

WARHAMMER ARMIES: SKAVEN

Official Update Version 1.7

Although we strive to ensure that our books are perfect, sometimes mistakes do creep in. When such issues arise we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our books. When changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **Magenta**. Where a version number has a letter, E.g. 1.1a, this means it has had a local update, only in the language, to clarify a translation issue or other minor correction.

This update is split into three sections: Errata, Amendments and 'Frequently Asked Questions'. The Errata corrects any mistakes in the book, while the Amendments bring the book up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. These questions have been gathered from many sources. We are always happy to consider more questions, so please send any queries to:

gamefaqs@gwplc.com

Although you can mark corrections directly in your book, this is by no means necessary – just keep a copy of the update with your book.

ERRATA

Page 33 – Scurry Away!

Change the second sentence to “Units with the Scurry Away! special rule add +1 to the total rolled to determine the distance they flee.”

Page 33 – Strength in Numbers.

Change the second sentence of the first paragraph to “Units with the Strength in Numbers special rule add their current rank bonus to their Leadership value for any Leadership test.”

Page 33 – Verminous Valour.

Change the second paragraph to “If a Skaven player refuses a challenge, a Skaven character or champion is placed in the back rank as normal and may not attack, but the unit may still use the model's Leadership value.”

Page 33 – Warpstone Weapons.

Change the second sentence to “Warpstone weapons and attacks made by them count as magical.”

Page 33 – The Scavenge-pile.

Change the second sentence to: “Models may purchase each of these items only once, but the same item may be purchased by more than one model in the army.”

Page 36 – Expendable.

Change the first sentence to “All Skaven, except other Skavenslaves, automatically pass Panic tests caused by friendly Skavenslaves.”

Page 36 – Cornered Rats.

Change the third sentence to “Another hit is added to the total rolled for each additional rank of five or more slaves after the first one.”

Page 39 – Great Pox Rat, Special Rules.

Ignore “Scurry Away!, Strength in Numbers”

Page 42, 49 – Screaming Bell, Special Rules.

Add “Unbreakable”

Page 43 – Pushed into battle.

Change the first sentence to “A single Screaming Bell can be deployed in each unit of Clanrats or Stormvermin.”

Page 43 – Ringing the Bell.

Change the second sentence of the second paragraph to “If the Screaming Bell suffers one or more wounds inflicted by a shooting attack with a Strength of 5 or more, it will ring once.” Ignore the last sentence of the second paragraph.

Page 43 – Ringing the Bell.

Change the start of result 5-8 to “All friendly Skaven units within 24" of the Bell [...]”

Page 43 – Ringing the Bell.

Change the start of result 14-16 and 17 to “All models in each friendly unit within [...]”

Page 46 – Plague Censer.

Change the first sentence of the third paragraph to “At the beginning of any round of close combat in which a unit equipped with plague censers is in combat, all models (friend or foe) in base contact with one or more Censer Bearers, Plague Chanters, or Plague Priests that have a plague censer, must take a Toughness test or suffer a single wound with no armour save allowed.”

Page 48, 101 – Plague Furnace, Special Rules.

Add “Unbreakable”

Page 49 – Pushed into Battle.

Change the first sentence to “A single Plague Furnace can be deployed in each unit of Plague Monks.”

Page 49 – Enshrouded by Fog.

Change the start of the second sentence to “At the start of any round of close combat, any unit [...]”

Page 49 – Wrecker Attack.

Change the start of the second sentence to “This attack has the Always Strikes Last special rule.”

Page 49 – Plague Furnace.

Add the following special rule:

'Destroying the Plague Furnace

If the Plague Furnace itself is destroyed, remove the model and place the Plague Priest where it was. He will join the unit. This is the only way the Plague Priest can leave the Plague Furnace.'

Page 53 – Mixed Unit.

Change “[...] on a 1-4 a Giant Rat is hit, [...]” to “[...] on a 1-4 a Giant Rat or Rat Ogre is hit, [...]”

Page 54 – Special Rules.

Ignore “Strength in Numbers”

Page 55 – Special Rules.

Ignore “Strength in Numbers”

Page 57 – Berserk Abomination Chart, Fluid Injected!

Change the last sentence to “Further Berserk Abomination rolls of 6 will not increase the beast's profile, but will instead immediately inflict D6 wounds on it.”

Page 60 – Warfire Thrower Misfire chart, Whompffff!

Change the first sentence to “Place the centre of the large round template over the centre of the Weapon Team and resolve hits as normal.”

Page 64 – Deploying via Tunnel.

Add the following new paragraph after the final paragraph “If it is impossible to deploy the unit for any reason, then the Skaven remain underground, and must follow the same procedure to see if they arrive in their next turn. Note that you must roll to see if marker scatters each time the Skaven try to emerge, which may result in it scattering several times.”

Page 65, 105 – Warplock Jezzails, Special Rules.

Add “Strength In Numbers”.

Page 67 – Doomwheel, Zzzzap!

Change the first sentence to “In each friendly Shooting phase, even when engaged in close combat or when fleeing, the Doomwheel unleashes three bolts of warp lightning.”

Page 67 – Doomwheel Misfire chart.

Change the first sentence of the Out of Control result to “If the Doomwheel is unengaged, it immediately makes a Random Move in a Random Direction.”

Page 68 – Warp Lightning Misfire chart, Energy Overload.

Change the second sentence to “Resolve a shot at maximum Strength (10). It bounces 4D6" in a straight line from the barrel of the gun, and the large round template is placed at the furthest range. Any models under the template or in the path of the Warp Lightning are hit.”

Page 70 – Whip of Domination.

Replace “[...] but any enemy that takes an unsaved wound from the Whip of Domination [...]” with “[...] but any enemy unit that takes an unsaved wound from the Whip of Domination [...]”

Page 71 – Verminous Bodyguard.

Change the start of the second sentence to “Any enemy unit in base contact with Skweel at the start of any round of close combat must immediately [...]”

Page 75 – The Cloak of Shadows.

Change the end of the fourth sentence to “[...] should he be in the path of an enemy move.”

Page 77 – Bodyguard of Thanquol, fourth sentence.

Change the fourth sentence to “While shut down, Boneripper cannot do anything at all, and in combat he will be hit automatically and will not strike back.”

Page 78 – *Death Frenzy*.

Change the start of the second sentence to “If successfully cast, the models in the unit [...]”

Page 78 – *Cracks Call*.

Change the second paragraph to “A building (or single section of multi-part building) affected by the spell will collapse on a roll of 5+. If the building collapses, any models garrisoning it must pass an Initiative test, or be removed as a casualty with no armour save allowed. Any survivors are placed outside the building, as described for a unit abandoning a building. Then replace the building with an area of dangerous terrain of equal size.”

Page 79 – *Curse of the Horned Rat*.

Change the start of the third sentence to “If the number rolled is equal to or greater than the number of models in the targeted unit [...]”

Page 103 – Night Runners, Options.

Change the second option to “Upgrade one Night Runner to a Nightleader... 8pts”

Page 103 – Giant Rats, Special Rules.

Ignore “Strength in Numbers”

Page 104 – Rat Ogres, Special Rules.

Ignore “Strength in Numbers”

Page 107 – The Fellblade.

Change the first sentence to “This foul sword gives the bearer Strength 10, and successful ward saves taken against wounds inflicted by the bearer in close combat must be re-rolled.”

Page 107 – Warlock-Augmented Weapon.

Add “Any number of Warlock Engineers in an army may take this item, but none may take it more than once.”

Page 107 – Weeping Blade.

Add “Any number of Gutter Runner Champions in an army may take this item, but none may take it more than once.”

Page 108 – Warpstone Tokens.

Add “One use only.”

Page 109 – Skavenbrew.

Change the start of the second sentence to “At the start of the game, a character carrying Skavenbrew can force a single unit of Clanrats or Stormvermin in base contact to guzzle the vile liquid [...]”

Page 109 – Smoke Bombs.

Add “Any number of Deathrunners in an army may take this item, but none may take it more than once.”

Page 110 – Brass Orb.

Change the third sentence to “Place the small round template with its centre anywhere within 8" of the character and in his line of sight.”

Page 110 – Shock-prod.

Add “Any number of Master Moulder in an army may take this item, but none may take it more than once.”

Page 110 – Electro-whip.

Add “Any number of Master Moulder in an army may take this item, but none may take it more than once.”

Page 110 – Brass Orb.

Change the third sentence to “Place the small round template with its centre anywhere within 8" of the character and in his line of sight.”

Page 110 – Doomrocket.

Add the following after the first sentence. “The Doomrocket may be fired in the Shooting phase, or as a stand and shoot charge reaction.”

Page 110 – Doomrocket Misfire Chart, Thoouoom!

Change to “Place the centre of the template over the centre of the model that fired the rocket and resolve the blast as normal.”

Page 110 – Electro-Whip.

Change the last sentence to “Roll to determine the number of Attacks each round of combat.”

Page 111 – Storm Banner.

Add “One use only”. Change the start of the third sentence to “All shooting attacks that don’t use BS [...]”.

Page 111 – Grand Banner of Clan Superiority.

Change the start of the first sentence to “In any combat in which a unit bearing the Grand Banner of Clan Superiority has more ranks of five or models [...]”.

Page 111 – Shroud of Dripping Death.

Change the end of the first sentence to “[...] take a single Strength 3 hit with no armour save at the start of every round of close combat.”

Page 111 – Banner of the Under-Empire.

Change the end of the first sentence to “[...] suffer 2D6 Strength 2 automatic hits at the start of every round of close combat.”

Page 111 – Banner of Verminous Scurrying.

Add “One use only.”

AMENDMENTS

Troop Type

Note that older versions of our army books do not list the Troop Type for each model. If this is the case with your army book, then you can find the model's Troop Type in the reference section at the back of the *Warhammer* rulebook.

Page 33 – Strength in Numbers.

Change the second sentence in the fourth paragraph to “Any bonus from the ranks of the General's unit is not passed on to units within his Inspiring Presence range.”

Page 33 – Poisoned Attacks.

Change to “The model has the Poisoned Attacks special rule.”

Page 36 – Expendable.

Delete the last two sentences.

Page 39 – Trained Mount.

Change the first sentence to “The Rat Ogre Bonebreaker is a monstrous beast as described in the Warhammer rulebook with the following exception: the Rat Ogre Bonebreaker can only join a regiment of Clanrats, Stormvermin or Rat Ogres.”

Page 39 – Verminous Cavalry.

Change to “The Great Pox Rat is a war beast as described by the Warhammer Rulebook.”

Page 43 – Difficult Terrain and Obstacles.

Change the header to “Terrain”. Change the rule to “The Screaming Bell treats terrain in the same manner as a Chariot.”

Page 43 – Ringing the Bell, result 9-10

Change result 9-10 to “The Bell itself (not the Grey Seer) immediately casts the Scorch Spell with a Casting Value of 5 (this requires no power dice and cannot be increased in any way), see page 78.”

Page 43 – Ringing the Bell, result 11-12.

Change the second sentence to “All models on the battlefield with Toughness 7 or more immediately take a Wound with the Multiple Wounds (D3) special rule.”

Page 43 – Ringing the Bell, result 13 .

Change the last two sentences to “Additionally, if the unit pushing the Screaming Bell is in combat, it can make supporting attacks with every rank of models.”

Page 47 – Plagueclaw Catapult, profile.

Change the Wounds and Attacks characteristics of the crew to “1”. Change the paragraph after the profile to “The Plagueclaw Catapult is a war machine with three crew.”

Page 47 – Plagueclaw Catapult, Fume-addled Crew.

Change to “The crew of the Plagueclaw Catapult have the Frenzy special rule. Add +1 to the number of attacks received for each crew model as long as they are Frenzied. ”

Page 47, 106 – Plagueclaw Catapult, Ponderous War Machine.

Ignore this special rule.

Page 49 – Moving the Plague Furnace.

Change to “The Plague Furnace moves and treats terrain in the same manner as a Screaming Bell (see page 43).”

Page 54 – Wave of Rats.

Change the second and third sentence to “Giant Rats have the Fight in Extra Ranks special rule, except that they fight with an extra rank even in the turn they charge.”

Page 57 – Shambling Horror.

Change the first paragraph to “The Hell Pit Abomination has the Random Movement special rule, with the following exceptions.

- If a triple is rolled when moving the Hell Pit Abomination (except when fleeing or pursuing), do not move it; instead roll immediately on the Berserk Abomination chart.
- If the move takes it into a friendly unit, the creature will inflict D6 S6 hits, distributed in the same manner as shooting attacks, and then stop 1" away from the unit (or flee through it if it is fleeing).”

In addition, ignore the paragraph after the Berserk Abomination chart.

Page 57 – Berserk Abomination chart, Blind Fury.

Ignore the second sentence.

Page 59 – Life is Cheap.

Change to “Poisoned Wind Globadiers and Bombadiers are allowed to fire into combat. Providing they are not in base contact with a foe, they can target any enemy unit within range and line of sight, even if that unit is engaged in close combat. All successful hits from poison wind globes must be randomised between the fighting units (1-3 friend, 4-6 foe). If there are multiple friendly or enemy units, further randomise to determine exactly which one is struck. When throwing a death globe do not randomise hits, the models underneath the template are hit.”

Page 64 – Warp-grinder Mishap chart, Partial Collapse.

Change the end of the last sentence to “[...] , regardless of Initiative.”

Page 65 – The Warplack Jezzail, profile.

Change to:

Range	Strength	Special Rules
36"	6	Armour Piercing, Pavise, Unstable Ammunition.

Page 67 – Doomwheel, Rolling Doom.

Replace this special rule with the following:

“The Doomwheel has the Random Movement special rule, with the following exceptions.

- If the move takes it into a friendly unit, the creature will inflict D6+1 S6 Hits, distributed in the same manner as shooting attacks, and then stop 1" away from the unit (or flee through it if it is fleeing).”
- The Doomwheel treats terrain in the same manner as a Chariot.”

Note that the ‘Loss of Control’ rule remains unchanged.

Page 67 – Doomwheel, Rolling Doom, Loss of Control.

Ignore the second paragraph.

Page 68, 102, 112 – Warp Lightning Cannon, profile.

Change the Wounds and Attacks characteristics of the Engineer and crew to “1”.

Page 68, 106 – Warp Lightning Cannon, Special Rules.

Ignore the Ponderous War Machine paragraph. Change the second paragraph to “The Warp Lightning Cannon is a war machine with three crew.”

Page 70 – Creature Killer.

Change the last sentence to “Additionally, against Monstrous Infantry/Cavalry/Beasts and Monsters, it has the Multiple Wounds (D3) special rule.”

Page 78 – Skaven Magic, introductory paragraph.

Ignore the second sentence.

Page 97 – Army List entry.

Ignore this page and use the rules for ‘Choosing Your Army’ in the *Warhammer* rulebook.

Page 106 – Hell Pit Abomination.

Change “Unit Type” to “Troop Type”

Page 107 – Common Magic Items.

Note that if a magic item is listed in both an army book and the *Warhammer* rulebook, use the points value given in the army book, with the rule printed in the *Warhammer* rulebook.

Page 107 – Blade of Corruption.

Change the second sentence to “The bearer is granted +1 Strength to all attacks made in close combat, and has the Multiple Wounds (2) special rule.”

Page 107 – Weeping Blade.

Change to “A Weeping Blade has the Armour Piercing and Multiple Wounds (D3) special rules.”

Page 108 – Warpstone Tokens, third paragraph.

Ignore “although this does allow users to roll more dice than is normally allowed by their level.”

Page 109 – Skavenbrew, Rabid.

Change the last sentence to “In each friendly Compulsory Move sub-phase the unit will take D6 automatic wounds with no armour saves allowed.”

Page 109 – Pipes of Piebald.

Change the last sentence to “If the Ld test is failed, roll a D6 and move the unit a number of inches equal to the roll, in the same manner as if it had failed a charge.”

Page 109 – Warpstone Stars.

Change the first sentence to “Warpstone Stars are throwing weapons with the Multiple Shots (3) special rule.”

FAQs

Q: Does a disrupted unit with the Strength In Numbers special rule get to add its rank bonus to its Leadership? (p33)

A: No.

Q: Is the Leadership bonus from Strength in Numbers limited to a maximum of 3? (p33)

A: Yes.

Q: Are all of a model’s close combat attacks magical attacks if it is using a warplack pistol? (p33)

A: Yes.

Q: If a character joins a unit of Skaven slaves, can you still shoot at enemy units in combat with the Skaven slave unit? (p36)

A: No.

Q: Can you take more than one Vermin Lord in an army? If you can, will they both have a Doom Glaive magic weapon? (p40)

A: Yes to both questions. Whilst you can only opt to take each magic item once, where it is a standard piece of equipment it can be duplicated.

Q: Can a Grey Seer substitute two spells, one for Skitterleap and another for The Dreaded Thirteenth spell? (p41)

A: No.

Q: If a template hits a Screaming Bell or Plague Furnace being ridden by a character, how is this resolved? (p42 & p48)

A: It is resolved as per the template rules in the Shooting at Ridden Monsters section on page 105 in the *Warhammer* rulebook.

For example: a Rock Lobber hits A Screaming Bell ridden by a Grey Seer. The central hole is over the base. As such a D6 is rolled to determine who takes the Strength 9 hit. A 4 is rolled and so the Screaming Bell takes the Strength 9 hit while the Grey Seer takes the Strength 3 hit.

Q: If a unit has its Toughness increased to 7 or more, does the Deafening Peals hit every model in the unit? Are saves allowed against Wounds caused by these hits? (p43)

A: Yes to both questions.

Q: If a unit pushing a Screaming Bell is attacking a building or a war machine, and it rolls A Stirring Beyond the Veil result when ringing the bell, does this affect the number of models that can fight that turn? (p43)

A: No.

Q: Can I use the D6" of movement granted by the “Unholy Clamour” and “Avalanche of Energy” results on the Bell chart to reform? (p43)

A: No.

Q: Are buildings which collapse due to “Deafening Peals” removed in the same way as buildings affected by Cracks Call? (p43)

A: Yes.

Q: Are the dice used to ring the Screaming Bell power dice? (p43)

A: No.

Q: Does anything special happen to a Screaming Bell or Plague Furnace if the Grey Seer or Plague Priest is killed? (p43 & p48)

A: No.

Q: The Screaming Bell/Plague Furnace has to join a unit at the beginning of the game. What if your army does not include an appropriate unit for it to join? (p43 & p48)

A: It may not be deployed.

Q: Can I join characters to the units with the Screaming Bell/Plague Furnace? (p43 & p48)

A: At deployment, characters can be deployed in the pushing unit and will become Unbreakable, but cannot leave the unit as long as the Bell/Furnace is still there. Once the game is started, no characters can join the unit. In addition, with the Plague Furnace only characters that belong to Clan Pestilens may join the unit.

Q: If the unit that is pushing the Screaming Bell/Plague Furnace is completely destroyed, can the Bell/Furnace join another unit? (p43 & p48)

A: No.

Q: If the rider is killed, what happens to the Screaming Bell/Plague Furnace? (p43 & p48)

A: It continues to function normally inside its unit. The only difference is that all ranged attacks against it will hit the Bell/Furnace – no need to randomise.

Q: Is a Screaming Bell/Plague Furnace treated as separate units from the unit that is pushing it for things that affect the closest target or that affect all units within a certain range? (p43 & p48)

A: Yes.

Q: What types of movement within their own unit can the Screaming Bell/Plague Furnace execute during a game? For example, can it move within the ranks to reach a fighting position? (p43 & p48)

A: When the unit reforms, the Bell/Furnace is immediately moved to the centre of the front rank. If this is impossible (it is engaged in combat and in base contact with an enemy model, for example) then the unit may not reform.

Q: What is the Leadership value of a Screaming Bell/Plague Furnace? (p43 & p48)

A: Ld 0.

Q: If the Screaming Bell/Plague Furnace is struck by a spell such as Pit of Shades or Dwellers Below, does the rider test separately from the Screaming Bell/Plague Furnace to see whether they are destroyed? (p43 & p48)

A: Yes.

Q: When a model with a Plague Censer causes a wound on a ridden monster or other model with separate components, how is the damage distributed? (p46)

A: Take a Toughness test with the best Toughness value available to the ridden monster/chariot/multiple statline model and then if the test is failed, randomise the wound as you would for a missile hit.

Q: Can “Billowing Death” be used when the unit marches? (p48)

A: Yes.

Q: How many attacks does the Plague Furnace gain from Frenzy? (p48)

A: One, for a total of 7 attacks.

Q: Do models killed by “Maddening Fumes”, “Enshrouded by Fog”, plague censers’ fumes, magic banners or indeed any other rule that has a chance of causing damage on your own units count towards the combat resolution score? (p48)

A: Yes.

Q: If a model is hit more than once by an “Enshrouded By Fog” attack, does it suffer 1 wound for each Toughness test that is failed? (p49)
A: Yes.

Q: Can I choose not to make an attack with the Plague Furnace’s Wrecker? (p49)
A: No.

Q: Can a unit of Night Runners accompanied by a character make a “Slinking Advance” move? (p50)
A: Only if it’s a Clan Eshin character.

Q: When does a unit of Night Runners make the move from their Slinking Advance special rule? (p50)
A: They make this move at the same time as Vanguard moves are carried out. If your opponent also has Night Runners, or units with Vanguard, then you will need to roll-off and alternate moving these units.

Q: Can a unit of Night Runners that make a Slinking Advance declare a charge on the first turn of the game? (p50)
A: Yes.

Q: Can Assassins be revealed only when the unit hiding them is in combat? The placement rules only allow Assassins to be placed where they can fight. (p52)
A: No, they can be revealed even if the unit is not in combat, in which case he must be placed in the unit’s front rank, just like any other character.

Q: The Packmasters’ special rule Running with the Pack and the special rule Beast Pack seem to contradict each other. How do they work? (p53)
A: The Packmaster and Master Moulder models are ignored when working out the unit’s rank bonus, so only ranks of Rat Ogres count. Use the Packmasters’ or Master Moulders’ Ld value (or the General’s) as the base Ld for the unit, to which you then add the Rat Ogres’ rank bonus.

Q: Must Master Moulders be placed in the front rank, as they are Champions? (p53)
A: Yes.

Q: Can a Packmaster use his whip from behind an additional rank of Giant Rats or Rat Ogres if they are deployed as a horde (10 or 6 models wide respectively)? (p53)
A: No.

Q: Giant Rat packs consist of Giant Rats, which are war beasts and hence have Swiftstride, as well as Packmasters, which are infantry and do not have Swiftstride. Do they roll 2D6 or 3D6 when charging, fleeing and pursuing? (p54)
A: 2D6, every model in a unit must have Swiftstride for the unit to gain the extra dice.

Q: Does a Hell Pit Abomination count as destroyed if “The Rats Emerge” result has been rolled? (p57)
A: Yes.

Q: Are the Rat Swarms generated by “The Rats Emerge” result for a Hell Pit Abomination worth any victory points? (p57)
A: No.

Q: Do you roll on the ‘Berserk Abomination chart’ when you roll a triple for fleeing/pursuing with the Hell Pit Abomination? (p57)
A: No.

Q: Does the Skaven player select the unit that suffers the 2D6 hits inflicted by the Avalanche of Flesh special rule? (p57)
A: Yes.

Q: If an Abomination suffers a “Fluid Injected!” result, are any subsequent close combat hits resolved at S7? (p57)
A: Yes.

Q: What happens if an Abomination rolls “The Rats Emerge” or “It’s Alive!” but there is insufficient room to place the models within 3" of the marker and 1" from the enemy? (p57)
A: They are destroyed.

Q: Do attacks made by Poisoned Wind Globadiers have the Poisoned Attacks special rule? (p59)
A: No.

Q: When firing a Warpfire Thrower, can you place the template in such a way that it could hit friendly models after moving the template the distance rolled on the artillery dice? (p60)
A: Yes, though it cannot be placed over any friendly models before you move it.

Q: Does the Ratling Guns’ “Bbbrrrrrrttt!” result include the shots from the dice that caused the Misfire? (p61)
A: Yes.

Q: Are the shots from a “Spin Wildly” result limited by the Ratling Guns’ range? (p61)
A: Yes.

Q: At what strength are impact hits from the Doom-Flayer resolved? The machine’s or the weapon team’s? (p62)
A: The machine’s.

Q: Do the armour saves provided by the Doom-Flayers’ The Best Defence special rule combine with the crew’s armour? (p62)
A: No.

Q: Regarding the Doom-Flayer’s armour save, does it get it only against hand-to-hand attacks, or also against ranged ones? And what about against result 3-5 of its own Mishap chart? (p62)
A: It receives armour saves for ranged and close combat attacks, but not Mishaps.

Q: Does placing the marker for a Warp Grinder count as deploying a unit in scenarios where player alternate deploying units? (p64)
A: Yes.

Q: If a Doomwheel loses a movement dice due to a Disaster result on its Misfire chart, does it lose this movement for its flee/pursue moves as well? (p66)
A: Yes.

Q: If a Doomwheel suffers more than 1 wound in a phase, and subsequently rolls more than one 1 for “Loss of Control”, does it make one “Out of Control” move per 1 rolled, or only one regardless of the number of 1s rolled? (p66)
A: Only one.

Q: Must a Doomwheel roll to hit with each “Zzzzap!” bolt? Can it stand and shoot? (p66)
A: No to both questions.

Q: Can a Doomwheel’s Zzzzap! hit units in close combat? (p66)
A: Yes.

Q: What’s the range of the Warp-Lightning cannon? 48" or 60"? (p68)

Q: If a shot from a Warp Lightning Cannon does not kill a Monstrous Infantry/Beast/Cavalry or Monster model does that shot stop? (p68)
A: No. All models are still hit.

Q: Does Storm Daemon’s lightning attack ignore armour saves? (p69)
A: Yes.

Q: Does Queek’s “Trophy Heads” special rule mean that he could automatically wound an enemy (because he needs a 2+ and receives a +1 modifier to the dice)? (p72)
A: Yes.

Q: Can Tretch use his “Stay Here, I’ll Get Help!” rule to leave a unit that is engaged in combat? (p73)
A: Yes. He could even leave one unit that is in combat and join a different unit that is also in combat if you wish, as long as the unit is in range of course.

Q: Can Boneripper join units? (p77)
A: No.

Q: What are the VPs for Boneripper? (p77)
A: On his own, Boneripper is not worth anything. His points values are incorporated into Thanquol’s, much like the cost of a magic item.

Q: Can a Warlord on a war-litter be moved by the Skitterleap spell? (p78)
A: Yes.

Q: Must models in a building hit by Crack’s Call take an Initiative test regardless of whether the building collapses? (p78)
A: No.

Q: Is the 4D6" line from Crack’s Call a template? (p78)
A: Yes.

Q: Can The Curse of the Horned Rat affect a unit of Monstrous Infantry? (p79)
A: No.

Q: If a unit is affected by The Curse of the Horned Rat and not entirely destroyed, how are casualties removed? (p79)
A: In the same manner as shooting attacks.

Q: As The Curse of the Horned Rat states that the new unit can have “any normally allowed equipment or command”, can you replace two of the models with a Weapon Team? (p79)
A: No.

Q: Can I cast Wither on friendly units? (p79)
A: Yes.

Q: What happens to characters that either join or leave a unit affected by Wither? Are new models that are added to the unit by spells and special rules affected by the spell?(p79)
A: All models that either join or leave the unit are affected by the spell. If a character leaves and joins another unit, he is affected by the spell, but the unit he joins is not.

Q: How are casualties from The Curse of the Horned Rat distributed? What if there are characters in the unit, of troop type infantry or otherwise? (p79)
A: Compare the result of the 4D6 roll to the number of infantry models in the unit. If the result is equal to or larger than the number of infantry models (including any characters that are infantry) then remove all of the infantry models and replace the unit with an equal number of Clanrats. Any non-infantry models left must be placed by the controlling player 1" away from the newly formed unit, facing in any direction. If the result is less than the number of infantry models in the result then the casualties will be distributed as hits from shooting.

Q: When a new unit is created using The Curse of the Horned Rat, where is it placed and in what formation/facing etc? (p79)
A: The centre of the unit must be at the same point on the table as the centre of the unit it replaced, and it must have the same facing. It must have the same number of models in its front rank as the unit it replaced, and be in a legal formation. Any models that cannot be placed are lost.

Q: Can I target a unit with The Curse of the Horned Rat comprised of infantry and non-infantry models? (p79)

A: No, unless all of the non-infantry models are characters. Such units are unique units and as such cannot be targeted by *The Curse of the Horned Rat*. Note that adding a character to a unit of a different troop type will not make that unit unique, it's troop type will be unchanged.

Q: Can a Warlock Engineer buy two Warplock Pistols?? (p100)

A: No.

Q: Can a Battle Standard Bearer take items from the Scavenge Pile that are also magic items? (p101)

A: Yes.

Q: A Master Moulder counts as a champion in all respects, so it has to be placed in its unit's front rank, right? (p104)

A: Yes.

Q: Is a Master-bred Rat Ogre a unit champion ? (p104)

A: Yes.

Q: Can I take a unit consisting of 2 Rat Ogres and 2 Packmasters when I pick an army? (p104)

A: Yes.

Q: If the bearer of the Fellblade inflicts a wound upon himself, must he re-roll successful ward saves? (p107)

A: Yes.

Q: Does the Strength bonus from the Blade of Corruption and Dwarf Bane apply to attacks made by a Tail Weapon, Rat Hound or other bonus attacks? (p107)

A: No.

Q: If a model equipped with the Blade of Corruption is, for whatever reason, allowed to re-roll his To Hit rolls, do his rolls of a 1 before or after the re-roll count towards whether or not he suffers a backlash from the weapon? (p107)

A: After the re-roll – when a dice is re-rolled, only the second result counts.

Q: When facing Dwarfs, can the wielder of Dwarf Bane re-roll To Wound with shooting and magic, and are his ranged attacks armour piercing? (p107)

A: No.

Q: If a model with Warpstone armour inflicts a wound upon himself in close combat and makes his armour save, is he affected by the S4 hit caused by the armour? (p108)

A: Yes.

Q: Does the Worlds Edge Armour work against attacks that kill outright without inflicting wounds per se? (p108)

A: Yes.

Q: How long does the Rival Hide Talisman's effect last? (p108)

A: One round of close combat only.

Q: Can the Rival Hide Talisman be used to affect a model that is fighting a challenge with a model other than the bearer? (p108)

A: No.

Q: Can a model casting a spell use Warpstone Tokens to exceed the six power dice limit for casting a spell? (p108)

A: No.

Q: If an Infernal Bomb is placed in a building, will a unit inside the building take D6 Strength 10 hits with the Multiple Wounds (D3) special rule if the bomb explodes? (p109)

A: Yes.

Q: Do the Plague Monk crew on the Plague Furnace benefit from the effect of the Plague Banner? (p110)

A: Yes.

Q: Does the Doomrocket need line of sight to a target? (p110)

A: No.

Q: How far can a unit with a Movement Allowance of 5" march on the turn it activates the Banner of Verminous Scurrying? (p111)

A: 15".

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