

WARHAMMER ARMIES BOOK: WOOD ELVES – ERRATA AND FAQs

ERRATA

Page 55, Eternal Guard, Options.

Replace:

‘Upgrade one Eternal Guard to an Eternal for +12 pts.’

with:

‘Upgrade one Eternal Guard to a **Guardian** for +12 pts.’

Page 62, The Spear of Twilight.

Replace:

‘This spear confers the Killing Blow...’

with:

‘**Spear**. It confers the Killing Blow...’

Page 65, Dragontooth Arrows.

Replace:

‘Any model wounded by...’

with:

‘**Magic Arrows**. Any model wounded by...’

Page 65, Banner of Midwinter.

Replace:

‘The unit may not move or march but becomes...’

with:

‘The unit may not move **at all** but becomes...’

Page 75, Sisters of Twilight, Points.

Replace:

‘275 for Arahan and Naestra –...’

with:

‘275 for Arahan and Naestra **(both equipped with light armour, spear and a magical longbow) –...’**

Page 80, Reference, Steeds, Elven Steeds’ Special Rules.

Delete ‘**Fast Cavalry**’.

FAQs

The Army of the Wood Elves

Q. Regarding the Woodland Ambush rule, is the normal game described on page 2 of the rulebook a Pitched Battle?

A. Yes – it is defined as Pitched Battle on page 248 of the large rulebook.

Q. Can the Treeman (and Treeman Ancient) perform a stand & shoot charge reaction with the Strangle-root attack? If yes, can he stand & shoot in any direction, or only to his front? Can he use it after failing a charge?

A. It's a shooting attack, so it can stand & shoot, and it can do this in any direction, no line of sight required. It cannot be used in the turn the Treeman has failed a charge.

Q. Can Treeman Ancients have spites that are bound spells as they already have the Tree Singing bound spell?

A. They cannot, as a character can only have one bound spell.

Q. Is a Wardancer unit required to select their Shadow Dance at the start of a combat? Or in cases where they are not attacking first, may they wait until after the enemy attacks before selecting a Shadow Dance?

A. For the sake of sanity, it's a good idea that Wardancers select their Shadow Dance at the start of each round of combat.

Q. May non-Wardancer characters join Wardancer units?

A. Yes, but the Shadow Dances of Loec and Talismanic Tattoos only affect the Wardancers models themselves (except for the Magic Resistance, which affects the entire unit).

Q. If a Wardancer unit breaks an enemy and pursues/overruns into a new enemy that is already engaged but has not yet fought, is their choice of Shadow Dance restricted?

A. No, as that is another round of combat, and they may even choose the same Shadow Dance, as it isn't the same combat.

Q. A Wood Elf Noble attached to a unit of Eternal Guard (the combination of which makes the unit Stubborn) refuses a challenge and is sent to the back rank. Does the Eternal Guard benefit from the Stubborn rule for the subsequent Break test?

A. The unit is still Stubborn – the character just needs to be in the unit.

Q. Do Eternal Guard count as Core or Special with an Alter Highborn in the army? Do Eternal Guard count as Core or Special with Orion leading the army?

A. Special in both cases. You need a non-Alter Highborn as a General for them to be Core.

Q. If a Wood Elf Battle Standard Bearer takes a magic standard, can he also take Spites?

A. Yes – Spites are not Magic items.

Q. Is it legal to equip a Wood Elf Battle Standard Bearer with a magic bow even if it cannot have a normal one?

A. Yes, he can use a magic bow, as he can be given magic weapons.

Q. Do the steeds of the Wild Riders or a Glamourweave character have the Forest Spirit rule (i.e. magical attacks)? Do they benefit from the Fury of Kurnous special rule in the same manner as a steed or mount ridden by a Frenzied rider benefits from Frenzy?

A. Yes and yes, as the rule applies to the entire model.

Q. Do Wild Riders cause Fear even if they failed a charge?

A. Yes – they are obviously still pretty scary!

Q. Can Scouts take a command group?

A. Yes – the Scout upgrade and the command group upgrade are not exclusive.

Q. What is the appropriate base size of the Great Stag and Unicorn models?

A. 50mm square.

Spites of Athel Loren

Q. If a character from the Wardancer Kindred has a Murder of Spites, are these attacks affected by his Shadow Dances, Wardancer Weapons or other special rules?

A. No. The Spites' attacks have a separate and distinct set of explicitly defined stats and special rules, and thus do not benefit from any abilities of their host.

Q. What happens when a character with the Annoyance of Netlings (only hit on a six in a challenge) is in a challenge against a character that always hits on a pre-set number or hits automatically?

A. This is a case of an "irresistible force" vs. an "immovable object". In other words, roll a D6 in each Close Combat phase when this problem arises, to decide which one takes precedence.

Q. If you combine an Annoyance of Netlings (bearer hit on sixes in challenge) with the Fimbulwinter Shard (-1 to hit character in hand-to-hand), does it mean the Character cannot be hit in a challenge?

A. No, a character is always hit on a natural six.

Heirlooms of Athel Loren

Q. How do you work out close combat attacks from the Spirit Sword against units of creatures with multiple Wounds (such as Trolls, Ogres, or Carrion) or models with no Leadership value?

A. This sword should be treated like a weapon that inflicts multiple wounds, meaning that each wound may inflict wounds up to the maximum for each enemy model. It has no effect on models with no Leadership value.

Q. Does the secondary damage from the Spirit Sword still take place if an enemy is wounded and killed by it? Meaning the Wood Elf Character could take damage after killing the opponent or generate overkill in a challenge?

A. Yes, treat it as other multi-wound weapons, but instead of rolling to multiply wounds, use the normal procedure of comparing Leadership + D6 as described in the Spirit

Sword entry. No exceptions are listed so this means that the Wood Elf character could take damage or generate additional overkill in a challenge.

Q. Does Asyendi's Bane allow the bearer to re-roll shooting attacks provided by sources other than the bow (i.e. additional shooting attacks provided by Spites, etc.)?

A. Yes. The wording is clear, if not intentional.

Q. What is the effect of an item like the Armour of Damnation (re-roll successful hits) on Daith's Reaper (re-roll misses)?

A. Remember, you may never re-roll a re-roll. It is pretty clear then that one item allows you to re-roll misses, while the other forces you to re-roll hits. In either case, the second result stands, as it cannot be re-rolled!

Q. Do normal arrows fired by a magic bow count as magical attacks?

A. No, they do not. Only Magic Arrows count as magical attacks.

Q. Do Dragontooth Arrows have any affect on units consisting of single Wound models? And does the effect apply if the wound is saved?

A. No. The effect only applies to unsaved wounds, and any single Wound model suffering an unsaved wound is, in fact, dead... and dead models don't take Stupidity tests!

Q. How does a Stupid rank and file model affect its unit (for example, if a Bull in a unit of Ogres is wounded by a Dragontooth Arrow)?

A. Follow the rules for Stupid characters inside non-Stupid units. By the way, it is legitimate to remove the Stupid model as a victim of wounds inflicted onto the unit (being Stupid also means that your mates can convince you to be used as a shield!).

Q. Does the Stone of Rebirth activate if the bearer is wounded by an attack that would kill the model outright (e.g. it does multiple wounds or killing blow)? If yes, is the model considered reduced to one wound?

A. No. Nowhere in the item's description does it indicate that the item is activated if the model is killed outright.

Q. Is the ward save bestowed by the Stone of Rebirth permanent (i.e. when a character is reduced to one wound and the stone shatters, is the ward save permanent or may it only be used once)?

A. It may only be used once.

Q. Can you use the Moonstone of the Hidden Ways in the enemy Movement phase? Can you use it to teleport the character/unit out of combat?

A. No, only your own Movement phase, but it can be used to teleport the character/unit out of combat.

Q. Does the Amber Pendant cancel the "Always Strike First" rule?

A. Yes – the enemy always goes last. No exceptions.

Q. Can Gaemrath – the Banner of Midwinter be used in the opponent's Movement phase?

A. Yes, as it does not say 'your' Movement phase, or anything else to that effect.

Q. In a mass combat situation, with multiple Wood Elf units and multiple enemy units, when the enemy breaks, which units are affected by Faoghir – the Banner of Dwindling?

A. All enemy units that were in contact with the unit carrying the banner.

Wood Elf Kindreds

Q. Can a Noble or Highborn belong to more than one Kindred, for example an Alter-Scout?

A. No, only a single one.

Q. Can a character with the Wild Rider Kindred take the Helm of the Hunt?

A. No, as it does not replace their normal armour.

Q. Can a Wardancer Kindred Character use a great weapon to gain +2 to his Strength? Or buy any other mundane weapon and use it?

A. No. As per the rules under the Wardancer Kindred, all Wardancer Characters have the special rule of Wardancer Weapons. This means that regardless of what types of mundane weapons the model is armed with, the model must follow the Wardancer Weapons rule.

Q. May a character from the Eternal Kindred take additional mundane armour or weapons and still benefit from the Eternal Guard fighting style?

A. Yes, but he cannot gain any benefit from them, so there is no point.

Q. Do the Eternal, Glamourweave or Wild Rider Kindreds remove a character's longbow?

A. No. The model retains its longbow (and if the character is a Wild Rider or Glamourweave, any hits from the bow count as magical).

Q. Can a member of the Waywatcher Kindred take a magic bow and choose whether to use the magic bow with its magical effects or their mundane longbow with Lethal Shot?

A. Yes, as that kind of limitation only applies to close combat weapons.

Q. Does the extra attack on Alter Kindred give them +1 Attack with the Bow of Loren as well?

A. Yes, as it modifies their profile.

Wood Elf Special Characters

Q. Despite being Unbreakable, Orion's rules (and pictures) indicate he can join a non-Unbreakable unit. Is this the case, and what is the procedure should the unit lose combat?

A. Orion is not truly Unbreakable, as his Spirit of Kurnous special rule has a number of exceptions and caveats, so he may join a unit as normal. If his unit loses a combat, the other models in the unit take a Break test as normal and might flee. Orion will remain in combat and take wounds as described. If Orion is destroyed by these wounds, the enemy may pursue the rest of the unit if they broke.

Q. Does the Hawk's Talon ignore armour saves in the same manner as a bolt thrower?

A. No, armour saves apply as normal.

Q. Who will be the General in an army containing both Drycha and Orion? Is such an army even possible?

A. They cannot be used in the same army.

Q. Does Drycha get extra Attacks for Wounds that she saves against? And does she retain the extra Attacks if she is healed?

A. Only unsaved wounds count. She still retains the extra Attacks even if she is subsequently healed.

Q. If Drycha is killed before summoning units, are any units she has not yet summoned destroyed, do they enter from the deployment zone, or something else?

A. They do not enter the battle, but do not count as destroyed either.

Q. Does the template from the Bow of Araban follow all the rules for stone throwers except from what has been stated? In other words: does it scatter after placing it? Does it have double Strength under the central hole? Does it cause D6 wounds?

A. It does not scatter (as you roll to hit instead), it does not have double Strength under the central hole (as it clearly says hits are resolved at Strength 3, but it does cause D6 wounds).

Q. If both twins are killed, is Ceithin-Har or Gwindalor allowed a Leadership test before it reacts according to a 5-6 on the Monster Reaction table?

A. No, apply result 5-6 straight away.

The Fey Magic of the Wood Elves

Q. Is the direct damage version of Tree Singing limited to a range of 18" from the caster? Or does the direct damage version of the spell have unlimited range?

A. The direct damage version of *Tree Singing* is not restricted by range.

Q. Can Tree Singing work on a feature that contains both trees and non-wood features (such as a river or building attached to it)?

A. No, only a piece of terrain that includes trees and no other major features.

Q. Can you move woods off the board with Tree Singing?

A. No – every wargamer knows that the edge of the table is definitely the end of the world!

Q. Does the Hidden Path spell allow units to see through terrain, therefore allowing them to charge an "unseen" unit or fire missile weapons at a unit behind interposing terrain?

A. No. The effects of the *Hidden Path* do not alter the line of sight characteristics of terrain. The reference to "open ground" refers to the ability to move unimpeded.

Q. How long does the additional +1 Attack from the Call of the Hunt spell last?

A. The +1 Attack only applies to the next round of combat.

Q. Can the Call of the Hunt spell move a unit under the effects of the Banner of Midwinter?

A. No, as the unit may not move.