

THE WPS.COM

# CLUB CHALLENGE

16<sup>th</sup>-17<sup>th</sup> May 2009 - The Britannia Adelphi Hotel, Ranelagh Place, Liverpool, Merseyside, L3 5UL, England

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## FANTASY CLARIFICATIONS

The WPS typically uses the published Games Workshop Frequently Asked Questions as contained within the Shrine of Knowledge, available from the Games Workshop website – [www.snipurl.com/fantasy-errata](http://www.snipurl.com/fantasy-errata).

However, in some instances FAQs are incomplete or have not yet been released for certain armies therefore to provide a common approach for players at WPS events we have developed these clarifications that are in use for all WPS Fantasy events.

As stated in the WPS Fantasy Core Rules, the WPS only uses material released by GW four weeks in advance of an event to ensure that all entrants have a chance to familiarise themselves with any changes to the rules. This is the case with regard to FAQs, therefore the CC will not use the Beasts of Chaos FAQ and the Vampire Counts FAQ both of which have been added within four weeks of the CC. Please note, the Wood Elf FAQ that was originally posted on 24th April 2008 and then slightly amended on 15th March 2008, will be used as per the amended version of 15th March because no online version of the previous update remains in the Shrine of Knowledge.

Due to the nature of FAQs, these will be updated as new armies are introduced, new issues arise and new answers are provided by GW. To help ensure that players are working to the latest WPS clarifications, the document is labelled with a 'last updated' date.

This document contains three sections:

**Section I – WPS Fantasy Q&A** – a Q&A for several of the questions that have not been resolved by GW.

**Section II – WPS Fantasy Errata** – an errata dealing with some issues that the WPS Fantasy Sub-committee feel have not been dealt with in a logical or consistent manner by GW.

**Section III – WPS List of Monsters** – a list of Monsters which clarifies the creatures that follow rules for Monsters when determining whether they can be affected by magic items, spells, etc.

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## SECTION I - WPS Fantasy Q&A

### Terrain

*Q. How do the rules for hills work?*

**A.** For line of sight purposes, all hills are considered to be a single level and all hills are equal height to each other. Along with accepted tournament convention, a hill must only be a hill (a wooded hill is not allowed) and no side of the hill may be impassable terrain (therefore sheer cliff faces are not allowed). As hills are a single level, one unit cannot see a target over the top of another unit, unless the target unit is a large target and stood on top of a hill (either the same hill or a different one). Usual rules for line of sight apply.

### Combat

*Q. For Combat Resolution purposes, how do you calculate uphill bonus?*

**A.** The following rules clarify how a unit can receive uphill bonus:

For a unit to receive uphill bonus, it must be at a higher level than an opposing unit. It is not sufficient to be set back from the edge of a hill and claim that the opposing unit charged uphill, the actual models must be at different levels. In effect this means that a unit must be lined up as close as practicable to the edge of the hill forcing a charging unit to line up at the base of the hill. For simplification, a unit on the top of a hill is higher than a unit on the slope of a hill, and units on the slope of the hill are higher than units on the ground.

Where a unit is partially on a hill, or so wide that it's frontage overlaps off the hill, the unit will receive uphill bonus if at least 50% of it's front rank (or 50% of it's base for a single model) are on the hill. Uphill bonus can continue for as long as

the fight continues with one side being in an uphill position.

### Psychology

*Q. How does frenzy and banners/items that add extra charge range work (i.e. Witch elves with banner of murder)? Do you roll the dice for the extra movement and then see who is in charge range for frenzy or do you just measure the normal charge distance?*

**A.** The owning player has the option to declare the use of such a magic item before measuring any charge ranges, in which case the item is rolled for and the charge range modified to that total before working out whether any enemy units are within charge range. If the item is not declared before measuring any charge ranges, it cannot be subsequently used to increase the range and/or charge options. Items that only modify the 'first' charge are still considered used up on the first charge, even if they were not declared.

### Magic Items

*Q. Do characters with magic items that allow them to fly count as flying units?*

**A.** Yes, they do.

*Q. Following the recent GW Wood Elf Q&A which stated that magic bows firing non-magical arrows do not count as magical attacks, and Dark Elf Q&A which stated that the Lifetaker fires non-magical shots, does this ruling now apply to other races magic weapons that shoot?*

**A.** Unless otherwise stated, a magic weapon has magical attacks.

WPS Warhammer Fantasy Clarifications (last updated 14<sup>th</sup> April 2009)

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## Beasts of Chaos

**Q.** If a Giant uses the Thump With Club to cause multiple wounds on a target with a ward save do they take the ward before or after calculating the number of wounds (i.e. is it 1 ward save or 2D6 ward saves)?

**A.** 1 ward save

**Q.** With regards to monsters and the Rune of the True Beast, what counts as 'attacking' the bearer?

**A.** See the monster list in section III below.

**Q.** Does the Rune of the True Beast affect monsters' ranged attacks (strangleroot, breath attacks, etc) or just close combat?

**A.** Rune of the True Beast only affects close combat attacks.

## Bretonnians

**Q.** Does the Bretonnian virtue of killing blow vs large targets work against the STANK?

**A.** Yes

## Empire

**Q.** There was a debate on The Warhammer Forum about using Treesinging to pin the STANK in place (basically through a geometrical argument that a pivoting tank would always hit the wood which it's not allowed to do); is this allowed?

**A.** No, this is an innovative 'tactic' that we are not going to allow.

**Q.** As the STANK is a war machine, can it be spiked in combat?

**A.** Don't be silly, no.

**Q.** Can a Warrior Priest/Arch Lector have both a bound spell remaining in play, and a prayer remaining in play? Or is it not a blanket ruling but dictated by the wording of the bound item (i.e. the Golden Griffon is 'allows the arch lector to cast' while the Doomfire ring states that 'The Doomfire ring casts').

**A.** No, the bearer of such item or the 'model' is still casting the spell. Only one remains in play spell or prayer at the same time.

## High Elves

**Q.** The Armour of Stars allows a character to teleport out of combat if he suffers a single wound. As the character is no longer in combat with the unit, would they be allowed to overrun if it was the first round of combat?

**A.** Overrun specifies that the character must be "wiped out". As he is still alive this clearly isn't the case, therefore no overrun is allowed.

**Q.** The Talisman of Loec wording states that "the bearer may re-roll all rolls to hit and wound". Does this mean the bearer has to reroll all rolls, even successful hit and wounds?

**A.** As with other similar items, the bearer only needs re-roll unsuccessful rolls to hit and wound.

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## Lizardmen

**Q.** *If the Engine of the Gods chooses "Burning Alignment", are the attacks magical?*

**Commentary:** Virtually all attacks that count as magical are explicitly stated to be such. Engine of the Gods has no such language, leading some to question whether it counts as a magical attack.

**Source:** Lizardmen pp55.

**A.** As these attacks are not described as Magical, they are not magical attacks.

**Q.** *Are Impact Hits on a Stegadon really randomized to the crew?*

**C:** The current book says to randomize shooting and impact hits to the crew, but the BRB says that impact hits always go on the mount. Which is correct?

**S.** Lizardmen pp55.

**A.** The book is very clear, all missile hits and impact hits are randomised as per the chart in Lizardmen Army Book.

**Q.** *Do Kroxigor count towards the minimum unit size of a unit of Skinks?*

**C.** Does the unit have to be legal (10+) before a Kroxigor can be added, or is a unit of 9 Skinks and 1 Kroxigor legal?

**S.** Lizardmen pp94.

**A.** No the minimum size is 10 Skinks and Kroxigor can be added as an upgrade but you need a legal sized unit to add the Kroxigor to.

**Q.** *How is shooting that penetrates ranks as a bolt thrower resolved against a mixed unit of Skinks?*

**C.** Missile Fire is randomized as per the chart on page 53. How does this apply to rank penetrating shots? Consider that 2 ranks may be entirely composed of Kroxigor.

**S.** Lizardmen pp53.

**A.** The shooting player randomises the shot against all models (even if the same type) in the file the bolt thrower is aimed at (this could be a rear or flank depending what orientation the unit is to the bolt thrower). The shot is then traced through the unit from this model hitting each model in its path like a normal bolt thrower. Please note characters in the unit are never a potential target unless the unit has less than 5 rank and file models - Kroxigor do not count to this limit.

**Q.** *Can a Razordon choose to flee if charged by an enemy that is less than half its charge move away?*

**C.** Page 57 states that "Razordons must Stand and Shoot if they are able". How should this be interpreted? Must they declare a Stand Shoot in all situations except Overruns, or can they flee if the charging unit is less than half its charge move away? If they can declare a Flee, what should be done if it turns out that the charging unit is more than half its charge move away?

**S.** Lizardmen pp57.

**A.** You must always declare a stand and shoot reaction where possible, obviously for overruns you can hold or flee as stand and shoot is not allowed as a reaction. However if the enemy are too close to shoot then you count as holding and cannot flee, just like any other missile unit that declares a Stand and Shoot and then are unable to do so. As you are able to declare the S&S reaction even if you cannot shoot due to distance.

**Q.** *Does the poison from a Bolt Thrower that hits on a '6' autowound all models contacted or just the first one?*

**C.** Once the Bolt Thrower hits a unit, all models after the first are autohit. Does this mean that they can't be poisoned, or does the '6' to hit effectively mean only Ward Saves or Regeneration will prevent the Bolt from causing a wound to every rank?

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S. Lizardmen pp55.

**A.** No, because the second model is hit automatically there has been no roll to hit, therefore this cannot benefit from the poison special rule.

**Q.** Does the Terradon "Drop Rocks" ability count as Shooting and/or Missile attacks?

**C.** It occurs in the Movement Phase. Shooting seems fairly obvious for assignment of hits and dropping into combat, but how would it interact with items that provide Missile protection?

S. Lizardmen pp52

**A.** Due to recent Clarification (page 8) of 'missile' being attacks in the shooting phase or magic missile then these are not missile attacks for purposes of magic items like 'Golden Eye of Tzeentch' etc...

**Q.** Can you place a Salamander's Flame Template so that it touches some models in the Salamander's own unit if there is a chance that they might still be hit if you roll too low for the artillery dice? Conversely, can you place the Template so that it touches some model's in the Salamander's own unit if there is no chance that they might be hit?

**C.** Normally it is only possible to hit friendly units by scattering onto them.

S. Lizardmen pp56

**A.** No, Only skaven can intentionally shoot there own units. In the movement phase you need to be careful where you place the handlers to avoid this situation.

**Q.** Can Salamanders march and fire? Is Spout Flames a Breath Weapon?

**C.** It is specified that Razordons may NOT march and fire but not Salamanders - does this mean that such an exception does not apply to Salamanders?

S. Lizardmen pp56-57.

**A.** No spout flames is not a breath weapon it just uses the teardrop template like the skaven warfire thrower, although it says you may move and shoot much like a normal missile weapon it does not allow you to march and shoot.

**Q.** What is the US of a Razordon/Salamander - US1 or US3?

**C.** If they are US3, does this mean that missile fire at the unit does not suffer a -1 to hit penalty?

S. Lizardmen pp56-57

**A.** Unit strength 3 – so no -1 to shoot at the unit

**Q.** Are Stegadon weapons considered War Machines for such purposes as Stand and Shoot and using a character's BS?

**C.** A Giant Bow isn't a Bolt Thrower, only penetrating ranks like one. Does this mean it is not a war machine, allowing it to Stand and Shoot? Can an Ancient Stegadon Stand and Shoot with Giant Blowpipes? Can a Skink Chieftain use his BS5 to shoot one of the Stegadon's Howdah Weapons?

S. Lizardmen pp55

**A.** You may stand and shoot any of the stegadons (incl ancient) howdah weapons as it does not specify that you may only fire them in the shooting phase. Characters displace a member of the crew and do not act as crew themselves so they cannot fire the howdah weapons. Stegadons (including ancient) are not war machines, they are ridden monsters.

**Q.** There are several items that can effect miscasts, such as Cupped Hands of the Old Ones, Soul of Stone and Infernal Puppet. In what order should the effects if these item be applied?

**C.** The order in which these items are used can change their effects considerably. Is there any precedence given to the player whose turn it is, or

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should a simple rolloff be used if both players want to use these items at the same time?

S. Lizardmen pp43&102, Warriors of Chaos pp114

**A.** Regarding the Cupped hands you transfer the miscast first and then once the result is rolled the puppet can be used because it modifies the result on the table, cupped hands transfers the miscast before you know the result on a 2+. The soul stone allows you to re-roll the result, once you have settled on the result then the puppet can be used.

**Q.** *Is Staff of the Lost Sun considered to make magical attacks?*

C. If not, would the Jungle Poisons rule apply to it?

S. Lizardmen pp41&99

**A.** Yes as it is a magic weapon and has not been FAQ's by GW otherwise. It does not benefit from Junle Poisons

**Q.** *Can a unit of Temple Guard be joined by characters other than a Slann?*

*Commentary: The rules state that they may only be joined by a single Slann. Does this mean that no other Slann can join the same Temple Guard, or no other characters?*

S. Lizardmen pp47

**A.** "Each slann priest must join a unit of temple guard when both are present in the same army. Each unit of temple guard may only be joined by a single slann". It doesn't say Temple Guard may only be joined by slann, it just says you can only have one Slaan in a Temple guard unit and he must join one if Temple Guard and a Slaan are present.

**Q.** *Can Terradons Drop Rocks on the turn they charge?*

C. It's possible they can move over one unit and charge another in the same turn.

S. Lizardmen pp52

**A.** No because they move in the 'move charges phase' not the 'remaining moves phase' so you cannot drop rocks because they have not passed over an enemy unit in the remaining moves part of the phase.

**Q.** *Does the Stegadon War-Spear make the Stegadon's impact hits magical?*

C. The Spear is granting extra impact hits.

S. Lizardmen pp99

**A.** No, The spear gives the character magical attacks not the stegadons impact hits.

**Q.** *When using Cupped Hands, do you hand over the miscast BEFORE or AFTER determining the result on the miscast table? Also, what happens when a '12' result on the Miscast table is transferred? Does any wound caused by this item combine with Bane Head?*

C. Obviously the result on the table may impact the decision to activate a one use item. For a '12' result, is the original spell cast and lost, or does the enemy wizard choose a spell to cast and lose?

S. Lizardmen pp102

**A.** You transfer the miscast before you see the result, As for Bane Head – because the wizard is suffering the wound himself from a miscast the Slaan is not causing the wound so the Bane Head does not take affect when transferring a miscast with cupped hands. Ignore the '12' result as the affected wizard was not casting the spell

**Q.** *Is Huanchi's Blessed Totem activated before or after Charge Responses?*

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C. This obviously affects the decision making process of the player getting charged.

S. Lizardmen pp103

A. The reaction is declared before measuring distance and so you declare your reaction before rolling for the additional distance on your charge move.

**Q.** *In a mixed unit such as Skinks, can one unit type fight with different weapons than the other?*

C. Skinks can only choose Hand Weapons, which would force Kroxigors to do the same. Is this an exception to the rule on page 54 of the main rulebook that all models in a unit must choose the same weapons?

S. Lizardmen pp94, BRB pp54

A. Yes...common sense should prevail here – its like saying chariot crew cannot use spears because a horse doesn't have a spear...

**Q.** *Does a slaan count as a large target for LOS when not inside a temple guard unit?*

A. No it's quite clear a slaan can only be in the second rank of temple guard, in saurus he must go into the front rank and only when he is inside a unit of temple guard does he draw line of sight like a large target

**Q.** *Does a mixed unit of Skinks and Kroxigors cause Fear when charged / charging?*

C. Does Great Reach take effect before the required Psychology test, or not until contact is actually made?

S. Lizardmen pp53

A. Great Reach does take affect, So if the Kroxigor is going to be part of the fight the unit counts as causing fear. For

outnumbering purposes only the Kroxigor count.

**Q.** *How does a spell like the "Treason of Tzeentch" affect a mixed unit?*

C. *the rule of "like attacks like" apply? If so, what happens if there is only 1 Kroxigor?*

S. Lizardmen pp41

A. Each model makes an attack on the unit, models hit themselves in the case of a mixed unit – so kroxigor hit kroxigor and skinks hit skinks

**Q.** *Can an old blood on carnosaur be picked out from a unit?*

A. Yes as it has a combined unit strength of 5 or more, this is clearly indicated in the BRB page 74 - characters inside units.

## Ogre Kingdoms

**Q.** *Ogre Kingdoms. If a unit with bull charge inflicts impact hits on the STANK, does it take D6 S6 impact hits itself as the Ogre Kingdoms army book states they are impact hits?*

A. Yes. Note, the unit has the option to not inflict any impact hits (and therefore does not take any itself). Also note, the Ogres would suffer D6 hits per unit not per model.

## Orcs & Goblins

**Q.** *If a Giant uses the Thump With Club to cause multiple wounds on a target with a ward save do they take the ward before or after calculating the number of wounds (i.e. is it 1 ward save or 2D6 ward saves)?*

A. 1 ward save

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**Q.** If an O&G unit rolls either "Squabble" or "We'll show 'em" results for Animosity does this Animosity result override any spell effects they are experiencing at the time?

**A.** No, special rules/circumstances which force compulsory movement or pin the unit in place are not overridden by animosity.

## Tomb Kings

**Q.** Tomb King's Destroyer of Eternities. The special rules inflict 2 auto hits on each model in base contact. Can this kill more models than those touching the bearer i.e. do extra wounds carry over to rank and file?

**A.** No, you can only kill those models in base contact.

## Vampire Counts

**Q.** Do Fell Bats and Bat Swarms qualify as "infantry" for purposes of Invocation of Nehek?

**A.** Sadly, as there is no unit category for flyers, yes.

**Q.** In a Vampire Counts army which includes a Vampire with the Ghoulkin Vampiric Power, is the power restricted to allowing units of Crypt Ghouls (and characters which remain attached to the Crypt Ghouls) to make a march move prior to the roll for first turn? Or, does the power allow a character who started the game attached to the Crypt Ghouls to separate from them and make an independent march move? For example, may a

*Vampire with the Talisman of Lycni make a 18" march move prior to the roll for first turn?*

**A.** No, only the units of ghouls can move. Any characters can move with them, but cannot move separately as they would not then be "accompanying" the ghouls.

**Q.** Are saves allowed against the additional wounds caused by failed Toughness tests from the Black Axe of Krell?

**A.** By the rules saves are clearly allowed.

**Q.** May Walach's Bloody Hauberk be combined with mundane heavy armour? For example is it legal to equip a Wight King with Heavy Armour, Walach's Bloody Hauberk, Shield, and a Barded Skeletal Steed for a total of a -1 starting Armour Save?

**A.** This is really clear in the BRB - is the Hauberk a helm or a shield? No, well then it cannot be combined with mundane armour, just a shield.

## Wood Elves

**Q.** There was a debate on The Warhammer Forum about using Treesinging to pin the STANK in place (basically through a geometrical argument that a pivoting tank would always hit the wood which it's not allowed to do); is this allowed?

**A.** No, this is another innovative 'tactic' that we are not going to allow.

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## SECTION II - WPS Fantasy Errata

It is our intention to keep this section as brief as possible, only dealing with issues where we believe GW has failed to apply logic or their own basic rules to a specific issue. In each case we have tried to explain the reason behind why we have issued the errata.

### Battle Standard Bearers

**WPS Errata:** *All Battle Standard bearers retain the standard equipment options normally available to that character.*

*[Rationale: this is in line with the most recently released army books which appears to be the direction GW is heading in for BSBs].*

### Beasts of Chaos

GW FAQ:

**Q.** *When lining up in close combat against an enemy whose base size is too small to allow 5 models into base contact (e.g. a lone character), can Beast Herds now line up 5 wide in order to gain a rank bonus?*

**A.** *No. The 7th edition of Warhammer changed the minimum for rank bonus to five, but the Beast Herd rules specify "four" not "what is required for rank bonus".*

**WPS Errata:** Beast Herds rank up a minimum of 5 wide, replacing the army book rule of 4 wide.

*[Rationale: the intention when the Beasts book was written in 6<sup>th</sup> Edition was that herds are light skirmishing infantry unit that can receive rank bonus, GW are simply being too lazy to errata this].*

### Empire

GW FAQ:

**Q:** *Does the enemy earn half the Victory Points for the Steam Tank by reducing it to 5 wounds (or less)?*

**A:** *No. The Steam Tank is classified as a War Machine...*

**WPS Errata:** Yes, the enemy does earn half VPs for reducing the Steam Tank to half wounds or less.

*[Rationale: whilst we cannot argue that GW have logically applied the rules as written to this question, the Steam Tank is a special case where the energy expended to reduce the model to 5 wounds (never mind 1 wound) should be rewarded in some way].*

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## SECTION III – WPS List of Monsters

This is the definitive list of what counts as a monster for the purposes of magic items, spells, etc.

### **Beasts of Chaos**

Dragon  
Ogre  
Shaggoth  
Giant  
Spawn (including marked variants)

### **Brettonnia**

Royal Pegasus  
Hypogriff

### **Daemons of Chaos**

None

### **Dark Elves**

Black Dragon  
Manticore  
Dark Pegasus  
War Hydra (Follows monster and handler rules)

### **Dogs of War**

Dragon  
Giants  
Pegasus

### **Dwarfs**

None

### **Empire**

Pegasus  
Griffon

### **High Elves**

All 3 Dragons  
Griffon  
Eagle

### **Lizardmen**

Carnosaur  
Stegadon

### **Ogres Kingdoms**

Giant  
Gorger

### **Orcs & Goblins**

Giant  
Wyvern  
Giant Squig  
Giant Spider

### **Skaven**

None

### **Tomb Kings**

Bone Giant  
Tomb Scorpion

### **Vampire Counts**

Corpse Cart  
Abyssal Terror  
Varghulf  
Zombie Dragon

### **Warriors of Chaos**

Chaos Dragon  
Manticore  
Dragon Ogre Shaggoth  
Giant  
Spawn (including marked variants)  
Chaos Warshrine

### **Wood Elves**

Treeman  
Dragon  
Eagle