

FORCES OF FANTASY™

FAQ & ERRATA – VERSION 1.1

This document collects amendments to the rules contained within Forces of Fantasy and associated Arcane Journals, and presents our responses to players' frequently asked questions. As this document is revised regularly, it has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in one language, to clarify a translation issue. When this document is revised in full, the version number will be incremented.

Errata

Below you will find errata to Forces of Fantasy. When this document is revised, updated entries will be highlighted in blue, while entirely new additions will be highlighted in magenta.

Designers' Note: *Errata marked with an asterisk (*) have been corrected in a later printing of the publication and may not apply.*

Page 69 – Steam Cannon

Add the following to the steam cannon 'Notes':

'This weapon does not have a 360° line of sight, it can only shoot into the Steam Tank's front arc.'

Page 70 – Imperial Griffon Special Rules

Delete 'Two Heads' from the end of the Imperial Griffon's list of special rules.

Page 76 – Laurels of Victory

Change the second paragraph of 'Laurels of Victory' as follows:

'When determining your combat result, each unsaved wound caused by an attack made by the bearer of the Laurels of Victory (but not their mount) is worth 2 combat result points, rather than the usual 1.'

Page 76 – Wizard's Staff

Add the following to the Wizard's Staff:

0-1 per Wizard.

Page 102 – Knightly Virtues

Change the second paragraph of 'Knightly Virtues' as follows:

'To represent this, some models may be given a Knightly Virtue. A Virtue does not affect a model's mount (should it have one). Each Virtue may only be chosen once per army.'

Page 110 – Combat Result Bonus

Change the entry as follows:

'A unit in Lance formation with a Unit Strength of 5 or more may claim a bonus of +1 combat result point.'

Page 179 – Elven Honours

Change the second paragraph of 'Elven Honours' as follows:

'To represent this, some characters may be given an Elven Honour. Each Honour gives the character certain benefits in the form of unique equipment and additional special rules. An Honour does not affect a model's mount (should it have one).'

Arcane Journal Dwarfen Mountain Holds

Page 37 – The Axe Of Dargo*

Change the Strength characteristic of the Axe of Dargo to 'S+2.'

Frequently Asked Questions

Below you will find our answers to frequently asked questions. Where possible, answers are given immediately, followed by further explanations. When this document is revised, updated entries will be highlighted in [\[blue\]](#), while entirely new additions will be highlighted in [\[magenta\]](#).

Dwarfen Mountain Holds

Q: Can a Royal Champion in a unit of Hammerers put weapon runes on their great hammer?

A: No. Weapon runes can only be inscribed upon a hand weapon or great weapon and, whilst a great hammer is similar to a great weapon, it is not a great weapon. A great hammer is a unique type of weapon with its own profile and rules.

Q: When a model with the Slayer, Slayer of Daemons or Slayer of Dragons special rule hits an enemy unit using the Deathblow special rule, does that hit benefit from the Slayer special rule?

A: Yes.

Empire Of Man

Q: Can a Steam Tank's steam cannon fire grapeshot?

A: Yes. Grapeshot can be fired by any cannon (i.e., any weapon that fires using the 'Cannon Fire' special rule), as described on page 226 of the Warhammer: the Old World rulebook.

Q: Can a Steam Tank's Engineer Commander and steam cannon both shoot during the same turn?

A: Yes. The Engineer Commander doesn't fire the steam cannon, imagine there's a (very hot and bothered) crew hidden away inside the Steam Tank whose endeavours leave the Engineer Commander free to fire their own weapon.

Q: Are unsaved wounds caused by the mount of a model bearing the Laurels of Victory worth 2 combat result points?

A: No, only unsaved wounds caused by the bearer (the rider) count.

Kingdom Of Bretonnia

Q: Can a Bretonnian army pray for the Blessing of the Lady if it includes an allied contingent?

A: Yes. Note however that an allied contingent of Bretonnians taken as part of any other army cannot pray. In order for Bretonnians to pray, the army they are part of must have the Blessings of the Lady rule, which only Kingdom of Bretonnia armies have.

Q: How does a bolt thrower work when shooting at a unit in Lance formation?

A: The number of models hit is based on the number of ranks overall. For example, a Lance of six knights (arranged in ranks of one, two and three models) would suffer three hits. When a Lance is shot in its flank by a bolt thrower, the number of hits is based on the widest file. To continue the example above, three models would be hit based on the depth of the unit.

Q: If a character whose mount has a different sized base to the models in a unit making up a Lance formation wishes to join that unit, where should I place the model?

A: The Lance formation offers a bit more flexibility than other formations. For example, it is perfectly acceptable to place a character such as a Duke or a Baron at the front of the Lance should you wish. In the case of a Handmaiden of the Lady, the Shield of the Lady special rule allows such models to be placed at the rear of such units. Alternatively, they can be placed within the unit. In this case, the extra base size will make very little difference to the shape of the unit.

Q: When a unit in Lance formation is engaged in combat, every model on the outside counts as being in base contact. How many enemy models count as being in base contact with the Lance?

A: The full fighting rank. When a Lance charges, it pierces deep into the enemy formation, causing the enemy lines to close around it. It's very hard to show this on the table though, hence the abstraction.

Note that this can create an area of 'dead ground' between a Lance and a unit it is engaged in combat with. If any enemy units are caught within this, refer to the rules covering 'accidental contact' on page 131 of the Warhammer: the Old World rulebook.

Wood Elf Realms

Q: The Hawk-eyed Archer rule allows a Waystalker to target any enemy character it can draw a line of sight to and to target specific models within an enemy unit. Does this apply to magic items that allow them to cast a Magic Missile?

A: No, the rule applies only to their Asrai longbow. Hawk-eyed they may be, but that does not mean they can snipe at enemy characters with powerful spells bound into magic items.

Q: Can a Wood Elf Realms army that includes an allied contingent place an additional wood using the Woodland Ambush rule?

A: Yes. Note however that an allied contingent of Wood Elves taken as part of another army cannot.

Q: The Bow of Loren allows a Wood Elf character to make a number of shots equal to their Attacks characteristic. How does this interact with Enchanted Arrows?

A: When firing an Enchanted Arrow it is assumed the model is firing only once, as is the norm. Therefore, one of the shots fired from the Bow of Loren can be made using an Enchanted Arrow, the other shots are resolved using ordinary (i.e., not Enchanted) arrows.

High Elf Realms

Q: Can a Wizard with the Warden of Saphery Elven Honour purchase magic armour?

A: *No.*