can fire.

MAGIC

Q. Do the rules for double 1s and 6s for dispelling spells follow the same guidelines as the one for casting spells (ie. do the double 1s and 6s have to be considered before any re-rolls, unless otherwise specified)?

A. Yes, before re-rolls, unless a special rule specifies differently.

Q: Some magic items allow the player to store excess dice in the magic phase. Are these dice common or do they belong to the wizard carrying the item?

A: This is normally specified in the item's description, but if there is any doubt the following applies:

The unused dice that can be stored at the end of the magic phase are those of the wizard himself and those of the pool. In the following magic phase, all stored dice go back into the pool.

Q. Does the Comet of Casandora spell end when the comet strikes the ground?

A. Yes.

Q. A question about the Howler Wind spell. Can spells (especially magic missiles) and war machines with a Strength of 4 or less be targeted at models protected by the Howler Wind?

A. Yes, all spells and war machines can penetrate the Howler Wind's protection.

Q. If the wizards in my army cast a spell like the Bear's Anger or the Flaming Sword of Rhuin multiple times on the same model, do their bonuses stack up?

A. No, these bonuses are not cumulative (as these spell add their bonuses to the model's base Characteristic), so there is no point in casting multiples of them.

APPENDICES

The following pages offer some observations on the game rules, which have been placed here so that the rules themselves could be kept reasonably concise. Please note that these are not rules, but rather helpful suggestions we encourage you to use to resolve your games in a friendly manner.

'Clipping'

The term 'clipping' refers to the situation when two units end up engaged in combat and are not facing fully against each other. This looks wrong, as a number of models will be standing facing thin air as their comrades, just a step away, are in the thick of the fighting.

The most common case of Clipping happens when a unit is engaged to the front with two or more enemy units. If after the combat some of these units flee, while others don't, this may leave some models that were previously engaged without opponents to fight.

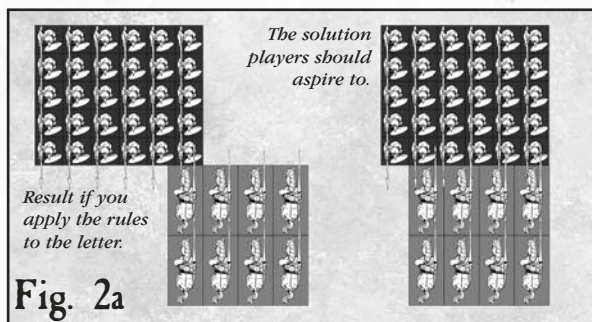
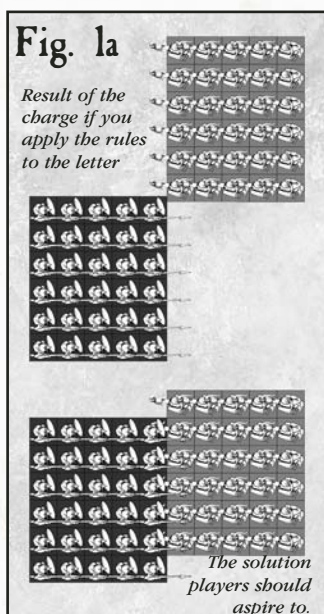
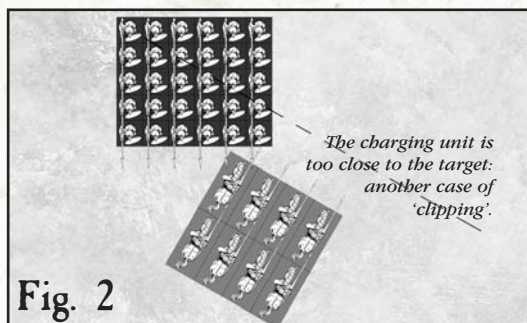
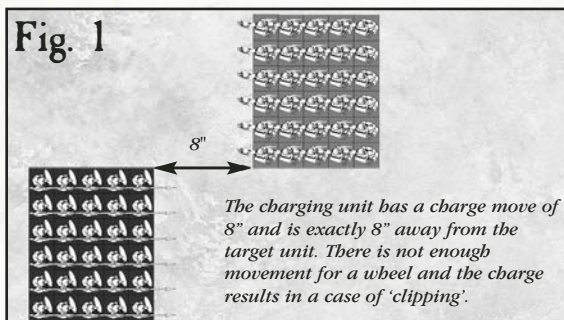
This may also happen during a charge, if the units are far apart, exactly at the maximum charge distance of the chargers (Fig. 1). This situation will make it impossible for the chargers to wheel, because any wheel would mean that they fail the charge. Therefore they will have to charge directly forward. Funnily enough, a very similar situation can occur when the units are too close and the

charging unit cannot physically wheel enough to bring the maximum number of models in combat (Fig. 2).

In all these extreme situations, if you want to play literally by the rules, you have to live with the clipping and continue with the game.

However, you should also feel free to agree with your opponent upon any gentlemanly solution which could avoid clipping situations. The best solution is normally to slide sideways the chargers (or the unit that won the fight), in order to bring more models in to the fight. This is not technically allowed by the letter of the rules, but if both players agree to do this, the game will benefit in realism and fun (you get to roll lots more dice!).

The important thing to understand when you come across this sort of situation is that clipping is not in the spirit of the game and every effort should be made to avoid it. It just looks ugly!



Charging multiple targets

It often happens that two or more units are lined up next to one another, so that a charge against one will result in others becoming involved (see Fig.1 below).

In Figure 1, for example, a charge against the left hand unit will inevitably bring the other unit into combat. In a case like this the charging player should declare his charge against whichever unit he intends to bring most models to bear against. However, because it is inevitable that other units will be brought into the combat they are also allowed to make a normal charge response – ie, a unit can flee, stand & shoot or hold even if it is not the target of the charge, if it is inevitable it will become engaged in the combat.

Of course, units will normally not line up exactly. It is inevitable that a charge will reach one unit before the other if only by a fraction of an inch. So, where do you draw the line? If a unit is a fraction of an inch behind one to its side, does it avoid combat or is it drawn into the fighting?

The best way to deal with this is to stop the charge as soon as it hits any unit then align the charge to the unit as normal. If the process of alignment carries you into further enemy units then those units become drawn into the combat and the whole lot are aligned into a battleline in order to bring as many models into combat as possible. In these cases it is often necessary to move all the units, chargers and targets, in order to form a convincing battleline. Units hit during realignment have the usual options for charged troops: they can flee, hold or stand & shoot.

It can happen that a unit finds itself just out of combat because it is fractionally further away than one lined next to it, or at a slight angle compared to the chargers. In reality the chargers would not simply stop and form a neat line whilst their enemy are so close. Therefore, the chargers are automatically moved into contact if they are within 1" of the second enemy unit and assuming the chargers have enough move left to reach them. Move the enemy unit into position, as this is usually easiest, or shuffle all the units together until a battleline is formed.

Fig. 1

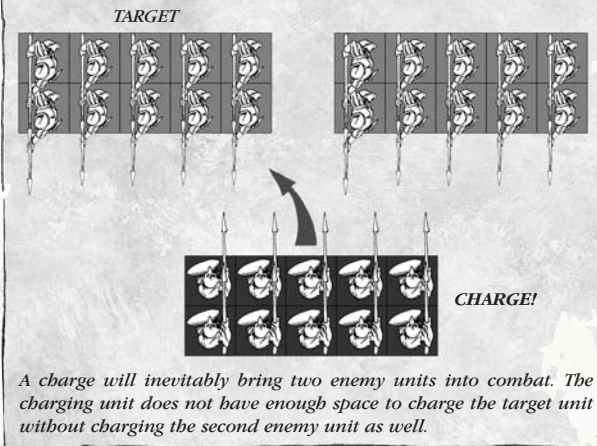


Fig. 2

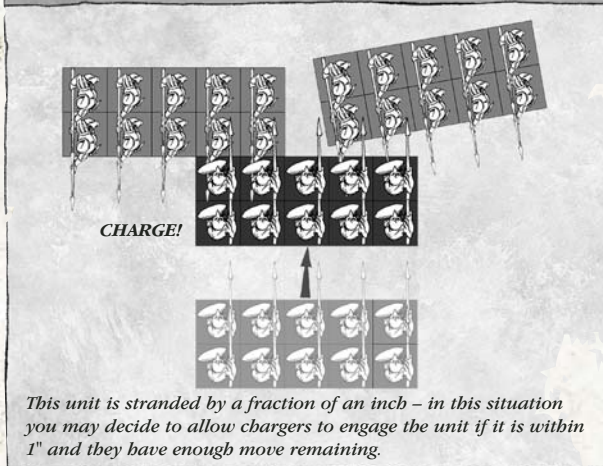
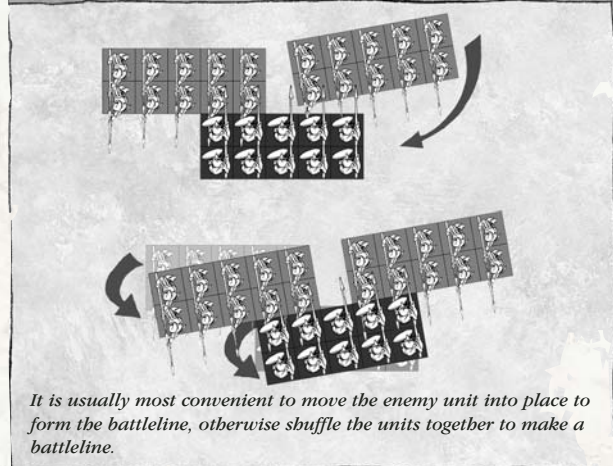


Fig. 2a



Awkward charges

Players are not permitted to measure to their intended target when declaring a charge. A player must use his judgement when declaring a charge, because if the target is too far away he will only be permitted to make a normal move and also loses any opportunity he might otherwise have to shoot with missile weapons. On the whole, a failed charge is bad news for the would be charger; not only might he suffer unnecessary stand & shoot hits but he will be vulnerable to an enemy charge in the next turn.

When he declares a charge a player must be reasonably sure that his unit will reach his target. A player cannot attempt to gain an advantage by declaring a charge if it is immediately obvious his unit cannot reach its target. In most cases this will be disadvantageous, but it is possible that an advantage might be gained in some situations. Where it is obvious a unit would be unable to reach its target a player is not permitted to declare a charge.

Moving chargers is perfectly straightforward in most cases. However, a battle being what it is, fought over infinitely variable terrain and subject to the strangest of circumstances, charging can sometimes degenerate into a tangle of units scattered all over the countryside. If players bear in mind the following guidelines they should be able to sort out even the most complex situations.

Once the charging unit has touched its opponent, the combat is committed and it only remains to align the antagonists where the charge has been made at an angle. Bear in mind what is really happening. The two units have clashed and some warriors in advance of the rest have struck the enemy first, but the rest will pile in beside them and gradually both sides come together into a wave that ebbs and flows as the troops fight. For the purposes of the game we simply move the combatants against each other so that a battleline is formed, and for convenience it is easier to move the chargers. Therefore, the charging unit is aligned to its target, but in situations where it would be more convenient (eg, if impassable terrain is in the way) it is entirely possible to move the charged unit to align it with the charger.

This extra 'wheel in' happens automatically and can indeed result in some models moving considerably further than their normal charge distance – this is absolutely fine by the rules.

Generosity

Players are encouraged to play in a spirit of cooperation, and should be prepared to allow some slight repositioning of units rather than spoil a good game. If in doubt be generous... or roll a dice to decide where things are very close.