

WARHAMMER ARMIES BOOK: HIGH ELVES – ERRATA AND FAQs

ERRATA

Page 71, Magic Items, The Phoenix Blade.

Replace:

'All attacks made with the Phoenix Blade are flaming attacks.'

with:

'**Halberd**. All attacks made with the Phoenix Blade are flaming attacks.'

FAQs

The Forces of Ulthuan

Q. When two models with the always strikes first (ASF) rule are in combat, and one is equipped with a great weapon, does the model equipped with the great weapon strike last? For example, if a High Elf model with an Initiative value of 6 and equipped with a Great Weapon is fighting against an enemy model with the ASF rule, an Initiative of 4, and a hand weapon, who strikes first in the combat?

A. In this case, the model with the great weapon strikes last. Effectively the two always strike first rules would cancel each other out.

Q. How many Victory Points is a Sun Dragon ridden by a Dragon Mage of Caledor worth?

A. 230 points. The Dragon Mage himself is 120 plus any upgrades and magic items.

Q. Do Lion Cloaks provide any form of protection against magic missiles (or other forms of direct damage magic)?

A. No, it has no effect against magical attacks.

Heroes of Ulthuan

Q. Is Eltharion allowed to use spells from the High Magic Lore? Or does the Talisman of Hoeth restrict him to using spells from one of the eight Lores of Magic found in the Warhammer rulebook?

A. He cannot use High Magic. He's more of a warrior than a mage.

Q. Does Tyrion have a 1+ or 0+ armor save?

A. 0+. He does not count Malhandir's barding ... but he is still mounted (and thus entitled to a +1 armour save bonus). The Dragon Armour of Aenarion grants him a 1+ armor save, but it doesn't say it cannot be modified further.

Q. Is Teclis considered to be a High Elf Archmage for purposes of granting an army he is included in a +1 to dispel?

A. Yes. An important philosophical note: We're fully aware that this answer is not RAW (Rules As Written), but we trust everybody would agree that it's one of those rare cases that are obviously too wrong to apply RAW.

The Arts of Saphery

Q. Does Drain Magic affect Bound Spells or Tomb Kings' Incantations?

A. No, as they don't have a casting value.

Q. If Drain Magic has been successfully cast, does it make it more difficult to dispel Remains in Play spells? For example, if a High Elf Archmage successfully casts Flames of the Phoenix upon the enemy and a High Elf Mage subsequently successfully casts Drain Magic, would the enemy need to roll a 14 to dispel it in his turn? Or would the enemy only need to roll an 11 to dispel it in his turn?

A. The enemy would need a 14 – Drain Magic does make Remains in play spells more difficult to dispel, as it raises their casting value (a freak consequence of playing around with the Winds of Magic, perhaps?). When Drain Magic stops working, however, the Remains in play spells revert to their original casting value.

Q. Similarly, does Drain Magic have an affect on spells that are cast at the power level of their casting cost? For example, if a spell is cast due a result of 6 on the Miscast table when Drain Magic is in play, would it be cast at its listed casting value or its listed casting value +3?

A. +3, following the answer above. Such a spell would be more difficult to dispel, as it would have a higher casting value.

Q. If an enemy Wizard with Magic Resistance is present upon the battlefield (such as a Bretonnian Damsel) and Drain Magic is cast, does the enemy Wizard get to apply their Magical Resistance against the spell?

A. No, as the spell does not directly affect any enemy model.

Vaul's Forge

Q. If a model (or its mount) equipped with Dragon Armour is hit by a flaming cannonball, flaming bolt, flaming sword, and so on, is the model immune to the entire attack, or will they still be crushed by the underlying bolt, cannonball, sword, etc.?

A. They are immune to the entire attack. The rules are clear, and obviously the alchemical reason for this is that the armour repels both

the element of fire and the vessel that is imbued with it.

Q. If Remains in Play spells which cause damage at the start of all Magic phases are in play and a High Elf player wishes to use the Vortex Shard, which occurs first? The damage spells or the Vortex Shard?

A. As they both apply 'at the start at the Magic phase', you need to apply the Most Important Rule to see which one happens first.

Q. If an enemy has magic items or special rules that are activated at the start of his magic phase and a High Elf player wishes to use the Vortex Shard, which occurs first? The enemy magic items and special rules, or the Vortex Shard?

A. Same as above.

Q. Does a model with the Reaver Bow suffer the -1 to hit penalty for firing multiple shots? Also, may a model with the Reaver Bow fire it three times as part of a Stand and Shoot reaction?

A. No (it does not have the 'multiple shots' rule) and no (it can only fire three times in its Shooting phase).

Q. How do the Pendant of Vengeance and Thorek Ironbrow's Kraggi re-rolls interact?

A. Remember, a dice can only be re-rolled once, so the two never interact at all.

In other words, the Pendant forces you to re-roll successful rolls and Kraggi allows you to re-roll a failed roll, but in both cases you cannot then re-roll the second result.

Q. If a model/unit is protected by the Sacred Incense or similar rule (-1 to be hit by shooting attacks), does this affect the 4+ needed by partial hits caused by a weapon that uses a template, like a stone thrower?

A. No, partial hits are always resolved at 4+.

Thanks to: The Direwolf FAQ Council