

# WARMASTER ARMIES ERRATA

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under coordination of Lex van Rooy

This Errata applies to the latest version of Warmaster Armies from January 2007.

## Empire

### Special rules:

*Replace the 'Flagellants/Skirmishers' paragraphs with following:*

2. **Flagellants.** So keen are they to meet their maker that a unit of Flagellants will always use its initiative to charge an enemy if possible and can't be given orders instead. They'll never use their initiative to evade. They can't be driven back by shooting and do not roll for drive backs. If a unit of flagellants is victorious in combat and is able to pursue the enemy or advance in accordance with the rules, then it must do so where possible. Flagellants are unaffected by enemies that cause terror in combat, so they do not suffer the usual -1 Attack modifier.
3. **Skirmishers.** Skirmisher stands never count as independent units under any circumstances. Instead, you may add one stand of Skirmishers to any of your infantry units. This brings the size of the unit to 4 stands - i.e. 3 ordinary stands plus the skirmisher. Skirmishers always have the same Armour value as the rest of their unit, either 6+ or 0. They fight as part of their unit and can be removed as a unit casualty if the player wishes. Skirmisher casualties never count as casualties for purposes of issuing orders, which means there is no -1 Command penalty as there normally would be for units that have lost a stand. Skirmisher stands never count as part of the unit's formation when determining whether they move at full or half pace, so no movement penalty is incurred if they are arranged out of the unit's regular formation. As a result skirmishers are both more adaptable and more expendable than other troops.

*Replace the 'Hellblaster' Range/Attacks table with following:*

Range (R)	0<R<=10cm	10<R<=20cm	20<R<=30cm
Attacks	8	4	2

## Empire

### Army selector:

**Skirmishers:** *Replace the 'Unit size' number with following:*

4

## Empire

### Spells: Weird Enchantment

*Replace the last paragraph with following:*

The unit moves at half pace in all situations: even when charging for example. The unit counts all enemies as terrifying (-1 Attack penalty). If the unit would normally cause terror then it ceases to do so and counts all enemies as terrifying just like everyone else. However, if the target is Undead or Daemonic unit it will not count enemies as terrifying although all other penalties apply as described (Undead and Daemons are hard to spook).

## High Elves

### Special rules:

Replace the second and the last paragraphs of 'Dragons' Special Rule with following:

Because Dragon Riders have a great many hits (6) which are difficult to inflict even during a lengthy combat engagement, we must consider the possibility of hurting the Dragon and reducing its effectiveness in subsequent turns. Therefore, if a Dragon Rider has accumulated 3-5 hits by the end of the Shooting phase or Combat phase it is deemed to have been badly hurt. Once a Dragon has been badly hurt all accumulated hits are discounted and its maximum hits value and Attacks are halved for the rest of the battle (to 3 Hits and 3/2 Attacks).

#### Dragon Fire

Dragons can make a fiery breath. This applies both to a unit of Dragon Riders and to Dragons ridden by characters that have joined a unit of troops. Dragon fire works as follows. The fiery breath has a range of 20cm. Breath can be directed against one target as for normal shooting and has 3 Attacks that are worked out in the usual way at 4+ to hit.

## Dwarves

### Army selector:

**Canon:** Replace the 'Attack' number with following:

[1/2+ bounce]

### Special rules:

Replace the 'Rangers' paragraph with following:

**2. Rangers.** Although they are infantry the exceptional mobility of Dwarf Rangers means that they can pursue any type of retreating enemy.

Replace the 'Anvil' paragraph with following:

**6. Anvil.** The army can only include a single Anvil and it is incorporated onto the stand of a Runesmith. If a Runesmith stand includes the Anvil, once per battle he can add +1 to his dice roll when he attempts to dispel enemy magic spells using the Dwarf anti-magic ability (see Runesmith). In addition the Runesmith can strike the Anvil during the Shooting phase of his own turn. The Anvil's plangent rune-song fills the Dwarfs with even greater resolve! Roll a D6. On the score of a 4, 5 or 6 all Dwarf units within 20cm of the Runesmith are unaffected by Terror till the start of the next Dwarf player's turn. On a roll of less than 4 there is no effect.

## Undead Tomb Kings

### Special rules:

Replace the 'Sphinx' paragraph with following:

**3. Sphinx.** The Sphinx causes terror. Because the Sphinx has so many hits (6) we must consider the possibility of hurting the Sphinx and reducing its effectiveness in subsequent turns. Therefore, if a Sphinx has accumulated 3-5 hits by the end of the Shooting phase or Combat phase it is deemed to have been badly hurt. Once a Sphinx is badly hurt all accumulated hits are discounted and its maximum Hits and Attacks are halved for the rest of the battle (to 3 Hits and 2 Attacks).

# Skaven

## Army selector:

Replace the Selector Table with following:

Clanrats	Infantry	3	3	6+	-	3	40	2/-	-
Stormvermin	Infantry	3	3	5+	-	3	55	-/2	-
Jezzails	Infantry	3/1	3	6+	-	3	70	-/2	*1
Plague Monks	Infantry	5	3	0	-	3	70	-/2	*2
Rat Swarms	Infantry	2	3	0	-	3	25	2/-	*3
Gutter Runners	Infantry	3/1	3	6+	-	3	70	-/4	*4
Rat Ogres	Infantry	4	4	5+	-	3	110	-/2	-
Warp LightCannon	Artillery	1/D6	2	0	-	1	50	-/2	*5
Doom Wheel	Machine	5	4	4+	-	1	125	-/1	*6
Screaming Bell	Machine	0	4	4+	-	1	125	-/1	*8
Grey Seer	General	+1	-	-	9	1	130	1	*7
Hero	Hero	+1	-	-	8	1	70	-/2	-
Warlock	Wizard	+0	-	-	6	1	30	-/1	-

# Lizardmen

## Special rules:

Replace the 'Terradons' paragraph with following:

**4. Terradon.** Terradons can fly. Terradon riders have a shooting range of only 15cm. However, they can shoot from any edge without turning stands to face their target. Just measure the range from any stand edge, front, side or rear. Note that this enables them to shoot at enemies charging them from any direction.

'Stegadon' Special Rules: Replace the second paragraph in right column with following:

The Stegadon causes terror in its foes.

'Stegadon' & 'Slann Mage' Special Rules: Replace the fifth and sixth paragraphs in right column with following:

Because the Stegadon has so many hits we must consider the possibility of hurting the beast and reducing its effectiveness. Therefore, if a Stegadon has accumulated 5-9 hits by the end of the Shooting or Combat phase it is deemed to have been badly hurt. Once a Stegadon is badly hurt all accumulated hits are discounted and its Hits and Attack values are halved for the remainder of the battle to 5/2 Attacks and 5 Hits.

**6. Slann Mage.** The Slann Mage rides a palanquin carried by his bodyguard of fierce Saurus warriors - his combat bonus is due to his bodyguard. The Slann Mage is the army's general but uniquely amongst commanders he cannot give orders, but has foreseen the flow of the battle and given his Skink retainers instructions. To represent this any Skink character within 20cm of the Slann can announce his use of the General's Divine Guidance - deducting -1 from his dice score (eg 8 counts as 7, 10 as 9 and so on). When Divine Guidance is used the Skink cannot 'Blunder' - any roll of double 6 simply counts as a fail. If a Divine Guidance roll is failed then the Slann's Divine Guidance cannot be used by any other characters that have not ordered yet in that turn, their confusion over the mixup is represented by adding +1 to their first order rolls.

Replace the 'Salamander' 1st paragraph with following:

**3. Salamander.** Salamander stands never count as independent units under any circumstances. Instead you may add one stand of Salamanders to any Skink infantry units. This brings the size of the unit to 4 stands - i.e. 3 other stands plus the Salamander stand. The Salamander stand fights as part of the unit and can be removed as a casualty should the player who owns them wish to do so. A Salamander stand does not count as a loss upon the unit for purposes of Command penalties - i.e. if the Salamanders are removed leaving 3 Skink stands there is no -1 Command penalty on the unit. The Salamander stand doesn't count as part of the unit's formation when determining whether the unit is in a regular or irregular formation - i.e. the stand can be placed to the side, at an angle, or at a different orientation without affecting an otherwise regular formation.

## Dark Elves

### Special rules:

Replace the 'Cold Ones Knights' paragraph with following:

**3. Cold Ones Knights.** Cold Ones are very aggressive mounts. Because of this each stand of Cold One Knights has an Attack value bonus of +1 in the first round of each combat when fighting to the front, i.e. the Cold One Knights' stand has to touch the enemy in arc of sight with its frontal edge and/or frontal corners (including contact by frontal corner only). For the same reason Cold One Knight cannot form brigades except with other units of Cold One Knights.

Replace the 'General' paragraph with following:

**6. General.** Dark Elf commanders are masters of manipulation and cruelty - this makes them uncompromising in their dealings with subordinates! If a Dark Elf Hero or Sorceress rolls a double 6 when issuing orders, the General must either lose 1 level of his Command value (i.e. drop from 10 to 9) or execute the failed underling - in which case the character is removed as a casualty but does not count towards the enemy's victory points. In addition, if the General rolls a double 6 then the General automatically loses 1 level and the phase ends. Regardless of these penalties a General can only drop 2 levels (to a minimum of 8) after which all subordinates who roll a double 6 are executed and any double 6's rolled by the General merely end the phase as normal.

## Araby

### Army selector:

Replace the 'Hero' line with following:

Hero	Hero	+1	-	-	8	1	80	-/2	-
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### Special rules:

Replace the 'Magic Carpets' paragraph with following:

**4. Magic Carpets.** Magic carpets can fly – they have been rated as aerial 'cavalry' as this is the closest categorisation to their type. Because they are awkward flyers, they can be pursued by any type of enemy troops. Riders have a shooting range of only 15cm. However, they can shoot from any edge without turning stands to face their target. Just measure the range from any stand edge, front, side or rear. Note that this enables them to shoot at enemies charging them from any direction.

## Vampire Counts

### Army selector:

**Ethereal Hosts:** Replace the 'Armour' number with following:

[6+]

## Daemons

### Special rules:

Replace the 'Daemon Overlord' paragraph with following:

**4. Daemon Overlord.** The Daemon Overlord is the army's General and has the option of having the powers of a Wizard for an additional 25 points. If given magical powers the Daemon Overlord can be given a magic item restricted to either a General or a Wizard. Note that the Daemon Overlord is still a General and his command range extends over the whole battlefield as for other Generals. A Daemon Overlord can fly regardless of the models appearance in the same way as a Greater Daemon.

These additional Errata sheets are intended for those who have printed the earlier version of Warmaster Armies from June 2006 (without the Araby Army).

## Empire

### Army selector:

*Replace the last column ('Special') with following:*

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- \*1
- 
- \*2
- \*3
- 
- \*4
- \*8
- 
- \*7
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- 
- 
- \*5
- \*6

## Daemons

### Spells:

*Replace the header with following or simply delete last word:*

**Daemonic Spells**

## SPECIAL THANKS TO:

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