

WARHAMMER: THE OLD WORLD

FAQ & ERRATA – VERSION 1.3

This document collects 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, e.g. 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.

Errata

Below you will find errata to the Warhammer: the Old World rulebook. When this document is revised, updated entries will be highlighted in [\[blue\]](#), while entirely new additions will be highlighted in [\[magenta\]](#).

Designers' Note: Errata marked with an asterisk (*) have been corrected in a later printing of the publication and may not apply.

Page 101 – Combat Result Bonus

Change the entry as follows:

'Whilst in Combat Order, a Close Order formation with a Unit Strength of 5 or more may claim a bonus of +1 combat result point (see page 151).'

Page 161 – Heavy Casualties

Change the first paragraph as follows:

'If, during any single phase other than the Combat phase, a unit loses more than a quarter (25%) of the models it contained at the start of that phase, it must make a Panic test.'

Page 167 – Chariot Runners

Change the first sentence of the rule to:

'Friendly models whose troop type is 'chariot' can draw a line of sight over or through models with this special rule and can move through friendly units if they are in Skirmish formation and if the majority of models have this special rule.'

Page 168 – Evasive

Change the first sentence of the rule to:

'Once per turn, when a unit in which the majority of the models have this special rule is declared the target during the enemy Shooting phase, that unit may choose to Fall Back in Good Order, fleeing directly away from the enemy unit shooting at it.'

Page 169 – Fire & Flee

Change the first paragraph of the rule to:

'If the majority of the models in a unit armed with missile weapons have this special rule, the unit may declare that it will 'Fire & Flee' as a charge reaction.'

Page 170 – Fly(X)

Change the first paragraph of the rule to:

'Whenever a model with this special rule moves, it can choose either to move across the ground as normal, using its given Movement characteristic, or to move by flying through the air. When a model flies it uses a special 'Fly Movement' characteristic, shown in brackets after the name of this special rule (shown here as 'X'). Models that choose to move by flying.'

Page 173 – Monster Handlers

Change the third sentence of the second paragraph of the rule to:

'On a roll of 1-4 the monster loses a Wound, but on a roll of 5+ one of the handlers is removed instead.'

Page 176 – Random Movement

Change the third sentence of the first paragraph of the rule to:

'When a model with this special rule moves, roll the dice to determine its maximum movement.'

Page 177 – Reserve Move

Change the first sentence of the rule to:

'Unless it charged, marched or fled during the Movement phase, a unit in which the majority of the models have this special rule may make a Reserve move at the end of the Shooting phase of its turn, after all shooting has been resolved.'

Page 178 – Swiftstride

Change the rule to:

'A unit which consists entirely of models with this special rule increases its maximum possible charge range by 3" and, when it makes a Charge, Flee or Pursuit roll, may apply a +D6 modifier to the result.'

Page 227 – 5. Crunch

Change the second bullet point to:

'If the path of the cannonball meets a hill, impassable terrain or a high linear obstacle, it stops immediately. No further models are hit.'

Page 339 – Berserker Blade

Change the weapon profile to:

	R	S	AP	Special Rules
Berserker Blade	Combat	S+1	-	Extra Attacks (+1), Impetuous, Magical Attacks

Notes: The wielder of the Berserker Blade is Impetuous.

Page 340 – Bedazzling Helm

Add the following to the start of the rule:

'Models whose troop type is 'infantry' or 'cavalry' only.'

Page 344 (& Page 1 Of The Quick Reference Sheet) – Dispel A Spell

Replace the first bullet point as follows:

- If the result exceeds the Casting roll, the spell is dispelled.

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: If a specific natural roll triggers an effect, is that effect still triggered if the dice is re-rolled and the re-roll gives a different result?

A: No. When you re-roll a dice, the previous roll is discarded. This includes any effects that roll may have triggered.

Q: If I mark the position of a unit then proceed to move it before putting it back where it was and moving it again, does this count as a take-back?

A: Yes, absolutely.

Q: What happens if a Hit is rolled on the Scatter dice for an object that moves in a random direction, do I use the small arrow on the Hit icon to determine the direction?

A: Essentially, objects that move in a random direction scatter, as described on page 95. Such objects only move in the direction shown by the small arrow on the Hit icon if the rules tell you they do so. Otherwise, the object does not move.

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

A: Yes.

Q: If some of my opponent's attacks cause multiple Wounds to be lost per unsaved wound they cause, in what order are those unsaved wounds applied to my unit?

A: Apply unsaved wounds to a unit one at a time and one model at a time. When a model is reduced to zero Wounds on its profile, it is removed from play as a casualty (as described on page 102). If a model loses more Wounds than it has on its profile, the excess wounds are lost – they do not spill over onto other models in the same unit.

With this in mind, apply unsaved wounds that cause models to lose all of their remaining Wounds first (Killing Blows and Monster Slaying Blows, for example), then unsaved wounds that cause multiple Wounds to be lost (Multiple Wounds (X), for example), then, finally, unsaved wounds that cause a single Wound to be lost.

Q: How does a Close Order unit of just one model act, is it still a Close Order formation, or does it act like a Skirmisher?

A: A Close Order unit always acts as such, even if it only contains a single model.

Q: Does a unit count as being obscured when some of the models within it are behind others?

A: No. A unit cannot be obscured from the enemy by itself.

Magic

Q: Casting the same Enchantment or Hex spells on a unit more than once has no further effect, but what about spells with a range of 'Self' that affect all units within a certain distance of the caster?

A: Unless stated otherwise, such spells are not cumulative and casting them multiple times will have no further effect.

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: If a Wizard has a magic item or special rule that allows them to re-roll a failed Casting roll, can they re-roll a natural double 1 and avoid a Miscast?

A: No. A roll of a natural double 1 isn't merely a failed Casting roll, it is a Miscast, as described on page 109.

Q: If a spell has two Casting Values, do I have to say which I'm attempting to cast the spell at before making my Casting roll?

A: No, your casting result determines the 'strength' of the spell. In other words, the higher your casting result, the more power the spell will have and the greater its effect will be.

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: Can a Wizard attempt to dispel a Bound spell by attempting a Wizardly dispel?

A: If the Wizard is within range of the model casting the Bound spell and not otherwise prevented from attempting a Wizardly dispel, yes. As stated on page 109, you may attempt to dispel a Bound spell as usual.

Q: Can a Wizard with a physical attribute that 'counts as' a type of armour (such as a Treeman Ancient's arboreal armour) make Casting or Dispel rolls?

A: Yes. Whilst such attributes are as protective as a suit of armour, such models do not wear armour.

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: What constitutes a 'move'?

A: *Quite simply, if you touch a model or unit and change its position in any way, it has moved. There are some exceptions to this, a war machine that pivots does not count as having moved, for example, but in the vast majority of cases, the term 'move' follows the broadest definition; if a model or unit shifts its position or changes its location, it has moved.*

Q: What is the furthest a model can move?

A: *No model can move more than twice its Movement characteristic or, when movement is determined by a dice roll (such as when a unit charges or flees), further than the distance rolled. There are, of course, exceptions to this, the most obvious being when a unit in Marching Column marches at triple its Movement characteristic, when models are moved by the effect of a spell, when a unit is obliged to continue its move rather than end up 'on top' of another unit, and obligatory moves (such as when a charging unit wheels to align with the enemy, or when a unit pivots before fleeing).*

Note that 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, those models would take a more direct route, following the path of the front rank and resuming their formation behind it. Accordingly, we do not measure the distance moved by models in the rear ranks of a wheeling unit.

Note also that, when a unit is permitted a free manoeuvre before or after moving, this is free in that it does not count towards the move itself, but the limitation that no model can move more than twice its Movement characteristic applies within the manoeuvre.

Q: Can a unit that rallies and reforms during the Rally Fleeing Units sub-phase move during the Movement phase?

A: Yes.

Q: Can a unit move whilst locked in combat?

A: No.

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.*

Q: *If a unit will have to wheel before or during a charge, do I have to allow for that when declaring and measuring the charge?*

A: *Yes. Wheeling during a charge is part of the charge move. The free wheel to align once contact is made is free.*

Q: Does a unit that has to declare a charge due to being Frenzied or Impetuous have to do so if a friendly unit of Skirmishers lies between it and a potential charge target, obstructing its movement?

A: *If there is a chance of the Skirmishers moving so that they are no longer an obstruction (if they declare a charge, for example), yes. Otherwise, no.*

Q: Although it cannot make a charge move, a unit in Marching Column can declare a charge. Why is this?

A: *There are several reasons. Firstly, a Drilled unit that declares a charge whilst in Marching Column can freely redress its ranks to adopt Combat Order after determining its charge range, but before moving, thus allowing it to make a charge move.*

Secondly, units that are obliged to declare a charge in certain circumstances (those that are Frenzied or Impetuous, for example) must do so even whilst in Marching Column. If they cannot make the charge move, they don't move at all and the charge is failed. This prevents Marching Column being used to avoid declaring compulsory charges.

Alternatively, there might be a psychological advantage to declaring a charge with a Marching Column. For example, the unit might cause Terror, or the charge target might already be fleeing. Of course, it isn't easy to set up situations where such tactics can be used and therein lies the challenge.

Q: If a Drilled unit in Marching Column has to declare a charge due to being Frenzied or Impetuous, can it choose not to use Drilled to redress the ranks and adopt combat order?

A: *If it is able to redress the ranks (i.e., if there is space for it to do so), no. A unit that is obliged to charge must endeavour to make use of any special rules it has in order to charge. The unit just really wants to charge, and it'll play this game without you if it has to!*

Q: If I want to charge an enemy unit that is a Large Target with a unit of mine that is in its front arc (for example) but cannot because the enemy unit is already engaged in its front arc, can I instead charge its flank?

A: *No. Sometimes a charge isn't possible.*

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

A: *No.*

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.*

Q: Can a Wizard cast a Conveyance spell during a turn in which they charged?

A: *No.*

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: Some chariots are equipped with large scale missile weapons such as bolt throwers. Who shoots such weapons; the crew, the beasts that draw the chariot, or the chariot itself?

A: *Missile weapons mounted on chariots (or howdahs) are shot by the crew, using their Ballistic Skill.*

Q: How many Magic Missiles or Magical Vortexes can a Wizard attempt to cast during the Shooting phase?

A: *As many as they know. Though there are exceptions (some magic items allow a Wizard to know extra spells but limit how many they can cast per turn, for example), a Wizard can usually attempt to cast each of their spells once per turn.*

Combat

Q: *Models that are in base contact with different enemy units can choose which to attack. When is this decision made, at the start of the combat or when the model's turn to fight comes?*

A: *When the model's turn to fight comes.*

Q: Models in the fighting rank that are killed before they have a chance to fight cannot, but can a model make a supporting attack if the model in front of it is slain?

A: *Yes, if they have not been killed, models able to make supporting attacks can do so as normal. In other words, casualties inflicted reduce firstly the number of models in the fighting rank that are able to fight and secondly the number of models in the 'supporting rank' that are able to fight.*

Q: How many attacks can a model with a split profile make if it is in the fighting rank but not in base contact with the enemy?

A: *A model with a split profile consists of not one model, but several, all sharing the same base. Therefore, each model on that base could make a single attack. In the case of a cavalry model, for example, this would be one attack from the rider and one from their mount.*

Q: *My unit charges an enemy unit that is defending a low linear obstacle, making base contact with the obstacle rather than the unit. Can my unit make Impact Hits or Stomp Attacks?*

A: *No. Models must be in base contact with the enemy to make Impact Hits or Stomp Attacks.*

Q: Can a Close Order unit of just one model claim the Close Order combat result bonus?

A: *Yes, provided it has a Unit Strength of 5 or more (as per the errata on page 1). As mentioned previously, a Close Order unit of just one model is still a Close Order unit.*

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 an ongoing combat once the Follow Up or Pursuit move has been made. In other words, because the combat is ongoing, neither unit is able to swap one weapon for another.*

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 can hit multiple enemy models (such as Assailment spells that use a template), are multiple enemy models hit, or is it only the other participant in the challenge that can be hit?

A: *When an Assailment spell is cast in a challenge, it can only hit the other participant in the challenge.*

Q: If one participant in a challenge causes Impact Hits or makes Stomp Attacks, where are they directed?

A: *They are directed against the other participant in the challenge.*

Q: If one participant in a challenge is killed, can other models engaged in the same combat direct their Attacks against the survivor during the same Combat phase when it is their turn to fight?

A: *No. Even if one participant in a challenge has been slain, the challenge is considered to be ongoing until the end of the current Combat phase.*

Q: Is Overkill counted by or against a champion in a challenge, or does it only count for characters?

A: *Overkill counts in all challenges, whether the participants are characters or champions.*

Q: Two characters are engaged in a challenge whilst their units battle around them. At the end of the round, the losing unit might Fall Back in Good Order or Give Ground. If their enemy pursues or follows up, does the challenge continue?

A: *Yes. As stated on page 211, if both participants in a challenge survive the round and if the combat continues, the challenge continues.*

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: Does the Armour Bane (X) special rule apply to spells cast by a model with the rule, such as Assailment spells, Magic Missiles or Magical Vortexes?

A: *No.*

Q: If a model has Armour Bane (X) listed amongst its special rules (i.e., if the model has the special rule itself rather than a weapon it carries having the special rule), does it apply to Impact Hits or Stomp Attacks?

A: Yes.

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: If a unit charged by two or more enemy units Counter Charges one of them, it may end its movement presenting a different arc to the other charging unit(s). Do those units resolve their charges against those arcs?

A: Yes. When a unit Counter Charges, it risks exposing its flanks or rear to the enemy, such are the perils of bravado.

Q: If a unit whose troop type is 'infantry' that has been joined by a character whose troop type is 'cavalry' charges an enemy unit with the Counter Charge special rule, can that unit Counter Charge?

A: No. A unit's troop type doesn't change when joined by a character.

Q: How far does a model with the Random Movement special rule move when making a Counter Charge?

A: As stated in the Counter Charge special rule, a model that makes a Counter Charge moves D3+1".

Q: Can a Drilled unit redress the ranks before Giving Ground?

A: Yes. A unit that Gives Ground is not a fleeing unit.

Note that, as mentioned previously, 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. It is intentional that a Drilled unit might be able to avoid this fate.

Q: Do effects that modify a model's Movement characteristic also modify how far a model with the Fly (X) special rule can fly?

A: Yes. If a model has the Fly (X) special rule, the number given in brackets is essentially a second Movement characteristic. Any effect that modifies one will modify both.

Q: Can a model with two versions of the Fly (X) special rule combine both and fly further?

A: No. A model that has more than one version of the Fly (X) special rule essentially has two Movement characteristics it can use when flying. Of these, you may use the best.

Q: If a model with a split profile has the Impact Hits (X) special rule, do all parts of the model cause Impact Hits?

A: No. Impact Hits are only made by a mount, not by its rider(s). In the case of a chariot, Impact Hits are made by the chariot itself, not by the beasts that draw it. If a rider has their own Impact Hits (X) special rule, these are made separately by the rider.

Q: If a unit with the Impact Hits (X) rule overruns or pursues into contact with an enemy unit it counts as having charged in the next turn and, if it moved far enough, will be able to make Impact Hits. If that unit is charged in its flank or rear by another enemy unit before the Combat phase of the next turn, can it direct its Impact Hits against the charging enemy unit?

A: No. A model can only direct an Impact Hit against an enemy it has moved into base contact with. This remains the case even if a challenge arises involving a model within a unit that charges the flank or rear of the unit making the Impact Hits. In such cases, Impact Hits cannot be directed against the other participant in the challenge. Instead, they are directed against the unit charged by the model making the Impact Hits.

Q: If a unit with Frenzy or Impetuous has two movement characteristics (for example, if it can also Fly), does it have to use the greater when determining if it must declare a charge?

A: If it is able to use the greater, then yes, it must (tactically, you might not want it to, but a Frenzied Lord of Chaos on a mighty Dragon doesn't care about your tactics!).

Q: If a unit that is subject to Frenzy becomes subject to Frenzy again, does it get +2 Attacks?

A: No. A unit is either Frenzied or it isn't, multiple instances of Frenzy are not cumulative.

Q: 'War beasts' and 'swarms' Fear models with the Flaming Attacks special rule. Do 'war beasts' and 'swarms' that have the Immune to Psychology special rule Fear models that have the Flaming Attacks special rule?

A: Yes.

Q: If some models in a unit cause Fear but others do not, do I use the Unit Strength of the whole unit or just that of the models that cause Fear to determine if an enemy unit has a lower Unit Strength?

A: Count only the Unit Strength of the models that cause Fear.

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: Can models in the rear ranks of a unit shoot at a Large Target?

A: Yes. As stated on page 172, a model can draw a line of sight to a Large Target over or through other models.

Q: Units with the Motley Crew special rule use the armour value of the 'majority' of models. What if there is an even number of different armour values?

A: *In such cases, use the better armour value.*

Q: What happens if a unit with the Move through Cover special rule is joined by a character without it?

A: *Units move at the speed of their slowest model. Therefore, whilst the unit would suffer no penalty for moving through difficult or dangerous terrain, the character would, potentially reducing how far the entire unit can move.*

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: Can a unit with the Random Movement special rule move around or past an enemy unit, out of one arc and into another, before making contact with that unit?

A: *No. Whilst units that move randomly do not declare charges, if you wish to move one into contact with an enemy unit, it must fulfil the same criteria as any other charging unit during its movement, as detailed on page 126.*

Q: How far does a unit with the Random Movement special rule move when Giving Ground?

A: *All units move 2" when Giving Ground.*

Q: Can two Regeneration saves be combined together to improve the armour value?

A: *No, armour values given as a target number cannot be combined to lower the target number. As with Ward saves, only a single Regeneration save can be attempted and different Regeneration saves cannot be combined together. If a model has more than one Regeneration save, simply use the best.*

Q: Is the armour value of a Regeneration save improved by a shield, barding or a magic item that improves armour?

A: *Unless the item specifically states Regeneration saves are improved, no.*

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: *If the model has more than a single Wound, yes. Even though the wounds were saved, they still count towards the combat result (to a maximum of +5 for the purposes of Overkill in a challenge). If the model has only a single Wound, there is no need.*

Q: Can a model make a Regeneration save when it "loses a Wound"? For example, if a model "loses a Wound" due to being Unstable, can I attempt to make a save?

A: *No. If a rule states that Wounds are "lost", the affected model has suffered one or more unsaved wounds, as described on page 102, meaning one or more Wounds are lost from its profile.*

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

A: *No.*

Q: Are units that deploy using the Scouts special rule counted when determining which player finished deploying their army first?

A: *Yes.*

Q: If a model with a split profile has the Stomp Attacks (X) special rule, do all parts of the model make Stomp Attacks?

A: *No. Stomp attacks are only made by a mount, not by its rider(s). In the case of a chariot, Stomp Attacks are made by the beasts that draw it or, if there are no beasts, by the chariot itself.*

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: If a unit with the Stupidity special rule fails its Leadership test, how long is it Stupid for?

A: *Units test for Stupidity in each of their Start of Turn sub-phase unless they are engaged in combat. By extension, a unit that fails a Stupidity test remains Stupid only until it passes a subsequent test.*

Q: When a unit that has succumbed to Stupidity moves, how far must it move?

A: *As far as its controlling player wishes, provided it moves straight ahead, without performing any manoeuvres.*

Q: When I move a unit that has succumbed to Stupidity, can I move it into base contact with an enemy unit?

A: *No.*

Q: If a unit of Skirmishers succumbs to Stupidity, in which direction do they move?

A: *They should continue moving in the general direction they moved the previous turn or, if they did not move in the previous turn, towards the nearest enemy unit.*

Q: Swiftstride enables a model to move further during a charge move than its maximum possible charge range. Why is this?

A: *Because models with this special rule delight in running down cowards who flee before a charge!*

Q: When do you declare that you are using Swiftstride?

A: Before making a Charge, Flee or Pursuit roll.

Q: Do models that cause Terror cause it in models that cause Fear?

A: No. Models that cause Terror cause Fear in models with the Fear special rule, even though such models are normally immune to Fear.

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; the presence of a character without the Vanguard special rule within its ranks prevents it. However, if the unit is in Skirmish formation, it can make its Vanguard move as normal, leaving the character behind.

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.

Q: How do I determine the centre of a unit of Skirmishers?

A: The centre is the point that is equally distant from the models at the extremities of the group. However, when considering blast templates, the purpose of placing a blast template over the centre of a unit is to ensure a significant number of models are underneath it. In the case of a unit of Skirmishers, this is not always possible. Therefore, you may place the central hole of a blast template over the model closest to the centre of a unit of Skirmishers.

Q: Sometimes, when a unit of Skirmishers charges or is charged, some of the models cannot move far enough to form up with the rest of the unit. What happens to those models?

A: The unit loses coherency, as described on page 184. This means models belonging to the unit must be removed from play as casualties until the unit becomes coherent.

Q: How does a unit of Skirmishers form up when charged by two or more different enemy units from different directions?

A: The Skirmishers should form up against the first charging unit to move into contact with them. The remaining enemy units then charge the formed Skirmishers. If any units are unable to complete their charge moves, their charges are failed.

Q: Do Skirmishers have flank or rear arcs whilst engaged in combat?

A: No.

Characters

Q: If a unit that is subject to any Leadership modifiers uses the General's Inspiring Presence rule (or any other rule that allows a unit to use the Leadership of a nearby character), does the unit ignore these modifiers?

A: No, the modifier will still apply. For example, if a unit loses a round of combat to an enemy that causes Terror, the -1 modifier to Leadership caused by Terror applies to whichever Leadership characteristic the unit makes its Break test against, be that its own or that of a nearby character.

Q: If my Battle Standard Bearer refuses a challenge and retires from combat, can other units still benefit from their "Hold Your Ground" special rule?

A: Not whilst that character's unit is still engaged with the model that issued the challenge. A battle standard is somewhat less inspirational whilst being used as a blanket to hide beneath.

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: A character mounted on a ridden monster or a chariot can choose to use their own or their mount's armour value, whichever is better. If the character wears magic armour but I choose to use the mount's armour value, can I still claim other benefits conferred by the magic armour?

A: No. You must use a magic item fully or not at all.

Q: If I have a character with an armour value of 6+ mounted on a chariot with an armour value of 4+, for example, am I obliged to use the chariot's armour value?

A: *No, you choose whichever armour value is better. However, allowing for magical armour and other special rules, 'better' is somewhat subjective. Obviously an armour value of 4+ is better than one of 6+ but there is often more to deciding which armour to use than just the armour value it offers, many types of magic armour confer additional bonuses that make them better. Basically, when the rules say 'choose' they are giving you a choice.*

Q: If a character mounted on a ridden monster or chariot carries a shield, does that improve the mount's armour value?

A: *No, a shield is carried by the character, not the mount.*

Q: Does the presence in a unit of a character whose base takes up the space of two or more models in two or more ranks reduce that unit's rank bonus?

A: *No.*

Q: *A Clumsy unit cannot be joined by a character that is not also Clumsy, but can a Clumsy character join a unit that is not Clumsy?*

A: *Yes.*

Q: *Does a unit that is joined by a character of a different troop type gain the rules associated with the character's troop type?*

A: *No.*

Q: Can a character who is within the fighting rank of their unit but not in base contact with the enemy move through the ranks so that they are?

A: *No. Characters can move through the ranks into the fighting rank, but cannot move within the fighting rank.*

Q: Can a character be placed amongst a unit's command group?

A: *Yes.*

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

A: *Yes.*

Q: If a Warband character joins a unit that isn't a Warband, does that unit's Rank Bonus modify their Leadership characteristic?

A: *No.*

Q: My unit wishes to shoot at an enemy lone character. However, an enemy unit that is more than 3" away from that character presents a closer target. Can I shoot at the lone character?

A: *Yes. The rule that a lone character cannot be shot at unless they are the closest target only extends to units they are within 3" of. If a unit is more than 3" from the character, it does not protect them, regardless of how close it is to the enemy.*

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: Some magic weapons or special rules allow specific models within a unit to be targeted. Do such attacks ignore the "Look Out, Sir!" rule?

A: *No.*

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.*

Weapons Of War

Q: Do special rules conferred by a model's weapon apply to attacks made by that model's mount?

A: No. Any rules conferred by a weapon, be it magical or mundane, apply only to attacks made with that weapon. This can include, but is not limited to, rules unique to a specific type of weapon, special rules that apply to a particular weapon, or special rules that apply to a magic weapon. For example, if a Wizard is armed with the Sword of Swiftess, attacks made with that weapon have the Strikes First special rule, but the Wizard cannot claim that wielding the weapon allows them to cast Assailment spells at Initiative 10.

To give another example, if a model has a special rule unique to its faction that grants additional rules to a hand weapon (the crew of an Orc Boar Chariot have the Choppas special rule, for example), that rule applies only to actual hand weapons carried by riders or chariot crew, not to weapons belonging to mounts or draft animals that 'count as' hand weapons.

Q: Some monsters have weapons with notes that state they must make, or may choose to make, one attack, or one additional attack, with that weapon in combat. Can they make more than one attack with such weapons?

A: No. If it is noted on a weapon's profile that the model may or must make a specific number of attacks with that weapon, normal attacks or otherwise, that's how many attacks it makes with that weapon.

Q: Can a model armed with two hand weapons choose to fight with just one hand weapon?

A: Yes. As noted on page 213, unless stated otherwise, all models are assumed to be equipped with a hand weapon. A model with two has, by definition, two and may choose to fight with just one, foregoing the Extra Attacks (+1) special rule in favour of some other benefit.

Q: When can a model use a lance?

A: During any turn in which it charged or counts as having charged.

Q: Can a missile weapon be used in combat?

A: No.

Q: Is the armour value of a Ward save improved by a shield, barding or a magic item that improves armour?

A: Unless the item specifically states Ward saves are improved, no.

War Machines

Q: If the Wounds characteristic of a war machine and its crew are different, which do I use to determine Unit Strength?

A: In such cases, use the Wounds characteristic of the crew.

Q: Can a cannon target a point on the ground if woods or a hill lies 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.

Q: Can a cannon be shot in such a way as to hit an enemy unit that is engaged in combat with a friendly unit?

A: No. Page 143 of the rulebook makes it clear that, except in rare cases, units cannot shoot enemy units that are engaged in combat. In the case of cannon, this means the target point cannot be placed in such a way as to risk the cannonball hitting a friendly unit, or an enemy unit engaged in combat with a friendly unit.

Q: Can a war machine shoot using the Ballistic Skill of a character that has joined it?

A: No. Because a war machine and its crew are treated as a single model, you must use the crew's BS.

Warhammer Armies

Q: If my opponent and I have agreed to play a 2,000 points game but my army is not exactly 2,000 points (it's 1,997 points, for example), can I take two of something limited to 0-1 per 1,000 points by the army composition list I'm using?

A: Yes. Such limitations are based on the size of the game you are playing rather than the exact points value of your army.

Q: Does an allied contingent have to abide by the restrictions given in the army composition list it is drawn from?

A: Yes. An allied contingent is a small army within a large army, made using a Grand Army or Army of Infamy composition list. Within a 2,000 points army, for example, an allied contingent of 500 points would have to spend at least 125 points on Core units, could spend no more than 250 points on characters, and would be unable to include any units limited to 0-1 per 1,000 points.

Q: Do the points I spend on Core units within an allied contingent count towards the minimum percentage of Core units overall?

A: No.

Q: Does a spell cast on a Regimental Unit affect its Detachments, or vice versa?

A: No, spells that affect a unit only affect the unit they are cast on.

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.*

Lores Of Magic

Q: Does the spell Plague of Rust reduce the armour value of a Ward or Regeneration save?

A: No.

Q: If a unit upon which Earthen Ramparts has been cast is obliged to declare a charge (if the unit is Frenzied or Impetuous, for example), must it do so? If so, can it make a charge move?

A: *Earthen Ramparts does not prevent a unit from declaring a charge, it prevents it from charging. In other words, yes the unit must declare a charge if obliged to do so. However, because the unit cannot charge, it does not move at all and the charge is failed.*

Q: Can a unit upon which Earthen Ramparts has been cast make a Counter Charge charge reaction?

A: No. *A unit that Counter Charges counts as having charged, therefore a Counter Charge is a charge.*

Q: Can the spell Spectral Doppelganger from the Lore of Illusion be used with a magic weapon that allows the wielder to make only a single attack?

A: No. *Weapons limited to a single attack can only inflict a single hit.*

Q: How does the Spectral Doppelganger spell interact with weapons that have either the Strike First or Strike Last special rule?

A: *The spell is cast at the Wizard's Initiative, meaning attacks generated by the spell are made at the Wizard's Initiative. However, if the casting Wizard wishes to use a weapon with the Strike Last special rule, those attacks are made at Initiative 1.*

Magic Items

Q: Bearing two or more Obsidian Lodestones gives better Magic Resistance, but does an Obsidian Lodestone improve Magic Resistance granted by a different source?

A: No.

Q: Does a magic standard that affects a unit's weapons (the Razor Standard, for example) also make those weapons magical, giving them the Magical Attacks special rule?

A: *Not unless the description of the magic standard in question states that the weapons of a unit carrying it gain the Magical Attacks special rule. Generally speaking, purchasing a magic item doesn't conjure up additional bonuses from the aether.*

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 a Wizard wears the Wizarding Hat, does it increase their Level of Wizardry?

A: No. *As stated in the item's description, the wearer of the Wizarding Hat is a Level 1 Wizard and knows one randomly generated spell. This is clearly a huge detriment to a powerful Wizard, but might be a boon to any character that is not a Wizard.*

Q: Do potions affect a model's mount?

A: No.

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.*

Q: Can a Wizard with a Lore Familiar choose one of their faction's signature spells instead of the signature spell of their chosen lore?

A: No.

Q: How many spells does a Wizard with an Arcane Familiar know? For example, does a Level 3 Wizard know three spells from two Lore (two from one and one from the other), or six spells, three from each Lore?

A: *An Arcane Familiar does not increase the number of spells a Wizard knows, it simply allows them to know spells from two Lore. Thus a Level 3 Wizard would know three spells from two Lore.*

Q: Some models can be found in one faction's army list, but can be included in an army made using a composition list belonging to a different faction (Dragon Ogre Shaggoths, or units that can be included as Mercenaries, for example). What lists of magic items do such models have access to?

A: *Models can purchase magic items from the list of common magic items in the Warhammer: the Old World rulebook, or from their own faction's list of magic items. A Dragon Ogre Shaggoth, for example, can purchase items from the common or Beastmen Brayherds magic item lists.*

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. To deal with these, 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 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).

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!