

# WARMMASTER ERRATA

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under coordination of Lex van Rooy

## Page 7

Replace the 2nd column with following:

In a few instances the rules will also ask you to roll a 'D3'. This is simply a convenient way of referring to a random roll of between 1 and 3 achieved by rolling a normal D6 and halving the score rounding up. So, a D3 roll of 1-2=1, 3-4=2, and 5-6=3.

Sometimes you will be given the chance to roll a dice again to see if you can get a better result. Occasionally you may even be obliged to roll a dice again because of some action by your opponent. Rolling a dice again is called a 're-roll' and a re-roll can result in the same, a worse, or a better result depending on your luck. Regardless of the result a dice can only be re-rolled once and a re-rolled result always stands. In other words you cannot re-roll a re-roll!

## RULERS & TAPE MEASURES

In the Warmaster game, units move across the battlefield by a measured distance. When troops shoot it will be necessary to measure to ensure that they are in range. All distances are given in centimeters. We recommend that players purchase one or more retractable tape measures for measuring distances.

Players who prefer to play using inches can do so by halving the value of all the distances given. This gives slightly longer moves and ranges but makes no practical difference so long as both sides use inches.

## GET STUCK IN

Although the scope and pageant of the game can only be realized by playing with miniature armies, for the purpose of learning the rules you might want to improvise by making your own troop stands from card. This will enable you to get a feel of how the game works right from the start.

Similarly, you may want to field unpainted models that you buy. You can paint your army later but this will take time so it's best to learn the game and fight a few battles first.

Nothing else is needed, though a pen and paper are useful for making notes and a nice hot cup of tea is always a good idea!

## Page 25

### UNITS THAT MOVE OFF TABLE

Replace the paragraph before the table with:

If one or more stands in a unit leaves the table edge, whether wholly or partially and for whatever reason, roll a D6 and then consult the table below to see what happens. Deduct -1 from the roll for each of the unit's stands that has already been removed as a casualty and apply the result immediately.

Replace the paragraph below the table with:

When a unit reappears on the table it must retain the same formation and face the same direction as when it left the table.

Units that leave the table as a result of retreating from combat cannot be pursued by their enemy even if they reappear immediately. However, a unit that reappears immediately can potentially be a target for an advance from another combat (see Combat phase p.45-49).

Characters who move off the table with units they have joined suffer the same fate as the unit. Characters who are on their own must roll in the unlikely event that they leave the table.

If a General leaves the table (for whatever reason) and does not return immediately then the battle is over and his army withdraws. He abandons his army and heads for the hills and is considered to be a casualty. See the End of the Battle section.

## Page 28

### HOW TO CALCULATE CASUALTIES

Replace the 1st paragraph with:

To work out the effect of missile fire, begin by adding up the unit's total shooting Attack value. For example, a unit of three stands, each with a shooting Attack value of 1, will have a total value of 3. The total value is the number of dice rolled to determine how many hits are scored on the target. The minimum dice roll required for a hit is normally 4 or more. So, three dice rolls of 1, 4 and 6 equals two hits on the target.

**Page 31****SHOOTING AT CHARGING ENEMY**

*Add paragraph below the diagram 31.1:*

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.

**Page 30****DRIVING BACK ENEMIES**

*Replace the 1st paragraph with:*

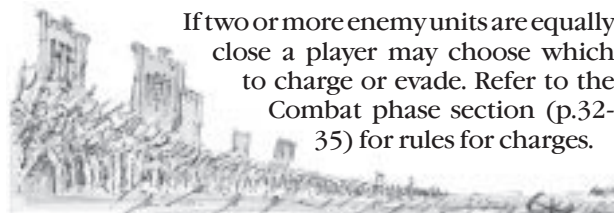
away from it without changing the orientation of the stand. Once this first stand has been positioned, remaining stands move back along the same path into a suitable formation but cannot be placed closer to the driving unit than the first stand. No stand may change orientation when moved. Note that the 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 allows the unit to rearrange its formation as it retires. See Diagram 29.1.

**Page 23**

*Replace the bottom of the page with:*

Units moving by initiative do so during the Initiative Movement section of the Command phase as already explained (above and see p.13). 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. See diagrams 23.1 and 23.2.

If two or more enemy units are equally close a player may choose which to charge or evade. Refer to the Combat phase section (p.32-35) for rules for charges.



*Page 31. Replace the right column with:*

**SPECIAL SITUATIONS**

When a unit is hit by shooting or magic being already engaged in combat or if a unit that has been shot at is engaged in combat at the end of shooting phase then it cannot be driven back. Any hits scored count as having been struck in the first round of combat. Note that this will only occur in some very special situations mostly due to magic.

**THE ROLE OF MISSILE TROOPS**

You may have realised by now that missile fire isn't a terribly effective way of destroying enemy units. The number of hits inflicted will probably be insufficient to remove a stand and any odd hits are always discounted at the end of the phase. The most effective way to employ missile fire is to coordinate attacks from several units at once.

However, shooting is a very effective way of pinning down enemy troops and driving them from strongly defended positions. Good generals will recognise these qualities immediately, for they are an important means of controlling the battlefield and frustrating your enemy's plans.

Some unit's can see all round – they have 360 degree vision – and you will find this indicated in the unit's description (for example, Wolf Riders in the Orc army). This simply means a line of sight can be drawn from any free edge of any stand in the unit to any stand of another unit. This can potentially enable such a unit to use its initiative to evade from an enemy positioned to its side or rear. However, note that even a unit that can see all round cannot use its initiative to charge an enemy unless a line of sight can be drawn from a stand's front edge.

Artillery cannot use their initiative to charge, although they can use it to evade. The crews of artillery, such as cannons or stone throwers have no natural inclination and little ability to fight in close combat.

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.

Page 32

COMBAT PHASE AT A GLANCE

RESULTS

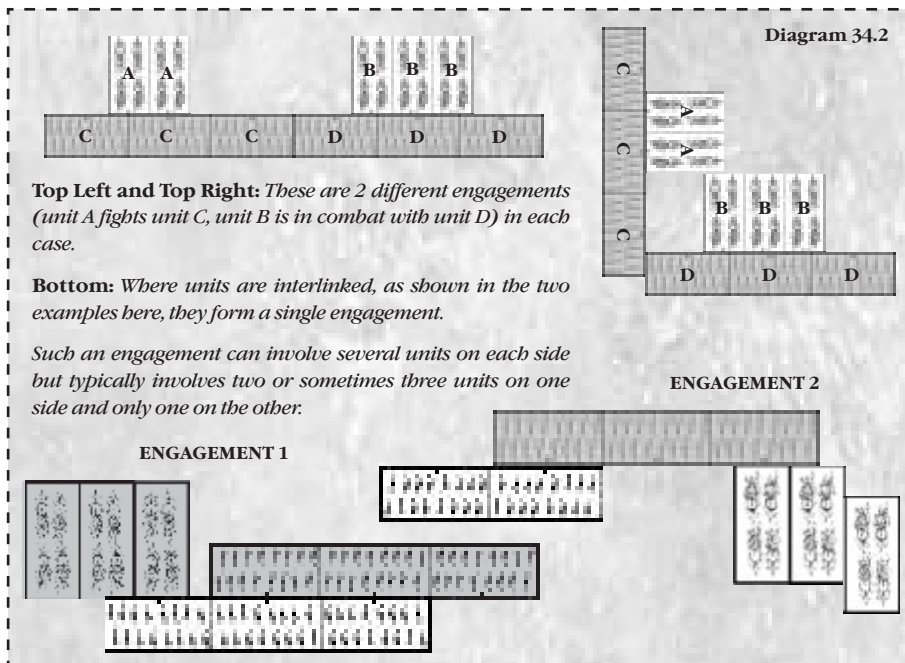
Replace the following:

**Draw!** Both sides score the same hits.  
Both sides fall back from 1 to 3D6 cm except for defended or fortified units.  
Combat ends.

Page 34

COMBAT ENGAGEMENT

Replace the Diagram 34.2 with following::



Page 40

ATTACKS

Replace the text in right column with:

Work out the attacks of one unit at a time. It is usual for the player whose turn it is to complete his attacks before his opponent as this 'feels right', especially where units charge dramatically into combat! Strictly speaking it makes no difference who goes first as stands which fall casualty are allowed to fight back before they are removed.

Choose a unit to start with. Any stand touching an enemy unit can fight, even if stands are only touching corner-to-corner or at side or rear edges. A stand can strike against one enemy unit it is touching – it cannot divide its attacks between different units. If a stand is touching two or more enemy units, the player must decide which to attack and must nominate where all of the unit's blows will be struck before rolling any dice. See Diagram 40.1.

Page 50

REFORMING

Replace the last paragraph with:

A unit that is reforming rearranges its stands as follows. One stand stays where it is but may pivot about its centre to face any direction. Other stands can then be rearranged into any formation around it. The distance they move is unimportant. However, stands must have a clear path to move into their new position. They cannot move through impenetrable terrain or other units for example. Remember please the word 'formation' means that all stands of a unit need to have at least one point of contact with at least one other stand of the same unit.



**Page 56**

**MAKING WAY**

Replace the bottom of right column (3d paragraph and further) with:

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 57.2.

Making way for friendly troops may result in several units shifting, each moving aside to allow room for the next unit. All units that move to make way, plus the original unit, must test for confusion as described already. The original unit will have to test for each unit that it forces to make way, so the more units it moves through the more likely it is to become confused.

Units which are unable to make way or which the player refuses to move to make way are considered to be 'unyielding friends'. A unit forced against unyielding friends halts on contact and becomes confused automatically (see p.55). A stand of a unit retreating from combat is destroyed if forced against unyielding friends (see Combat (p.41)).

**Page 57**

Label the diagram on the top of page as diagram 57.1:

Diagram 57.1

**Page 57** Insert the following into the bottom of the page:

**Diagram 57.2**

*Infantry unit A retreats. Infantry unit B is entirely in the path of unit A.*

*Unit B makes way for unit A moving back. All stands of unit B may be rearranged and placed to support the stands of unit A.*

**Unit A retreats**

**Page 58**

**GENERALS, WIZARDS & HEROES AT A GLANCE**

**CHARACTERS**

Replace the following:

- 3. Characters cannot be seen, shot at or charged by the enemy.
- 4. Stands of characters that have joined units are ignored for the purposes of measurement and calculating which stands fight.

## Page 63

## CHARACTERS IN COMBAT

Replace the left column with:

## CHARACTERS IN COMBAT

When one or more characters join a unit in combat, the character with the highest Attack value can add this as a bonus to the Attack value of any one stand in the unit. A unit may be joined by any number of characters but only one character can ever add his Attack value bonus to a unit per round of combat.

Character stands which have joined a unit in combat must remain with it whilst the Combat phase lasts and must fall back, stand their ground, retreat, pursue or advance with the unit.

A General, Wizard or Hero is slain if the unit he is with is destroyed in combat. This is of particular importance as it makes combat an extremely risky business for characters and certainly not something to be indulged in lightly.

## CHARACTER MOUNTS

If you read the Army Lists section you'll see that Generals, Wizards and Heroes are often allowed to ride on some sort of monster or in a chariot. In the case of monsters these are referred to as **Monstrous Mounts** and chariots are **Chariot Mounts**. Sometimes characters are allowed to ride on some **Special mounts** that have their own special description in appropriate army lists. In all other cases where characters are modeled riding on common mounts (or simply **mounts**) like horses, wolves and similar creatures, they do so for free.

If a character rides either a Monstrous or Chariot Mount this does not affect the rules described above. The stand is still a General, Wizard or Hero stand for our purposes. However, the mount will usually increase the character's Attack value bonus in combat. Chariot and Monster Mount bonuses are added to the character's normal Combat bonus. In addition, there may be special rules that apply. For example, a General riding a Monstrous Mount may cause terror. These rules are noted in the Army Lists.

It is quite common for characters to ride some sort of flying creature such as a Griffon or a Dragon. This increases the rider's maximum movement to 100cm.

A flying character is not affected by normally impassable terrain because it can fly right over it in the same way as other flying stands.

## Page 64

## FLYING UNITS AT A GLANCE

## HOME BACK

Replace the following:

1. Flying units more than 20cm from a character can home back up to 1D6x10 cm towards any character before orders are issued.

## Page 63

Replace the top of right column with:

A character riding a chariot or a monster cannot move into terrain that his mount could not enter. He cannot enter a wood for example. 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. If he cannot do so, he is slain. However, so long as at least one stand in a unit is positioned in unrestricted terrain, the character can join the unit.

Note that common mounts such as horses, wolves, boars and similar creatures are not accorded any special rules, and characters riding these are simply treated the same way as characters on foot

## Page 65

## FLYING UNITS

Replace the right column with following:

what is going on is to home back rather than stand around in confusion. 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. The nearest stand is placed first - the other stands are placed around the first. No stand may be placed nearer to the character than the first. No stand may change orientation along their way. Flyers cannot be placed into touch with enemy stands when they home back.

## MOVING

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.

Flying units move up to 100cm when moving under orders and always move at the same 'pace'. Once a flying unit has moved, it is treated exactly like a ground based unit and can therefore be shot at, charged or attacked with magic in the normal way. However, certain special rules apply regarding terrain as noted below.

Page 65

FLYING UNITS

Replace the bottom of left column with following:

**HOME BACK**

Flying units more than 20cm from a character at the start of the Command phase can choose to move up to 1D6x10 cm towards any character after initiative moves have been made but **before** any orders are issued. This is called a home back move. The player can roll for distance before deciding whether or where to home back to.

A unit can home back and be given orders in the same Command phase if it homes back to within 20cm of a character.

A unit can home back even if confused and therefore normally barred from moving, although such a unit cannot be given an order in that Command phase.

Unless affected by a spell that prevents movement, flyers can always home back if the player wishes. This is because airborne units are isolated from broader events and their natural reaction to not knowing

Page 69

END OF THE BATTLE

WITHDRAW

Replace the first paragraph of right column with following

Wizards and Heroes are not included, even if they ride a monster or chariot. Once the army has lost half of its total number of units rounded up it must withdraw. This is often referred to as the army's 'break point' – the point at which the army withdraws or 'breaks'.

Once one army withdraws, the game ends immediately. Victory points are calculated to establish the victor.

Page 75

DWARF ANTI-MAGIC SPELLS

Replace the 2nd paragraph with:

Although Dwarf Runesmiths cannot cast spells, they can combat the magic of their enemies. For full rules for Dwarf Runesmiths see Warmaster Armies, p.26.



Page 72

MAGIC

SPELLS

Replace the bottom of left column with following:

Only Wizards can cast spells. The term 'Wizard' includes various types of sorcerer such as Orc Shamans, Elven Mages, Undead Liche Priests as well as human Wizards. Every army's magic is different and some are better than others as we shall see. Please note that the spells in the LRB in some cases have been outdated by the spell descriptions for specific armies in the Warmaster Armies Book.

**MAGIC ITEMS**

Magic items are devices such as banners, swords or armour that confer special attacks, protection, etc. Each magic item has its own rules and points value.

When you choose an army you can include magic items in it. Any unit of infantry, cavalry or chariots can be given one magic item. Each character can also be given one magic item. If you decide to give a magic item to a unit or character then you must pay the extra points. This means that you will have less points for other troops.

Magic items cannot be given to monsters or war machines. Some items can only be given to characters or to a Wizard as described later.

**CASTING SPELLS**

In his Shooting phase, each Wizard can cast one spell from the spell lists for his army. He can cast a spell even if he has joined a unit that is engaged in combat. The spell has a range just like a shooting weapon and the target unit must lie within this distance. Unlike shooting from missile weapons, the Wizard does not have to target the closest enemy unit but can choose whichever enemy unit he wants. The Wizard is assumed to be able to see all round though his vision will be blocked by unit stands and terrain as usual.

The Wizard nominates the target and must roll the required dice score to make the spell work; usually 4+, 5+ or 6 depending on how difficult the spell is to cast. If you are successful, the spell works as

**SPECIAL THANKS TO:**

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Page 77

## MAGIC WEAPONS & DEVICES OF POWER

Replace the most part of this page with following:

### SWORD OF FATE

**Cost** ..... 5 pts

In the first round of the unit's first combat, a unit with this sword adds a +1 bonus to the Attack value of one stand in a similar way as the Attack bonus of a character. The Sword of Fate only works once in the entire game. Note that this gives +1 Attack in total and not +1 to each stand!

### SWORD OF CLEAVING

**Cost** ..... 10 pts

A unit with this sword can re-roll one unsuccessful Attack dice each round of combat.

### SWORD OF MIGHT

**Cost** ..... 10 pts

A unit with this sword adds a +1 bonus to the Attack value of one stand, similar to the Attack bonus of a character. Note that this gives +1 Attack in total, not +1 to each stand!

## DEVICES OF POWER

*Devices of power can be carried by characters. Only a single example of each device can be included in an army.*

### CROWN OF COMMAND

**General only** ..... 100 pts

If the General has this potent magic item he can choose to issue his first order of each turn against an unmodified Command value of 10. No command penalties apply when the Crown of Command is used. This only applies to the General's first order each turn, subsequent orders must be given normally. Should the General fail to issue his first order, by rolling an 11 or 12, then the Crown of Command ceases to work.

### HELM OF DOMINION

**General only** ..... 50 pts

Only a General is allowed to wear the Helm of Dominion (only his head is big enough!). The General's Command value is increased by +1 up to a maximum value of 10. The Helm of Dominion works for one turn only during the entire battle, the player must specify at the start of the turn if he wishes to employ its powers.

### ORB OF MAJESTY

**General only** ..... 30 pts

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.

### RING OF MAGIC

**Wizard only** ..... 30 pts

A Wizard with this ring is able to cast a spell without making the usual dice roll to do so. This item will only work once in the entire game.

### STAFF OF SPELLBINDING

**Wizard or Dwarf Runesmith only** ..... 30 pts

If an enemy Wizard fails to cast a spell, he can be spellbound on the D6 roll of a 4+. A spellbound Wizard suffers a -1 dice penalty each time he tries to cast a spell. The Staff of Spellbinding ceases to work once it has been used successfully. It follows that only one enemy Wizard can be spellbound as a result.

### SCEPTRE OF SOVEREIGNTY

**General only** ..... 30 pts

If the General carries the Sceptre of Sovereignty, he may ignore one blundered 'double 6' roll for an order made by either himself or any of the army's other characters. If the blunder is made by a subordinate character you can roll to see what the blunder is before deciding whether to use the Sceptre of Sovereignty or not. If ignored, the Command test is passed and the character may continue issuing orders as normal. The steely will of the Sceptre of Sovereignty reaches out and stays the incompetent wretch before the deed is done.

### SCROLL OF DISPELLING

**Wizard or Dwarf runesmith only** ..... 20 pts

If a Wizard or a Dwarf Runesmith has the Scroll of Dispelment he can automatically cause an enemy's spell to fail. The Scroll can only be used once to nullify the effect of a spell an enemy Wizard has successfully cast. In the case of a Runesmith, the Scroll can be used after a normal Dwarf anti-magic roll has failed.

### WAND OF POWER

**Wizard only** ..... 10 pts

A Wizard with the Wand of Power can add +1 to the chance of a spell working once during the game. The player must decide that he is using the Wand of Power before rolling the dice. As always a spell fails on the roll of a 1 even when using the Wand of Power.

### ROD OF REPETITION

**Wizard only** ..... 10 pts

If a Wizard casts a spell and rolls sufficiently well for it to work then he can cast another spell. He can only do this once during the entire game. Note that it does not matter if the previous spell is dispelled or anti-magicked by a Runesmith so long as the required dice score is rolled. Once any effects of the previous spell have been resolved, the Wizard can decide to use the Rod of Repetition to cast another 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 previous spell has been dispelled/anti-magicked. This next spell is cast exactly like any other - roll a dice to determine if it works in the usual way.

Note that some spells, such as the Teleport spell, already allow for the possibility of casting a further spell on a random dice roll. In these cases the Rod of Repetition can be used instead of the random dice roll to try and cast the second spell if you prefer, or the Rod of Repetition could be used after the second spell has been cast assuming it is cast successfully. By using the Rod of Repetition with spells of this kind it is possible to cast the spell again, however, you do lose the bonus spell option, effectively restricting casting to a maximum of 3 spells per turn. For example: Teleport, 2<sup>nd</sup> spell, ROR, 3<sup>d</sup> spell - or - 1<sup>st</sup> spell, RoR, Teleport, 3<sup>d</sup> spell - supposing the 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>d</sup> spell may be a Teleport too.