

Page 81 – Replace second paragraph of first column – “6) Unit wiped out by shooting...”, plus first two paragraphs of “PANICKING UNITS” section with:

6) Unit wiped out by shooting or magic within 4"
 If a unit is wiped out by missile fire or magic, any friendly units within 4" of it must take a Panic test at the end of the phase, unless the destroyed unit is a single model with less than 5 Wounds on its original profile.

PANICKING UNITS

A unit that fails a Panic test will flee in the same way as described for units which break in close combat or which flee from a charge. Fleeing troops abandon their formation and are moved in a rough mass 2D6" or 3D6" away from the enemy and/or source of *panic*, but the player is allowed to decide exactly where to flee within these guidelines. See the Close Combat section for rules governing fleeing troops.

Page 97 (PROXIMITY TO FRIENDLY TROOPS) – Replace second paragraph with:

A character model within 5" of a friendly unit of five or more models can only be picked out as a target if he is the closest legal target. This restriction enables characters to move around behind the battlelines without attracting an unrealistic and unreasonable

Page 102 (RE-ROLL BREAK TESTS) – Replace third paragraph with:

A Battle Standard only allows a unit to retake a failed Break test. It doesn't entitle a unit to retake any other Ld test, such as a Psychology test or a test to rally. This rule ceases to apply if the Battle Standard is fleeing.

Page 117 (CHARACTERS AND FAST CAVALRY) – Replace paragraph with:

Character models may join fast cavalry units and move with the unit, but do not benefit from any of the special shooting rules.

WARHAMMER ARMIES: EMPIRE

Page 14 – Replace Master Engineer profile with:

	M	WS	BS	S	T	W	I	A	Ld
Engineer	4	3	4	3	3	2	3	1	7

Page 26 (CHARACTERS' STEEDS) – Replace Warhorse profile:

	M	WS	BS	S	T	W	I	A	Ld
Warhorse	8	3	0	3	3	1	3	1	5

WARHAMMER ARMIES: ORCS & GOBLINS

Page 67 (GRIMGOR IRONHIDE) – replace 1st line of ‘SPECIAL RULES’ with

Ignore Greenskin Panic; Quell Animosity.

WARHAMMER ARMIES: DWARFS

Page 14 (ENGINEERS – Special Rules – Artillery Master) – Replace second paragraph with:

A Bolt Thrower which has been joined by an Engineer may use his BS when rolling to hit.

Page 16 – replace ‘Loss of crew’ paragraph with:

Loss of crew

The Organ Gun requires a full crew of three Dwarfs to work it properly. If one crewman is slain the other two can just about get by and the gun may fire as normal. If two crewmen are slain, the remaining crewman won't be able to operate the weapon properly – the gun can only be fired every other turn. Should all the crew be slain, the gun is useless.

Page 19 – replace RULE OF THE RUNES 2 & 3 with:

2. Weapon runes can only be inscribed on weapons, Armour runes can only be inscribed on armour, Runic Standards can only be inscribed on standards, Engineering runes can only be inscribed on war machines, and Talismanic runes can only be inscribed on talismans (of which more later). This is called the **Rule of Form** by Runesmiths. You cannot inscribe Armour runes on a cannon nor can you place Engineering runes on an axe.
3. No more than one item may carry the same combination of magic runes. You could not have a rune-hammer and a rune-axe both engraved with a Rune of Speed and a Rune of Fire, for example. This restriction also applies to the use of single runes, so you could not

Page 20 (MASTER RUNE OF BREAKING) – replace 2nd paragraph with:

If the Dwarf character scores a hit against an enemy with a magic weapon, the enemy's magic weapon is destroyed immediately.

Page 22 (RUNE OF RELOADING) – replace with:

7 *After a war machine has proved its reliability, a Runesmith may deem it worthy of this rune.*

The war machine can shoot every turn, as long as there is at least one crewman left, even if it has rolled a 2-3 on the Misfire table in the previous turn. Multiples have no effect.

Page 23 (FLAKKSON'S RUNE OF SEEKING) – replace 2nd paragraph with:

Bolt throwers only. Each rune adds +1 to the bolt thrower's To Hit rolls against targets with the Fly special ability.