

WARHAMMER: THE OLD WORLD – RULEBOOK – VERSION 1.0

This document collects together amendments to the rules contained within the Warhammer: the Old World rulebook and presents our responses to players' frequently asked questions. As this document is revised regularly, it has a version number; where a version number has a letter (for example, 1.1a), this means it has had a local amendment, only in one language, to clarify a translation issue. When this document is revised in full, the version number will be incremented.

Frequently Asked Questions

Below you will find our answers to frequently asked questions. Where possible, answers are given immediately, followed by further explanations. When this document is revised, updated entries will be highlighted in **blue**, while entirely new additions will be highlighted in **magenta**.

General Principles

Q: Can a unit arrayed in Close Order or Open Order formation be one model wide?

A: Yes.

Magic

Q: If a Wizard miscasts and rolls 8 or higher on the Miscast table, is it only that Wizard that cannot attempt to cast any more spells for the remainder of that turn, or is it all Wizards in their army?

A: A roll of 8 or higher on the Miscast table affects all friendly Wizards.

Q: What happens to a Remains in Play spell that is already in effect if the Wizard that cast it attempts to cast it again?

A: It ends immediately.

Q: Can a model wearing armour or carrying a shield cast a Bound spell?

A: Yes.

Q: Does a Wizard that has joined a unit need to be in base contact with an enemy model to cast an Assailment spell, or do they only need to be within the fighting rank?

A: They only need to be within the fighting rank.

Q: If a Wizard declines a challenge and retires from combat, does their unit lose the benefits of any range 'Self' spells that Wizard has cast?

A: Yes.

Q: If a unit with the Fly (X) special rule moves over a magical vortex that counts as dangerous terrain, is it affected by it?

A: Yes. Magical vortexes are considered tall enough to affect even models that are flying high above the battlefield.

Movement

Q: Is a unit's maximum possible charge range the maximum distance from an enemy unit at which it can declare a charge, or the maximum distance it can move when making a charge move?

A: It is the maximum distance from an enemy unit at which it can declare a charge.

Q: When a unit performs a manoeuvre, can its front edge pass through another unit?

A: No. The only exception to this is when a unit pivots.

Q: When a unit wheels, is it acceptable for a rear corner to pass through another unit?

A: Yes, provided the unit does not end its movement 'on top' of another unit or within 1" of an enemy unit. When a unit wheels, those at its rear do not really follow a long, curving path, as it might appear when moving a large block of models on the table. In reality, they would take a more direct route, following the path of the front rank and resuming their formation behind it.

Q: When a unit redirects a charge, can it charge a unit that lies beyond its maximum possible charge range?

A: No.

Q: If a unit that is arrayed in Open Order wishes to use the Fast Cavalry special rule to perform a Quick Turn after marching, can any of the models within that unit move further than twice their Movement characteristic?

A: No. As stated on page 124, no model can move further than twice its Movement characteristic. However, there are obvious exceptions to this, such as when a Marching Column marches, or when a dice roll determines a unit's movement.

Q: When a unit enters the battle as reinforcements, is there a limit to how far onto the battlefield models can be placed?

A: Yes. The unit is considered to have moved onto the battlefield. Therefore, no model can be placed more than twice its Movement characteristic from the edge of the battlefield its unit enters from.

Shooting

Q: Can a model use a breath weapon after marching?

A: *No. A model cannot shoot during the Shooting phase if it marched during the preceding Movement phase and, although they work differently to most missile weapons, breath weapons are a type of missile weapon.*

Q: Can a unit that is partially on a hill shoot in two ranks or draw a line of sight across other units that are not themselves on a hill?

A: *Only with those models that are on the hill. For example, if a unit consists of twenty models in two ranks of 10 and only 5 models in each rank are on the hill, only those 10 models can claim the benefits of shooting from a hill.*

Q: Can a unit on a hill draw a line of sight across and shoot over another unit on the same hill?

A: *A unit that is closer to the top of a hill (i.e., the centre of the hill or the edge of the battlefield) can draw a line of sight across and shoot over one that is closer to the bottom. Units cannot draw a line of sight across or shoot over units that are closer to the top of a hill than they are.*

Q: Can a cannon target a point on the ground if woods or a hill lie between it and that point?

A: *No, a cannon cannot shoot over woods or hills, even if it is on a hill. However, a stone thrower can if it chooses to fire indirectly.*

Q: Can a cannon target a point on the ground if another unit lies between it and that point?

A: *Not unless that cannon is on a hill and the unit is not. However, as above, a stone thrower can if it chooses to fire indirectly.*

Combat

Q: If my unit loses a round of combat and either Gives Ground or Falls Back in Good Order, can it choose to use different weapons in the next turn if the enemy made a follow up or pursuit move?

A: *No. Even though the units separated momentarily, they remain locked in place and engaged in combat once the follow up or pursuit move has been made. In other words, the combat is ongoing and neither unit has the time to stow one weapon in exchange for another (the exception being the time it takes to discard a broken lance or spear and draw a sword).*

Q: What happens to a unit that Gives Ground whilst within 2" of the edge of the battlefield?

A: *Should any part of a unit cross beyond the edge of the battlefield whilst it is Giving Ground, the entire unit is removed from play and counts as having been destroyed.*

Q: What happens to a unit that cannot Give Ground due to the presence of another unit?

A: *The unit's movement stops immediately, as if it were surrounded.*

Q: What happens if a unit that wishes to make a pursuit or overrun move cannot move due to the presence of other units?

A: *It may happen that it is simply impossible for a pursuing or overrunning unit to move without it ending up 'on top' of another unit. In such cases, the unit does not move, but is considered to have made a pursuit or overrun move.*

Q: If a unit completely destroys its enemy in combat and makes an overrun move, can it attempt to reform after moving?

A: *Unless it pursued into a fresh enemy, yes. A unit that overruns makes a normal pursuit move and, since its enemy has already been wiped out, it may attempt to reform as if it had run down its foe, as described on page 129.*

Challenges

Q: If a Wizard engaged in a challenge knows and uses an Assailment spell that uses a template, are the hits distributed amongst the rear ranks of the enemy unit, as described on page 158, or is it only the other participant in the challenge that is hit?

A: *It is only the other participant in the challenge that is hit.*

The Psychology of War

Q: Are units required to make Panic tests due to the actions of friendly models? For example, if a Wizard miscasts and rolls a 2-4 on the Miscast table, causing a Dimensional Cascade and inflicting sufficient casualties on a friendly unit to cause it to Panic, must that unit make a Panic test?

A: *Yes (that example sounds to us like something that really would cause panic amongst the ranks!).*

Q: Units must make a Panic test when a nearby friendly unit with a Unit Strength of 5 or more is destroyed. When is Unit Strength counted – from the start of the turn, the start of the phase, or the point at which the unit is destroyed?

A: *From the start of the phase during which the unit was destroyed. For example, if a friendly unit with a Unit Strength of 10 is destroyed by enemy shooting during a single Shooting phase, it causes panic in nearby friendly units. Players are not expected to remember the Unit Strength of every unit from turn to turn or phase to phase, but should keep track of Unit Strength during each phase.*

Universal Special Rules

Q: Can you choose not to roll for the arrival of Ambushers during your Start of Turn sub-phase?

A: *No. Unless the unit itself or the scenario being played has a special rule that changes the way in which Ambushers arrive, you must roll for their arrival during each of your turns, from round two onwards. However, any special rules that affect the arrival of Ambushers which take effect after the Start of Turn sub-phase but before the Compulsory Moves sub-phase may be used as normal, regardless of the result of the Ambushers roll.*

Q: If a weapon with the Armour Bane (X) special rule also has the Poisoned Attacks special rule, what happens if I roll a natural 6 when rolling To Hit?

A: A rule such as Armour Bane (X) can have no effect if no roll To Wound is made. In such cases, you may choose to roll To Wound as normal in the hope of improving the weapon's AP characteristic, but if you do the effect of Poisoned Attacks is lost and you must accept the result of the roll To Wound.

Q: Some mounted models have the Counter Charge special rule but others do not, even though they have the same type of mount. Is this intentional?

A: Yes. Counter Charge is a rule that represents the skill and ferocity of the rider, not their mount. In other words, not every rider is willing or able to perform a counter charge, regardless of their mount.

Q: Can a model with the Large Target special rule draw a line of sight over or through another model with the Large Target special rule?

A: No.

Q: If a character without the Vanguard special rule joins a unit with it during deployment, can the character make a Vanguard move with the unit?

A: No. What's more, if the unit is formed, it will not be able to make a Vanguard move. However, if the unit is in Skirmish formation, it can make its Vanguard move as normal, leaving the character behind.

Q: What happens if a weapon is subject to both the Ponderous and Quick Shot special rules?

A: The rules effectively cancel one another out, meaning the weapon would suffer a -1 To Hit modifier for Moving and Shooting.

Q: Can a character that is fleeing use the Rallying Cry special rule?

A: No, because no one would hear them over the sound of them running away.

Q: If a model with the Regeneration (X+) special rule passes its Regeneration save against an attack with the Multiple Wounds (X) special rule, do I still need to roll the dice if the number of Multiple Wounds is generated by a dice roll?

A: Yes. Even though the wounds were saved, they will still count towards the combat result.

Q: Can a unit that deploys using the Scouts special rule make a Vanguard move?

A: No.

Q: When a unit that does not have the Stupidity special rule is joined by a character that does, the unit becomes subject to the special rule. What happens if the character leaves the unit?

A: The unit ceases to be subject to Stupidity the moment the character leaves the unit.

Q: Can a character without the Veteran special rule that has joined a unit with the Veteran special rule benefit from it when attempting to use a special rule that requires them to make a Leadership test (Rallying Cry, for example)?

A: No. When a character attempts to use a special rule that requires them to make a Leadership test, they must use their own Leadership characteristic and, unless specifically stated otherwise, cannot use any additional special rules they themselves do not have.

Unusual Formations

Q: Some attacks allow a specific model within a unit to be targeted. Can such an attack be used to break the coherency of a unit of Skirmishers and cause other models to be removed as well?

A: No. As stated on page 184, you cannot remove a model from a unit of Skirmishers if doing so would cause the unit to lose coherency. However, if an attack targets a specific model (such as a champion or a character), that model must be removed if the attack reduces it to zero Wounds. In such cases, simply replace the removed model with another model belonging to the same unit, one that could be removed as a casualty, in order to maintain unit coherency.

Characters

Q: When a character takes a chariot as a mount, do they replace one of the crew?

A: No. The points you pay for a chariot include its crew, whether that chariot is included in your army on its own or as a mount for a character. However, in reality it might prove difficult to fit a character and the full complement of crew into the chariot model itself. If so, it is perfectly acceptable to remove one or more of the crew models to make space for the character. In such cases, we can think of the missing crew model's profile(s) as a way of representing that the beasts pulling a character's chariot are bound to be bigger, stronger and better trained than normal.

Q: If a Warband character (as described on page 180) joins a Warband with a Rank Bonus of +1 or more, does the modifier to their Leadership characteristic increase their Command range?

A: Yes.

Q: Cannon do not directly target enemy models; they target a point on the ground. How does this work with targeting Lone characters? Can a cannon be fired in such a way as to hit a Lone character that would normally be protected from shooting by their proximity to a friendly unit?

A: The purpose of the Targeting Lone Characters rule is to protect characters from enemy shooting, even from shooting that does not follow the usual rules (though it does not protect them from templates). Therefore, and in the spirit of this rule, unless they are the closest target to the cannon, an enemy character that is within 3" of a friendly unit that contains five or more models of the same troop type cannot be struck by a cannonball, even if their base lies directly under the path of the bouncing cannonball. However, if a Lone character's base lies directly underneath the strike point of a cannonball, they are hit.

Q: If a named character is equipped with a mundane weapon such as a lance or cavalry spear and a magic weapon, can they choose to use the lance or cavalry spear, or must they use their magic weapon?

A: *They must use their magic weapon. However, some named characters will carry a 'back-up' weapon which they can use should their magic weapon be destroyed.*

Warhammer Battles

Q: The rulebook lists the minimum size of battlefield as 30" x 44" for games of up to 1,000 points, 44" x 60" for 1,001 to 3,000 points and 44" x 90" for games of 3,001 points or above. Do we have to use these sizes?

A: *No. These are the minimum recommended sizes. The normal size battlefield for a game of between 2,000 and 3,000 points is 48" x 72" (4' x 6') and players are encouraged to use this. The minimum sizes are based on the folding card battlefields Games Workshop produces. These are ideal when space is an issue or for smaller games. For example, we prefer a 44" x 60" battlefield for a game of 1,000 or 1,500 points, rather than the more traditional 48" x 48" battlefield. We find the smaller, rectangular shape more pleasing.*

Magic Items

Q: Can the wearer of the Wizarding Hat cast spells whilst wearing armour?

A: *Yes. The wearer of the Wizarding Hat is not actually a Wizard – their magical powers are granted by a haunted hat which is not affected by any armour the model may wear.*

Q: Can the wearer of the Wizarding Hat also wear a magic helmet, such as the Bedazzling Helm?

A: *Yes, because one is an enchanted item, the other is a type of magic armour, but we hope anyone equipping a model in such a way would make the effort to depict it wearing two hats!*

Q: If the Scroll of Transmogrification is successfully used against a Wizard mounted on a ridden monster (a Dragon, for example), what happens to the mount?

A: *The Wizard is transmogrified, but not their mount. In the example given, you would be left with a Frog riding a Dragon.*

Unusual Situations

Warhammer: the Old World is a complex game of manoeuvre and counter manoeuvre between tightly formed battle lines of densely packed infantry and cavalry. It is to be expected that unusual situations will arise when units get in one another's way, interfering with movement, shooting, combat and so forth.

To deal with this, we encourage players to resolve uncertainties in a way that keeps the game flowing, or to seek the opinion of an impartial third party (at an organised event, where such situations can take on greater significance, this is the role of the event organiser or the umpires, and players should always defer to the ruling of such an official, as is right and honourable – only the most dastardly rapsallion would argue with such an exemplar of the hobby).

For example, if moving fleeing, overrunning or pursuing units becomes too complex, with units blocking the movement of one another, you may decide to nudge one unit aside (by the smallest amount possible) to make space for another, or you may decide to go back and resolve the movement of certain units in a different order.

If such resolution is impossible, the simplest solution is to rule that the unit cannot do the thing, by which we mean it cannot make the move, cannot take the shot, and so forth. As stated on page 93 of the rulebook, what matters more than any rule is that players enjoy their game and that rivalries remain friendly!