

WAB 2 ERRATA Modified August 2010

Compiled by Martin Gibbins with thanks to the members of the WABforum and WABlist.

ERRATA

Page 14 Infantry and Cavalry Order

Close Order is the default order type for all infantry units, and all cavalry and camel riders whose mounts are equipped with barding.

Page 21 Encumbrance

The chart on page 21 is correct. The summary on page 96 should say "Infantry with an armour save of 3+".

Page 22 Adding/Deducting Ranks

When adding ranks, each rank gets narrower and the figures released move to the back. When deducting ranks, the rear rank disappears and the figures released move onto the ends of the forward ranks. The middle of the unit's front rank remains stationary, and remains the front rank. The unit does not get closer to or further from the enemy during this process. The diagrams on page 22 are incorrect.

Page 31 Charge Responses

Flee and Fire & Flee

If a unit's flee move is insufficient to escape the chargers' full movement allowance, move the fleeing troops the distance thrown and then move the chargers into contact with them. The fleeing unit is automatically destroyed in the melee phase, and panic tests are caused as usual.

Page 42 Who Can Shoot

Troops who march or fast march are unable to shoot that turn.

Page 60 Combat Results Bonus

+1 Rank Bonus

The bonus is based on the number of complete ranks at the start of the round of combat.

Page 62 How Far Does the Unit Flee?

Second paragraph should read "Before throwing dice to determine how far the unit flees, establish whether the victorious enemy will pursue".

Page 66 Giving Ground

Troops following up an enemy that Gives Ground do not change their formation and will contact any other enemy that lie in the path of their advance. Such a contact will count as a charge, even though their combat with their original opponents counts as ongoing.

Page 78 Skirmishers and Leadership Tests

Add new paragraph:

Skirmishers are also not affected by any special rules applying to a character that joins their unit, such as *Hatred* or immunity to psychology.

Page 82 Characters

If a single character flees from hand to hand combat, or as a result of a panic test, it is allowed to attempt to rally in the same way that a unit would.

A single character does not have to take a panic test due to proximity to breaking or fleeing skirmishers.

If a character with the Warband ability joins a unit that is not Warband, the character does not take Warband tests while he remains with the unit, in the same way that the unit psychology overrides that of the character.

Page 98 Buckler



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Models wearing heavy armour and carrying a buckler do not suffer any movement reduction.

Page 103 Stubborn

A unit depends on its own self-confidence for its Stubborn ability. Even if it has used its special Give Ground ability under Stubborn rule 2, it still retains the benefit of Stubborn rule 1. It remains Stubborn until it has fled from combat, at which point it no longer has sufficient self-belief to count as Stubborn and irretrievably loses all the benefits of the rule.

Page 105 Combined Formation

Sometimes a Combined Formation will mix troops who are Stubborn with troops who are not. When such a unit first needs to use a part of the Stubborn ability in a game, throw a D6; on a result of 1-3 the restless and fearful mutterings from the back have sapped the will of the better troops, and the unit does not count as Stubborn; on a result of 4-6 the sterling example of the front ranks has stirred the souls of those behind, and the unit will count as Stubborn. This result stands for the remainder of the game.

Page 107 Feigned Flight

Paragraph 5 now reads:

In situations where a unit with feigned flight is charged by an enemy it fears, the unit does not need to take a fear test if it wishes to use feigned flight and its basic move distance is longer than that of the enemy unit charging it. If this is not the case, or if the charging enemy terrifies it, then it can only make a feigned flight if it passes its Fear or Terror test, and if it fails the test it can only flee.

Page 108 Ferocious Charge (First Charge)

Add at end:

Troops beaten by a ferocious charging unit in combat may use the Give Ground rule if they outnumber the chargers by 2:1.

Page 109 Special Rules

Mixed Weapons

Troops armed with mixed weapons may re-roll any failed to hit rolls once in the first round of combat. Mixed weapons are defined as being armed with a hand weapon, such as a sword, axe or short spear, and javelins, so they may shoot with these in the Shooting phase.

Page 110 Phalanx Formation Rules

Rule 3: Enemy fighting against the front of a phalanx in hand-to-hand combat suffer a penalty to hit. This is a –2 penalty if the enemy are cavalry or light chariots, and a –1 penalty if the enemy are foot troops, heavy chariots or elephants.

Page 112 Shieldwall

A unit in Shieldwall, that follows up when its enemy Gives Ground in combat, retains the Shieldwall.

Page 113 Warband

When a warband rolls a 1 for its test, it must charge the nearest visible enemy within charge reach. If its charge cannot reach that enemy, or would fail for another reason, then the warband must charge the next nearest visible enemy within charge reach, and so on. If there is no visible enemy within charge reach, then it advances towards the nearest visible enemy.

A Warband loses its Leadership bonus for ranks in the same circumstances as it would lose its combat resolution bonus for ranks.

Page 116 Impact Hits

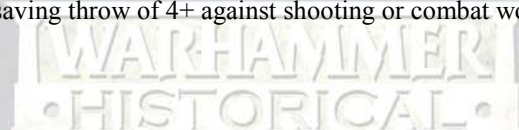
The removal of a scythed chariot as a collision casualty does not cause a panic test for friendly troops- it is only what they expected to happen!

Page 117 Chariots and Shooting

Troops armed with longbows can shoot once from a chariot each turn even if the chariot moves. The longbow should not have been included with “other weapons that are disallowed from moving and shooting”.

Page 120: Elephants

An elephant enjoys an armour saving throw of 4+ against shooting or combat wounds inflicted from the front



only. This can be improved to 3+ by the addition of barding, if available.

Page 121 Elephants and Shooting

Troops armed with longbows can shoot once from an elephant each turn even if the elephant moves. The long-bow should not have been included with “other weapons that are disallowed from moving and shooting”.

Page 122 Stampede Test

If an elephant passes its Stampede test upon the death of its Mahout, it will continue fighting if in combat, until it stampedes or its opponents break and flee. It will pursue fleeing opponents immediately after the combat. Thereafter, or if not in combat when its mahout dies, it will remain stationary for the rest of the game, unless stampeded by further shooting or engaged in another combat, in which case it will act as above.

Page 122 Moving Stampeding elephants

If the scatter dice rolls a “HIT” then the elephant moves in the direction signified by the small arrow on the face of the dice.

Page 145 Scenery Generator

Note that “Rough” terrain is Difficult Terrain, but does not block line of sight, so scrub, a ploughed field, soft sand, and so on.

Page 175 Roman Army Selection

Barbarian allies count as Special Units.

Pages 176 & 177 Roman Characters

Should read “May have shield (+2 points), or, if on foot, a large shield (+3 points)”.

Page 181 Special Troops

Camelry and marines may have leaders, standards and musicians like legionaries and auxiliaries.

Page 184 Barbarian Characters

The Battle Standard Bearer has 2 wounds.

Page 187 Barbarian Noble Cavalry

These troops may exchange Mixed Weapons for thrusting or throwing spear at no cost. Ignore the “+4 points”.

Page 187 Barbarian Light Cavalry

These troops have a hand weapon and javelins, not the Mixed Weapon rule as stated.

Page 188 Supporting Infantry

Mountain tribesmen are affected by the rules for Warbands.

Skirmishers have a hand weapon and javelins, not the Mixed Weapon rule as stated.

Page 191 The Germans

German noble cavalry and warriors may be stubborn at an additional cost of +3 points per model.

The Wound chart on page 204 and the To Hit chart on page 205 are transposed.

ADDITIONAL SPECIAL RULES

DIFFERENT WEAPONS

Some units may have figures armed with a variety of weapons. The normal rules apply to each weapon- so double handed axe men will hit after all other figures have struck, figures armed with throwing weapons in the second rank may strike in the first round of combat, etc. As a result of the different weapons some figures may have different armour saves than others. In close combat always use the saving throw of the majority of the front rank, when resolving missile fire use the Saving roll of the majority of the figures. Usually the owner of the unit decides which figures to remove as casualties, but the other player may elect to make attacks against specific figures if he wishes.

STEALTH

This is a special ability available to some close order infantry and open order cavalry. Troops with *Stealth* may move through difficult ground such as woods or rocky areas, and over obstacles, at a normal pace even though formed. However, stealthy units do not retain combat rank bonuses if fighting in difficult ground or across obstacles. Stealthy units must still be able to see their foe before charging, may not march move while using the ability, and must pay normal movement costs and combat penalties while charging in difficult ground or across obstacles.

WAR WAGONS

A war wagon is represented on the table by a single wagon, a team of 2-4 horses and six crewmen. The crewmen are carrying a mix of melee and missile weapons. If included on the model, a drover can be considered as one of the troops; no matter how many figures are depicted, only six as above are counted. If your crew models are too big to fit inside the wagon, place them alongside and count them as being inside it.

War wagons are deployed as single models counting as a 6 figure formed unit. Each war wagon may have a standard for +10pts and a leader for +5pts. War wagons may never have musicians. Single characters may join and leave single wagons. A maximum of two characters may join a single war wagon.

WAGON MOVEMENT

War wagons may not march, fast march or charge. They do not wheel but may pivot on the spot once prior to their movement. If they pivot before moving their movement distance is halved (i.e. their movement is reduced to 3").

They cannot cross obstacles, nor can they enter difficult ground. If forced to move into difficult or very difficult going, the wagon will instead stop at the edge without entering.

War wagons cannot flee or fire and flee as a charge reaction.

	M	WS	BS	S	T	W	I	A	LD	Pt
War Wagon	6-	-	-	6	4	-	-	-	120	
Crew	43	3	3	3	1	4	1	8	-	

Equipment: The six crewmen have a mix of melee and missile weapons (counted as halberd and war wagon shooting weapons, see below).

Special Rules:

Weapons used from a war wagon are treated the same as if figures on foot used them. The missile weapons carried by **three** of the crewmen in a medieval war wagon include a mix of crossbows and handguns and share the following statline:

Each crewman may fire only once during the shooting phase.

If the war wagon is present in an army from a pre-medieval period then the missile weapons are ordinary composite bows instead.

Armour saves for all crew are increased by +2 in the same way as chariot crews or figures with a large shield or pavise.

One war wagon in every three fielded may include a tarasnicas (a palisade gun) for +20 pts. This works in exactly the same way as a carroballista (see page 180) and is assumed to be fired by one of the existing crew as an extra duty. That crewman may not shoot with his personal weapon during the same turn. The tarasnicas may only fire from the position it is modelled on the war wagon, with a 90° angle of fire. The crew may only shoot from one of the long sides of the war wagon model, and may choose which one they will shoot from in each shooting phase.

MISSILE FIRE EFFECTS

War Wagons are Large Targets, and troops shooting at them benefit from the +1 to hit bonus as indicated on the chart page 46.

	Range	Strength	Save Modifier
War Wagon shooting weapons	24"	3	-2 at short range -1 at long range

Hits from normal shooting are randomised between the wagon and its crew by the throw of a D6, with a score of 5 or 6 indicating a crewman is hit. A 6 indicates the hit is on a character, should one be present. A score of 1-4 indicated a hit on the war wagon and is simply ignored.

Hits from war machines, including artillery and multi-barrelled artillery automatically hit the war wagon itself, and are resolved normally. Note that most war machines can remove multiple wounds with a single hit, even against war wagons. War wagons don't have any saving throws against hits inflicted by war machines.

HAND TO HAND EFFECTS

War wagon crews can attack or be attacked from every face of the model. Attacks on the wagon are resolved using the WS of the crew, but any hits are randomised as above between the crew and the wagon before rolling to wound. The wagon can be damaged by these, representing the attackers attempting to pull down hoardings, topple or disable the wagon or destroy surrounding pavises. Cavalry treat war wagons as defended obstacles (even after a war wagon has lost a round of combat) and warhorses may never attack war wagons or their crew. In a combat involving a war wagon, rank bonuses are never counted during the combat resolution. Close Order combat bonus is counted, but the war wagon does not get it. War Wagons are always considered to be 6 models strong units, even if they have lost crews.

The wagon does not have a flank or rear, is never subject to panic, and does not automatically break when reduced to less than 5 crew. However if it fails a Break Test, it is automatically destroyed and removed from play, and its loss will trigger panic tests for friendly units within 12". Its victorious opponent does not pursue. Victorious war wagons which pursue their defeated opponents move only D6" and cannot contact a fresh enemy while doing so (they stop 1" short) but destroy the fleeing enemy unit if they catch it.

War Wagons can Give Ground if they qualify, moving back D6".

A wagon whose crew are all killed is immediately removed from play.

If a wagon that fears its opponents is beaten in combat and would flee according to the rules for Fear, it is instead removed from play.

WAGON TABOR

Several armies used stationary wagons as defensive positions. These wagon fortresses, called Tabors, were helpful in open areas to secure the flanks of the army.

Wagon deployment

The Wagon tabor is composed of any number of wagons, deployed on the table prior to the army deployment. All wagons must form a line with one end touching the owning player table edge, and the wagons forming wagon tabor may be up to 3" apart.

The whole tabor must be deployed within the boundaries of the owning player deployment zone.

Defender Deployment

The defenders for each wagon are a separate unit of up to 10 models that may not have a leader, standard or musician. The profile and cost of the defenders is listed in the army list. If no profile or entry for them or the wagons have been given in the army list, use the following generic entry:

	M	WS	BS	S	T	A	I	W	Ld	Pts
Wagon					4			3		15
Defenders	4	2	3	3	3	1	2	1	7	6

Equipment: The defenders are armed with hand weapons, bows and light armour. The bows may be replaced by thrusting spears or throwing spears.

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The defenders are placed in contact with the wagon. They count as being inside the wagon they are defending (models are placed outside for practical reasons only), and may not leave it voluntary, but may leave as a result of fleeing or pursuing after a failed Leadership test to hold. Wagon defenders can attack and be attacked from all facing.

When they have left their wagon, the defenders are considered to form a *skirmishers* unit. Unless their wagon has been removed, they must move toward their wagon and occupy it again as soon as possible. They may never declare a charge.

Movement

A Wagon Tabor may not move after deployment.

Wagon Tabors are obstacles to movement and mounted unit may not cross through them. Units on foot may cross through unoccupied wagons, which count as very difficult terrain.

Shooting

Missile armed defenders fire once as if on foot. The wagon tabor is not a large target for shooting. It may shoot all round like crew on an elephant or chariot.

When shooting at a Wagon (except with a war machine or artillery), the defenders count as being in hard cover. Armour Save for Wagon Tabor defenders is increased by +2 in the same way as chariot crews against shooting and melee attacks.

If shooting at a wagon with artillery or a war machine, resolve any hit against the toughness and wounds of the wagon. If the wagon is reduced to zero wounds it is removed from play, and the defending unit is deployed where their wagon was and must take an immediate Panic test.

Combat Effects

In close combat, the Wagon Tabor defenders always count as being behind a defended obstacle, even if they have lost a previous round of combat. Wagon Tabor defenders do not have flanks or rear, and may fight in hand to hand combat with a maximum of five figures for each engaged facing.

An enemy unit may attack an unoccupied wagon. All hits aimed at the wagon hit automatically. When reduced to zero wounds, the wagon is removed from the table.

Victory

For army break points and victory points the whole wagon tabor counts as a single unit. If half the defender models have been removed, the unit counts as being at half strength (and give half their value of victory or army break points). You must eliminate all defenders of the wagon tabor to claim their full value of victory or army break points.

Frequently Asked Questions

If a skirmish unit is formed in a “cloud”, how do I tell whether my troops are in its flank arc?

This is important because troops cannot use feigned flight if charged from the flank. When a skirmish unit is in combat, it will be obvious where the flank arc lies, but a “cloud” presents more problems.

Remember the unit faces the direction that most of its models are facing, or the enemy baseline if this cannot be easily established.

Once the direction of facing is established, imagine a rectangle imposed over the unit, with its long side in the direction of facing. This gives a line through which the flank arc can be drawn.

Unit of Skirmishers as TARGET of a charge.

The skirmishing unit covers an area, which we treat as if it were the area footprint of a formed unit; with Front, Flanks and Rear. The facing of the skirmishing unit is determined by facing of the majority of figures, if no majority can be determined then the facing is towards the opponents table edge.

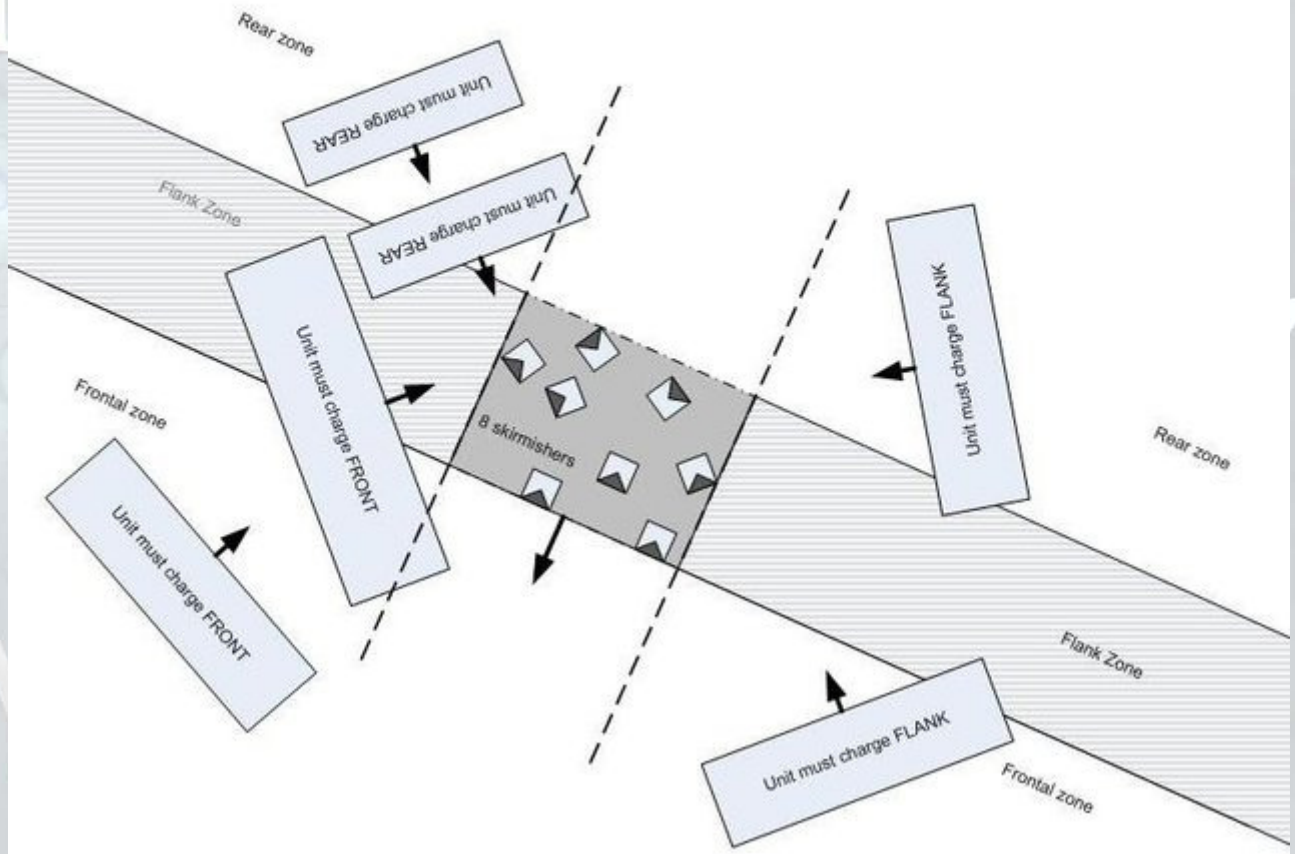


Diagram by Andy Pickering

How do we handle charges and combats between skirmishers?

The rules for charging skirmishers are the same as for other troops, so the figures must charge in a straight line after any initial wheel to allow them to reach an enemy figure not yet contacted. Measure to check which figures can reach the enemy then move them so that each figure contacts one of the enemy's. If you have extra figures after all reachable enemy figures are in combat, you may use them to create 2:1 match ups where you can. After this, surplus figures are placed behind those in contact much as they would be if fighting a formed unit.

Does the destruction of a friendly unit in the shooting phase cause a panic test?

No, this is not a cause of panic.

How do I tell whether a charge should be against the front or flank of the enemy?

A number of people have asked for additional clarification in this area. Here is a diagram that summarises things nicely.

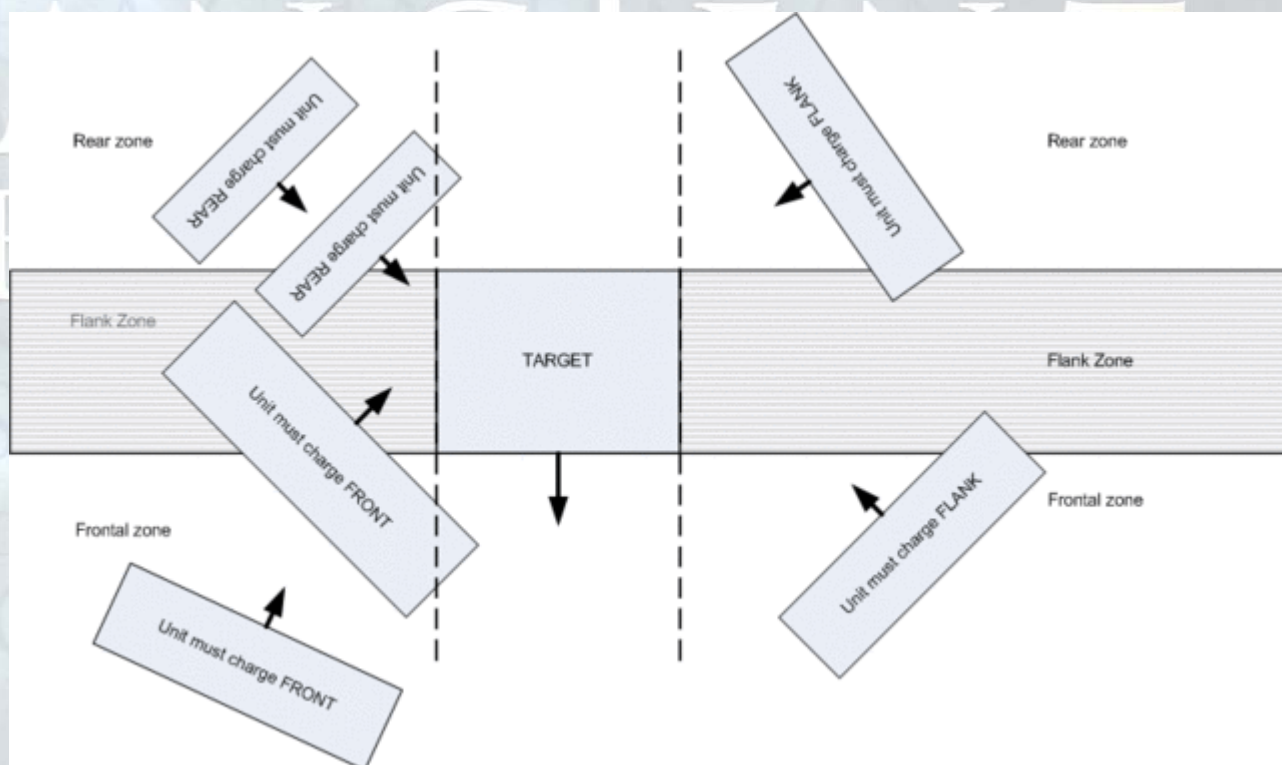


Diagram by Andy Pickering

Which units are moved first after combat?

After combats have been concluded and results determined, move any troops giving ground first, then fleeing troops, then those pursuing or following up.

Must skirmishers charge in a straight line or can they follow a curved path?

The rules for charging apply equally to skirmishers as to units, each figure must move in a straight line after any necessary initial wheel. This means that you may not get as many figures in contact as you expected.

When can cavalry Give Ground?

Formed cavalry units that lose a melee but pass their break test may opt to Give Ground voluntarily, even though they do not outnumber their enemy by 2:1. This is exactly the same as the rule for drilled troops on page 106.

Can an open order unit use its "free" movements (e.g. turn, expand) in all circumstances?

Open order units cannot use their "free" movements when marching, charging or when subject to compulsory movement.

How does Testudo work?

Rule on page 175. The use of Testudo formation must be declared at the start of every turn in which it is used. Therefore a unit in Testudo can never charge or march. If a unit in testudo is charged, it automatically drops the formation in order to fight, after any shooting by the chargers.

Are the base sizes on page 12 compulsory?

The base sizes are recommendations. Use them if possible, but if your figures are on slightly different ones, don't worry. The main thing is that it is possible to tell how many figures of each side should be allowed to fight each other.

If your figures are on smaller bases, use sabot bases to bring them to the correct frontage.

Why have several unit types disappeared from the Roman Army List?

The list is now intended to represent a field army from the early imperial period. Units not appropriate to this period, or only used in sieges, no longer appear.

How many figures are there in a Barbarian warhound unit?

There can only be one unit, which contains one packmaster and up to 6 dogs.

Are Wedges Open Order? How do they work in the new rules?

All formed cavalry are open order by default, unless barded or Massed Cavalry. So a wedge will usually comprise of open order troops. However note that a wedge manoeuvres using a special pivot move, and does not turn. The normal open order advantages of “free” turns and expansions/contractions therefore do not apply to wedges.

When a character joins a unit, does he move at the same speed at the unit he joins, even if that unit would normally move faster?

A mounted character is considered to have the best mount available, certainly superior to the rank and file, and so moves at the speed of any unit he joins. He will also be able to keep up with the unit if it performs any special manoeuvre, such as feigned flight.

This bonus is not available to a character on foot, so if he moves slower than the unit he joins, it will have to move at his pace.

The rules say troops that flee as a charge reaction flee “directly away from the chargers”- but what does that mean?

The best way to determine this is to carry out any necessary wheel that the charger would perform in order to maximise contact, before moving the fleeing troops. Having done this, a line drawn from the centre of the charging unit and at 90 degrees to its front will define the charge path; the target unit then flees away along the charge path. Then carry out the chargers’ remaining move.

When a formed unit charges a light chariot unit in dispersed formation, how does it align to the target unit?

Align the chargers as if the chariot unit was comprised of skirmishers.

What Leadership rank bonus do open order infantry warbands get?

The warband rank bonuses for combat resolution and leadership are separate. So all infantry warbands can enjoy up to +3 leadership bonus for ranks, while there is a maximum combat resolution rank bonus of +2 for close or open order infantry.

What happens when a scythed chariot passes through drilled infantry that open a lane for it?

The scythed chariot obeys the rules for Revealed Charges on page 38, except that it always travels its full charge distance, even if this does not enable it to contact an enemy. If its charge distance is insufficient to clear its original target, it is placed 1” behind it.

Can a character in a heavy chariot join a unit?

A character in a chariot may only join a chariot unit, which must be of the same type as the one he is riding in. An elephant mounted character cannot join a unit at all.

What is a complete rank?

Each rank in a formed unit must be a minimum of four figures wide, unless the unit is in march column. The final rank may be incomplete if there are insufficient figures available to complete it.

Some combat bonuses are lost by units that are fighting in difficult terrain. When does this apply?

These bonuses, such as rank bonuses, or momentum for cavalry, for example, are lost if any part of the unit is actually in the difficult terrain. If the unit fights against enemy that are occupying the terrain, it is only adversely affected if its own bases are within the area designated as difficult, but not if it is merely in base contact with enemy figures that are partly within the terrain.

What is “Fearsome”?

Fearsome is a term used in some army lists to signify that a troop type causes Fear.

What armour save does a mounted character retain when he dismounts to join an infantry unit?

The character loses the +1 bonus for being mounted, so character with light armour and shield who dismounts will move from a 4-plus to a 5-plus save.

A bolt shooter can pivot without penalty to face its target. Does this mean it can shoot a target outside its arc of vision?

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No, the target must still be a legitimate one within the arc of vision of the machine. The “pivot” to face the target is there so players can clearly establish the line of the shot, so as to be able to tell how many figures may be affected by it. The “pivot” does not change the machine’s arc of vision; if a machine needs to change its arc of vision, it must do so in the movement phase, and will not then be able to shoot that turn.

BATTLES



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