

WARHAMMER ARMIES: DWARFS

Official Update Version 1.6

Although we strive to ensure that our books are perfect, sometimes mistakes do creep in. When such issues arise we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our books. When changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **Magenta**. Where a version number has a letter, E.g. 1.1a, this means it has had a local update, only in tha language, to clarify a translation issue or other minor correction.

This update is split into three sections: Errata, Amendments and ‘Frequently Asked Questions’. The Errata corrects any mistakes in the book, while the Amendments bring the book up to date with the latest version of the rules. The Frequently Asked Questions (or ‘FAQ’) section answers commonly asked questions about the rules. These questions have been gathered from many sources. We are always happy to consider more questions, so please send any queries to:

gamefaqs@gwplc.com

Although you can mark corrections directly in your book, this is by no means necessary – just keep a copy of the update with your book.

ERRATA

Page 29 – Royal Blood

Change the first sentence to “Dwarf Lords (but not Thanes) are of Royal Blood.”

AMENDMENTS

Troop Type

Note that older versions of our army books do not list the Troop Type for each model. If this is the case with your army book, then you can find the model’s Troop Type in the reference section at the back of the *Warhammer* rulebook.

Unit Strength

Ignore all references to unit strength.

Page 28 – The Dwarf Throng, Oath Stones, 1).

Change “They do not lose their rank bonuses if charged in flank or rear,” to “They cannot be disrupted,”. Add “Also, the models in the unit may make supporting attacks in any direction, and if they have shields, they get their Parry save against attacks coming from any side.”

Page 29 – Lords & Thanes, Shieldbearers.

Change the first sentence of the third paragraph to “If the General and the Shieldbearers fights with a unit, he counts as two normal models for the purposes of working out if there is a complete rank of five models.”

Page 30 – Anvil of Doom.

Replace the rules for the Anvil of Doom with the following:

	M	WS	BS	S	T	W	I	A	Ld
Anvil of Doom	-	-	-	-	10	5*	-	-	-
Runelord	3	6	4	4	5	3	3	2	9
Anvil Guard	3	5	3	4	5	1	2	1	9

Unit Type: War Machine

Crew: The Anvil has a crew consisting of a Runelord and two Anvil Guards.

*Remove one Anvil Guard model when the first Wound is inflicted on the Anvil of Doom, the second Anvil Guard when the second Wound is inflicted, but only remove the Runelord when the fifth Wound is inflicted as, unlike the other crew, he has three Wounds not just one.

Special Rules

Unbreakable.

Anvil of Doom: A Dwarf army may have one Anvil of Doom. The Anvil is a war machine that cannot be moved. The Anvil receives two attacks for the Runelord, instead of one attack as would normally be the case for a war machine. Use the best Weapon Skill, armour and ward saving throw available to any surviving member of the crew against all wounds that are suffered by the Anvil. The crew receive a 4+ ward save

against missile fire and ranged magical attacks, and a 6+ ward save against close combat attacks.

Dispel Dice: The Anvil adds one dispel dice to the Dwarfs dice pool in the opponent’s Magic phase.

The ‘Striking Runes on the Anvil of Doom’ special rules are used unchanged.

Page 38 – Master Engineer, Artillery Master.

Change to “**Artillery Master:** A Master Engineer within 3" of a war machine is allowed to take a ‘Look Out Sir!’ roll as if he was within 3" of a unit of five or more models. In addition, one war machine that is within 3" of a Master Engineer receives the following benefits:

- A Bolt Thrower may use his BS.
- A Grudge Thrower may re-roll the Artillery dice.
- A Cannon can re-roll the first artillery dice used.”

Page 39 – Artillery Crew.

Change the first paragraph to “All Dwarf artillery crew have the Stubborn special rule”. Ignore Gunners’ Pride and Additional Crew.

Page 39 – Flame Cannon, Firing the Flame Cannon.

Change to “Flame Cannons shoot using the Fire Thrower rules. In addition they have the Multiple Wounds (D3) special rule.”.

Page 41 – Cannon.

Ignore the last sentence in the second paragraph.

Page 42 – Gyrocopter.

Add “Gyrocopters do not have the Thunderstomp! special rule and they cannot be used as character mounts.”

Page 42 – Gyrocopter.

Ignore “If the Gyrocopter can’t fly for any reason it can’t move.”

Page 42, 57, 64 – Gyrocopter, Profile.

Change its Move vale from “0” to “1”

Page 44 – Weapon Runes, Master Rune of Skalf Blackhammer.

Change “[...]will strike with adequate strength to wound hte target on 2+ based on hte target’s toughness.” to “[...]will strike at a Strength 2 points higher than the target’s Toughness (up to a maximum of 10).”

Page 44 – Weapon Runes, Master Rune of Swiftess.

Change to “The wielder of a weapon engraved with this rune gains the Always Strikes First special rule.”

Page 45 – Armour Runes, Rune of Preservation.

Change the second sentence to “This rune confers immunity to the Killing Blow, Heroic Killing Blow, and Poisoned Attacks special rules.”

Page 45 – Runic Standards, Master Rune of Valaya

Ignore the last sentence.

Page 45 – Runic Standards, Rune of Slowness.

Change the first sentence to “Any foes charging the unit subtract D6” from their charge range. The charging unit works out its charge range normally, and then the Dwarf player rolls a D6 and subtracts the score from the range.”

Page 45 – Runic Standards, Rune of Slowness.

Change the last sentence to read ‘If multiples of this rune are inscribed on a standard or a unit includes more than one standard with this rune, the charge reduction is not added up; instead roll a D6 for each rune and choose the highest score.’

Page 46 – Runic Standards, Rune of Stoicism.

Ignore this Rune.

Page 47 – Runic Talismans, Rune of the Furnace.

Change to “The bearer of this rune has a 2+ ward save against flaming attacks.”

Page 47 – Engineering Runes, Master Rune of Immolation.

Add “This rune will also be triggered automatically when the machine loses its last wound in close combat.”

Page 47 – Engineering Runes, Rune of Reloading.

Change to “The war machine can shoot even if it has suffered a Misfire in the previous turn (unless the Misfire destroyed it).”

Page 47 – Engineering Runes, Rune of Burning.

Change to “Any shots fired by the war machine have the Flaming Attacks special rule.”

Page 48-49 – Forces of the Dwarfs.

Ignore these pages and use the rules for “Choosing Your Army” in the *Warhammer* rulebook.

Page 50 – Lords, 0-1 Anvil of Doom.

Ignore the second sentence.

Page 50 – Runelord, Options.

Change the last sentence of the third option to “The Runelord becomes part of the Anvil’s crew.”

Page 51 – Heroes.

Ignore the second paragraph in the sidebar.

Page 51 – Master Engineer, Special Rules.

Ignore “Extra Crewman”.

Page 52 – Core Units.
Ignore the second paragraph in the sidebar.

Page 54 – Special Units.
Ignore the second paragraph in the sidebar.

Page 54-57, 64 – All War Machine special rules
Replace “Gunners’ Pride, Additional Crew” with “Stubborn”.

Page 56 – Special Units.
Ignore the last two sentences in the sidebar.

Page 57 – Dogs of War
Ignore this army list entry.

Page 59 – Thorgrim Grudgebearer
Ignore “[...] will also take up one of your Hero choices.”

Page 60 – Thorek Ironbrow
Ignore “[...] will also take up one of your Hero choices.”

Page 61 – Thorek Ironbrow, Anvil of Doom
Change to “Thorek’s Anvil of Doom works just like another Anvil of Doom (see above), with the following modifications:

- Kraggi is removed when the Anvil suffers its third wound, and Thorek when the Anvil suffers its sixth wound.
- Once per game, Thorek may re-roll a failed attempt to strike a rune on the Anvil, but if this second roll is also a failure, a -1 is applied on the roll on the Anvil Miscast table (a result of 0 counts as a 1).
- Thorek is so skilled that he can successfully strike runes on the Anvil with Ancient Power on a roll of 3+.”

Page 64 – Reference.
Ignore the Grudge Thrower & Dwarf Cannon boxes.

FAQs

Q: According to the Resolute rule, Dwarfs flee and pursue 2D6-1". Does the -1" apply to charging too? (p28)
A: No.

Q: How does the Relentless rule work? (p28)
A: Dwarfs do not have to take a Leadership test in order to march when enemy units are within 8" of them.

Q: How do the Oathstone and Horde rules interact? (p29)
A: When resolving attacks any facing comprising of 10 or more models counts as a horde.

Q: Does a Dwarf Lord who is carried into battle by Shieldbearers count as Infantry still? (p29)
A: Yes.

Q: Does a roll on the Failed Rune Table count as a Misfire? (p31)
A: No.

Q: May the Rune of Wrath & Ruin be used against Skaven Weapon Teams? (p31)
A: Yes.

Q: If a character leaves a unit that is affected by the Rune of Wrath & Ruin, does he remain affected too? (p31)
A: No.

Q: When striking the Rune of Wrath & Ruin with the Ancient Power, do enemy units suffer the movement penalties an enemy unit suffers if the rune is struck normally? (p31)
A: Yes.

Q: Is the enemy allowed to make a charge reaction against a charge made with the Rune of Oath and Honour? (p31)
A: Yes.

Q: If a unit who deployed using the Scouts special rule are targeted with the Rune of Oath and Honour on the first turn of the game, can they use this to declare a charge against an enemy unit even though they have set up as Scouts and therefore would not normally be allowed to do so? (p31)
A: No.

Q: If a unit of Warriors or Longbeards is upgraded to Rangers, does the unit continue to count as part of the ratio which restricts players to not having more units of Longbeards than they have Warriors? (p33)
A: No.

Q: How are attacks/hits/wounds allocated and models removed in a unit of Trolls Slayers and Giant Slayers? (p33)
A: Treat the Giant Slayers as champions for the purposes of allocating close combat attacks and shooting hits. When casualties are suffered, remove models of the appropriate type from the back of the unit, and fill any resulting ‘gaps’ by sliding units forwards or sideways so that the unit is in a legal formation. Note that the Giant Slayers are champions, and so can benefit from the ‘Look Out Sir’ rule.

Q: Does the Steam Drill allow a unit of Miners to re-roll successful Underground Advance rolls? (p36)
A: No.

Q: When does a Master Engineer have to declare if he is going to use his Artillery Master ability on a nearby Bolt Thrower, Grudge Thrower or Cannon within 3", before or after the To Hit/artillery die have been rolled? (p38)
A: He can decide after the roll has been made.

Q: Can the Master Engineer entrench the Anvil of Doom? (p38)
A: Yes.

Q: May a Gyrocopter be affected by Poisoned Attacks? (p42)
A: Yes.

Q: Can a Gyrocopter make a march move and still fire its steam gun? (p42)
A: No.

Q: If a runic weapon is inscribed with both the Rune of Might and the Rune of Cleaving and is used against a T5+ enemy, is the Strength of the attack resolved at S9 or S10? (p44)
A: The player whose turn is taking place chooses the order in which the runes are applied.

Q: If a model is wearing armour inscribed with the Master Rune of Steel (all hits count as strength 5) is hit by a model wielding the Crimson Death (always strikes at strength 6) how is this hit resolved? (p45)
A: Roll off each turn that this happens to see which item takes precedence.

Q: May a master rune be inscribed on the standard of a unit of Hammerers, Longbeards, or Ironbreakers? (p45)
A:Yes.

Q: Which occurs first, Vanguard movement or Strollaz’s Rune movement? (p45)
A: The movement from Strollaz’s Rune occurs at the same time as Vanguard Moves, so if your opponent has any Vanguard moves to make you will need to roll off to see which goes first.

Q: May the enemy Overrun if the war machine the charged is destroyed by the Master Rune of Immolation? (p47)
A: Yes.

Q: If the Master Rune of Immolation is set off (killing all of the Dwarfs engaged in the combat) may the enemy make an overrun move (assuming the enemy had charged that same turn)? (p47)
A: Yes.

Q: What are the Strength values of a Grudge Thrower inscribed with the Rune of Penetrating? (p47)
A: It modifies the basic Strength of the hits to S4, and the one in the centre of the template to S10. Further Runes of Penetrating will only increase the Strength of the hits that are not under the centre of the template.

Q: Does the Rune of Reloading overrule the effects of spells/items/etc. which state that a player must roll a D6 to ascertain if his war machine is eligible to shoot? (p47)
A: No.

Q: An Engineer has the option to purchase a ‘handgun’. Is this ‘handgun’ a ‘Dwarf handgun’? How is it or the Brace of Pistols used? (p54)
A: It is a Dwarf handgun but the Engineer may not shoot his handguns or pistols in the Shooting phase, but may use them to make a stand and shoot charge reaction. In addition, an Engineer with a Brace of Pistols adds an extra attack to the number of attacks the War Machine crew are allowed to make in close combat.

Q: Can a Giant Slayer be upgraded to a musician or standard bearer? (p56)
A: No.

Q: Does High King Thorgrim Grudgebearer benefit from the Royal Blood special rule? (p59)
A: Yes.

Q: Does Thorek benefit from the Rune Lore special rule? (p60)
A: Yes.

Last updated April 2013