



QUESTIONS AND ANSWERS

By Rick Priestley

Since the release of Warhammer Fantasy Battle, we've had quite a few questions asking us to clarify points in the rules. This is often because an unusual situation has occurred during a game and the players are unsure how to resolve it. The best way, of course, is to use common sense and agree between yourselves what happens. It's a good idea to make a note of this decision so that you can apply the same rule in the future.

Here we've taken some of the most frequently asked questions and printed them along with Rick Priestley's replies. Many thanks to all of you who've written in.

RANKS OF ARCHERS

Can archers fire in two or more ranks?

Where a unit of archers, crossbowmen, and other troops armed with missiles is drawn up in two or more ranks, only the front rank can shoot. No model may see or shoot through another model at a target beyond.

The only exceptions to this rule are troops firing up to, or down from, a higher elevation such as a hill, who may fire over the heads of friends or enemy.

SPLITTING FIRE

Can archer units split their fire at separate units if their fire arc permits?

Generally speaking, a unit of archers (or any missile-armed troops for that matter) must fire as a single body against a single target. The only exception is if the target lies outside the fire arc of some of the unit, in which case models which are unable to fire against the main target may choose another target instead.

FIRING THROUGH GAPS

A unit cannot shoot through a gap between two units unless it is more than 4" wide (see Warhammer Fantasy Battle page 51, Firing Through Gaps). Does this apply to a character model?

Does it apply to a wizard casting a Fireball or other magic missile spell?

Yes, it applies to any missile or magic missile shot. You cannot draw a line of sight which passes within 2" of any unit with the intention of shooting at a target beyond. The idea is simply to make troops fire at the targets that they would sensibly choose in 'real life' rather than at the more distant and less threatening target.

SKAVEN JEZZAILS

What are the rules for Skaven Jezzails?

The Jezzail is a very large arquebus or musket which fires a hail of warpestones. A crew of two Skaven is required to use it. All the normal rules for two-man weapon teams apply as described on page 6 of *Warhammer Armies under Teams*. The two Skaven move as a single unit and remain in base-to-base contact at all times. If one crewman is slain the other can fight independently but the Jezzail is lost. A single crewman may join another Jezzail team and act as a reserve crewman.

The Jezzail may move in the movement phase but not in the reserves phase. Unlike larger cannon, it can be moved over difficult terrain and over obstacles. If the Jezzail moves it may not fire that turn. The Jezzail has a 90° arc of fire like a bow or crossbow. It can be turned to face a target and it may still fire that turn so long as it does not otherwise move. Its range, strength and save modifiers are shown below.

Maximum Range	Strength			Save Modifier
	Range 0-12"	Range 12-24"	Range 24-36"	
36'	6	5	4	-2

If a Jezzail hits its target it causes 2 hits on each rank and will penetrate up to 6 ranks in the same way as a cannon. So a target in two ranks suffers 4 hits. It can penetrate right through a target and hit another unit behind the first in the same way as cannon.

Work out the damage caused at a Strength as shown above. All damaging hits cause 1 Wound. Casualties are permitted a saving throw at -2 (ie a normal save of 4, 5 or 6 saves on a 6). Slain models are removed in exactly the same way as bow, crossbow or other missile casualties. Unlike cannon, Jezzails are not affected by heat build-up.

UNDEAD

Do Undead benefit from the inclusion of standards and musicians when, as automatons, they would be unaffected by psychological factors, morale and unit cohesion?

Although unaffected by these factors, Undead do benefit from standards and musicians just like living units. The standard bearer and musician are bound by a superior version of the magical forces which animate the rest of the undead, and pass on a little of this extra power to the unit. The effect is assumed to be comparable to that of standards and musicians in living troops. Why deprive owners of Undead Armies the chance to display and benefit from beautifully-painted banners?

If you've got any questions about Warhammer Fantasy Battle, or any of other games systems, please send them in to White Dwarf at the Design Studio address - mark the envelope clearly saying which game the questions concern.