

## **FAQS DE DIREWOLF DEL REGLAMENTO WARHAMMER FANTASY 6ª (en inglés)**

[**Namarie**] - Saludos, Señores de la Guerra. Hemos recibido varias peticiones de las FAQ que deberían tenerse en cuenta jugando a la sexta edición de Warhammer. Son las mejores FAQ que ha habido (por encima de Burjassot, que aunque la mayoría de veces acertaban, en ocasiones su argumentación iba en contra de las FAQ de Direwolf).

Por supuesto, todas ellas estarán en el Reglamento Anotado que **Elendor** está preparando (y traducidas, claro está). Aquí lo tenéis (HOJO que es largo).

[**David**] - Este documento se ha creado para : <https://www.cargad.com/> y para el uso de sus lectores.

### **Direwolf Rules FAQ v6.02**

This document consolidates all of the main rules FAQs into one document. The document is broken into the following sixteen sections which align with the order in which they appear in the Warhammer Rulebook:

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The Questions and Answers follow the following format:

Format

Q = Question

A = Answer

S = Source

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## UNITS

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Q. Where can I find the corrected Unit Strength table which replaced the table on page 41 of the Rulebook?

A. In Warhammer Chronicles 2004

S. Warhammer Chronicles 2004 page 114

Q. How does the sole remaining model of a formerly ranked unit move?

For example, if a unit of Empire handgunners is reduced to 1 model, how does the sole remaining model move? Does he still have to pay to wheel, etc.? Does he still cause enemy unit to form up on him? Or does he follow the Single Models Movement Chart?

A. He moves like a single model on foot – freely, like a character on foot (and thanks his lucky stars he's still around!).

S. Gav Thorpe – Warhammer Design Team

Q. When is Cavalry Not Cavalry?

A. The rule that models on a 25 mm x 50 mm base are classed as cavalry has thrown up some points regarding beasts such as Chaos Hounds and Dire Wolves, and creatures like Bull Centaurs. To clarify this: All models on a 25 mm x 50 mm base have a Unit Strength of 2. Models on a 25 mm x 50 mm base which consist of a rider on a steed with a single Wound are classed as cavalry and follow all of the rules as such. Models on a 25 mm x 50 mm base which consist of only one creature (such as a Bull Centaur) are classed as cavalry with the following exceptions:

- They do not gain a +1 Armour save.
- They may benefit from using two hand weapons, or the hand weapon and shield bonus, as if on foot.
- They use the cavalry rules for spears.

S. Warhammer Chronicles 2004 page 112 / Beasts of Chaos Army Book page 24

Q. Do units which are bought with the same Troop choice have to be deployed together?

A. Unless specifically noted otherwise (e.g. war machines, Empire Detachments, Skaven Weapons Teams) separate units are always deployed separately.

S. Warhammer Chronicles 2004 page 112

Q. Can two characters join each other, thus forming a unit? What if they are mounted on chariots or monsters?

A. Characters may form a unit with each other, only if they are on foot or a cavalry mount. Characters mounted on larger creatures and chariots may not form units at all. Remember also that characters on a flying monster may not join a unit of flyers, as described in the rules for flyers.

S. Warhammer Chronicles 2004 page 112

Q. Can a hero mounted on a Great Eagle join with another single Great Eagle (purchased from the special or rare slots of the army) to form a single US7 unit capable of taking out ranks?

A. No. I know that Flying Unit is an actual sub-category of flyers but I would think the intent is obvious. To nail it on the head, I would say that a character on a flying monster cannot join a unit of flyers or another flying monster.

S. Gav Thorpe – Warhammer Design Team

Q. Can single non-character monsters and creatures, such as Giants, Spawn of Chaos, etc. join each other, thus forming a unit?

A. No. You cannot form a unit from two Giants, for example, or three Chaos Spawn.

S. Warhammer Chronicles 2004 page 112 / Gav Thorpe – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. Can a character join a non-character monster or creature, thus forming a unit? For example, could a Goblin Big Boss mounted on a wolf join a Giant and form a unit?

A. Yes (excluding flying monsters). I always like the idea of a Goblin Big Boss and his forty feet tall 'minder'...

S. Gav Thorpe – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

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## **MOVEMENT**

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### **DECLARING CHARGES**

Q. Here is the situation: Friendly unit A is engaged in close combat with enemy unit B from a previous turn. In the current turn friendly unit C, who happens to be in the front zone of enemy unit B, wants to charge into the combat but the entire frontage of enemy unit B has already been taken up by friendly unit A. Is friendly unit C allowed to charge the flank of enemy unit B?

A. No. I think that if you allow this to happen, you make a mockery of one of the most important dynamics of Warhammer strategy – moving your troops into a position to get the most advantageous charge. This may seem a bit odd, particularly with skirmishers as in this example, but the rules clearly state that to charge in the flank/ rear, the majority of the charging unit must be in that zone, and there are no exceptions. To get a flank or rear charge, you should have to positively move the unit into a position where it can do this, rather than simply fill up the front with other stuff.

Co-ordinating units to get simultaneous front and flank charges is a defining tactic of Warhammer and should be something that is tricky to achieve, otherwise the game will lose any sense of the importance of planning and maneuver.

S. Gav Thorpe – Warhammer Design Team / Rulebook – page 46

Q. Can a unit redirect a charge against an enemy unit that it could have originally charged?

A. No. You can only redirect a charge against a unit if you could not have declared a charge against them normally, but can now do so due to the enemy fleeing.

S. Warhammer Chronicles 2004 page 112

Q. If a enemy unit chooses to flee, and I choose to redirect my charge against a newly revealed enemy unit, can I both run down the fleeing unit and charge into the newly revealed enemy unit provided I have enough movement to perform both actions?

A. No. First, remember that you do not declare whether or not you will be redirecting a charge until after the fleeing unit has completed its movement. At that point, you must make a decision on whether or not you wish to chase the fleeing unit or redirect into the newly revealed enemy unit. It is critical to follow this order as in some cases the fleeing unit may not flee very far, and actually prevent the second enemy unit from being revealed as a target.

S. Rulebook page 53 / Warhammer Chronicles 2004 page 112 / Direwolf FAQ Council Interpretation.

## CHARGE RESPONSES

Q. How do you determine if a defending unit is ineligible to perform a stand and shoot reaction?

A. To determine if a unit can perform a stand and shoot reaction, you must calculate the actual charge movement expended (taking into account wheels, difficult terrain, etc.) by the charging unit(s). If one or more charging units can expend half or less of its charge movement to complete the charge, then the defending unit may not stand and shoot.

S. Rulebook pages 45, 46, 61 / Anthony Reynolds – Warhammer Design Team / Direwolf FAQ Council Interpretation

Q. If a unit fails a charge against a defending unit that has chosen stand and shoot as a charge reaction, does the defending unit still get to stand and shoot?

A. Yes, as long as the failed charge brings the charging unit into range of the defender's missile weapons.

S. Gav Thorpe – Warhammer Design Team / Direwolf FAQ Council Interpretation

Q. If a character joins a war machine and has a missile weapon, could he stand & fire with that weapon?

A. Unless specifically acting as crew (ie, an Engineer who used his ability the previous turn) a character who joins a war machine unit is not considered crew and so may stand & shoot.

S. Warhammer Chronicles 2004 page 114

Q. What happens when the monstrous mount of a rider is killed by a stand and shoot reaction prior to the monstrous mount beginning its charge move? Does the rider continue to attempt the charge?

A. In cases where the stand and shoot is resolved before the charger moves, the rider will be on foot before the model starting moving. In this situation, the rider should attempt to complete the charge using his own charge move.

S. Rulebook pages 52, 53 / Direwolf FAQ Council Interpretation.

Q. What happens when the monstrous mount of a rider is killed by a stand and shoot during its charge move? Can the rider continue to attempt the charge?

A. In cases where the stand and shoot is resolved after the charger has started moving (which only happens if the charger starts out of range of the defending unit's missile weapons) the charge fails automatically at the point the monstrous mount was killed.

S. Rulebook pages 52, 53 / Direwolf FAQ Council Interpretation.

Q. What happens when the chariot a character is riding in is destroyed by a stand and shoot reaction prior to the chariot beginning its charge move? Does the character continue to attempt the charge?

A. In cases where the stand and shoot is resolved before the charger moves, the character will be on foot before the model starting moving. In this situation, the character is allowed to be placed anywhere within 2" of the destroyed chariot and he should attempt to complete the charge using his own charge move.

S. Rulebook pages 52, 53, 127 / Direwolf FAQ Council Interpretation.

Q. What happens when the chariot a character is riding is destroyed by a stand and shoot during its charge move? Can the character continue to attempt the charge?

A. In cases where the stand and shoot is resolved after the charger has started moving (which only happens if the charger starts out of range of the defending unit's missile weapons) the charge fails automatically and the character is placed anywhere within 2" of the destroyed chariot.

S. Rulebook pages 52, 53, 127 / Direwolf FAQ Council Interpretation.

### **RALLY FLEEING TROOPS**

Q. If a character is in a unit that flees, he flees with the unit. If the unit is below 25% of its original size, it cannot rally – character included. However, what happens if the character is the only model left in the unit? Is he still part of that unit if he breaks and flees? Can he then not rally, since his "unit" is below 25% of its original size?

A. If the character is the only one left, the unit has been destroyed and therefore the character is no longer a part of it. Since the character is above 25% of their own starting size they will always be able to rally.

S. July 2002 Q&A Update on the Warhammer Chronicles website

### **COMPULSORY MOVES**

Q. When a unit that utilizes random compulsory movement (e.g. Chaos Spawn, Snotling Pumpwagon, etc.) pursues another unit off the board, and returns in its next compulsory move phase, can its move that turn take it into contact with the enemy?

A. Yes. As units that utilize random compulsory movement do not declare charges, they are not restricted from coming into contact with an enemy unit on the turn they return to the table.

S. Rulebook page 76

## MOVE CHARGERS

Q. Where can I find guidance on how to align the combatants during “awkward” charges, charges involving multiple charging units or target units, and “clipping”?

A. In Appendix Six (Rules Commentary) of the Warhammer Rulebook

S. Rulebook pages 265-268

Q. In the Appendix Six (Rules Commentary) guidance covering charges involving multiple charging units, it indicates that the player moving the charging units must divide evenly the frontage of the target unit between the charging units and shows examples of how to resolve this using ranked units.

When one or more of the charging units is a single model (such as a chariot, giant, lone character, etc.) does the rule on page 268 about equally dividing the frontage of the target unit between the charging units still apply?

A. Yes, the rule about splitting the frontage of the target unit still applies. The Appendix Six (Rules Commentary) guidance does not provide an exception for single models. The maximize chargers rule found on page 52 of the Rulebook is still applied, however it is simply applied to the portion of the target unit each charging unit has been allocated. Note that resolving the alignment of the combatants in this manner has the important benefit of reducing clipping situations.

S. Rulebook page 268 / Direwolf FAQ Council Interpretation.

Q. During the move chargers step of the movement phase, if a charging unit catches an enemy unit which just fled from their charge (thus destroying the fleeing unit) and the charging unit’s full charge move would move it into contact with an additional enemy unit, does this count as pursuit into fresh enemy? Or is the charging unit forced to stop 1” away from the additional enemy unit as a charge (or redirected charge) was not declared against it?

A. The rules do not allow us to come into contact with an enemy unit during the Move Charges step of the movement phase unless A) valid charge or re-directed charge was declared against the enemy unit we wish to contact or B) the unit was “drawn-in” to the combat per the rules covering multiple targets in Appendix Six of the main rulebook. Therefore, in the example above, the charging unit is forced to stop 1” away from the additional enemy unit.

S. Rulebook pages 55, 267 / Direwolf FAQ Council Interpretation.

Q. If an unengaged unit classified as “Moves as a Monster” in the Single Models Movement Chart is charged in the Flank or Rear does it have the ability to turn and face the chargers?

A. No. The updates in Warhammer Chronicles replaced the wording on pages 54 and 55 of the rulebook in regards to flank and rear charges involving single models. Anything larger than a man sized character on foot now has a clear front/flank/rear for combat purposes and his opponent will get the flank / rear bonuses if the model is charged in the flank / rear.

S. Gav Thorpe – Warhammer Design Team / Warhammer Chronicles 2004 page 114.

Q. Situation: Unit A wants to charge unit B, however there is a patch of difficult ground in the way. If Unit A goes through the difficult ground it will fail the charge. If unit A wheels a bit it will be able to contact the enemy unit, but the wheel will bring fewer charging models into contact with the enemy than if Unit A was able to complete the charge by moving straight ahead. Can unit A wheel around the difficult terrain to make the charge in this situation?

A. Yes. As outlined in the Charging rules, the first rule of charging is to bring as many models from the charging unit into combat as possible. As “fewer” is greater than “zero”, Unit A must perform the wheel and complete the charge.

S. Rulebook page 52 / Direwolf FAQ Council Interpretation

Q. Single Models that move “As Monsters” or “As Skirmishers” are described as “no need to turn or wheel” and can “pivot on the spot with no penalty”. Does this mean these models can zig zag or otherwise change direction several times while charging?

A. No. When charging, move single models exactly like other units, except instead of the single wheel allowed, the model may be rotated once in place for no movement penalty. In other words, single models can only change direction once when charging.

S. Warhammer Chronicles 2004 page 114 / Direwolf FAQ Council Interpretation

Q. What happens when the charging rules would force a charging unit to move off the board? For example: a target of a charge flees, is caught, and the required full charge move through the target’s final position ends would take the charging unit off the board. Is the charging unit moved off the board, or is it stopped at the table edge?

A. Simply move the chargers off the table and then allow them to return next turn, in the Remaining Moves phase, as normal.

S. Gav Thorpe – Warhammer Design Team

## REMAINING MOVES

Q. Can you change the position of a character within a ranked up unit in the movement phase?

A. As long as you're not charging, you can change the position of a character, though he must still remain in the front Rank if possible (except for Skaven...).

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. When a unit that pursued another unit off the board returns, do you place the entire unit back on the table and then move it, or do you expend movement to move it back onto the table?

A. I always play it that the unit has to physically move on to the table, as if its front rank started the phase touching the outside edge of the board. This isn't directly supported in the rules, but is the intent.

S. Gav Thorpe – Warhammer Design Team

Q. If a unit has pursued another unit off the board, when in its following movement phase does it arrive back on the battlefield?

A. It arrives back on the battlefield when it would normally move. So, most units would arrive back on the battlefield in the Remaining Moves phase (as they cannot charge). Units like Spawn of Chaos will arrive back in the Compulsory Moves phase (otherwise they would never actually get back onto the table!)

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. A unit that pursued another unit off the board is said to arrive back in the same place that it left the board. What happens if your opponent has placed a unit in that place?

A. Move the unit back on as close to the position it left as possible.

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. If a ranked unit that somehow didn't have enough movement to get its entire formation back onto the table (i.e. Dwarfs in difficult terrain) should we just 'fudge' it and let them come back on the table?

A. Correct! This also happens to deep infantry units, with enemy units close by that stop marching.

S. Gav Thorpe – Warhammer Design Team

Q. If at the start of a turn, enemy units are within 8" of the position where a unit must re-enter the table, does it prevent the re-entering unit from marching?

A. Yes.

S. Gav Thorpe – Warhammer Design Team

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## **SHOOTING**

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Q. If a character is further away than a friendly unit in combat, can they be targeted with shooting?

A. A character can be picked out if he is the closest 'target'. Target means a unit that the shooting models are allowed to shoot at, and so would not normally include units in combat, and certainly doesn't include units that are out of line of sight. Of course, this can make things difficult for Skaven, but that's what happens when you give a rat a machine-gun...

S. Warhammer Chronicles 2004 page 112

Q. Can models behind the first rank see large targets and shoot at them?

A. Yes they can.

S. Warhammer Chronicles 2004 page 112

Q. The rules on targeting characters mounted on monsters are causing us a few problems. So, when does a monster count as being bigger than cavalry? For example, the Empire Pegasus comes with a 40mm base, but a Wood Elf Unicorn from the Preview Army List has a cavalry base?

A. Yes, some difficulty arises because over the years some monsters have been mounted on a variety of base sizes. As we go through the Army books and miniatures range (in 6th edition), all monsters will eventually be packaged with 40mm or 50mm bases.

Any mount with more than 1 Wound is a monster and is treated as being larger than cavalry for the purposes of targeting. Anything that is a 'large target' is bigger than anything else, including other monsters.

If you have monsters on cavalry bases to fit with your units, we suggest you mount them on 50mm bases (like Daemonic Mounts and Tyrion's mount, Malhandir). This helps the unit rank up more easily. If they are normally fielded as independent models, such as a Pegasus, a 40mm base is fine.

Models on 40mm and 50mm bases are treated as the same size for purposes of targeting unless they are a large target.

S. Warhammer Chronicles 2004 page 112

Q. For purposes of targeting characters, are Models on 20mm and 25mm square bases treated as the same size?

A. Yes. Both base sizes are used for characters considered to be roughly man sized and on foot and are treated as the same size for purposes of targeting.

S. Warhammer Chronicles 2004 page 114 / Direwolf FAQ Council Interpretation

Q. Can single models that are smaller than the unit they are adjacent to (e.g. a single character on foot adjacent to a unit of 5+ cavalry models) claim the “proximity” rule and thus be protected from standard shooting attacks?

A. Yes. A character in close proximity to a rank and file unit of 5+ models can only be singled out if he is larger. Note that the only current specific exemptions to the “proximity” rule discuss a larger model.

S. Rulebook pages 97, 98 / Direwolf FAQ Council Interpretation

Q. If a character model joins a unit of 5+ rank and file models of a larger size (e.g. an Orc Big Boss joining a unit of 7 Trolls) can he be picked out as a target for standard shooting attacks or is he “protected”?

A. He is protected. There are no rules that state that the rank and file models providing the “protection” can’t be larger.

S. Rulebook pages 97, 98 / Direwolf FAQ Council Interpretation

Q. Can models outside the range of missiles (mundane or magical) be killed?

A. Yes. In Warhammer, the targeting and the removal of casualties is done on a unit basis rather than on an individual model basis as in other game systems. This means that as long as one model in a target unit is within range of the firing/casting models, then the entire target unit is subject to being killed.

Note however that it is the owning player who removes casualties from his units. Casualties are removed from the back ranks of ranked units, and as the owning player wishes in regards to skirmishing units. This means that the owning player may remove casualties from the back of skirmishing units in order to preserve those models that are closest to the enemy.

S. Rulebook pages 58,65

Q. When a template weapon hits dead on a rider of a large monster (or chariot) does the ‘big hit’ for being directly under the hole of the template affect them both, or just the character?

A. In this case, a hit anywhere on the base of a chariot or monster (including hitting the rider) should be randomised to determine where the ‘big’ hit actually hits.

S. Warhammer Chronicles 2004 page 114

Q. With “Multiple Shots” missile weapons that have three (or more) multiple shots, do you simply apply a -1 to hit modifier to each of the shots, or is the -1 modifier cumulative (e.g. -1 for the second shot, -2 for the third shot, etc.)?

A. Simply apply a -1 modifier to each of the shots. No specific mention or example of the penalty being cumulative exists.

S. Rulebook page 90 / Direwolf FAQ Council Interpretation

Q. Can a non-deviating template such as dragon breath target an enemy unit engaged in close combat, if the template can be positioned to not hit the friendly unit ?

A. No, you can't target an enemy unit engaged in hand-to-hand combat (except for special rules like Skaven).

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. Do flame template weapons such as breath weapons and the steam cannon require Line Of Sight?

A. Yes.

S. Warhammer Chronicles 2004 page 112

Q. A throwing axe has two different ranges listed. I assume that 6” is correct (from pages 93 & 94 of the Warhammer rulebook) rather than 4” (from page 58).

A. Yes, 6” is correct.

S. Warhammer Chronicles 2004 page 112

Q. Fleeing units move in disorganised mass ignoring obstacles/terrain, they seem to follow all the rules of skirmishers. Does this mean that like skirmishers, shooting at them is at -1 to hit ?

A. No. They don't really follow any of the rules of skirmishers, they merely ignore terrain while they are running frantically (and randomly)!

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. If shooting a bolt thrower at a fleeing unit will I have the possibility to penetrate ranks? They move in a loose formation so how should I determine which zone the bolt thrower is shooting in?

A. A bolt thrower shooting at a fleeing unit will only ever hit one model.

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. When shooting a Bolt Thrower at a unit of skirmishers, can you hit more than one skirmisher model?

A. No. Skirmishers do not form into ranks outside of close combat and thus the maximum amount of models that can be hit by a Bolt Thrower is one. Note that a skirmish unit is required to adopt the loose skirmish formation as soon as combat ends.

S. Rulebook pages 116, 124

Q. A skirmishing unit with two models outside of the woods, and the rest in the woods are shot at by a unit of archers. Does the skirmishing unit count as being in soft cover?

A. No. Having part of your unit out of cover is like being a little bit pregnant. Either you're completely in cover or you're not. If the unit shooting has line of sight to any models that aren't in cover, the unit being shot at can be targeted without the cover penalty. The same answer would apply if the situation involved a ranked unit with the front rank outside of the woods and the remainder of the unit inside of the woods.

S. Rulebook page 62 / Direwolf FAQ Council Interpretation

Q. In a situation where a character with a missile weapon is riding a creature with a shooting attack, such as a breath weapon, may the rider and mount pick different targets or must they shoot at the same target?

A. In general, the normal rules for shooting apply. If there is a unit which can be reached by the shooting attack with the shortest range, the model cannot Divide Shots. Otherwise (i.e., no unit can be reached by both shooting attacks) the Divide Shots rule applies and the shooting attacks can choose different targets. Note that if the only target within range of the breath weapon and the missile weapon is a single model, the Divide Shots rule also applies and the shooting attacks can choose different targets.

S. Rulebook pages 61,114 / Direwolf FAQ Council Interpretation

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## **CLOSE COMBAT**

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Q. When exactly do you calculate the various Combat Resolution modifiers?

A. The only Combat Resolution modifier which is calculated at the beginning of each round of combat is rank bonus. All other modifiers are calculated at the end of each round of combat.

S. Gav Thorpe – Warhammer Design Team

Q. If a unit charges into the rear/flank of an enemy, but in the ensuing Close Combat phase is reduced down to a Unit Strength less than 5, does it still cancel ranks? And can it still gain the flank/rear bonus?

A. Rank bonus is claimed and calculated at the start of the Close Combat phase, so the rank bonus is nullified this turn. The flank/rear bonus is calculated at the end of the Close Combat phase, so the attacking unit can't claim it since it has been reduced to Unit Strength less than five.

S. Warhammer Chronicles 2004 page 112

Q. Is the combat results example in Fig. 3 on page 72 of the Rulebook incorrect?

A. Yes, the example is wrong because the Empire should no longer gain a flank bonus.

S. Gav Thorpe – Warhammer Design Team

Q. Can a unit engaged in the flank/rear turn to face its attackers in subsequent rounds of combat?

A. No. In the Redress the Ranks section on page 76 it states "...affords victors the chance to adjust their formation by expanding their frontage or lapping around." No mention of turning to face the attackers is made. Once your unit is hit in the flank or rear, your unit's facing is stuck until the combat is over.

S. Rulebook page 76

Q. Who strikes first when two units are charging? For example, if you pursue into fresh combat and then in the enemy's turn the pursuing unit is charged.

A. When a combat involves charging units from both sides, the chargers strike in the order in which they charged. However, models may not strike against an enemy that has charged them until that charging unit's attacks are resolved. All units striking first are allowed the normal charge bonuses for lances, etc. A unit that has been charged and is not charging itself will always strike after all charging units – only the order of the charger's attacks are relevant. Note that Empire detachments have their own special rules so that when counter-charging they will always strike first. However if not specifically counter-charging then the strike order above is used.

S. Warhammer Chronicles 2004 page 16

Q. Can a unit consisting of one rank "lap around" the enemy with unengaged models if it wins a round of close combat? Can a ranked unit "lap around" to its flank?

A. Yes to both. See the White Dwarf article "A Commentary on the Finer Points of Lapping Round" for more detail.

S. Rulebook page 77 / US White Dwarf #283 pages 22-25 / UK White Dwarf #283 pages 74-77

Q. If a unit engaged in close combat has lapped around its enemy, where are its casualties removed from?

A. From the back of the unit, not from those models lapping around – unless of course there are no models in the back rank!

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. Does a unit that has lapped around the enemy, need to have models with a Unit Strength of 5+ lapped around in order to earn the flank or rear bonus?

A. No. You can lap around with a single Unit Strength 1 model to the flank (or rear) of the enemy and still earn the flank (or rear) bonus. It is the Unit Strength of the entire unit that is required to be 5+ to earn the bonus, not the models lapping around.

S. Rulebook pages 77, 78

Q. If my unit is engaged to the front of an enemy unit, can I negate the enemy unit's rank bonus by lapping around?

A. No. Lapping around does not negate the enemy's rank bonus.

S. Rulebook pages 77, 78

Q. If a unit chooses to expand frontage during combat is this considered to be a true formation change, or does the unit revert to its pre-combat formation at the end of the combat?

A. This is considered to be a true formation change.

S. Rulebook page 77 / Gav Thorpe – Warhammer Design Team

Q. If the Initiative value is equal between the two models and the roll off is also a tie, do you actually strike simultaneously?

A. No, roll off until you have a winner.

S. Warhammer Chronicles 2004 page 112

Q. I have two units attacking one enemy unit, one from the front and the other on the flank. Due to casualties being removed, the enemy unit now only has models in contact with the 'front' unit. Has this legally brought my flanking unit out of combat and thus allow it to make an overrun move?

A. No, there are still models remaining in the unit it is engaged in combat with. In this case, the easiest thing to do is 'fudge it' slightly – just slide the flanking unit across a little so that it is in contact with at least one enemy model.

S. Warhammer Chronicles 2004 page 112

Q. I have two units attacking two enemy units all embroiled in a single combat. During the combat one of my units wiped out the only enemy unit which it was in base to base contact with. Does my unit still count as being in combat, or is it free to act independently in subsequent turns?

A. All units involved in a combat are subject to combat resolution and resulting Break tests. However, if a unit is no longer in contact with the enemy due to the elimination of the only enemy unit it was in contact with, it does not count as being in combat in subsequent turns and thus can charge, shoot, be shot at, and so on.

S. US White Dwarf #283 page 24 / UK White Dwarf #283 page 76

Q. In a situation where one side is completely wiped out in a combat, do you still have to determine the combat's result?

A. No! If one side is completely wiped out, the other side has won with no need for a Break Test.

S. Warhammer Chronicles 2004 page 121

Q. How do you work out close combat attacks that do multiple wounds against units of creatures with multiple Wounds (such as Trolls, Ogres, or Fellbats)?

A. When fighting rank and file troops with more than one Wound, use the same procedure you would for normal troops. Roll to hit, roll to wound, make saves. After this, roll for each wounding hit to see how many actual wounds are inflicted by the weapon. The maximum number of wounds per hit is the number of Wounds the enemy models have.

For example if you have a magic sword that does D3 wounds and are fighting Fellbats (which have 2 Wounds each), you would have to count results of 3 as 2 wounds inflicted.

Once the total number of wounds have been rolled, add them all up and remove whole models as normal. To continue the previous example, if you did 1, 2, and 3 wounds from three hits, this is 5 wounds and so you remove two Fellbats and one Fellbat has a single wound remaining.

S. Warhammer Chronicles 2004 page 112

Q. How do you kill a champion in close combat?

A. To kill a champion in close combat, the enemy must generally specifically allocate attacks at the champion. Unless specifically noted otherwise (as in the case of the champion in a Tomb Kings Light Chariot unit), if no attacks are allocated at the champion, the champion will still be killed if enough wounds to kill all rank and file members of the unit are inflicted. While Champions may have differing weapon skills, abilities, and in some instances carry magic items, they are still considered to be rank and file members of the unit.

S. Rulebook page 109 / Warhammer Chronicles 2004 page 113

Q. If you didn't allocate any attacks in close combat at an enemy champion but cause enough wounds to kill the enemy's front rank, do you remove the enemy champion?

A. No.

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. If attacks allocated on the champion cause more unsaved wounds than the champion has on his profile, are the excess unsaved wounds lost?

A. In a non-challenge situation the excess unsaved wounds are lost. Per the Warhammer Rulebook Errata excess unsaved wounds on a champion no longer carry over onto the rank & file. Note however that in a challenge situation, the enemy can score up to +5 overkill points over the champion's wounds characteristic.

S. Rulebook pages 99, 109 / Warhammer Chronicles 2004 page 121

Q. Can Champions be moved into a fighting position in the same way as a character can, as described on p.97 of the Warhammer rulebook (Moving Characters Within Engaged Units)?

A. No, they cannot. Champions remain part of the command group at the center of the front rank of their unit.

S. Warhammer Chronicles 2004 page 113

Q. If attacks allocated on the rank and file cause more unsaved wounds than there are rank and file members of the unit, do the excess wounds carryover onto a character attached to the unit?

A. No. If attacks are allocated against ordinary troops, then any excess wounds caused by those attacks are not carried over onto enemy characters fighting alongside them.

S. Rulebook page 98 / Direwolf FAQ Council Interpretation

Q. Does a standard bearer / battle standard bearer have to be alive at the end of the combat round to contribute the +1 to combat resolution and/or combat resolution effects of a magic banner?

A. Yes. The standard bearer / battle standard bearer must be alive at the end of the combat to provide the +1 CR and/or the combat resolution effects of a magic banner he/she was carrying. This includes banners that increase rank bonuses or negate rank bonuses.

S. Rulebook pages 71, 78 / Warhammer Chronicles 2004 page 120

Q. If a unit has only its command group left, and removes the standard bearer, does that deny the enemy from collecting victory points for the standard?

A. If the standard bearer is removed as a casualty, then the enemy will only get the victory points for capturing it if the unit is destroyed completely in the same round of combat, or the unit flees and is pursued in that same round of combat.

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

### **FLEEING AND PURSUIT**

Q. Have there been any articles written which provide additional guidance on how to move fleeing and pursuing units?

A. Yes. See the Warhammer Annual 2002.

S. Warhammer Annual 2002 pages 10-12

Q. What happens when a unit making a pursuit move hits a unit which is already fleeing from another combat?

A. If a pursuing unit would move into a fleeing unit, the unit will make another flee move and will either get away or be wiped out if it can't outdistance its foe.

S. Rulebook page 75 / Warhammer Annual 2002 page 16

Q. If you break two enemy units, you can only pursue one of them. What if your pursuit move brings you into contact with the fleeing unit that you didn't pursue?

A. The pursuing unit will go around that unit if at all possible. This may involve an amount of 'fudging' of both units (perhaps to make this happen, you could push the fleeing unit slightly to the side so that the pursuers can get past them, for example). If utterly impossible, as a last resort, halt the pursuers 1" away from the fleeing unit (remembering that they still catch and kill the other unit if they rolled higher than its flee roll, regardless of how far they actually move).

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

### **OVERRUN**

Q. Can a unit make an overrun move if it is charged and wipes out the chargers?

A. Yes, any unit that wipes out its enemy in the first round of combat may make an overrun move.

S. July 2002 Q&A Update on the Warhammer Chronicles website

Q. What happens when a unit making an overrun move hits a unit which is already fleeing?

A. If a unit performing an overrun would move into a fleeing unit, the unit will make another flee move and will either get away or be wiped out if it can't outdistance its foe.

S. Rulebook page 75 / Warhammer Annual 2002 page 16

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## **PSYCHOLOGY**

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Q. Is a Break Test a type of psychology test?

A. No. Break tests are leadership tests but are not one of the defined psychology tests per the Psychology section of the Rulebook. Therefore, units with the ability to re-roll failed psychology tests may not re-roll failed break tests and items which allow the re-roll of failed break tests do not allow the re-roll of failed psychology tests.

S. Rulebook pages 74, 80

Q. Is a rally test a type of psychology test?

A. No. Rally tests are leadership tests but are not one of the defined psychology tests per the Psychology section of the Rulebook. Units with the ability to re-roll failed psychology tests therefore may not re-roll a failed rally test.

S. Rulebook pages 75, 80

Q. If a unit has to take multiple psychology tests at the start of a turn (panic, terror, stupidity, etc.) or at the same time during a turn (e.g. a unit is previously engaged in combat and charged in the flank by a fear causing enemy unit) in what order should the tests be taken?

A. The tests should be taken in the same order as they are listed in the Psychology section of the Rulebook.

S. Rulebook page 79

Q. How does psychology work with monster mounts (and chariots) and their character riders? Does the rider's psychology take precedence?

A. The character's psychology takes precedence. So, if the character is Immune to Psychology, the entire model is Immune to Psychology. Also, if a character rider is frenzied, then it must always charge (using the movement of the monster). However, there are some exceptions to this. These exceptions are : Fear, Terror, Stupidity and Frenzy. A Fear or Terror causing monster (or chariot) passes on immunity to fear/terror to its rider. If the monster (or chariot) suffers from Stupidity, or is subject to Frenzy, then these are out of the control of the rider, and the entire model may suffer from it. In all other cases, the entire model uses the character rider's psychology.

Further Direwolf FAQ Council clarification: In these cases where the mount's Stupidity or Frenzy affects the rider, it is the movement effects, not the close combat effects.

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum) / Direwolf FAQ Council

## **PANIC**

Q. When a unit sustains 25% or more casualties from friendly fire (e.g. mortar scattering, Skaven Life is Cheap fire) does the unit have to take a Panic check at the end of the phase?

A. That would come under 'voluntary tests'. By the strict letter of the rules, only casualties in the enemy magic and shooting phases apply. However, as well known, friendly fire isn't friendly at all, and I would probably take a panic test if one of my units suffered self-inflicted casualties in this way.

S. Gav Thorpe – Warhammer Design Team

Q. When a war machine unit, Skaven Weapons Team, wizard, etc. Destroys itself via a misfire, malfunction, miscast, etc. do friendly units within 4" have to take a Panic check at the end of the phase?

A. No test required. The panic test for friends destroyed is very specific about enemy magic and shooting again. In this case, most soldiers are just waiting for the wizard's head to explode or the whirly-gun of doom to blow itself up. They're pretty used to this type of behaviour.

S. Gav Thorpe – Warhammer Design Team

Q. Is a unit that passes a break test immune to taking panic tests for friendly broken or destroyed units within 6" in the same turn?

A. No.

S. Rulebook page 81

Q. Is the panic test for a nearby friendly unit breaking from combat contingent upon the relative sizes of the broken unit and the unit that might have to test?

A. No. Even single models with less than five wounds on their original profile that break in combat force nearby friendly units to take panic tests.

S. Rulebook page 80

Q. If a friendly single model with less than 5 wounds on its original profile is destroyed by missile fire or magic, does it cause a panic test for friendly units within 4"? Do single models with less than 5 wounds on their original profile cause panic tests in any situations?

A. In the Warhammer Chronicles Errata section, the wording on page 81 of the Rulebook was changed to exclude single models with less than 5 wounds on their original profile from causing Panic tests when destroyed by missile fire or magic. Such models also do not cause panic tests if they are destroyed in close combat. Note however that such models DO cause panic tests in friendly units within 6" if they break from close combat and if they are fleeing and have higher unit strength than friendly units within 4" at the start of a turn.

S. Warhammer Chronicles 2004 page 125 / Rulebook pages 80, 81

Q. If a unit has only one model left in the turn that it is destroyed in combat, does a friendly unit nearby have to make a Panic test (ie, does the last model remaining in the unit count as being a single model)?

A. This is determined at the start of each phase – if it's a single model at that point, then its destruction won't cause panic.

S. Warhammer Chronicles 2004 page 113

Q. Concerning panic from flank and rear charges, the rules say that you use the Unit Strength (five or more) to require the check, but then say at the end that no test is required if the charging unit numbers less than five models.

A. Delete the last sentence. Unit Strength 5 is the only requirement needed to determine whether a test is required.

S. Warhammer Chronicles 2004 page 113

Q. Do failed panic tests "cascade"? That is, does a unit failing a panic test force nearby friendly units to take a panic test (as failing a break test does)?

A. No. Panic does not cascade. If, in the player's subsequent turn, the unit that panicked is still fleeing and is close enough to friendly units to force them to take a panic check, one must be taken. None of the listed cases for taking a panic test is based on another friendly unit failing a panic test.

S. Rulebook pages 80, 81.

## FEAR

Q. When do you resolve Fear tests for an enemy unit that wishes to stand & shoot?

A. Use the following procedure: The Fear causing unit declares a charge. The charged player says, "The unit will stand and shoot." Check to see if the charging unit is in range; if it is, then the charged unit must take a Fear test. If it fails the test and is outnumbered, it will flee as normal and not make its stand and shoot charge reaction. If for any reason it does not flee, then the charged unit may stand & shoot as normal.

S. Warhammer Chronicles 2004 page 113

Q. How do you resolve situations where a single model causing fear is in the front rank of a unit that does not cause fear?

A. If a single model (e.g. a character) that causes fear is in a unit that doesn't cause fear then any tests or effects that the fear causes is only applied to that character, not the entire unit he is with.

For example, a unit would have to take a fear test if a unit with a single fear causing model in it charges them. However if that test is failed then the unit only flees if the fear causing character by itself has a higher Unit Strength than the unit being charged. If the test is failed and the unit requires 6's to hit, then it is only 6's to hit the single fear causing model, not the rest of the unit he is with.

In an instance where a unit declares a charge against an enemy unit with a single fear causing model and the unit declaring the charge will come into contact with the single fear causing model, then the unit declaring the charge must also take a fear test and, if the fear test is failed, the unit will not charge.

S. Rulebook page 81

Q. For purposes of determining if fear causing units outnumber their foes to force an auto-break situation, do you determine it by the largest fear causing unit engaged in the combat or do you use the total Unit Strength of the fear causing units and compare it to the defender's combined Unit Strength?

A. Neither. If a unit is outnumbered by fear-causing enemies, then it automatically breaks. Operative word is unit, not side, so it is worked out on its Unit Strength versus total Unit Strength of fear-causing enemies it is actually fighting (i.e. in base to base contact with), in the same way that break test are rolled for individually rather than per side.

S. Gav Thorpe – Warhammer Design Team / Rulebook – page 81

Q. Does placing a fear (or terror) causing character in a unit actually make the unit immune to fear (or terror)?

The Fear / Terror liability section on page 82 of the Rulebook states “Obviously a large monster is less likely to suffer from fear or terror itself. There is not way a huge Dragon is going to be scared of a Troll for example. These special liabilities also apply to any rider of a large monster (or steed) too, so a Dragon rider wouldn’t be afraid of a creature that would frighten him on foot. They also apply to units that are accompanied by fear or terror causing creatures, a skink unit with a Kroxigor would be immune to fear for example.”

Does the last sentence only applied to mixed units such as Rat Ogres & Packmasters, War Hydras & Apprentices, etc., or does it apply to characters as well?

A. The way I would see it most easily solved is to say that the example quoted on page 82 refers only to mixed units including some models in the unit causing fear, others not – and that it does not refer to characters at all.

This would mean a fear causing character does not make a unit immune to fear – and it does say on page 100: “if a unit of troops panics, or is forced to flee because of a Fear of Terror test, then any carácter who is part of the unit must also flee even if he is immune to panic, fear, or terror.”

S. Anthony Reynolds – Warhammer Design Team

Q. Concerning the Fear test, what if your Unit Strength is equal to the enemy’s when you fail the test?

A. Change ‘higher’ to ‘equal to or higher’ in the section on being charged by a fear-causing enemy.

S. Warhammer Chronicles 2004 page 113

Q. If charged by more than one fear-causing unit, do you test once per unit, or once only and add up the total number of charging models?

A. Test once per unit, as each is found to be in range.

S. Warhammer Chronicles 2004 page 113

Q. Say Shadowblade, or some other Assassin, is in a unit that is charged by a Fear-causing creature.

The unit fails its Fear test and requires 6’s to hit. Does the Assassin also require 6’s to hit, or do you make a separate test on his own, probably higher, Leadership? In other words, the Assassin cannot pass on his Leadership to the unit, but does the unit in effect pass on its Leadership to him?

A. If, for some reason, a Character does not pass hi Ld on to a unit he has joined, then he may make a separate Ld test. In most cases, this rule won’t make a difference; if the unit flees (from Terror or Panic, for example), the Character has to flee with it, regardless of Ld values.

S. Warhammer Chronicles 2004 page 113

## **TERROR**

Q. Is there a limit to the amount of Terror tests a unit is forced to take?

A. Yes, each unit is only forced to take one Terror test per BATTLE. After taking the first Terror test, units treat Terror causing units as causing Fear.

S. Rulebook page 81

Q. If a unit is charged by a Terror causing creature (or a unit wants to charge a Terror causing creature), does the unit have to take both a Terror and a Fear test?

A. No. Just a Terror test.

S. Rulebook page 82

## **STUPIDITY**

Q. What happens if a stupid unit wanders off the board?

A. It counts as having fled the table, and thus the enemy gets the victory points.

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. Can a unit suffering from stupidity elect to flee?

A. No.

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. If a character that is suffering stupidity is part of a unit that is not stupid, does the character force the unit to stumble forwards, or does he leave the unit, allowing the unit to operate as normal?

A. The entire unit stumbles forward at half the character's movement value or the unit's base movement value, whichever is lower.

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

## FRENZY

Q. When exactly do you move frenzied units?

A. Follow this sequence:

- 1) Declare normal charges;
- 2) Measure to see if frenzied units must charge, declare charges for those that have to;
- 3) Move chargers;
- 4) Move frenzied chargers.

S. Gav Thorpe – Warhammer Design Team

Q. Are the target units of forced frenzied charges allowed charge reactions as normal?

A. Yes, forced frenzied charges are treated as normal charges in regards to charge reactions. See the Q&A above for the proper sequence of executing frenzied charges.

S. Direwolf FAQ Council Interpretation

Q. Would a frenzied unit which lost a combat, auto-break from a outnumbering fear causing enemy in the same round?

A. First, Frenzied units that lose combat always take break tests, just like any other unit. Second, the break test isn't to see if you are defeated. If you have to take a break test you are already defeated, that's what losing the combat resolution means. So regardless of the outcome of a break test, a frenzied unit has already lost its frenzy, just by having to take one.

An outnumbering fear causing enemy will therefore normally break a formerly frenzied unit, as the state of frenzy is lost prior to having to take a break test.

S. Rulebook pages 71, 84

Q. Can a unit be frenzied while fleeing (with the use of spells)?

A. No. If for some reason they should still be affected by frenzy, they regain it as soon as they rally.

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

## **HATRED**

Q. Situation: Unit A hates the enemy and is engaged in combat with enemy unit B. The combat between Units A and B ends up a draw, and in the following turn Unit A is then charged in the flank by enemy Unit C (which unit A also hates). Will the previously unengaged models in unit A get to utilize the first round of combat re-rolls vs. Unit C?

A. No, only unit C counts as in “first round of combat” in the situation above. All models in a unit fight together and unit A is no longer in “first round of combat” since it was fighting unit B in a previous turn.

S. Rulebook pages 67, 84 / Direwolf FAQ Council Interpretation

## **IMMUNE TO PSYCHOLOGY**

Q. Can a unit that’s immune to psychology (or unbreakable or frenzied, both which also count as immune to psychology) flee from a charge?

A. No

S. Rulebook page 112.

Q. In a situation where a character that is immune to psychology, frenzied, or unbreakable is attached to a unit that suffers from psychology (e.g. A Chaos Exalted Champion with the Mark of Slaanesh attached to a unit of Marauders) can the unit voluntarily declare “flee” as the charge reaction, or must the unit hold due to the presence of the character?

A. The unit may voluntarily declare “flee” as a charge reaction. It is the unit which declares the charge reaction (and not the character) and the immunity to psychology of the character does not transfer to the unit. Also, if they didn’t choose to flee but were forced to, the character would be dragged along anyway.

S. Gav Thorpe – Warhammer Design Team

Q. Do fleeing units have to take additional psychology tests?

A. No.

S. Rulebook page 76

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## WEAPONS

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Q. Are all units equipped with hand weapons, even if their profile does not specifically state “hand weapons”?

A. All models are considered to have hand weapons, unless it is specifically noted otherwise (e.g. the unit’s entry would have to state that the unit is not armed with hand weapons, or only armed with claws, etc.)

S. Warhammer Chronicles 2004 page 121

Q. Is there any special order (attacker first?) in which players declare what weapon the unit uses? Example : Charger says great weapons and then the defender can decide to use spear or HW+shield...

A. Not really, it doesn’t really come up that much. If there is any dispute, I’d say the charger’s must declare first.

S. Warhammer Chronicles 2004 page 112

Q. Page 88 of the Rulebook, top right, says “troops can choose...” etc. If a unit has multiple weapons (say hand weapon, shield, and spears), could they opt to have part of the unit pick one weapon, and others pick another? Not the unit half armed one way & the rest another, but all have multiple weapons and just picking different weapons to use. Or by ‘troops’, should it really mean the unit as a whole picks one weapon & uses it for that combat? Example – the front rank armed with hand weapon & shield, and second rank in spears?

A. The entire unit chooses the same weapon.

S. Gav Thorpe – Warhammer Design Team / Rulebook page 88

Q. Strictly speaking, there is no reference as to striking order for two Great Weapon-armed non-charging units. The answer seems obvious (Initiative order) but could be argued (some people say it depends on who won the previous combat round).

A. It follows normal combat rules: they will strike in Initiative order. If they both have the same Initiative, then the winner of the previous rounds combat strikes first. As a last resort, roll a dice, as there are never simultaneous Attacks in Warhammer.

S. Warhammer Chronicles 2004 page 113

Q. If a character or a unit armed with Great Weapons has a magical item, or spell cast on them, that allows them to strike first (e.g. Helm of Many Eyes, Bash Em Ladz), does the spell overrule the normal rules for Great Weapons striking last?

A. Yes.

S. Warhammer Chronicles 2004 page 113

Q. Can a unit champion involved in a challenge use a different equipment option than his unit ? Like a Greatbeard uses Handweapon and Shield while the rest of the Longbeards in combat use their Greatweapons.

A. Only if the champion is armed with different weapons than the rest of the unit. If he is armed exactly the same as the rest of the unit, then both the champion and the unit must use the same weapon combinations.

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. When using a pistol in close combat does a model roll to hit using his Ballistic Skill?

A. No. When using a pistol in close combat a model rolls to hit using the comparative Weapon Skill of him and his foe.

S. Rulebook pages 69, 91

Q. In the first round of close combat after a Stand and Shoot reaction does a model armed with a pistol receive an Armour Piercing Attack?

A. Yes. The pistol rules clearly state that a model armed with a pistol receives an Armour Piercing Attack in the first round of close combat. No exceptions for Stand and Shoot reactions are listed.

S. Direwolf FAQ Council Interpretation / Rulebook page 91

Q. Situation: Unit A is equipped with flails and is engaged in combat with enemy unit B. The combat between Units A and B ends up a draw, and in the following turn Unit A is then charged in the flank by enemy Unit C. Will the previously unengaged models in unit A get to utilize the first round of combat bonuses for flails against unit C?

A. No, only unit C counts as in “first round of combat” in the situation above. All models in a unit fight together and unit A is no longer in “first round of combat” since it was fighting unit B in a previous turn.

S. Rulebook pages 67, 89 / Direwolf FAQ Council Interpretation

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## **CHARACTERS, CHALLENGES, GENERALS & BATTLE STANDARDS**

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### **CHARACTERS**

Q. How do characters interact with units of differently sized models?

A. Unless otherwise forbidden by the rules (or in a Q&A), a character can always join a unit, regardless of their mount.

A unit always moves at the speed of its slowest model, so if a character on foot joins a cavalry unit, they would move at the character's Movement rate.

A character only gains 'Look out, Sir!' if part of a unit of 'similar sized models'. The same applies to targeting characters within 5" of a unit. This does not change, whether they are actually within the unit or not. So a character on a horse can still be picked out if he joins a unit of infantry, for example. For these purposes, a character on a monster base (40mm or larger) counts as being bigger than normal cavalry.

A character in a chariot cannot join a unit unless it is a chariot unit, and only a character in a chariot may join with another chariot or chariot unit.

A character takes up the space of an equivalent number of rank and file models as their base fills. For example, a cavalry model would take up one space in the first rank and one space in the second Rank of an infantry unit. These ranks still count as complete if four 'spaces' wide or more, whether that space is filled with a rank and file model or a character. See the diagrams on page 113 of Warhammer Chronicles 2004 for examples.

S. Warhammer Chronicles 2004 page 113.

Q. There are shooting limitations at characters near units. Can they be freely charged, or do the same limitations apply?

A. They can be freely charged.

S. Warhammer Chronicles 2004 page 113

Q. If two characters are with a unit that captures an enemy standard, what happens to the captured banner if they are the only survivors?

A. They still have it (and still count as a unit of two models). If they decide to split up then you can choose which of the characters retains the captured standard.

S. Warhammer Chronicles 2004 page 113

Q. Do Champions count as rank and file in counting the five models for the 'Look Out, Sir!' and/or the 'Shooting at Independent Characters' rules?

A. Yes. Except where noted, a Champion is treated as a rank and file model.

S. Warhammer Chronicles 2004 page 113

## **CHALLENGES**

Q. If a character is in a unit with only one rank, can he refuse a challenge, as there are no rear ranks for him to be moved to?

A. If there is space in the single rank for him to be positioned where he cannot fight, he may refuse the challenge. If the entire rank is engaged, he cannot avoid the challenge, just as if he were on his own (the challenger hunts him down like the cowardly dog he is!).

S. Warhammer Chronicles 2004 page 113

Q. If a combat involves a single character, can the owning player ever refuse as challenge? What if there are other friendly units and characters involved in the same combat?

A. If there is a lone character involved in a combat (even a multiple combat where there are more characters involved), the owning player's side can never refuse a challenge.

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. Can you use the multiplying affect of multiple wound weapons to rack up a bunch of overkill on one wound champions (or characters who are starting the combat round with one wound) in a challenge situation?

To illustrate: In a challenge, can a Character with 3 Attacks on his profile and wielding a multiple wound weapon gain +6 combat resolution points from trashing a unit champion with only one wound on his profile (or an enemy character starting the combat round with only one wound)?

A. Number of Wounds doesn't matter, because a character with 3 wounds reduced to one, or a champion starting with one wound is all the same for purposes of multiple wound weapons in a challenge. When attacks are allocated (when excess wounds may be wasted, unlike attacks against rank and file) then each unsaved wound is multiplied. In this case, you can tear the champion apart and get your +6 combat resolution (1 Wound plus up to 5 overkill), even though he has only one wound.

S. Gav Thorpe – Warhammer Design Team / Annual 2002 page 15

Q. How do weapons/items that affect all models in base to base contact work when held by a character (or champion) in a challenge?

A. The models engaged in the challenge are considered to be in single combat during the challenge and may not attack or be attacked by models outside of the challenge. Therefore the weapon / item only affects the opposing model in the challenge (and the bearer if it would normally affect him).

S. Direwolf FAQ Council Interpretation / Rulebook page 99 / Tomb Kings Army Book page 36 (Destroyer of Eternities Description) / Storm of Chaos Slayer Army List (Skavenslayer Description)

Q. Can a single model (e.g. Lord on a Dragon, Greater Daemon, etc.) engaged in an ongoing challenge be charged by another enemy unit?

A. Yes. Simply because a single model is engaged in a challenge and cannot be attacked by a model outside of a challenge, does not mean that it is impossible for an additional enemy unit to charge the single model. The enemy may wish to do this to add ranks, Unit Strength, the flanking bonus, etc. to the overall combat result.

S. Rulebook page 99 / Direwolf FAQ Council Interpretation

### **GENERALS & BATTLE STANDARDS**

Q. A Battle Standard can only be captured if the Battle Standard Bearer is killed in close combat, but will he still lose the standard if broken in combat?

A. A Battle Standard will not automatically drop the banner if it is broken in combat. However, if he is broken and subsequently run down, then it is captured.

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. Can a Battle Standard Bearer take any standard, even those that can only be taken by specific units? For example, can an Orc Battle Standard take a 'goblin only' banner (though the effects will only work if he joins a unit of goblins)? Or can an Icon Bearer take the Icon of Rakaph (which is Tomb Guard or skeleton warriors only)?

A. The restrictions apply to the bearer. So, an Orc Battle Standard cannot carry a Goblin only banner. However, an Icon Bearer can carry the Icon of Rakaph as he is effectively a Tomb Guard character.

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. Can units use the Battle Standard's re-roll if the Battle Standard itself is fleeing, but within 12"?

A. No.

S. Warhammer Chronicles 2004 page 113

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## **MONSTERS**

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Q. After the rider or crew is killed, when do you take the monster reaction test?

A. If you are not in close combat then you take the monster reaction test at the end of the phase in which the rider or crew are killed. If you are involved in close combat the rules clearly state that the test is not taken until after the combat is entirely resolved. If the monster is victorious in the combat, then it states to take the test in the first turn when the monster would be free to move and act normally.

If you lose a combat and flee, but are not caught by the enemy, the book is silent on when to take the test. If we use the timing of a victorious monster as a guide, then the test should be taken the first turn when the monster would be free to move and act normally. Therefore, in cases where the monster loses a combat and flees, take the monster reaction test at the beginning of the turn after it rallies.

S. Rulebook page 105 / Direwolf FAQ Council Interpretation

Q. If the monster reaction test is failed, when do you apply the results of the monster reaction chart?

A. It depends on which reaction you roll. Also remember that the monster only performs actions in the owning player's turn. So for example if a result of 1-2 (monster runs away) is rolled then it will be applied in the owning player's compulsory movement phase. If a result of 3-4 (monster charges) is rolled then it will be applied at the declare charges step in the owning player's movement phase. If a result of 5-6 (shooting / guarding the body of its master) is rolled then it is applied immediately but will only come into play if the monster has a ranged attack or breath weapon and an enemy unit is within range during the owning player's shooting phases.

S. Rulebook page 105

Q. Can a monster utilize its breath weapon(s) if it performs a March move?

A. No.

S. Warhammer Chronicles 2004 page 114

Q. How do mixed units of monsters and handlers that are not defined as skirmishers (e.g. Dark Elf War Hydras) work?

A. These units do not count as skirmishers even though the models are not ranked up. When determining what the unit can charge, or for the purposes of flank/rear charges by enemy units, use 90 degree arcs centered on the monster itself.

When the unit is in close combat, it forms up following the rules for skirmishers – ie those in range get into base-to-base contact, those out of range form up behind.

The models in the unit move at their own Movement value as long as they remain within 1" of each other.

Also note that any character allowed to join the unit counts as 'riding' the monster for the purposes of any special rules they may have. For example, if a Dark Elf Beastmaster joins a War Hydra unit, then it does get to ignore Monster Reaction tests if all the "crew" are wiped out.

S. Warhammer Chronicles 2004 page 115

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## **FLYERS**

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Q. Page 106 of the Rulebook under Flyers (First column 2nd para.) it defines and then says that flyers should be on square bases? Is this correct? If so what size?

A. Yes flyers should be on square bases. In the future, all flyers will also come with square bases of the appropriate size (generally 40mm for Fell Bats, Carrion, Terradons, Warhawk Riders, and other things with a wide wingspan).

S. Rulebook – page 106

Q. How far do flyers move if they fail a charge?

A. They move their full 20".

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. Is a Great Eagle a flying skirmisher?

A. No. A Great Eagle is NOT classified as a "Unit of Flyers", and is therefore not a skirmisher. This means that a Great Eagle is classified as a monster per the "Unit Strength and Single Model's Movement" chart found in Warhammer Chronicles.

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## **SPECIAL RULES**

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### **SCOUTS**

Q. Are all units considered to have 360 degree Line of Sight during the deployment phase for the purposes of restricting the placement of Scouting units?

A. Yes.

S. Warhammer Annual 2002 page 7

### **UNBREAKABLE**

Q. Can a character who is not Unbreakable himself, join an Unbreakable unit?

A. No. Unbreakable units cannot be joined by characters except those which are already Unbreakable.

S. Warhammer Annual 2002 page 5

### **KILLING BLOW**

Q. Is Killing Blow effective against "Units of Flyers" which consist of a flying mount and an approximately man-sized rider? What about against riderless cavalry models such as Bull Centaurs and Centigors?

A. If a model consists of both a rider that would be placed on a 20mm or 25mm square base if alone on foot and another creature, but the model cannot be separated into components (e.g. Standard Cavalry models, Pegasus Knights, Terradons, Warhawks, Daemonic Cavalry, etc.), then Killing Blow is effective vs. the model as a whole (excluding chariots).

In cases where the model can exist as two (or more) separate parts and one (or more) of the components would be placed on a 20mm or 25mm square base if it was by itself on foot, Killing Blow is only effective vs. that component(s) of the model (e.g. a character in a chariot, a dragon rider, etc.).

Bull Centaurs and Centigors can not be separated into a component which would be placed on a 20mm or 25mm square base (in addition to the fact that they are larger than approximately man-sized) and Killing Blow is therefore not effective against these models.

S. Rulebook pages 112 and 113 / Anthony Reynolds – Warhammer Design Team / Direwolf FAQ Council Interpretation / Storm of Chaos Q&As found on the Games Workshop website and in the October 2004 issue of White Dwarf magazine.

## **REGENERATION**

Q. Can a model regenerate if slain by a model with Killing Blow that rolls a 6 to wound?

A. You cannot regenerate a wound caused by a Killing Blow. Note that for the purpose of combat resolution, use the remaining wounds of a model slain by Killing Blow.

S. Warhammer Chronicles 2004 page 114

Q. Can a model with Regeneration suffer more wounds than are on its profile? In other words, if a Troll suffers 4 wounds does it have to regenerate all 4 wounds, or only the 3 wounds on its profile?

A. A model does not suffer more wounds than it started with. The only time excess wounds have any importance is during a Challenge (see the Overkill discussion below). As mentioned in a previous Q&A, an attack that does multiple wounds cannot inflict more wounds than the model struck has, and they do not carry over from model to model.

For example a ball from an Empire Great Cannon ploughs through a unit of Trolls, hitting and wounding three of them. Each suffers D6 wounds – let's say the rolls are 6, 5, and 2. Since no Troll can take more than 3 wounds (because if the wounds were carried over a Troll that wasn't hit could take damage, which would be odd), the number of wounds inflicted is actually 3, 3, and 2. On average that would be 4 wounds regenerated at the end of the phase, so one Troll is killed outright and the unit has one wound carried over. Note that this does mean that it is potentially tricky to kill the last model in the unit, as there is always a 50/50 chance of the model getting back up again, but I guess that's why they call it Regeneration.

In challenges, this would normally mean no chance of Overkill wounds, although I would suspect that hacking apart a regenerating creature would have just as important an effect on morale as obliterating a non-regenerating one. So, to take this into account, if the model fails to regenerate, any excess wounds inflicted count towards Overkill as normal. E.g. a Strigoi Vampire Count with the Curse of the Revenant bloodline power is in a challenge and suffers 5 wounds after its ward save. It only needs to make three Regeneration rolls (the number of wounds it had at the start of the combat). However, if all three rolls are failed and the Vampire dies, the total 5 wounds inflicted count towards combat results.

S. Warhammer Chronicles 2004 page 114

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## **SKIRMISHERS**

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Q. Have there been any articles written which provide additional guidance on how to properly utilize skirmishers?

A. Yes. See the Warhammer Annual 2002.

S. Warhammer Annual 2002 pages 6-8

Q. Have there been any major changes to the rules for skirmishers?

A. Yes, the published errata has five separate cut and paste changes for page 116 of the rulebook.

S. Warhammer Chronicles 2004 pages 121, 123.

Q. How do skirmishing units form into rows (ranks) when charged by multiple units?

A. The charging player controls where the skirmishing unit forms into rows (ranks) as you move the charging units in the order in which the charges were declared. Per the updated text and diagrams covering skirmishers and charges found in the errata in Warhammer Chronicles, when the skirmishers are charged the charging unit is brought into base contact with the closest skirmisher model and then the charging unit is halted. The charging unit is not aligned against the skirmishing models. The skirmishers form up against the charging unit as explained in the skirmishing section of the Rulebook and the charging player then proceeds with further charges.

Therefore, the first step is to move the first unit that declared a charge into contact with the skirmishing unit. The second step is for the skirmishing unit to form up with its front facing that unit. The third step is to attempt to move the remaining chargers into contact with the skirmishing unit. Note this may result in the skirmishing unit being hit in the flank or rear by the remaining chargers or for the remaining charges to fail.

S. Warhammer Chronicles 2004 pages 121, 123 / Rulebook pages 46, 116

Q. While not engaged in close combat, may models in skirmishing units be in base to base contact with other members of their unit?

A. No. When not engaged in close combat, models in a skirmishing unit must be positioned up to 1" apart so that they are not touching each other.

S. Rulebook page 115

Q. What types of characters may join a skirmishing unit?

A. A roughly man-sized character on foot may join a skirmishing unit. No other characters (mounted, riding in chariots, etc.) can join skirmishing units.

S. Warhammer Chronicles 2004 page 121

Q. How do characters and command models (standards, musicians, and champions) in a skirmishing unit rank up when engaging in close combat?

A. A Skirmishing unit ranked up for close combat should be thought of like a regular, ranked formation for the duration of the combat. The Standard Bearer, Musician, Champion, and any characters must generally be placed in the front rank. However, note that the general Skirmishers rules do not have special allowances for command and character models the way the Beast Herd rules do. The rules for Skirmishers may prevent these models from reaching the front rank, if a model does not have enough movement to reach the fighting line, or if the ranked up formation is not wide enough. In that case these models should be placed in the closest rank to the front they can reach.

When assigning placement due to limited space, the Standard Bearer has takes precedence and must bump the other models back, then the Musician and Champion, and characters next.

As noted in their respective sections of the Rulebook, character and command models add little or no benefit to a unit if they are not in the front rank. A Standard Bearer will not add +1 to combat resolution, a Musician will not break a tie, a Champion cannot attack, and characters are considered "out of the game" (note that if the enemy somehow engages a Champion or character in a rear rank, they may fight back as normal).

In subsequent turns a character, if not fighting, may move to replace a fighting trooper in his movement phase. However, there are no rules for similarly moving command models within the unit if they are stranded away from the fighting line. It is suggested players ignore normal casualty practice, and instead remove killed models from where the wounds occur in the fighting line. During the Redress the Ranks phase, models can be shuffled forward to fill the vacated fighting positions. In this way a stranded Standard Bearer, Musician, or Champion may reach the front rank. Benefits would apply starting with the first close combat phase each respective model is in the front rank.

S. Rulebook pages 95, 97, 108-109, 115-116 / Direwolf FAQ Council Interpretation

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## **FAST CAVALRY**

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Q. Have there been any major changes to the rules for Fast Cavalry?

A. Yes, the published errata has three separate cut and paste changes for page 117 of the Rulebook and one cut and paste change for page 269.

S. Warhammer Chronicles 2004 pages 121, 123, 124, 125

Q. Can Fast Cavalry shoot on the turn that they rally from a flee reaction?

A. No. It is stated that they can move normally, but not that they can shoot.

S. Warhammer Chronicles 2004 page 114

Q. Can Fast Cavalry shoot on the turn they perform a reform?

A. Yes. Per the errata in Warhammer Chronicles they may shoot even when marching or reforming.

S. Warhammer Chronicles 2004 page 123

Q. Fast cavalry can shoot all round, so does this mean they have 360 degree LoS for the purposes of standing and shooting?

A. No. Per the rulebook, "...for charging, stand & shoot reactions, etc, the model needs to be facing the enemy as normal."

S. Rulebook page 117

Q. Can a Fast Cavalry model use its 360 degree LOS for shooting to shoot through a friendly model in the same unit?

A. No. If a model in a Fast Cavalry unit can not draw LOS from its base to its target without going through a friendly model, it may not fire.

S. Rulebook pages 59, 117

Q. Can a character in a fast cavalry unit shoot in a 360 degree arc?

A. Only if the character himself has the Fast Cavalry rule. Also note that characters without the Fast Cavalry rule may not shoot if the unit marches.

S. Rulebook page 117

Q. Can a wizard in a fast cavalry unit cast spells requiring LoS in a 360 degree arc?

A. No. As specified in the Fast Cavalry rules, the improved LoS only applies to models with the Fast Cavalry rule and only applies to shooting.

S. Rulebook page 117

Q. Fast cavalry can shoot all round, so does this mean they have 360° line of sight for the purposes of the Casket of Souls?

A. No, as described in the rules for fast cavalry, they use normal line of sight for everything except shooting.

S. Warhammer Chronicles 2004 page 119

Q. How many reforms may a Fast Cavalry unit perform during a single turn's Movement phase?

A. Per the errata in Warhammer Chronicles, an unlimited number of reforms may be performed, though no model may move more than its maximum movement distance.

S. Warhammer Chronicles 2004 page 121

Q. Do fast cavalry auto-rally if they flee a charge?

A. No. This was an error printed in the Special Rules Summary Appendix and subsequently corrected in the Warhammer Chronicles errata.

S. Warhammer Chronicles 2004 page 124

Q. If a Fast Cavalry unit rallies two or more turns after it voluntarily flees a charge, can it move in that turn?

A. No. The ability to move is limited to when the unit rallies on its "NEXT turn".

S. Rulebook page 117

Q. If a Fast Cavalry unit involuntarily flees (from fear, terror, panic, etc.), and rallies on its next turn, can it move as normal?

A. No. The ability to move upon rallying is limited to when the unit rallies on the next turn after it has VOLUNTARILY fled a charge.

S. Rulebook page 117

Q. Does a character have to be mounted to join a Fast Cavalry unit?

A. No. Per the errata in Warhammer Chronicles, any character model may join a fast cavalry unit and move with the unit, but they do not benefit from any of the special rules. However, please note that if you join a character on foot to a unit of fast cavalry, the character may slow the unit down as all units are restricted to moving at the pace of the slowest member of the unit.

S. Warhammer Chronicles 2004 page 125

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## **WAR MACHINES**

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Q. Have there been any articles written which provide additional guidance on how to properly utilize war machines?

A. Yes. See the Warhammer Annual 2002.

S. Warhammer Annual 2002 pages 18-21

Q. Are players allowed to write down the guess ranges as they declare the shot for each of their guess range weapons?

A. Yes. Writing down previous guesses pretty much reflects how a 'real' artillery captain would work.

S. Gav Thorpe – Warhammer Design Team

Q. Can I move over a war machine if there is no crew? Is the war machine considered an obstacle or is it treated as if it was not there?

A. An abandoned war machine has no effect on movement.

S. Warhammer Chronicles 2004 page 114

Q. Can a war machine's crew flee from a charge?

A. Yes.

S. Rulebook page 119 / Warhammer Annual 2002 page 20

Q. If a war machine's crew flees from a charge, can the enemy choose to charge the abandoned war machine?

A. Yes. Note that if a war machine is already abandoned when charged, it is destroyed, but no combat results are worked out, no Panic tests required, no overrun can be made, etc.

S. Rulebook page 119 / Warhammer Chronicles 2004 page 123

Q. In a situation where a war machine crew becomes frenzied (e.g. due to the effects of a spell) is the war machine's crew forced to declare a charge?

A. No. War machine crews are not allowed to declare charges. Further, it has been clarified that a war machine crew may never leave their war machine except to crew another war machine which has no crew left or if they flee.

S. Warhammer Annual 2002 page 20 / Warhammer Chronicles 2004 page 114 / Direwolf FAQ Council Interpretation.

Q. Can a war machine's crew declare "hold" as a charge reaction when away from a war machine?

A. No. They are required to flee.

S. Rulebook page 119 / Warhammer Annual 2002 page 20

Q. Do war machine crews have to test to restrain pursuit?

A. No. A war machine crew may never leave their war machine except to crew another war machine which has no crew left or if they flee.

S. Warhammer Chronicles 2004 page 114

Q. In a situation where a war machine crew defeats a hated enemy in close combat (e.g. Dwarfs vs. Goblin Wolf Riders), or the war machine crew is frenzied, is the war machine crew forced to pursue?

A. No. Per the Q&A recently issued in Warhammer Chronicles 2004, war machine crews are no longer allowed to pursue enemies who break and flee from close combat.

S. Warhammer Chronicles 2004 page 114 / Direwolf FAQ Council Interpretation

Q. Can an enemy unit spike a war machine?

A. Yes. Per the Errata in Warhammer Chronicles on Attacking a Machine – Replace both paragraphs with:

A war machine cannot be attacked in close combat while it still has crew. A war machine that has had its crew wiped out or broken in close combat is assumed to be spiked or otherwise disabled by the attackers, on the condition that they do not pursue or overrun. If a war machine is already abandoned when charged, it is destroyed, but no combat results are worked out, no Panic tests are required, no overrun can be made, etc.

S. Warhammer Chronicles 2004 page 123 / Rulebook page 119

Q. Can a war machine's crew declare a charge?

A. No.

S. Warhammer Annual 2002 page 20

Q. Do destroyed war machines cause Panic tests?

A. Yes.

S. Warhammer Chronicles 2004 page 114 Further Direwolf FAQ Council clarification: Note that there are three specific exceptions to this. See the following three Q&As.

Q. If a war machine which was abandoned by its crew when it was charged is destroyed in the close combat phase, does its destruction cause nearby friendly units to take panic tests?

A. No. If a war machine is already abandoned when charged, it is destroyed, but no combat results are worked out, no Panic tests are required, no overrun can be made, etc.

S. Warhammer Chronicles 2004 page 123

Q. When a war machine with less than 5 wounds on its original profile has been abandoned by its crew, does its destruction by the enemy in the shooting or magic phase cause nearby friendly units to take panic tests?

A. No. When the crew is not attached to the machine, a war machine is considered to be a single model and if it has less than 5 wounds on its original profile then its destruction by the enemy will not cause a panic test.

S. Warhammer Chronicles 2004 page 125 / Direwolf FAQ Council Interpretation.

Q. When a war machine unit destroys itself via a misfire do friendly units within 4" have to take a Panic check at the end of the phase?

A. No test required. The panic test for friends destroyed is very specific about enemy magic and shooting again. In this case, most soldiers are just waiting for the whirly-gun of doom to blow itself up. They're pretty used to this type of behaviour.

S. Gav Thorpe – Warhammer Design Team

Q. Is a war machine's crew that is separated from the war machine (due to fleeing from combat, panic, etc.) treated as a normal unit for purposes of causing panic tests from being wiped out, run down by a charging enemy, fleeing past friends, etc.?

A. Yes. No exceptions for war machine crews in regards to these types of panic tests are given in the Rulebook. Remember that if a separated war machine's crew has been reduced to only a single model to apply the panic test exemptions given for single models with less than 5 wounds on their profile.

S. Rulebook page 119

Q. If a war machine's crew takes 25% or more casualties in one phase from enemy shooting or magic are they required to take a panic check?

A. No.

S. Rulebook page 80

Q. Is it true that if the machine model is destroyed by shooting or magic, that the surviving crew have to take a Panic test (assuming that the size of the war machine unit was four models or less)?

A. Yes. While crew losses from enemy shooting or magic does not force the war machine unit to take a panic test, no such exemption exists for loss of the machine.

S. Rulebook page 80

Q. Can you fire a war machine in the turn it has been re-crewed?

A. No. A war machine may not be fired until the turn after it has been re-crewed.

S. Warhammer Annual 2002 page 21

Q. When the crew of a war machine is reduced in size to the point where the machine can only be fired at a slower rate, when exactly does the slower rate take effect?

A. This takes effect after the next time it is fired. In other words, the war machine can fire again one more time before having to take extra time to reload.

S. Warhammer Annual 2002 page 21

Q. Do you score Victory points for reducing a war machine unit to half its starting Wounds?

A. No. Full victory points for a war machine unit are scored if the machine has been destroyed or its entire crew has been killed or abandoned the machine.

S. Rulebook page 119 / Warhammer Chronicles 2004 page 114

Q. When a cannonball hits a war machine unit do you randomize to determine what is hit?

A. No. A cannon ball is treated as a thin template at thus hits whatever falls under the line it passes through. The section on randomizing hits on warmachine units applies to fire from missile weapons and magic missiles and does not apply to templates. In addition, remember a war machine is not a model with multiple parts, it is a unit with multiple models.

S. Rulebook page 122

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## **CHARIOTS**

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Q. Are Chariots immune to poison?

A. Yes, as they have many parts that are wood or metal (i.e. unliving). Note that Undead Chariots are also immune to poison.

S. Warhammer Chronicles 2004 page 117 / Anthony Reynolds – Warhammer Design Team

Q. A Chariot (or unit) pursues a fleeing unit, and rolls higher than the fleeing roll. However, the fleeing unit has a smaller frontage that allows it to avoid a nearby wood (or difficult terrain), while the chariot unit, moving straight towards the fleeing unit, will have some of its models coming across the woods. What happens ?

A. The pursued unit is destroyed as normal, and the Chariot(s) will move into the woods and suffer hits.

S. Warhammer Chronicles 2004 page 114

Q. Is it alright to charge a Chariot in such a way that the Chariot is only touching a single model in an enemy unit? Basically, is there a rule against clipping with Chariots?

A. Strictly, there is no rule to stop such behaviour, and in some cases it is unavoidable or appropriate. However, deliberately turning a chariot so when it charges it clips the enemy's unit is bad form, and to be frowned upon. See page 266 of the Warhammer rulebook for a fuller discussion on the horrid creature that is 'clipping'.

S. Warhammer Chronicles 2004 page 115

Q. Strictly speaking and according to the rules for Chariots, impact hits are resolved before combat. So, can you add the +1 bonus to Armour save by using a mundane hand weapon and mundane shield against the impact hits from a chariot?

A. Yes. It's still in the Close Combat phase, just before anything else happens (with the notable exception that the resolution of wounds caused by warpstone vapors from Skaven Clan Pestilens plague censers is resolved before impact hits).

S. Warhammer Chronicles 2004 page 114 / Skaven Army book page 32

Q. When a friendly character in a Chariot engages in a challenge, how do we resolve it?

A. Regardless of the challenge situation, a character in a Chariot is considered to have stepped down from the Chariot for a challenge and therefore does not benefit from the Chariot's enhancement to his armour save. In addition, regardless of the challenge situation, the Chariot's attacks are not lost. If the enemy character engaged in the challenge is in a unit made up of multiple models, all the chariot attacks (impact hits, crew, and beasts) strike the enemy unit. The enemy character can only attack the friendly character per the rules for challenges, and the enemy unit can attack the friendly Chariot. If the enemy character is a single model the friendly Chariot can attack the enemy character as if the Chariot was in the challenge, with one exception: when the enemy character is riding a monster, impact hits are applied against the monster, not the rider. In this situation the enemy character (and his monster) can strike either the friendly character or the friendly Chariot. Also, remember that creatures pulling the Chariot can only attack enemy directly in front of them.

S. Rulebook page 128

Q. What exactly is meant by "creatures pulling the Chariot can only attack enemy directly in front of them"?

A. This means that creatures pulling the Chariot can only attack enemy models in their front zone. This includes enemy models in corner to corner contact in their front zone. The creatures may not attack enemy models in their flank (or rear) zones due to the restrictions imposed by harness and reins.

S. Rulebook page 128 / Direwolf FAQ Council Interpretation

Q. If a character is engaged in a challenge where he is considered to have stepped down from his Chariot, and his Chariot is destroyed during the combat, does the character still suffer the S5 hit?

A. No. In the opinion of the Direwolf FAQ Council the S5 hit only applies to situations where the character is considered to be in the chariot at the time the chariot is destroyed. As the character has lost his armour save bonus due to stepping down from the chariot and is considered to be fighting on foot at the time, applying the S5 hit for the character being thrown from the chariot does not appear appropriate in this circumstance.

S. Rulebook page 127 / Direwolf FAQ Council Interpretation

Q. Do impact hits happen before 'strikes first' magic weapons or abilities?

A. Yes.

S. Gav Thorpe – Warhammer Design Team

Q. In a situation where a Chariot begins a turn stuck in difficult terrain (e.g. from pursuit or overrun during the previous close combat phase, new woods from the Acorn of Ages, etc.) can the Chariot move (or charge), or is it now stuck for the remainder of the game?

A. Strictly by the rules, unless the Chariot is compelled by a psychology (e.g. frenzy, failed panic test, etc.) to move, then it is stuck for the remainder of the game. Page 127 of the Rulebook states "Chariots cannot voluntarily move over obstacles or difficult terrain...". Note however that it is the opinion of the Direwolf FAQ Council that this situation was not thought of during the writing of the text and the Council recommends that in this situation the owning player be allowed to move (or charge) out of the difficult terrain (provided the Chariot survives the additional D6 S6 hits it will immediately take for moving through difficult terrain again).

S. Rulebook page 127 / Direwolf FAQ Council Interpretation

Q. If a Chariot that is frenzied or otherwise compelled to charge an enemy unit in difficult terrain is destroyed from the D6 S6 hits, and the enemy unit is within 2" of the edge of the difficult terrain, can a surviving character use the 2" placement move for being thrown from the Chariot to complete the charge?

A. Yes, the rules state that you can place the character anywhere within 2" of the destroyed Chariot, and there was a legal charge declared against that enemy unit. The owning player could not place the character into combat with a unit within 2" that the charge was not declared against.

S. Rulebook page 127 / Direwolf FAQ Council Interpretation

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## MAGIC

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### GENERAL

Q. When do you measure range for spells?

A. Once the spell is cast. If you're out of range, you wasted the Power and/or Dispel dice.

S. Warhammer Chronicles 2004 page 115

Q. What constitutes a 'remains in play' spell as discussed in the last paragraph on page 139 of the Rulebook? The text that is unclear: "his opponent is allowed to dispel any spells that remain in play (key text under debate).....In addition, these spells can be dispelled in the player's own magic phase using any Power dice not being used to cast spells, as Dispel dice."

A. Only the spells noted with the rule "Remains in Play" or "Lasts One Turn" are 'remains in play' and follow the rules for such creatures. Other spells may endure beyond the current turn, but are not 'remains in play' and do not follow those rules. This means that ONLY spells with the specific tag of "Remains in Play" or "Lasts One Turn" = 'remains in play' per page 139 of the rulebook. These spells may be subsequently dispelled by an opponent in his own turn by utilizing some of his power dice as dispel dice. If a spell is not tagged as such (and the spell's description doesn't specifically grant the ability to dispel it in subsequent turns) then the spell provides a lasting effect which can NOT be dispelled in subsequent turns.

S. Gav Thorpe – Warhammer Design Team / Rulebook page 139

Q. If a Wizard or his unit is engaged in close combat with enemy models is the Wizard allowed to cast spells?

A. There is no general rule preventing a Wizard from casting spells while he or his unit is in close combat, but specific spells may not be castable in this situation. Spells specifically defined as "Magic Missiles", for instance, cannot be cast while the Wizard or his unit is engaged in close combat, and some other spells explicitly cover this situation in their description. Further, a spell cannot be cast at a unit in close combat unless its description explicitly allows it to do so and many spells require line of sight. These factors, taken together, generally restrict the available targets for the Wizard's spells. Note however, that nowhere in the rules does it state that the act of being engaged in close combat blocks line of sight....only models and terrain block line of sight. This means that in instances where a Wizard's line of sight is not entirely blocked by other models, the Wizard may still be able to draw line of sight to potential targets. This also means that Wizards who are riding on Large Targets or whom are Large Targets by nature may still be able to draw line of sight to potential targets, even if their frontage is fully occupied by enemy models (who are not also Large Targets).

S. Rulebook pages 59, 135, 136, 142 / Direwolf FAQ Council Interpretation

Q. Do you have to declare the target of the spell before rolling the casting dice?

A. Yes.

S. Rulebook Page 136

Q. Can a single enemy unit be affected by multiple 'Remains in Play' or lasting effect spells which do not specifically state that this is allowable / outline the affects?

A. There's no problem with casting multiple spells on the same unit, and normally the effects will be cumulative – i.e 2 Flames of The Phoenix would each have chances of causing damage. On one-off effects, such as Rain Lord, then the effect is a blanket rule which won't be improved with multiple castings – in this case, you can't make them any wetter with two spells than you can with one.

S. Gav Thorpe – Warhammer Design Team

Q. If a character has joined a unit and the unit gets affected by a spell with a lasting effect, will it continue to affect the character if he leaves the unit?

A. No. The spell affects the unit, and characters can choose to leave the unit and so be unaffected. Of course, if the unit was destroyed around him, leaving him the only one in the unit, the spell would keep affecting him – there is no unit to leave anymore!

S. Warhammer Chronicles 2004 page 115

Q. If a character is affected by a spell with a lasting effect, and he joins a unit, does the spell effect transfer onto the unit?

A. No. The spell effect will continue to effect the character, but will not be transferred to the unit he has joined. If the spell was transferred to the unit, situations would arise where the character would no longer actually suffer from the spell (e.g. damage spells resolved as shooting hits). Also if the spell was transferred to the unit, the character could leave the unit in the following movement phase and no longer suffer from the spell per the Q&A above!

S. Direwolf FAQ Council Interpretation

Q. Some items can dispel and destroy spells. We can use the dispel effect to dispel a Bound Spell. Can we destroy it as well? If yes, is the magic bound spell item completely destroyed or can it still be used (if it's a weapon with a bound spell for example) ?

A. Bound spells can only be destroyed if the item specifically states in its description that it can do so. In other circumstances, no, bound spells cannot be destroyed. If the bound spell is destroyed and the item is a magic weapon, it is only the spell that is lost- the item is still magical weapon.

S. Warhammer Chronicles 2004 page 115

Q. When dispelling spells already in play, do you need to beat the casting value, or merely equal it?

A. As with other dispels, you need to equal the casting value to successfully dispel.

S. Warhammer Chronicles 2004 page 115

Q. Can a fleeing Wizard continue to maintain a Remains in Play spell, or is the spell removed from play once he flees?

A. The spells continue to take effect until either the Wizard chooses to end it, the Wizard is slain, the Wizard casts another spell, or until the Wizard leaves the battlefield (counting as slain).

S. Warhammer Chronicles 2004 page 115

Q. May an magic item, spell, or special ability that allows a player to re-roll a D6, be used to re-roll a D3?

A. Yes. The instructions in the Rulebook for a D3 begin: "Roll a D6 and halve the score." A player may re-roll the result of a D6 prior to halving the result to generate the D3 result.

S. Rulebook page 37 / Direwolf FAQ Council Interpretation

### **MISCASTS AND IRRESISTIBLE FORCE**

Q. In the battle report in White Dwarf 255, the stated tactic of Space McQuirk's Orcs was to use Mork Save Uz to generate re-rolls that would then allow them to re-roll bad casting dice to prevent a Miscast, and once even helped generate an Irresistible Force. But in the Magic section of the Warhammer book, it states that re-rolls cannot be used to prevent Miscasts or to generate Irresistible Force.

A. Unless specifically stated in the item/spell description, a re-roll will not ignore a Miscast nor cause Irresistible Force. (Space got it wrong).

S. Warhammer Chronicles 2004 page 115

Q. If a Wizard mounted on something (monster, chariot, Screaming Bell, etc) Miscasts and is blown D6", what happens? A. The model does not move and counts as if it had been knocked into another model (and both the wizard and the mount take a S10 hit per the description in the Miscast Table). If it is on a normal steed (not a monster) it gets blown about as normal.

S. Warhammer Chronicles 2004 page 115

Q. Can Irresistible Force ever be dispelled? The rules say no Dispel roll may be attempted, and certain items, such as Dispel Scrolls, mention Irresistible Force. However, other items, like the High Elf Sigil of Asuryan, make no mention of it.

A. Unless specifically written in the description of an item or ability, Irresistible Force can never be dispelled. Note that some items, such as Sizzla's Shiny Baubles (an the Orcs & Goblins magic item), may have an effect on Irresistible Force, but these are generally not normal dispels. S. Warhammer Chronicles 2004 page 115

Q. On the miscast result of 4, the spell may be 'dispelled with dice as usual'. Can a Dispel Scroll be used in this situation?

A. Yes. It should read 'dispelled as usual' rather than 'dispelled with dice as usual'.

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

### **MAGICAL MOVEMENT**

Q. It says that you can't shoot or fight and can't do any other movement in the Movement phase on the turn you rally, but via magic you could relocate a rallied unit into contact with the enemy. If so, would the unit fight in the Close Combat phase?

A. Yes. They would fight as any other unit.

S. Warhammer Chronicles 2004 page 115

Q. What happens when a spell which allows a single character or unit to charge in the magic phase (ex. Steed of Shadows, Unseen Lurker, Hand of Gork, etc.) is used to charge a unit which is already fleeing?

A. The fleeing unit must flee again. Units that are already fleeing are an exception to the normal charge response rules. Whenever a unit successfully charges a previously fleeing unit, the unit automatically flees again. Just because they cannot choose to flee, does not mean they are not forced to. The charging enemy destroys the fleeing troops if it catches them, as normal.

S. Rulebook page 75 / Direwolf FAQ Council Interpretation

### **MAGIC MISSILES AND TARGETING**

Q. Father of the Thorn is not listed as a "magic missile", its only requirements for targeting are 24" range and LOS. Can it be cast upon characters who are within 5" of a unit of five or more similar sized models?

A. Yes. As it is not a "magic missile", it does not need to conform to normal targeting rules.

S. Warhammer Chronicles 2004 page 115

Q. Do magic items or abilities that provide special saves against missiles (e.g. The Golden Eye of Tzeentch, Wristbands of Black Gold, Shield of Ptolos, etc.) work against spells not classified as “magic missiles” such as Uranon’s Thunderbolt, Storm of Cronos, Father of the Thorn, etc?

A. No. The only spells which count as missiles are those which are specifically noted as “magic missiles” in their descriptions.

S. Warhammer Chronicles 2004 page 115 / Anthony Reynolds Warhammer Design Team

Q. May characters, Skaven Weapons Teams, etc. be targeted by spells which may be cast on ‘any enemy unit’? May they be targeted by these spells even if they are within 5” (3” for Skaven Weapons Teams) of a friendly unit of five or more similar sized models?

A. The Rulebook states “Note that characters on their own..... are classed as units as well, so spells that target units can be cast on these targets.” In general, only spells that are classified as “magic missiles” must follow the shooting rules for selecting targets. Please refer to the two Q&As above for additional guidance.

S. Rulebook pages 139, 142

Q. Can spells which affect all enemy units in sight, within a defined range, and/or on the battlefield, etc. (e.g. Storm of Cronos, Drain Life, Fog of Death, etc.) be cast if enemy units are engaged in close combat within the area affected by the spell?

A. Yes they can be cast, but only unengaged units are affected, as the spells do not specifically state that they can be cast at units in combat.

S. Warhammer Chronicles 2004 page 115

Q. Regarding spells which affect all enemy units in sight, within a defined range, and/or on the battlefield, etc. (e.g. Storm of Cronos, Drain Life, Fog of Death, etc.) do units with Magic Resistance get to add their dispel dice to any attempts to dispel these spells?

A. If a unit with Magic Resistance is a potential target for one of these spells its Magic Resistance may be used. If multiple units with Magic Resistance are targeted, use the highest Magic Resistance value, NOT all of them added together. S. Warhammer Chronicles 2004 page 115

Q. Is the 5” template generated by the Dark Magic spell Black Horror allowed to be placed on enemy units in close combat?

A. No.

S. Warhammer Chronicles 2004 page 115

Q. Do spells that have the potential to hit each model in a unit (e.g. Curse of Years) affect hidden models (e.g. Assassins, Night Goblin Fanatics)?

A. No. Before hidden models are revealed, there is no way that they can be harmed.

S. Dark Elf Army Book page 11 / Direwolf FAQ Council Interpretation

Q. Does the Lore of Metal spell, Rule of Burning Iron allow the caster to ignore normal targeting restrictions? Can the spell be used to pick out champions or characters inside units?

A. The spell is clearly classified as a 'Magic Missile'. The rules for 'Magic Missiles' state that they can only be cast at a target if it would be a viable target according to the rules for shooting. Therefore the caster must have LOS to the target unit, the target unit must be within range (24"), and the caster can't pick out a unit consisting of one similar sized character, Skaven weapon team, etc. within protective radius of a unit of five or more similar sized models. Once the caster has chosen a valid target, the next step is to cast the spell. If successfully cast (and not dispelled) then the text of the spell states: "the spell hits a single model (chosen by the caster)" This means that the caster may allocate the hit to a champion or an attached character in a valid target unit.

S. Rulebook pages 142, 145 / Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. Can Uranon's Thunderbolt target characters in Buildings?

A. Yes (the thunderbolts smash through the roof, obviously!)

S. Warhammer Chronicles 2004 page 115

Q. With spells such as Flames of the Phoenix and Curse of Years, it states that each model in the target unit is struck. What happens with Characters riding Monsters or Chariots? Are both the Character and the Monster/Chariot struck, or is only one hit allocated per model, in which case the hit would be randomized like shooting?

A. Both the Character and the Mount/Chariot take a hit.

S. Warhammer Chronicles 2004 page 115

## **MAGIC RESISTANCE**

Q. If a character has Magic Resistance and joins a unit, does the whole unit benefit from that Magic Resistance?

A. Yes

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. Do items or abilities which provide extra dispel dice when targeted by enemy spells work the same as items specifically noted with “Magic Resistance”?

A. These extra dispel dice (which appeared in some of the item descriptions early in Sixth edition) should be treated just like Magic Resistance. We will be amending the offending items in reprints as they come up.

S. Gav Thorpe – Warhammer Design Team

Q. If a unit has multiple sources of Magic Resistance (e.g. MR(1) from a character and MR(2) from a magic banner) do we add the sources together for the MR value to apply or do we simply apply the highest value?

A. Apply the highest value.

S. Gav Thorpe – Warhammer Design Team

Q. Can units with “Magical Resistance” dice use these dice to dispel chain spells (e.g. Gork’s Warpath, Plague) when they are not the first unit targeted? Does Magic Resistance count against Comet of Cassandra and other spells that have a random range of effect? Also, may units with “Magical Resistance” dice use these dice to dispel “remains in play” spells in subsequent turns?

A. No to all of the above. Note that it is not enough for the unit with Magic Resistance to be a potential target. The unit has to be an actual target of the spell. Magic Resistance, like dispel scrolls, comes into affect only at the point when the magical energy is summoned (i.e. the spell is cast). Once the effects of the spells become a reality, it’s too late.

S. Warhammer Chronicles 2004 page 115 / Gav Thorpe – Warhammer Design Team

## **LORES OF MAGIC**

Q. What is the corrected description for the first three paragraphs of the Lore of Fire spell, Wall of Fire?

A. This spell has a range of 24” and can be cast on an enemy unit visible to the caster which has no models (friend or foe) within 1” of its front rank (walls, hedges and other scenic features don’t matter). The spell cannot be cast on units with a 360° line of sight.

A searing wall of flame suddenly rises in front of the unit. To represent this take some cotton wool or paper and place this in a line up to 1” thick in front of the unit.

The unit suffers 1 automatic hit for each model (including characters) in its front rank. Each hit is resolved with a Strength of 4.

S. Warhammer Chronicles 2004 page 122

Q. What is the corrected description for the Lore of Metal spell, Bane of Forged Steel?

A. This spell has a range of 12" and can be cast on an enemy unit which is visible to the caster. If successfully cast, the enemy's weapons begin to crumble and rust away. No weapon bonuses or penalties apply to the affected unit for the remainder of the battle. For example, a unit wielding Great Swords will not get their +2 Strength bonus in combat for the rest of the battle, but will now not have to strike last. A unit with missile weapons may not shoot for the duration of the entire battle. Affected units are assumed to use their fist/claws, etc, and so cannot benefit from the rules for using two hand weapons or a hand weapon and shield. War machines and magic weapons cannot be affected by the Bane of Forged Steel – only ordinary weaponry carried by troops.

S. Warhammer Chronicles 2004 page 122

Q. What is the corrected description for the first paragraph of the Lore of Shadows spell, Steed of Shadows?

A. This spell may be cast upon the Wizard himself or any single friendly independent character model within 12" of him – the spell can only be cast on a model with a Unit Strength of 1 (it won't work on a mounted model or a model riding in a chariot, for example).

S. Warhammer Chronicles 2004 page 122

Q. If a unit has the spell Pelt of Midnight (from the Lore of Shadow) cast upon it, does this have any affect against a flame template from a Dragon, Gyrocopter, etc.?

A. No.

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. Can the Lore of Beasts spell, The Oxen Stands (which immediately rallies fleeing troops) be used to rally a unit that is at less than 25% of its starting size?

A. No. Per guidance from the Design Team questions such as this should be answered with the phrase "if normally allowed" in mind. As a unit that is less than 25% of its starting size is not normally allowed to rally, the spell can not be used to rally the unit.

S. Rulebook pages 75, 147 / Direwolf FAQ Council Interpretation

Q. The rules for the Comet of Casandora (Lore of Heavens) state that it remains in play, but the standard statement "stays in play until Wizards wants to cancel it, or he dies" is not included. Is it so powerful that it must actively be dispelled to stop it, and survives even if the caster dies?

A. Once the comet is on its way, the death of the wizard does not automatically cancel the spell (you can jump up and down on the wizard all you like, it ain't gonna stop fifty tons of star iron slapping into the battlefield). You can however attempt to dispel it in subsequent turns as usual.

S. Warhammer Chronicles 2004 page 115

Q. Does the Lore of Light spell, Guardian Light immediately rally fleeing troops within 12" in the magic phase?

A. No. The spell states that fleeing troops within 12" will automatically rally. This means that fleeing troops will not have to take leadership tests in the rally stage of their next turn and will automatically rally at that time. Note the difference in wording between Guardian Light and the Lore of Beasts spell, The Oxen Stands.

S. Rulebook pages 147, 149

Q. Do the attacks generated by the Lore of Light spell, Pha's Illumination count as magical?

A. Yes.

S. Gav Thorpe – Warhammer Design Team / Rulebook page 149

Q. Looking at the Rain Lord spell (from the Lore of Life), am I correct in thinking that you always needs to roll 4+ every turn to shoot, and cannot remove the effect of the spell in the normal way?

A. That's exactly how it works – once you're wet, you stay wet.

S. Warhammer Chronicles 2004 page 115

Q. The Howler Winds spell (from the Lore of Life) is hard to interpret. Should we apply the movement effect as "half speed" or "difficult ground" ?

A. Half speed.

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. The Steal Soul spell (from the Lore of Death) says nothing about Ward Saves. If the model saves a wound with his ward save, does the spellcaster still receive the +1 Wound ?

A. No.

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. Can an Empire Wizard, Slann, or High Elf Mage use the Lore of Ice ?

A. No.

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

## REVISED LORES OF MAGIC

Q. Where can I find the Revised Lores of Magic article?

A. In Warhammer Chronicles 2004 and the Warhammer Annual 2004 (UK).

S. Warhammer Chronicles 2004 pages 92-95 / Warhammer Annual 2004 pages 76-79

Q. Which Lores are affected by the revisions?

A. Heavens, Beasts and Life.

S. Warhammer Chronicles 2004 pages 92-95 / Warhammer Annual 2004 pages 76-79

Q. Are the Revised Lores of Magic “Official”?

A. Warhammer Chronicles 2004 lists them as “Trial Rules”, while the Warhammer Annual 2004 (UK) includes all materials in the book as official. Gav Thorpe of the Warhammer Design Team has stated that it isn’t fair to expect someone just starting out to have to buy anything besides the basic rulebook and thus the Revised Lores of Magic are not “Official” (there was a mistake in regards to the Warhammer Annual 2004), however the Design Team always uses the revised Lores of Magic and the Revised Lores of Magic should be thought of as “Unofficial but Highly Recommended”. For tournament play, consult with the organizer or judges.

S. Warhammer Chronicles 2004 pages 92-95 / Warhammer Annual 2004 pages 76-79 / Gav Thorpe – Warhammer Design Team

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## MAGIC ITEMS

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Q. Does a character have to have the option of a mundane version of a magic item (like a shield) in his army list entry in order to take a magical version?

A. A character who may not take normal armour (ie, has no option for normal armour in his army list entry) may not wear magic armour. A Battle Standard Bearer who can't have a normal shield can't take a magical shield. Similarly, a Battle Standard Bearer is not allowed to take magical weapons that require two hands. However, note that these last two are specific restrictions for Battle Standard Bearers – a character who does not normally have the option for a great weapon could still take a magic weapon that requires two hands to use, for example. The same goes for ranged magic weapons – you don't necessarily need a mundane missile weapon option to take one. Only Wizards can take Arcane items. Some characters (such as Slann Mage-Priests, or Dwarf Daemon Slayers) may have additional restrictions or allowances.

S. Warhammer Chronicles 2004, page 116.

Q. If a character has an armor upgrade option, but not a shield upgrade option (the DE Beastmaster in the errata for example), can he take magical shields, and/or magical armours that are stated to include a shield (armor of darkness)

A. No.

S. Anthony Reynolds – Warhammer Design Team

Q. Must a character armed with a magical close combat weapon always use it in close combat?

A. Yes. Page 152 states "A character who has a magic close combat weapon cannot use other close combat weapons". A character with a functioning magic weapon must use it.

S. Gav Thorpe – Warhammer Design Team

Q. Can magic weapons or shields be combined with mundane weapons or shields and still receive the bonus Armour save in close combat?

A. No, magic weapons and shields don't grant the bonus Armour save, in any combination. You must have a mundane hand weapon and mundane shield (and be a model on foot) to earn the bonus Armour save.

S. Warhammer Chronicles 2004, page 116.

Q. When the bearer of a magic item that affects models in base to base contact is engaged in a challenge, which models are affected by the magic item ?

A. In a challenge, only the model engaged in the challenge counts as being in contact with the bearer. The Direwolf FAQ Council has used the main challenge rules in conjunction with the detailed description of the Tomb Kings magic weapon, The Destroyer of Eternities, to arrive at this answer.

S. Rulebook page 99 / Tomb Kings Army Book page 36 / Direwolf FAQ Council Interpretation

Q. Do the hits from all magic weapons, including bows and other missile weapons, count as “magical”?

A. Yes. Any attack from a magic weapon counts as magical.

S. Gav Thorpe – Warhammer Design Team

Q. For purposes of magic items which protect against ‘missile’ fire (e.g. Storm Banner, Golden Eye of Tzeentch, Wristbands of Black Gold, etc.), what constitutes a ‘missile’?

A. Any item which does direct damage and originates from a source not in base contact with the target. This includes hits from missile weapons, war machines, template attacks, etc. Note, however that the only spells which constitute ‘missiles’ are those specifically noted as “magic missiles”. Also, just for the record, a Banshee’s scream is not considered a missile!

S. Gav Thorpe – Warhammer Design Team / Anthony Reynolds – Warhammer Design Team / Direwolf FAQ Council Interpretation

Q. How do you work out close combat attacks that do multiple wounds against units of creatures with multiple Wounds (such as Trolls, Ogres or Fellbats)?

A. When fighting rank and file troops with more than one Wound, use the same procedure you would for normal troops. Roll to hit, roll to wound, make saves. After this, roll for each wounding hit to see how many actual wounds are inflicted by the weapon. The maximum number of wounds per hit is the number of Wounds the enemy models have. For example, if you have a magic sword that does D3 wounds and are fighting Fellbats (which have 2 Wounds each), you would have to count results of 3 as 2 wounds inflicted. Once the total number of wounds have been rolled, add them all up and remove whole models as normal. To continue the previous example, if you did 1, 2 and 2 wounds from three hits, this is 5 wounds and so you remove two Fellbats and one Fellbat has a single wound remaining.

S. Warhammer Chronicles 2004, page 115.

Q. When a model that has an item providing a ward save against the first wound suffered is attacked by another model with killing blow, what will happen if a normal wound and a killing blow is inflicted? Will the killing blow be deflected or will you roll to see which wound was dealt first?

A. You roll to see which wound was inflicted first.

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. Can the Gem of Blood save against a Killing Blow? If so, is the Killing Blow rebounded back onto the attacker?

A. In cases like these, items should be treated just like a Ward save. So, if the save is passed, then the character takes no damage, and the wound rebounded. However, just a single wound is rebounded, not the killing blow itself.

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. Can you use a Dispel Scroll to dispel a spell cast in a previous turn and has remained in play?

A. No. It says in the description of the item that it needs to be used “as soon as a spell has been cast.” If the spell was cast in the previous turn, this won’t be the case.

S. Warhammer Chronicles 2004, page 115.

Q. Can a fleeing Wizard use Dispel Scrolls?

A. No. It states that ‘fleeing Wizards are not allowed to cast or dispel spells’. I’d say using a Dispel Scroll counts as dispelling a spell.

S. Warhammer Chronicles 2004 page 115

Q. Can I use a Powerstone as the only source to power a spell, or can I only use it to add to dice I am already using?

A. No, a power stone cannot be used on its own.

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum)

Q. May a Wizard be equipped with Power Stones and another Arcane item at the same time?

A. No. The general rule is that characters may only be equipped with one magic item from each category (Magic Weapons, Talismans, Arcane Items, etc.) While Wizards have been granted an explicit exception in the Power Stones description which makes it possible for several Wizards to carry Power Stones and for a single Wizard to carry more than one, they are not given an explicit exception to allow a single Wizard to carry Power Stones and another Arcane item.

S. Rulebook pages 152, 153, 154

Q. If a battle standard bearer in a unit refuses a challenge and goes into the back, does the unit still benefit from the magic banner he holds ?

A. No, unless specifically stated otherwise (for example, Skaven) a unit is only affected by a magic banner if it is in the front or fighting rank.

S. Warhammer Chronicles 2004, page 116.

Q. If a unit is fleeing but has not dropped its magical standard, is the magical effect still "on" ? A banner that improves Ld would be useful in this case...

A. No (with the exception of magical banners that affect rally attempts or automatically rally units).

S. Anthony Reynolds – Warhammer Design Team (Online Q&A on the Games Workshop Warhammer Forum) / Direwolf FAQ Council Interpretation

Q. Some armies have items/runes that can destroy a spell on a 4+. Can you use them to destroy the Casket of Souls incantation (since it's said to be an incantation of power level 2D6)? What about the Anvil of Doom?

A. These items have no effect on the Casket of Souls or the Anvil of Doom, even if they can affect bound items.

S. Warhammer Chronicles 2004, page 116.

Q. May an magic item, spell, or special ability that allows a player to re-roll a D6, be used to re-roll a D3?

A. Yes. The instructions in the Rulebook for a D3 begin: "Roll a D6 and halve the score." A player may re-roll the result of a D6 prior to halving the result to generate the D3 result.

S. Rulebook page 37 / Direwolf FAQ Council Interpretation

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