

# WARHAMMER ARMIES ERRATA

We thought we'd been pretty thorough with WARHAMMER ARMIES. We were convinced we'd eradicated the Gremlins (0-3 Gremlins 5-10 per unit at 34pts each... you know the sort of thing). We were wrong. A few of you have been kind enough to write in, querying various points values. We have produced this errata, so that players can correct their copies where necessary.



## Equipment Costs For Characters (p5)

Players should note that characters pay the same points for equipment as ordinary members of their race, not just *basic points* as stated on p5 under *Equipment Costs for Characters*. Replace the paragraph with the new section.

### Equipment Costs For Characters

The points modifiers for characters' weaponry and equipment as given in *Warhammer Fantasy Battle* no longer apply. Instead, characters now pay the same points as normal members of their race. This amendment makes characters relatively more cost effective, and also enables their points values to be calculated more easily.

## Dark Elves

Astute players, and particularly those with Dark Elf armies, will have noticed that all ordinary Dark Elves have been credited with rather better profiles than one might expect. We have prepared the following modified boxes to replace those which are incorrect.

Replace *Dark Rider* stats and *Shadow* stats from p34 and all of the profiles given on p35 with the following, correct, profile box.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	4	3	3	1	6	1	8	9	9	8

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	4	3	3	1	6	1	8	9	9	8

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	4	3	3	1	6	1	8	9	9	8

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	4	3	3	1	6	1	8	9	9	8

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	4	3	3	1	6	1	8	9	9	8

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	4	3	3	1	6	1	8	9	9	8

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	4	3	3	1	6	1	8	9	9	8

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	4	3	3	1	6	1	8	9	9	8

## 0-8 WHELP MASTERS

DARK ELF	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ANIMAL HANDLER	5	4	4	3	3	1	6	1	8	9	9	8
CHAOS HOUNDS	6	4	0	4	4	2	4	2	6	4	6	6
WARHOUNDS	6	3	0	3	3	1	4	1	6	4	6	4



**MODELS PER UNIT:** 1-3  
**HANDLERS WITH PACKS**

**POINTS PER MODEL:** 13

**WEAPONS:** HAND WEAPON

**ARMOUR:** NONE

### OPTIONS

ANY ANIMAL HANDLER MAY HAVE:  
A SHIELD ..... 1  
LIGHT ARMOUR ..... 2

HANDLERS MAY LEAD EITHER:  
CHAOS HOUNDS ..... 23  
WARHOUNDS ..... 4

*There is nothing these depraved beastmasters like better than the chase, setting the dogs on fleeing foes, hunting quarry for the cauldrons. Each handler may control a pack of 2-6 animals. Two or more packs may be merged to form larger units, but units may contain only one type of creature.*

## Magical Musicians?

In some of the sections which explain that units may have musicians and standard bearers, the word *magician* has erroneously crept in, instead of musician. The following sections have been prepared to paste over those which are incorrect.

p53 *Rank & File* paragraph 2

Any unit may be given a standard bearer and/or musician. Standard bearers and musicians must be equipped in exactly the same way as the rest of the unit. Standard bearers and musicians cost twice the points value of a basic trooper.

p69 *Rank & File* paragraph 1

A minimum of one third of the army's total points value must be spent on rank & file troops. Any unit may be given a standard bearer and/or musician. Standard bearers and musicians must be equipped in exactly the same way as the rest of the unit. Standard bearers and musicians cost twice the points value of a basic trooper.

p113 *Rank & File* paragraph 2

Any unit may be given a standard bearer and/or musician. Standard bearers and musicians must be equipped in exactly the same way as the rest of the unit. Standard bearers and musicians cost twice the points value of a basic trooper.

*The points values of Beastmen Shamans as given on page 68 are incorrect and should read as follows:*

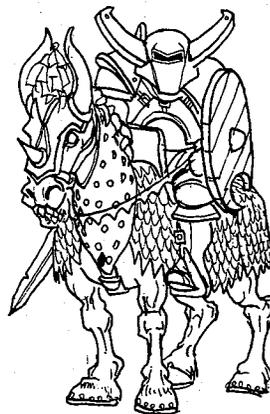
Beastman Shamans	
2 Initiates (level 5 wizards)	110
2 Marauders (level 10 wizards)	160
1 Feralfluxer (level 15 wizard)	225
1 Malevolus (level 20 wizard)	345
1 Arcanarch (level 25 wizard)	470

## Chaos Horse

The stats given for Chaos Warrior Horse and Marauder Horse on p72 incorrectly include the warhorse's additional attack in with the main profile. In fact the horse's WS is different, so a new profile is needed. The following boxes replace the printed versions.

## 0-20 CHAOS WARRIOR HORSE

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WARRIOR	-	6	6	4	3	2	6	2	9+2	9+2	9+2	9+2
WARHORSE	8	3	0	4	3	1	3	1	3	3	3	3



**MODELS PER UNIT:** 5-10

**POINTS PER MODEL:** 80

**WEAPONS:** HAND WEAPON

**ARMOUR:** HEAVY ARMOUR & SHIELD

### OPTIONS

ANY UNIT MAY HAVE:  
LANCES ..... 2  
HORSE BARDING ..... 4  
A MAGIC STANDARD ..... 100  
A MAGIC INSTRUMENT ..... 25

ONE UNIT MAY SUBSTITUTE:  
WARHORSES FOR  
CHAOS STEEDS ..... 26

*Doomed servitors of the Chaos gods! Although once human, these fell riders have exchanged their humanity for worldly power.*



## 0-30 MARAUDER HORSE

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MARAUDER	-	5	5	3	3	2	5	2	8+1	8+1	8+1	8+1
WARHORSE	8	3	0	4	3	1	3	1	3	3	3	3



**MODELS PER UNIT:** 5-20

**POINTS PER MODEL:** 45

**WEAPONS:** HAND WEAPON

**ARMOUR:** HEAVY ARMOUR & SHIELD

### OPTIONS

ANY UNIT MAY HAVE:  
LANCES ..... 2  
WARHORSE BARDING ..... 4  
HEAVY ARMOUR ..... 3  
A MAGIC STANDARD ..... 50  
A MAGIC INSTRUMENT ..... 25

*Chaos Marauders are almost as powerful as the Chaos Warriors they hope to become - if the gods favour them and they prove worthy in battle.*

## Warpstone

We neglected to give the points value of warpstone charms, with the result that many of you are assuming these valuable items are free! No such luck, I'm afraid.

*Magic Items for Characters* p81 paragraph 5: add the following line.

Warpstone charms cost 25pts each.

## Norse Dwarf Berserker

Mere frenzy is hardly an adequate description of the Berserker. Needless to say Norse Dwarf Berserkers are subject to all the usual special rules for Berserkers. The box on p159 should read as follows.

Norse Dwarf Berserkers are subject to the special rules for Berserkers on p96 of WFB.



## Skaven

Skaven players were no doubt pleased, and their opponents horrified, to see their *Initiatives* raised by +1 in the profiles on pp85-86. The following profiles are correct and can be inserted over the printed versions.

*Night Runners should read:*

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 SHOCK ELITE	5	4	3	3	3	1	4	1	6	6	5	7

*The others should read:*

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	3	3	1	4	1	6	6	5	7

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	3	3	1	4	1	6	6	5	7

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	3	3	1	4	1	6	6	5	7

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	3	3	1	4	1	6	6	5	7

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	3	3	1	4	1	6	6	5	7

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	3	3	1	4	1	6	6	5	7

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	3	3	1	4	1	6	6	5	7