

QUESTIONS & ANSWERS

Rules Clarifications & Questions Answered

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. 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.

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)

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.

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).

CLOSE COMBAT

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.

Q. Can a unit lap around to its flank?

A. Yes, as long as there are unengaged models in its rear rank.

PSYCHOLOGY

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.

CHARACTERS

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 (Moving Characters Within Engaged Units)?

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 then you can choose which of the characters 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.

MONSTERS

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

A. It only affects the character.

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

A. No.

SPECIAL RULES

Q. Regeneration – can a model slain by another model with the Killing Blow ability that rolls a 6 on its roll to wound regenerate?

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.

WAR MACHINES

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. Can a victorious war machine crew pursue a broken enemy?

A. They cannot voluntarily abandon their machine except to crew another, and so must test to restrain pursuit.

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 not ignore a Miscast nor cause Irresistible Force – Space got it wrong, basically.

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 Stigil 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 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.

MAGIC ITEMS

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

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

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 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. 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.

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. 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. There is no magic versus mundane trump anymore. 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.



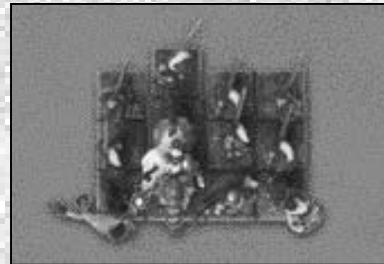
Q. How does the Dark Elf Talisman, the Ring of Hotek (Wizards within 6" Miscast on a double), work with the High Elf Arcane item, the Book of Hoeth (Mage's spells are cast with Irresistible Force on doubles)?

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.

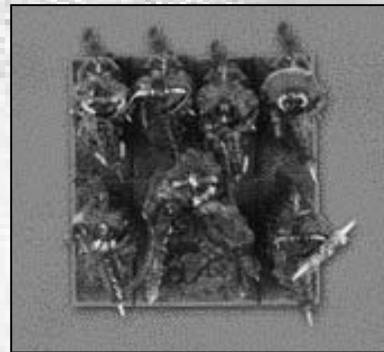
CHARACTERS IN UNITS

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 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 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 Iyrton has no rank bonus.

ORC & GOBLIN ARMIES BOOK

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.

DWARFS

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

A. It is correct, Dwarf handguns may move and fire.

VAMPIRE COUNTS

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 a Banshee shout 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.

DARK ELVES

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

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

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: 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: 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 GW website, it appears as if it is the latter option.

A: It is rolled every player's turn.

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: Can a bidden 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?

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 STR.
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.

MONSTERS & HANDLERS

There have been several questions regarding how the rules for mixed units of monsters and handlers work (Lizardmen Salamanders and 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.

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 dice for it. Sometimes a spell is cast, sometimes not...

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 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: 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: 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: Yes, if he is on his own.

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.

BRETONNIANS

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.

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 bill 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: Can a model 'rebound' wounds onto a Steam Tank (the Black Amulet for example)?

A: No – see the correction to the Steam Tank rules on page 139.

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.

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