



THE RULES

Official FAQs and errata, Version 1.3

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.'

Balewind Vortex warscroll

Add the following paragraph to the Hints & Tips section:

'Note that a **MONSTER** may not be moved onto a Balewind Vortex for any reason.'

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 Archaon) 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: If your general is slain, can you choose a new model to be your general?

A: No, unless specifically noted otherwise.

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 them 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.

Note that if a unit is instead required to be 'wholly within' a certain distance of something else, this means that every part of each model in that unit must be within that distance.

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 wholly 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' refers to anything that allows you to place a unit that is not currently on the battlefield on the battlefield, or to change the location of a unit on the battlefield without having to make a move. Typically this is 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, or when a unit is relocated from one location on the battlefield to a different location. Models can set up within 3" of the enemy, even if they are set up in the movement phase, unless noted otherwise.

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

A: 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 Drakespaw 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: Are models/units allowed to ‘climb up’ trees on the Citadel Wood bases?

A: Yes. For simplicity and ease of play, models are allowed to climb up and down *any* type of scenery.

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 has charged but then all enemy models within 3" are slain before it can fight, can it still pile in even if it can't get within 3" of another enemy unit?

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: Let's say you're trying to keep a unit of 20 Dryads within cover in a Sylvaneth Wyldwood with two Citadel Wood bases. Are the Dryads not in cover if any portion of any of their bases extends beyond either Citadel Wood base? As one example, if there is a .3" gap between the two Citadel Wood bases, and one Dryad's base extends over that gap, with its base touching both of the two Citadel Wood bases, does that .3" gap negate cover?

A: Yes. In order to benefit from cover, all of the models in a unit must be *wholly* on or within a terrain feature. Note that in this example, as long as the bases of all of the models from the Dryad unit were wholly on *either* of the two Citadel Wood bases, then the unit would benefit from cover, even if some were wholly on one of the Citadel Wood bases and some wholly on the other. Now, of course, if you and your opponent wish to ignore such pedantry in order to allow the Dryads in this example the benefit of cover, we would fully understand, and indeed would wholeheartedly endorse allowing common sense to prevail in such circumstances.

Q: How do abilities which trigger on 'a roll of 6' interact with modifiers? For example, if an ability states that it has an effect on 'a wound roll of 6' and the model has a modifier which adds 1 to their wound rolls, would a roll of 6 trigger that ability?

A: Yes. In the Warhammer Age of Sigmar rules, 'a roll of 6' is treated as being synonymous with 'a roll of 6 or more'.

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: When a model is armed with two of the same weapon, for which they gain an ability which affects their hit rolls – for example a Tzaangor with Paired Savage Blades – are the hit rolls for all of its attacks affected, or just those made with that pair of weapons?

A: Just those made with that pair of weapons.

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 (unless the Pitched Battle rules are being used).

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.

Q: Are units of wizards (such as Pink Horrors) treated as a single wizard, or is every model in the unit treated as a wizard?

A: The unit counts as a single wizard for rules purposes. So, for example, something that inflicted 1 mortal wound on every wizard within a given range would cause 1 mortal wound to a unit of Pink Horrors within that range.

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: When the word 'any' is used in the criteria for an ability, does it mean that the ability is applied only once when the criteria for the ability are fulfilled? For example, if an ability said 'Add 1 to hit rolls for models that are within 6" of any models with this ability', would I add 1 to the hit rolls of a

model that was within 6" of three models with the ability, or would I add 3?

A: The ability is applied only once, no matter how many times the criteria are fulfilled – 'any' is treated as being synonymous with 'one or more' in the Warhammer Age of Sigmar rules. In the example, this means that 1 would be added to the hit rolls, not 3.

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 Screemers 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: If an ability doubles the Damage characteristic of a weapon that does random damage, or adds +1 to the damage, do you apply the modifier to the number of dice rolled, or the result of the dice roll? For example, if D3 damage was doubled, would it be 2D3 or D3x2? And if you added 1 to D3 damage, would it become 2D3 or D3+1? Similarly, if an ability halves the Damage characteristic of a weapon, do I halve the number of dice rolled, or the result of the dice roll?

A: The result of the roll is modified, not the number of dice rolled. So, for your examples, the damage would be D3x2 and D3+1 respectively.

Q: If I add a modifier (e.g. +1) to a characteristic that is also being multiplied (e.g. x2), do I apply the modifier before or after the multiplier?

A: In *Warhammer Age of Sigmar*, modifiers are applied after any multipliers. Note that this means that an ability that multiplies a unit's Move characteristic does so before any modifiers for running are applied.

Q: Some abilities refer to a unit suffering a wound or unsaved wound – do they apply to wounds that are saved, negated or ignored?

A: No. In the *Warhammer Age of Sigmar* rules, the term 'suffered' refers to a wound that has been allocated to a model and has not been negated.

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).

Q: Some abilities allow me to re-roll a successful (or unsuccessful) roll. When this is the case, is the success or failure based on the roll before or after any modifiers are applied?

A: Re-rolls happen before any modifiers are applied, so the success or failure will always be based on the unmodified roll.

As an aside, when an ability says you can re-roll a failed roll, you may want to consider the effect that any modifiers will have before deciding to re-roll the dice.

For example, if a roll succeeds on a 4 or more and you have a +1 modifier, you don't want to re-roll 'failed' rolls of 3, because they will become successful after the modifier is applied!

Q: Some abilities allow a re-roll on a roll of '6 or more'. As re-rolls happen before modifiers are applied, how can the roll ever be 'or more'?

A: It can't be – you can ignore the words 'or more' in such circumstances.

Q: If an ability or spell allows a model to be set up elsewhere on the battlefield, and the model is originally within 3" of an enemy, does it count as having retreated?

A: No, unless specifically stated otherwise.

Q: Some abilities refer to units that have been 'destroyed' or 'slain'. What does this mean exactly?

A: A unit is considered to be destroyed or slain when the last model from the unit is slain or flees.

Q: Some abilities require a test against a target's Bravery. What do I do if the target has a Bravery of '-'?

A: Abilities that require a test against Bravery have no effect on targets that do not have a Bravery characteristic or that have a Bravery characteristic of '-'.

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'.

PITCHED BATTLES

Q: If I summon a Balewind Vortex, unsummon it and then summon it again, do I have to pay reinforcement points each time?

A: Yes.

Q: If an ability allows you to replace a model with a different model, does the new model cost reinforcement points in a Pitched Battle?

A: Yes.

Q: Are all units designated 'Only one of these may be included in a Pitched Battle army' classed as named characters (for example, Exalted Greater Daemons, of which there are more than one)?

A: No – they are only named characters if the model represents a specific, singular character.



GENERAL'S HANDBOOK 2017

Official FAQs and errata, 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

Page 90 – Daemons of Nurgle

Add the following to the table:

'Allies: Brayherds, Chaos Gargants, Everchosen, Monsters of Chaos, Hosts of Slaanesh, Slaves to Darkness (excluding units with mark of TZEENTCH), Warherds'

Page 96 – Deadwalkers, Allies

Change to:

'Allies: Deathlords, Flesh-eater Courts, Deathrattle, Deathmages, Nighthaunt, Soulblight'

Page 117 – Allegiance Abilities, Mounts

Change the second sentence to:

'In all such cases, any command traits or magical artefacts can only be used to affect attacks made by the hero, and have no effect on attacks made by the their mount unless specifically stated otherwise.'

Page 133 – Appear at Kuoteq's Command

Change the rules text to:

'Instead of setting up a unit from this battalion on the battlefield, you can place it to one side and say that it is set up waiting to appear at Kuoteq's command as a reserve unit. You can set up one reserve unit waiting to appear at Kuoteq's command for each unit from the same battalion you set up on the battlefield.'

In your hero phase, you can set up one or more of the reserve units waiting to appear at Kuoteq's command on the battlefield more than 9" from any enemy units and wholly within 18" of Kuoteq. However, each reserve unit set up on the same turn must be a different unit

chosen from a different warscroll – Kuoteq cannot command the same unit to appear more than once in the same turn. Reserve units that [appeared at Kuoteq's command/are set up on the battlefield for the first time] cannot move in the following movement phase. Any reserve units waiting to appear at Kuoteq's command which are not set up on the battlefield before the start of the fourth battle round are slain.'

FAQs

Q: Scenery models have a Pitched Battle profile. Does this mean I can include them in my army if I pay the points for them?

A: No, the points are included for those instances when a spell or ability allows you to set up the scenery model, so that you will know how many reinforcement points it costs in a Pitched Battle.



CHAOS

Official FAQs and errata, Version 1.4

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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'

Pages 214, 215, 216, 217, 219, 221, 223, 225 and 226

– Centigors, Razorgors, Chaos Warhounds, Harpies, Jabberslythe, Chimera, Slaughterbrute, Mutalith Vortex Beast and Cockatrice, Keywords

Add '**MONSTERS OF CHAOS**' to the keywords line.

Page 252 – Clanrats, Strength in Numbers

Add the word 'instead' to the end of the second sentence.

Page 281 – Hell Pit Abomination, Damage Table

Change the last value under 'Wounds Suffered' to '9+'

BLADES OF KHORNE

Page 79 – Battle Traits, Blood for the Blood God!

Change the first sentence of the last paragraph to: 'Unless stated otherwise in the rule for a reward, Blood Tithe points can be expended at the start of either player's hero phase, but only once per phase.'

Page 79 – Blood Tithe Table, Murderlust

Change the rules text to:

'Select a **KHORNE** unit from your army; that unit can move as if it were the movement phase. If it is within 12" of an enemy model, it can either move as if it were the movement phase or charge as if it were the charge phase.'

Page 79 – Blood Tithe Table, Apoplectic Frenzy

Change the rules text to:

'Select a **KHORNE** unit from your army that is within 3" of an enemy model; that unit can immediately pile in and attack as if it were the combat phase.'

Page 80 – Command Traits, Khorne Daemon, Devastating Blow

Change the rules text to:

'Each time you roll a wound roll of 6 or more for your general (but not for attacks made by their mount), that attack inflicts a number of mortal wounds equal to its Damage characteristic instead of its normal damage (do not make a save roll).'

Page 102 – Murderhost, Insatiable Bloodlust

Change the rules text to:

'After set-up, but before the battle begins, roll 2D6. Each unit from this battalion within 8" of the battalion's **BLOODLETTER HERO** and more than 3" from any enemy units can move a distance in inches equal to the roll. The units cannot run, or move within 3" of an enemy unit, and the distance to the **HERO** must be measured before any of the moves are made. If the Murderhost contained the maximum number of units at the start of the battle, you can use this ability again at the start of each of your hero phases as well as after set-up.'

Page 104 – Council of Blood, Fierce Rivals

Change the rules text to:

‘In each of your hero phases, pick one **BLOODTHIRSTER** from the Council of Blood that is within 3” of an enemy unit to pile in and make attacks. If that Bloodthirster kills an enemy **HERO** or **MONSTER**, or slays the last model in an enemy unit, you can immediately pick another **BLOODTHIRSTER** from the Council of Blood that is within 3” of an enemy unit to pile in and make attacks with. You can continue to do this until either each model in the battalion has attacked once in this manner, or one of them fails to slay an enemy **HERO** or **MONSTER**, or slay the last model in an enemy unit.’

Page 105 – Blood Hunt, Blood Mark

Change the rules text to:

‘After set-up, but before the battle begins, pick an enemy **HERO** to receive Khorne’s blood mark. At the start of each of your hero phases, you can roll two dice for each unit from the Blood Hunt that is more than 3” from any enemy models. You can then move the unit being rolled for a distance up to the result of the roll (it cannot run, or end the move within 3” of an enemy model). The unit must finish the move closer to the enemy model with the blood mark.’

Page 108 – Charnel Host, Butchers of Khorne

Change the rules text to:

‘In each of your hero phases, you can pile in and attack with any units from a Charnel Host that are within 3” of an enemy model and within 8” of their battalion’s Bloodthirster of Unfettered Fury.’

Page 110 – The Reapers of Vengeance, Khorne’s Vengeance Made Manifest

Change the rules text to:

‘This ability replaces the Blood Mark ability of any Blood Hunts in this battalion and applies to all of the units from the Reapers of Vengeance. After set-up, but before the battle begins, pick D3 enemy units to receive Khorne’s blood mark (they do not have to be **HEROES**). At the start of each of your hero phases, you can roll two dice for each unit from the Reapers of Vengeance that is more than 3” from any enemy models. You can then move the unit being rolled for a distance up to the result of the roll (it cannot run, or end the move within 3” of an enemy model). The unit must finish the move closer to an enemy unit with the blood mark.’

Page 111 – The Bloodlords, Exalted Loci of Khorne

Change the rules text to:

‘If any units of Bloodletters and/or Bloodcrushers from the Bloodlords are within 3” of an enemy model and within 8” of any of the battalion’s **BLOODLETTER HEROES** at the start of your hero phase, they can immediately pile in and each model in the unit can make a single attack with one of their melee weapons.’

Page 116 – Skulltake, Reaping Strikes

Change the rules text to:

‘Skullreapers from a Skulltake are in a frenzied fury whilst they are within 12” of the battalion’s Bloodstoker. If the wound roll for a Skullreaper in a frenzied fury is 6 or more, add 1 to the Damage characteristic of the weapon they are using for that attack. If the Skulltake contained the maximum number of units at the start of the battle, then this ability applies to all Skulltake units whilst they are within 12” of the Bloodstoker.’

Page 122 – The Goretide, Aqshy’s Bane

Change the rules text to:

‘In each of your hero phases, if the Goretide’s Mighty Lord of Khorne is within 8” of any enemy models he can pile in up to 8” and attack. If he does so, you can re-roll all failed hit rolls for the Goretide’s Mighty Lord of Khorne, including any attacks made with the Blood-dark Claws of his ferocious Flesh Hound.’

Page 137 – Bloodsecrator, Portal of Skulls, Rage of Khorne

Change to:

‘*Rage of Khorne*: Add 1 to the Attacks characteristic for melee weapons used by friendly **KHORNE** units while they are within 18” of any models with this ability. In addition, do not take battleshock tests for friendly **KHORNE** units while they are within 18” of any models with this ability.’

Page 141 – Aspiring Deathbringer with Goreaxe and Skullhammer, Bane of Cowards

Change the last sentence to:

‘If any enemy models flee within 8” of this Aspiring Deathbringer in the battleshock phase, if this model is within 3” of an enemy model at the end of that phase, this model can pile in and attack as if it were the combat phase.’

DISCIPLES OF TZEENTCH

Page 73 – Spell Lores

Change to:

‘**Spell Lores**: The champions of Tzeentch have ever been feared for their mastery of the sorcerous arts. **WIZARDS** from your army gain one spell from one of two spell lores – the Lore of Fate or the Lore of Change – depending on whether they are a mortal sorcerer or one of Tzeentch’s daemons.’

Page 74 – Battle Traits, Masters of Destiny

Change the Damage roll bullet point to:

• Damage roll (e.g. any roll that determines a Damage characteristic, but not any roll that determines the number of mortal wounds inflicted by a spell or ability)’

Page 75 – Tzeentch Arcanites, Boundless Mutation

Change the last sentence to:

‘On a roll of 1, your general suffers 1 mortal wound; if this slays the general, before you remove the general’s model, you can add a Chaos Spawn to your army and set it up within 1” of your general.’

Page 75 – Tzeentch Arcanites, Cult Demagogue

Change to:

‘**Cult Demagogue:** Add 2 to the Bravery characteristic of friendly **TZEENTCH ARCANITE** units whilst they are within 9” of the general.’

Page 76 – Treasures of the Cults, Ambition’s End

Change the last two sentences to:

‘On a roll of 5 or more, the **HERO** suffers 1 mortal wound and, if they are a **WIZARD**, they also forget a randomly selected spell that they know.’

Page 76 – Treasures of the Cults, Windthief Charm

Change the rules text to:

‘Once per battle, at the start of your movement phase, you can use the Windthief Charm. If you do, for that movement phase the bearer can fly and you can double their Move characteristic.’

Page 77 – Fated Artefacts, Changeblade

Change the last two sentences to:

‘Whenever a **HERO** is slain by a wound inflicted by this weapon, before you remove the hero’s model, you can add a Chaos Spawn to your army and set it up within 1” of the hero’s model.’

Page 77 – Fated Artefacts, Nexus Staff

Change the last two sentences to:

‘Whenever a **HERO** is slain by a wound inflicted by this weapon, roll a dice for each enemy unit that is within 9” of the slain model. On a roll of 4 or more the unit being rolled for suffers D3 mortal wounds.’

Page 77 – Fated Artefacts, Paradoxical Shield

Change the rules text to:

‘Re-roll successful save rolls for the bearer. In addition, add 2 to the save rolls for the bearer (after any re-rolls have been taken).’

Page 78 – Daemonic Weapons, Warfire Blade

Change the last sentence to:

‘Wound rolls of 6 or more made for this weapon cause a mortal wound in addition to their normal damage.’

Page 79 – Daemonic Powers, Cursed Ichor

Change the rules text to:

‘Roll a dice at the end of the combat phase if any wounds were allocated to this daemon in the combat phase (even if this daemon was slain). On a roll of 2 or more, one enemy unit that attacked this daemon in that combat phase suffers 1 mortal wound. If several enemy units attacked this daemon, randomly select the unit that suffers the mortal wound.’

Page 83 – Treason of Tzeentch

Change the rules text to:

‘Treason of Tzeentch has a casting value of 5. If successfully cast, pick an enemy unit with 2 or more models that is within 18” of the caster and which is visible to them. Roll a dice for each model in the unit you picked. It suffers 1 mortal wound for each dice roll of 6 or more. If, after any of the mortal wounds caused by this spell are allocated, only one model remains in the unit, any remaining mortal wounds caused by this spell are negated and have no effect.’

Page 83 – Unchecked Mutation

Change the last sentence to:

‘That unit suffers D3 mortal wounds. After the mortal wounds have been allocated, roll a dice. On a roll of 5 or more, the unit suffers 1 more mortal wound. If the unit suffers 1 more mortal wound, roll a dice after the mortal wound has been allocated; on a roll of 5 or more the unit suffers 1 more mortal wound, and so on until you fail to roll a 5 or more.’

Page 83 – Tzeentch’s Firestorm

Change the name of the spell to ‘Tzeentch’s Inferno.’

Page 99 – Changehost, Deceive and Dismay

Change the rules text to:

‘At the start of each of your hero phases, you may pick a pair of units from this battalion that are within 27” of the battalion’s Lord of Change to swap places. To do so, take one model from each unit, and have them swap places on the battlefield. Then, remove all of the other models from the two units, and set them back up within 9” of the model from their unit that first swapped places. If a Changehost has 9 or more units at the start of your hero phase, you can pick two different pairs of units to swap places rather than only one. If the Changehost has 18 or more units, then you can pick three different pairs of units to swap places. Each unit can only move this way once in a hero phase.’

Page 102 – The Eternal Conflagration, Pawns of the Radiant Lord

Change the last sentence to:

‘When the Lord of Change that must be taken in this battalion successfully casts an Arcane Bolt or Mystic Shield spell, you can measure the range and visibility for the spell from a Flamer from this battalion instead of the caster.’

Page 103 – Scintillating Simulacra

Add the following:

‘For the purposes of this spell, whether a roll is a success or a failure is determined after re-rolls and modifiers have been applied.’

Page 105 – Arcanite Cabal, Cabal of Sorcerers

Change the last sentence to:

‘Each **WIZARD** from an Arcanite Cabal that is within 9” of at least two other **WIZARDS** from the same battalion in your hero phase can attempt to cast one additional spell.’

Page 109 – Tzaangor Coven, Aspirant Gor-kin

Change the first sentence to:

‘If the unit of Tzaangors from a Tzaangor Coven is within 3” of an enemy unit and within 9” of the battalion’s unit of Tzaangor Enlightened or Tzaangor Skyfires at the start of your hero phase, it can pile in and attack as if it were the combat phase.’

Page 118 – The Changeling, Arch-deceiver

Change to:

‘Arch-deceiver: After set-up is complete, you can remove the Changeling from the battlefield and set up it up again in your opponent’s territory, more than 3” from any enemy units. Enemy units treat it as part of their own army – they can move within 3” of it but they cannot target it with spells or attacks, and so on. If it makes a charge move, attacks, casts or unbinds a spell, or is within 3” of an enemy **HERO** at the end of any phase, it is revealed and this ability no longer has an effect.’

Page 118 – The Changeling, Formless Horror

Change to:

‘Formless Horror: In the combat phase, you can pick a melee weapon wielded by an enemy model within 3” of the Changeling, and use that weapon’s Range, Attacks, To Hit, To Wound, Rend and Damage characteristics instead of those for the Trickster’s Staff. If a weapon does not have a value for one or more of these characteristics (e.g. it is given as ‘✱’ or ‘see below’), it cannot be picked.’

Page 118 – The Changeling, Magic

Change the last sentence to:

‘Instead of casting a spell that it knows, the Changeling can attempt to cast one spell known by a **WIZARD** that is within 9” of it when it attempts to cast the spell.’

Page 123 – Blue Horrors of Tzeentch, Split

Change to:

‘Split: If a friendly unit of Pink Horrors suffers any casualties during a hero, shooting or combat phase, the slain Horrors will split and you can create Blue Horrors at the end of the phase (after all other units have performed their actions and made their attacks). Two Blue Horrors are created for each slain Pink Horror – if there is already a friendly Blue Horror unit within 6”

of the Pink Horrors, add the Blue Horrors to that unit, otherwise set them up as a new unit wholly within 6” of the unit of Pink Horrors.

If a rule causes a whole unit of Pink Horrors to be removed at once (excluding battleshock), you can immediately create a unit of Blue Horrors, just before removing the last model from the Pink Horrors unit. The unit of Blue Horrors has two models for each model in the unit of Pink Horrors at the point at which it is removed, and must be set up with all models wholly within 6” of the last model from the Pink Horrors unit.

Note that in matched play, you can add models to an existing unit of Blue Horrors even if doing so will increase it above its starting size, up until the unit contains 10 models – any excess Blue Horrors are then lost.’

Page 123 – Brimstone Horrors of Tzeentch, Split Again

Change to:

‘Split Again: If a friendly unit of Blue Horrors suffers any casualties during a hero, shooting or combat phase, the slain Horrors will split and you can create Brimstone Horrors at the end of the phase (after all other units have performed their actions and made their attacks). One model (remember that each model represents a pair of Brimstone Horrors) is created for each slain Blue Horror – if there is already a friendly Brimstone Horror unit within 6” of the Blue Horrors, add the Brimstone Horrors to that unit, otherwise set them up as a new unit wholly within 6” of the unit of Blue Horrors.

If a rule causes a whole unit of Blue Horrors to be removed at once (excluding battleshock), you can immediately create a unit of Brimstone Horrors, just before removing the last model from the Blue Horrors unit. The unit of Brimstone Horrors has one model for each model in the unit of Blue Horrors at the point at which it is removed, and must be set up with all models wholly within 6” of the last model from the Blue Horrors unit.

Note that in matched play, you can add models to an existing unit of Brimstone Horrors even if doing so will increase it above its starting size, up until the unit contains 10 models – any excess Brimstone Horrors are then lost.’

Page 126 – Magister, Bolt of Change

Change the last sentence to:

‘If any models were slain by this spell, before removing the first slain model you can add a Chaos Spawn to your army and set it up within 3” of the slain model’s unit.’

MAGGOTKIN OF NURGLE

Page 64 – Daemonic Boons, The Endless Gift

Change the first sentence of rules text to:

'At the start of the battleshock phase, roll a dice for each wound that was allocated to this model that turn and not negated.'

Pages 86, 87, 94, 95, 96 and 97 – Damage Tables

Change 'Wounds Allocated' to 'Wounds Suffered'

Page 88 – Poxbringer, Herald of Nurgle

Add 'WIZARD' to the keywords line.

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: 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: Can the Bloodthirster of Unfettered Fury's Drawn to the Kill ability be used to move a model that could not otherwise be moved? Because it was atop a Balewind Vortex, for example.

A: No.

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: If I attempt to cast a spell using the Blue Scribes' Scrolls of Sorcery, does this count as my one attempt to cast that spell that turn?

A: Yes.

Q: When using the Screammers of Tzeentch's Locus of Change ability, do you change hit rolls of 6 to hit rolls of 1 before or after re-rolls and modifiers have been applied?

A: Before. (A 'roll' is the value of the dice before re-rolls and modifiers have been used.)

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: When you roll a 1 for a Clan Skryre weapon team, it suffers mortal wounds. Does it still make the attack that triggered the roll?

A: Only if the mortal wounds didn't slay the weapon team.

Q: If a Skaven Deathrunner is your general, or has an artefact of power or a command trait, do these things apply to its illusionary twin?

A: Yes.

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 Stormvermin – 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.

BLADES OF KHORNE

Q: When can I expend Blood Tithe points in order to use a reward in the hero phase?

A: Blood Tithe points must be expended before your opponent uses any start-of-turn abilities in your own hero phase, or after your opponent has used any start-of-turn abilities in your opponent's hero phase.

Q: Can the Bloodstoker's Whipped to Fury ability be used to modify a run roll and a charge roll in the same turn?

A: Yes.

Q: Does the unbinding effect of The Brazen Rune's automatic unbinding ability have an unlimited range?

A: Yes.

BRAYHERD

Q: Does my general have to be set up on the battlefield if I want to set up a herdstone?

A: Yes.

DISCIPLES OF TZEENTCH

Q: Most spells in Disciples of Tzeentch refer to 'visible' enemy or friendly units; does the unit need to be visible to the caster, or just any unit in your army?

A: It must be visible to the caster.

Q: Does the Changeling's Puckish Misdirection modify the target's Move characteristic or the distance it can move?

A: It modifies the Move characteristic (before run rolls are added).

Q: Can the Changeling be used to capture objectives before it has been revealed?

A: Yes.

MAGGOTKIN OF NURGLE

Q: Can a Lord of Blights shoot with the Munificent Bounty Death's Head?

A: No.

Q: What happens if the Blighted Weapons ability is combined with the Blades of Putrefaction spell? Do I inflict D6 mortal wounds on a hit roll of 6+?

A: No. The 6+ roll simply triggers both effects – therefore you inflict D6 hits (roll to wound and save normally), and 1 mortal wound in addition to any other damage.



DEATH

Official FAQs and errata, Version 1.2

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FAQs

Q: If Neferata casts Dark Mist on a unit of Blood Knights, do they get +1 to their save against all attacks?

A: No.

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.

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.



DESTRUCTION

Official FAQs and errata, Version 1.2

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ERRATA

REALMGATE WARS: GODBEASTS

Page 281 – Sons of Behemat

Change the bullet point under the Organisation header to:

'5 Aleguzzler Gargants'

BEASTCLAW RAIDERS

Pages 108, 110 and 112 – Frostlord on Stonehorn, Huskard on Stonehorn and Stonehorn Beastriders, Stone Skeleton

Change to:

'**Stone Skeleton:** Halve the Damage characteristic (rounding up) of weapons that target this model. In addition, halve the number of mortal wounds this model suffers from a spell or ability (rounding up).'

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 unit of Grot Fanatics 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: 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.



ORDER

Official FAQs and errata, Version 1.3

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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 177 – Runelord, Rune Lore

Add the following to the end of the first paragraph:

'A unit that is affected by a Rune Lore power cannot be picked again in the same phase.'

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.'

STORMCAST ETERNALS

Page 120 – Hammerstrike Force, Hammerstrike

Change the third sentence to:

'When you do so, set them up on the battlefield within 6" of the Hammerstrike Force's Prosecutors and more than 3" from any enemy units.'

Page 121 – Vanguard Wing, Stormstreak

Change the last sentence to:

'Remove the unit from the battlefield, then set it up anywhere within 5" of a unit of Prosecutors from the Vanguard Wing and more than 3" from any enemy units.'

Page 136 – Celestial Vindicators Warrior Chamber, Bonds of Hatred

Add the following:

'In addition, the Paladins from a Celestial Vindicators Hammerstrike Force can be set up within 12" of the Hammerstrike Force's Prosecutors instead of 6".'

KHARADRON OVERLORDS

Page 92 – Barak-Nar, Command Trait, Champion of Progress

Change the last sentence to:

'Friendly Barak-Nar units do not have to take battleshock tests while they are within 3" of your general.'

Page 98 – Command Traits, Rising Star

Change the rules text to:

'Friendly units can use your general's Bravery characteristic instead of their own while they are within 3" of your general.'

Page 99 – Battle Traits, Amendment, Trust Aethermatics, Not Superstition

Change the last sentence to:

'If they can already attempt to unbind a spell, they can attempt to unbind one extra spell.'

Page 101 – Aethermatic Weapons, Aethershock Earbuster

Change the third sentence to:

'If any models are slain with this weapon, their unit must take a battleshock test immediately after all of the bearer's attacks in that phase have been completed.'

Page 101 – Treasures of the Sky-ports, Aethersight Loupe

Change the last sentence to:

'If they can already attempt to unbind a spell, they can attempt to unbind one extra spell.'

Page 127 – Iron Sky Command, Lord of the Skies

Change the rules text to:

'Add 1 to the Bravery characteristic of friendly units while they are within 12" of the Arkonaut Ironclad from this battalion.'

Page 127 – Iron Sky Command, Trusted Bodyguard

Change the first sentence to:

‘While a friendly **HERO** is within 3" of the Arkanaut Company from this battalion, you can roll a dice every time you allocate a wound or mortal wound to the hero and it is not negated.’

Page 128 – Iron Sky Squadron, Bold Privateers

Change the rules text to:

‘In the turn in which an Arkanaut Company from this battalion disembarks from an Arkanaut Frigate from this battalion, you can re-roll run and charge moves for that Arkanaut Company.’

Page 136 – Aether-Khemist, Aetheric Augmentation

Change the rules text to:

‘In your hero phase, you can say that an Aether-Khemist is using their Atmospheric Anatomiser to augment the weapons of nearby Arkanauts. If you do so, pick a friendly **SKYFARERS** unit within 10" of the Aether-Khemist, and then pick a single type of weapon carried by models in that unit. Until your next hero phase, add 1 to the Attacks characteristic of that type of weapon when it is used by any models in that unit. A weapon cannot be augmented more than once per hero phase.’

Page 136 – Aether-Khemist, Atmospheric Isolation

Change the rules text to:

‘Subtract 1 from the Attacks characteristic of enemy melee weapons, to a minimum of 1, while the model using them is within 3" of any Aether-Khemists.’

Pages 138, 139, 142 and 143 – Arkanaut Ironclad, Arkanaut Frigate, Endrinriggers and Skywardens, Skyhook

Change the rules text to:

‘After all attacks for this unit are completed, if any wounds inflicted by this unit’s Skyhook were allocated to an enemy unit and not negated, you can move this unit D6", as long as it ends the move closer to one of the enemy units that the wounds inflicted by the Skyhook were allocated to.’

Page 140 – Grundstok Gunhauler, Drill Cannon

Change the Range characteristic to ‘24”.

Pages 140, 142 and 143 – Grundstok Gunhauler, Endrinriggers and Skywardens, Drill Cannon

Change the Damage characteristic to ‘D3’.

Pages 142 and 143 – Endrinriggers and Skywardens, Skyhook

Change the Damage characteristic to ‘D3’.

FYRESLAYERS

Pages 107 and 110 – Auric Runeson on Magmadroth and Auric Runeson, Explosive Rage

Change the last sentence to:

‘In addition, subtract 1 from the unit’s Bravery characteristic until your next hero phase.’

Page 115 – Bladed Slingshield

Change the second sentence to:

‘After a unit with one or more Bladed Slingshields makes a charge move, pick an enemy unit, and roll a dice for each model from the charging unit carrying a Bladed Slingshield that is within 8" of the enemy unit.’

SERAPHON

Page 133 – Engine of the Gods, Cosmic Engine

Change the 18+ result to read:

‘Time crawls to a halt around your army. For the rest of the turn, double the Move characteristic of all friendly **SERAPHON** models and double the Attacks characteristic of all weapons used by friendly **SERAPHON** models.’

SYLVANETH

Page 133 – Drycha Hamadreth, Colony of Flitterfuries

Change the second sentence to:

‘When she attacks with her Colony of Flitterfuries, roll 10 dice for each enemy unit within in the range shown on the damage table.’

Pages 134, 135 and 136 – Spirit of Durthu, Treelord Ancient and Treelord, Groundshaking Stomp

Change the first sentence to:

‘At the start of the combat phase, roll a dice for each enemy unit within 3" of any models with this ability.’

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 Draco, 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: The Treelord Ancient's Silent Communion ability specifies that each Citadel Wood from the new Wyldwood must be set up 3" away from other 'models'. Does this include scenery models already on the battlefield when the ability is used?

A: Yes. Note that the Citadel Woods which make up the new Wyldwood must be placed within 1" of each other as normal.

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 two Bloodwrack Shrines, would I roll twice for each model in the targeted unit for Bloodwrack Stare? Would I roll for both Auras of Agony simultaneously?

A: Yes to both questions.

Q: The Bretonnian Peasant Bowmen's Stakes ability states that I can use stake models as a reminder that the ability is being used to protect the unit. If I choose to do this, how do the stake models work in the game?

A: Stake models used as a reminder are treated as counters and should be moved out of the way if they would prevent any enemy models from finishing a charge or pile-in move in the correct position. The stake models should also be removed completely if the Peasant Bowmen unit moves, or is attacked in the combat phase.

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.

Q: If a Daughters of Khaine unit is within range of the Blood Shield ability from two or more Cauldrons of Blood, does it get a save for each one?

A: No, it only receives one Blood Shield save.

FYRESLAYERS

Q: Does a Warrior Kinband's Legacy of the Lodge ability apply to units within 10" of the Runeson or models within 10" of the Runeson?

A: Models.

Q: Does using a Forge Brethren unit's Bulwark of Molten Stone ability stop it from shooting in the same turn?

A: No.

Q: Does the benefit from a Battlesmith's Icon of Grinnir still apply to units that – having been within 8" of him when the ability was used – move more than 8" away from him?

A: Yes.

KHARADRON OVERLORDS

Q: When using a Skywarden's or Endrinrigger's Grapnel Launcher, can you pick any part of a terrain feature to measure the range to? Can you enter that terrain feature, or just move towards it?

A: The range is measured to the closest point of the terrain feature. The move is made towards the closest point of the terrain feature, and ends when you reach it (so you cannot enter it).

Q: Do models slain by and/or caused to flee by the first battleshock test caused by an Aethershock Earbuster count as slain for battleshock tests at the end of the turn?

A: Yes.

SERAPHON

Q: Do the modifiers for the Sworn Guardians ability on Saurus Guard units apply to the unit or nearby HEROES?

A: The unit.

STORMCAST ETERNALS

Q: If I target the same unit with Bless Weapons more than once, do I get an extra attack on a hit roll of 6 for each successful blessing?

A: No, you only get one extra attack.

Q: Does the Vanguard Wing's Bearers of the Storm ability apply to units within 8" of the battalion's Prosecutors or models within 8" of the battalion's Prosecutors?

A: Models.

Q: If I have a Vanguard Wing and a Judicator-Prime with a Shockbolt Bow, how many wound rolls do I make if I make a hit roll of 6 or higher while affected by Bearers of the Storm?

A: You make D6+1 wound rolls.

Q: Is the Aetherwings' Watchful Guardians move a charge move?

A: No.

SYLVANETH

Q: The Gnarlroot Wargrove's Seekers of Knowledge ability allows 'a Gnarlroot Treelord Ancient, Branchwych or Branchwraith' to cast and unbind extra spells. Does this ability affect only one, or all such models in the warscroll battalion?

A: It affects all such models.

WANDERERS

Q: When I use the Wending Wand, do I still have to set up the unit more than 9" from enemy units? By the same token, if I use the Stalker of the Hidden Paths command trait, must the unit still be set up wholly within 6" of the table edge?

A: Yes to both questions.



SEASON OF WAR: FIRESTORM

Official FAQs and errata, Version 1.0

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ERRATA

Page 55 – Season of War: Firestorm City & Warlord Armies

Change the third and fourth paragraphs to:

'When you organise your collection to be an army from a specific city or under the command of a specific warlord, and you choose to use the Grand Alliance allegiance abilities instead of any others available to your army, it benefits from an additional City & Warlord allegiance ability; these can be found on the following pages. This does not change the army's Grand Alliance allegiance, and you can still use the battle traits, command traits and artefacts of power for the Grand Alliance normally. You cannot use the City & Warlord allegiance abilities with any other allegiance abilities apart from Grand Alliance ones.

For example, if you had an army made up entirely of **STORMCAST ETERNALS** and you chose to use the Order allegiance abilities instead of the Stormcast Eternals ones, you could also use the Anvilgard allegiance abilities on page 60. If you later added **FREE PEOPLES** to your army, both they and the **STORMCAST ETERNALS** would be able to use the Order and Anvilgard allegiance abilities.'

Page 61 – Tempest's Eye, Organisation

Add the following keywords to this list:

DISPOSSESSED, IRONWELD ARSENAL



BLIGHTWAR

Official FAQs and errata, Version 1.0

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ERRATA

Page 34 – Neave Blacktalon

Add the following to this warscroll's keywords:

'**HERO**'