



THE RULES

Official FAQs, Version 1.1

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Warscrolls Hints & Tips (various publications),
Random Values

Change the last sentence of the last paragraph to:
'When determining random damage in step four of the attack sequence, generate the value for each successful attack the weapon makes; the result is the damage for that single successful attack. For example, a unit of Ironjaw Brutes makes 5 successful attacks with their Gore-choppas (Damage D3). This means you would roll 5D3 to determine the number of wounds inflicted by the attacks.'

FAQs

GENERAL QUESTIONS

Q: Is an FAQ required when you can discuss things with your opponent before a game?

A: Players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so, whatever the printed rules and FAQs may say. The rules and FAQs simply provide a 'default setting' for your games.

Q: If my opponent and I agree, are we allowed to modify the rules to Warhammer Age of Sigmar?

A: Yes, you can. Many players tweak or change the rules found on the Warhammer Age of Sigmar rules sheet, resulting in what are usually referred to as 'house rules'. For instance, one of the most commonly seen house rules is to measure distances from base to base, ignoring limbs and weapons that hang over the edge of the model's base. This changes the dynamic of combat

slightly, and requires a certain amount of common sense to adjudicate in instances where a model does not come with a base or is mounted on a scratch-built base, but it can prevent carefully painted and modelled bases getting damaged as they are stacked on top of each other.

Other house rules may modify how armies are chosen, how scenery works, or anything else the players see fit to change. You can decide amongst your own gaming group if you will use any house rules, as long as you all agree. If you're playing in a campaign, we recommend having the same house rules apply to all the games.

Q: Is there any kind of facing in Warhammer Age of Sigmar?

A: No.

THE ARMIES

Q: How large are games meant to be? What number of units or heroes should be on each side?

A: Games can be of any size – the larger the game, the longer it will take. We find it best to discuss the size of game you want to play with your opponent.

Q: Can you take more than one of a named (special) character (along the lines of Nagash or Archagon) in your army?

A: Yes, unless specifically noted otherwise. Players can always agree to use only one of each 'named character' or other model that represents a unique unit of which only one can be found in the Mortal Realms if they wish.

Q: Must a unit finish any move – including, for example, pile-in moves – as a single group?

A: Yes.

Q: Can I choose to inflict wounds on a unit in such a way that the removal of any casualties will cause the unit to be split into two or more groups?

A: Yes.

Q: If casualties split a unit into two groups, is it forced to reform the next time it can possibly make a move?

A: No, the unit can choose to remain stationary. However, if it does move, it must complete the move as a single group. If this is impossible for any reason, the move cannot be made.

Q: Many Age of Sigmar rules refer to a unit being 'within' a certain distance of another unit, or of a location like a table edge. What does 'within' mean in this context? Specifically does all of the unit need to be within the stated distance, or just the closest part of the unit?

A: In Warhammer Age of Sigmar, unless specifically stated otherwise a unit is 'within' a certain distance of something else as long as the shortest distance between the two units is equal to or less than the stated distance. So, for example, a unit is within 12" of another unit as long as any model from one unit is 12" or less from any model from the other unit.

Q: Is a unit within range of itself?

A: Yes.

Q: Can a single model be a unit?

A: Yes.

THE BATTLEFIELD

Q: How is terrain intended to be used? Simply to block line of sight and/or for the use of warscroll rules?

A: Citadel scenery models that have warscrolls can either be used in accordance with their warscrolls or follow the rules for scenery on the Warhammer Age of Sigmar rules sheet. Scenery models that do not have a warscroll use the rules on the Warhammer Age of Sigmar rules sheet.

Q: Are terrain features and scenery the same thing? Will a warscroll described as scenery grant a cover save for units in or on it?

A: Yes to both questions.

Q: Do units on hills benefit from cover?

A: No, hills are not considered to be scenery, they are considered to be part of the battlefield.

Q: Does the +1 save for a unit in cover also apply in melee?

A: Yes.

Q: Must a model be 100% within scenery to gain cover?

A: Yes, all of the model must be within cover for the cover bonus to apply. Note that all of the models in a unit must be in cover for the unit to receive the modifier.

THE BATTLE BEGINS

Q: What is 'set-up', exactly?

A: 'Set-up' is typically when a unit is placed on the table during deployment, but can also refer to a unit being deployed in a location other than on the battlefield, or being put into play once the game has started (a unit using the Stormcast Eternal Warrior Chamber's Lightning Strike, the Chameleon Skinks' Chameleon Ambush, or the Treelord's Spirit Paths ability, for example). Models can set up within 3" of the enemy, even if they are set up in the movement phase, unless noted otherwise in the rules for the ability that allows them to be set up once the battle is under way.

Q: How do you deploy units in a battalion with special deployment rules (for example the Wood Elves Wanderer Host)?

A: All units in a warscroll battalion can be set up as one deployment or individually. As you set up each unit, declare to your opponent if it is using any special deployment rules.

Q: Do the casualties your opponent inflicts on summoned units count against your casualty total?

A: Yes.

Q: If a unit dies and comes back to life (for example Skarr Bloodwrath), are they still counted as casualties for the purposes of the Glorious Victory rules?

A: No, they are not.

Q: If a battleplan says 'do not use any of the victory conditions from the Warhammer Age of Sigmar rulesheet', does this invalidate the sudden death rules?

A: Yes.

Q: Can models set up somewhere other than the battlefield (in the Celestial Realm, for example) use abilities or command abilities to affect other units?

A: No. Only models deployed on the battlefield can use abilities or command abilities.

Q: Can I use a warscroll battalion's abilities to summon units later during the game, or do they all need to be placed in the deployment phase?

A: You must set up all of the units in the battalion before deployment – some units may have rules that allow them to be set up in places other than the battlefield, in which case you can do so and still use the battalion's special abilities. However, units that are not set up before the battle, and which you plan to summon through the use of spells once the battle is under way, cannot be part of a warscroll battalion.

MOVEMENT PHASE

Q: Several abilities allow a unit to make a move 'as though it were the movement phase'. Does this allow them to make use of abilities or special rules that normally only apply in the movement phase? For example, in the hero phase a unit of Kurnoth Hunters in a Free Spirits Battalion can move as though it were the movement phase. Would this allow them to make use of the Forest Spirits battle trait, where a unit can be transported to the battlefield in the movement phase?

A: No, it does not. All it means is that the move is made as though it were the movement phase, so the distance the unit moves will be based on its Move characteristic, it can't move within 3" of an enemy model, it can run and retreat (but if it does so it will have counted as having run or retreated for the rest of the turn), and so on.

Furthermore, abilities that specifically state they can only be used in a certain phase can only be used in that phase and/or their effects will only apply in that phase.

So, if an ability says you can use it in your movement phase, it can only be used and its effects will only apply in your movement phase, if it says it can be used in your shooting phase, you can only use it and its effects will only apply in your shooting phase, and so on.

Q: What is the difference between a move made in the movement phase and a charge move or pile-in move?

A: In *Warhammer Age of Sigmar*, units can move in the movement phase, the charge phase and the combat phase. Moves made in the movement phase are considered to be ‘normal’ moves, while moves made in the charge phase are charge moves, and those in the combat phase are pile-in moves. In addition, things that allow a unit to move ‘as if it were the movement phase’, allow a unit to make a normal move.

The distance a model can move and the restrictions that apply to the move vary depending on the type of move being made, as shown on the chart below.

Type of Move	Move Distance	Restrictions
Normal	Move characteristic	Cannot finish the move within 3" of an enemy model. Units can run or retreat when they make a normal move.
Charge	Charge roll	The first model from the unit to charge must finish the move within ½" of an enemy model.
Pile-in	3"	Each model must finish the move closer to the nearest enemy model than they were at the start of the move.

Q: Please clarify when/if it is necessary to count vertical movement as part of the distance a model moves, especially with regard to climbing scenic walls. If the height of the wall exceeds a model's movement, is the wall unclimbable, or can it be climbed over multiple turns? Can a model run up the wall?

A: The vertical distance needed to climb up and down a wall counts as part of the distance a model is able to move. This may require a model to spend several turns climbing an especially high wall (you will need to remember how far it has climbed each turn). Models can run while climbing a wall. Note that models which can fly ignore scenery (and other models) as they move, and therefore the vertical distance is not included when working out how far they have moved.

Q: A model cannot move through scenery but can move across it or climb it (unless it is stated otherwise on the scenery warscroll, I presume). Are my Drakespawn Chariots allowed to climb a Fortress Wall or move down from a Witchfate Tor or Fortified Manor?

A: For simplicity and ease of play, the core game rules allow any model to climb any piece of scenery. If you wish, you may want to say that models are only allowed to

move to places that they could reach ‘in real life’, but you will need to apply a certain amount of common sense and discretion in order to make such a rule work well.

Q: I have a Magmadroth whose tail protrudes behind the base 1". It is facing forwards and then turns 90° to the right. Do I have to track the journey as the tail rotates when working out how far the model has moved?

A: No, the intent of the rule is that no part of the model can be moved further from its starting location than the model's Move characteristic. In this example, to measure the Magmadroth's move, determine which part of the model has moved furthest, and then measure the distance between where that part of the model was at the start of the move, and where it is at the end of the move, adding any ‘vertical movement’ that was required to clear scenery. For example, the Magmadroth has a move of 12" and wants to advance, crossing a low wall that is 2" high which is just in front of it. The wall costs 4" of movement (2" up and 2" down), so a move is ‘legal’ as long as no part of the Magmadroth ends up more than 8" from where it was before the move began.

Q: Is it possible to make a unit/model run if it is retreating and/or flying?

A: Yes.

Q: Are you allowed to move a unit through another friendly unit that is not engaged in combat?

A: Models can move through the gaps between the models in another unit (if they can fit), but are not allowed to move over other models unless they can fly.

SHOOTING PHASE

Q: Can I shoot into combat, or at visible units inside a forest, where the target is clearly visible to my units?

A: Yes, in both cases.

Q: The rules allow units to use missile weapons, even if the attacking unit is in melee combat. Is this correct?

A: Yes. A model armed with a missile weapon may attack with it in the shooting phase, even if the enemy unit is within 3".

CHARGE PHASE

Q: When rolling for a charge move, should you declare who you intend to charge first?

A: No. If you have a unit within 12" of any enemy units, you can declare a charge for that unit. You then roll for the distance the unit may charge, and then see what enemy units, if any, are in range. Note that you don't have to make the charge even if a unit is in range, unless the charger has an ability that specifically says otherwise.

COMBAT PHASE

Q: How is a pile-in move carried out?

A: When a model piles in it must finish the pile-in move closer to the nearest enemy model. As long as you finish the pile-in move closer to the nearest enemy, you can move around friendly models or obstacles to do so.

Q: If you are already in contact with a model, do you still get to pile in and rotate around the enemy units?

A: No.

Q: I still don't understand clearly how to interpret 'closest enemy model'. Is it the closest model at the start of the pile-in move even when inaccessible by friendly models, or the closest reachable enemy model my model could reach by piling in (and possibly by moving around friendly models)?

A: The answer is the former; the closest model is simply measured by distance, not accessibility.

Q: Can a model/unit pile in if there is no line of sight but it is within 3"?

A: Yes.

Q: If a unit, like a High Elf Prince on Griffon, has the ability to pile in 6" rather than the standard 3", can they pile in and attack in the combat phase if their unit is more than 3" from the enemy?

A: No, unless specifically stated otherwise.

Q: Some abilities allow a unit to pile in and attack twice, while others allow them to immediately pile in and attack a second time. What is the difference?

A: The former allows you to pick the unit to pile in and attack twice in the combat phase, rather than only once, while the second allows you to pile in and attack with the unit twice in succession. The first version will therefore give your opponent a chance to pick a unit to pile in and attack with, before you can make the second pile-in and attack with your unit, while the second version will not.

Q: What happens when a unit that has been split into two groups because of casualties piles in?

A: The unit must finish the pile-in move as a single group. If this is impossible for any reason, no models from the unit can pile in.

ATTACKING

Q: What happens if I have two of the same weapon? Do I double the number of attacks made by the weapon?

A: If models are armed with identical weapons they do not double the number of attacks, but will usually gain an extra ability instead.

Q: Can I choose not to attack with a model, or not to use one or more of a model's weapons when it attacks?

A: Yes.

Q: Do I have to choose the targets for all of the attacks made by a unit before I roll (to hit, etc.) for any of them?

A: Yes.

Q: If a weapon has an Attacks characteristic of more than 1, can I split its attacks amongst different target units?

A: Yes.

Q: Could you please clear up the intention behind allocating damage? Are we intended to allocate damage dealt to a unit to a single model until it's dead and then move on to another, or may we pick a different target for each round of attacks (or even each weapon attack)?

A: When attacking a unit with multiple models, wounds must be allocated to a single model until it is dead (or there are no more wounds left to allocate) before allocating any remaining wounds to another model. This includes wounds caused by all subsequent attacks against the unit, with the intention being that a unit will never have more than one wounded model.

Q: If a mob of 20 models attack, but only 5 are within weapon range, do you only roll for those 5 whose weapons are in range?

A: Yes.

Q: Is it possible for modifiers to make a hit, wound or save roll automatically successful? For example, a save roll of 3 or more with a +2 modifier.

A: Yes. In this example, the save would be made automatically.

Q: With war machines and crew, how should you allocate wounds?

A: A war machine and its crew are two separate units, and so must be targeted separately.

Q: If a model has several characters on a single base with different characteristics (such as an Empire Knight, or the spirits circling around Nagash) that grant different types of attacks, do I have to choose which weapon I use or can I attack with all listed attacks?

A: Any model, including those with multiple characters, may attack with all the weapons specified on its warscroll. So, for example, for the Empire Knight model, both the Empire Knight – with his Lance and Sword or Cavalry Hammer – and his Warhorse – with its Steel-shod Hooves – are allowed to attack.

Q: Does a unit with a Save of '-' get a save for being in cover or from an ability that gives +1?

A: No. See 'Save of -' in the Hints & Tips section for warscrolls.

Q: When a model/unit has a special saving throw arising from an ability that can be used whenever they suffer a wound or mortal wound, is it taken after normal saves but before damage is determined (i.e. between steps 3 and 4 of the attack sequence)?

A: No, such special saving throws are taken after damage is determined and as each individual wound is allocated to a model that has such a save (see 'Inflicting Damage' on the rules sheet). For example, a unit of Phoenix Guard is attacked by a Cannon. The Cannon successfully makes its hit and wound rolls, and the Anointed fail their save roll. The Cannon therefore inflicts D6 wounds in step 4 of the attack sequence. The roll is a 4, inflicting 4 wounds on the Phoenix Guard. The attack sequence is now over, and the wounds are set to be inflicted on the Phoenix Guard. However, the Phoenix Guard's Witness to Destiny ability means they ignore a wound or mortal wound on a roll of 4 or more, so as each wound is allocated, a dice is rolled, and on a 4 or more it is ignored.

Q: What happens when a model with a weapon that does not follow the standard attacking process gets +1 attack? For example, would a Starsoul Mace – which does a flat D3 mortal wounds with no hit or wound rolls – now do 2D3 mortal wounds?

A: It depends on the modifier in question. If the modifier allows the model to attack again, it could use the weapon in question a second time. If the modifier applies to a weapon's Attacks characteristic, then the modifier has no effect on weapons that do not use or do not have an Attacks characteristic. In the example given, the Starsoul Mace does not have an Attacks characteristic or attack in the normal sense – it is effectively an ability that can be used once in each combat phase – so it would be unaffected by either category of modifier.

Q: When a model on a mount is killed does the whole model die or can the rider (if you have a model for it) still be used?

A: The whole model is slain.

Q: Some very short models, such as Goblins, are not able to attack models on flying stands, as the distance between the two models exceeds the range of the smaller model's weapon. Is there any way for the smaller model to attack in such a situation?

A: No – it will need to find some scenery upon which to stand in order to reach the flying model. Likewise, the flying model would be unable to attack those small models unable to reach it, should its melee weapon not have the range to do so.

Q: Can an attack with more than 1 damage kill more than one enemy?

A: Yes, as long as all the enemy models are from the same unit.

WIZARDS

Q: If I have several wizards, can I cast Mystic Shield multiple times on the same unit?

A: Yes.

Q: Can the summoning spells on some warscrolls be used by the appropriate caster even if none of the models from the warscroll are in my army?

A: Yes.

Q: If I summon a wizard, can that wizard use his magic abilities in the same hero phase?

A: Yes, in your hero phase you can cast spells and use abilities that your models have, in any order you chose to. As such, a newly summoned wizard may cast spells.

Q: When models are slain and removed from play, can they be brought back into play as new models using abilities or spells that allow you to summon new models?

A: Yes.

Q: Wizards that can cast multiple spells have the wording that they 'can attempt to cast X different spells' per turn. Does this mean that they cannot cast the same spell more than once in a turn?

A: Yes.

Q: Can you keep summoning slain models (dice permitting) for ever and ever and ever?

A: Yes.

MONSTERS

Q: If a monster heals wounds, does it still count as having taken those wounds for the purpose of making its attacks and abilities weaker?

A: No. You use the line that corresponds to the monster's current number of wounds, so a monster will get better if it can heal wounds.

ABILITIES

Q: If several units can use the same ability at the same time, must you say how many of them will use the ability before you carry it out? Or could you carry out the ability with one of the units, and wait to see the outcome before deciding whether the next unit uses the ability? For example, hidden Shadowblade Assassins are revealed at the start of the combat phase and then get to pile in and attack. Could I do this for one Assassin before deciding whether to reveal and attack with another one?

A: The latter – you carry out the ability one unit at a time, and can wait to see the result before moving onto the next unit. This means that in the example you could reveal and attack with one Assassin before deciding if you want to do so with any other Assassins.

Q: Are the effects of multiple duplicate spells and abilities stackable against the target?

A: Yes, unless specifically stated otherwise.

Q: Several abilities trigger when you roll a 6 or more – will a positive or negative modifier from a spell or ability affect this?

A: Yes. A 6 with a -1 modifier would become a 5, for example.

Q: What happens if two abilities affect the same dice roll? For example, if Screamers of Tzeentch – which near any Daemon Heroes of Tzeentch treat all enemy hit rolls of 6 as hit rolls of 1 – were hit by a unit for which a hit roll of 6 produces a mortal wound.

A: Always use abilities that modify dice rolls before applying any abilities that are triggered by the (modified) dice roll in question. For example, a Retributor affected by an enemy ability that applied a -1 modifier to the Retributor's hit rolls would have to apply the modifier before seeing whether it was able to use its Blast to Ashes ability. If there is still a conflict, the player whose turn is taking place applies their abilities first – see 'When to Use Abilities' in the Hints & Tips section for warscrolls.

Q: Two rules allow my model to ignore wounds or mortal wounds when it suffers them. Do I roll twice to avoid them as two rules allow it, or only once as both rules trigger the same action at the same time?

A: Roll twice, once for each ability.

Q: If a unit leaves the battlefield for whatever reason and comes back, do they lose any bonuses they had from abilities or spells? Also, if they had a 'once per game' ability, does it reset?

A: If it is the same unit, no to both questions. If the models have been slain and are being used to represent a different unit of the same type, then yes to both questions.

Q: There are abilities that come into effect when a roll is made of more than 6 (for example, a Lord-Castellant healing one wound on a target Stormcast Eternal unit on a save roll of 7 or more). How can this be achieved?

A: In Warhammer Age of Sigmar you can only roll 7 or more on a single dice if modifiers are applied to the original roll. A roll of 6 with a +1 modifier becomes a 7. If no positive modifiers apply, then you can't roll a 7 or more.

Q: Some units – Lord Kroak, Fateweaver and the Coven Throne to name a few – have abilities to 're-roll any single dice' or similar. Are such re-rolls limited to just your own dice rolls, or can you make your opponent re-roll one of theirs?

A: If the ability in question says 'any dice' rather than 'any of your dice', then it can be used to force a re-roll of an opponent's dice (in which case the opponent could not use a re-roll of their own to re-roll it again).

WARSCROLLS AND WARSCROLL BATTALIONS

Q: Will warscrolls for models that are being discontinued be maintained?

A: Yes. You can find these by clicking on 'Warhammer Age of Sigmar rules' in the Here to Help menu on games-workshop.com.

Q: If I have two different warscrolls for the same unit, can I choose which to use, or must I use the most recently published version?

A: You can choose which warscroll to use, but it may be more convenient for your opponent if you use the most recently published version, especially if the earlier version is no longer readily available.

Q: How do you determine what models and units make up a warscroll battalion? When is it based on a keyword and when is it a unit name?

A: When a warscroll battalion is referring to a keyword, it appears in **KEYWORD BOLD**. Otherwise, it is referring to the name of a unit.

Q: Can a single unit take up several slots in a warscroll battalion?

A: No.

Q: Some units can carry different weapons, like spears or swords – can I build my unit (and my models) with different weapons? For example, 8 spears and 12 swords?

A: It depends on the description; if the description says that the unit is armed with spears or swords, you can only use one. If the description specifically states that the unit can use spears and swords, you can choose both.

Q: How do models like horn blowers and standard bearers work? Do they lose the weapons they would otherwise carry, or do you just gain the benefits of the upgrades without penalty?

A: You just gain the benefits unless specifically stated otherwise. The model is assumed to still have any weapons it had before it was upgraded, even if the weapons are not shown on the model itself.

Q: Can the leader of the unit take special weapons, like a Grandhammer?

A: Yes.

Q: If I take, for example, 3 Razordons and 1 Skink Handler, do all 3 Razordons benefit from the Goaded to Anger ability, allowing them to re-roll all hit rolls of 1 in the shooting phase if they are within 3" of the Skink Handler?

A: Yes.

Q: When selecting units for warscroll battalions that require certain keywords, do units that gain those keywords upon deployment (e.g. Chaos Lords and Daemon Princes) meet the requirements?

A: Yes, but the required keyword must be taken.

Q: If your army meets the requirements of multiple warscroll battalions, do you gain the advantages for all of them?

A: A unit can only belong to one warscroll battalion, unless the battalion it is part of is included in one of the larger warscroll battalions made up of several 'sub-battalions'.



GENERAL'S HANDBOOK

Official FAQs and errata, Version 1.1

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ERRATA

Page 82 – Death Warband Table, Retinue Followers Table
Change the Flesh-eater Courts entries for a D6 result of '5' and '6' to read:
'3 Crypt Flyers'

Page 106 – Pitched Battles, Picking Your Army
Change the last paragraph to read:
'Once you have picked your army, record the details of it on a piece of paper (your army roster). The roster must include the units in your army, details of the upgrades they have, the army's allegiance, and must say which model in the army will be the army general.'

If your army includes any units that are given keywords when they are set up, such as units with a Mark of Chaos, then these must be chosen and written down when the unit is added to the roster. You must record the allegiance abilities for your army when the battle begins, before setting up your first unit. You can choose to take either the allegiance abilities for the allegiance your army belongs to, or the allegiance abilities for the Grand Alliance your army belongs to.

See page 153 for an army roster you can photocopy.'

Page 108 – Reinforcement Points

Add the following to the end of the second paragraph:
'Reinforcement units must belong to the same Grand Alliance as the rest of your army, but can otherwise have any allegiance. Because restrictions are determined when you pick your army, units added later using reinforcement points can allow the army to exceed the normal limitations for leaders, artillery and behemoths.'

Page 112 – Battleplan: Escalation

Delete the Additional Units section, and replace the text of the Set-up section with the following:
'Both players roll a dice, re-rolling in the case of a tie, and the player that rolls higher decides which territory each side will use. The territories are shown on the map below.'

The players then alternate setting up their units, starting with the player that determined territories. Models must be set up in their own territory. Battleline units must be set up more than 9" from enemy territory. Behemoths and Artillery must be set up more than 24" from enemy territory. Units that are both Battleline and Behemoth can be set up within 24" of enemy territory, but they must still be more than 9" from it, as above. All other units must be set up more than 18" from enemy territory.

Continue to set up units until both players have set up their units. If one player finishes first, the opposing player must set up the rest of their units, one after another. The player that finishes setting up first can choose who has the first turn in the first battle round.'

Page 147 – Dwarfs

Add the following points value to the profile of Miners:
'120'

Page 156 – Allegiance Abilities, Allegiance

Add the following to the end of the second paragraph:
'The allegiance abilities you choose will apply for the duration of the battle.'

When picking your army's allegiance abilities, all units in a warscroll battalion are considered to have the allegiance listed above the title on the warscroll. For example, the Guardians of Alarielle warscroll battalion

includes both Sylvaneth and Stormcast Eternals units, and has 'Sylvaneth' listed as its allegiance above the battalion's title. This means that all of the Stormcast Eternals units in the battalion are considered to have the Sylvaneth allegiance when it comes to choosing allegiance abilities. An army otherwise made up of SYLVANETH units which included this battalion could choose the Sylvaneth or Order allegiance abilities, but the Stormcast Eternals from this battalion wouldn't benefit from the Sylvaneth allegiance abilities, as they don't have the SYLVANETH keyword.'

FAQs

PITCHED BATTLES

Q: How do you determine which Grand Alliance a unit belongs to?

A: The Grand Alliance a unit belongs to is defined by the keywords on its warscroll; so, if a unit has the **ORDER** keyword, it is part of the Order Grand Alliance.

Q: Sometimes it is possible to 'summon' pieces of scenery to a battle. As these scenery warscrolls do not have points, can they be summoned in Pitched Battle games?

A: Yes, and they will not cost any reinforcement points.

Q: When I set up a Sylvaneth Wyldwood in a Pitched Battle, does its maximum unit size of 1 mean that I can only set up 1 Citadel Wood model?

A: No, you can set up between 1 and 3. They are all considered to be a single 'model' and a single terrain feature, however many you decide to set up.

Q: Do abilities such as Kroak's Celestial Deliverance or the Fatesworn Warband override the Three Rules of One, as they specifically allow you to use the same spell more than once?

A: No.

Q: Does your general have to be a HERO in a Pitched Battle? If your general is not a HERO, does he still get access to command traits and artefacts of power?

A: No, your general does not need to be a **HERO**. If he is not a **HERO** he may have a command trait but cannot be armed with artefacts of power.

Q: Some of the Compendium warscroll battalions have points but the units in those battalions have been replaced with new warscrolls. How does this work in a Pitched Battle?

A: Battalions which include units which no longer have a warscroll cannot be used in Matched Play.

Q: The Pitched Battle rules say that I have to include a certain number of Battleline units in my army. If I include them on the roster, can I choose to merge them into a single large unit when I set up?

A: No.

Q: In Pitched Battles, does the Under-strength Units rule override the restriction in the rules for warscrolls that says you can only field one unit that is of less than the minimum size?

A: No. Also, note that a unit can be 'under-strength' and still above minimum size. For example, a unit of 7 Liberators would be above the minimum size but still under-strength.

Q: Do the victory conditions on the Warhammer Age of Sigmar rules sheet apply in Pitched Battles? For example, do you win a major victory if you wipe out the opposing army?

A: No to both questions.

Q: Does a Chaos Talisman allow you to save against wounds and mortal wounds, or just wounds?

A: It allows you to save against both wounds and mortal wounds. We will add the words 'or mortal wounds' when we update the artefact in the next edition of the General's Handbook.

Q: Does the Ring of Immortality require reinforcement points to return the slain bearer to the table?

A: Yes.

ALLEGIANCE ABILITIES

Q: If a unit uses the Destruction Allegiance Ability 'Rampaging Destroyers', does it count as having moved in the movement phase?

A: No.

Q: Can the 'Rampaging Destroyers' ability be used to retreat?

A: Yes, this move is made 'as if it were the movement phase', so as long as you roll high enough you can use this move to retreat.

Q: Several of the command traits on the allegiance tables modify the effect of a battle trait – for example, Ruler of the Night adds 1 to the dice roll for the Deathless Minions battle trait. Which models do these modifications apply to?

A: They apply to the general and units that are within the range of the battle trait, measured from the general. So, in your example, the bonus for Ruler of the Night would apply to the general, and friendly units within 10" of the general.



CHAOS

Official FAQs and errata, Version 1.1

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ERRATA

REALMGATE WARS: GODBEASTS

Page 283 – Bloodscorch Bulltribe

Change the second bullet point under the Organisation header to:
'3 units of Bullgors'

GRAND ALLIANCE: CHAOS

Page 23 – Godsworn Champions of Ruin

Change the first bullet point under the Organisation header to:

'1 unit chosen from the following list: Daemon Prince, Chaos Lord on Manticore, Chaos Sorcerer Lord on Manticore, Chaos Sorcerer Lord, Lord of Chaos, Chaos Lord on Daemonic Mount'

Page 252 – Clanrats, Abilities

Add the word 'instead' to the end of the second sentence of the Strength in Numbers ability.

FAQs

Q: Archaon has two attacks with a 1" range, but the base he comes with has more than an inch of empty space between the edge of the base and Dorghar's tails. Measuring model to model, it should be impossible for him to actually hit anything – are we supposed to measure from the base edge, or is he only capable of smacking things that are as huge as he is?

A: The base is ignored – models can be placed upon it when either they or Archaon make a move.

Q: Archaon can allow other Chaos units to use their command abilities. Can the Lord of Plagues use Grandfather's Gift to grant Nurgle's Rot to a unit?

A: Yes, Warlord Without Equal allows each of your Chaos units to use their command abilities as if they were your general, in any order you choose.

Q: Does a hero – as a single model – count as a unit to fulfil the requirement to have 8 units for a Bloodmarked Warband?

A: Yes.

Q: Can I take Archaon and Varanguard as part of a Bloodmarked Warband?

A: You can take Archaon but not the Varanguard.

Q: Does the Chaos Hellcannon do D6 mortal wounds per hit, or just 1D6 total?

A: Each Doomfire attack the Hellcannon makes that hits will deal D6 mortal wounds.

Q: How many spells can a Mighty Lord of Khorne attempt to unbind in one turn?

A: There is no limit to the number of spells he may attempt to unbind.

Q: Can the 8 wounds inflicted by Skarbrand's Total Carnage ability be modified in any way, for example by a Stonehorn's Stone Skeleton ability? Can the wounds be inflicted on an unwounded model in a unit that already has a model in it which has 1 or more wounds?

A: No to both questions.

Q: Kairos Fateweaver's warscroll says you can change the result of any dice roll to whatever you want. So if you roll 35 dice, can you change it to 35 6s?

A: You may alter the result of a single (1) dice roll to a result of your choosing. Just one dice!

Q: The Herald of Slaanesh on Seeker Chariot has 1 fewer wounds than the regular Seeker Chariot, which just seems weird especially considering the Herald of Slaanesh on Exalted Seeker Chariot has the same number of wounds as the regular Exalted Seeker Chariot. Is this intended?

A: No. This has been corrected in *Grand Alliance: Chaos* and the *Warhammer Age of Sigmar* app.

Q: Verminlords don't have the Skaven keyword. Is this intended?

A: Yes.

Q: Is it correct that Skavenslaves have 2 attacks with Rusty Blades?

A: Yes.

Q: For skaven, if I use a Gautfyre Skorch Enginecoven, can I use the Warp-grinder Weapon Team's Tunnel Skulkers ability and bring an additional unit – for example Stomvermin – along?

A: No.

Q: On the Plague Monks warscroll, the option is given for models to be Icon Bearers with standards, or Plague Harbingers with instruments. The warscroll states that any model in the unit can be an Icon Bearer or a Plague Harbinger. Does that mean I can equip my unit of Plague Monks with both options from both categories?

A: Yes, you may take multiple standards and instruments in a unit if the warscroll allows it.



ORDER

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ERRATA

REALMGATE WARS: GODBEASTS

Page 282 – Tauroi Warclan

Change the third bullet point under the Organisation header to:

'1 or more units of Flagellants'

GRAND ALLIANCE: ORDER

Page 199 – Spyreheart Warhost

Change the first bullet point under the Organisation header to:

'2 units chosen in any combination from the following list: Flamespyre Phoenix, Frostheart Phoenix. Neither unit may be ridden by an Anointed.'

FAQs

Q: Can you explain the healing ability of the Lord-Castellant?

A: If the Lord-Castellant targets a Stormcast Eternal unit with his Warding Lantern, each save roll of 7 or more made by that unit until the next hero phase immediately heals one wound on one model, and does so with a +1 modifier to its save rolls. If you are making several attacks at the same time (rolling all of the hit, wound and save rolls simultaneously), this means you must first heal wounds for saves of 7 or more, and then apply the damage inflicted by attacks that were not saved.

Q: The Thunderstrike Brotherhood warscroll. Can only 1 unit be placed in the Celestial Realm or are you able to put all units from the scroll in 'reserve'?

A: When using the Thunderstrike Brotherhood, as many units as you like may be deployed in the Celestial Realm.

Q: Does the Stormcast Eternal Knight-Azyros' ability 'Leader of the Way' mean that the whole unit has to be within 5" of the model?

A: No – the unit must be within 5" of the Knight-Azyros. If a rule says you need to measure the range to a 'unit', then you can measure the range to the closest model in the unit.

Q: On the warscroll for the Lord-Celestant on Dracoth, there isn't any description about the shield he carries.

A: The ability for his Sigmarite Thundershield, if he has one, is exactly the same as the Lord-Celestant on Stardrake's shield. We've added this to the version of the warscroll on the website and in the app.

Q: As a proud owner of a Stardrake, I have a question. Say for example a Bloodthirster was in combat with a unit of Paladins and they knock it down to 4 wounds remaining and then a Stardrake piles in – does the Cavernous Jaws ability then work on a roll of 5 or more to eat the Bloodthirster, or is it rolled against the warscroll's Wounds characteristic?

A: The Cavernous Jaws roll must be greater than the model's Wounds – the number shown on the model's warscroll.

Q: The Decimators' Cleaving Blow ability – does a Decimator get to make as many attacks with the Thunderaxe as there are models within range, or is the Attacks characteristic of the Thunderaxe equal to the number of models within range?

A: The Attacks characteristic is equal to the number of models from the target unit within range.

Q: Seraphon units, specifically Terradon Riders and Ripperdactyl Riders. Does the Swooping Dive ability mean that they are flying high up and hence unreachable by melee attacks unless they swoop down to the ground?

A: No. It means you must measure the range to and from the model at the position it occupies on top of its flying stand, unless it makes a Swooping Dive, in which case you measure the range to and from the model as if it were on the ground (just assume it is on the ground and measure appropriately – there is no need to place the model on its side or remove it from the stand).

Q: The Saurus Oldblood on Carnosaur is the only Saurus that cannot 'bite'. Is this a mistake? Has he gotten so old he no longer has teeth?

A: He is just too old to jump down from the Carnosaur to bite people. He's called an Oldblood for a reason!

Q: Can I use a Skink Starseer's Cosmic Herald ability to make my opponent re-roll their dice?

A: Yes.

Q: If an Eternal Guard unit uses the Fortress of Boughs ability, does it lose the effects of this ability if it makes a pile-in move during the combat phase?

A: If the Eternal Guard uses the Fortress of Boughs ability they cannot make any kind of move until their next hero phase – this includes piling in.

Q: Can a Branchwraith summon Dryads without any Sylvaneth Wyldwoods?

A: No.

Q: If I set up a Sylvaneth Wyldwood that is made up of three Citadel Woods, does each Citadel Wood need to be within 1" of both of the other Citadel Woods, or can it be set up within 1" of only one of them? In other words, can I set up a Sylvaneth Wyldwood in a row, or must it be set up in a clump?

A: Each Citadel Wood must be set up within 1" of both of the other Citadel Woods (i.e. in a clump).

Q: Can multiple war machines with a relevant ability benefit from the bonus provided by a model with the Engineer keyword in the same turn, provided they are all within 1" of him?

A: Yes.

Q: I have a human-crewed cannon. Must I play it as an Empire Cannon, or can I play it as an Ironweld Arsenal Cannon?

A: It is an Empire Cannon (the Ironweld Arsenal Cannon has a duardin crew).

Q: If I have 2 Bloodwrack Shrines, would I roll twice for each model in the targeted unit for Aura of Agony? Would I roll for both Bloodwrack Stares simultaneously?

A: Yes to both questions.

Q: I'd like to know how charge and pile-in moves work across the stakes set up by Bretonnian Peasant Bowmen.

A: The stakes are treated as a piece of scenery upon which the charging unit can stand (although at some risk!).

Q: Do Bretonnian Peasant Bowmen stakes stay in place after deployment, or do the stakes move with the bowmen?

A: The stakes are scenery and do not move.

Q: A Shadowblade Assassin that is hiding in a unit is set up at the start of the combat phase, and can then pile in and attack. If several Assassins are revealed at the same time, do they all get to pile in and attack before the enemy picks any units to attack

with? And are they allowed to pile in and attack a second time later in the combat phase? What if both sides have Assassins hidden in units?

A: The Assassins are revealed one at a time, and make their attack for that combat phase immediately after they are set up, before any enemy units get to attack. They cannot be selected to attack a second time in the same combat phase. If both players want to reveal Assassins, the player whose turn is taking place reveals their Assassins first.



DEATH

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Q: After suffering casualties, in the following hero phase can a unit of Skeletons with a surviving Icon Bearer or Standard Bearer recover D6/D3/1 of any models – e.g. the Skeleton Champion and Hornblower in a unit of Skeleton Warriors – or just regular models, e.g. basic Skeleton Warriors in that unit?

A: You can recover any slain models from the unit, including Skeleton Champions, etc.

ERRATA

TOMB KINGS WARSCROLL COMPENDIUM

Page 6 – Tomb Herald, Abilities

Change the Sword Bodyguard ability to:

'Sworn Bodyguard: Each time a Liche Priest or **MUMMY HERO** from your army suffers a wound or a mortal wound whilst within 3" of a Tomb Herald, he can leap in front of the attack. If he does so, the Liche Priest or **MUMMY HERO** ignores that wound or mortal wound, and the Tomb Herald suffers a mortal wound.'

FAQs

Q: If a Liche Priest's Righteous Smiting is cast twice (or more) on the same unit, do the effects stack in any way (i.e. would the unit generate one additional attack for each instance of Righteous Smiting successfully cast on it every time a 6 or more is rolled to hit, including when rolling to hit for the additional attacks it makes)?

A: Yes.

Q: Can I use the Zombies' Shambling Horde ability to create a unit that is larger than the normal maximum unit size for a Zombie unit in a Pitched Battle? Does it cost reinforcement points to use the ability?

A: No to both.

Q: If you have a Wight King with an Infernal Standard, do you start allocating wounds to one model in the unit, continuing until it fails the special save for being within range of the Standard (or there are no more wounds to allocate)?

A: Yes.



DESTRUCTION

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ERRATA

REALMGATE WARS: GODBEASTS

Page 282 – Sons of Behemat

Change the bullet point under the Organisation header to:
'5 Aleguzzler Gargants'

FAQs

Q: For a Great Moonclan, when you roll a 6 or more to hit you get an extra attack with that weapon. Is that a flat extra attack, or do you use the weapon's Attacks characteristic (for example, when Fanatics roll a 6 or more to hit, would they get an additional D6 attacks for each such roll)?

A: It is a flat +1 attack.

Q: If I put more than one Grot Fanatic in the same unit of Moonclan Grots, can I release them over the course of several different turns, or must they all be released at the same time? Must all of the Fanatics that are released at the same time be placed within 1" of the unit that is hiding them?

A: They must all be released at the same time, and must all be placed within 1" of the unit that is hiding them.

Q: On the Moonclan Grots warscroll, how many Netters count as a 'few'?

A: Up to three out of every twenty models.

Q: Do all of the Nasty Skulkers in a unit need to be set up within 1" of the unit they were hidden in after they use the Surprise! rule?

A: Yes.

Q: Stonehorns. Do you halve the number of wounds done (i.e. before rolling for D3/D6 damage, etc.) or the amount of damage done?

A: Halve the damage inflicted after all of the attacks made by the attacking unit have been carried out.

Q: The Stonehorn's Earth-shattering Charge ability states that if enemy models are within 12" of it 'at the start of your charge phase, it must attempt to charge, even if it ran in the movement phase'. Can a Stonehorn make a charge move if it retreats from combat in the same turn?

A: No.

Q: Can a Stonehorn choose not to make a charge move if the dice roll is high enough for it to make a successful charge?

A: No.

Q: I'd like clarification on the Trolls/Sourbreath Troggoths' 'Too Dumb to Die' rule. Do you start allocating wounds to one model in the unit, continuing until it fails the Too Dumb to Die roll (or there are no more wounds to allocate)?

A: Yes.

PITCHED BATTLE PROFILES

SILVER TOWER

STORMCAST ETERNALS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Knight-Questor		1	1	100	Leader	

DEVOTED OF SIGMAR		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Excelsior Warpriest		1	1	80	Leader	

AELF		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Mistweaver Saih		1	1	80	Leader	
Tenebrael Shard		1	1	120	Leader	

FYRESLAYERS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Doomseeker		1	1	100	Leader	

SLAVES TO DARKNESS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Darkoath Chieftain		1	1	80	Leader	

TZEENTCH ARCANITES		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Gaunt Summoner and Chaos Familiars		1	1	120	Leader	No more than 9 Gaunt Summoners can be included in a Pitched Battle army.
Ogroid Thaumaturge		1	1	160	Leader	

CLANS ESHIN		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Deathrunner		1	1	120	Leader	

OTHER

STORMCAST ETERNALS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Lord-Veritant		1	1	120	Leader	

SCENERY		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Balewind Vortex		1	1	100		
Sylvaneth Wyldwood		1	1	40		Sylvaneth Wyldwoods cost 0 points in an army that has the SYLVANETH allegiance.