

QUESTIONS & ANSWERS

Rules Clarifications & Questions Answered

UNITS

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 flying unit, as described in the rules for flyers. This is also true of non-character monsters and creatures, such as Giants, Spawn of Chaos and so on (no other units can join them).

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

A. Unless specified, separate units are always deployed separately (exceptions include war machines – not Gyrocopters and chariots – and Empire detachments).

MOVEMENT

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.

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

A. They strike in charging order (see page 16 of the Warhammer Annual 2002 for a fuller explanation)

WHEN IS CAVALRY NOT CAVALRY?

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 do not consist of a separate rider and steed are classed as cavalry with the following exceptions:

They do not gain a +1 Armour save.

They use the weapon rules as if they were foot models (so may use two hand weapons, or may gain a +1 Armour save for using both a hand weapon and shield, for example).

Q. Fleeing units move in a 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)!

SHOOTING

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.

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

A. Yes they can.

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 they are 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...

Q. The clarification on targeting characters mounted on monsters has caused 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 has a cavalry base.

A. In general the rules for which base size a model has is simple – the one that it comes with! Yes, some difficulty arises because over the years monsters have been mounted on a variety of base sizes. As we go through the Armies books and miniatures range, all monsters will eventually be packaged with 40mm or 50mm bases.

Any mount with more than 1 Wound is a monster (or a larger than man-sized single model such as a Doombull) 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 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.

Except for the fact that a 50mm base will contact more models in combat, models on 40mm and 50mm bases are treated as the same size unless they are a large target.

Q. Do flame template weapons such as breath weapons, blunderbusses and the steam cannon require line of sight?

A. Yes.

CLOSE COMBAT

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

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

Q. Can a unit lap around to its flank?

A. Yes, as long as it has unengaged ranks or files.

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 beginning 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 5.

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 allows 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.

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.

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

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

PSYCHOLOGY

Q. Does a frenzied unit have to charge through a Goblin Fanatic, or is it allowed to stop like other units?

A. The frenzied unit must complete its charge, even if this takes it through a Fanatic.

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

A. Use the following procedure: The fear-causing unit declares a charge. The charged unit says 'I'd like to stand and shoot.' Check to see if the charging unit is in range. If it is then the defenders must take a Fear test. If they fail their test and are outnumbered, they will flee as normal, replacing their stand & shoot charge reaction. If for any reason they do not flee, then the charged unit may stand & shoot as normal.

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 6s to hit. Does the Assassin also require 6s 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 their Ld on to a unit they have joined, then they may make separate Ld tests. Note that in most circumstances this would not make a difference – if the unit flees (from *terror* or *panic*, for example), the character has to flee with them, regardless of its own Ld value.

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.

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.

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*.

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.

GENERALS AND BATTLE STANDARDS

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

A. No.

FLYERS

Q. It states in the Warhammer rulebook that characters cannot join a unit of flyers because they are not as manoeuvrable. What about in the case of an Exalted Daemon, Greater Daemon, or Daemon Prince that is a flyer joining a unit of Furies or Screammers?

A. As stated in the rules for units of flyers, characters can never join these units.

WEAPONS

Q: If a character or a unit armed with great weapons has a magical item or a spell cast on them that allows them to strike first (eg, Helm of Many Eyes, Bash 'Em Ladz), does the spell overrule the normal rules for great weapons striking last?

A: Yes.

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 round's combat strikes first.

As a last resort, roll a dice, as there are never simultaneous attacks in Warhammer.

CHARACTERS

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.

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!).

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?

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

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, you can choose which character retains the captured standard.

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

CHARACTERS IN UNITS

We've had a few questions concerning whether a character's mount affects which units they can join, and what effect it has on things like ranks and targeting. So, to clarify:

- Unless otherwise forbidden by the rules, 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' (Warhammer, page 100). 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 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 opposite for examples.



The mounted Empire Battle Standard Bearer within this unit of Greatswords gives the unit two complete extra ranks.



Archaon also counts as giving this unit of Knights of Chaos an extra full rank.



However, this unit of Phoenix Guard which has been joined by Tyrion has no rank bonus.

MONSTERS

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.

Q. Can you use breath weapons when a unit march moves?

A. No.

SPECIAL RULES

Q. Can a model regenerate if slain by a model with Killing Blow that rolls a 6 on its roll 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.

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 rules 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 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. Eg, a Strigo Vampire Count with the Curse of the Revenant bloodline power is in a challenge and suffers 5 wounds after its Ward save (poor thing...). 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.

UNIT STRENGTH AND SINGLE MODEL'S MOVEMENT.

The Warhammer rulebook and a series of articles in White Dwarf have tried to clarify different Unit Strengths and the many subtle ways in which different single models relate to the Movement rules when they are moving on their own. Where models are ranked into units, they follow the normal rules for unit movement given in the Warhammer rulebook, except for skirmishers

and fast cavalry which follow the rules detailed in their own sections.

The following chart and the notes below are the Warhammer team's last and final decision on such matters. They officially replace everything else that has been said on it and, we hope, will settle all discussions and become a most useful gaming aid.

MODEL TYPE	MOVEMENT	UNIT STRENGTH.
Roughly man-sized. Square 20/25 mm base. On foot.	As skirmishers	1
Up to & including Ogre-sized.* Square 40/50 mm base. On foot.	As monsters	3
Monster (larger than Ogre-sized).** Any base/no base.	As monsters	Starting Wounds
Cavalry.*** 25 x 50 mm base.	As monsters	2
Chariots.	As monsters (no marching)	4
Ridden monsters/chariots.	As monsters/chariots	As monster/ chariot + 1

Move as Monsters: No need to turn or wheel – can pivot on the spot with no penalty but behave like units in all other respects (90° arc of sight, pay penalties for difficult terrain/obstacles, cannot march if within 8" of enemies at the beginning of the turn and may not turn if charged in the flanks or rear).

Move as Skirmishers: No need to turn or wheel, can pivot on the spot with no penalty, 360° arc of sight for charges, etc, no penalties for difficult terrain/obstacles, can march even if within 8" of enemies at the beginning of the turn, will line up to formed units charging them and not vice versa, & don't have front/flanks/rear until engaged in close combat.

Units of Flyers: Always count as skirmishers and always have a Unit Strength of 1 per model, regardless of size, wounds, etc. Can't fly in woods even if they move as skirmishers.

Single flying models follow the rules for their type in the chart.

War Machines: Have a Unit Strength equal to the number of crew left. Move as skirmishers, with the exceptions noted in their rules.

* Includes Swarms, Chaos Spawn, etc.

** Includes Pegasi, Stegadon, Giants, etc.

*** Includes Flesh Hounds, Dire Wolves, Chaos Hounds, etc.

FAST CAVALRY

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. (Even being allowed to move and shoot normally when they use their 'free' reform, the act of rallying disallows them from shooting).

WAR MACHINES

Q. If a character joins a war machine and has a missile weapon, can he stand & shoot 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.

Q. Do destroyed war machines cause Panic tests?

A. Yes

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.

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.

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

A. No, Victory points are only scored for destroying it (or the equivalent, as detailed in the War Machines section of the rules).

CHARIOTS

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 forward, will have some of its models coming across the woods. What happens?

A. The pursued unit is destroyed as normal, and the Chariots will move into the woods and suffer hits.

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 hand weapon and shield against the impact hits from a Chariot?

A. Yes. It's still in the Close Combat phase, just before anything else happens.

Q. Is it alright to charge a Chariot in such a way that it 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'.

MAGIC

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 neither ignore a Miscast nor cause Irresistible Force.

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.

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).

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 him 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!

Q. For the Bane of Forged Steel spell it says that an affected unit would now be considered to be using hand weapons. Does this improve the Armour save of a unit with shields, and what is the effect, if any, on a unit already equipped with hand weapons?

A. They have a hand weapon so all rules that apply to hand weapons count. It has no effect on units with hand weapons only.

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. If it is on a normal steed (not a monster) it gets blown about as normal.

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, may have an effect on Irresistible Force, but these are generally not normal dispels.

Q. The rules for the Lore of Heavens spell 'Comet of Casandora' 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, that's your lot – 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 attempt to dispel it in subsequent turns as usual.

Q. Looking at the Rain Lord spell, 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.

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 the unit into contact with the enemy. If so, would they fight in the Close Combat phase?

A. They would fight as any other unit.

Q. With spells, such as Flames of the Phoenix and Curse of Years, it states that each model in the targeted 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, and so it would be randomised like shooting?

A. Both the character and the mount take a hit.

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.

Q. Are Wizards allowed to cast the Lore of Death spell Drain Life and the Lore of Heavens spell Storm of Cronos if enemy units engaged in close combat are within the area affected by the spell?

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

Q. Is the Dark Emissary allowed to cast Fog of Death if enemy units are engaged in close combat?

A. Yes.

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.

Q. If the answer to any/all of the last three questions above is Yes, 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 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.

Q. Does Magic Resistance count against Comet of Casandora and other spells that have a random range of effect?

A. No, it is not enough for the unit with Magic Resistance to be a potential target, it has to be an actual target of the spell.

Q. When do you measure range for spells?

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

Q. Father of the Thorn is not listed as a magic missile, its only requirements for targeting are 24" range and line of sight. 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.

MONSTERS & HANDLERS

There have been several questions regarding how the rules for mixed units of monsters and handlers work (Dark Elf War Hydras, for example) so here are some clarifications:

- These units do not count as skirmishers, 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° arcs centred 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.

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. 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.

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

A. Yes (the thunderbolts smash through the roof! Obviously...)

Q. Are enemy units engaged in close combat affected by the Casket of Souls? More generally, do spells which affect all enemy units in sight/on the battlefield etc, affect units in close combat as well (if part of the unit has line of sight)?

A. The Casket does not effect units that are engaged in combat at all. It is assumed that they are engaged in the combat, and so will never be affected.

MAGIC ITEMS

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.

Q. The rules for magic items state that a character with a magic item can't use other close combat weapons. What's the affect of the Law of Gold once a magic weapon can't be used?

A. Characters come equipped with a hand weapon, so they'll have to use that instead.

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.

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 cannot have a normal shield cannot 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.

Q. How does the Dark Elf talisman, the Ring of Hotek (Wizards within 6" Miscast on a double), work with the High Elf Arcane item, the Book of Hoeth (Mage's spells are cast with Irresistible Force on doubles)?

A. Any doubles rolled will be cast with Irresistible Force and then the Miscast occurs, as described for normal Irresistible Force in the rules for the Ring of Hotek.

Q. Can a unit of Knights led by a Grand Master (making them Immune to Psychology) carry and get the benefit of having the Banner of Sigismund (making them stubborn)?

A. In the example you give, the banner would have no effect – Immune to Psychology is Immune to Psychology. If it were otherwise, you'd get situations where a player could say "My Dread Banner is a magical fear and so therefore overrules your mundane immunity," which of course is not the case.

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

A. No, magic weapons and shields don't grant the bonus Armour save, in any combination.

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.

Q. The High Elf Blade of Darting Steel states that if an enemy also has the ability to strike first, then a D6 is rolled to determine who attacks first. However, other items with the same ability state that in such a situation, who strikes first is determined by who has the higher Initiative. Which is correct?

A: Each description is correct for its item. If a situation arises where there are two conflicting ways of resolving the issue, roll a dice to see which description is used for that round of combat.

WARHAMMER ARMIES – EMPIRE

Q. The repeater pistol works like a regular pistol for close combat (except it gives 3 extra attacks instead of 1). Does it also have the same bonuses for shooting, ie, no long range or movement penalty?

A. Yes.

Q. What is the correct points cost for Empire Pistoliers: 19 or 17? (17 is from an errata correction in the Spanish White Dwarf).

A. 19.

Q. The rules state that Prayers never affect steeds, which is not the same as mounts. In the description of the various Prayers, it often says 'affects a model', and a rider on a monstrous mount is a single model. Could you detail when the mount is and isn't affected?

A. Prayers only ever affect the rider – when we said steeds, we meant monstrous steeds as well.

WARHAMMER ARMIES – ORCS & GOBLINS

Q. If a Night Goblin Fanatic hits a ridden monster, who are the hits worked out against: the rider or the monster?

A. Fanatic hits should be randomised in the same way as shooting.

Q. Hand of Gork – it says it can move any Orc or Goblin unit of any type. Does this mean any unit in the army (Trolls, Giants, etc), or does it mean just Orc/Goblin units (units of that race, including Snotlings)?

A. The spell affects any Greenskin units – Orcs of all types, Gobbos of all types, Snotlings, but not Trolls, Giants or Dogs of War which are not Orcs or Goblins. This does include chariots and pump wagons. The same is true of the Waaagh! spell.

Q. How does the Glowly Green Amulet work against Khemri? Technically speaking, the Tomb Kings player does not roll Power dice.

A. But technically speaking, they are 'treated as normal spells' except they are always cast, never Miscast and never cast with Irresistible Force. The Glowly Green Amulet doesn't work against normal Bound Items, because Bound Spells don't roll any dice. For Tomb Kings Incantations (specifically the Incantation of Vengeance) the player with the Glowly Green Amulet rolls the same number of dice that the Liche Priest used to cast (ie, two against a Liche Priest, three against a High Priest), just like against any other spell.

Q: A Giant Yells and Bawls vs an Undead unit. The book says that the unit has to pass a Break test at -2, but Undead units don't take Break tests. Does the book mean the unit loses the combat by -2 (and the Undead would suffer 2 wounds...), or just has to pass a test?

A: The unit is beaten by two – so, an Undead unit takes two wounds. In the same way, if a Giant Yells and Bawls at a unit of Daemons, they also test as if they had lost the fight by 2.

Q. Do the Boars pulling Orc Boar Chariots benefit from the 'Tusker Charge' special rule? It doesn't seem to be mentioned...

A. Yes, they do get the Tusker Charge. Oops.

Q. Say I move a unit through forest and only one model comes out of it, triggering a Goblin Fanatic. It says that Fanatics die the minute they touch an obstacle, and since only one model would be exposed, would the whole unit get hit (they're all still in the forest) by the Fanatic, or just the single model?

A. As long as one model is hit by the Fanatic, the whole unit takes hits.

Q: Can Savage Orc characters take magic armour, or magic shields only?

A: Magic shields only, as all other magic armour counts as armour, which they can't use!

Q. Bugzob's Knobbly Staff allows you to re-roll all dice used to cast a spell. A Night Goblin Shaman also carries mushrooms (used to add one dice to the roll, after dice have been rolled). Does he decide to use mushrooms before or after deciding to use the Staff's re-roll? If he uses the re-roll after the mushrooms, are the mushroom's dice re-rolled along with the basic casting dice?

A. A Night Goblin Shaman casting a spell with the Knobbly Staff may re-roll his casting dice. After this is done, he may choose to use his mushrooms, but the mushroom dice may not be re-rolled – they are not 'true' casting dice.

Q. If an Orc and Goblin army has both the Staff of Sorcery and Mork's Spirit Totem, do they get a +2 modifier to their Dispel roll (are the effects of the two magic items cumulative)?

A. In this case, yes they do get +2 to dispel.

WARHAMMER ARMIES – DWARFS

Q. It has been brought to our attention that Dwarf handguns are not listed as 'move or fire' weapons. Is this correct?

A. Correct! Dwarf handguns may move and fire.

Q. Could you explain how the 'crew' of a Dwarf Anvil of Doom work in close combat?

A. If you imagine that they form up just like a war machine crew, and work out who is in contact with whom on that basis, you won't go far wrong. It may even be worthwhile having a spare Runesmith and a couple of suitably hard-looking guard models to use for this purpose.

Q. How does the Slayer skill work if the model is armed with a Rune of Might?

A. As noted in the description of the Slayer skill, their Strength is only increased after modifications for weapons. In this situation, the Slayer's Strength will only be increased if his doubled Strength is still less than that of his opponent's Toughness (unlikely since that would mean it was Toughness 9 or 10!).

WARHAMMER ARMIES – VAMPIRE COUNTS

Q. Can a Banshee scream into close combat she isn't participating in?

A. She can target any one unit in range; no exceptions are listed.

Q. Do Ethereal units suffer from attacking over a defended obstacle?

A. They only ignore movement penalties, that's all. This includes marching in difficult terrain.

Q. If you have more than one Vampire that can summon Wolves/Ghouls can they all be put into one unit?

A. No. Each summoned unit is a separate unit.

Q. How does the spell Hand of Dust work? The text mentions a hit roll at first, but speaks of a 'wound' later, so is a wound roll needed or just the hit roll?

A. Only a roll to hit is needed.

Q. Necrarch and Lahmian Vampires can't wear mundane armour. They shouldn't be allowed to wear magical ones either. But some it specifically says for magical armour that Necrarch and Lahmian Vampires can't wear them. What about the other magical armours? Can you specify which armour each Bloodline can wear?

A. Oops. A Lahmian or Necrarch cannot choose any armour, mundane or magical.

Q. Are Undead immune to poison, since it does not say this anywhere?

A. Undead are no longer immune to poison. The reference to unliving targets in the poison description means chariots, war engines, buildings, and such like.

Q. Can Von Carstein with Wolf Form join a unit of Dire Wolves? This would seem to really fit in with the background and the army. However, the rules for fast cavalry prevent such units from being joined by a character on foot. Does Wolf Form allow a Vampire to join a unit of Dire Wolves?

A. Yes. Check the Errata for fast cavalry.

Q. Do Wristbands of Black Gold work for the wearer and his mount, like the Chaos magic item Golden Eye of Tzeentch... since both items cost the same amount of points, I imagine they should but I can't see this anywhere in the Vampire Counts book.

A. No. Items like this only work for the mount as well if specifically stated.

WARHAMMER ARMIES – DARK ELVES

Q. How do you work out the combined effects of Dark Venom (Poisoned Attacks) and Touch of Death (Killing Blow)?

A. Poisoned hits (ie, 6s rolled to hit) have no chance of causing a Killing Blow as no roll to wound is made.

Q. If you are wounded by Black Lotus poison, do you lose 2 Wounds in total (one from the wound, and one from reducing all characteristics by 1)?

A. You only lose one Wound.

Q. How does the ability Hand of Khaine affect Giants and other models with special attacks?

A. Hand of Khaine reduces a model's Attacks characteristic by -1. If the model attacks some other way, as Giants or Fanatics do, it has no effect.

Q. For the Dark Elf War Hydra, which head breathes fire?

A. A Hydra has one breath attack, so choose which head breathes fire.

Q. Can Shadowblade be revealed in a fleeing enemy unit? If so, is the unit destroyed or will it flee from him automatically?

A. Yes, he can appear inside a fleeing unit. As he counts as charging, the unit will automatically flee towards the closest table edge.

Q. If Shadowblade is never revealed because his unit was wiped out or flees off the table, will the enemy get Victory points for him?

A. No.

WARHAMMER ARMIES – HIGH ELVES

What is the effect of the Amulet of Purifying Flame (-3 to casting rolls on hero/unit) vs Bound Spells (vs the Casket of Souls more specifically)?

A: No effect against Bound Spells as they do not have a casting roll. Against the Casket of Souls, the -3 does take effect however, as it is cast like an Incantation, which work in the same manner as other spells.

Q. Are models wearing Dragon armour immune to hits from the Screaming Skull Catapult, since they are flaming hits? Same question with the Chariot of Fire's impact hits (and Dwarf war machine with Rune of Burning, by the way).

A. They are only immune to 'pure' flame attacks such as flame cannons, Dragon's breath, warpfire throwers, Lore of Fire attack spells and the like.

They are not immune to cannonballs, Chariot scythes, screaming skulls or anything else that also happens to be on fire! (Note: they are not immune to Tzeentch spells).

Q. Can Vaul's Unmaking be used to destroy the Casket of Souls or an Anvil of Doom?

A. No, they are not magic items.

Q. If the White Sword is destroyed with Bane of Forged Steel, can Eltharion still use his fighting styles?

A. Yes. They are skills of his own, not skills that are gained through his weapon.

Q. Does the High Elf spell, Flames of the Phoenix, count as a fire attack? The name implies it, but it's not explicitly written 'flaming hit' or 'flaming attack'.

A. Yes.

WARHAMMER ARMIES – SKAVEN

Q. Life is Cheap rule: On a result of 1-3 the hit is resolved against one randomly determined unit among those in close combat with the target, and on a result of 4-6 the hit is resolved against the intended target.

Does the random roll after the 1-3 result also include the originally intended target thus giving a 75% chance to hit it?

A: No. The target unit is not 'among those in combat with the target' – it IS the target!

Q. Do Rat Swarms have a Unit Strength of 3 per base or 5?

A. Unit Strength 3.

Q. Can Skaven weapon teams stand & fire at regiments that charge their parent units?

A. No.

Q. If a weapon team's parent unit flees, does the weapon team flee as well?

A. No (unless it panics, of course).

Q. Does the Cavalry Base special rule mean that weapons teams can be targeted by shooting even when within 5" of a unit because they are on a larger base?

A. No. It says on page 26 '...they cannot be singled out as targets by enemy shooters because they are the same size as the other Skaven around them.'

Q. Do you roll for the Storm Banner to burn out every player turn (I trigger it at the beginning of my turn, then roll to see if it burns out at the beginning of your next turn, then my next, etc), or just on each of my turns? I note that in the Skaven battle report on the Games Workshop website, it appears as if it is the latter option.

A. It is rolled every player's turn.

Q. Can you buy a Warpstone Token for a Plague Priest with the Liber Bubonicus?

A. Yes – with the Liber Bubonicus, he becomes a Wizard (and so can use items from the Arcane Items list).

Q. Can a hidden Assassin try to activate the Bands of Power?

A. No. He cannot do anything until he is revealed.

Q. Are you really allowed to have the same model as your General and your Battle Standard Bearer?

A. No, the usual paragraph preventing this was omitted by mistake.

Q. If you die from using a Warpstone Token but successfully cast the spell, would the effects of the spell still go off?

A. Best thing to do would be to roll a D6 for it. Sometimes a spell is cast, sometimes not...

Q. It states in the book that some Skaven units are treated exactly like cavalry. Does that mean that the Screaming Bell can affect them as it does cavalry? Does it mean that spells which affect cavalry units affect these Skaven units in the same way?

A. No. They are not affected by spells that affect cavalry because these spells generally speak of targeting the mounts (ie, scaring horses).

Q. If a Bolt Thrower killed a Grey Seer on a Screaming Bell, or destroyed the Screaming Bell, would the bolt continue through the ranks of Clanrats?

A. No, as the shooter could choose to aim at the unit OR the large target (the Screaming Bell and the Grey Seer). The Screaming Bell and the Clanrats are two separate targets (though a Cannon could hit both).

Q. Would the Umbranner's Ward save kick in against a Bolt Thrower after it has successfully gone through two ranks (down to Strength 4)?

A: Yes.

Q. If your Grey Seer riding the Screaming Bell is killed, is there any reason why the striker can't continue to ring the bell?

A. No, the striker can continue to hit the bell.

Q. Can a Grey Seer on a Screaming Bell use a Warpstone Charm to re-roll the roll for ringing the Screaming Bell??

A. No. It is not directly affecting the Grey Seer – he is not the one ringing the bell!

Q. If, say, a unit of Jezzails causes a Panic test on itself, where does it run to?

A. Towards the nearest table edge.

Q. Can the Tenebrous Cloak protect against rolling a 1 with the Warp Lightning spell?

A. Yes.

Q. If an 11-12 result is rolled when ringing the Screaming Bell (Skaven units become subject to hatred) does a Skaven unit already engaged in combat get to re-roll failed hits?

A. Only if it is in the first round of combat – the normal rules for hatred still apply.

Q. Does Skitterleap count as movement for the purposes of shooting?

A. Being sensible, yes.

Q. Does an Undead General have to test under a result of 13 on the Screaming Bell chart?

A. No, as the General is a character and Undead characters never suffer wounds because of a dead General.

Q. Does a Warp-lightning Cannon count as a war machine or a chariot for things like deployment and Unit Strength?

A. A war machine with three crew.

Q. What happens if a Warp-lightning Cannon is forced to become engaged in combat, such as if the Slaanesh spell Delicious Excruciation was cast on them (making them Unbreakable, and as such unable to flee from a charge)?

A. If for any reason the Warp-lightning Cannon is engaged in combat, it is immediately destroyed (and the enemy unit can overrun as normal).

Q. Do poison wind globes count as poisoned attacks?

A. No. The hand-to-hand attacks are not poisoned, and the globes are shooting weapons with their own rules.

Q. What happens if a Tunnelling Team emerges directly below a fear-causing enemy unit and fails its Fear test?

A. It doesn't need to take a Fear test, as it will 'automatically engage it in close combat on the side closest to the marker (the team counts as charging)'. As it 'automatically engages', it does not need to take a Fear test.

Q. Does a Tunnelling Team need to test for terror if it emerges close to a terror-causing creature? (Both testing for terror and emerging from tunnels happen at the start of the turn, so which one occurs first?)

A. Yes, an emerging Tunnelling Team must take Terror tests on the turn they arrive. You could imagine it would be rather unnerving to emerge from a hole and find yourself at a Dragon's feet...

Q. Is the Skaven crew of a Warp-lightning Cannon assumed to always have line of sight to the Casket of Souls (since they can see anywhere on the battlefield) or can the Skaven player pick and choose when the crew is looking through the cannon sight? In the same vein, does it mean enemy scouts cannot use their Scouting rule?

A. No, and no. The cannon is assumed to be able to see through terrain during the Shooting phase only. At all other times, it counts as conforming to normal line of sight rules.

Q. Is the Skaven Warp-lightning Cannon a missile attack, and so can be stopped by an anti-missile magic item (ie, Banner of Doom or special Ward saves)?

A. Yes.

Q. Do the new Storm Banner rules (White Dwarf 272) mean that Ratling Guns, Warfire Throwers and Warp-lightning Cannons only work on a 4+?

A. Yes, since the text doesn't mention enemy only, and they are war machines that don't use BS.

Q. If the Screaming Bell rolls 16, are units not yet on the table (tunnellers, units pursuing out of the table units, etc) affected?

A. No, as they are not on the battlefield when the effect takes place.

WARHAMMER ARMIES – HORDES OF CHAOS

Q. What happens if a unit of Tzeentch Screammers makes a slashing attack on a unit that does automatic hits, like a Night Goblin Fanatic?

A. Both units inflict and take damage. In the example of the Fanatic, the Screammers take D6 S5 hits and simultaneously each do a S3 hit on the Fanatic.

Q. When an enemy unit is affected by Green Fire of Tzeentch and strike themselves, does the unit use its main weapon (caster basically chooses), or does the owner of the unit get to choose? For example, if a unit is equipped with great weapons and shields, would they use the great weapons (caster's choice) or hand weapon and shield (owner's choice)?

A: Caster's choice.

Q. If two units with Cloud of Flies are fighting each other, or a Plaguebearer unit is affected by a spell that makes them attack themselves, do they suffer the -1 to hit modifier?

A. No.

Q. I mount a Chaos Lord of Khorne atop a Chaos Dragon, and equip him with the Chaos Runeshield and the Berzerker Sword. Do all the models in base to base contact with my Dragon count for the effects of both items?

A. Yes.

Q. The Slaanesh spell, Titillating Delusions states that affected units must move towards the nominated point in the Remaining Moves phase – does this mean that they can declare charges as normal (thereby moving before being forced to move in the Remaining Moves phase)?

A: Yes. If there is an enemy in their way, they must declare a charge against them following the normal turn sequence.

Q. Does a character on a Daemonic mount benefit from its immunity to psychology?

A. No.

Q. Are Nurglings skirmishers? In their description, it says so, but in the army list it doesn't.

A. Yes.

Q. If Gaze of the Gods turns my Khorne Lord into a Chaos Spawn, is it a Bloodbeast of Khorne or just a normal Chaos Spawn?

A. Just a normal spawn (not that any spawn is really 'normal'!)

Q. Armour of Damnation vs. hatred. How does this work (successful hits are re-rolled, failed hits are re-rolled)?

A. The attacking player rolls to hit and re-rolls misses. Then the defending player makes the attacker re-roll all successful attacks.

WARHAMMER ARMIES – TOMB KINGS

Q. Can another Liche Priest join the Casket of Souls (the same way a character can join a war machine crew)? If so, what happens if the original Liche Priest is killed? Can the other Liche Priest sustain the Casket?

A. Yes. In the description for the Casket (p. 33) it says 'If...there is no Liche Priest or Liche High Priest acting as part of the crew for the Casket at the beginning of any Tomb Kings turn, the Casket and its two Casket Guards immediately collapse...'. It doesn't say anything about the original Liche Priest – as long as there is at least one Priest acting as crew it operates as normal.

Q. Skaven Screaming Bell score of 13 : do you treat the Tomb Kings army as if the Hierophant, not the General, has been killed?

A. Yes.

Q. Does Settra generate any Dispel dice or is an army led by him limited to the base two?

A. No, Settra doesn't generate any Dispel dice, even though he can use Incantations.

Q. Can wounds be 'transferred' onto a Screaming Skull Catapult or a Chariot with the Collar of Shapesh?

A. Yes.

Q. A Tomb Kings/Prince is not listed as a Wizard (he can't take arcane items, and doesn't generate Dispel dice). Can he still be a target for Drain Magic?

A. No, as he isn't a Wizard. It is more his indomitable will that forces his minions to perform his bidding rather than 'magic' in the normal sense. In a similar vein, Drain Magic cannot be cast against Warrior Priests, or Settra himself.

Q. If a Screaming Skull Catapult has lost all its crew, can they be brought back with the Incantation of Summoning, so long as the Catapult itself is still standing?

A. Yes, and vice versa.

Q. While he is with a Chariot unit, if I kill a Tomb King or Prince's Chariot, he becomes separated from the unit at the end of the phase. If this happens in close combat, does he

become an independent character before or after combat resolution? If the Khemri unit wins and the opponent flees, does the Tomb King and Chariot unit pursue together or separately?

A. Both combat resolution and fleeing/pursuit happen before the end of the phase, so the character would count as part of the unit (unfortunately, this would also mean the Chariots only pursue 2D6" because his Movement value is not more than 6").

Q. What happens if an enemy unit with Magic Resistance is in line of sight of the Casket when its incantation is released? Do you really add the Magic Resistance dice to the Dispel roll (and very easily screw up the Incantation)? More generally, if one of the targets for the Casket has a special ability against spells (magic resistance, rebound, dice stealing, casting score reducing...), does it apply to the whole Casket's spell effect?

A. Magic Resistance does work against the Casket's Light of Death, so long as the model/unit with Magic Resistance would be affected. Where there is more than one unit with Magic Resistance that will be affected, only one model/unit can add their extra dice (usually the highest). In all other respects, the Light of Death counts as magic that affects any enemy unit that can see the Casket, so other effects would also work as they would against any other magic. Having said that, however, a magic item that 'rebounds' spells isn't going to have any effect – the Light of Death only ever affects enemies.

Q. If a Screaming Skull Catapult engaged in close combat loses, but doesn't lose all its crew, can the additional wounds suffered from combat resolution be allocated to the Catapult itself rather than the crew?

A. Yes.

Q. How do you resolve challenges involving the Champion of a Chariot unit?

A. If the Chariot is charging, any impact hits are worked out against the unit as with other challenges. However, except for impact hits, the chariot takes part in the challenge as a single model, so all crew and steeds fight in the challenge. This is necessary as there is no separate Wound for the Champion himself and so attacks against him cannot be separated out.

Q. Can Tomb Kings single characters and skirmishers move at double movement value?

A. No. The only case when it is possible for a Tomb Kings unit to move at double speed is when charging.

Q. Can you use items like the Bretonnian Mantle of Blood, or Malekith's armour to suffer only 1 wound instead of 1D6 from a Tomb King's Curse?

A. The Tomb King's Curse is treated like any other multiple wound attack for this purpose.

Q. How does the Bone Giant's Unstoppable Assault work against the Steam Tank, castle walls and other targets that don't have Wounds?

A. It has no effect at all; if the target does not have a Wounds characteristic, there's no life-force for the Bone Giant to feed on!

Q. How many attacks has a Bone Giant, including his second weapon?

A. 5. He has 4 Attacks in his profile and gets an extra 1 with the second weapon.

Q. Ushabti are armed with 'huge ritual blades', are these Great weapons?

A. No, if they had Great weapons it would say 'Weapons: Great weapons' in the army list entry.

Q. Does a charging Chariot unit cause impact hits for ALL of its Chariots, or only the ones that are in base-to-base contact?

A. Only the Chariots that are in base-to-base contact can cause impact hits.

Q. Can you resurrect a Tomb King's Chariot if it has been destroyed but the Tomb King is still 'alive'?

A. No. The Tomb King and his Chariot are treated separately. Neither can you resurrect the Tomb King if the Chariot is still alive!

Q. Do Skeleton spearmen in the second rank get to fight when the Righteous Smiting incantation is cast upon the unit?

A. The incantation explicitly says "models in base-to-base contact".

Q. If the Invocation of Righteous Smiting is cast on a charging Bone Giant, can he use the Unstoppable Assault rule?

A. Yes, but remember that he attacks only once, not five times.

Q. If the Incantation of Righteous Smiting is cast on a Tomb King with the Destroyer of Eternities, can he use the special attack instead of the single one allowed by the incantation?

A. Yes.

Q. How are skirmishers and lone characters on foot (360° line of sight) affected by the Casket of Souls?

A. Just like everybody else!

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.

Q. How do you resolve wounds from the Casket of Souls against a war machine? Is the machine itself affected or only the crew?

A. Randomise wounds between crew and machine as with other missile hits.

Q. Can you use the general's Ld (if in 12" range) when determining the number of wounds from the Casket?

A. Yes. For all purposes, a unit's Ld is equal to the general's if he's in 12" range.

Q. Incantations vs Drain Magic. Can an incantation be cast at a power level of 0 or lower? If so, is it automatically dispelled by the opponent if he wishes to, or is a D6 roll still necessary?

A. An incantation is always cast, regardless of its power level. The opponent must still spend one of his Dispel dice to dispel the incantation. However, the result will automatically be higher than 0 and the incantation will be dispelled.

Q. How far can the Liche Priest go away from the Casket of Souls without being considered out of range from it?

A. A model must remain within 1" of a war machine (or in this case, the Casket of Souls) to count as being part of its 'crew'.

Q. Can a character with the Collar of Shapesh, and within 6" of a Casket of Souls, redirect wounds to the Casket itself (and therefore have them ignored)?

A. No, it must be redirected to a model with a Wounds characteristic.

Q. Do hits from the Destroyer of Eternities that hit each model carry over onto the unit if attacking rank and file models?

A. These special attacks do not carry over to other models, treat them all as allocated attacks.

Q. Can you use the Banner of the Undying Legion on a character that has joined the unit?

A. No, it only affects the unit.

Q. Can the Collar of Shapesh transfer wounds from combat resolution?

A. No.

Q. If the Tomb Kings hire a Dark Emissary or Truthsayer, when do they cast their magic within the hierarchy?

A. As long as they don't disturb the hierarchy, they can cast at any time, before or after it, but never during.

Q. Banner of the Hidden Dead. Can a unit charge on the turn it's raised? Can it still be used if the Standard Bearer is killed before the unit is revealed?

A. As the banner states, they appear in the Remaining Moves part of the turn, after charges have been declared. When the Magic phase rolls around, however... If the bearer is killed, you can't activate the power of the standard and the unit won't appear in this battle. Your opponent doesn't get Victory points for the missing unit though.

Q. Settra's Armour of Golden Magnificence. Do weapons or spells that nullify Armour save work or is it like a second 4+ Ward save? Oh, and is the 2+ Armour save improved by +2 with the Chariot?

A. As stated, he is allowed a 4+ save even against attacks that normally allow no save, and yes, this is in addition to his Ward save. And no, he always has a 2+ Armour save, whether mounted or not.

Q. Does Queen Khalida count as a Tomb King for army selection?

A. Yes (you just need a Hierophant to take her).

Q. Is it true that when fighting in close combat, the Priest joins the first rank and personally defends the Casket?

A. Yes, a Priest must fight in the combat. The Priest and his bodyguards form up like war machine crew.

Q. Does the Collar of Shapesh work against the Black Amulet's rebound?

A. Yes.

Q. Does the Blade of Mourning affect Undead?

A. No, as Undead do not take Break tests.

WARHAMMER ARMIES – LIZARDMEN

Q. If one Salamander in a unit of three Salamanders loses its three Skink Handlers, but there are still six Handlers for the other two Salamanders left in the unit, does that Salamander have to roll on the Monster Reaction table?

A. No. So long as the unit has at least one Skink Handler still in it, the Salamanders remain under control. If that last Skink dies, then the entire unit makes a single Monster Reaction test.

Q. Can a unit or character have the same Blessed Spawning twice? Eg, can my Saurus Warriors take two Blessed Spawnings of Quetzl to get +2 to its Scaly Skin?

A. No!

Q. In the Southlands list, do Skink Cohorts and Horned One Riders have the Cold-blooded special rule?

A. Yes.

Q. How does the Kroxigor's rule 'Skirmish Screen' work with Skink units that are in combat already? Can you charge through them as well? Also, can Kroxigors charge through units of Skink Cohorts, or Horned One Riders?

A. Kroxigors can only charge through Skirmishers (hence the name Skirmish Screen). They can't charge through ranked up units, and can't charge through skirmishers that are engaged in combat at all.

Q. Does the 'Predatory Fighters' rule imply that one of the two Saurus Attacks is made without a weapon bonus? Temple Guard have 2 Attacks but not the Predatory Fighters rule, so does it mean that they have 2 Attacks, both with the halberd bonus? What about characters?

A. Predatory Fighters, simply put, is only meant for Saurus armed with spears, and says that the second rank has only 1 Attack. In all other cases, use the Attack value indicated, and that's why Temple Guards and characters do not have this rule.

Q. What if I declare a challenge to a unit with a Slann inside? Can he take the challenge? What if he refuses?

A. Slann are not meant for combat and, unless he is in the fighting rank, he cannot issue or refuse challenges. If he is in the fighting rank, he may issue and accept challenges as normal.

Q. Can a Slann be put in the third or further back rank of a unit? The text mentions the second rank, but not 'any' rank. Can a Saurus unit (not Temple Guard since they're stubborn and the Slann isn't) use his Ld whatever the rank he's in?

A. No. Slann can be placed in the front rank, or the second rank.

Q. How is shooting or casting a spell at a Slann inside a Saurus unit resolved? For shooting, do you choose the Slann or the unit, or do you randomise? Is the +1 to hit (large target) for the Slann only, or does it apply also to the unit because the Slann is in it? As for magic, you could target the Slann (large target) while the unit is not visible to the caster... does a spell that affects a 'unit' affect the Slann and the Saurus then?

A. As the Slann is a different size from the models around it, it can be targeted separately. The +1 to hit only applies if shooting at the Slann. This equally applies for *magic missiles* – and as the Slann is a large target, he might be able to be seen when the unit is not. If the unit the Slann is with consists of less than five models, then missiles aimed at the unit itself could potentially hit the Slann – they are randomised as normal.

Q. Do Salamanders need a BS roll to hit or does their ranged attack hit automatically?

A. They hit automatically, in the same manner as a Ratling Gun and a Volley Gun.

Q. Can a Slann use items that are for 'models on foot only'?

A. No. He is not a model on foot!

Q. Can a Skink with the Blessed Spawning of Huanchi (move through woods) and the Cloak of Feathers fly through woods?

A. No. The normal flying rules are not nullified.

Q. Can a second generation Slann cast a spell without using a dice from the dice pool and just use the 'free' dice?

A. No. The dice is extra 'after the dice have been rolled' indicating that the number of dice used to cast the spell initially cannot be 0.

Q. Why does the Blessed Spawning of Huanchi (move through woods) cost 20 points for a character? They can move through woods already for free if they are alone!

A. Units can only be joined by characters with the same Blessed Spawning. So if the characters during a game wanted to join a unit with Blessed Spawning of Huanchi, he would have to be blessed the same way.

Q. Do Blessed Spawnings affect ridden creatures as well as the rider?

A. They are not affected except where noted (Blessed Spawning of Chotec).

Q. With Lord Kroak's Ceremonial Mace of Malachite, magic weapons count only as hand weapons. What about magic weapons that are not hand weapons, like the Lance of the Quest and Crimson Death – do they also count as hand weapons?

A. 'Magical weapons count as hand weapons'. So they count only as hand weapons.

Q. Do you get the benefit for +1 Strength with Kroq-Gar's Revered Spear of Tlanxla if he charges on foot (if Grymloq is slain)?

A. All the effects of the magic weapon are from it being magical. So yes.

Q. Can you cast spells like Flaming Sword of Rhuin on a Slann?

A. Yes. Since it is the Skink attendant who is assumed to fight, it is imagined that the flaming sword will appear in the Skink's hands!

Q. Do you get the benefit for +1 Strength with Kroq-Gar's Revered Spear of Tlanxla against units immune to psychology?

A. Yes.

Q. What is the range of the Stegadon's Giant Bow? Do you get Armour saves against the Giant Bow, or is it treated like a Bolt Thrower (and so no Armour saves would be allowed)?

A. The giant bow is a bolt thrower in all respects, except it can move and fire, and has a different Strength. Use all the rules from the Bolt Thrower section of the Warhammer rulebook (p. 124-125).

Q. Can the Slann's Leadership be used if he is positioned in the second rank? Normally, a character's Leadership can only be used if he is in the fighting rank.

A. Yes.

Q. Can a Skink with the Scout ability scout if it is mounted on a Stegadon or a Horned One?

A. No. A Skink may only scout if it is on foot.

BRETONNIANS PREVIEW ARMY LIST

Q. Do models which have the Knight's Virtue (are Immune to Panic caused by units that are not Knights) have to take a Panic test from shooting. Is 'Knight' here referring only to friendly Knights?

A. Yes. It means that fleeing Commoner units will not cause them to take a Panic test. This also applies to units of Commoners who are destroyed or break from combat.

Q. The Bretonnian Battle Standard Bearer, carrying the Standard of the Lady of the Lake (nullifies rank bonus), is slain during a combat round. Since rank bonus is calculated at the beginning of the combat round, when the banner was still active, does the banner's effect still kick in?

A. Although ranks are determined at the start of the combat round, the effect of the Standard is only calculated at the end – if the Standard Bearer is slain, the enemy still physically had ranks at the start of turn, so they gain only their normal rank bonus.

Q. Does the Blessing of the Lady have any effect against magic missiles?

A. No.

WOOD ELVES PREVIEW ARMY LIST

Q. Can a model use the Bow of Loren to fire the Hail of Doom Arrow?

A. No, the model must have a normal bow/longbow to fire the Hail of Doom Arrow.

RAVENING HORDES

Q. Can you fire Chaos Dwarf blunderbusses if there is a friendly unit in combat with an enemy in the zone of fire?

A. No, only Skaven can shoot when there is a chance of hitting their own units.

Q. How exactly do Chaos Dwarf Blunderbusses work with the Stand & Shoot charge reaction?

A. The rules are applied exactly as with any other unit. If the chargers start within 12" then any models within 12" may be hit. If the chargers are outside 12", the charging unit is stopped at

maximum range as normal, and so in this case only the front rank of the charging unit will be in the zone of fire.

STEAM TANK

Q. What effect does an Earthshaker Cannon have on a Steam Tank?

A. It will move at half normal rate, and must first roll a 4+ before each weapon.

Q. Do Pikemen get +1 Strength when charged by a Steam Tank?

A. Yes, they do.

Q. Does the use of a Steam Tank have to be agreed upon by both players?

A. No.

Q. Are the Trainee Engineers on a fighting platform vulnerable to poison?

A. Any poisoned missile attacks that hit by rolling a 6 need to be randomised separately. If they are randomised against the crew they wound them automatically, but if they are randomised against the Steam Tank they still need to roll to damage with their Strength. In close combat there is no problem since the enemy can attack either the Steam Tank or the Engineers.

Q. Would firing from a hill down at the Steam Tank count as an above hit or is this just for attacks that lob their shot?

A. The 'hit from above' rule is limited to war machine attacks like mortars, stone throwers etc. (ie, those that use the Scatter dice) and spells such as the *Comet of Casandora*, *Forked Lightning*, etc. It does not apply to normal missile fire, *magic missiles*, cannons and other machines that do not use the Scatter dice, or any close combat attacks (even by Giants...).

Q. If the Steam Tank is charging and its intended target flees, can it redirect the charge?

A. Of course, if the new target has been revealed by the first one fleeing (ie, if the Tank would not have been able to charge it before the flight of the original target).

Q. What about the Toughness of the Steam Tank? Several things use the opponent's Toughness to decide the Strength of the attack (for example, the Rune of Might, Dwarf Slayers, the Sword of Heroes).

A. They don't give any advantage to models fighting the Steam Tank as it has no Toughness value. This applies to any attack which uses a characteristic of the Tank (except Initiative, as noted in the rules).

Q. How does a Helblaster shot work against the Steam Tank? Do you count the total number of hits and roll separately for each one with Strength 5 (or 4), or do you consider one Artillery dice as one hit and the number it rolled as a wound modifier?

A. The first solution is correct. The same applies to other multiple shot weapons, like repeater weapons.

Q. It is unclear as to when the player is allowed to measure the distance from the tank to an intended target for a charge, or if he even has to declare a charge, and how he goes about devoting Steam Points.

Can he measure first, and then decide a) not to put steam to movement but to shooting instead? or b) that he can possibly back up for more impact damage? Or does he have to take his decisions guessing all ranges?

A. You still have to declare charges, and nominate how many Steam Points you are going for – you have to judge how many you need.

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