

# FAQ v.2.4

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**Q: Several skills and abilities give a 4+ ward save vs. “the effects of harmful spells.” Does this include hex / nerf spells, like spells that lower characteristics values, give minuses to hit, etc.?**

A: Yes.

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**Q: If an attack “ignores armour saves” but the defender is eligible for a ward save from his Shield, does the attack also ignore the ward save?**

A: No.

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**Q: Do armour saves stack? For example, is Heavy Armour and a Shield one 4+ save, or one 5+ and one 6+ save?**

A: One 4+ save. A warrior can only have one armour save.

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**Q: If you have a two handed weapon or a missile weapon you cannot use a Shield to against ranged attacks at all. Is this correct?**

A: Yes. Though you *can* use it against magic missile type spells fired at the warrior in close combat while he is using the Shield.

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**Q: When playing the Extraction Scenario, what do you do if the vanguard contains Witch Hunters with ‘Hooded Hunter’ rule?**

A: The affected model(s) cannot use the ‘Hooded Hunter’ rule in that scenario.

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**Q: If a model is wounded by a weapon that causes Concussion, but a successful armour save is made to negate the wound, does the attack still cause the Concussive effect?**

A: Yes. Concussive triggers on all successful hits, even if not wounded. The same goes for the Sunder ability.

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**Q: The rules say that “a natural 6 ‘to hit’ is always a hit.” Is this true even a model has so many minuses to hit that it would need 7 or more to hit?**

A: Yes.

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**Q: Does a model that is currently fighting with a Great Weapon get Free Hacks if he is also carrying a Hand Weapon?**

A: No.

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**Q: If a warrior is wounded by an attack with two different effects that would cause it to lose 2 wounds instead of 1, do these effects stack?**

A: No. The warrior still only suffers 2 wounds.

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**Q: If a warrior has 1 wound left and is wounded by an effect that would cause him to lose 2 wounds instead of 1, do you get to roll two times ‘to wound’?**

A: No. If the warrior has only 1 wound left, then the “2 wounds instead of 1” rule is irrelevant.

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**Q: Weeping Blades count as Swords, but also give +1 I. Do they give +1 or +2 Initiative?**

A: +1 I. Their rules entry is separate from normal Swords.

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**Q: What are the rules for hammers, maces, and staves?**

A: Hammers, Maces, and Staves all use the rules for Clubs. Great Hammers, Great Maces, and Great Staves all use the rules for Great Clubs.

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**Q: Regarding the Hatred Rule: Does it give +1 to hit in the first round or every round? The core rules say every round. But rules in skill lists and under warbands says only in first round.**

A: If you have 'organic' Hatred (*like Witch Hunters*), it's all rounds. Many skills give you Hatred in the first round only. So there's no contradiction. Furthermore, Hatred bonuses never stack; you either have +1 to hit you don't

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**Q: Are the 'Size Matters' rules of Orcs and Goblins, Lizardmen and Beastmen based on race or the names of units?**

A: Race.

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**Q: How do Warriors of Chaos skills and Marks work?**

- The four Chaos gods have special skill lists. These are called *gifts*.
- Of these, one skill on each list is called a *mark*.
- All warriors who have access to the *gifts* may choose any one of these skills as their advance whenever they gain a new skill for their level up.

In addition, some Warriors of Chaos have a special rule that allow them to buy one specific skill (*i.e. the Mark of Khorne, Nurgle, Tzeentch or Slaanesh*) for 10gc, thus bypassing the XP and level up system for that specific advance if the player desires.

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**Q: Can armour saves be increased to any level?**

A: Armour saves cannot be increased beyond 1+ (*before negative modifiers*) and a natural 1 always fails to save.

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## HENCHMEN AND EXPERIENCE

**Q: Do henchmen gain experience?**

A: No.

**Q: Then why is there a starting XP value listed for them?**

A: Because henchmen can get promoted to heroes. The more advances a hero has, the slower he levels. If a beefed up henchman were to become a hero and start with 0 XP, that henchman would gain advances very quickly because at lower levels, you get an advance every 2 XP. So you might have a henchman, who already has advances worth 20 XP levelling as if he was a completely green hero. That was possible in original Mordheim, and it could really get out of hand in long campaigns. Therefore, starting XP on henchmen helps to keep them balanced if or when they are promoted to heroes.

**Q: Why don't henchmen gain experience while they are henchmen?**

A: Because it adds a lot of bookkeeping, both between battles (*where you have to keep track of their advances*), but actually also in battles (*where the players have to exchange information on advances all the time*). Also, by keeping it this way, the contrast between heroes and henchmen is kept crisp.

**Q: In Mordheim there was a rule where all models in a henchmen group needed to have the same weapons. In the Wyrdwars this is not the case, right?**

A: Indeed. There's no such rule in Wyrdwars.

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**Q: Missile weapons don't have the 'Two-handed' rule. So can I use a Longbow in each hand? Or, if they are two-handed, do Longbows cause 2 wounds on a 'Deathblow' critical hit?**

A: Missile weapons do not have 'handedness,' but the shooting rules say that a warrior can only shoot one missile weapon per shooting phase, no matter how many missile weapons he is carrying.

Pistols are the exception, because they have a rule excepting them from this restriction.

Since missile weapons don't have the 'Two-handed' rule, they normally don't cause two wounds on Deathblow critical.

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**Q: In the Skirmish scenario, how many exploration dice would I roll if I (*theoretically*) controlled the entire board at the end of the battle?**

A: Say you controlled the whole board uncontested. That would yield  $[3 \times 2] + [2 \times 4] = 6 + 8 = 14$  dice *from the zones* (and not counting other modifiers).

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**Q: Am I right that additional Spells can only be acquired through the Spellbook? And then also only once?**

A: No. You can choose an additional spell/prayer each time the caster gains a skill for his level-up (*see the levelling up section*). Spellbook is a piece of equipment that lasts for the entire campaign. As long as the wizard is carrying it, he knows an extra spell. However, he can only carry one spellbook at a time.

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**Q: Two questions regarding Norse Counter-Charge rule:**

- Is the "within 8" distance measured before the enemy moves his failed charger or after?
- (2) Is the distance the Norse warrior needs to roll in order to complete the charge measured before the enemy moves his failed charger or after?

A: Both distances are measured *after* the enemy has moved.

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**Q: When firing a Blunderbuss, the rules say I must target the closest enemy. How do I determine who that is?**

A: The nearest enemy is the nearest enemy to the model with the blunderbuss in inches.

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**Q: At what point during the battle do warriors nominate what weapons they are poisoning and what drug they are taking? Before deployment? After they are deployed? At any time?**

A: When they are deployed.

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**Q: If a warrior *hates* a specific enemy for two different reasons (*e.g. hatred in the first round of combat and another rule which gives static hatred against the same enemy*), do these effects stack for +2 to hit?**

A: Hatred never stacks. You have it or you don't and it's always +1 to hit.

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**Q: If I have all 6 hero slots filled and I get a promotion or want to hire a 7th, can I put one of my heroes on "vacation," so that later, in the likely event that one of my heroes ends up dead, he can return to service?**

A: No.

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**Q: When using Sling, can you wield a shield or hand weapon in the other Hand?**

A: Warriors can carry any number of slings and hand weapons. Generally, you can almost always use any combination of weapons that you want. However, if you are armed with a Sling, you can't use the Shield against shooting attacks.

Since you'll never use a close combat weapon when *not* in close combat, or a Sling while *in* close combat, this question doesn't really come up in the game.

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**Q: Can a character charge into combat by climbing? E.g Successfully passing a charge, then rolling an initiative test to climb?**

A: You can charge using any combination of jumps, climbs, charging around corners etc., but any Initiative tests required to do so stack.

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**Q: Can magic weapons be poisoned?**

A: Yes, unless the rules state otherwise. Remember though that *flaming* hits mean poison has no effect.

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**Q: I assume a henchmen may roll for 'Lads got Talent' multiple times in the post-game sequence if he has successfully taken several enemy heros out-of-action?**

A: Yes. One roll per enemy hero taken *out of action*.

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**Q: If a Wizard has access to multiple spell lores can he switch between them each battle, e.g. use Lore of Fire in one battle and Lore of Metal in the next?**

A: Yes.

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**Q: Does difficult terrain exist in Wyrdwars as it does in Mordheim (double movement)? For instance, my character might choose to climb through a window or across a river as the cost of double the movement?**

A: No.

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**Q: If a piece of equipment that has 'Heirloom' gets robbed by the opposing warband, will the new owners also have 'Heirloom' apply to it (i.e. cannot be swapped or sold)?**

A: No.

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**Q: Some magic spells give a 6+ ward save against all attacks, would this stack alongside a shield/hand weapon combo; is it a separate save, or does it simply have no effect?**

A: If the warrior is eligible to use the shield, the ward saves stack, however ward saves never stack beyond 4+.

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**Q: Can unarmed attacks be poisoned?**

A: Yes, for example if the warrior has the 'poisonous attacks' rule. But if the warrior has a skill or rule that says it must target a weapon, that ability cannot target unarmed attacks, since unarmed is not a weapon.

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**Q: What happens if I move/run within 1" of an enemy? Will I be in close combat without having charged?**

A: No. You *cannot* declare a move that ends within 1" of an enemy without charging. You *can* attempt to move within 1" of an enemy as long as you end your move at least 1" from all enemies, (*but you will probably be intercepted*).

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**Q: Can ward saves be destroyed/Sundered like armour, or can they be used repeatedly throughout the battle. (I understand there are some spell/attacks which state that they ignore ward saves)?**

A: Ward saves and regeneration saves never Sunder, but as you say they are sometimes ignored.

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**Q: What happens if a warrior can poison one of his weapons through multiple different skills / items?**

A: These effects stack to poison more weapons the warrior is carrying, though each weapon can only be poisoned once. A weapon is either poisoned or not, and additional poison has no effect.

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**Q: When charging an enemy out of Line-of-sight, do they need to be within your character's Initiative, or the within the possible charge distance?**

A: You can declare a charge of any distance. The Initiative distance in inches is only relevant if the enemy is *hidden*.

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**Q: Some Hired Swords have Heirlooms (e.g. Full Plate Armour) that cannot be bought by all warbands. If these items are lost (e.g. from being robbed) can the Hired Swords buy new ones?**

A: No. If the employing warband cannot buy these items (e.g. *Reiklanders for Full Plate*), the only way to replace these items is if you happen to rob new ones yourself.

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**Q: Warriors are considered in close combat if they are within 1" of each other. If I charge an enemy 8" away, but my maximum total charge distance is 7", will I still be considered engaged in close combat with that enemy then?**

A: No, that will count as a failed charge.

**Q: There is a skill called 'Weapons Training: Close (Warrior can use any close combat weapons.) Does this mean someone taking this skill can purchase any weapon on the main equipment list in the rulebook, or do they have to find the weapon first? An example would be the High Elf Swordmasters. They can take a combat from the start. If I take this skill, does this allow them to purchase a halberd from the get go?**

A: Any warband can buy any item in the main rulebook, even if they have no warriors who can actually use that item. So access to these items has nothing to do with skills.

So the answer is that Sword Masters can indeed use Halberds from the get-go if they take Weapons Training: Close as their starting skill, and that the warband may always freely purchase Halberds.

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**Q: With warband special equipment, such High Elves' 'Lion Cloak,' can this item only be taken by White lions? Can anyone else purchase the cloak? Or is there a skill you need to take in order to be able to wear the cloak? What about Ithilmar Armour?**

A: Only warriors with Lion Cloak on their list can ever use it (*unless playing with the unofficial 'Weapons Training: Armour' skill*). Ithilmar Armour can be used by any warrior who can use Heavy Armour, but warband-specific items can only be bought by the warband which has these items on its sheet (*i.e. other warbands have to obtain them through a 'Robbed by Enemy Warband' roll or similar*).

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**Q: Was it intentional to have the high elf heroes unable to use lion cloaks? It just seems odd that nobles and silver helms cannot use them.**

A: Yes. It's due to lore and balance.

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**Q: If playing with the unofficial rules from 'More Stuff,' warriors can learn to use armour not on their starting list. So will the Dwarf Slayer Hired Sword have the 'Stout' ability, allowing him to ignore Initiative penalties from Heavy Armour?**

A: Yes, since Stout is a Dwarven racial skill. Since the unofficial stuff is add-on rules, we avoid cluttering up the main rules with references to this potential combination. But the answer is yes.

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#### ARTEFACT HUNT SCENARIO

**Q: Can each zone of the Artefact Hunt scenario be searched multiple times or just once?**

A: Just once.

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**Q: The zones left and right of red gives blue a +3 on the search roll. Can but can these blue +3 zones be searched by red? The text says red gets no benefit. Not that they can't be searched.**

A: They can't be searched by red at all.

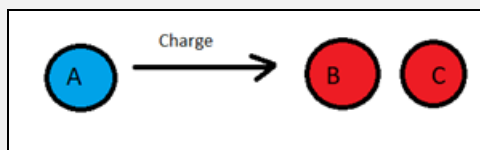
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**Q: Can more zones be searched after the artefact was found to generate more exploration dice?**

A: Yes.

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**Q: (See Diagram): If A charges B and C is also within 1" of A, will A count as having charged both enemies and be considered in Close Combat with both of them?**



A: Yes.

**Q: The rules say fear doesn't stack, no matter how many opponents which cause fear the warrior is fighting. So do you only ever have to roll for a single test? Or perhaps fear stacks?**

A: Fear doesn't stack. The warrior has to take a single fear test each turn (*if eligible*), no matter how many fear-causing enemies he is fighting.

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**Q: Skirmish Scenario: Does my own deployment zone as well as the zone left and right of My deployment zone count as one of the three zones to get My opponent to make routing tests? Does My deployment zone gives me +2 exploration dice at the end if uncontested?**

A: You do not claim Exploration dice from controlling your own deployment zone or the zones next to your own deployment zone at the end of the game.

A player's deployment zone and the zones flanking it offer no benefit to that player at all (but only his opponent). This includes forcing rout tests.

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**Q: When a warrior has both an armour save and a ward save, is the warrior allowed to use both to attempt to save a wound? Or must the player choose which one to use?**

A: Yes. You can always take one armour and one ward or regeneration save against the same hit if eligible. But if a warrior has both a ward and regeneration save, he must choose which one to use. Also note that ward and regeneration saves stack, but cannot be increased beyond 4+.

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**Q: What's the deal with Ghouls? They have rules boosting their unarmed attacks, but also have access to Slings and Great Weapons?**

A: Ghouls cannot use the 'Rending Claws' rule while they are using weapons, however, a Ghoul with a Great Weapon can choose between fighting unarmed and using that weapon as per normal rules.

**Q: Drakegun's Ball Shot reads:**

- Unstoppable: When firing a Ball Shot, draw a line 30" long and 1" high: Roll 'to hit' against every warrior in the line of fire. *(Ball Shots stop if they hit a terrain feature and are subject to the normal rules for targeting shooting, i.e. must target closest enemy unless elevated 2" above ground level etc.).*

**That last bit implies that it can be shot at angles other than perfect 90°. How does that work?**

A: Draw a straight line from the shooter to the target (*normal shooting rules apply*). Any other model caught by that line is hit. If the line hits a solid piece of terrain, it stops.

You must be able to target a warrior who is up/down according to normal shooting rules, just like Blunderbuss. And the target (*usually closest enemy*) will determine the line drawn and who else is hit.

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**Q: What happens if a warrior with "immune to Panic" breaks from close combat? Will he still be required to take an LD-test on the following Rally-Phase or does he Auto-rally?**

A: Almost all such warriors have additional rules that mean they will never be able to break. However, if such a warrior does somehow break, he will be required to take an LD test to rally as normal.

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**Q: Can I target warriors in my own warband with direct damage spells or prayers (for example to deny my opponent the XP for taking that warrior out of action)? And can I target enemies with spells or prayers that would buff their target?**

A: Yes and yes.

**Q: Do multiple bonuses to the critical hit chart stack? For example, if I get +D3 from a skill or ability and +D3 from another skill or ability, do I roll 2D3 and add that to the D6 roll on the critical hits chart?**

A: Yes.

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**Q: Several skills and abilities give a 4+ ward save vs. "the effects of harmful spells." Does this include area of effect damage from harmful spells cast by wizards in the warrior's own warband?**

A: Yes.

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**Q: A unit (elevated so he can pick target) is shooting at the opposing leader. The leader is however partly blocked by another enemy warrior. Rules state cover means -1 to hit. If I miss that shot by 1, will I resolve the hit against the other enemy that is providing "cover" for the leader?**

A: If a warrior can pick his target, he can shoot at someone further away provided he still has Line of sight. Another enemy blocking the target will count as cover and you *won't* hit that enemy if you miss the target by 1 (*however you can house rule that if your group wants*). If an ally is blocking the line of sight, you cannot shoot at that target.

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**Q: If a warrior breaks from close combat voluntarily, is he considered panicked / fleeing? I.e. does he have to take a rally test to rally in the controlling player's next turn in order to stop fleeing?**

A: Yes.

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**Q: When splitting my warband into combat groups, can I choose which warriors go in what group or is that determined at random?**

A: You can choose.

**Q: There is a skill which says: "Warrior's shots with missile weapons suffer -1 to hit for shooting further than 12" instead of the normal -1 to hit for shooting further than 12"." – How does that work?**

A: Normally, all warriors who shoot further than 12" suffer -1 to hit. With this skill, the penalty only kicks in when shooting further than 18".

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**Q: What happens if a warrior voluntarily breaks from close combat and *flees*; gets taken down to 1 wound by the free hack attack of his opponent(s) as he is leaving that close combat; takes a panic test, and fails it. Would he then conduct *fleeing* movement twice?**

A: No, only once.

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**Q: Voluntarily leaving close combat seems like a poor tactical choice most of the time. Was this intentional?**

A: Yes, since there is potential for abuse if you make it better, for example, warriors with Spears / Halberds leaving close combat, then striking first again for the +2 I. Or Pistol-wielders being able to Stand and Shoot again.