

WARHAMMER: THE OLD WORLD

FAQ & ERRATA – VERSION 1.5.1

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 and its associated Arcane Journals. 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 10 or more may claim a bonus of +1 combat result point (see page 151).'

Page 107

Magical Vortex: Change the second paragraph as follows:

'Some Magical Vortexes move at the start of each turn, often by scattering. Should a Magical Vortex end such a move over a unit, move it by the smallest amount possible, in any direction, so that it can be placed on the battlefield, not touching the bases of any models.'

Page 108

Casting Spells: Change the first sentence of the second paragraph, after the bullet points, as follows:

'A Wizard can attempt to cast a number of spells equal to their Level of Wizardry per turn, but may only attempt to cast each spell once per turn.'

Casting Roll, Casting Result & Casting Value: Change the second paragraph as follows:

'The casting Wizard's Level of Wizardry is then divided by 2 (rounding fractions up) and added to this roll to give a 'casting result'. For example, if a Level 2 Wizard makes a Casting roll of 1 and 6, the total casting result would be 8 ($1 + 6 = 7$ for the Casting roll, plus 1 for the Level of Wizardry divided by 2).'

Page 109

8-9, Barely Controlled Power: Change the last sentence as follows:

'However, the Wizard cannot attempt to cast any more spells for the remainder of the current turn.'

Page 110

Wizardly Dispel: Change the second paragraph, after the bullet points, as follows:

'Wizards that are fleeing or that are not on the battlefield cannot be nominated. Wizards that are engaged in combat can only be nominated to dispel spells that target them or their unit.'

Dispel Roll & Dispel Result: Change the first sentence of the second paragraph as follows:

'If you are attempting a Wizardly dispel, the Dispel roll is modified by adding the Wizard's Level of Wizardry divided by 2 (rounding fractions up) to give a 'dispel result.'

Page 111

Dispelling Remains in Play Spells: Change the second sentence of the first paragraph as follows:

'To do so, you may attempt either a Fated dispel or a Wizardly dispel (provided the Wizard making the attempt is within Dispel range of the Wizard that cast the spell or, in the case of a Magical Vortex, within range of the template representing the spell).'

Page 141

Ward Saves: Change the entry as follows:

'Representing magical protection of some sort, Ward saves are made in the same manner as armour saves; by rolling a D6 and comparing the result to the 'Warding value'. A Ward save's Warding value is always given in either the description of the item or spell that grants it, or shown after the name of a special rule. Rules that affect armour values do not affect Warding values unless stated otherwise.'

Page 145

The Fighting Rank: Change the entry as follows:

'When two opposing units are engaged in combat, any row of models (be it a rank or file) in which one or more is in base contact with the enemy is a 'fighting rank'. Any model that is within a fighting rank and within a number of inches equal to its Movement of the enemy unit can fight. This represents models closing in upon the foe.'

Supporting Attacks: Change the entry as follows:

'Models whose weapons allow them to make a 'supporting attack' can do so if they are in the rank or file directly behind the fighting rank of their unit, and within a number of inches equal to their Movement of the enemy unit. However, supporting attacks cannot be made to a unit's flank or rear, or by a model that is itself in a fighting rank.'

Page 146

Charging Units: Change the second sentence of the first paragraph as follows:

'To represent this, models gain a modifier to their Initiative characteristic during the Combat phase of a turn in which they charged (to a maximum of 10).'

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 as follows:

'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 as follows:

'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 as follows:

'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 as follows:

'Except when following up or pursuing, a model with this special rule can choose to move by flying through the air, rather than moving across the ground as normal. 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.'

Frenzy: Change the first paragraph of the rule as follows:

'During a turn in which it made a charge move, or during the turn after it made a follow up move, a Frenzied model has a +1 modifier to its Attacks characteristic. However, a Frenzied rider does not confer this modifier to their mount, and vice versa.'

Page 172

Impact Hits (X): Change the second sentence of 'Resolving Impact Hits' as follows:

'Impact Hits are resolved against the charged unit when the combat is chosen during Step 1.1 of the Choose Combat & Fight sub-phase, before issuing challenges. They hit automatically and use the unmodified Strength of the model making them.'

Impetuous: Change the rule as follows:

'If during the Declare Charges & Charge Reactions sub-phase of its turn, a unit that includes one or more Impetuous models is able to declare a charge, it must make a Leadership test. If this test is failed, the unit must declare a charge. If this test is passed, the unit may act as normal.'

Large Target: Change the rule as follows:

'Large Targets do not benefit from partial or full cover. In addition, a unit can draw a line of sight to a Large Target over or through another unit, and vice versa, provided that unit is not also a Large Target. Finally, a unit that shoots at a Large Target can shoot with one additional rank. For example, a unit armed with crossbows can shoot with its first two ranks when shooting at a Large Target, or with its first three if also standing on a hill.'

Page 173

Monster Handlers: Change the third sentence of the second paragraph of the rule as follows:

'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 175

Poisoned Attacks: Change the first sentence of the rule as follows:

'For each roll To Hit of a natural 6 a model with Poisoned Attacks makes, they may apply a +2 modifier to one of their rolls To Wound.'

Page 176

Random Movement: Change the third sentence of the first paragraph of the rule as follows:

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

Regeneration (X+): Change the rule as follows:

'Immediately after a Wound is lost, but before models with zero Wounds remaining are removed from play, a model with this special rule may make a 'Regeneration save' roll by rolling a D6 and comparing the result to its 'Regeneration value', shown in brackets after the name of this special rule (shown here as 'X+'). If the Regeneration save roll equals or exceeds the model's Regeneration value, the lost Wound is recovered, but is still counted for the purposes of calculating the combat result. Rules that affect armour values do not affect Regeneration values unless stated otherwise.'

Page 177

Reserve Move: Change the first sentence of the rule as follows:

'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.'

Stomp Attacks (X): Change the second sentence of 'Resolving Stomp Attacks' as follows:

'Stomp Attacks are attacks made in combat that must be made last, after all other attacks have been made, including attacks made at Initiative 1. They hit automatically and use the unmodified Strength of the model making them.'

Page 178

Stupidity: Change the first paragraph and the bullet points as follows:

'Unless it is fleeing or engaged in combat, a unit with this special rule must make a Stupidity test by testing against its Leadership during the Start of Turn sub-phase of each of its turns. If this test is failed, the unit succumbs to Stupidity until its next Start of Turn sub-phase. A unit that has succumbed to Stupidity:

- Cannot move.
- Cannot shoot or cast spells.
- Cannot attempt a Wizardly dispel.
- Must 'Hold' if charged by an enemy'

Swiftstride: Change the rule as follows:

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

Page 180

Vanguard: Add the following to the end of the second paragraph:

'Units that make a Vanguard move cannot declare a charge during their first turn.'

Warband: Change the second sentence of the rule as follows:

'However, a Warband cannot use this modifier to its Leadership should it ever choose to make a Restraint test or, if it is Impetuous, when testing to see if it must declare a charge or may act as normal.'

Page 183

Quick Turn: Change the entry as follows:

'Unless it marched, a unit that is in Open Order formation may pivot about its centre to change its facing by up to 90° after moving during the Remaining Moves sub-phase.'

Page 185

Skirmishers in Combat: Change the second paragraph as follows:

'Skirmishers will maintain this close formation until the combat is over (i.e., until they are not engaged with any enemy at the end of a Combat phase), at which point the models must separate, moving the smallest amount possible to once again adopt Skirmish formation.'

Page 186

Skirmishers & Charging: Change the first sentence of the first paragraph as follows:

'A unit of Skirmishers may charge an enemy unit that is visible to more than half (50%) of its models when charges are declared.'

Add the following to the end of the second paragraph:

'If any Skirmishers are unable to form up, the unit is considered to have lost its coherency, as described on page 184.'

Page 190

Regular Infantry Rules: Change the entry as follows:

'Press of Battle: In the heat of battle, orderly ranks become a swirling melee. Except during a turn in which it charged, the fighting rank of a unit that has this rule and is arrayed in combat order is not one, but two ranks deep. In other words, models that are directly behind and in base contact with models in the unit's actual fighting rank are also considered to be within its fighting rank.'

'Massed Infantry: Numbers alone can sometimes overcome the foe. When determining combat results, if one side has a higher Unit Strength than the other and includes one or more units with this rule, that side may claim a bonus of +1 combat result point.'

'Parry: With sword and shield, warriors attempt to deflect enemy attacks. Whilst engaged in close combat, a model with this rule that is equipped with and chooses to use a hand weapon and shield improves its armour value by 1, to a maximum of 3+.'

Heavy Infantry Rules: Add the following:

'Press of Battle: See Regular Infantry entry, above.'

'Massed Infantry: See Regular Infantry entry, above.'

'Parry: See Regular Infantry entry, above.'

Page 197

Weapon of War: Change the first sentence of the second paragraph, as follows:

'However, a war machine can freely pivot about its centre immediately before shooting (the better to face the enemy) and may make a follow up move as normal.'

Page 209

Enemy Shooting: Change the first paragraph as follows:

'A character that has joined a unit of models of the same troop type as them (i.e., infantry or cavalry), cannot be targeted by enemy shooting unless:'

Change the first sentence of the second paragraph, after the bullet points, as follows:

'If there are fewer than five rank and file models of the same troop type as the character in the unit, the controlling player must first allocate hits to the unit until one hit has been allocated to each model it contains.'

"Look Out, Sir!": Change the first sentence as follows:

'If a character is hit by a shooting attack, and if there are five or more rank and file models of the same troop type as the character in the unit, the character can make a "Look Out, Sir!" roll.'

Page 211

Challenges & Mounts: Delete the second sentence, then add the following note:

'Note that, if either participant is slain before their rival or a mount can make an attack, those attacks are lost.'

Pages 212 & 214

Flail: Change the weapon profile as follows:

	R	S	AP	Special Rules
Flail	Combat	S+2	-2	Armour Bane (1), Requires Two Hands

Notes: A flail's Strength modifier and Armour Bane (1) special rule apply only against enemy models the wielder charged this turn.

Page 213

More Than One Combat Weapon: Change the first bullet point as follows, then delete the fourth bullet point:

- 'If a unit that is engaged in combat is equipped with two or more combat weapons, you must choose which weapon it will fight with when its combat is chosen during Step 1.1 of each and every Choose & Fight Combat sub-phase.'

Page 214

Halberd: Change the weapon profile as follows:

	R	S	AP	Special Rules
Halberd	Combat	S+1	-1 (-2)	Armour Bane (1), Requires Two Hands

Notes: A halberd has an AP of -2 against enemy models the wielder charged this turn.

Morning Star: Change the weapon profile as follows:

	R	S	AP	Special Rules
Morning star	Combat	S+1	-1	Armour Bane (1)

Notes: A morning star's Strength modifier and Armour Bane (1) special rule apply only against enemy models the wielder charged this turn.

Page 215

Lance: Change the weapon's Notes as follows:

'Notes: Models whose troop type is 'cavalry' or 'monster' only. A lance can only be used during a turn in which the wielder charged, and its Strength and Armour Piercing modifiers apply only against enemy models the wielder charged that turn.'

Page 220

Maximum Armour Value: Change the entry as follows:
'Regardless of the armour it wears or the equipment it carries, there is a limit to how well protected a model can be, with larger models proving much harder to encase in armour than their smaller counterparts. To represent this, models whose troop type is:

- 'Infantry' or 'cavalry' can never have an armour value better than 2+.
- 'Chariot', 'monster' or 'war machine' can never have an armour value better than 3+.

Any bonuses, regardless of their source, that would improve a model's armour further have no effect.'

Page 227

5. Crunch: Change the second bullet point as follows:
'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 286

Dead or Fled: Change the third bullet point as follows:

- 'Each enemy unit that has been reduced to 25% of its starting Unit Strength or less at the end of the battle or, if its Unit Strength is equal to its starting Wounds, to 25% of its starting Wounds or less at the end of the battle, is worth a number of Victory Points equal to 50% of its points cost (rounding fractions up).'

Page 321

Pillar of Fire: Change the third, fourth and fifth sentences of the spell's effect as follows:

'Whilst in play, the template is treated as difficult terrain. The template scatters D6" during every Start of Turn sub-phase (see page 95). Any enemy unit that moves through the template, or that the template moves over, suffers D3+3 Strength 3 hits, each with an AP of -2.'

Arcane Urgency: Change the spell's Casting Value to '9+.'

Curse of Cowardly Flight: Change the spell's Casting Value to '8+.'

Page 323

Steed of Shadows: Change the spell's Casting Value to '8+.'

Daemonic Vessel: Change the spell's Casting Value to '9+.'

Vortex of Chaos: Change the third, fourth and fifth sentences of the spell's effect as follows:

'Whilst in play, the template is treated as difficult terrain. The template scatters D6" during every Start of Turn sub-phase (see page 95). Any unit (friend or foe) that moves through the template, or that the template moves over, suffers D6+1 Strength 3 hits, each with an AP of -.'

Page 325

Infernal Gateway: Change the spell's Casting Value to '9+.'

Page 327

Flaming Sword: Change the spell's Casting Value to '7+.'

Summon Elemental Spirit: Change the third, fourth and fifth sentences of the spell's effect as follows:

'Whilst in play, the template is treated as difficult terrain over which no line of sight can be drawn. The template scatters D6" during every Start of Turn sub-phase (see page 95). Any enemy unit that moves through the template, or that the template moves over, suffers D3+3 Strength 4 hits, each with an AP of -1.'

Earthen Ramparts: Change the spell's Casting Value to '9+.'

Travel Mystical Pathway: Change the first sentence of the spell's effect as follows:

'If the target friendly unit is not fleeing and has not already moved during this Movement phase, you may immediately remove it from the battlefield and replace it anywhere completely within 12" of its original location, but not within 6" of any enemy models.'

Page 329

Shield of Saphery: Change the spell's Casting Value to '8+.'

Page 331

Confounding Convocation: Change the spell's Casting Value to '8+.'

Miasmic Mirage: Change the spell's Casting Value to '10+.'

Page 333

Deathly Cabal: Change the spell's Casting Value to '8+.'

Spiritual Vortex: Change the spell's Casting Value to '10+' and change the fourth sentence of its effect as follows:

'Whilst within 8" of one or more Spiritual Vortexes, enemy units suffer a -1 modifier to their Leadership characteristic (to a minimum of 2) and cannot use their General's Inspiring Presence special rule.'

Curse of Years: Change the spell's Casting Value to '9+.'

Page 334

Fist of Gork (or Mork): Change the spell's Casting Value to '8+.'

Page 335

'Ere We Go!: Change the spell's Casting Value to '8+.'

Foot of Gork (Or Mork): Change the third, fourth and fifth sentences of the spell's effect as follows:

'Whilst in play, the template is treated as difficult terrain. The template scatters 2D6" during every Start of Turn sub-phase (see page 95). Any unit (friend or foe) that moves through the template, or that the template moves over, suffers D3+3 Strength 5 hits, each with an AP of -1.'

Page 338

Ogre Blade: Change the Points to '75.'

Page 339

Berserker Blade: Change the weapon profile as follows:

	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 342

Ruby Ring of Ruin: Change the Points to '35' and change the rule as follows:

'The wielder of the Ruby Ring of Ruin can cast the Fireball spell from the Lore of Battle Magic (as described on page 321) as a Bound spell, with a Power Level of 1.'

Page 344 (& Page 1 Of The Quick Reference Sheet)

Casting a Spell: Change the first paragraph as follows:

'To cast a spell, roll 2D6, then divide the casting Wizard's Level of Wizardry by 2 (rounding fractions up) and add the result to the Casting roll.'

Dispel a Spell: Change the second sentence of the first paragraph as follows:

'To dispel a spell, roll 2D6 (if attempting a Wizardly dispel, divide the dispelling Wizard's Level of Wizardry by 2 and add the result to the Dispel roll).'

Change 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: What happens if a scatter roll causes any part of an object to cross beyond the edge of the battlefield?

A: The object is removed from play.

Q: If a model is required to make a Leadership test using its own Leadership characteristic, can it use the Leadership of a different model, the General for example, instead?

A: No. When the rules state a model must make a Leadership test using its own Leadership, it must use its own Leadership.

Q: Some single use special rules and magic items require a Leadership test to use. Do they count as having been used even if this test is failed?

A: Yes.

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.

Q: Can different saves be combined together to improve their save value? For example, if a model has two Ward saves, can they be combined to give a single Ward save with a better Warding value?

A: No, values given as a target number cannot be combined to lower the target number. If a model has two or more Ward saves, as per the example, simply use the best.

Magic

Q: How many spells can a Wizard attempt to cast during a single phase? For example, if a Wizard knows a Magical Vortex and a Magic Missile, can they attempt to cast both during the same Shooting phase

A: A Wizard can only cast a number of spells up to their Level of Wizardry per turn, but can attempt to cast multiple spells during a single phase. In other words, should a Level 2 Wizard know two Magic Missiles and one Magical Vortex (three spells), they can only cast two of them per turn, but may cast both during the same phase.

Q: Casting the same Enchantment or Hex 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 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: If a Remains in Play spell with two Casting Values is cast at the higher value, which is used when trying to dispel it during the Conjunction sub-phase?

A: As stated on page 111, in order to dispel a Remains in Play spell during your Conjunction sub-phase, you must beat the minimum casting value given in the spell's description. This is the case even if the spell was cast at the higher of two given casting values.

Q: How many Remains in Play spells can I attempt to dispel during my Conjunction sub-phase?

A: As many as you wish, or, perhaps more accurately, as many as your opponent has in play and as many as you are able.

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: *If a single model unit straddles two arcs of an enemy unit it wishes to charge, is it always considered to be in the arc that gives the least advantage?*

A: *No, this is only the case when you cannot determine which arc of an enemy unit a charging unit is within. If it is clear that the majority of a charging unit is within one particular arc, even if that unit consists of only one model, it will charge into that arc.*

Q: *If a unit charges an enemy that is defending a low linear obstacle, can it stop on top of the obstacle?*

A: *No. As stated on page 270, the charging unit moves into base contact with the obstacle.*

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 that chooses to Stand & Shoot (or Fire & Flee) as a charge reaction attempt to cast a Magic Missile or Magical Vortex?

A: No. As stated on page 143, models that know such spells can attempt to cast them when chosen during the active player's Shooting phase. Perhaps obviously, this includes Bound spells.

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: Models cannot cast Magic Missiles or Magical Vortexes after marching, but does this include Bound spells?

A: Yes.

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.

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: If a unit's fighting rank is engaged with two enemy units, one of which is a lone character engaged in a challenge, can models within the unit's fighting rank ignore the character even if they are closer to it than to the other enemy unit, or are their attacks lost?

A: Models not engaged in a challenge cannot direct their attacks against models that are. In other words, any models that would normally have to direct their attacks against the character are free to direct them instead against the other unit their unit is engaged with.

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 high enough Unit Strength (as per the errata on page 1). A unit of just one model is still a unit.

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: Impact Hits are resolved prior to issuing challenges. Stomp Attacks may be 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: 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 it), 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: When a unit Counter Charges, it rolls D3+1 to determine how far it moves. Is this roll counted as a Charge roll?

A: No.

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 unit with the Fly (X) special rule is engaged in combat, can it use its 'Fly Movement' characteristic when determining which models are close enough to models within the enemy unit to fight or make supporting attacks?

A: No. Models with the Fly (X) special rule only fly whilst moving. In other words, such models are considered to have landed on the ground whilst the fighting takes place, and must use their given Movement characteristic to determine if they are close enough to the enemy to fight.

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 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. Even though models that cause Fear are normally immune to it, the rule that Swarms and War beasts Fear models with Flaming Attacks is an exception called out in those troop types' unique rules.

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: 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 (not including the armour value of any characters or champions that have purchased magic items or unique upgrades to improve their armour).

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 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 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: 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: 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 the winning side of a combat includes one or more models that cause Terror, do models on the losing side that cause Fear or Terror suffer the -1 modifier to their Leadership?*

A: *No. Because models that cause Fear or Terror aren't terrified by Terror causing enemies, they do not suffer the effects of Terror.*

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: Can my Battle Standard Bearer have a higher Leadership than my General?

A: No. As stated on page 203, the General is the character with the highest Leadership. If this means not upgrading the character with the highest Leadership in your army to be your Battle Standard Bearer so that they can be your General, so be it.

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 those modifiers?

A: No, the modifier will still apply. For example, if a unit loses a round of combat to a Terror causing enemy, 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: Can a character that has joined a unit of models of a different troop type be targeted by enemy shooting? For example, if a character whose troop type is 'light chariot' joins a unit of 'regular infantry', can they be targeted?

A: Yes. What's more, they don't get a "Look Out, Sir!" save either.

Q: If a character joins a unit that carries a magic standard, do its effects extend to the character?

A: Yes. When a character joins a unit they become part of that unit, so magic standards that affect the unit affect them as well.

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: Can a missile weapon be used in combat?

A: 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.

Q: When deploying armies, must units be placed completely within their deployment zone?

A: Yes.

Lores Of Magic

Q: If the spell Arcane Urgency is used to move a unit with Random Movement, can the unit move into contact with an enemy unit?

A: No. Whilst a unit with Random Movement can move into base contact with an enemy unit during the Compulsory Moves sub-phase, Arcane Urgency causes units to move when the spell is cast, during the Remaining Moves sub-phase.

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.

Q: If a unit charges an enemy unit upon which Earthen Ramparts has been cast, must it follow all the rules for charging an enemy unit behind a defended low linear obstacle, even though there is no such physical terrain between the two units?

A: Yes. A unit upon which Earthen Ramparts has been cast counts as being behind a defended low linear obstacle when charged. Think of the spell's effect as representing a magically manifested obstacle, rather than a physical terrain feature.

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 æther.*

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: What happens if a Scroll of Transmogrification is used on a Bound spell?

A: *After testing against the item's Power Level (in place of its Level of Wizardry), it may be turned into an inanimate frog, rendering it useless until it turns back. During each Start of Turn sub-phase, you may roll a D6 for each transmogrified item in your army to see if it returns to normal, as described on page 343.*

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 Lores (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 Lores. Thus a Level 3 Wizard would know three spells from two Lores.*

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.*