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FOREST DRAGON



The Chasm Glades of Loren are home to the rare Forest Dragons which have dwelt there since the dawn of time. Occasionally a Mage or Lord may succeed in tempting a young Forest Dragon to leave the chasm or a thousand-year old egg will be found and warmed up until it hatches. The hatchling will be nurtured for centuries until it has grown into a worthy mount reserved only for the greatest of Mages or Lords.





Andy Jones helps out Andy Chambers and Jervis this month, taking time out to answer some of your most frequently asked Warhammer Quest questions.

& Questions Answers



Q Can a Jakara mirror shield save even if the Jakara is hit but not wounded?



A Yes, make the saving throw even if a shot fails to wound, as it may still be blasted back at the firer.

Q Can a Jakara use the mirror shield if pinned?

A Most definitely, she's probably hiding behind it!

Q If a model has an unmodified save (energy field/shield), is it pinned if it makes the unmodified save?

A No.

Q Spyrers weapons, ie. Orrus, Yeld and Malcadon - do they gain an extra dice for close combat or is it taken into account already in their stats?

A It's already taken into account.



If you have any comments or questions about our games, why not ask da Roolz Boyz?

Questions and Answers summary sheets are available from the Roolz Boyz, if you send a stamped, self-addressed envelope and quote which issue(s) you require.

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Q Is a spell that remains in play dispelled if somebody uses Drain Magic in the same turn that it is cast if Total Power was used to cast it?

A Yes. The Total Power card only takes effect when a spell is initially cast, so the spell can be dispelled in later turns and is taken off if Drain Magic is played.



Q What happens when a character is riding a monster that is flying high and is turned into something

else or their mount is killed? For example, a Wizard casts a spell at an enemy Wizard who is also flying high. The enemy then turns the caster into a frog using the Magic Item *Bufo's Hex Scroll*, does he plummet to the ground and die?

A A character who is flying high and has their mount killed, turned into something with the aerodynamics of a brick, or anything else, then the character plummets groundwards! What happens next is probably best not mentioned, but is undoubtedly grisly.

Q With a Daemonette riding a Steed of Slaanesh, which Toughness value do you use? Is it the Daemonette's Toughness 3 or the Steed's Toughness 4?

A As with any cavalry model, only the mount's Movement is used unless it has its own attacks, in which case its Attacks and Weapon Skill characteristics are also used. The Steed of Slaanesh's higher Toughness confers no benefit to its rider and is given for comparative purposes.

Daemonettes are powerful and deadly creatures to fight with in your army, and can be made even more lethal by mounting them on the fast and vicious Steeds of Slaanesh



Q When can a character disassociate itself from a unit For example, what if the unit is fleeing , frenzied, etc.?

A A character can always leave a unit unless it is subject to some kind of compulsory movement, such as fleeing. If a unit is frenzied and has to charge the enemy, this is compulsory movement and so the character cannot leave the unit. This is as stated on page 48 of the Warhammer Rulebook.

Q If a Necromancer, who is not immune to psychology, is leading a unit of Undead that is, does he still have to take break tests and where does he go if he fails?

A Characters who join a unit which is immune to psychology, break tests or whatever are still subject to the psychology rules themselves. If they are forced to flee they will run away as normal, the rest of the unit will remain where it is.

Q When a cannon fires and the shot lands in front of a Disc of Tzeentch, does the shot bounce up and hit the Disc?

A Yes, riding a Disc of Tzeentch doesn't imbue a character with a mystical protection from cannons, in the same way that models which fly can also be hit.



Q What happens to a skimmer which is hit by a *Graviton Gun*?

A As with any other vehicle hit by as *Graviton Gun*, the skimmer's armour is automatically penetrated and is likely to go out of control, but otherwise suffers no additional effects

That's it for another issue, please keep sending your questions in.

Warhammer Quest™

Q Does the Dwarf roll an extra dice for damage with any axe or just his Great Axe?

A Just his Great Axe.

Q When using his Great Axe, the Dwarf rolls two dice and discards the lowest. How does this work when he progresses up through the Battle-levels?

A Regardless of how many dice he rolls in total, the Dwarf always rolls an extra dice and discards the lowest score (see the Roleplay Book, page 44). In addition, if *any* of the dice come up as a double one, he trips over and if he rolls any other type of double he can add up all of the dice rolled (including those that are not part of the double).

For example, a roll of 4, 4, 3 and 1 means the Dwarf has scored a double and therefore adds the total roll (12) to his damage.

Q The Rulebook states that a Warrior may not use a missile weapon if he is pinned. The Elf's Warrior card states he's never pinned. Does this mean he can always fire a missile weapon?

A No! Perhaps the card should have stated "automatically breaks pinning". However, if you look at the Rulebook (page 25) it says "A model may only shoot if it is not adjacent to, and therefore pinned by, an enemy.". You should pay more attention to the "adjacent to..." part of the rule.

Q If a Wizard buys a staff from the Wizards' Guild, does he have to be using it as a weapon to gain the +1 Toughness bonus?



A Yes, the bonus is given because the staff can be wielded defensively and ward away enemy blows.

Q Does the Wizard have to be using his staff as a weapon in order to gain the Power roll re-roll?

A No, he just has to be carrying it. He may also draw Power from the staff even if he is not wielding it as a weapon.

Q Can Warriors lose equipment they have on their Warrior card or Equipment cards when required to lose equipment because of an Event, Travelling Hazards Table roll, etc.?

A No.

Q Can Warriors pass weapons and armour in the same way they can pass potions?

A No.

Q Can a spellcaster cast spells and attack in the same turn (either with a missile weapon or in hand-to-hand)?

A Yes.

Q What does "on the board" mean?

A It means anywhere already in play, on board sections that have already been explored and placed on the table.

Q If a Warrior is trapped by a Giant Spider's web, can another Warrior attempt to free him?

A No, only the trapped Warrior can free himself.

Q Could you clarify the healing rules a little bit? When can a Warrior use magic to heal himself? What about non-magical healing with Provisions and suchlike?

A A Warrior can always heal himself, regardless of whether he is in combat, pinned or anything else. Only if he is on zero Wounds is a Warrior unable to heal himself (Roleplay Book, page 12).

Q Can a Warrior in a pit attack or be attacked? Where is he placed when he escapes?

A A Warrior in a pit plays no part in any combat, he cannot attack or be attacked and does not pin Monsters adjacent to the pit.

When the Warrior escapes he must be placed on an empty adjacent square. If there is no empty adjacent square then he cannot escape yet (you'll have to kill some Monsters to make sure there is enough room!). A Warrior cannot do anything else on the same turn he escapes from a pit.