

FORCES OF FANTASY™

FAQ & ERRATA – VERSION 1.5.3

This document collects amendments to the rules contained within *Forces of Fantasy* and associated Arcane Journals, and presents our responses to players' frequently asked questions. As this document is revised regularly, it has a version number; where a version number has a letter, e.g., 1.1a, this means it has had a local amendment, only in one language, to clarify a translation issue. When this document is revised in full, the version number will be incremented.

Forces Of Fantasy Errata

Below you will find errata to Forces of Fantasy and its associated Arcane Journals. When this document is revised, updated entries will be highlighted in [\[blue\]](#), while entirely new additions will be highlighted in [\[magenta\]](#).

Designers' Note: *Errata marked with an asterisk (*) have been corrected in a later printing of the publication and may not apply.*

Page 15

Strike the Runes: Change the rule as follows:

'An Anvil of Doom can cast the following Bound spells, with a Power Level of 2.'

Rune of Oath & Steel: Change the spell's Casting Value to '8+/11+' and change the first sentence of its effect as follows: 'If this Bound spell is cast with a casting result of 8 or more, the target friendly unit may re-roll any failed Armour Save rolls.'

Rune of Hearth & Home: Change the spell's Casting Value to '8+.'

Page 22

Rangers: Change the Unit Size to '5-20'.

Page 23

Hammerers: Add 'Gromril Armour' to the list of special rules.

Page 24

Runes of Protection: Change the rule as follows:

'Models with this special rule have a 6+ Ward save against any wounds suffered that were caused by a non-magical enemy attack.'

Page 25

Trollhammer Torpedo: Change the Strength characteristic to '5' and replace the 'Dwarf Crafted' special rule with 'Cumbersome'.

Page 26

Miners: Reduce the cost of blasting charges to '+1 point per model'.

Page 27

Slayers: Add 'Furious Charge' to the Troll Slayers and Giant Slayers lists of special rules.

Page 28

Gyrocopters: Add Dispersed Formation to the list of special rules:

'Units that fly high above the battlefield adopt dispersed formations to prevent calamity.'

To maintain Skirmish formation, every model in this unit must be within 3" of another model belonging to the same unit, rather than the usual 1". However, unlike most Skirmishers, models with this special rule do not have a 360° vision arc; they instead have a 90° vision arc, corresponding to their front arc.'

Page 31

Cannon: Change the points to '95'.

Organ Guns: Change the points to '115'.

Flame Cannon: Change the points to '120'.

Page 39

Rune Lore: Change the rule as follows:

A model with this special rule may be nominated to attempt a Wizardly Dispel as if it were a Wizard. However, unlike regular Wizards, models with this special rule do not have Levels of Wizardry with which to determine their Dispel range or modify their Dispel rolls. Instead:

- An Anvil of Doom has a Dispel range of 24" and may apply a +3 modifier to its Dispel rolls.
- A Runelord has a Dispel range of 21" and may apply a +2 modifier to their Dispel rolls.
- A Runesmith has a Dispel range of 18" and may apply a +1 modifier to their Dispel rolls.

Page 48

General of the Empire: Change the Leadership characteristic to '10'.

Captain of the Empire: Change the Leadership characteristic to '9'.

Page 52

Lector of Sigmar: Change the Leadership characteristic to '9'.

Priest of Sigmar: Change the Leadership characteristic to '8'.

Page 53

High Priest of Ulric: Change the Leadership characteristic to '9'.

Priest of Ulric: Change the Leadership characteristic to '8'.

Page 54

Clouds of Soot & Smoke: Change the rule as follows:

'Unless it is mounted, this model is considered to be behind full cover whilst it is within 3" of a friendly unit whose troop type is 'war machine'.

Page 56

Pegasus: Add the following note after the list of special rules:

Note that, unlike most Skirmishers, this model does not have a 360° vision arc; they instead have a 90° vision arc, corresponding to their front arc.'

Page 57

Empire State Troops: Add 'Horde' to the State Troops and Veteran State Troops lists of special rules.

Page 59

Free Company Militia: Add 'Furious Charge' to the list of special rules.

Page 60

Greatsword & Count's Champion: Change the Strength characteristics to '4'; then add 'Furious Charge' to the list of special rules.

Page 61

Flagellant & Prophet of Doom: Change the Toughness characteristics to '4'.

Page 62

Pistoliers: Change the points to '15'.

Page 64

Empire Knights: Change the points to '20'.

Page 65

Inner Circle Knights: Change the points to '28'.

Page 69

Steam Cannon: Add the following to the steam cannon 'Notes':

'This weapon does not have a 360° line of sight, it can only shoot into the Steam Tank's front arc.'

Page 70

Imperial Griffon Special Rules: Delete 'Two Heads' from the end of the list of special rules.

Page 73

Helstorm Rocket Batteries: Change the weapon's Strength characteristic to '4' and its Armour Piercing characteristic to '-2'.

Page 76

Laurels of Victory: Change the rule as follows:

'When determining your combat result, each unsaved wound caused by an attack made by the bearer of the Laurels of Victory (but not their mount) is worth 2 combat result points, rather than the usual 1.'

Wizard's Staff: Add the following to the start of the rule:

'0-1 per Wizard.'

Page 90

Barded Pegasus: Add the following note after the list of special rules:

'Note that, unlike most Skirmishers, this model does not have a 360° vision arc; they instead have a 90° vision arc, corresponding to their front arc.'

Royal Pegasus: Change the Points to '+70'; then change the Troop Type to 'Monstrous Creature'.

Page 92

Blessed Triptych: Change the rule as follows:

'A unit that contains a Blessed Triptych gains the Stubborn special rule.'

Polearm: Change the weapon profile as follows:

Polearm	R	S	AP	Special Rules
Single-handed	Combat	S	-	Fight in Extra Rank
Double-handed	Combat	S+1	-1	Requires Two Hands

Notes: A polearm has two profiles. You must choose which the unit will use when its combat is chosen during Step 1.1 of the Choose & Fight Combat sub-phase. A model wielding a polearm cannot make a supporting attack during a turn in which it charged.

Page 94

Battle Pilgrims: Change the Points to '6', then change the Unit Size as follows:
'5-30 Battle Pilgrims/0-1 Grail Reliquae'

Page 95

Knights Errant: Change the Unit Size to '3+'.
Mounted Knights of the Realm: Change the Unit Size to '3+'.

Page 96

Questing Knights: Change the Unit Size to '3+'.

Page 98

Pegasus Knights: Change the Points to '59' and delete 'Lance Formation' from the list of special rules.

Dispersed Formation: Change the rule as follows:

'Units that fly high above the battlefield adopt dispersed formations to prevent calamity.'

To maintain Skirmish formation, every model in this unit must be within 3" of another model belonging to the same unit, rather than the usual 1". However, unlike most Skirmishers, models with this special rule do not have a 360° vision arc; they instead have a 90° vision arc, corresponding to their front arc.

Page 102

Knightly Virtues: Change the second paragraph as follows:
'To represent this, some models may be given a Knightly Virtue. A Virtue does not affect a model's mount (should it have one). Each Virtue may only be chosen once per army.'

Page 106

Falcon-horn of Fredemund: Change the first sentence of the rule as follows:
'Single use. During the Command sub-phase of their turn, if they are not engaged in combat, the bearer of the Falcon-horn of Fredemund may attempt to use it by making a Leadership test (using their own unmodified Leadership).'

Page 109

Burning Gaze: Change the spell's Casting Value to '9+'.

Page 110

Combat Result Bonus: Change the entry as follows:
'A unit in Lance formation with a Unit Strength of 5 or more may claim a bonus of +1 combat result point.'

Page 124

Magic: Change the second sentence as follows:
'Every Treeman Ancient knows spells from one of the following Lore of Magic.'

Page 125

Branchwraith: Change the Movement characteristics to '6', then add 'Armour Bane (1)' and 'Furious Charge' to the list of special rules.

Page 128

Glade Guard: Change the Points to '10'.

Page 129

Eternal Guard: Change the Points to '12'.

Martial Prowess: Change the rule as follows:

'During the first round of combat, a unit with this special rule gains a +1 modifier to its Weapon Skill characteristic. In addition, a unit with this special rule can make supporting attacks to its flank or rear, as well as to its front.'

Page 131

Wardancer & Bladesinger: Change the Strength characteristic to '4', then change the Wardancer Attacks characteristic to '2' and the Bladesinger Attacks characteristic to '3'.

Page 133

Dryad & Nymph: Change the Movement characteristics to '6', then add 'Armour Bane (1)' and 'Furious Charge' to the list of special rules.

Tree Kin & Elder: Change the Toughness characteristic to '6'.

Page 134

Glade Riders: Change the Points to '17', then change the Unit Size to '4+'.

Page 135

Sisters of the Thorn: Change the Points to '22', then change the Unit Size to '4+'.

Daughters of Eternity: Change the rule as follows:

'Models with this special rule have a 4+ Ward save against any wounds suffered.'

Deepwood Coven: Change the first sentence of the rule as follows:

'A unit of Sisters of the Thorn knows a single, randomly generated spell from either the Battle Magic or Elementalism Lore of Magic. If you wish, this spell may be discarded and the unit may instead select the signature spell of its chosen Lore of Magic.'

Page 136

Wild Riders: Change the Points to '26', then change the Unit Size to '4+'.

Page 137

Warhawk Riders: Change the points to '41.'

Page 145

Woodland Ambush: Change the first sentence of the rule as follows:

'Once players have finished placing terrain, a Wood Elf Realms player may place one additional wood measuring no less than 3" at its narrowest and no more than 9" at its widest point.'

Page 146

Forest Walker: Change the spell's Casting Value to '9+.'

Flock of Doom: Change the spell's Casting Value to '8+.'

Page 161

Elven Spearmen: Change the points to '8.'

Elven Archers: Change the points to '9.'

Page 162

Sea Guard: Change the points to '10.'

Page 163

White Lions of Chrace: Add 'Furious Charge' to the list of special rules.

Page 169

Silver Helms: Change the Unit Size to '4+.'

Page 170

Dragon Princes: Change the Unit Size to '3+.'

Page 178

Eagle-claw Bolt Thrower: Change the points to '70.'

Page 179

Elven Honours: Change the second paragraph as follows: 'To represent this, some characters may be given an Elven Honour. Each Honour gives the character certain benefits in the form of unique equipment and additional special rules. An Honour does not affect a model's mount (should it have one).'

Page 183

Seed of Rebirth: Delete the asterisk (*).

Page 185

Martial Prowess: Change the rule as follows: 'During the first round of combat, a unit with this special rule gains a +1 modifier to its Weapon Skill characteristic. In addition, a unit with this special rule can make supporting attacks to its flank or rear, as well as to its front.'

Page 186

Hand of Khaine: Change the spell's Casting Value to '7+.'

Arcane Journal Dwarfen Mountain Holds Errata

Page 37

The Axe Of Dargo*: Change the Strength characteristic to 'S+2.'

Page 40

Dwarf Engineer Sappers: Add 'Hostile Terrain' to the list of special rules.

Page 41

Doomseekers: Delete (Character) from the Troop Type, then add 'Skirmishers' to the list of special rules.

Page 44

Scout Gyrocopters: Replace the Extended Formation special rule with Dispersed Formation: '*Units that fly high above the battlefield adopt dispersed formations to prevent calamity.*

To maintain Skirmish formation, every model in this unit must be within 3" of another model belonging to the same unit, rather than the usual 1". However, unlike most Skirmishers, models with this special rule do not have a 360° vision arc; they instead have a 90° vision arc, corresponding to their front arc.'

Page 46

Goblin-Hewers: Change the crew's Wounds and Attacks characteristics to '2' and change the Base Size as follows:

- 'Base Size: 50 x 75 mm.'

Arcane Journal Empire Of Man Errata

Page 29

Veteran Outriders: Change the rule as follows:

'0-1 unit of Outriders in a City-state of Nuln army may be designated 'Veteran Outriders.' Missile weapons wielded by Veteran Outriders are not subject to the Ponderous special rule.'

Page 37

General Hans von Löwenhackle: Change the Leadership characteristic to '10.'

Page 39

Teutogen Guard: Delete 'Guardians of the Temple' from the list of special rules.

Page 40

Imperial Ogres: Change the points to '29.'

Page 46

Von Trickschotte's Wondrous Arquebus: Add 'Magical Attacks' to the list of special rules.

Page 48

Squintsoffen's Marvellous Magnifier: Delete the asterisk (*).

Arcane Journal Kingdom Of Bretonnia Errata

Page 36

Aura of the Fay: Change the note at the end of the rule as follows:

'Note that the enemy player only wins Victory Points for destroying the Green Knight the first time he loses his last Wound and is removed from play.'

Page 37

Guardian Of The Sacred Sites: Change the second paragraph of the rule as follows:

'During the Compulsory Moves sub-phase of the turn in which he was awakened, the Green Knight may be placed completely within any 'natural' terrain feature, anywhere on the battlefield. For the purposes of this rule, a 'natural' terrain feature includes any woods, or any difficult or dangerous terrain (as described on page 269 of the Warhammer: the Old World rulebook). It does not include magical vortexes, open ground or hills, or any constructions, such as walls or buildings. Before the game starts, the players should agree upon which terrain features are natural and which are not.'

Page 42

Warhorse: Change the Base Size as follows:

- 'Base Size: 25 x 50 mm (min), 30 x 60 mm (max)'

Arcane Journal The War Of Settra's Fury

Renegade Crowns

Page 38

Warhorses – Troop Type: Change the entry as follows: 'Light cavalry (warhorse), heavy Cavalry (barded warhorse)'

Page 41

Warhorse: Change the Toughness characteristic to '-1'.

Page 43

Feint & Dodge: Change the entry as follows:

'Once per game, when an enemy model directs its attacks against a model with this special rule, you may make that enemy model re-roll its successful rolls To Hit.'

Arcane Journal Wood Elf Realms Errata

Page 34

Orion: Change the Toughness characteristic to '6' and the points to '405', then delete 'Fear' from the list of special rules.

Spectral Hounds: Add the following to the end of the rule: 'In addition, whilst one or more Hounds of Orion remains, Orion himself cannot be targeted by enemy shooting.'

Page 37

Araloth, Lord of Talsyn: Change the Points to '150'.

Page 45

Fury of Athel Loren: Change the spell's Casting Value to '9+'.

Spiteful Torrent: Change the third, fourth and fifth sentences of the spell's effect as follows:

'Whilst in play, the template is treated as difficult terrain. The template scatters D6" during every Start of Turn sub-phase. Any enemy unit that moves through the template, or that the template moves over, suffers 3D6 Strength 2 hits, each with an AP of -1.'

Durthu's Wrath: Change the spell's Casting Value to '9+'.

Arcane Journal High Elf Realms

Page 29

Warriors of the Wilderness: Change the first sentence of the rule as follows:

'Once players have finished placing terrain, a Chracian Warhost player may place one additional area of difficult terrain measuring no less than 3" at its narrowest and no more than 9" at its widest point.'

Page 42

Lion Guard: Change the points to '17'.

Page 45

Merwyrms: Change the points to '200'.

Page 48

Ring of Fury: Change the rule as follows:

'The wielder of the Ring of Fury can cast the Hammerhand spell from the Lore of Battle Magic as a Bound spell, with a Power Level of 1.'

Forces Of Fantasy Frequently Asked Questions

Below you will find our answers to frequently asked questions. Where possible, answers are given immediately, followed by further explanations. When this document is revised, updated entries will be highlighted in [\[blue\]](#), while entirely new additions will be highlighted in [\[magenta\]](#).

Dwarfen Mountain Holds

Q: If I give armour runes to an Anvil of Doom, does the Anvil itself benefit, or just the crew?

A: *Just the crew.*

Q: How does Master Rune of Adamant work on an Anvil of Doom?

A: *It increases the Toughness of the crew, but not of the anvil itself.*

Q: Can the champion in a unit of Royal Clan Warriors or Hammerers put weapon runes on a gromril great axe or great hammer?

A: *No. Weapon runes can only be inscribed upon a hand weapon or great weapon, as defined in the Warhammer: the Old World rulebook. The Royal Clan Warriors' gromril great axes and the Hammerers' great hammers are unique types of weapon, each with their own profile and rules.*

Q: When a model hits an enemy unit using the Deathblow special rule, does that hit benefit from that model's special rules?

A: *Yes.*

Q: If the musician and/or standard bearer in a unit of Slayers are models that have been upgraded to Giant Slayers, what happens if they are slain, is their instrument and/or standard picked up by another Giant Slayer or by a Troll Slayer?

A: *It rather depends on the models that remain in the unit. If any Giant Slayers remain, they will pick up the instrument or standard, replacing the slain models like for like. If no Giant Slayers remain, a Troll Slayer will take their place.*

Note also that Giant Slayers are not unit champions. Thus in a unit of Slayers, the standard bearer would be the last model removed.

Q: If a unit bearing a standard inscribed with the Master Rune of Hesitation Falls Back in Good Order and is pursued and caught by an enemy unit, does the rune take effect?

A: *Yes. When a pursuing unit catches an enemy unit that Fell Back in Good Order, it counts as having charged that unit.*

Q: If a unit of enemy infantry charges a unit with the Master Rune of Hesitation, can it make use of the Press of Battle rule to fight in two ranks?

A: *No. Although the Rune prevents a charging enemy unit from using certain weapons or special rules, the unit has still charged, and thus cannot make use of the Press of Battle rule.*

Q: If a unit of enemy infantry charges a unit with the Master Rune of Hesitation, does it gain the Initiative bonus for charging?

A: *Yes. The Master Rune of Hesitation only prevents the use of certain weapons and special rules.*

Arcane Journal Dwarfen Mountain Holds

Q: When a 'Dug In' unit of Skirmishers is charged by an enemy unit, does it lose that status?

A: *No.*

Q: If a unit that has 'Dug In' becomes engaged in combat, does it lose that status if a model within it accepts or declines a challenge and moves through the ranks?

A: *No.*

Q: Is an 'Entrenched' unit protected on all four sides, or just its front?

A: *Just its front, as stated on page 270 of the Warhammer: the Old World rulebook.*

Q: Do runes inscribed upon a Doomseeker's whirling blades of death apply to Impact Hits?

A: *Yes. As stated under Whirlwind of Death, Impact Hits caused by a Doomseeker are resolved using the profile of its whirling blades of death, which includes any runes the weapon is inscribed with.*

Q: Can a Doomseeker join a unit of Slayers?

A: *No, as per the errata, a Doomseeker is not a character. They are loners and outcasts even amongst Slayers and, as such, act as a unit of one model.*

Q: When a Goblin Hower shoots using the Whirling Death special rule, does it add a D3 modifier to the number of shots rolled for each rank or file, or just a single D3 modifier?

A: *Roll an Artillery dice, plus an extra D3 per rank or file of the unit, depending upon which arc the weapon is shooting into.*

Empire Of Man

Q: Can a Steam Tank fire both its steam cannon and steam gun during the same Shooting phase?

A: *Yes.*

Q: Can a Steam Tank's steam cannon fire grapeshot?

A: *Yes. Grapeshot can be fired by any cannon (i.e., any weapon that fires using the 'Cannon Fire' special rule), as described on page 226 of the Warhammer: the Old World rulebook.*

Q: Can a Steam Tank's Engineer Commander and steam cannon both shoot during the same turn?

A: Yes. *The Engineer Commander doesn't fire the steam cannon, imagine there's a (very hot and bothered) crew hidden away inside the Steam Tank whose endeavours leave the Engineer Commander free to fire their own weapon.*

Q: Before a Steam Tank charges, can it use the Steam Power special rule to increase its Movement?

A: No. *The Steam Power special rule can be used by a Steam Tanks, a model that cannot march, instead of marching. In other words, in instances where most models or units would increase their movement by marching, a Steam Tank can instead make use of the Steam Power special rule. Charging is not such an instance.*

Q: Are unsaved wounds caused by the mount of a model bearing the Laurels of Victory worth 2 combat result points?

A: No, *only unsaved wounds caused by the bearer (the rider) count.*

Q: If a model bearing the Laurels of Victory Stands & Shoots as a charge reaction, causing one or more unsaved wounds, are those unsaved wounds each worth 2 combat result points?

A: No.

Q: Does the Griffon Standard allow a unit to claim a higher Rank Bonus than normal for its troop type?

A: Yes. *As stated in the item's rules, a unit carrying the Griffon Standard can claim a Rank Bonus of +2 for each extra rank behind the first, rather than the usual +1, meaning a unit with two extra ranks could claim a Rank Bonus of +4, rather than the usual +2.*

Arcane Journal Empire Of Man

Q: If Harald Gemunsen issues a second challenge using his Skilled Duellist special rule, he can fight again immediately. Can his opponent in that challenge fight again?

A: Yes. *If Harald's second challenge is accepted it is fought immediately, meaning both Harald and his opponent can fight. However, Harald's mount may not fight, and nor may his opponent's.*

Q: A unit of Empire Road Wardens may replace its crossbows with braces of pistols for +1 point per model. If it does so, must the Captain (champion) pay an additional +2 points to do the same?

A: No. *If the entire unit replaces its crossbows with braces of pistols, that includes the Captain. If the unit is armed with crossbows, the Captain has the option to replace theirs with a brace of pistols or a repeater pistol.*

Kingdom Of Bretonnia

Q: Can a Bretonnian army pray for the Blessing of the Lady if it includes an allied contingent?

A: Yes. *However, an allied contingent of Bretonnians taken as part of any other army cannot pray. In order for Bretonnians to pray, the army they are part of must have the Blessings of the Lady rule, which only Kingdom of Bretonnia armies have.*

Q: Can a character with the Shield of the Lady special rule retire to the rear of their unit after issuing a challenge, enabling them to avoid their opponent's attacks?

A: No. *Once a challenge has been issued and accepted neither combatant can retire until the challenge is resolved. Chivalry demands it.*

Q: Does a unit that includes a Grail Monk with a Blessed Triptych lose Stubborn if the Grail Monk is killed before the rule can be used?

A: No. *As per the errata, a unit that includes a Blessed Triptych becomes Stubborn, regardless of whether or not the model that purchased that upgrade has been killed or not.*

Q: Can a unit with Defensive Stakes be hit by Impact Hits or Stomp Attacks by a charging enemy?

A: Yes. *Whilst the stakes might do tremendous damage to 'cavalry' and 'chariots' the momentum of such models when they charge will carry them into the archers, although they may be turned to kindling in the attempt.*

Q: Does a unit of Battle Pilgrims that includes a Grail Reliquae benefit from Blessings of the Lady, or just the Grail Reliquae itself?

A: *If the unit includes a Grail Reliquae, the entire unit gains Blessings of the Lady.*

Q: What happens if a unit in Lance formation that declares a charge finds its movement blocked by the presence of an enemy unit to its flank, where the unit gets wider?

A: *Such situations are covered by the rules for Accidental Contact During a Charge. If the Lance can wheel around the enemy unit, it should do so. If not, the Lance has two choices; halting its charge or continuing ahead and making contact with the enemy unit, treating it as a redirected charge.*

Q: How does a bolt thrower work when shooting at a unit in Lance formation?

A: *The number of models hit is based on the number of ranks overall. For example, a Lance of six knights (arranged in ranks of one, two and three models) would suffer three hits. When a Lance is shot in its flank by a bolt thrower, the number of hits is based on the widest file. To continue the example above, three models would be hit based on the depth of the unit.*

Q: If a character whose mount has a different sized base to the models in a unit making up a Lance formation wishes to join that unit, where should I place the model?

A: *The Lance formation offers a bit more flexibility than other formations. For example, it is perfectly acceptable to place a character such as a Duke or a Baron at the front of the Lance should you wish. In the case of a Handmaiden of the Lady, the Shield of the Lady special rule allows such models to be placed at the rear of such units. Alternatively, they can be placed within the unit. In this case, the extra base size will make very little difference to the shape of the unit.*

Q: When a unit in Lance formation is engaged in combat, every model on the outside counts as being in base contact. How many enemy models count as being in base contact with the Lance?

A: *Every model within the first fighting rank that is within a number of inches equal to its Movement characteristic of the Lance. In the case of enemy regular or heavy infantry, the second fighting rank is not in base contact – there is another rank in the way.*

When a Lance charges, it pierces deep into the enemy formation, pushing warriors back and causing the enemy lines to close around it. It's very hard to show this on the table though, hence the abstraction.

Note that this can create an area of 'dead ground' between a Lance and a unit it is engaged in combat with. If any enemy units are caught within this, refer to the rules covering 'accidental contact' on page 131 of the Warhammer: the Old World rulebook.

Q: Is a charging Lance blunted if an enemy unit counter charges it?

A: *No. As both units are charging, the clause that a Lance is blunted if it is charged and does not counter charge is negated.*

Q: Can a unit with the Finest Warhorses special rule re-roll the dice when using Swiftstride?

A: *No. Finest Warhorses allows a unit to re-roll its Charge roll, but the D6 rolled when using Swiftstride is not part of the charge roll; it is rolled to give a modifier to the result of the Charge roll.*

Wood Elf Realms

Q: Does the Waystalker's Hawk-eyed Archer rule apply to magic items that allow the bearer to cast a Magic Missile?

A: *No, it applies only to the Waystalker's Asrai longbow, or to ranged magic weapons.*

Q: Can a Wood Elf Realms army that includes an allied contingent place an additional wood using the Woodland Ambush rule?

A: *Yes. Note however that an allied contingent of Wood Elves taken as part of another army cannot.*

Q: The Bow of Loren allows a Wood Elf character to make a number of shots equal to their Attacks characteristic. How does this interact with Enchanted Arrows?

A: *When firing an Enchanted Arrow it is assumed the model is firing only once, as is the norm. Therefore, one of the shots fired from the Bow of Loren can be made using an Enchanted Arrow, the other shots are resolved using ordinary (i.e., not Enchanted) arrows.*

Arcane Journal Wood Elf Realms

Q: A Wood Elf Noble that belongs to a Wild Rider Kindred may only wear light armour, but can they also wear a magic helmet?

A: *Yes, a helmet can be worn in addition to light armour.*

High Elf Realms

Q: Can a Wizard with the Warden of Saphery Elven Honour purchase magic armour?

A: *No.*

Q: Does the Martial Prowess special rule allow models to make supporting attacks with weapons that do not have the Fight in Extra Rank special rule?

A: *No. Martial Prowess grants the ability to make supporting attacks to the flank or rear, as well as to its front. It does not grant the ability to make supporting attacks to models not normally able to do so.*

Arcane Journal High Elf Realms

Q: Can Korhil Lionmane or a Chracian Chieftain join a unit of White Lions of Chrace?

A: *Yes.*

Arcane Journal The War Of Settra's Fury

Q: In a doubles event, as described in the *Matched Play Guide*, which armies, if any, can a Renegade Crowns army ally with?

A: *If the primary force is a Renegade Crowns, Empire of Man, or Kingdom of Bretonnia army, Renegade Crowns can be fielded as trusted allies.*

Q: Must a unit be in a Phalanx in order to not become Disrupted when charged by a unit with First Charge?

A: *Yes. Units do not gain the benefit of being in a particular formation if they are not in that formation.*