

WARHAMMER ARMIES BOOK: EMPIRE – ERRATA AND FAQs

ERRATA

These corrections have been input in the second reprint of the book, when we considered the text confusing or in contradiction with another part of the book.

Page 74, Luthor Huss, Special Rules:

Replace 'Fiery Demagogue, Blessings of Sigmar, Righteous Fury and Prayers of Sigmar' with '**Chosen of Sigmar**'.

Page 80, Grand Theogonist, profile:

Change the number of Attacks to **2**.

Page 80, Grand Theogonist, Special Rules:

Replace 'Vengeance Upon Chaos' with '**Frenzy**'.

FAQs

Q. As hatred normally only works in the first turn of a close combat, when a player elects to martyr Flagellants in a second or subsequent round of combat, do the Flagellants still get to re-roll missed attacks?

A. Yes, as the effects are renewed at the beginning of each round of combat, which effectively counts as their first turn of combat.

Q. When an Empire parent unit is charged in the enemy Magic phase, are its supporting detachments allowed to react with a countercharge?

A. It depends on the wording of the spell in question because a countercharge is a reaction normally allowed for Empire Detachments. If the spell allows the enemy to react to charges "as normal" (e.g. Unseen Lurker from the Lore of Shadows), then countercharges are allowed. If the spell does not allow normal charge reactions then countercharges are not allowed.

Q. Can an Arch Lector maintain two Prayers of Sigmar that Remain in Play?

A. No. Prayers of Sigmar work exactly like bound spells. Thus, whenever an Arch Lector casts a prayer, it forces any previous Remains in Play prayer cast by the Arch Lector to be automatically dispelled.

Q. If the Hammer of Sigmar prayer is cast upon a Wizard or a model with a missile weapon, does it allow re-rolls of failed to hit/wound rolls from spells and/or shooting.

A. Yes. The Hammer of Sigmar prayer does NOT limit the re-rolls to attacks in close combat.

Q. If the Hammer of Sigmar prayer is cast upon a Master Engineer acting as an extra crewman of an Helblaster Volley Gun, does it allow the Helblaster re-rolls of failed to hit/wound rolls from shooting?

A. No. It only works on the Engineer himself.

Q. May an Arch Lector or Warrior Priest who is Unbreakable due to the effects of the prayer of Unbending Righteousness, join a unit of Flagellants (who are themselves Unbreakable)?

A. No. This is because only models that have the Unbreakable special rule in their entry can do that (and if he joined and then lost the effects of the spell, the entire universe would implode in a puff of logic).

Q. Does the War Altar suffer a -1 Movement penalty due to the barding of the warhorses?

A. Yes, as normal.

Q. In games involving armies of 3000+ points each, may the Empire field more than one War Altar?

A. No. Only one War Altar exists. The Empire army book includes several references stating that there is only one War Altar, including "...the Grand Theogonist may despatch ONE of his Arch Lectors to do battle from the back of the War Altar."

Q. If the Arch Lector riding atop the War Altar is killed, is the War Altar removed from play?

A. No. No rules exist for the removal of chariots due to loss of crew/characters, thus the War Altar (obviously driven by the power of Sigmar) remains on the battlefield and operates normally, just like any other chariot.

Q. Is the Lore of Light spell from the War Altar's Golden Griffon cast by the Arch Lector or the Golden Griffon? If cast by the Arch Lector would it force a previous Remains in Play prayer cast by the Arch Lector to be automatically dispelled?

A. The Empire army book states that the Lore of Light spell is cast by the Arch Lector, thus it would indeed force any Remains in Play prayers (which work exactly like bound spells) cast by the Arch Lector to be dispelled. Therefore, it is best to cast the spell from the Golden Griffon prior to using the Arch Lector's prayers.

Q. Can Priests of Sigmar be equipped with an item that has a bound spell?

A. Yes. His Prayers are not a bound spell item.

Q. How do you work out the front/flank/rear arcs of a Steam Tank?

A. The best way to do this is to mount the Steam Tank on a chariot base (50mm x 100mm).

Q. Are the Steam Tank impact hits from a grind attack resolved at the same time as other impact hits (i.e. before the enemy gets to attack)?

A. Yes, as normal for impact hits.

Q. When a Steam Tank is engaged against multiple enemy units (whether to its front, flank, and/or rear), and elects to spend steam points to grind the enemy, how is the damage allocated?

A. The controlling player chooses one of the units the Steam Tank is in contact with, and all impact hits are allocated onto this unit.

Q. On a turn where the Steam Tank generates steam points, may it freely pivot on the spot without expending Steam Points on movement?

A. No. In order to be able to pivot, it needs to have expended at least one SP on movement.

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. The victory points rules clearly state that War Machines never surrender half victory points.

Q. Can the spell Pit of Shades from the Lore of Shadows affect the Steam Tank?

A. No. Only spells with a given Strength may affect the Steam Tank. As the Pit of Shades forces affected models to take an Initiative test, it is ignored by the Steam Tank.

Q. Can the Steam Tank be destroyed via the Killing Blow special ability generated by the Bretonnian Virtue of Heroism?

A. Yes, as it is a Large Target.

Q. How do the effects of the Screaming Bell and Brass Orb work on the Steam Tank, now that it has Wounds instead of Structure Points?

A. Simply translate 'Structure Points' into 'Wounds'.

Q. Can the rune of Wrath and Ruin affect a Steam Tank?

A. Yes – its Movement is reduced to one and a half inches per Steam Point used.

Q. When an Empire Knightly Orders unit equipped with the Banner of the Daemonslayer wishes to charge a Fear-causing enemy unit, does the unit have to take (and pass!) a Fear test in order to declare the charge?

A. Yes. The unit with the Banner of the Daemonslayer does not begin to cause Fear until it is found to be within charge range of the enemy. Measurement of that range does not take place until after the unit has passed the Fear test to declare the charge.

Q. How does Aldred's Casket of Sorcery work in relation to a captured spell that raises a new unit of Undead models? Whose control are the Undead models under?

A. They are under the control of the player that used the Casket, but then at the beginning of each of their successive turns, they must test to see if they crumble to dust as there is no Undead General supporting them.

Q. Can Aldred's Casket of Sorcery steal Incantations from the Tomb Kings army? If yes, at what power level are the Incantations released?

A. Yes. The Incantations are released at power level 2D6 for one stolen from a Priest, 3D6 for one stolen from a High Priest, or D6 for one stolen from a Tomb Prince/King.

Q. Can Van Horstmann's Speculum be used to swap stats with a Monstrous Mount (e.g. a Dragon)?

A. No. The term "Enemy" in the context of a challenge is normally interpreted as the enemy character (or champion) who is actually fighting in the challenge.

Q. With the Ring of Volans, at what point is the spell contained in the ring determined?

A. When spells are selected at the beginning of the game.

Thanks to: The Direwolf FAQ Council