

WARHAMMER ARMIES BOOK: ORCS & GOBLINS – 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 25. Fanatics, add to the Special Rules: "**Immune to psychology**"

Page 34. Wargear:, change to: "**Slagga's Slashas**, Azhag's 'Ard Armour and the Crown of Sorcery."

Page 44. Magic Mushrooms, change the third sentence of the last paragraph to: "However, if **the** 'Mushroom dice' is a 1 then the spell is miscast."

Page 45. Gork's Waaagh! Banner, change the last sentence to: "If the charge is failed the unit will move forward its normal **failed** charge distance".

Page 50 and 51. Battle Standard Bearer, change the first paragraph to: "**One Big Boss** in the army may carry the Battle Standard for +25 points."

FAQs

Q. On page 41, the "Bash 'Em Ladz" spell says: "The unit strikes first in the next combat phase and can re-roll any misses that phase". Does "any misses" only refer to rolls to hit?

A. Yes, the unit can re-roll failed rolls to hit.

Q. When a Fanatic moves through a unit it inflicts D6 Strength 5 armour piercing hits.

Any unit that finishes its move over the Fanatic takes D6 Strength 5 hits for moving into the Fanatic, and a further D6 Strength 5 hits in the Fanatic's death throes.

Are those hits also armour piercing?

A. Yes.

Q. There are some instances (Skarsnik Prodder, Power of the Waaagh, etc) where the player has to count "Orcs" or "Goblins" in order to determine the power of an item, the Power of the Waaagh!, etc.

Does this include Savage Orcs, Black Orcs, Boar Boyz, etc. for "Orcs" and Night Goblins, Forest Goblins, etc. for "Goblins"?

A. Yes, when counting Orcs, count Orcs of any type. The same is true for Goblins.

Q. Can a unit suffer the entangled effect from Night Goblin Netters more than once?

A. Once a unit is entangled in that combat phase, further entangled results have no effect, so the maximum Strength modifier is -1.

Q. The Waaagh spell makes any friendly unit move 2D6" towards the nearest enemy. Does « any friendly unit » include Fanatics?

A. Yes. The Fanatic are moved exactly like in the Movement phase, except that the direction of their move is towards the nearest point of the nearest visible enemy. If the Fanatic can see no enemies, it is moved in a random direction.

Q. Azhag, with his Crown of Sorcery, chooses his spells from the lore of death. In case of miscast, does he roll on the Waaagh miscast table, or in the table included in the rule book?

A. As Azhag is not a Shaman, but a Wizard, he uses the miscast chart in the rule book.

Q. The effects of some magic items are depending on the rank bonus of the unit (for example, Porko's Pigstikka, Mork's Spirit Totem, etc.). Does that mean that if the unit is engaged to its flanks or rear by a unit with US5 or more (and so has its rank bonus cancelled) those magic items would have no effect at all?

A. Count the rank bonus at the moment the object is used, so if the unit has no rank bonus at that moment, the bonus is 0.

Q. Do Fanatics count when working out if their unit is below half strength for assigning victory points?

A. No, Fanatics models are never counted and never assign any victory points on their own. Only count the number of Night Goblins in the unit. The points cost of the Fanatics is added to the cost of the unit, in the same way as other upgrades (like a musician, for example).

Q. Are chariots for characters to ride bought as a Special Unit like in other Army Books?

A. No, they are bought and treated exactly like a monstrous mount. This also means that no options can be bought for these chariots (the options are only for the chariots bought as Special units), and that the victory points for the chariot are awarded separately from the character riding it, exactly like in the case of a Monstrous mount.