



# ADEPTICON 2015

## WARHAMMER FANTASY BATTLES FAQ

### ADEPTICON STATEMENTS AND CLARIFICATIONS

The following document is for use at AdeptiCon 2015 and exists solely to serve as a transparent means of informing our attendees how our judges will rule in the case of certain rules disputes. Forewarned is forearmed! These ruling are meant to be used in addition to the official [Games Workshop FAQs](#).

In all cases possible, we will stick to rules as written (RAW) versus rules as designed (RAD), and will not use the argument for rules as intended (RAI). We are aware that several things that have come with the new End Times releases create active contradictions with the main rulebook and army books in general. In all cases, we reserve the right to change our FAQ based on updates from Games Workshop.

If you have any questions or comments, please email them to us at [info@adepticon.org](mailto:info@adepticon.org).

### MAIN RULEBOOK

#### Movement

No Clarifications

#### Magic

- **Curse of Anraheir.** "All terrain" includes open terrain because it's a terrain type, and thus is Dangerous Terrain.
- **Shield of Thorns.** For multiple castings of Shield of Thorns on a single unit, the target unit suffers the effects for each casting of the spell.

#### Shooting

No Clarifications

#### Close Combat

No Clarifications

#### Special Rules

- **Killing Blow/Heroic Killing Blow (KB/HKB).** Rolling a 6 to wound with KB/HKB qualifies as an "Instant Kill" special attack, which doesn't count as inflicting a successful wound, preventing items such as the Opal Amulet from being used. When a mundane KB/HKB occurs vs Ethereals, they are slain because it was a special rule that killed them, not a wound. As well, if an item or ability requires failed to-wound rolls to be rerolled, since that 6 is not a successful to-wound roll it must be rerolled, possibly resulting in the loss of the KB/HKB. The reverse is also true, such as with the Trickster's Helm, in which case if the first roll comes up a 6, it would not be rerolled.
- **Ethereal and Random Movement.** Ethereal units are not affected by Random Movement because

it reduces their move, an effect they are immune to. They are still subject to other effects, if applicable, from spells and abilities that also give Random Movement. In the case of Stupidity, Ethereal models must move directly forward in a straight line, can't charge, can't channel, and can't make shooting attacks, but otherwise don't have their movement reduced in any fashion.

- **Loremaster.** Models with the Loremaster special rule cannot take spells from The Lore of Undeath as they do not have the ability to split spells between Lores (unless otherwise noted in their entry) and the Loremaster special rule picks their Lore for them in all cases.

#### Troop Types

No Clarifications

#### Characters

- **General.** You will need to note on your army list which character is your General prior to the start of the tournament.

#### Terrain

- **Buildings and Characters.** If a character is riding a monster, both get to attack in a building assault, and only count as 5 models. Furthermore, only half of the assault party can choose to attack the character, leaving the other half to attack the mount.

#### Items

No Clarifications

## ARMY BOOKS, ARMY LISTS & OTHER CLARIFICATIONS

### Beastmen

#### Wargear/Upgrades

- No Clarifications

#### Units/Characters

- No Clarifications

### Brettonia

#### Wargear/Upgrades

- No Clarifications

#### Units/Characters

- No Clarifications

### Chaos Dwarfs

#### Wargear/Upgrades

- No Clarifications

#### Units/Characters

- No Clarifications

### Daemons of Chaos

#### Wargear/Upgrades

- **Plagueswords and Hellblades** do not benefit from the Banner of the Eternal Flame as they are listed as magic items in their entry.

#### Units/Characters

- **Epidemius.** The Tally of Pestilence will still be counted, even if Epidemius is inside the Portalglyph, because he still counts as being alive.
- **The Lore of Tzeentch.** When *Treason of Tzeentch* is cast on Cavalry, use the riders' Leadership, because unless specified otherwise, the mount's Leadership is never used for anything.
- **The Lore of Slaanesh.** When *Acquiescence* or *Cacophonous Choir* is cast on a unit that includes a character, make only one Random Movement roll if they move together. However, if the character wants to leave the unit, make two Random Movement rolls, one for the character and one for the unit. If the character does not move far enough to end 1" away from the unit, he cannot leave it and instead moves with it, and they all use the lowest of the two rolls to determine their movement distance that turn.

- **The Lore of Slaanesh.** When *Hysterical Frenzy* is cast on Cavalry, both the riders and the mounts gain Frenzy (and thus Extra Attack, Immune to Psychology, and Berserk Rage) because all parts of the unit gain the bonuses.
- **Kairos Fateweaver.** Kairos may not take spells from Lore of Undeath in either head or in general as it does not list that as an option in his unit entry and he does not generate spells in the normal fashion.
- **The Blue Scribes.** The Scribes may not chose Lore of Undeath for their Scrolls of Sorcery Daemonic Gift as it only lists the eight Lores of Battle Magic as choices for them, of which Undeath was not at time of printing and their entry has not been updated to reflect this addition.

### Dark Elves

#### Wargear/Upgrades

- No Clarifications

#### Units/Characters

- **Cauldron of Blood.** The *Strength of Khaine* special rule affects both shooting and close combat attacks because it doesn't qualify whether it's for Murderous Prowess rerolls or otherwise. However, it does not apply to shooting attacks from *war machine* units, because unless specifically noted, the crew is ignored for all purposes but wounds and close combat attacks.
- **Doomfire Warlocks** cannot take spells from the Lore of Undeath as their spells are already chosen for them by the Cursed Coven Special Rule.

### Dwarfs

#### Wargear/Upgrades

- **Runic Items** can be inscribed with multiples of the same Rune even if they have no additional effect, as long as they follow the Rules of the Runes on page 59 of the Dwarf army book, as there is nothing prohibiting this.

#### Units/Characters

- No Clarifications

## Empire

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### Wargear/Upgrades

- No Clarifications

### Units/Characters

- No Clarifications

## High Elves

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### Wargear/Upgrades

- **Banner of the World Dragon and Forbidden Rod.** The Forbidden Rod is not a spell, magic weapon, or magical attack, so doesn't allow ward saves provided by the Banner of the World Dragon or Magic Resistance.

### Units/Characters

- **Frostheart Phoenix.** The *Blizzard Aura* does not stack if a unit is in base contact with multiple Phoenixes as it is a Special Rule (which do not stack).
- **Lothemasters of Hoeth** do not generate Ryze – The Grave Call from Lore of Undeath as one of their spells as they do not generate spells following normal rules.
- **Teclis** cannot choose spells from Lore of Undeath as he does not generate spells following normal rules.
- **Dragon Mages** cannot use the Lore of Undeath, as the first spell generated by them is Flaming Sword of Rhuin from Lore of Fire, and they do not have the ability to generate spells from multiple Lores.

## Lizardmen

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### Wargear/Upgrades

- No Clarifications

### Units/Characters

- **Predatory Fighter** only works in the front rank; supporting attacks cannot generate extra attacks no matter the source.
- **Lord Kroak. Deliverance of Itza only** affects units in the caster's front arc.
- **Tiktaq'to** cannot join units as characters with the Fly Special Rule cannot join units of Flyers.
- **Wandering Deliberations** will not generate Ryze – The Grave Call from the Lore of Undeath as the Slaan Mage-Priest does not generate spells normally.

## Ogre Kingdoms

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### Wargear/Upgrades

- No Clarifications

### Units/Characters

- No Clarifications

## Orcs & Goblins

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### Wargear/Upgrades

- No Clarifications

### Units/Characters

- No Clarifications

## Skaven

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### Wargear/Upgrades

- No Clarifications

### Units/Characters

- Grey Seers, Thanquol, and Vermin Lords using the Lore of Undeath may still swap a spell for Skitterleap and/or The Dreaded Thirteenth Spell as appropriate in their unit entry as they can take spells from multiple Lores. This would not apply to Ikit Claw and Lord Skrolk as they cannot take spells from multiple Lores, if they use Lore of Undeath of course.

## Tomb Kings (A:TK)

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### Wargear/Upgrades

- No Clarifications

### Units/Characters

- No Clarifications

## Vampire Counts (A:VC)

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### Wargear/Upgrades

- No Clarifications

### Units/Characters

- No Clarifications



## Warriors of Chaos

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### Wargear/Upgrades

- **Poisonous Slime and Burning Body** do not affect attacks made with a magic weapon.
- **The Lore of Tzeentch.** When *Treason of Tzeentch* is cast on Cavalry, use the riders' Leadership, because unless specified otherwise, the mount's Leadership is never used for anything.
- **The Lore of Slaanesh.** When *Acquiescence* or *Cacophonous Choir* is cast on a unit that includes a character, make only one Random Movement roll if they move together. However, if the character wants to leave the unit, make two Random Movement rolls, one for the character and one for the unit. If the character does not move far enough to end 1" away from the unit, he cannot leave it and instead moves with it, and they all use the lowest of the two rolls to determine their movement distance that turn.
- **The Lore of Slaanesh.** When *Hysterical Frenzy* is cast on Cavalry, both the riders and the mounts gain Frenzy (and thus Extra Attack, Immune to Psychology, and Berserk Rage) because all parts of the unit gain the bonuses.

### Units/Characters

- **Chaos Sorcerers and Chaos Sorcerer Lords** with a Mark of Chaos cannot take the Lore of Undeath as their entry states they must choose spells from their respective options. Unmarked Chaos Sorcerers can take Lore of Undeath as normal. This does not apply to the Wizard Special Characters as the "must use" is not in their unit entry (with the exception of Vilitch the Curseling as he is a Loremaster.)

## Wood Elves

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### Wargear/Upgrades

- **Black Briar Javelins** are Unusual weapons, not Javelins as defined by the BRB, and thus do not have Quick to Fire.
- **Enchanted Arrows** are defined as not Unique magic items, and thus the same arrow type may be taken by multiple units.
- **Acorns of the Ages.** These are used before deployment, which means before rolling for sides. *Ambush From the World Roots* happens after rolling for sides and before deploying units.

## Units/Characters

- **Orion.** His *Spear of Kurnous* can be used in close combat because it's not listed as a missile weapon. These are at Orion's base Strength value, giving him magical attacks that ignore armor saves.
- **Naestra & Arahane.** When mounted on their eagle, *Gwindalor*, they are counted as a single model with Toughness 4 and 3 Wounds. Because the monstrous cavalry rules don't allow them to dismount and all enemy attacks strike the rider, once the model takes 3 wounds, both sisters are dead at the same time and don't restore wounds per Conjoined Destiny.
- **Wild Riders.** Because Frenzy is listed for both the rider and the mount, both parts of the model are subject to the benefits and downsides of Frenzy (i.e. Extra Attack, Immune to Psychology, Berserk Rage).
- **Sisters of the Thorn** cannot take spells from the Lore of Undeath as their spells are already chosen for them by the Deepwood Coven Special Rule.

## Tamurkhan: The Throne of Chaos

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### Wargear/Upgrades

- No Clarifications

### Units/Characters

- You cannot include units of Chaos Dwarfs in a Warriors of Chaos army.

## Warhammer: Glottkin

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### Wargear/Upgrades

- Magic Items specific to any of the army books in a Legions list may be taken by characters/units from their respective army books of origin.
- The rules for **Chaos Ascendant** are only used in scenarios that list Chaos Ascendant in its rules; otherwise, they are not in play, and the spell Summon Infernal Legion is not available.
- Beastmen **Bray-Shamans** and **Great Bray-Shamans** can take the *Mark of Khorne* because there is nothing that says they cannot. In addition, these Wizards cannot take the Lores of Nurgle, Tzeentch, or Slaanesh as they are not included in their options in their unit entry.
- You may take up to three **Battle Standards** in the army, because they are not limited to 1 per army, and are instead unit-dependent (i.e. one

Exalted Hero, one Herald, and one Wargor or Gorebull). Remember, you only add +1 combat resolution no matter how many Battle Standards are involved, and you give up +100 VP for each Battle Standard killed in combat.

- If **Ghorros Warhoof** is included in a unit of Centigors that have a Mark of Chaos, Ghorros will not have that Mark as it is not bought for him nor is it included as an option for him to have a Mark of Chaos.

### Units/Characters

- **Orghotts Daemonspew, Bloab Rotspawned, Morbidex Twiceborn, Putrid Blightkings, and Gutrot Spume** may only be included in a Legions of Chaos army or a Warriors of Chaos Army. Previously, new units have had their rules released in White Dwarf and subsequently changed in the next edition of the army book and this has been the generally accepted practice to use the rules and profiles in the army book (Terrorgeist, Skullcrushers, & Hellstriders).
- Special Rules that are specific to Beastmen, Daemons of Chaos, and Warriors of Chaos armies may be taken by units from their respective, because the The Legions of Chaos army counts as a combined army of Beastmen, Daemons of Chaos, and Warriors of Chaos, and must use the units, options, and special rules from each book.
- **Bloab Rotspawned's** Bilepurter attack cannot be used if he moves, as it fires like a Stone Thrower which cannot move and shoot, and if he should Misfire! when shooting he suffers the normal effects of the Misfire! table for Stone Throwers.
- **Bray-Shamans** using The Lore of the Wild's Savage Dominion can only summon Giants (BM), as it does not say in the spell description that they can summon Chaos Giants (WoC).
- **The Glotkin** can increase their Wounds characteristic above 10 using the Lore of Nurgle Lore attribute as they are listed specifically as an exception.
- **Archaon** will pick one result to apply when he rolls a "7 – The Eye of the Storm" on the Reign of Chaos Table if he is your General and a "7 – The Eye Opens" on the Eye of the Gods Table as he has all four Marks of Chaos.

## Warhammer: Nagash

### Wargear/Upgrades

- Magic Items specific to any of the army books in a Legions list may be taken by characters/units from their respective army books of origin.
- Vampire Bloodline Powers may be taken by Vampire characters as the entry for the Bloodline Powers does not limit them to Vampire characters in a Vampire Counts army.
- **The Lore of Undeath.** Many spells list a certain unit type that can be summoned, such as infantry, or monster. Since "Character" is not a unit type, and is instead an adjective to further classify units, you can use, for example, **Ryze – The Grave Call** to summon a character that is Infantry. Keep in mind that summoned units can take upgrades within the limits of the spell, so a character can take a mount that might change its unit type, but it's still a character.
- You may take up to two **Battle Standards** in the army, because they are not limited to 1 per army, and are instead unit-dependent (i.e. one Tomb Herald and one Vampire or Wight King). Remember, you only add +1 combat resolution no matter how many Battle Standards are involved, and you give up +100 VP for each Battle Standard killed in combat.

### Units/Characters

- Special rules that are specific to Tomb Kings and Vampire Counts armies may be utilized by units in their respective books (e.g. "And the Tomb Kings rode to war..."), because the Undead Legions counts as a combined army of Tomb Kings and Vampire Counts.



## Warhammer: Khaine

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### Wargear/Upgrades

- **Magic of the End Times** rules will not be used unless the tournament packet specifically allows it.
- Magic Items specific to any of the army books in a Legions list may be taken by characters/units from their respective army books of origin.
- **End Times Spells.** When you summon a *Great Unclean One via Grandfather Nurgle's Circle of Life*, since it isn't a Summoning Spell you don't follow those rules. This makes the Great Unclean One worth Victory Points as normal.

### Units/Characters

- The maximum number of Repeater Bolt Throwers (DE) in an Elven Host army is 3 as per normal Special allotment, and up to 6 in a Grand Army. While the Hosts are considered a combined army, the composition note to allow up to 4 normally and up to 8 in a Grand Army is specific to Warhammer: Dark Elves, and is not a special rule or option.
- The maximum number of Eagle Claw Bolt Throwers (HE) in an Elven Host army is 2 as per normal Rare allotment, and up to 4 in a Grand Army. While the Hosts are considered a combined army, the composition note to allow up to 4 normally and up to 8 in a Grand Army is specific to Warhammer: High Elves, and is not a special rule or option.

## Monstrous Arcanum

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### Basilisk

- The Aura of Vitriol allows ward saves and magic resistance, and by this definition, must be magical attacks that cause magical wounds. As well, the wounds caused by it count toward combat resolution.

### Incarnate Elemental of Fire

- While the Incarnate Elemental special rule makes this model completely immune to the Lore of Fire, it may still cast Cascading Fire Cloak on itself because it doesn't have an adverse affect on the model.
- The Gift of Fire ability only affects Buildings with a wound value, not the models inside.

## Khemric Titan

- Desert Strider will refer to any terrain on desert-themed tables.
- Wrath of the Sands has an unlimited range and targets and affects all enemy units on the table.
- Soul Slaying Hunger uses the flame template to generate hits, even in combat, because it's not a Breath Weapon, and instead is an attack that uses the template to determine hits.
- Unless it rolls Breath of Night, the Khemric Titan still Thunderstomps in addition to its special attacks.

## Merwurm

- All three versions have Powerful Tail, Enfeebling Cold, and Abyssal Cloak.

## Warpfire Dragon

- When using spells from the Dark Magic lore, use the Spiteful Conjurition lore attribute from the Dark Elves army book, because at the time of printing it was the only version in existence.
- The Warpfire Dragon's shooting attack is not considered magical as it does not have the Magical Attacks special rule, despite having an additional effect against Ethereal models.

## Warhammer Fantasy Team Tournament FAQ

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- When team is made of two armies that use the Reign of Chaos chart (either Legions or Demons of Chaos), use the team's Overlord to determine which chart is used during the game.