

RULES UPDATE

By Rick Priestley and
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Warmaster was released more than two years ago and, since then, we have published regular Questions & Answers (Q & A) features about the game rules in WarMag. Needless to say, as more and more queries merited more and more answers, this has grown into quite a brawny document, if not actually the sort of brute you wouldn't want to meet on a dark night!

When it came to putting this Annual together our first intention was simply to compile all of the Q & A to make a handy reference. Having compiled them we felt this was rather unsatisfactory – the result being extremely long and not really very handy either. So instead, we have come up with a more comprehensive update as well as a revised (and much shortened) set of Q & A.

The update is given in page order from the front of the rulebook. Some of the entries are quite short and can be added directly to your rulebook with a pen or pencil. Others are more substantial and we suggest you cross out the old deleted versions, photocopy the new pages, and keep them with your rulebook.

Together with the new Q & A, these updates effectively comprise a complete game

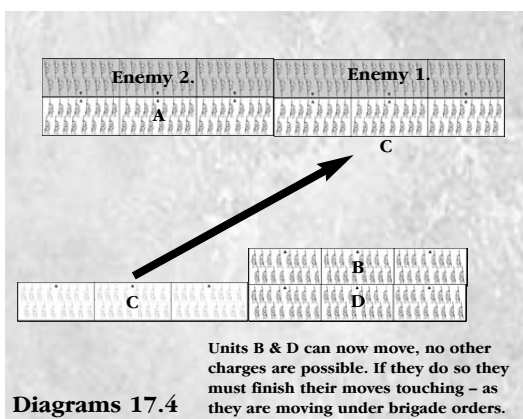
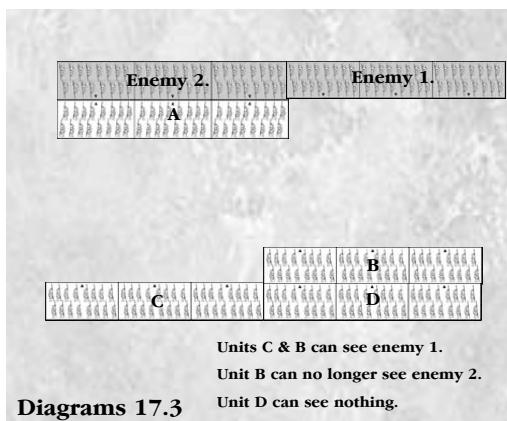
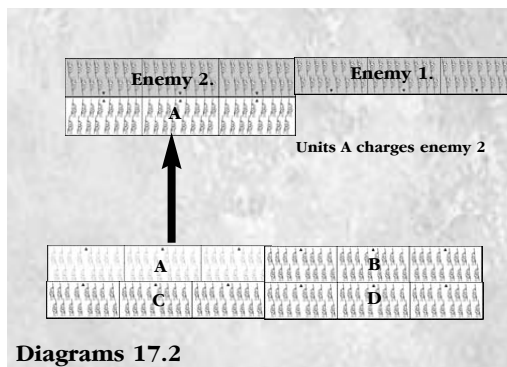
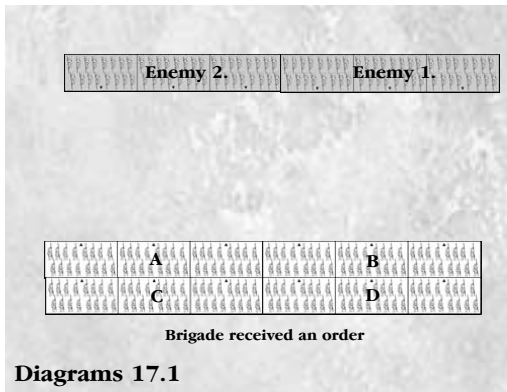
revision – version 1.1 so to speak. We have avoided making massive changes to the game and where we have made significant changes, the reasoning has been explained with a footnote. Many of the changes are simply re-wordings that won't affect most players' reading of the rules, but we've revised anyway to make the meaning clear.

There is at least one part of the game rules where a more substantial revision is probably justified – namely the rules for the placement of chargers and charges to the flank. This official update doesn't deal with that directly because we haven't had time to properly assess an alternative version. Indeed it may be practically impossible to make such a major change without producing a new second edition rulebook. Instead, we've included them as 'trial rules' which you can find these on page 68.

These updates, the new Q & A, and the revised army lists have all been produced with the invaluable assistance of the following players together with their friends and local clubs – so thanks very much too: Wayne Rozier, Dave Simpson, Christian Burnett, Mike Bolton, Chuck Goetz, Leslie Mitchell, Jim Kontilis, Bertrand Chaume, Greg Lane and Doug Leip.



RULES UPDATE

P17 – Brigades*Add the following diagrams:***P20 – Formation & Movement***Case 5. Change final sentence to read as follows:*

Note that the only situation where an irregular formation moves at full pace is when it charges or evades.

P21 – Moving the stands*Replace section down to Terrain with the following:*

As a unit moves, you can rearrange its stands as you wish. Stands must remain touching but can be turned round or arranged into a line, column, or an irregular formation. When each stand is moved, no part of the stand can move further than its permitted maximum movement distance.

When a stand moves it cannot move through another stand of a different unit whether friend or foe. Stands can move through other stands of their own unit that have not yet moved and which are not already engaged in combat. Otherwise, stands cannot move through other stands of the same unit. This allows units to flow in a realistic manner without stands getting in each other's way.

There is an exception to the rule that prevents stands moving through other units – this happens when a unit bursts through another during an evade and is described later (p23). Stands can always move through characters as described in the Generals Wizards & Heroes section (p53).

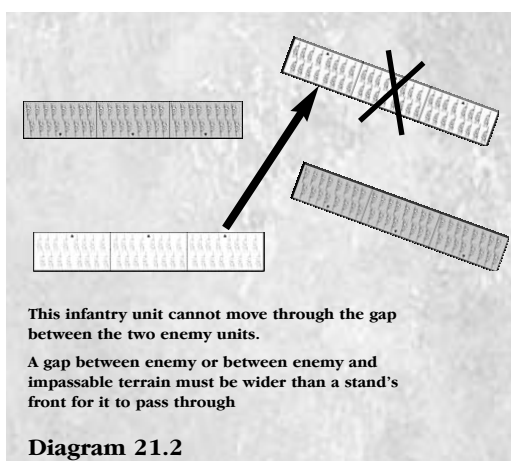
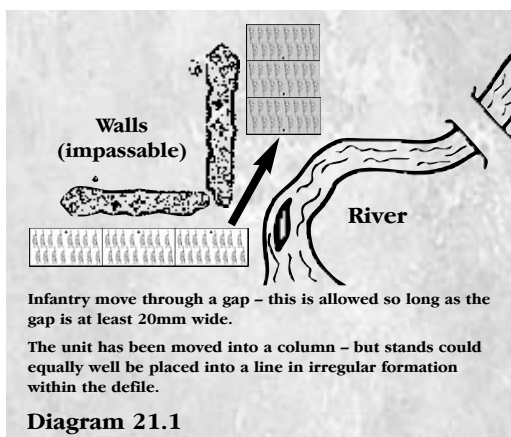
The gap rule

When a stand moves it can be oriented to pass through any gap so long as the gap is at least as wide as the stand's shortest edge, usually this will be 20mm. For example, an infantry stand might be turned to its side to move through a gap between impassable walls and a river.

The exception to this rule is that a stand cannot pass through a gap between two enemy stands, or between an enemy stand and any feature or friendly stand, unless the gap is wider than the stand's own frontage. For example, there must be a gap of more than 40mm for an infantry stand to pass between two enemy stands, between an enemy stand and a friendly stand, or between an enemy stand and the edge of a river.

This rule prevents units moving through gaps whilst close to enemy units and where

there is little room for effective manoeuvring. Note that although stands are not permitted to pass between enemy stands as described, this does not prevent them moving between such stands to charge them, assuming there is room to do so (See Moving Chargers p32).



P21 – Terrain

Paragraph 9 – *The final paragraph in the section – change the last sentence to read as follows:*

If a unit is forced to retreat into impassable terrain during combat, then stands may be destroyed as a result (see the Combat phase section p41 & 43).

P22 – Moving by Initiative

Paragraph 1 – *Delete and replace with the following:*

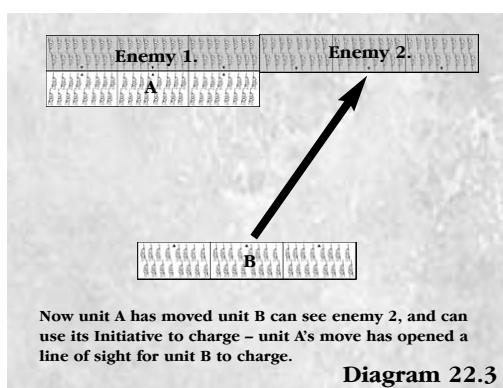
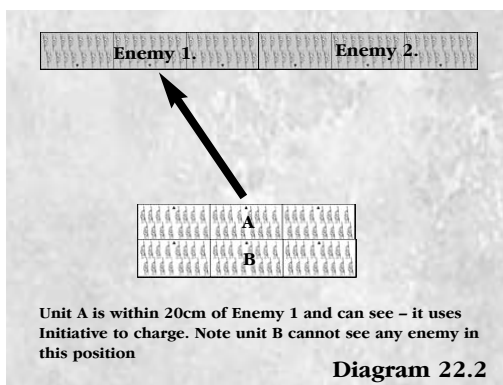
The Initiative rule represents the ability of a unit's commanding officer to lead his troops to the attack or guide them away from danger. Once the enemy is close, a regiment's training and natural instincts

pretty much determine what happens next, regardless of what the General might prefer.

During the Initiative Movement section of the Command phase, a unit can use its own initiative to either charge or evade from the closest visible enemy unit within 20cm. It does not have to do so, and can instead wait until the Ordered Movement section of the Command phase and attempt to move by means of an order as usual. The choice is the player's in most cases; exceptions are covered in the army lists.

Paragraph 5 – *Delete and replace with the following:*

Units moving by initiative do so during the Initiative Movement section of the Command phase as already explained (above and see p13). Units are moved one at a time, the movement of each is completed before moving the next, but the player can move the units in whatever order he wishes. Because units are moved one at a time, it is possible for a unit to move so that it blocks the line of sight of another friendly unit, making it either impossible for that unit to use initiative or changing which visible enemy unit is closest. Conversely, a unit's move could open a line of sight, allowing another friendly unit to use its own initiative or changing which enemy unit is closest.



Add the following at the end of the section:

Enemy infantry or artillery in fortified positions can be ignored when it comes to using initiative – these units are considered either unable to move or unlikely to do so. A player can choose to ignore such enemy units if he wishes, in which case his own unit can use initiative to charge or evade the closest non-fortified enemy within 20cm.

A unit can also ignore the presence of enemy units if they are divided by a mutually impassable barrier so long as neither the unit itself nor the enemy unit/s can move round the barrier within a full pace move. For example, cavalry cannot cross rivers, so two cavalry units divided by a river can ignore each other for purposes of initiative. A player can choose to ignore such enemy units if he wishes, in which case his own unit can use initiative to charge or evade the closest visible enemy unit within 20cm that is not divided by the impassable barrier.

Diagram P23.1 – *Note that the unit of horsemen should be facing the bottom of the page – if only for appearances sake! Some rulebooks have this correction already.*

P23 – Units Which Move off the Table

Paragraph 1 – Last sentence – change to read as follows:

This can happen when a unit receives a 'blundered' order but can also happen to units that are defeated in combat or troops driven back by missile fire or magic.



P25 – Targets

In the final paragraph beginning 'Stands inside a wood are assumed...' change all occurrences of 1cm to 2cms. Eg,

Stands inside a wood are assumed to be able to see up to 2cm.

P26 – Delete the second paragraph on the page beginning 'If a player wishes a unit to

**1. This is a rules change that makes it impossible for a unit to turn round to shoot at enemies directly behind without turning to face in the Command phase. The change makes units that can shoot all round somewhat better in that they can now shoot in circumstances where other units cannot.*

shoot'. *1

P27 – Driving Back Enemies

Delete paragraph 3 beginning 'Defended units roll one less dice...' to 'Units confused during drive backs'. Replace with the following:

A unit that has one or more stands in a defended position disregards the first hit suffered when working out drive backs. This means one hit cannot cause a drive back, two hits roll one dice, three hits roll two dice and so on.

A unit that has 1 or more stands in a fortified position disregards the first two hits suffered when working out drive backs. This means one or two hits cannot cause a drive back, three hits roll 1 dice, four hits roll 2 dice and so on.

Units that are driven back move directly away from the closest enemy stand that shot at them regardless of whether that enemy inflicted any hits – this is called the driving unit. Note that driving units will normally be units of troops – but can also be enemy wizards if the unit has been affected by an appropriate spell (such as Ball of Flame).

When a unit is driven back its path is determined in a comparable way to evading troops (see p22). Move the stand that is closest to the driving unit directly away from it without changing the orientation of the stand. Once this first stand has been positioned, remaining stands move back along the same path into a suitable formation but cannot be placed closer to the driving unit than the first stand. Note that the actual drive back measurement is made only to the closest stand, other stands may move further than the distance rolled and are often obliged to do so. This flexibility

**1. Note that the rule for defended and fortified troops has been re-worded so that it is clear which hits should be ignored. This becomes relevant when hits comes from different enemies, some of which have special confusion rules.*

allows the unit to rearrange its formation as it retires. See Diagram 27.1

**1. This section has been extensively rewritten to remove any doubt about when shooting is worked out and casualties removed. This was particularly asked for in respect of working out cannon and bone thrower shots – details that have now been incorporated in to the text.*

P28 – Shooting at Charging Enemy

Delete section down to 'The Role of Missile Troops' and replace with the following: *1.

Stands capable of shooting (including artillery, appropriate monsters and some machines) and which are not already engaged in combat, can shoot at enemy units charging their own unit. Remember, a unit is 'charged' so long as it is contacted by a charging stand – it does not matter if the unit was not the original target of the charge.

These shots represent the unit pelting the enemy with missiles as they approach, perhaps at the very last moment but possibly as part of a fighting withdrawal by parties posted ahead of the unit's main body.

Shooting in this way is an exception to the normal turn sequence because it happens in the enemy's turn.

Shots are worked out as soon as the charging unit has finished its move. Shooting stands must be able to draw a line of sight to the enemy unit at some point during the charge move whilst it is within their weapon range. This can be at any moment during the charge: either at the start of the move, once it is complete or at any point in between. Note that some troops are allowed to shoot all round (eg, Wolf Riders) and they can therefore shoot by drawing a line of sight from any edge – other troops must draw a line of sight from their front edge as usual (p25).

Calculate the effect of shots and remove any whole stand casualties straight away before moving any further units. Bear in mind that because casualties are removed at once, this can potentially create a line of sight for another unit to charge into a space vacated by the casualty.

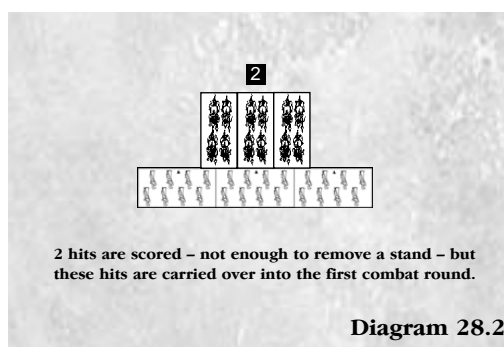
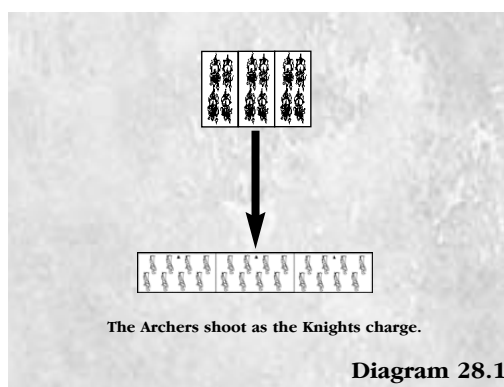
Note that shots from bolt throwers can

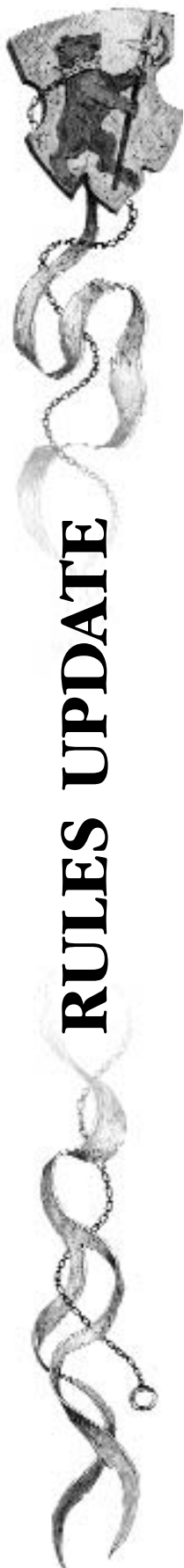
penetrate enemy stands and affect other stands or units behind the target. Shots are always calculated from the position of the chargers at the end of their move – so penetration can be easily calculated from the final position of the charging unit.

Hits inflicted on the charging enemy unit are carried over into the combat. When it comes to working out combat results, these hits count as having been struck in the first combat round. If enough shooting hits are caused to destroy one or more charging stands, then casualties are removed immediately and do not therefore fight in the Combat phase. Remember – the total number of shooting hits count as having been struck in the first combat round even where whole stands have been removed.

For example, if an Archer unit inflicts two hits on a unit of charging Knights, the Knights start the combat with two hits outstanding and these will count towards the combat result for the first round. If three hits were inflicted, then one stand is removed and will not fight in the combat – the three hits still count as having been struck in the first combat round.

Hits on charging units don't cause drive backs. This is partly for convenience, as the game would quickly become very cluttered otherwise, but it also reflects the ability of





troops to stoically advance under fire once they have the enemy in sight. Any loss of enthusiasm is taken into account by including any hits inflicted in the result for the first round of fighting (see Combat results p39).

If a missile-armed unit is charged by two or more enemy units, one after the other, then it can potentially shoot more than once. When shooting at a second or subsequent charger only those stands that are not already engaged can fire. Remember that stands touching corner-to-corner are engaged and so are not free to shoot at charging enemy.

P28 – Units routed by drive backs

Replace section down to 'Shooting at Charging Enemy' with the following:

If the Drive back dice roll is greater than the unit's full pace movement distance, then the unit is automatically deemed to have fled from the battle in rout. The unit is not moved – instead the entire unit is removed as a casualty.

This happens rarely because units taking many hits are usually destroyed as a result. Large monsters with many hits are more likely to be destroyed in this fashion than infantry or cavalry units.

P30 – Combat Phase at a Glance

The result line 'Draw – Both sides retreat' should read as follows:

Draw – Both sides fall back.

P32 – Sequence of charges

Change first sentence beginning 'The term charge...' to read:

The term 'charge' describes a unit's movement into contact with an enemy unit during the Command phase whether by initiative or by means of an order.

P32 – Enemy in sight

Change second sentence beginning 'It is possible...' to read

It is possible for one unit's charge to subsequently block the line of sight of another, making it impossible for that second unit to charge even though its target was visible beforehand.

**1. Although this is a major re-write no change in the rules is intended – however the old section was the source of so many queries and misunderstandings that it was felt best to make a clean sweep and start afresh. We have also produced an alternative set of trial rules that change the way charges are implemented, reducing the accessibility of flanks and providing a more intuitive way of working out front, side and rear charges – see p60.*

P33 – The charge

*Delete entire section through to Moving Chargers from Brigades on p35. Replace with the new section as follows: *1*

Before moving the charging unit, determine which stand is closest to the enemy unit being charged. A stand which can't see the enemy or which can't reach the enemy, for whatever reasons, is ignored in favour of one that can. Where impenetrable terrain or other units block the shortest path to the enemy then measure the actual route to be taken to determine which stand is closest and whether it can reach. If you really can't tell which stand is closest, if two are equally near for instance, the player making the charge nominates one as the 'closest'.

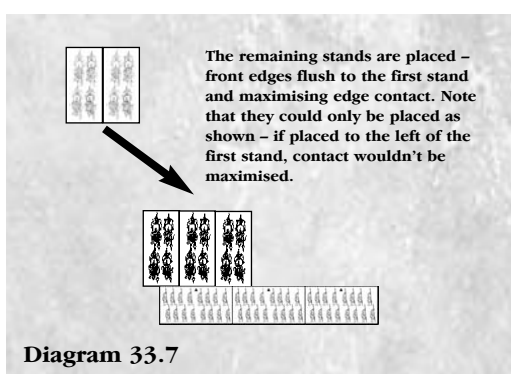
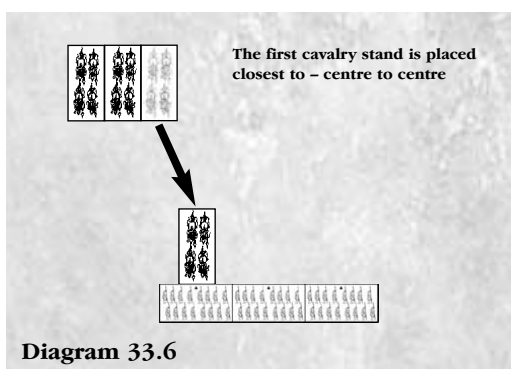
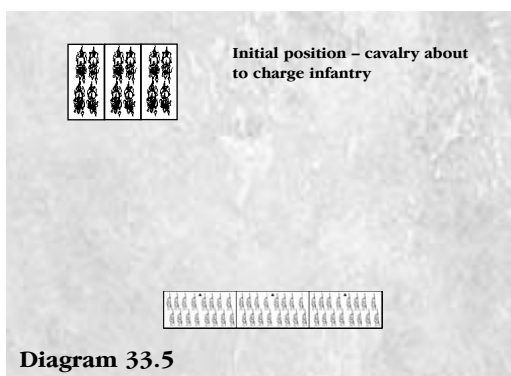
Move the closest charging stand into edge to edge contact with the closest visible enemy stand. Place the front edge of the charging stand centre-to-centre against the closest edge of the enemy stand. See Diagram 33.1.

If the nearest point of an enemy stand is its corner, then the closest charging stand must move to the edge indicated by the balance of the charging unit's frontage as shown on the Diagram 33.2. If more of the charging unit lies to the left of the shortest line between the two units, then the closest stand moves to the left-most edge, if more of the charging unit lies to the right it favours the right-most edge. If it is impossible to tell which way to go because the balance is exactly equal then the charger can choose.

When working out where to position the closest charging stand, enemy stands or stand edges which cannot be seen or which are inaccessible are always ignored. For example, such stands might lie against impassable terrain such as marches or rivers, or they might be entirely obscured by other stands. Note that this means a unit may be unable to charge because it doesn't have the move distance or cannot see an enemy stand

edge that is accessible – even though it may be able to see inaccessible stand edges within its charge reach. See Diagram 33.3 for examples and the section Partially Accessible Edges for more about exceptional moves.

Once you have placed the closest charging stand, move the remaining stands one at a time, placing each stand so that it touches one already in position. Where possible, remaining stands must be placed so that their front edge is flush with the front edge



of the closest charging stand forming a straight line. These remaining stands don't have to be placed centre-to-centre against enemy stands as does the closest charger, but stands must be placed so that their front edge contacts as large an area of enemy

stand as possible – even if this is just a corner. See Diagrams 33.4, 33.5, 33.6 and 33.7 (below).

Contact with other enemy

In some cases you may find that charging stands come into contact with other enemy units positioned alongside the first. These other units also count as having been 'charged' and are drawn into the combat engagement. Once the closest charger has moved, the obligation for remaining chargers to maximise their front edge contact extends to adjacent enemy units and tends to result in more units being drawn into the engagement. See diagram 34.1.

Partially accessible edges

Occasionally, you may find it impossible to position the closest charging stand centre-to-centre against the enemy stand because the edge is partially covered, for example, by another stand or by terrain. In this situation the charger is placed as close as possible to the ideal centre-to-centre position but must contact at least some of the enemy stand's edge as shown on Diagram 34.2.

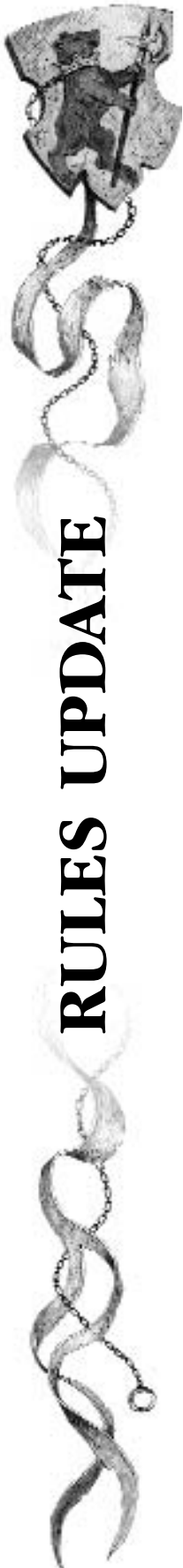
It is not sufficient for the closest charging stand to contact the enemy corner-to-corner. The closest charger must always contact edge to edge. Stands that can only contact corner-to-corner are ignored when working out the move of the closest charger. Where a corner is the only part of an enemy unit that can be reached the charge is not allowed. See Diagram 34.3.

The maximum move of chargers

No charging stand may move further than its permitted move distance. If the closest charging stand cannot reach the enemy and position itself centre-to-centre as described above, then the unit cannot charge. Even if the first charger is not placed exactly centre-to-centre because of a partially accessible edge, the charger must have enough movement to position itself centre-to-centre were it able to do so.

If remaining chargers do not have sufficient movement to reach the enemy as described, or if there is insufficient room to position them, they must be placed behind other stands in their unit or staggered slightly rearwards so that they remain in formation. In both cases stands must have sufficient movement distance to remain in formation and if it is impossible for them to do so, the





charge is not allowed.

Charges and irregular formations

Occasionally, it will be impossible to position chargers exactly as described because the enemy line is not straight. In this case, chargers are arranged along the enemy formation so that individual stands touch both their own unit and their enemy.

The routine is to identify and place the closest charging stand in the usual manner. Once the closest stand has been positioned, remaining stands are placed by the charger so that they are in formation, and contact the enemy either frontally or at a front corner. See Diagram 35.1.

Charging – some points to note

Note that charging units are always positioned flush to the enemy formation's front, side, or rear depending on the placement of the closest charging stand. So, in a charge to the front, remaining stands are not allowed to move around the side or rear for example. Later we'll describe how pursuing stands can move round and surround a retreating enemy once combat is underway (see Pursuit p42-43). See Diagram



34.2.

Note that corner-to-corner contact is quite common where one unit's formation is wider than another, for example where a cavalry unit charges an infantry unit in the side. Remember, once the closest charging stand has been placed centre-to-centre, remaining charges must maximise their contact whilst staying flush with the front of the first stand, this tends to result in situations as shown in Diagram 35.2.

P38 – Casualties

Second paragraph beginning, 'If a unit suffers a number of hits...' – delete and replace as follows:

Record hits suffered by each unit during the combat round. Once the round is complete, units that have suffered hits equal to or greater than their Hits value must remove one or more stands as casualties. The player

who lost the combat should remove his casualties first and then the winner. In the case of a draw roll a dice and the lowest score removes his casualties first. Stands are removed one at a time from the edge of the formation so that the formation is not broken at any time, but otherwise the player can choose which of his stands to remove. Stands that are not touching an enemy can be removed as casualties if the player wishes, in which case it is assumed that casualties occur at the front and warriors press forward to take their place.

P40 – Supporting Troops

Delete the second paragraph and replace as follows:

A stand can only support if it is not touching

**1. This is a minor rules change that removes the situation where supported infantry units can potentially fight more effectively to their sides than to their front.*

an enemy and the unit it belongs to is not confused. The stand must be aligned either exactly behind or exactly beside a stand that fought to its front during the combat round. The supporting stand must also be facing in the same direction as the supported stand as shown in the accompanying diagrams. Note that a stand touched by enemy to its front and sides or rear during the combat round can be supported, but a stand touched by enemy only to its sides or rear cannot. A supporting stand can be from the same unit as the fighting stand it supports or from a completely different unit. See Diagram 40.1.

P41 - Blocked Retreats

Paragraph one – delete fourth sentence beginning, 'However, retreating stands are destroyed...'

Paragraph two – delete entire paragraph and replace with the following:

A retreating stand is destroyed if its retreat move is blocked. A retreat is considered blocked if any part of the stand's base is obliged to move through any of the following: enemy stands, stands of other friendly units that are engaged in combat (including friendly units that have already retreated from the same combat during that round), terrain that is impassable, and stands from unengaged friendly units that do not make way as noted above.

A retreat is also blocked if a stand's move

brings it into contact with a stand from an unengaged enemy unit. Note that in this case contact alone is sufficient to block a

***1.** *This is another section that has been extensively revised in line with queries that arose from the original version.*

retreat – the retreating stand does not need to move through the enemy stand. For example, a stand that retreats 1cm into contact with an unengaged enemy stand 1cm away is destroyed.

Stands that are destroyed are removed immediately without reducing the number of outstanding hits on their unit.

Blocked retreats often occur where units are partially surrounded, for example fighting to the front and rear at the same time. See Diagram 41.2.

P42 – Moving pursuers

Delete section down to *Enemy Destroyed*. Replace with the following: *1

During pursuit combat, pursuing units are moved back into contact with enemy units that have retreated away from them. The distance the pursuers are allowed to move is

not fixed – it will vary depending on the distance retreated by the enemy.

Pursuers are moved after defeated units have retreated and after any appropriate making way has been completed. If several units are pursuing, move them one unit at a time. The player making the pursuit can move the units in whichever order he wishes – the order can be important as the position of pursuers can easily block other pursuers if you are not careful.

Where they are able to do so, pursuing stands must move against the same units they faced in the combat round. In order to explain this process clearly; in the following descriptions ‘retreaters’ and ‘retreating units’ refers only to units that were touching the pursuers during the combat round.

When moving a pursuing unit, begin with all the stands that can re-establish edge to edge contact with retreating units by moving directly forward. If the stand’s front edge can contact at least part of the edge of a retreating stand by moving directly forwards then it must do so (but see Multiple Combats for exceptions). Note that pursuing stands cannot move directly forward if there is an obstruction in the way – there must be a clear path for the pursuer to move directly

Infantry suffers one casualty and retreats.

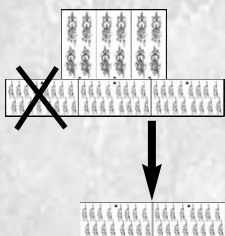


Diagram 42.1

Enemy cavalry lose the combat, suffer 1 stand casualty at retreat.

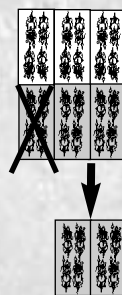


Diagram 42.3

Cavalry pursues. Both stands move directly forward back into contact with the retreating enemy.

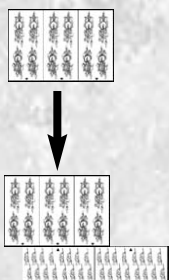
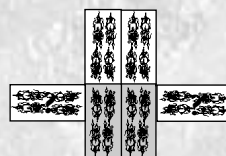


Diagram 42.2



Two pursuers move directly forward – the remaining pursuers can maintain edge contact by moving forward and must move to either side. Two alternative positions are shown – left or right, touching either partially or wholly – it is up to the player to decide how best to position in this situation.

Diagram 42.4

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forward. Diagram 42.1 & 42.2 shows the simplest case (below, left).

Once stands that can pursue directly forward have done so, other stands from the same unit are also moved into edge contact. This includes stands that would only contact corner-to-corner by moving directly forward, as well as stands that would not contact at all. Where possible, these stands must also be positioned against the same enemy unit as stands that have already pursued directly forward. Pursuing stands must be positioned so that their front edge contacts at least part of the edge of a retreating stand where possible – but note that there is no obligation to maximise frontage as there is during a charge. See Diagrams 42.3 & 42.4

In all cases, pursuing stands must have a clear path to their new position. Once stands have pursued directly forward, other stands are placed one at a time and must be placed into touch with a stand that has already moved. This ensures that a unit will always maintain a proper formation with all stands touching once it has pursued. Stands may be obliged to shift their relative position in their unit or even move round onto an enemy stand's side or rear in order to pursue as described. See Diagram 43.1.

Occasionally, you will find that no stands can pursue by moving directly forward. When this happens take the stand that is closest to the retreating unit and move it against the closest accessible edge of the closest enemy stand. In this case, place the stand centre-to-centre where possible in the same way as if it were charging – though note that it does not necessarily have to see its enemy. Note also that the stand still needs a clear path past other units or obstructions. Having placed the first stand, position the remaining stands as described above. See Diagrams 43.1, 43.2 & 43.3.

Sometimes it will be possible to move some but not all stands of a pursuing unit as described because of the position of other units (friend or foe) or because of impassable terrain. Any stands that cannot be placed as described must be placed in formation with their unit, but otherwise can be positioned as the player wishes. So long as at least one stand from their unit is already in front edge contact, stands unable to move into front edge to edge contact can be placed in front corner-to-corner contact if circumstances permit, allowing them to fight in the following round. A unit is not

permitted to pursue if it can only maintain contact by corner-to-corner contact – at least one stand must have front edge to enemy edge contact in order to pursue. See Diagram D43.New 2.

Note that where pursuit results in the front edge of stands touching a side edge, rear edge, or rear corner of enemy stands, a combat penalty will be incurred in the following round. This applies to both sides (see Attack Modifiers p37).

Pursuers and unengaged enemy

When moving pursuers it is possible for stands to come into contact with unengaged enemy units. It is also possible for pursuers to come into contact with other enemy units retreating from the same combat, but which

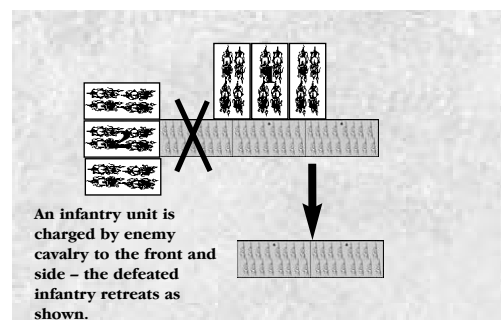


Diagram 43.1

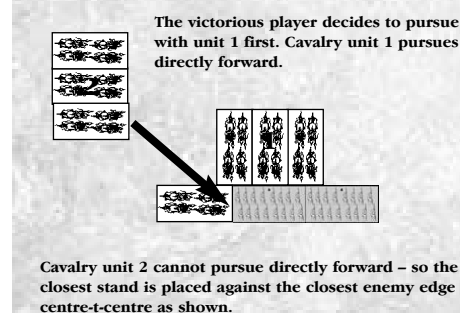


Diagram 43.2

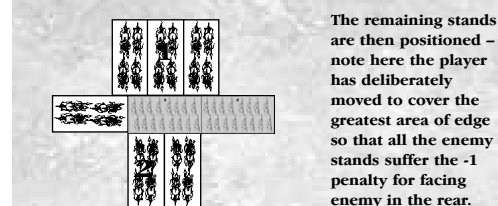
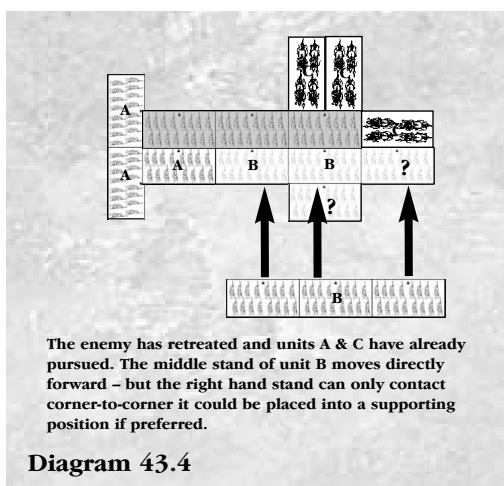


Diagram 43.3



the pursuers were not touching in the previous round. In some cases this may be unavoidable – in others it will depend on the order in which pursuers are moved and how the player chooses to position pursuing stands.

Any units contacted in this way are automatically drawn into the combat in the following round.

Pursuit bonuses only apply against retreating units if they fought in the same combat engagement as the pursuer. It does not matter whether a pursuer actually fought the retreating unit in the previous combat round – only that the unit retreated from the same engagement. No pursuit or charge bonuses apply against newly engaged units.

Impossible Pursuits

It can happen that pursuit is impossible. This is usually because it is not possible to place a pursuer into front edge to enemy edge contact – for example if the enemy unit has already been pursued by other friendly units and is surrounded. Remember – corner-to-corner contact will not suffice to maintain pursuit, at least one pursuing stand must be able to bring its front edge into contact with an enemy edge. Where a unit cannot re-establish contact with a retreating enemy unit it cannot pursue.

A unit that cannot pursue an enemy because it cannot re-establish contact is not allowed to advance instead. A unit can only advance if all the enemy units it is fighting are destroyed. See Advance p44.

Note that it might also prove impossible to pursue a retreating unit where two enemy units are retreating in different directions. In this case the pursuers will not divide their

formation but will ignore one enemy unit in favour of the other. See Multiple Combats – Options for victorious units p47.

P43 – Enemy Destroyed

Paragraph one first sentence should read:

A unit is destroyed if all of its stands fall casualty, or if all of its stands are forced to retreat through impassable terrain, stands that are engaged in combat, or friends who do not make way, or into contact with unengaged enemy units.

P44 – Advance

Add the following new paragraph after the existing paragraph three:

When a unit advances, always work out the resultant combat engagement next – regardless of whether it is an existing engagement or a new one. If the unit has advanced out of a combat engagement that is not finished (as can sometimes happen in large engagements) then complete the original combat engagement before going on to the new one. If several units advance out of the same combat, initiating or joining different engagements, the player whose turn it is decides which order to work them out in – but all must be resolved before going on to any further engagements. The reason for working out advancing combats straight-away is two-fold – firstly, it enables the victorious player to take full advantage

***1** *Note this has been rephrased to make it clear which units are allowed to reform and in what order.*

of his success by flowing the unit through into another engagement; secondly, it makes it easier to remember which units have already advanced during the phase.

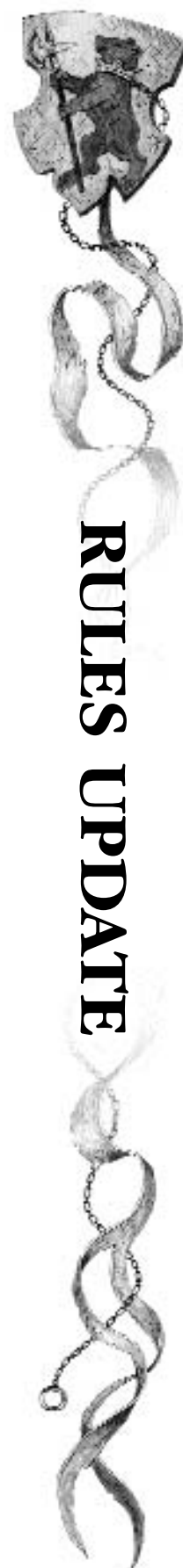
P44 – Fall Backs

Delete paragraph two and replace with the following:

If both players have units falling back from a drawn combat each side takes it in turn to select and move one unit – both players roll a dice and the highest score decides whether to take the first turn or defer to his opponent.

P45 – Reforming

Replace paragraphs 1 and 2 with the following. *1



At the end of the Combat phase any outstanding hits are discounted. After hits have been discounted, surviving units that contacted enemy units during the Combat phase can reform. Infantry units that were merely supporting the combat and which did not contact an enemy during the phase cannot reform.

Units can reform regardless of whether they won, lost or drew combat, or which side they are on. It is important to wait until the end of the Combat phase before doing this because it is possible for pursuit or advance to bring a unit back into combat.

If both players wish to reform, each side takes it in turn to select and reform one unit – both players roll a dice and the highest score decides whether to take the first turn or defer to his opponent.

P45 – Defended and Fortified Troops

Replace entire section down to 'Defended & fortified enemy':

Only infantry, flying troops, and giants can move into base contact with fortified enemy stands at any time – for example by charging, during a pursuit, or as a result of an advance. Where other stands would accidentally contact as fortified enemy – for example by charging an adjacent unfortified unit these stands must be repositioned so that they no longer contact a fortified enemy stand. Note that this overrides the normal obligation to maximise edge contact against enemy units where this applies. Any position that brings troop stands, other than those indicated, into contact with fortified enemy is simply ineligible. If circumstance dictates that such a stand is unable to be positioned out of contact with fortified enemy then it is destroyed and does not fight.

Infantry and artillery units, however, can take advantages of natural vegetation, the lie of the land, fieldworks or permanent fortifications in order to make their position much more secure. This allows infantry and artillery stands to be either defended or fortified. In both cases the score required to hit will increase as shown on the chart below.

Target	D6 result required
Fortified infantry/artillery	6+
Defended infantry/artillery	5+
All other targets/circumstances	4+

Defended

A stand is defended if it is placed wholly or partially; behind a low obstacle, such as a hedge or wall; at the edge of or within a wood; or amongst ruins or buildings. A stand is also defended if it is positioned on the crest or upper slope of a hill or rise so that it occupies higher ground than its attackers.

These are all judged to be situations that confer an advantage to infantry or to small units of artillery. Such units can position themselves closely to the lie of the land, taking advantage of minor folds in the ground, local vegetation, or barriers such as hedges or ditches. This advantage is partly due to a unit's ability to entrench itself, for individual warriors to find cover, or for whole units to conceal themselves – for example by kneeling amongst dense undergrowth. Similarly, it confers an advantage to a unit that has taken up a position that is hard or exhausting for an enemy to approach.

Fortified

A stand is fortified if it is placed on the ramparts of a substantial fortification such as a castle wall, tower, fort or a large permanent earthwork.

These situations do not regularly occur in field battles but are included here for the sake of completeness. A well prepared field fortification might be considered to be a fortified rather than defended position – but only if it is constructed and positioned in such a way that troops must resort to climbing or scrambling up a steep slope in order to attack.

P45 – Defended & Fortified enemy

Change the first sentence to read:

Only infantry, flying troops, and giants can move into base contact with fortified enemy stands at any time – for example by charging, during a pursuit, or as a result of an advance.

P49 – Confusion

When do units become confused?

Case 5 – Forcing friends to make way.
Change first sentence to read as follows:

If a unit is driven back by shooting, retreats from combat, or is unable to avoid falling

back, through a friendly unengaged unit, the player has the option of moving the friendly unit to make way.

Case 6 – Driven back/falling back into unyielding friends. *Change title and first sentence to read as follows:*

Driven back/falling back through unyielding friends. A unit driven back by shooting, or unable to avoid falling back, through a friendly unengaged unit that the player is unable or unwilling to move to make way is automatically confused.

Case 7 – Making Way. *Add the following to the end of the first paragraph:*

Note that it is quite possible that a unit has to roll multiple times for confusion as a result of a single move – for example, for making way and for forcing friends to make way at the same time. In these situations make the appropriate number of tests.

P50 – Making Way

Delete paragraph 4 beginning ‘When moving aside...’ and paragraph 5 beginning ‘When moving back...’ and replace as follows:

When moving aside, all stands in the path of the friendly unit are moved and all other stands remain stationary. The player rearranges the stands that move around the stands that remain stationary. If the entire unit lies within the path of the friendly unit then all stands must be moved, in this case the player begins with the stand that must move the shortest distance to get out of the path of its friends. This stand is moved the shortest distance out of the path of its friends without changing its orientation. The remaining stands are then rearranged into formation around the first. Note that unit's that are moving aside can change their formation as they do so. See diagram 51.1.

Add to caption to 51.1:

Note that in the case of the infantry unit stand B could have been placed into a supporting position or any other formation – it need not necessarily maintain the line formation. Similarly, apart from cavalry stand A, the remaining cavalry stands could have been placed into any formation around A.

When moving back, the whole unit simply keeps pace with the friendly unit it is making way for. The unit moves back in the same direction as its friend without changing its

own orientation or formation, ending its move touching the unit for which it made way. In the case of infantry units that are making way for other infantry units, if all the stands that are making way lie within the path of the friendly unit, they can be rearranged to support their friend if desired. This is shown on Diagram 51.2.

P50 – Confused Units

Delete case 1 first sentence beginning ‘A unit which is confused...’ replace with:

A unit which is confused cannot use Initiative and it cannot be issued Orders. This means that a confused unit will not usually be able to move at all in the Command phase.

P51 – Making Way

In the final paragraph on p51 the sentence beginning ‘A unit retreating from combat is destroyed if forced into unyielding friends...’ should read:

A unit retreating from combat is destroyed if forced through unyielding friends.

P57 – Characters

Add the following new section after the Characters in Combat section on p57.

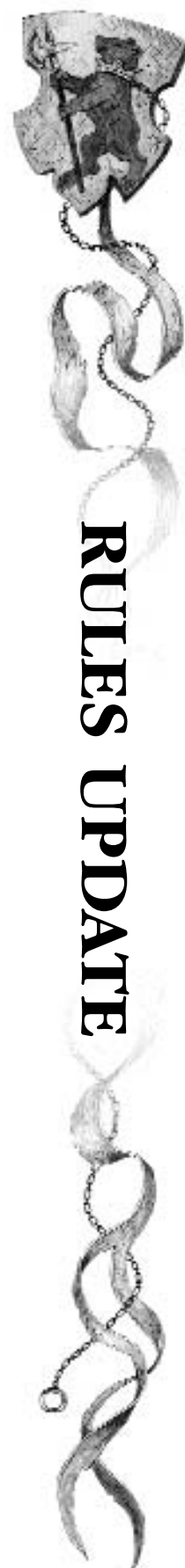
Characters that shoot

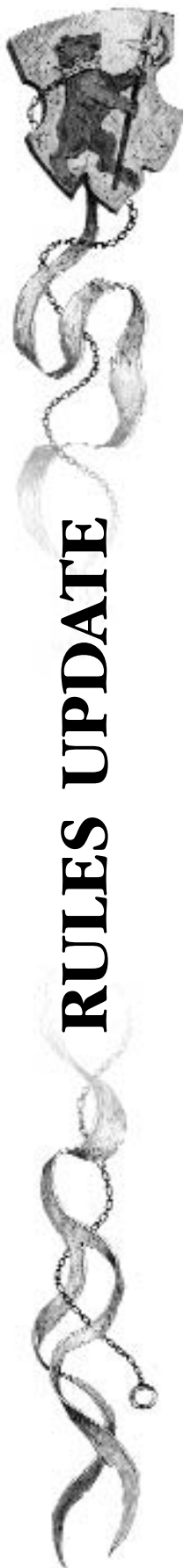
Monster mounted characters or other characters that have a shooting attack when joined to units are assumed to be within the unit's formation regardless of the actual position of the character stand. When shooting in the Shooting phase, or during the Command phase if shooting at chargers, the player chooses one of the unit's stands and works out the character's shooting from that stand. All shots taken at the same enemy unit have to be worked out from the same stand, but otherwise the character can ‘move’ from stand to stand during the turn as required (this can happen during the opposing player's Command phase if the unit is charged by more than one enemy for example).

P57 Odd size character bases

Add the following new section to the Generals, Wizards and Heroes chapter after Monstrous and Chariot Mounts p57.

Characters are mounted on standard sized bases in the same way as troop stands –





however many players prefer to mount their characters on round bases as this makes them easier to spot. In addition, some of the special character models, such as the Grand Theogonist, are too large to fit onto the standard sized base.

Character stands can be mounted onto round bases up to 25mm in diameter using the normal rules. Simply measure distances to the stand's edge as you would for a rectangular base. This confers no significant advantage over a standard base.

Character stands can be mounted onto larger bases, whether rectangular, round or whatever, but in these cases all distances must be measured either to the centre of the base or to a specific point on the base such as a particular model. Players must point out where they will measure from before the game. Oversized bases are slightly inconvenient in play, but allow for some very nice decorative models or more complex scenes and do look very attractive.

P57 – Monstrous and Chariot Mounts

Paragraph 4 – *Replace the sentence beginning 'He cannot join a unit if all of its stands...' with the following:*

He cannot join a unit if all of its stands are in a wood. If a unit he is with retreats, falls back, pursues, is driven back, advances or is otherwise obliged to move into a wood he must move up to 30cm to another unit in the same way as a lone character contacted by the enemy.

P59 – Flying Units, Orders

Delete paragraph and replace as follows:

A flying unit can only be issued orders by a character within 20cm. This restricted range reflects the difficulty of issuing orders to troops that are airborne.

P59 – Flying Units, Home Back

Add the following extra paragraph:

Once the player has decided where to home back, move the unit towards the nominated character. If the dice roll is greater than the distance between the unit and character move the unit directly towards the character stand and into touch. Otherwise, move the unit the full distance rolled towards the character. If this isn't possible due to the presence of other units or restrictive terrain,

move the flyers as far as possible. Flyers cannot be placed into touch with enemy stands when they home back.

P60 – Moving

Add the following new paragraph before the existing paragraph:

When flying units move in the Command phase they can move over other units, including other units of flyers, whether friend or foe. They can also move over terrain as noted below. Flying units cannot end their move touching enemy units unless they have charged, nor can they end their move on top of other friendly stands – stands must have room to be positioned in the same way as units on the ground.

P60 – Terrain

Delete the two existing paragraphs and replace as follows:

When flyers move in the Command phase they ignore terrain altogether because they fly right over it. This means they can move over terrain that is impassable to other troops such as sheer cliffs, wide rivers, and so forth.

Although flyers can move over all kinds of terrain they cannot end their move in any kind of terrain that would be impassable to infantry, or over woods. The restriction for woods is because we imagine it is practically impossible for flyers to operate effectively amongst trees. The general restriction for other kinds of impassable terrain is because we have chosen to treat flyers as 'hopping' from position to position rather than remaining airborne from move to move. Although this may seem a little arbitrary, it is necessary to avoid complexity and ambiguity in other aspects of the game, and it is a very practical way of representing flyers.

Add the following new section:

Moving in the Shooting and Combat phases

Flyers that are driven back by shooting will move over interposing stands and terrain in the same way as in the Command phase. Driven back flyers that end their move positioned over impassable terrain will stop in front of it in the same way as ground troops. Driven back flyers that end their move positioned over friendly units are treated exactly like ground troops – ie friends can make way or, if they do not do

so, the flyers halt as they touch. Driven back flyers that end their move positioned over enemy will come to a stop 1cm in front of them in the same way as ground troops. In all cases appropriate tests must be made for confusion (see p49).

In the Combat phase flying units that are retreating or pursuing make all moves along the ground, and their moves will be blocked by other stands, terrain that is impassable to infantry, or woods. This represents the fact that flyers are operating at ground level and that in reality these moves are progressive and can be thought of as occurring during the fighting. In cases where flyers are destroyed because they retreat into enemy or impassable terrain it may be more convincing to think of the unit as routed or dispersed rather than actually slain. For our purposes this amounts to the same thing so the unit can be removed from the game.

Flying units that are advancing or falling back in the Combat phase are treated as during the Command phase and can therefore fly over terrain and stands.

Add the following new section to p60 before the section on Terrain.

What can flying units see?

When working out if a flying unit can see an enemy, for shooting or charging for example, treat the flying unit exactly as you would a unit on the ground. Even though a flying unit can fly over another unit, or over terrain such as a wood, flying stands still can't see through other stands or obstructive terrain. This forces flying units to move towards their targets rather than simply bouncing enemy units out of the blue, and it enables enemy units to avoid aerial attack if they have screening units or if there is plenty of terrain.

P62 – End of the Battle At a Glance

Withdraw point 2 should read as follows:

2. Once an army withdraws, the game is immediately over.

P67 – Shooting Overhead

Paragraph 3 – *Delete and replace as follows:*

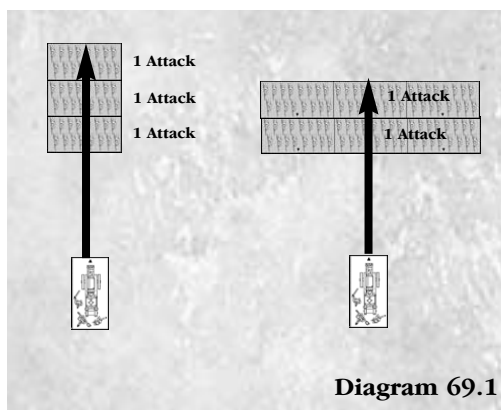
Artillery stands that are positioned on high ground can shoot over the top of intervening terrain or troops on a lower

level. Artillery stands can shoot over the top of intervening terrain or troops on the same or higher level if the target is on a higher level still. In both cases intervening troops includes all friendly units and any enemy units that are ineligible as targets – for example, because they are engaged in combat. Enemy units that are eligible as targets cannot be shot over because they have to be shot at – artillery being obliged to shoot at the closest viable target in the same way as other shooters. Eg, artillery placed on top of a hill can shoot over friendly stands placed below them as well as woods, buildings, similar terrain features, and combat engagements on lower ground.

P68 – Cannons

Add the following paragraph:

Because cannons can cause additional damage by bouncing shots, it is possible to inflict hits upon friends or upon units from either side that are engaged in combat. Both of these are normally ineligible targets, but in the case of bouncing cannon shots they



can suffer hits as a result of fire directed nearby. Any friendly unengaged units that take hits from cannons are driven back as if taking enemy fire. Where friendly units are driven back in this way wait until all drive backs for enemy units have been completed, and then work out drive backs for friendly units. Any engaged units taking hits from cannons will carry hits forward into the combat round and hits count as having been struck during that round for purposes of working out which side wins. Units engaged in combat are not driven back by any hits taken – carrying hits forward takes this into account.

P69 – Undead Bone Thrower

Delete paragraph 3 beginning 'When you

shoot with a Bone Thrower... and replace with the following:

When you shoot with a Bone Thrower it will strike up to three touching stands within the missile's line of flight as shown on the diagram below. These can be stands from the same or a different unit – the missile will automatically pass through and strike up to three stands so long as they are touching.

Each unit struck will take 1 attack for each stand that lies within the missile's path. All attacks against the same unit are rolled at once – for example, an infantry unit in column takes three attacks so roll three dice.

Because a bolt thrower can cause hits on different units by skewering shots, it is possible to inflict hits upon enemy units that are engaged in combat or even upon friendly units in some situations. These are normally ineligible targets, but in the case of skewering shots they can suffer hits as a result of fire directed at supporting enemy. Any engaged units from either side taking hits from Bone Throwers will carry hits forward into the combat round and hits count as having been struck during that round for purposes of working out which side wins. Units engaged in combat are not driven back by any hits taken – carrying hits forward takes this into account. Units that are not engaged, for example supporting units, are driven back in the usual way, if friends are driven back then work out all enemy drive backs first.

P70 – Flame Cannon Misfire Chart

*Delete the chart results and replace as follows: *1*

**1. This is a slightly re-ordered chart to give results which get consistently better with a higher dice roll. We have also changed all instances of 'hits' in the old chart so only 'attacks' are referred to as is consistent with the main Flame Cannon rules.*

1. The Flame Cannon explodes and is destroyed. No attacks are caused.
2. The Flame Cannon emits an enormous belch of fire inflicting a total of $4+2D6$ attacks on the target before it explodes and destroys itself.
3. The Flame Cannon makes a worrying wheezing noise before spewing out an unusually smoky flame. Six attacks are

inflicted this turn but the number of attacks caused by all further shooting is reduced from $2D6$ to $1D6$.

4. The Flame Cannon splutters and its boiler goes out. The crew scramble around to re-light it. The Flame Cannon does not shoot this turn but is otherwise unaffected.

5. The Flame Cannon chuffs out a great gout of soot, covering the target in black smoke and hot coals. Ten attacks are inflicted this turn – otherwise the Flame Cannon is unaffected.

6. The Flame Cannon lurches in its mountings and heaves forth an especially huge flame inflicting $12 + D6$ attacks on the target. The Flame Cannon is otherwise unaffected.

P72 – Casting Spells

Delete final paragraph beginning 'A spell can only be successfully cast...' and replace as follows:

Wizards can cast spells against any eligible targets within range, but a unit can only ever be affected by the same spell once in any turn. A unit has been affected if a spell has worked by rolling the appropriate dice score, has not been dispelled or anti-magicked, and its effect has been resolved on the unit as per the spell description. Note that a spell might take full effect but still cause no damage – a Death Bolt inflicts 3 shooting attacks for example but all 3 might fail to score hits or hits might be nullified by armour.

There are some situations where the target of a spell is not literally a unit – for example the *Ball of Flame* and *Gotcha!* spells inflict shooting attacks upon all units that lie within their path. In these cases, all units are affected once the appropriate dice roll has been scored to make the spell work and assuming it is not dispelled or anti-magicked. Note that this means a unit can potentially be struck by two different *Ball of Flame* spells coming from different directions – but only the first will affect it.

Where there might be room for doubt, the spell descriptions specifically remind players that spells cannot affect the same unit twice. This is just to clarify the rule where it was felt worthwhile to do so. The rule applies to all spells not just those that contain a separate note.

Logically minded players might quibble that

a spell could be cast upon a unit any number of times eg, blasting it to pieces with fireballs from dozens of wizards. The restriction exists so that magic is rarely enough to cause casualties on its own. Magic is intended to augment conventional tactics and weaponry not from a battle-winning tactic in itself. For this reason wizards are allowed to target their spells upon specific foes, selectively augmenting conventional weaponry, but are prohibited from picking out single units for annihilation with the same destructive spell cast over & over again.

P73-74 – Spells

Ball of Flame – *change sentence beginning ‘Unengaged units can be driven back...’ to read as follows:*

Unengaged units can be driven back by a *Ball of Flame* as with ordinary shooting whether friend or foe.

Voice of Command – *Change sentence beginning ‘A unit can only be affected by one...’ to read as follows:*

Remember, as with all spells a unit can only be affected by one *Voice of Command* in a turn.

Weird Enchantment – *Delete the last sentence and replace with the following:*

Remember, a unit can only be affected by the same spell once in any turn, so a unit can only be affected by one *Weird Enchantment* spell at any time.

Teleport – *Add the following paragraph:*

Even though a Wizard is a character unit rather than a troop unit, he can still only be affected by a *Teleport* spell once in a turn – the usual rule still applies.

Raise Dead – *Delete the paragraph beginning ‘This spell can only be cast if there is a combat...’ and replace with the following:*

This spell can be cast upon a combat engagement within 30cm of the Wizard (fresh corpses providing raw material). There is no need for the Wizard to see the combat to cast the spell. A single combat engagement can only be affected once by this spell in any turn regardless of how many units are involved in the combat. In this case the combat engagements are as they appear in the Shooting phase when spells are cast, so it is possible for pursuit or advances to bring two units of raised dead into the same

engagement later on.

Touch of Death – *Delete the sentence ‘This can only be cast if the Wizard has joined a unit in combat’ and replace with the following:*

This spell can only be cast if the Wizard has joined a unit in combat and affects a single enemy unit that it is touching.

Doom and Despair – *Add the following to the end of the second paragraph:*

Even units that are otherwise obliged to charge, pursue or advance will not do so if affected by the *Doom and Despair*.

Doom and Despair – *Add to the final*



paragraph:

Remember, as with all spells, a unit can only be affected by one *Doom and Despair* in a turn.

(P74) Gotcha – *Change the sentence beginning ‘Unengaged units can be driven back by the Gotcha! spell...’ as follows:*

Unengaged units, including friends, can be driven back by the *Gotcha!* spell in the same way as ordinary shooting.

Gerroff!!! – *Paragraph two, second sentence, delete the second clause, ‘or cast successfully on a unit more than once per turn.’ And replace with:*

Remember, a unit can only be affected by a single *Gerroff!!!* spell in a turn.

Add the following to second paragraph:

Units that are unaffected by drive backs from shooting are also unaffected by drive backs from the *Gerroff!!!* spell, eg Troll Slayers. Unlike with drive backs from shooting, defended or fortified units are affected by the *Gerroff!!!* spell in the same way as units in the open.

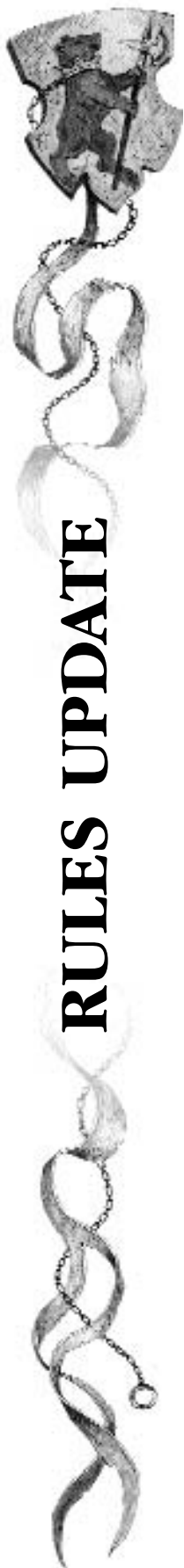
Waaagh! – *Change the last sentence to read as follows:*

Remember, a unit can only be affected by a single *Waaagh!* spell in a turn.

Storm of Stone – *Change paragraph two, first sentence, to read as follows:*

Each enemy unit within 30cm of the Mage stand is affected and takes D3 attacks worked out in the normal way.

RULES UPDATE



Light of Battle – *Change the last sentence to read as follows:*

Remember, a unit can only be affected by a single *Light of Battle* spell in a turn.

Heaven's Fire – *Delete the sentence 'A unit can only have Heaven's Fire cast successfully upon it once a turn' and replace with:*

Remember, a unit can only be affected by a single *Heaven's Fire* spell in a turn.

Hail of Destruction – *Add the following to the end of the last paragraph:*

A unit can be driven back by a *Hail of Destruction* as with ordinary shooting.

Anger of the Gods – *Change the last*

**1 This item has been the fuel for more heated debate amongst Warmaster gamers than any other item or rules point in the entire rulebook. Whilst the original version had its supporters, most would agree that this less effective version can only improve game play – especially for smaller games where reliance on the Orb had become rather predictable.*

sentence to read

Remember, a unit can only be affected by one *Anger of the Gods* spell in a turn.

Rage of Chaos – *Change the sentence beginning 'However, if any doubles are rolled...' as follows:*

However, if any doubles are rolled then the unit gains no bonus attacks and instead suffers the total dice roll number of attacks itself.

P77 – Orb of Majesty

*Delete the entire entry and replace with the following. *1*

General only.....30pts

If the General has this magic item he may disregard a single failed Command test and roll it again as if he had a Command value of 8. The usual adjustments are made for Command penalties but note that the previously failed roll is disregarded so it doesn't count as a penalty. If the re-roll is successful the order is issued and the General can continue issuing orders in the usual way with his normal Command value. The Orb of Majesty will only work once in

the entire game and only affects an order that has been issued by the General.

P77 – Rod of Repetition

Delete the entry and replace as follows:

If a Wizard casts a spell and rolls sufficiently well for it to work then he can cast a second

**1 Some later printed books have this correction already.*

spell. He can only do this once during the entire game. Note that it does not matter if the first spell is dispelled or anti-magicked by a Runesmith so long as the required dice score is rolled. Once any effects of the first spell have been resolved, the Wizard can decide to use the Rod of Repetition to cast a second spell – this can be the same spell again or a different one. Note that the same spell can be cast upon the same unit if the first spell has been dispelled/anti-magicked. This second spell is cast exactly like any other – roll a dice to determine if it works in the usual way.

P77 – Scroll of Dispelling

Delete the word 'successfully' in the second sentence.

P77 – Staff of Spellbinding

Delete the first and second sentence and replace as follows: If an enemy wizard fails the roll required to cast a spell, he can be spellbound on the D6 roll of a 4+. A spellbound wizard suffers a -1 dice roll penalty every time he casts a spell during the remainder of the battle.

P127 – Units/Characters

Paragraph 1 – *Second sentence should read as follows. *1*

It cannot include any more or any less.

Delete the final paragraph of the section beginning 'The Min/Max applies for every full 1,000 points...' and replace with the following.

The Min/Max applies for every full 1,000 points of agreed army value. So, if you have agreed to fight with 2,000 points armies, you would double the Min/Max values, whereas if you have agreed to fight with 1,500 points armies use the basic Min/Max as this is only one full 1,000 points. For example, in an Empire army a 1,000 points army must have at least two units of Halberdiers, a 1,500

points army must also have at least two units, a 2,000 point army must have at least four units, a 2,500 points army must have at least four units, a 3,000 points army must have at least six units, and so on.

It is recommended that armies are of at least 1,000 points size, but if you want to play smaller games either use the standard Min/Max or agree to an appropriate compromise with your opponent. Similarly, if you and your opponent want to disregard or change the Min/Max restrictions, there's nothing to stop you agreeing to do so prior to choosing forces.

P131 – Sphinx special rules

*The example at end of paragraph should read as follows: to 3 hits and 2 Attacks. *1*

P134 & 136 – Ogre special rules

Change the sentence beginning 'To represent this an Ogre unit must use its initiative...' to the following:

To represent this an Ogre unit must use its initiative to charge an enemy unit of humans (literally human... men including Chaos Warriors and Marauders but not Dwarfs, Elves, etc), if it is within 20cm at the start of the Command phase and the Ogres can reach it.

P141 – Troll Slayer special rules

Add the following to the last paragraph:

Note that unlike most other units, units of Troll Slayers reduced to a single stand or to two stands both earn the same victory points – they both earn the opposing player's full Victory points for the unit in the same way as a Slayer unit with no casualties what-so-ever. Slayer units that have been destroyed still count towards the Dwarf army's withdrawal as for other units.

P145 – Appendix 1

Example 2 – A combat engagement

Paragraph 3 – *Delete the whole paragraph beginning 'The Orcs have one supporting stand...' and replace with the following:*

Casualties are removed. In the case of Orcs Centre note that no support is now possible because stands that fall casualty cannot support. The overall result is therefore Empire 13 and Orcs 4. The Orcs are defeated and must retreat. The retreat distance is the

difference in scores (9) divided by the number of units engaged on the defeated side (2) (Orcs Right are not engaged as no stands touch an enemy). The Orcs must therefore retreat 5cm – odd halves rounding up.

P 146 – *Insert the following new paragraph after the first paragraph – ie, before the paragraph beginning 'The Knights strike Orcs Centre':*

The Flagellant versus Orcs Left combat is now over and casualties are removed. The Flagellants have won as the Orcs have been destroyed. The Flagellants must normally advance if possible (Flagellant special rule) and if they could see Orcs Centre they would be obliged to advance into that combat. However, the player has chosen to remove a casualty in such a way that the Flagellants cannot see Orcs centre, allowing him to fall back or stand. For the sake of our example he will stand – but he might equally well fall back in which case he can make a move of up to 3D6cm in any direction.

Delete paragraphs 3 beginning 'Both Orc stands are removed...' and paragraph 4 beginning 'The player elects to stand...' and replace as follows:

The Knights have also won their combat and have the option of standing, advancing, or falling back. As there are no enemies within the range of an advance (10cm) the Knights can either stand or fall back. Once more we shall assume the player elects to stand, but he might equally well fall back, in which case he can make a move of up to 3D6cm in any direction.

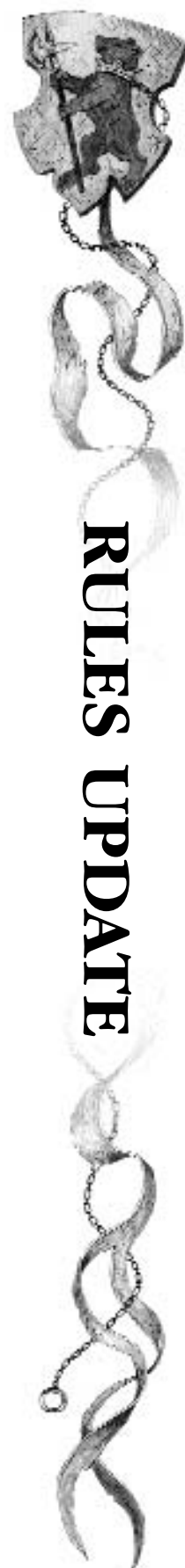
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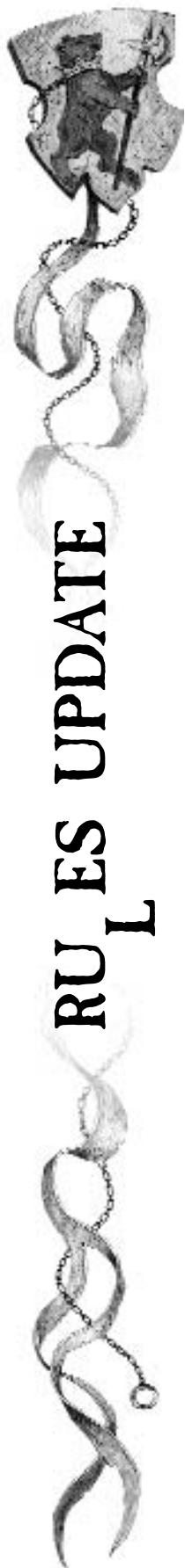
Section 4, Movement, 11 – *Change to read as follows:*

Troops stands can move through other stands from the same unit that have not yet moved, but otherwise cannot move through other troop stands from the same or different units. They can move through character stands as required.

Section 4 Movement 12.e) – *Change to read as follows:*

Flying troop stands can move over any kind of terrain but cannot end their move in terrain that is impassable to infantry or a wood. However, flying stands that are retreating or pursuing do so along the ground and cannot move into terrain that that is impassable to infantry or a wood even if their entire move would otherwise place them beyond such features.



**P150 – Appendix 3**

5, Evades section 1 – The sentence ‘The closest evading standing is moved first.’ Should read as follows:

The closest evading stand is moved first and can pivot to face any direction once it has done so.

P152 – Appendix 3

9, Confusion section 1 f) – *Change to read:*

f) Driven back/falling back through unyielding friends (automatic).

P153 – Appendix 3

13 Artillery section 7 Dwarf Flame cannon – Change chart results to read as follows:

- 1 No attacks. Flame Cannon destroyed.
- 2 4+2D6 attacks. Flame Cannon destroyed.
- 3 6 attacks. Shoots with one dice in future.
- 4 Doesn't shoot this turn – otherwise unaffected.
- 5 10 attacks – otherwise unaffected.
- 6 12+D6 attacks – otherwise unaffected.

P154 – Appendix 3

16 Magic Items section 4 c).Orb of Majesty – *Change the first sentence to read:*

May re-roll one failed Command test by General as if the General had a Command value of 8.