

WARHAMMER RULEBOOK – ERRATA AND FAQs

PART 2

ERRATA

Page 23, Multiple Chargers, a last paragraph should be added, stating:

'As they charge, friendly units should not cross each other's path to swap places (see diagram 23.1), unless this is the only way to bring as many models as possible into the fight, in which case they are allowed to do so.'

Page 55, Multiple Shots, the first two sentences should be replaced with:

'Some missile weapons enable their users to shoot several **times** – **this** is known as multiple shots. The number of times the weapon can fire is given as part of its description (e.g. a Dark Elf repeater crossbow **can fire two shots**, so it is noted as having 2x multiple shots). [...]

Page 70, Characters, first paragraph. Delete the first word, so that the first sentence reads:

'Character models may join fast cavalry units, [...].'

Page 95, Magic Resistance, first paragraph. The second sentence should be replaced with:

'The number in the brackets indicates the maximum number of extra dice that may be rolled when trying to dispel each spell that **is targeted against the magically resistant unit.**'

Page 121, Bound Spells, last paragraph. Please replace the entire paragraph with:

*'A character cannot have more than one **magic item containing** a bound spell.'*

FAQs

Q. Can models get a better save than 0+ (i.e. a negative armour save)?

A. Yes, this is possible in theory, but certainly not easy to achieve!

Movement

Q. Page 12 states 'A cavalry mount with barding suffers a -1" move penalty.'

Does this apply to chariots and other horse-powered engines that do not follow cavalry rules?

A. Yes, as normally they are the same creatures that are slowed down by barding when ridden by other models in that army.

Q. How does a unit on non-square bases (i.e. cavalry) execute a 90-degree Turn manoeuvre?

A. Simple! First Turn the front rank 90 degrees towards the intended direction, rotating the model(s) in the centre of the front rank around their centre. Then do the same with the rear ranks and move them back into contact with the first rank. Because the models aren't on square bases, this turn will result in the formation changing shape slightly.

Q. Are models in a unit executing a Change Formation manoeuvre (or wheeling, or entering or leaving a building, etc.), allowed to move more than twice their Movement rate?

A. Uhm, this is a bit of a muddy issue. In general, the Movement value represents the speed of the creatures in question moving at a careful walking pace, ready for combat.

Units can move normally at double their Movement value, and this represents the creatures' running speed, which is as fast as they can possibly move (except with the use of magic, flying, and so on).

Following this principle, players trying to exploit any manoeuvre or other rule (like the building rules) to try and move models in their unit more than double their Movement value are not playing the game in the spirit it is meant to be played and need to be publicly chastised. Bad players! Bad!

Q. Can you declare a charge if the only way the charge can be completed is if some other conditional event occurs? For example, are you allowed to declare a charge to a visible enemy unit in a situation where the only way you can complete the charge is if one of your own units fails its rally test and continues to flee?

A. A very interesting question, and not an easy one to answer! Yes, we think it's acceptable to declare a charge in this kind of situations, and if the condition does not allow the unit to complete the charge (the friendly unit in the way does rally, in the example above), the charge fails.

Q. Does a unit that moves via compulsory movement have to obey the normal charging conventions regarding Front/Flank/Rear? Or may such a unit (e.g. Chaos Spawn) hit a side of an enemy unit different from the one where they began their move?

A. They must obey the normal rules, and so if they would hit a side of the enemy that they cannot charge, they must stop 1" away from the enemy.

Q. When a unit that moves via compulsory movement (e.g. Night Goblin Squig Hoppers) returns to the table after pursuing an enemy, is the unit allowed to move?

A. No, it cannot move further that turn, as the compulsory moves part of the Movement phase has already passed.

Q. Is a non-skirmishing unit that moves via compulsory movement (e.g. Chaos Spawn, Snotling Pump Wagon) allowed to pivot to change its facing at the end of its move (to set-up favourable alignment of enemy charges, etc.)?

A. This is never clearly specified, but we think it is best if they remain facing the direction they moved in. This not only looks and feels 'right', but also remains in line with the way fleeing units move (they are, after all, by far the most common type of unit subject to compulsory movement).

Q. Are you allowed to pre-measure potential distances moved prior to moving units in the Remaining Moves step of the Movement phase? For example, when moving a Flyer during Remaining Moves is it legal for a player to measure 20" to several different spots on the battlefield to determine his most advantageous move?

A. Yes, this is fine.

Shooting

Q. If a model does not have line of sight to a target the rest of the unit is shooting at, must the model shoot (missing automatically), or does it not shoot at all?

A. It does not shoot at all. This question is, of course, only relevant if there is a chance for the firing model to be hurt by its own weapon.

Close Combat

Q. Can you allocate attacks to specific enemy Rank and File models in order to force which enemy Rank and File models count as casualties (and are thus unable to fight back)?

A. Yes, however we have to warn you that zooming in to a fight to this level of detail is likely to make resolving your fights a very slow process indeed!

Q. If a friendly model inflicts wounds to itself or other friendly models during a close combat, (e.g. a Chaos Lord with the Chaos Daemon Sword, a Skaven Plague Priest with a Plague Censer, etc.) do the wounds count towards combat resolution? If yes, which side gets to claim them?

A. They do count, and they count towards the enemy's total of wounds caused, just like wounds actually caused by the enemy.

Q. Can a unit overrun after charging in and destroying an enemy who was behind a defended obstacle?

A. No, as the unit does not count as charging any longer.

Psychology

Q. Are partially screened frenzied units allowed to declare charges? For example, if I have a unit of Warbounds partially screening a unit of frenzied Chaos Knights of Khorne are both units allowed to declare a charge at the same or different enemy units they can see?

A. If the screening unit is also declaring a charge (i.e. they intend to get out of the way), then the frenzied unit behind them can, and indeed must, declare a charge as well. If the screening unit does not declare a charge, the frenzied unit behind does not have to declare a charge, as it wouldn't be able to reach the intended target. If the screening unit doesn't move far enough to clear the way (because they failed the charge, or if a Fear test stopped them in their tracks, and so on), then the frenzied unit behind them would also fail the charge, stopped by the screening unit getting in the way.

Weapons

Q. *If a model on foot with a mundane hand weapon is armed with a pistol as well, does the pistol count as a second hand weapon in close combat?*

A. Yes, it does.

Q. *Are models that fight from the second or subsequent ranks (using the Fights in Ranks rule) allowed to allocate attacks upon specific enemy models as if they were the friendly model in their file which is actually in base to base contact with the enemy?*

A. Yes, this is by far the simplest and most intuitive way of resolving this issue.

Q. *If a character using a lance in close combat has his chariot/monster mount destroyed/killed can he continue to fight in subsequent rounds of the same combat, as lances are 'mounted only'?*

A. If this happens, the lance effectively disappears and the character must start using a hand weapon (which he is assumed to carry). Note that this happens even if the character was equipped with a magic lance, which is now lost.

Chariots

Q. *When a chariot charges into two enemy units, does it inflict D6 hits upon each enemy unit or does it only inflict D6 hits in total?*

A. In the extremely unlikely event of a chariot charging more than one enemy unit, the impact hits are distributed as evenly as possible among the units charged, with any odd hits allocated by the player controlling the chariot.

Q. *If a character riding in a chariot is charging, but prior to contacting the defender has his chariot destroyed by a Stand and Shoot reaction (or due to hitting an obstacle/difficult terrain), can the character complete the charge move on foot if he has enough movement to do so? Or does the charge automatically fail?*

A. In the same way described for monster riders, the character stops in his tracks where the chariot is destroyed and the charge fails.

Skirmishers

Q. *When charging skirmishers, the 7th edition first official Errata & FAQ document states that you have to contact the closest 'visible' skirmisher. If you are unable to contact this skirmisher (due to*

interposing terrain, friendly units, etc.), is the charge then failed, even though you might be able to contact other skirmishers in the unit?

A. It seems fair that, in this most rare of circumstances, you are still allowed to charge the skirmishing unit by contacting the nearest visible skirmisher you can reach.

Q. *Are Skirmishing units allowed to reform?*

A. Not really, as this manoeuvre would have no effect on them. In the same way, when a fleeing skirmishing unit rallies, there is no need to do anything other than turning its models on the spot so that they face towards the enemy! Of course this is still a reform, so a unit of skirmishers that rallied cannot shoot that turn.

Monsters & Handlers

Q. *Are the Monsters and Handlers rules designed only for units consisting of one Monster (e.g. War Hydra)? Or do they apply to units consisting of multiple "monsters" and handlers as well (e.g. Salamander Packs)?*

A. Salamanders are not Monsters (their special rules say they have to take Monster reaction tests, but this, like all special rules, is an exception). So Salamander Packs are simply a skirmishing infantry unit. Monsters, by definition, are single large models (like the Hydra).

Q. *By the text itself, Monster & Handlers units move as Skirmishers. Does this mean that the War Hydra can move through difficult terrain without penalty? And would it then be slowed by terrain when charging (as the handlers are ignored)?*

A. The rules are clear on the matter – the Monster & Handlers move as Skirmishers so can move freely through difficult terrain, but when charging are slowed as normal.

Characters & Challenges

Q. *How do you integrate characters on different base sizes into units of Cavalry or Infantry, and how do you calculate a unit's rank bonus in such a situation?*

A. Well, we find that there are two ways people use to solve this issue, and both are equally acceptable: 1) placing the character inside the unit and 2) placing the character next to the unit (in base contact with the flank of the unit's first rank).

Let's look at these two solutions in a bit more detail:

1) Placing the character inside the unit. This works best when the character's base is larger than those of the unit's and is a multiple of them – for example a model mounted on a 40mm square base inside a unit of models with 20mm square bases, or a character on a 50mm square base inside a unit of models with 25mm square bases or a cavalry unit. In these cases, the character will fit in snugly and look and feel 'right'. It will also displace a number of models, which are placed in the rearmost rank as normal.

When working out the unit's rank bonus, the character counts as the same number of models it has displaced (normally four infantrymen or two cavalrymen).

This can also be done if the character's base is smaller than those of the unit he's joining or it does not fit neatly with those of the unit he joins (the most classic case being that of a character mounted on a horse joining an infantry unit with 20mm square bases).

In this case, however, you will have to slightly 'fudge' the unit's formation (that's a technical term, honest!). In other words, just pretend the character's base is the same as the other models in the unit (for foot characters), or equal to a multiple of the bases of the other models in the unit (for mounted or large models joining units of smaller bases...). This will make the formation a little messier, but it's normally quite self-evident.

2) Placing the character next to the unit. This approach is not strictly speaking 'by the rules', but it's very simple (particularly for characters with bases that are different from the models in the unit they're joining) and thus a favourite in friendly games, but we really cannot recommend it in tournaments and other competitive games...

The character is simply placed in base contact with the flank of the unit, facing in the same direction as the rest of the unit and flush with the unit's front. It is treated as 'inside' the unit from all points of view, but the unit's formation is not disrupted by the character's differently-shaped base.

This works fine except if the unit is then charged in the flank where the character is, but with a bit of flexibility, and trying to apply the principles presented in "Close Combat & Incomplete Ranks" on page 36, you should be able to solve this easily.

Q. If a Character is also a Monster (e.g. Greater Daemons, Treeman Ancients, Shaggoth Champions), is it affected by magic items (e.g. Rune of the True Beast) and spells (e.g. The Beasts Cowers) that are stated as working against 'Monsters'?

A. No, they are characters and not monsters, even though they share some rules with monsters (normally this is limited to the way they move, their inability to join units and their unit strength).

Q. When a character (on foot) with the ability to Fly joins another friendly unit, is he restricted to using his ground movement value when moving/charging along with the unit or can he use his flying movement value? For example, if a Vampire with the ability to fly joins a unit of Black Knights (non-barded), does he limit the unit to a maximum charge of 12" per turn? Or would the unit still be able to charge its full 16"?

A. The unit must use the same type of movement (i.e. ground movement or flying movement), so the Black Knights in the example may charge up to 12", as the unit itself cannot fly.

I chose this interpretation because the other would have implied having to consider what happens if such unit charged through terrain or, God forbid, through a wood!

Q. If a character declares a lone charge out of a unit against an enemy armed with missile weapons, and the enemy elects to Stand and Shoot, whom do they target with their Stand and Shoot reaction – the character or his unit?

A. They will target the character's unit, and if the unit panics and flees, it will take the character with them.

Q. If a character that is not himself immune to Fear/Terror wishes to declare a charge, without the rest of the Fear/Terror causing unit he joined, against a Fear/Terror causing unit, does he have to test for Fear/Terror?

A. No, if the unit he is with is not subject to Fear/Terror, he does not have to test either, as he is with them when the charge is declared.

Q. If a character that is not himself immune to Fear/Terror declares a charge, without the rest of the unit he joined, against a Fear/Terror causing unit and fails his test, what happens?

A. Well, these situations are not covered by the rules, so we'll make some recommendations for you. If he fails a Fear test, we think it's better if he suffers the effects of the failed test, except that he can stay and move with the unit in the unit moves later in the phase. If he fails a Terror test, we think it's better if he flees on his own and leaves the unit behind.

Q. If a character riding a non-flying monster joins a unit and then is killed, what happens to the monster (if it continues to fight), as monsters cannot normally join units?

A. At the end of the phase, the monster is moved outside the unit, in base contact with it, as close as possible to the position it was occupying when ridden.

Q. If a character moves inside the unit, going for example from the right front corner to the left front corner for any reason, would the unit be treated as having moved (for shooting, for example)? If not, would the character himself be?

A. Common sense would imply that the character counts as moving, but the unit does not.

Q. Do US1 characters (on foot) have a 360-degree line of sight? How about any single US1 model on foot, such as the last model of an infantry unit? Are the models in both instances treated fully as Skirmishers?

A. Yes, they are exactly the same.

Q. If a character who can re-roll his Psychology tests (because of a magical object, a special rule, etc.) joins a unit, could the unit re-roll its Psychology tests?

A. It is easier if this works the same as the Immune to Psychology rule, so the character would lose the benefits of this rule as long as he stays with the unit.

Q. Can you use the multiplying effect of weapons whose hits inflict multiple wounds to generate overkill against one-wound champions (or against multiple-wound champions or characters in excess of their wounds) in a challenge situation? For example, is it possible for a character with 3 Attacks on his profile and wielding a weapon whose hits inflict D3 wounds each to gain 6 combat resolution points from mincing a unit champion with only one wound on his profile? Or is the maximum combat resolution able to be earned in this instance by the character only 3?

A. The excess wounds caused are those after the multiplying, so in the example above the combat resolution bonus from overkill would be the full +6.

Q. As characters are not normally allowed to form a unit together, how are we to resolve a situation when two or more characters have the unit they were attached to destroyed around them? Do the

characters remain a unit or do they separate?

A. They remain a unit until their next Movement phase, when they must separate if able to do so (i.e. if they are not fleeing, rallying or subject to another form of compulsory movement). Note that, if they are fleeing, they are allowed to take a single rallying test as normal, as they are still a single unit.

Q. Do characters engaged in a challenge only count as being in base to base contact with one another? Or are they considered to still be in base to base contact with other friendly/enemy models around them?

A. Characters engaged in a challenge are still in base to base contact with other friendly/enemy models. Thus the challenge participants may be affected by magic items/abilities originating from outside the combat (and vice versa).

Q. If a character (alone, or in a unit of less than 5 rank and file models) is engaged in an ongoing challenge (originating from a combat which began in a prior turn) and is charged by an enemy chariot, can he suffer impact hits from the chariot? Or are they ignored by the character?

A. Impact hits will affect the unit and not the character as normal if there are more than 5 models in the unit (as described on page 77), but will affect the character if he is the only model left when the chariot charges in. If there are less than 5 models the impact hits are distributed as shooting hits.

Q. If a character is riding in a chariot and becomes engaged in a challenge, may enemy models in base to base contact with the chariot, (but not engaged in the challenge) strike at the chariot?

A. No, they cannot, just like the crew of the chariot cannot attack them.

Q. We have a unit including a Champion engaged in a challenge. During the same fight, the enemies cause more than enough wounds to wipe out the entire unit. Would the extra wounds kill the Champion even if he is fighting in a challenge?

A. No, the Champion cannot be harmed if he's fighting in a challenge.

Q. If a character who can reroll his psychology tests (because of a magical object, a special rule, etc) joins a unit, would the unit reroll its psychology tests too?

A. No, in the same way as if the character was Immune to Psychology, for example.

Command Groups

Q. Does a unit champion count towards the 5 rank-and-file models needed to provide a Look Out Sir! roll to a character in the same unit?

A. No, because when the unit is targeted by ranged attacks, they count as Characters and not as rank-and-file models (see the last paragraph on page 81).

War Machines

Q. When a war machine unit is charged, the crew are supposed to line up as part of a Hold reaction. Does this mean that the chargers must align to the position of the crew? Or must the crew actually align to the charging unit (which would mean that non-skirmishing chargers are allowed to tactical wheel against war machines to dictate favourable overrun/pursuit paths)?

A. The machine's crew must line up perpendicularly to the line of the charge, but the chargers can wheel at any point of their charge, as with skirmishers, in order to get a better pursue/overrun path. Diagram 84.1 is just an example of chargers going straight, but they are not obliged to do so.

Q. Can a war machine that has no crew be charged? If so, must it be charged by a frenzied unit?

A. Yes to both. It is, after all, still an enemy unit.

Q. I find the text about the Unit Strength of War Machines slightly confusing. What is the unit Strength of a Great Cannon with three crewmen for example?

A. Yes, the text on page 71 could be read to imply that the warmachine unit (i.e. the gun itself and its crew) have a US of 6. However the intention is that the gun itself has a US of 0, and each remaining crew simply have a US of 1 each. The war machine unit in the example above would therefore have US3. A bolt thrower with one remaining crew, as a further example, would have a US of 1.

Special Rules

Q. If an attack is obviously based on fire (such as a Dwarf Flame Cannon's shot), but it was published before the term 'Flaming Attack' was formalised in seventh edition, does it count as a Flaming Attack or not?

A. We cannot answer this question with an all-encompassing rule (as a few ruthless individuals out there would be sure to exploit it for their evil schemes!), but in three specific cases we can be

more precise: hits from Flame Cannons, Warpfire Throwers and Salamanders' ranged attacks all count as Flaming Attacks.

Q. Must the model projecting a breath weapon have line of sight to every model under the template (the breath weapon rules say 'Note that the monster must be able to see all its potential targets')? Is it illegal to place the template such that models that cannot be seen lie under it?

A. Ranged attacks normally target units and not individual models inside units, so the model using the breath weapon simply needs to see the target unit, not every model in the target unit. This is just to stop unscrupulous players to target units they cannot see (maybe by firing through a unit that stands in their way and blocks the view to the target!).

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. When two models with the ASF rule are fighting, they will strike in descending Initiative order, rolling a dice in case of same Initiative. All other factors, such as charging, great weapons, etc., are ignored, because they have already been bypassed by the ASF rule.

Q. How do you calculate combat resolution when an enemy model with more than one wound remaining is killed via Killing Blow?

A. This scores you a combat resolution score equal to the remaining wounds of the model slain. For example if a Lord level character (W3 on the profile), which had previously suffered a wound during the game, is then killed with a killing blow, it counts as two wounds towards the combat resolution score.

Q. Following the answer above, in a challenge situation, how do you calculate the combat resolution earned from the second and subsequent Killing Blows inflicted?

A. Each subsequent killing blow awards your side the remaining wounds of the model slain, as described above, to a maximum of +6. If the Lord in the example above suffered two killing blow wounds and one normal wound in a challenge, the

enemy would score a total of +5 to its combat resolution score.

Q. Provided that enemy units cannot draw line of sight to their position, when deploying Scouts in terrain, can the Scouts be placed in a position where they can see enemy units?

A. Yes, as long as no enemies can see them.

The Magic Phase

Q. Miscast table, #5-6: allows the opponent to immediately cast one of their own spells for free and states 'but it can be dispelled by the player whose turn it is as normal (by using power dice in the same way as dispel dice).' May the player whose turn it is also use scrolls, runes or other means to dispel the free spell?

A. Of course. The only exception to normal dispelling is that power dice are used as dispel dice.

Q. Another Miscast table, #5-6 result query. Can the opponent use a Bound Spell or ability which works like a Bound Spell (e.g. Prayer of Sigmar) if this result is generated?

A. Yes, bound spells can be cast this way, as can Prayers of Sigmar, and so on.

Q. Miscast table, #8-9. Are the 'remains in play' spells the only ones to be dispelled, or does it also cover 'spell lasting one or more turns' which cannot be usually dispelled?

A. 'All spells in play' covers all spell, including those that are not technically 'Remains in play', but have effects lasting a certain amount of turns.

The Lores of Magic

Q. Are hits from the Conflagration of Doom from the Lore of Fire distributed as shooting? In addition, do you resolve the damage from each iteration of this spell separately? Or do you determine the cumulative number of hits suffered and then resolve all damage at the end?

A. The answer has to be 'yes, distributed as shooting', otherwise we'd be opening Pandora's Box. Following the same spirit, we recommend to first calculate the entire number of hits and then roll to wound for the entire lot.

Q. The Rule of Burning Iron from the Lore of Metal states 'the spell hits a single model (chosen by the caster, no targeting restrictions apply except the Wizard needs line of sight to the target)...'. Is a

character riding in a chariot (or upon a monster) considered 'one model' for purposes of this spell, thus requiring a roll to randomly determine whether the chariot/monster or the character is hit by the spell? Or may the casting Wizard directly target any portion of the model that he wishes to? In addition, can the spell be cast into a close combat?

A. The spell hits the multiple-part model, and then the hit must be randomised amongst the different 'parts'. It can be targeted at a model engaged in combat.

Q. Does the Hunter's Spear spell from the Lore of Beasts cause 1 wound or D3 wounds?

A. It causes a single wound.

Q. Can a Wizard cast the Lore of Heavens spell, Celestial Shield upon a unit he is attached to? The spell's description states that it can be cast upon a friendly unit that is 'visible' to the caster.

A. This may seem counter-intuitive, but the letter of the law says that the answer is 'no', as the Wizard does not have Line of Sight to his own unit.

Q. Do the effects of the Lore of Light spell, Guardian Light apply to friendly models engaged in close combat?

A. Yes, as the spell is not cast 'at' any specific target, but it affects all friendly units within 12".

Q. If the Wound caused by the Steal Soul spell is saved (for example by a ward save or regeneration), does the caster still get to gain a Wound? Also, can Steal Soul be cast into close combat?

A. Yes to both. The text is actually quite clear.

Q. If a mounted character joins an infantry unit, can the enemy cast the Beast Cowers on that unit in order to affect the character's mount?

A. Yes, we think that's reasonable.

Magic Items

Q. If a character is equipped with a magic close combat weapon that is 'mounted only', and his monster/chariot mount is slain/destroyed during the game, what happens?

A. The magic weapon is lost and the character will fight with a normal hand weapon (which no sensible warrior would ever leave at home).

Q. If a model casts a bound spell originating from a magic item, does it force any other 'Remains in Play' spells he has in play to be removed from the table? (pg. 121) In addition, if a bound spell magic item casts a 'Remains in Play' spell, will that be removed by the bearer casting his own spell?

A. Yes to both, as casting a bound spell is just the same as casting a normal spell. Another unusual effect that may happen when using bound items is that a Wizard might cast the same spell twice in the same Magic phase – once normally, and once from a bound spell item.

Q. Many army books have magic items that provide protection against 'Missiles'. However the Main Rulebook does not provide a comprehensive definition of what 'Missiles' are. Can you please provide us with guidance on what 'Missiles' are in regards to Magic Items?

A. We assume that the word 'missiles' includes all attacks executed in the Shooting phase as well as spells that are labelled as 'magic missiles'.

Q. Several army books have magic items that provide protection to characters (e.g. a ward save) until the first save 'is failed'. In such cases should the save dice be rolled one at a time instead of in a batch as suggested by 'Fast Dice Rolling' on page 31?

A. One at a time. Keep in mind that 'Fast Dice Rolling' is just a suggestion to speed up the game, not a rule.

Buildings

Q. We say that a unit leaves a building using the same formation it was in when entering the building. But we can summon units inside a building, make them enter the game inside a building, deploy them inside a building, etc. All those units don't have a previous formation, so how does this work?

A. Well there seem to be only one alternative: simply choose/declare the formation when the unit leaves the building for the first time.

12th February 2008

The questions answered in our FAQs have been gathered from many sources. Some have been submitted by members of the public, others by representatives of the online gaming community and more still are the result of face to face

meetings with keen and inquisitive players at a myriad of gaming events. We are always happy to consider more questions, and aim to update these FAQs as frequently as is practical. See the Contact Us, page of the Games Workshop website for the address to which you can send your questions. Thanks to all those who have done so already!