



CORE BOOK

Errata, July 2018

The following errata correct errors in the *Warhammer Age of Sigmar Core Book*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 254 – Realm of Battle: Shyish, Realm Commands, Soul-force Sacrifice

Change to:

'You can use this command ability at the start of your hero phase. If you do so, pick 1 friendly unit other than your general that is within 3" of your general. Allocate any number of wounds to that unit that you wish – you can heal 1 wound that has been allocated to your general for each wound that you allocate.'

Page 303 – Triumph and Treachery

Add the following before the Victory Points section:

'ENDLESS SPELLS

In Triumph & Treachery battles, predatory endless spells are moved after the first player had been determined, but before their turn takes place. The player to the left of the first player picks an endless spell to move, then the player to that player's left moves a spell, and so on clockwise round the table until all predatory endless spells have been moved. A player must pick a predatory endless spell to move if any are available, but only predatory endless spells that have not yet moved can be chosen.'



CORE RULES

Designers' Commentary, July 2018

The following commentary is intended to complement the *Warhammer Age of Sigmar* core rules. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team explain and how the rules are intended to be used. The commentaries help provide a default setting for your games, but 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 (changes like this are usually referred to as 'house rules').

Our commentaries are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

THE MOST IMPORTANT RULE

Q: How should I resolve any questions that arise during a game if I can't find the answer in the rules or here?

A: In a game as detailed, wide-ranging and deep as *Warhammer Age of Sigmar*, there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, the quickest and best solution is almost always to have a quick chat with your opponent, and apply the solution that makes the most sense to you both (or seems the most fun!). If no single solution presents itself, both of you should roll a dice, and whoever rolls higher gets to choose what happens. Then you can get on with the fighting!

BATTLEPLANS

Q: If I use a model for an objective marker, does it count as a terrain piece? Can it block visibility or affect the movement of a unit?

A: No to all questions. An objective marker is simply an object you use to mark the location of an objective on the battlefield. If you want to move a model to the location occupied by an objective marker, it is perfectly acceptable to move the marker to one side as long as you measure distances to the objective using its original location.

Q: Can I use an endless spell model to gain control of an objective?

A: No, with the exception of endless spell models that are combined with a model from your own army, such as a Balewind Vortex.

ARMIES

Q: Is it okay to use 'proxy' models to stand in for models that I do not have but want to use in a game? For example, using a Slaughterpriest model to represent a Bloodseccator, or using Stormcast Eternals models painted in the colours of the Hammers of Sigmar to represent Stormcast Eternals from a different warrior chamber?

A: The use of proxy models is generally frowned upon, because doing so can confuse the other players (and sometimes even yourself), and because it spoils the spectacle and aesthetic of the game. Because of this, you can only use proxy models if you've gained your opponent's permission to do so before the game begins.

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

A: You can unless you are playing a game that uses the Pitched Battle rules (where only one of each unique model can be taken in an army). That said, many, many players agree to only use one of each named character in open and narrative play too, as doing otherwise makes the game feel rather unrealistic and considerably less immersive.

Q: When I choose my army, can I keep any information about it secret from my opponent?

A: No, unless specifically noted otherwise.

WARSCROLLS

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? Do I have to use any errata that applies to the warscroll?

A: You must use the most recently published warscroll and must use the most recently published errata that you or your opponent have available. Warscrolls with a date of publication are always considered to have been published more recently than a warscroll that doesn't have one. If you have two warscrolls for a unit and neither has a date of publication, you can choose which warscroll to use.

Q: Some units can carry different weapon options, 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 can be armed with different weapon options, you can only use one of the weapon options. If the description instead states that models from the unit can be armed with different weapon options, you can choose a mix of weapon options.

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

A: Yes.

Q: If a warscroll or set of allegiance abilities has a rule that contradicts the core rules, can I use it? For example, Lord Kroak has a rule that allows him to attempt to cast Celestial Deliverance up to three times in the hero phase, but this contradicts the core rule that you can only attempt to cast a spell once per turn.

A: Warscrolls and allegiance abilities take precedence over the core rules, allowing you to do things that would not normally be allowed. In the case of Lord Kroak, his rule means he can attempt to cast Celestial Deliverance up to three times in the same turn.

Q: Some warscrolls have a weapon profile that says 'see below', but does not include an Attacks characteristic. When I use such a weapon, how many attacks does it make?

A: These types of weapon can make one attack, as described in the rules that appear below the weapon's characteristics. Note that rules that modify that weapon's Attacks characteristic will have no effect on the number of attacks it can make.

Q: Many older battletomes have a page of rules for warscrolls, warscroll battalions and allegiance abilities. Are these rules replaced by the new core rules for warscrolls, warscroll battalions and allegiance abilities?

A: Yes.

UNITS AND MODELS

Q: Does a HERO or a MONSTER – as a single model – count as a unit?

A: Yes.

Q: Is there any kind of facing in Warhammer Age of Sigmar? Can models only shoot or move in a direction that they are facing?

A: No to both questions.

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

A: A unit is considered to be destroyed when the last model from the unit is slain or flees. When measuring the range to a destroyed unit, measure to the position occupied by the last model in the unit to be slain or flee.

Q: When I set up a model or move a model, can I set it up so that it is on top of another model or its base overlaps the base of another model?

A: No. Note that models can be set up or move on top of or overlapping a terrain feature, as long as the terrain feature is not one that has the Garrison rule.

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 a unit leaves the battlefield and then returns to the battlefield, no to both questions. If the models have been slain and are being used as part of a unit that has been added to the army, then yes to both questions.

Q: Some abilities allow me to move my opponent's models. How do I go about doing this?

A: You should always ask an opponent's permission before touching or moving any of their models. If they are not happy for you to do so, just tell them where you want the model to move, and they can then make the move for you.

DICE ROLLS

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. Note that, when an ability says you can re-roll a failed roll, you may want to consider the effect that modifiers may have before deciding to re-roll the dice. For example, if a roll succeeds on a 4+ and you have a +1 modifier, you probably don't want to re-roll 'failed' rolls of 3, because they will become successful after the modifier is applied!

Q: Some abilities say 'you can' re-roll a dice roll. Which player decides?

A: Any ability that says 'you can' is referring to the player that has the unit from the warscroll in their army.

Q: Some abilities refer to rolling a 'double'. What is a double?

A: A double is a 2D6 roll where the two dice used to make the roll each have the same value before any modifiers are applied.

Q: Some abilities allow you to either pick, change or replace a dice roll with the roll of your choice. Does this happen before or after any re-rolls or modifiers?

A: Unless noted otherwise in the ability, it happens before any re-rolls or modifiers are applied.

Q: Some units – Lord Kroak, Fateweaver and the Coven Throne to name a few – have abilities to ‘re-roll a single dice’ or similar. Can it be used to re-roll a single dice in a 2D6 roll? In addition, are such re-rolls limited to just your own dice rolls, or can you make your opponent re-roll one of theirs?

A: Yes, you can re-roll one of the dice in a 2D6 roll (or a 3D6 roll, etc.) with such an ability. If the ability in question says ‘a 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).

DISTANCES

Q: Sometimes a rule will specify that a model or unit needs to be ‘wholly within’ a certain distance. What exactly does ‘wholly within’ mean?

A: A model is wholly within a certain distance if all of its base is within the stated distance (not just the closest point of the base). A unit is wholly within a certain distance as long as all of the bases of all of the models in the unit are within the stated distance (not just the closest point of the base of the closest model).

Q: Sometimes I need to measure the range to a slain model – how do I do so when slain models are removed and put to one side?

A: Measure to the location that the model’s base had occupied. You may wish to leave the model in place until you have measured the distance, or temporarily return it to its old position.

Q: Sometimes a spell will have an area of effect (e.g. all models from a unit that are within 18" of the caster, or all models within 3" of a point on the battlefield that is within 24" of the caster). If an ability increases the range of the spell, is the size of this area of effect increased by the same amount as the range is increased?

A: If the area of effect is measured from the caster, yes. If the area of effect is measured from a point on the battlefield, no – the ability will increase the range to the point on the battlefield instead. To carry on your example, if an ability increased the range of a spell by 6", then in the first case the spell would affect all the models from the unit that were within 24" of the caster instead of 18", while in the second case the range of the point on the battlefield would be 30" instead of 24" but the spell would still only affect models within 3" of that point. Note that if area of effect is measured from a point on the battlefield, and that point is ‘anywhere on the battlefield’, then an ability that increases the range will have no effect on that spell.

RESERVES

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

A: No. Only models deployed on the battlefield can cast spells, or use abilities or command abilities to affect other units.

Q: Some abilities allow you to remove a unit from the battlefield and set it up again, and say that this ‘counts as their move for the movement phase’ (or words to that effect). Do these units count as having made a move for the purposes of any other rules or abilities?

A: No, it simply restricts them from making a move later on.

Q: Are things like Fanatics or Assassins that hide inside another unit, or embarked Kharadron Overlords units, counted as being reserves?

A: Only if the unit that they are ‘inside’ is in reserve. A reserve unit is a unit that is set up in a location other than on the battlefield. Units that are on the battlefield are not reserves, even if the models themselves are not set up.

BATTLE ROUNDS

Q: Does the player that first finished setting up their army always choose who has the first turn in the first battle round, or is it only if the roll-off is a tie?

A: The player that first finished setting up their army always chooses who has the first turn in the first battle round, unless specifically noted otherwise in the battleplan that is being used.

COMMAND ABILITIES

Q: Many command abilities on older warscrolls don’t specify in which phase they are used. When can I use such command abilities?

A: Command abilities that don’t specify when they are used are always used in your hero phase.

Q: Some command abilities refer to a model ‘using’ a command ability. What does this mean exactly?

A: It means that when you use the command ability, you must pick that model as the one that the command ability is measured from. In the core rules, the model that a command ability is measured from is the model that is using that command ability.

Q: Can I spend 2 or more command points to allow the same model to use the same command ability more than once in the same phase?

A: Yes, unless specifically noted otherwise.

MOVEMENT PHASE

Q: Some abilities allow a unit to be set up 'at the end of the movement phase'. Can the unit make a normal move after it is set up in this way?

A: No. Things that happen at the end of the phase take place after all of that phase's normal activities; in the case of the movement phase, this means they occur after all normal moves have been made.

Q: Are you allowed to move a unit across another friendly unit?

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

Q: Are models allowed to climb a terrain feature such as a Fortress Wall?

A: For simplicity and ease of play, the rules allow any model to climb any terrain feature. 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.

Q: If the height of the terrain feature exceeds a model's movement, can it be climbed over multiple turns? Can a model run up a terrain feature?

A: Yes to both questions. A model may need to spend several turns climbing an especially high terrain feature (you will need to remember how far it has climbed each turn, and measure distances and visibility to or from that model as if it were in that location).

Q: If I charge a model on a terrain feature, and there isn't a space on which the charging model can stand, can it still make the charge move?

A: Yes. As noted above, for simplicity and ease of play, models are assumed to be able to climb up any terrain feature, and can finish a move at any point when they do so (you will need to remember how far it has climbed, and measure distances and visibility to or from that model as if it were in that location).

Q: Some abilities refer to a model or unit making a 'normal move'. Does this include normal moves where the model or unit runs or retreats?

A: Yes.

Q: Some abilities require a model that can fly to 'pass across' a model from an enemy unit. How exactly does this work?

A: In order for a model to pass across another, part of the moving model's base must have moved across any part of the other model's base. To determine if this is the case, trace the flying model's move across the battlefield, checking to see if its base passed across any part of the other model's base at any point in its move. Note that this means that the flying model can move up to an enemy model so that their bases overlap, and then move back, and will count as having 'passed across' the other model.

Q: Can a flying model finish a normal move or a retreat move within 3" of an enemy unit?

A: No.

Q: Some abilities halve the Move characteristic of a unit, but don't say if you round up or down. If this is the case, are fractions retained? For example, if I halved a 7" Move, would it become 3.5"?

A: Yes to both questions.

Q: Some abilities allow a model to make a move out of sequence (in the hero phase, for example), or to make a specific type of move (a '6" retreat move', for example). Can I run when I make these moves?

A: You can only run if the ability refers to making a 'normal move' (which includes any move made 'as if it were the movement phase') and the ability doesn't specify the distance of the move. Note that the restrictions that apply to normal moves (not moving within 3" of the enemy, and having to retreat if they start within 3" of the enemy) also apply to normal moves made in any other phase. However, these restrictions do not apply to any other sort of move.

So, for example, if the ability said 'This unit can make a normal move' the unit could run and could not move within 3" of the enemy unless it retreats, and if it said 'This unit can move D6"' then it could not run but could move within 3" of the enemy.

Q: Sometimes an ability is used after a model moves. When this is the case, assuming the model is allowed to make a move, if I decide to leave it stationary, can I still use the ability?

A: Yes. For the purposes of the Age of Sigmar rules, if a model is allowed to move, you can choose to 'move' it 0 inches.

COMBAT PHASE

Q: Can the closest enemy model at the start of a pile-in move be one that is inaccessible or not visible to friendly models, or is it the closest visible and/or reachable enemy model?

A: The answer is the former: the closest model is measured purely by distance, not accessibility or visibility.

Q: If an ability allows a unit to pile in more than the standard 3", can the unit pile in and attack in the combat phase if it is more than 3" from the enemy?

A: No, unless the ability specifically states otherwise.

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

A: The former allows you to pick the unit to fight twice over the course of the combat phase, rather than only once, while the second allows you to fight with the unit twice in immediate succession. The first version will therefore give your opponent a chance to pick a unit to fight with before you can fight again 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: A unit must finish any type of move as a single group, including pile-in moves. If this is impossible for any reason, no models from the unit can move.

Q: Some abilities allow or require a unit to fight at the start of the combat phase, or the end of the combat phase. How exactly does this work? What happens if two or more units have to fight at the start or the end of the phase?

A: Units that fight at the start or the end of the combat phase make a pile-in move and then attack with their melee weapons before the players start picking any other units to fight in that phase, or after the players have picked all other units to fight in that phase, respectively. So, first you pile in and make attacks with the units that are to fight at the start of the phase, then the players alternate picking units to fight with, starting with the player whose turn is taking place, and lastly you pile in and make attacks with units that make attacks at the end of the combat phase. If there are several units fighting at the start or the end of the phase, the player whose turn is taking place attacks with all of their units in the order of their choice, and then their opponent does the same.

Q: One of my models is within 1" of the nearest enemy model from a unit. When my model piles in, do I have to finish the move as close or closer to that specific enemy model, or can I finish the move within 1" of a different enemy model?

A: You must finish the move as close or closer to that specific enemy model.

Q: When one of my models piles in, if it is equally close to two different enemy models, do I have to finish the move as close or closer to each of those models? For example, if my model is in base contact with two enemy models, does it have to finish a pile-in move in base contact with both those models?

A: Yes to both questions – if this is impossible the model cannot move.

ATTACKING

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: You can choose not to attack with a unit or a weapon in the shooting phase. In the combat phase you must pick a unit to fight with if you have any eligible to do so, and the models in a unit that is selected to fight must attack with all of the weapons they are allowed to use and which are in range of an enemy unit.

Q: Hit and wound rolls of 6 before modification always succeed, but the same rule does not seem to apply to save rolls. Is this correct?

A: Yes it is – save rolls automatically fail on an unmodified roll of 1, but do not automatically succeed on an unmodified roll of 6.

Q: Sometimes an ability allows a unit to 'make an extra attack' or 'one extra attack' with a specific weapon. Does this mean you add 1 to the weapon's Attacks characteristic and therefore only make one extra set of hit/wound/save rolls?

A: Yes.

Q: When I use the Multiple Attacks rule to make several hit/wound/save rolls at the same time, are the hit/wound/save rolls considered to be a single roll for the purposes of an ability that allows me to re-roll 1 hit/wound/save roll? For example, if I had a unit of 10 models, and was allowed to re-roll 1 hit roll when they attacked, would I be allowed to re-roll all 10 hit rolls or just 1?

A: You can only re-roll 1 of the hit/wound/save rolls. The Multiple Attacks rule simply allows you to make all of the rolls at the same time – you are still making separate rolls, you are just doing them simultaneously.

WOUNDS AND DAMAGE

Q: Can an attack with a Damage characteristic of more than 1 slay more than one model?

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

Q: Some abilities refer to a unit 'suffering' a wound, while others refer to models or units 'inflicting' a wound – do such abilities apply to wounds that are saved, negated, healed or ignored?

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

Q: Does a wound or mortal wound that is negated still count as having been allocated to a model? Some abilities refer to the number of wounds that have been allocated to a model – would this include any wounds that were negated?

A: No to both questions. Whenever a rule refers to the wounds that have been allocated to a model, wounds that were negated or healed are not counted.

Q: If an ability allows me to re-roll a damage roll, can I re-roll the number of mortal wounds caused by an ability or spell?

A: No, a 'damage roll' refers only to the roll made to determine a random Damage characteristic.

VISIBILITY

Q: Some attacks, spells or abilities require a unit to be visible in order for them to be used. When this is the case, must the whole unit be visible?

A: No, all that is required is for at least one model from the unit to be visible.

WIZARDS AND SPELLS

Q: Some abilities allow a unit to ignore the effects of a spell. What does this mean exactly?

A: It means that the rule effects caused by a spell that has been successfully cast and that has not been unbound do not apply to the unit. Any other units will be affected normally.

Q: The rules say that extra attacks gained by the use of an ability cannot themselves generate further attacks (so if a hit roll of 6 would generate another attack, it would not do so again if you roll another 6 for the bonus attack). Does this also apply to spells?

A: Yes.

Q: Sometimes an ability will allow a model to attempt to unbind a spell. Does this also allow them to dispel an endless spell?

A: No. It will allow them to attempt to unbind the endless spell when it is cast, but has no effect on endless spells that are on the battlefield unless specifically noted otherwise.

Q: Do abilities that provide protection against the effects of spells, or wounds inflicted by spells, also provide protection against the effects or wounds inflicted by an endless spell?

A: Yes.

ABILITIES

Q: If two abilities affect a value, and one adds a modifier to the value and the other either multiplies or divides the value, do you apply the modifiers before or after multiplying or dividing the value?

A: Apply the modifiers after multiplying or dividing the value.

Q: Pre-battle abilities are used before the first battle round begins. Can they be used before, during or after armies are set up?

A: Unless specifically noted otherwise, they are used after the armies are set up and the general is chosen.

Q: Some abilities are used at the start of a battle round. When this is the case, are they used before the players roll off to determine which player has the first turn?

A: Yes.

Q: Some abilities are used at the start of a player's turn. When this is the case, are they used before the player's hero phase starts?

A: Yes.

Q: If several abilities are triggered at the same time (at the start of a hero phase, for example), how do you determine the order in which they are used?

A: If several abilities can be used at the same time, the player whose turn is taking place uses their abilities first, one after the other, in any order they desire; then the player whose turn is not taking place uses their abilities, one after another, in any order they desire.

The same principle applies to any other things – such as command traits or artefacts of power – that can be used simultaneously.

Q: When the word 'any' is used in the criteria for an ability, how many times is that ability applied 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 to the hit rolls?

A: The word 'any' is treated as being synonymous with 'one or more'. In your example, this means that 1 would be added to the hit rolls, not 3.

Q: Sometimes an ability will refer to 'this model' or 'this unit', and sometimes to 'that model' or 'that unit'. Is there a difference?

A: Yes. When an ability says 'this model' or 'this unit', it is referring to the model or unit to which the ability applies. When an ability says 'that model' or 'that unit', it is referring to a model or unit that was referred to earlier in the same ability. So, for example, an ability on a model's warscroll might say: 'Pick an enemy unit within 12" of this model. That unit suffers D3 mortal wounds.' This would mean that you pick an enemy unit within 12" of a model that has this ability, and inflict D3 mortal wounds on the unit that you picked.

Q: Sometimes an ability will refer to a friendly model that is within a certain distance of 'this model' (or 'the bearer' or 'this general', etc.). When this is the case, do both models have to be from the same army?

A: Yes. When used in this way, 'friendly model' means 'a model that is in the same army as'.

Q: Sometimes an ability requires you to draw a straight line from a model, and everything under that line is affected by the ability. Is the model you draw the line from affected by the ability too?

A: No. The line is drawn from the edge of the model's base, so the model itself is not under the line.

Q: Some abilities stipulate that you can pick a certain number of units to be affected by the ability. For example, you might pick D6 units and roll a dice for each to see if they suffer any mortal wounds. When this is the case, must the units I pick be different units, or can I pick the same unit several times?

A: They must be different units unless specifically noted otherwise in the rules for the ability.

Q: If an ability says it negates a wound, will it also negate a mortal wound?

A: No, unless the ability specifically says it negates mortal wounds. By the same token, an ability that negates only mortal wounds will not negate wounds.

Q: Sometimes an ability will say that a slain model is not removed from play, and you instead heal 1 or more wounds allocated to the model. If there are any wounds remaining to be allocated to the slain model or the unit it belongs to, are they negated?

A: No, unless the ability specifically says it negates any remaining wounds or mortal wounds.

Q: If an ability allows a unit to 'fight', does that mean it can pile in and attack, or just attack?

A: It can pile in and attack.

Q: Sometimes an ability will allow me to re-roll a dice roll. Does this allow me to re-roll roll-offs?

A: No.

Q: Some abilities and spells, etc, allow me to return slain models to one of my units. Could you explain how these models are set up?

A: Set up the models one at a time within 1" of a model from the unit they are returning to – this can be a model you returned to the unit earlier in the same phase. The slain models you return to a unit can only be set up within 3" of an enemy unit if one or more models from the unit they are returning to are already within 3" of that enemy unit.

ALLEGIANCE ABILITIES

Q: My army's allegiance is chosen when I choose my army – do I have to determine the specific command traits, spells and artefacts of power for my army at the same time?

A: Yes. Note that if an allegiance ability such as a command trait or artefact of power requires you to 'pick a weapon', this must also be done when you choose your army, unless specifically noted otherwise.

Q: The rules say that a warscroll battalion can include allies and that they don't count against the number of allies in the army. Does this rule only apply to battalions that share the same allegiance as the army, but that have units from two different factions (a battalion in a Daughters of Khaine army that has Daughters of Khaine and Stormcast Eternals units, for example)?

A: Yes. The faction a warscroll battalion belongs to is shown on its warscroll, above the title of the battalion. In addition, the battalion is assumed to belong to the Grand Alliance that its faction is a part of. Warscroll battalions that share the same allegiance as an army can always be taken as part of the army, and if they include any allied units, these units do not count against the limits on the number of allies the army can have (or against the points limit that can be spent on allies in a Pitched Battle). An army can include a warscroll battalion of a different allegiance to the rest of the army, but if it does so the units in it do count against the limits on the number of allies the army can have (and the points for the battalion and the units in it count against the points limit that can be spent on allies in a Pitched Battle).

Q: Some spell and prayer allegiance abilities say that can be used by WIZARDS or PRIESTS in the army. Does this include allied WIZARDS or PRIESTS?

A: No. Allied models cannot use or benefit from allegiance abilities.

*Q: If I add units to my army after a battle has started, and my army has an allegiance ability that adds a keyword to the units in the army, is that keyword received by eligible units I add to my army after the battle has begun? For example, if I have a Stormcast Eternals army and use the Stormhosts rule to give all Stormcast Eternals units in the army the **HAMMERS OF SIGMAR** keyword, would any new Stormcast Eternals units that I add to my army get the keyword? By the same token, if an allegiance ability has a spell lore that grants a spell to WIZARDS in an army, do WIZARDS that I add to the army that have the appropriate allegiance gain a spell?*

A: Yes to all questions.

Q: Are allies any units that do not have the keyword that corresponds to an army's allegiance?

A: Yes, with the exception of terrain features and endless spells.

*Q: Can allied **HEROES** be given artefacts of power, and can allied WIZARDS be given spells from a spell lore?*

A: No to both questions.

*Q: A Sylvaneth Gnarlroot Wargrove can include an **ORDER WIZARD**, and a Sylvaneth Winterleaf Wargrove can include an **ORDER** unit. Are such units allies?*

A: Yes they are. However, because they are part of a Sylvaneth warscroll battalion, they do not count towards the number of allied units you can include in a Sylvaneth army, and their points will not count against the number of points spent on allied units for a Sylvaneth army in a Pitched Battle. Note that although they don't count against these limits, for all other rules purposes they are treated as being allied units, and therefore can't be given artefacts of power, know spells from its spell lores, and so on.

Q: Some warscroll battalions included in battletomes do not have a faction listed above their title. How do I determine which faction they belong to for the purposes of allegiance abilities?

A: The battalion belongs to the battletome's faction. For example, the warscroll battalions in Battletome: Stormcast Eternals are part of the Stormcast Eternals faction.

Q: Is a named character assumed to have an artefact of power for any rules purposes?

A: No.

Q: Some armies have 'sub-factions', like the Stormhosts in Battletome: Stormcast Eternals and the Enclaves in Battletome: Idoneth Deepkin. These often often require a general to take a specific command trait. What happens if the general cannot have a command trait, if they are a named character, for example?

A: If the general cannot have a command trait, then nothing happens (they do not get to use the command trait from the sub-faction).

PITCHED BATTLES

Q: Some units and battalions have a warscroll, but the warscroll does not have a Pitched Battle profile. Can I use these units or battalions in a Pitched Battle game?

A: No. These units and battalions are only intended for use in open or narrative play games.

Q: Some terrain features have a Pitched Battle profile. Does this mean that when I pick my army I can include them on the army roster?

A: No, the profiles are included for those instances when a spell or ability allows you to set up the terrain feature.

Q: If I add units to a Pitched Battle army after a battle has started, can I do so in excess of any limits that apply? For example, could I summon extra Behemoths if my army already included the maximum number it can take?

A: The limits on the number of Leaders, Artillery units and Behemoths that can be included in a Pitched Battle army only apply when you are picking your army before the battle begins, so you can ignore these limits when you add units of these types to your army. Unique models, on the other hand, can only ever be taken once.

Q: In a Pitched Battle, I receive 1 extra command point for every 50 points I don't spend on units. Do points spent on warscroll battalions, endless spells and terrain features count as points spent on units for the purposes of this rule?

A: Yes.

Q: Does including an endless spell in an army chosen for a Pitched Battle have any effect on the army's allegiance? Does it count against the number of points spent on allies?

A: No to both questions.

Q: I have a Stormcast Eternals Errant-Questor from Warhammer World. The model's warscroll includes a Pitched Battle profile, but it doesn't appear in the General's Handbook 2018 or any of the official army building apps. Can I use it in a Pitched Battle game?

A: Yes.

Q: Some units have the battleline role if they are in an army with allegiance to a specific faction – for example, Judicators are battleline in a Stormcast Eternals army. Say I built an army that could have allegiance to a faction (e.g. Stormcast Eternals), can I use the Grand Alliance allegiance abilities for the army (e.g. Order), while still counting those units as battleline?

A: No.



BASE SIZES

June 2018

BASE SIZES IN MATCHED PLAY GAMES

In Warhammer Age of Sigmar, most distances are measured from one model's base to another model's base. In the vast majority of games, the actual size of the base is not terribly important, and you can use bases of whatever size or shape you prefer.

The only possible exception to this is matched play games. This is because matched play games are intended to be evenly balanced contests, and in these circumstances having the same model on a different sized base can become an issue. To address this, on the following pages you will find a set of suggested matched play base sizes for all of the models in the Warhammer Age of Sigmar range.

Don't worry – you don't have to rebase your model if it is not on the suggested base unless you want to (that's why these are *suggested* base sizes rather than *mandatory* ones). If you prefer not to rebase your models, just assume that the model is mounted on a base of the appropriate size when setting the model up, moving it, or measuring any distances in a matched play game. For example, if you are a veteran player using an old unit that is mounted on 25mm square bases instead of the suggested 32mm round bases, you should set the unit up, make any moves, and measure all distances as if they were mounted on the larger 32mm round bases when you play matched play games. Although this may sound a bit complicated, in practice it is actually very easy to do.

We've organised the base sizes first by Grand Alliance, and then alphabetically by faction. To find a model's suggested base size, simply look up the model's Grand Alliance and then its faction, and then read down the list until you find the model in question. The suggested base size appears to the right of the model's name. As new models are added to the Warhammer Age of Sigmar range, we will add their suggested bases sizes to the list.

BASE SIZES – CHAOS

BLADES OF KHORNE

UNIT	BASE SIZE
Aspiring Deathbringer	32mm
Aspiring Deathbringer with Goreaxe and Skullhammer	40mm
Blood Throne	120 x 92mm
Blood Warriors	32mm
Bloodcrushers	90 x 52mm
Bloodletters	32mm
Bloodmaster, Herald of Khorne	32mm
Bloodreavers	32mm
Bloodseccator	32mm
Bloodstoker	40mm
Bloodthirster of Insensate Rage	120 x 92mm
Bloodthirster of Unfettered Fury	120 x 92mm
Exalted Deathbringer with Bloodbite Axe	40mm
Exalted Deathbringer with Impaling Spear	40mm
Exalted Deathbringer with Ruinous Axe	40mm
Flesh Hounds	50mm
Karanak	50mm
Khorgoraths	90 x 52mm
Korghos Khul	60mm
Lord of Khorne on Juggernaut	90 x 52mm
Mighty Lord of Khorne	60mm
Mighty Skullcrushers	90 x 52mm
Scyla Anfingrimm	60mm
Skarbrand	100mm
Skarr Bloodwrath	40mm
Skull Cannons	120 x 92mm
Skullgrinder	40mm
Skullmaster, Herald of Khorne	90 x 52mm
Skullreapers	40mm
Skulltaker	40mm
Slaughterbrute of Khorne	120 x 92mm
Slaughterpriest	40mm
Slaughterpriest with Hackblade and Wrath-hammer	40mm
Valkia the Bloody	32mm
Wrath of Khorne Bloodthirster	120 x 92mm
Wrathmongers	40mm

BRAYHERDS

UNIT	BASE SIZE
Beastlord	32mm
Bestigors	32mm
Gors	32mm
Great Bray-shaman	32mm
Tuskgor Chariots	120 x 92mm
Ungor Raiders	25mm
Ungors	25mm

CHAOS GARGANTS

UNIT	BASE SIZE
Chaos Gargant	105 x 70mm

CLANS ESHIN

UNIT	BASE SIZE
Deathrunner	32mm
Gutter Runners	25mm
Night Runners	25mm
Skaven Assassin	32mm
Verminlord Deceiver	120 x 92mm

CLANS MOULDER

UNIT	BASE SIZE
Giant Rats	25mm
Hell Pit Abomination	120 x 92mm
Packmaster	25mm
Rat Ogors	50mm
Rat Swarms	50mm

CLANS PESTILENS

UNIT	BASE SIZE
Plague Censer Bearers	32mm
Plague Furnace	120 x 92mm
Plague Monks	25mm
Plague Priest with Plague Censer	32mm
Plague Priest with Warpstone-tipped Staff	32mm
Plagueclaw	120 x 92mm
Verminlord Corruptor	120 x 92mm

CLANS SKRYRE

UNIT	BASE SIZE
Arch-warlock	32mm
Doom-flayer Weapon Team	60 x 35mm
Doomwheel	105 x 70mm
Poisoned Wind Mortar Weapon Team	60 x 35mm
Ratling Gun Weapon Team	60 x 35mm
Skryre Acolytes	25mm
Stormfiends	60mm
Warlock Engineer	32mm
Warp Lightning Cannon	120 x 92mm
Warp-grinder Weapon Team	60 x 35mm
Warpfire Thrower Weapon Team	60 x 35mm
Warplock Jezzails	60 x 35mm

CLANS VERMINUS

UNIT	BASE SIZE
Clanrats	25mm
Skaven Warlord	32mm
Stormvermin	25mm
Verminlord Warbringer	120 x 92mm

DAEMONS OF CHAOS	
UNIT	BASE SIZE
Be'lakor, Chaos Daemon Prince	60mm
Daemon Prince	60mm
Furies	25mm
Soul Grinder	160mm

DISCIPLES OF TZEENTCH	
UNIT	BASE SIZE
Blue Horrors of Tzeentch	25mm
Brimstone Horrors of Tzeentch	25mm
Burning Chariots of Tzeentch	120 x 92mm
Curseling, Eye of Tzeentch	32mm
Exalted Flamers of Tzeentch	75 x 42mm
Fatemaster	60mm
Flamers of Tzeentch	32mm
Gaunt Summoner (and Chaos Familiars)	40mm
Gaunt Summoner of Tzeentch	40mm
Gaunt Summoner's Chaos Familiars	25mm
Herald of Tzeentch	32mm
Herald of Tzeentch on Burning Chariot	120 x 92mm
Herald of Tzeentch on Disc	60mm
Kairic Acolytes	32mm
Kairos Fateweaver	100mm
Lord of Change	100mm
Magister	32mm
Mutalith Vortex Beast of Tzeentch	120 x 92mm
Ogroid Thaumaturge	50mm
Pink Horrors of Tzeentch	32mm
Screamers of Tzeentch	60mm
The Blue Scribes	60mm
The Changeling	40mm
Tzaangor Enlightened	40mm
Tzaangor Shaman	40mm
Tzaangor Skyfires	40mm
Tzaangors	32mm

EVERCHOSEN	
UNIT	BASE SIZE
Archaon	160mm
Gaunt Summoner of Tzeentch	40mm
Varanguard	75 x 42mm

HOSTS OF SLAANESH	
UNIT	BASE SIZE
Chaos Lord of Slaanesh	32mm
Daemonettes of Slaanesh	25mm
Exalted Seekers Chariots of Slaanesh	120 x 92mm
Fiends of Slaanesh	40mm
Hellflayers of Slaanesh	120 x 92mm
Hellstriders of Slaanesh	60 x 35mm
Herald of Slaanesh	25mm
Herald of Slaanesh on Exalted Seeker Chariot	120 x 92mm
Herald of Slaanesh on Seeker Chariot	120 x 92mm
Keeper of Secrets	60mm
Lord of Slaanesh on Daemonic Mount	60mm
Seeker Chariots of Slaanesh	120 x 92mm
Seekers of Slaanesh	60 x 35mm
The Masque of Slaanesh	25mm

MAGGOTKIN OF NURGLE	
UNIT	BASE SIZE
Beasts of Nurgle	60mm
Bloab Rotspawned	100mm
Epidemius, Tallyman of Nurgle	60mm
Feculent Gnarlmau	Use model
Festus the Leechlord	40mm
Great Unclean One	130mm
Gutrot Spume	40mm
Harbinger of Decay	60mm
Horticultural Slimux	105 x 70mm
Lord of Afflictions	60mm
Lord of Blights	40mm
Lord of Plagues	40mm
Morbidek Twiceborn	100mm
Nurglings	40mm
Orghotts Daemonspew	100mm
Plague Drones	60mm
Plaguebearers	32mm
Poxbringer, Herald of Nurgle	32mm
Pusgoyle Blightlords	60mm
Putrid Blightkings	40mm
Rotigus	130mm
Sloppity Bilepiper, Herald of Nurgle	32mm
Sorcerer	32mm
Spoilpox Scrivener, Herald of Nurgle	40mm
The Glottkin	130mm

MASTERCLAN	
UNIT	BASE SIZE
Grey Seer	32mm
Lord Skreech Verminkin	120 x 92mm
Screaming Bell	120 x 92mm
Thanquol and Boneripper	105 x 70mm
Verminalord Warpseer	120 x 92mm

MONSTERS OF CHAOS

UNIT	BASE SIZE
Centigors	60 x 35mm
Chaos Warhounds	60 x 35mm
Chimera	120 x 92mm
Cockatrice	60mm
Harpies	32mm
Jabberslythe	120 x 92mm
Mutalith Vortex Beast	120 x 92mm
Razorgors	75 x 42mm
Slaughterbrute	120 x 92mm

SLAVES TO DARKNESS

UNIT	BASE SIZE
Chaos Chariots	120 x 92mm
Chaos Chosen	32mm
Chaos Gorebeast Chariots	120 x 92mm
Chaos Knights	75 x 42mm
Chaos Lord on Daemonic Mount	75 x 42mm
Chaos Lord on Manticore	120 x 92mm
Chaos Marauder Horsemen	60 x 35mm
Chaos Marauders	25mm
Chaos Sorcerer Lord	32mm
Chaos Sorcerer Lord on Chaos Steed	75 x 42mm
Chaos Sorcerer Lord on Manticore	120 x 92mm
Chaos Spawn	50mm
Chaos Warriors	32mm
Chaos Warshrine	120 x 92mm
Daemon Prince	60mm
Darkoath Chieftain	32mm
Darkoath Warqueen	32mm
Exalted Hero of Chaos	32mm
Lord of Chaos	32mm

THUNDERSCORN

UNIT	BASE SIZE
Dragon Ogor Shaggoth	90 x 52mm
Dragon Ogors	90 x 52mm

WARHERDS

UNIT	BASE SIZE
Bullgors	50mm
Cygor	120 x 92mm
Doombull	50mm
Ghorgon	120 x 92mm

BASE SIZES – DEATH

FLESH-EATER COURTS	
UNIT	BASE SIZE
Abhorrant Ghoul King	32mm
Abhorrant Ghoul King on Terrorgheist	130mm
Abhorrant Ghoul King on Zombie Dragon	130mm
Crypt Flyers	50mm
Crypt Ghast Courtier	32mm
Crypt Ghouls	25mm
Crypt Haunter Courtier	50mm
Crypt Horrors	50mm
Crypt Infernal Courtier	50mm
Varghulf Courtier	60mm

LEGIONS OF NAGASH	
UNIT	BASE SIZE
Arkhan the Black, Mortarch of Sacrament	120 x 92mm
Bat Swarms	50mm
Black Coach	170 x 105mm
Black Knights	60 x 35mm
Blood Knights	60 x 35mm
Bloodseeker Palanquin	120 x 92mm
Cairn Wraith	25mm
Corpse Cart with Balefire Brazier	105 x 70mm
Corpse Cart with Unholy Lodestone	105 x 70mm
Coven Throne	120 x 92mm
Dire Wolves	60 x 35mm
Fell Bats	40mm
Grave Guard	25mm
Hexwraiths	60 x 35mm
Mannfred, Mortarch of Night	120 x 92mm
Morghast Archai	60mm
Morghast Harbingers	60mm
Mortis Engine	120 x 92mm
Nagash, Supreme Lord of the Undead	130mm
Necromancer	32mm
Neferata, Mortarch of Blood	120 x 92mm
Prince Vhordrai	130mm
Skeleton Warriors	25mm
Spirit Hosts	50mm
Terrorgheist	130mm
Tomb Banshee	25mm
Vampire Lord	32mm
Vampire Lord on Nightmare Steed	60 x 35mm
Vampire Lord on Zombie Dragon	130mm
Vargheists	50mm
Wight King with Baleful Tomb Blade	32mm
Wight King with Black Axe	32mm
Zombie Dragon	130mm
Zombies	25mm

NIGHTHAUNT	
UNIT	BASE SIZE
Black Coach	170 x 105mm
Bladegheist Revenants	32mm
Cairn Wraith	25mm
Chainghasts	32mm
Chainrasp Horde	25mm
Dreadblade Harrow	60 x 35mm
Dreadscythe Harridans	32mm
Glaivewraith Stalkers	32mm
Grimghast Reapers	32mm
Guardian of Souls with Nightmare Lantern	32mm
Hexwraiths	60 x 35mm
Knight of Shrouds	32mm
Knight of Shrouds on Ethereal Steed	75 x 42mm
Kurdoss Valentian, the Craven King	60mm
Lady Olynder, Mortarch of Grief	60mm
Lord Executioner	40mm
Myrmourn Banshees	32mm
Reikenor the Grimhailer	75 x 42mm
Spirit Hosts	50mm
Spirit Torment	40mm
Tomb Banshee	25mm

BASE SIZES – DESTRUCTION

ALEGUZZLER GARGANTS

UNIT	BASE SIZE
Aleguzzler Gargant	105 x 70mm

BEASTCLAW RAIDERS

UNIT	BASE SIZE
Frost Sabres	60 x 35mm
Frostlord on Stonehorn	120 x 92mm
Frostlord on Thundertusk	120 x 92mm
Huskard on Stonehorn	120 x 92mm
Huskard on Thundertusk	120 x 92mm
Icebrow Hunter	50mm
Icefall Yhetees	50mm
Mournfang Pack	90 x 52mm
Stonehorn Beastriders	120 x 92mm
Thundertusk Beastriders	120 x 92mm

BONESPLITTERZ

UNIT	BASE SIZE
Maniak Weirdnob	60 x 35mm
Savage Big Boss	32mm
Savage Big Stabbas	60 x 35mm
Savage Boarboy Maniaks	60 x 35mm
Savage Boarboys	60 x 35mm
Savage Orruk Arrowboys	32mm
Savage Orruk Morboys	32mm
Savage Orruks	32mm
Wardokk	32mm
Wurgog Prophet	32mm

FIREBELLIES

UNIT	BASE SIZE
Firebelly	50mm

GITMOB GROTS

UNIT	BASE SIZE
Doom Diver Catapult	90 x 52mm
Doom Diver Catapult Crew with Rope	60 x 35mm
Doom Diver Catapult Crew with Hammer	25mm
Doom Diver	32mm
Grot Rock Lobber	105 x 70mm
Grot Rock Lobber Crew	25mm
Grot Rock Lobber Orruk Bully	32mm
Grot Shaman	25mm
Grot Spear Chukka	50mm
Grot Spear Chukka Crew	25mm
Grot Wolf Chariots	105 x 70mm
Grot Wolf Riders	60 x 35mm
Grots	25mm
Nasty Skulkers	25mm
Snotling Pump Wagons	105 x 70mm
Snotlings	50mm

GREENSKINZ

UNIT	BASE SIZE
Orruk Boar Chariots	120 x 92mm
Orruk Boarboys	60 x 35mm
Orruk Great Shaman	32mm
Orruk Warboss	32mm
Orruk Warboss with Banner	32mm
Orruk Warboss on War Boar	60 x 35mm
Orruk Warboss on Wyvern	100mm
Orruks	32mm

GUTBUSTERS

UNIT	BASE SIZE
Butcher	40mm
Butcher with Cauldron	105 x 70mm
Gorgers	50mm
Grot Scraplauncher	120 x 92mm
Grots	25mm
Ironblaster	120 x 92mm
Ironguts	40mm
Leadbelchers	40mm
Ogors	40mm
Tyrant	50mm

IRONJAWZ

UNIT	BASE SIZE
Ardboys	32mm
Brutes	40mm
Gordrakk, the Fist of Gork	160mm
Gore-gruntas	90 x 52mm
Megaboss	60mm
Megaboss on Maw-krusha	160mm
Warchanter	40mm
Weirdnob Shaman	40mm

MANEATERS

UNIT	BASE SIZE
Maneaters	50mm

MOONCLAN GROTS

UNIT	BASE SIZE
Cave Squigs	25mm
Fungoid Cave-shaman	32mm
Grot Fanatics	25mm
Grot Shaman	25mm
Grot Squig Herders	25mm
Grot Squig Hoppers	25mm
Grot Warboss	25mm
Grot Warboss on Great Cave Squig	50mm
Mangler Squigs	60mm
Moonclan Grots	25mm

SPIDERFANG GROTS

UNIT	BASE SIZE
Arachnarok Spider	160mm
Grot Big Boss on Gigantic Spider	60mm
Grot Spider Riders	60 x 35mm

TROGGOTHS

UNIT	BASE SIZE
Fellwater Troggoths	50mm
Rockgut Troggoths	40mm
Sourbreath Troggoths	40mm

BASE SIZES – ORDER

AELF	
UNIT	BASE SIZE
Mistweaver Saih	32mm
Tenebrael Shard	32mm

COLLEGIATE ARCANE	
UNIT	BASE SIZE
Battlemage	25mm
Battlemage on Griffon	120 x 92mm
Celestial Hurricanum	120 x 92mm
Luminark of Hysh	120 x 92mm

DARKLING COVENS	
UNIT	BASE SIZE
Black Guard	25mm
Bleakswords	25mm
Darkshards	25mm
Dreadspears	25mm
Executioners	25mm
Sorceress	25mm
Sorceress on Black Dragon	105 x 70mm

DAUGHTERS OF KHAINE	
UNIT	BASE SIZE
Avatar of Khaine	40mm
Blood Sisters	40mm
Blood Stalkers	40mm
Bloodwrack Medusae	40mm
Bloodwrack Shrine	120 x 92mm
Doomfire Warlocks	60 x 35mm
Hag Queen	25mm
Hag Queen on Cauldron of Blood	120 x 92mm
Khinerai Heartrenders	40mm
Khinerai Lifetakers	40mm
Morathi, High Oracle of Khaine	40mm
Morathi, The Shadow Queen	100mm
Sisters of Slaughter	25mm
Slaughter Queen	25mm
Slaughter Queen on Cauldron of Blood	120 x 92mm
Witch Aelves	25mm

DEVOTED OF SIGMAR	
UNIT	BASE SIZE
Excelsior Warpriest	32mm
Excelsior Warpriest's Gryph-hound	25mm
Flagellants	25mm
War Altar of Sigmar	120 x 92mm
Warrior Priest	25mm
Witch Hunter	25mm

DISPOSSESSED	
UNIT	BASE SIZE
Dispossessed Warriors	25mm
Hammerers	25mm
Ironbreakers	25mm
Irondrakes	25mm
Longbeards	25mm
Quarrellers	25mm
Runelord	25mm
Thunderers	25mm
Unforged	25mm
Warden King	25mm

ELDRITCH COUNCIL	
UNIT	BASE SIZE
Archmage	25mm
Archmage on Steed	60 x 35mm
Archmage on Dragon	120 x 92mm
Drakeseer	120 x 92mm
Loremaster	25mm
Swordmasters	25mm

FREE PEOPLES	
UNIT	BASE SIZE
Demigryph Knights	75 x 42mm
Freeguild Archers	25mm
Freeguild Crossbowmen	25mm
Freeguild General	25mm
Freeguild General on warhorse	60 x 35mm
Freeguild General on Griffon	120 x 92mm
Freeguild Greatswords	25mm
Freeguild Guard	25mm
Freeguild Handgunners	25mm
Freeguild Outriders	60 x 35mm
Freeguild Pistoliers	60 x 35mm

FYRESLAYERS	
UNIT	BASE SIZE
Auric Hearthguard	32mm
Auric Runefather	32mm
Auric Runefather on Magmadroth	120 x 92mm
Auric Runemaster	32mm
Auric Runesmiter	32mm
Auric Runesmiter on Magmadroth	120 x 92mm
Auric Runeson	32mm
Auric Runeson on Magmadroth	120 x 92mm
Battlesmith	32mm
Doomseeker	32mm
Grimwrath Berzerker	32mm
Hearthguard Berzerkers	32mm
Vulkite Berzerkers	32mm

IDONETH DEEPKIN	
UNIT	BASE SIZE
Akhelian Alloplex	90 x 52mm
Akhelian Ishlaen Guard	60 x 35mm
Akhelian King	60mm
Akhelian Leviadon	120 x 92mm
Akhelian Morrarr Guard	60 x 35mm
Eidolon of Mathlann, Aspect of the Sea	100mm
Eidolon of Mathlann, Aspect of the Storm	100mm
Gloomtide Shipwreck	Use model
Isharann Soulrender	40mm
Isharann Soulscriber	32mm
Isharann Tidecaster	32mm
Lotann, Warden of the Soul Ledgers	40mm
Namarti Reavers	32mm
Namarti Thralls	32mm
Voltornos, High King of the Deep	60mm

IRONWELD ARSENAL	
UNIT	BASE SIZE
Cannon	90 x 52mm
Cannon Crew	25mm
Cogsmith	25mm
Gunmaster	25mm
Gyrobombers	50mm
Gyrocopters	50mm
Helblaster Volley Gun	90 x 52mm
Helblaster Volley Gun Crew	25mm
Helstorm Rocket Battery	90 x 52mm
Helstorm Rocket Battery Crew	25mm
Organ Gun	90 x 52mm
Organ Gun Crew	25mm
Steam Tank	120 x 92mm

KHARADRON OVERLORDS	
UNIT	BASE SIZE
Aether-Khemist	32mm
Aetheric Navigator	32mm
Arkanaut Admiral	32mm
Arkanaut Company	25mm
Arkanaut Frigate	120 x 92mm
Arkanaut Ironclad	170 x 105mm
Brokk Grungsson, Lord-Magnate of Barak-Nar	50mm
Endrinmaster	32mm
Endrinriggers	32mm
Grundstok Gunhauler	105 x 70mm
Grundstok Thunderers	32mm
Skywardens	32mm

LION RANGERS	
UNIT	BASE SIZE
White Lion Chariots	120 x 92mm
White Lions	25mm

ORDER DRACONIS	
UNIT	BASE SIZE
Dragon Noble	25mm
Dragon Noble on Steed	60 x 35mm
Dragonlord	120 x 92mm
Dragon Blades	60 x 35mm

ORDER SERPENTIS	
UNIT	BASE SIZE
Drakespaw Chariots	120 x 92mm
Drakespaw Knights	60 x 35mm
Dreadlord on Black Dragon	105 x 70mm
War Hydra	120 x 92mm

PHOENIX TEMPLE	
UNIT	BASE SIZE
Anointed	25mm
Flamespyre Phoenix	120 x 92mm
Frostheart Phoenix	120 x 92mm
Phoenix Guard	25mm

SCOURGE PRIVATEERS	
UNIT	BASE SIZE
Black Ark Corsairs	25mm
Black Ark Fleetmaster	25mm
Kharibdyss	120 x 92mm
Scourgerunner Chariots	120 x 92mm

SERAPHON	
UNIT	BASE SIZE
Bastiladon	120 x 92mm
Chameleon Skinks	25mm
Engine of the Gods	120 x 92mm
Kroxigor	50mm
Lord Kroak	50mm
Razordons	60 x 35mm
Ripperdactyl Riders	50mm
Salamanders	60 x 35mm
Saurus Astrolith Bearer	40mm
Saurus Eternity Warden	40mm
Saurus Guard	32mm
Saurus Knights	60 x 35mm
Saurus Oldblood	32mm
Saurus Oldblood on Carnosaur	120 x 92mm
Saurus Scar-Veteran on Carnosaur	120 x 92mm
Saurus Scar-Veteran on Cold One	60 x 35mm
Saurus Sunblood	32mm
Saurus Warriors	32mm
Skink Handlers	25mm
Skink Priest	25mm
Skink Starpriest	25mm
Skink Starseer	50mm
Skinks	25mm
Slann Starmaster	50mm
Stegadon	120 x 92mm
Terradon Riders	50mm
Troglodon	120 x 92mm

SHADOWBLADES

UNIT	BASE SIZE
Assassin	25mm
Dark Riders	60 x 35mm

STORMCAST ETERNALS

UNIT	BASE SIZE
Aetherwings	32mm
Astreia Solbright	90 x 52mm
Aventis Firestrike, Magister of Hammerhal	100mm
Castigators	40mm
Celestant-Prime, Hammer of Sigmar	100mm
Celestar Ballista	60mm
Celestar Ballista Crew	40mm
Dracothian Guard Concussors	90 x 52mm
Dracothian Guard Desolators	90 x 52mm
Dracothian Guard Fulminators	90 x 52mm
Dracothian Guard Tempestors	90 x 52mm
Drakesworn Templar	170 x 105mm
Evocators	40mm
Evocators on Dracolines	90 x 52mm
Gavriel Sureheart	40mm
Gryph-hounds	40mm
Judicators	40mm
Knight-Azyros	50mm
Knight-Heraldor	40mm
Knight-Incantor	40mm
Knight-Questor	40mm
Knight-Venator	50mm
Knight-Vexillor	40mm
Knight-Zephyros	40mm
Liberators	40mm
Lord-Aquilor	90 x 52mm
Lord-Arcanum	40mm
Lord-Arcanum on Dracoline	90 x 52mm
Lord-Arcanum on Gryph-charger	90 x 52mm
Lord-Arcanum on Tauralon	100mm
Lord-Castellant	40mm
Lord-Celestant	40mm
Lord-Celestant on Dracoth	90 x 52mm
Lord-Celestant on Stardrake	170 x 105mm
Lord-Exorcist	40mm
Lord-Ordinator Vorrus Starstrike	40mm
Lord-Relictor	40mm
Lord-Veritant	40mm
Neave Blacktalon	40mm
Paladin Decimators	40mm
Paladin Protectors	40mm
Paladin Retributors	40mm
Prosecutors	40mm
Raptor-Prime with Longstrike Crossbow	40mm
Sequitors	40mm
Steelheart's Champions	40mm
The Farstriders	40mm
Vandus Hammerhand	90 x 52mm
Vanguard-Hunters	40mm

STORMCAST ETERNALS

UNIT	BASE SIZE
Vanguard-Palladors	75 x 42mm
Vanguard-Raptors	40mm
Vanguard-Raptors with Longstrike Crossbows	60 x 35mm

SWIFTHAWK AGENTS

UNIT	BASE SIZE
Chariots	120 x 92mm
High Warden	105 x 70mm
Reavers	60 x 35mm
Shadow Warriors	25mm
Skycutters	120 x 92mm
Skywarden	120 x 92mm
Spireguard	25mm

SYLVANETH

UNIT	BASE SIZE
Alarielle the Everqueen	160mm
Branchwraith	32mm
Branchwych	32mm
Drycha Hamadreth	105 x 70mm
Kurnoth Hunters	50mm
Spirit of Durthu	105 x 70mm
Spite-Revenants	32mm
Sylvaneth Dryads	32mm
Sylvaneth Wyldwood	Use model
Tree-Revenants	32mm
Treelord	105 x 70mm
Treelord Ancient	105 x 70mm

WANDERERS

UNIT	BASE SIZE
Eternal Guard	25mm
Glade Guard	25mm
Nomad Prince	32mm
Sisters of the Thorn	60 x 35mm
Sisters of the Watch	25mm
Spellweaver	25mm
Wayfinder	25mm
Waystrider	25mm
Waywatcher	25mm
Wild Riders	60 x 35mm
Wildwood Rangers	25mm

BASE SIZES – OTHERS

MALIGN SORCERY	
UNIT	BASE SIZE
Aethervoid Pendulum	Use model
Balewind Vortex	Use model
The Burning Head	Use model
Chronomantic Cogs	Use model
Emerald Lifeswarm	Use model
Geminids of Uhl-Gysh	Use model
Malevolent Maelstrom	Use model
Prismatic Palisade	Use model
Purple Sun of Shyish	Use model
Quicksilver Swords	Use model
Ravenak's Gnashing Jaws	Use model
Soulsnare Shackles	Use model
Suffocating Gravetide	Use model
Umbral Spellportal	Use model

WARHAMMER UNDERWORLDS	
UNIT	BASE SIZE
Fjul-Grimnir	32mm
Garrek's Reavers	32mm
Ironskull's Boyz	32mm
Magore's Fiends	32mm
Riptooth	50mm
Skritch Spiteclaw	32mm
Spiteclaw's Swarm	25mm
Steelheart's Champions	40mm
The Chosen Axes	32mm
The Farstriders	40mm
The Sepulchral Guard	25mm



GENERAL'S HANDBOOK 2018

Official Errata, July 2018

The following errata correct errors in the *General's Handbook 2018*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 60 – Places of Arcane Power, Objectives

Change the second paragraph to:

'The normal rules for controlling an objective are not used in this battle. Instead, a player controls an objective if a friendly **HERO** with an artefact of power, or a friendly **WIZARD**, is within 3" of the objective at the end of any type of move apart from a retreat move. The player loses control of the objective if the **HERO** or **WIZARD** is not within 3" of it.'

Page 62 – Pitched Battle Profile, Introduction

Add the following section:

'ARMIES WITHOUT ALLEGIANCE ABILITIES

If a faction army does not have a set of allegiance abilities, then you can use its Grand Alliance allegiance abilities instead. For example, if you had an Eshin army you could use the Grand Alliance Chaos allegiance abilities, and if you had an Order Draconis army you could use the Grand Alliance Order allegiance abilities. Note that if allegiance abilities exist for a faction army, you must use them.'

Page 65 – Chaos Pitched Battle Profiles, Clans

Verminus, Stormvermin

Change the maximum unit size to '40'

Page 66 – Chaos Pitched Battle Profiles, Disciples of Tzeentch

Add the following new pitched battle profile:

UNIT	MIN	MAX	POINTS
Tzeentch Chaos Spawn	1	6	50

Page 66 – Chaos Pitched Battle Profiles, Everchosen

Change the unit name 'Gaunt Summoner of Tzeentch' to 'Gaunt Summoner on Disc of Tzeentch'

Page 69 – Chaos Allies, Slaves to Darkness

Add 'Monsters of Chaos' to the list of Slaves to Darkness allies.

Page 71 – Death Pitched Battle Profiles, Legions of Nagash, Black Coach

Change the name to 'Legion Black Coach'

Page 80 – Idoneth Deepkin, points

Some of these points costs are incorrect – use those below instead. These match the points costs printed in *Battletome: Idoneth Deepkin*, which are correct.

IDONETH DEEPKIN UNIT	POINTS
Akhelian Leviadon	380
Eidolon of Mathlann, Aspect of the Storm	400
Eidolon of Mathlann, Aspect of the Sea	440
Isharann Soulscryer	100
Akhelian Morrassarr Guard	160
Akhelian Corps	100
Namarti Corps	100
Royal Council	140

Page 99 – Summon Daemons of Tzeentch

Change the first sentence of the second paragraph of rules to:

'If you have 10 or more Fate Points at the end of your movement phase, you can summon one or more units from the list below onto the battlefield, and add them to your army.'

Page 129 – Liber Bubonicus

Change the rules text to:

'The bearer can use the Pestilent Prayers ability from the Plague Priest warscroll. If the bearer can already use the Pestilent Prayers ability, then it can use the Pestilent Prayers ability twice in your hero phase.'

Page 130 – Warpstone Sparks

Change the third bullet point to:

'Add 1 to the damage inflicted by 1 successful attack made by a friendly **SKRYRE** model with a missile weapon or melee weapon.'



GENERAL'S HANDBOOK 2018

Designers' Commentary, July 2018

The following commentary is intended to complement the *General's Handbook 2018*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team explain and how the rules are intended to be used. The commentaries help provide a default setting for your games, but 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 (changes like this are usually referred to as 'house rules').

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Q: Do mortal wounds count as wounds for the purposes of the Feed on Depravity rule?

A: No.



MALIGN SORCERY

Errata, July 2018

The following errata correct errors in *Malign Sorcery*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 78 – Spells of Hysh, Banishment

Change the rules text to:

'Banishment has a casting value of 8. If successfully cast, pick 1 enemy unit within 12" of the caster that is visible to them. Your opponent must remove that unit from the battlefield and then set it up again, anywhere on the battlefield more than 24" from the caster and more than 9" from any other models from the caster's army.'

Page 81 – Artefacts of Power, Relics of Chamon, Hydroxskin Cloak

Change the rules text to:

'The bearer can fly. After the bearer has made a normal move, you can pick 1 unit that has any models that the bearer has passed across and roll a dice. On a 3+ that unit suffers D3 mortal wounds.'

P85 – Artefacts of Power, Relics of Hysh, Lens of Refraction

Change the rules text to:

'Once per battle round, the first time a friendly unit within 6" of the bearer suffers any mortal wounds inflicted by a spell or endless spell, roll a D3 and reduce the number of mortal wounds suffered by the roll.'

Umbral Spellportal warscroll card, Arcane Passage

Change the rules text to:

'If a Wizard successfully casts a spell while they are within 1" of an Umbral Spellportal model, the range and visibility of the spell can be measured from the other Umbral Spellportal model from this endless spell. After the range and visibility for a spell has been measured from an Umbral Spellportal, you cannot use the Arcane Passage ability again for that Umbral Spellportal in that phase.'

If a predatory endless spell finishes a move within 6" of an Umbral Spellportal model, remove it from the battlefield and set it up again anywhere within 6" of the other Umbral Spellportal model from this endless spell. After an endless spell finishes a move within 6" of an Umbral Spellportal and is set up again, it cannot move again in that phase, and you cannot use the Arcane Passage ability again for that Umbral Spellportal in that phase.'

Geminids of Uhl-Gysh card, Tendrils of Shadow and Light

Change the rules text to:

'After the Shadow Geminid model has moved, each unit that has any models it passed across suffers D3 mortal wounds. In addition, subtract 1 (to a minimum of 1) from the Attacks characteristic of melee weapons used by each unit that has any models it passed across until the end of the battle round. A unit is not affected by the Shadow Geminid model if it has been passed across by the Light Geminid model earlier in the same battle round. After the Light Geminid model has moved, each unit that has any models it passed across suffers D3 mortal wounds. In addition, subtract 1 from hit rolls for each unit that has any models it passed across until the end of the battle round. A unit is not affected by the Light Geminid model if it has been passed across by the Shadow Geminid model earlier in the same battle round (a unit can be affected by one or other of the models each battle round, but not both).'



MALIGN SORCERY

Designers' Commentary, July 2018

The following commentary is intended to complement *Malign Sorcery*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team explain and how the rules are intended to be used. The commentaries help provide a default setting for your games, but 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 (changes like this are usually referred to as 'house rules').

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Q: Do abilities that modify or re-roll an unbinding roll have any effect on a dispel roll?

A: No.

Q: Some abilities allow a model to learn their opponent's spells. In a Pitched Battle, can these abilities be used to cast endless spells if they did not spend the points to buy those spells?

A: No. Abilities such as these will allow that model to learn that spell and to use it in games that are not Pitched Battles, but in a Pitched Battle you must pay the points cost for a spell model in order to use it in a game.

Q: Do things that increase the range of a caster's spells also apply to the distance at which an endless spell can be set up from the caster?

A: No. Things that increase the range of a spell's effects do not apply to the distance at which an endless spell can be set up. By the same token, things that allow you to measure the range of a spell from a different location to the caster cannot be used when setting up an endless spell.

Q: Do models that are slain by endless spells at the start of the battle round count as casualties inflicted in the first turn of that battle round for battleshock tests? Do they count towards the number of wounds inflicted on Morathi (both versions) in the first turn?

A: No to both questions.

Q: Can the Aethervoid Pendulum move both forwards and backwards?

A: No. It always moves in the same direction.

Q: Does the Purple Sun of Shyish only do 2D6 mortal wounds to units with a Wounds characteristic of 6 or more if you first roll a 6+?

A: Yes.

Q: If the range of a spell is measured from an Umbral Spellportal, is the range for unbinding measured to the caster or the portal?

A: It is measured to the caster.



MALIGN PORTENTS

Official Errata, June 2018

The following errata correct errors in *Malign Portents*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 70 – Lord-Ordinator

This warscroll is no longer used. It has been replaced with the warscroll in *Battletome: Stormcast Eternals*.

Page 76 – Knight of Shrouds

This warscroll is no longer used. It has been replaced with the warscroll in *Battletome: Nighthaunt*.

Page 79 – Warscryer Citadel

This warscroll is no longer used. It has been replaced with the warscroll in the *General's Handbook 2018*.

Page 80 – Including Harbingers of the Malign Portents Add:

'The 'Harbingers of the Malign Portents' rule explains how to use Lord-Ordinators, Darkoath Warqueens, Knights of Shrouds and Fungoid Cave-Shamans in games of Warhammer Age of Sigmar which use the Malign Portents rules. The following rule can be used by players who wish to use these models in their armies in open, narrative or matched play games not using the Malign Portents rules.

Lord-Ordinators, Darkoath Warqueens, Knights of Shrouds and Fungoid Cave-Shamans can be included in any army that shares their Grand Alliance keyword. They are not treated as part of the player's army for the purposes of defining its allegiance and what allegiance abilities it qualifies for.

Lord-Ordinators, Darkoath Warqueens, Knights of Shrouds and Fungoid Cave-Shamans can be given a command trait or artefact of power if they share the keyword of that army's allegiance. However, a Lord-Ordinator, Darkoath Warqueen, Knight of Shrouds or Fungoid Cave-Shaman can be chosen as the army's general even if they do not share the keyword of that army's allegiance.

In a Pitched Battle game, the points cost of any Lord-Ordinator, Darkoath Warqueen, Knight of Shrouds or Fungoid Cave-Shaman counts against the points allowance for allied units unless they share the same keyword as the army's allegiance.'



BLIGHTWAR

Official Errata, June 2018

The following errata correct errors in *Blightwar*.

The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 34 – Neave Blacktalon

Add the following to this warscroll's keywords:

'HERO'



SEASON OF WAR: FIRESTORM

Official Errata, June 2018

The following errata correct errors in *Season of War: Firestorm*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

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

Page 64 – Greywater Fastness, Organisation

Add the following keyword to this list:

DISPOSSESSED



GRAND ALLIANCE: CHAOS

Official Errata, July 2018

The following errata correct errors in *Grand Alliance: Chaos*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Pages 8-17 – Everchosen

These warscrolls are no longer used. They have been replaced with the warscrolls in *Battletome: Everchosen*.

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 27 and 187 – Daemon Prince, Summon

Daemon Prince

Remove this spell.

Page 27 – Daemon Prince, keywords

Add the **SLAVES TO DARKNESS** keyword to each set of Daemon Prince keywords.

Pages 46-156 – Khorne Bloodbound, Daemons of Khorne, Tzeentch Arcanites, Daemons of Tzeentch, Nurgle Rotbringers and Daemons of Nurgle

These warscrolls are no longer used. They have been replaced with the warscrolls in *Battletome: Blades of Khorne*, *Battletome: Disciples of Tzeentch* and *Battletome: Maggotkin of Nurgle*.

Pages 158-190 – Hosts of Slaanesh and Daemons of Chaos

Remove the following summoning spells:

- Summon Keeper of Secrets
- Summon Herald of Slaanesh
- Summon Seeker Herald
- Summon Hellflayer
- Summon Exalted Herald
- Summon Fiends of Slaanesh
- Summon Daemonettes
- Summon Seekers
- Summon Seeker Chariot
- Summon Exalted Chariot
- Summon Furies
- Summon Soul Grinder

Page 175, 177 – Daemonettes, Seekers, Icon Bearer

Change to:
'Models in this unit may be Icon Bearers. If the unmodified roll for a battleshock test for a unit that includes any Icon Bearers is 1, you can add D6 models to that unit, and no models from that unit will flee in that battleshock phase.'

Page 196 – Beastlord, Grisly Trophy

Add:

'The same unit cannot benefit from this command ability more than once in the same phase.'

Page 197 – Great Bray-Shaman, Savage Dominion

Replace this spell with:

'**Devolve:** *The Bray-Shaman magnifies the savage and animalistic parts of the foe's psyche until they are no more than growling beasts.*

Devolve has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them and not within 3" of any friendly units. Your opponent must move that unit 2D6 inches. In addition, that unit must finish that move as close as possible to the model from the caster's army that was nearest at the start of that move.'

Page 206 – Doombull, Slaughterer’s Call

Add:

‘The same unit cannot benefit from this command ability more than once in the same phase.’

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 225 – Mutalith Vortex Beast, Aura of Mutation

Change result 6 to:

‘*Spawnchange*: The target unit suffers D6 mortal wounds. If at least one model is slain by these mortal wounds, set up a **CHAOS SPAWN** within 3" of the target unit and add it to your army.’

Note that this errata also affects the Mutalith Vortex Beast of Tzeentch.

Page 239 – Thanquol and Boneripper, Blessings of the Horned Rat

Add:

‘The same unit cannot be picked to benefit from this command ability more than once in the same phase.’

Page 241 – Lord Skreech Verminking, The Dreaded Thirteenth Spell

Change to:

‘**The Dreaded Thirteenth Spell**: *With a sickening lurch, the fabric of reality is torn open by the twisting, mutating power of the Great Horned Rat.*

The Dreaded Thirteenth Spell has a casting value of 8. If successfully cast, pick an enemy unit within 13" of the caster that is visible to them and roll 13 dice. For each 4+ that unit suffers 1 mortal wound. If any models are slain by these mortal wounds, you can summon a unit of Clanrats to the battlefield, and add it to your army. The summoned unit has one model for each model slain by these mortal wounds. The summoned unit must be set up wholly within 13" of Lord Skreech Verminking, and more than 9" from any enemy units. The summoned unit cannot move in the following movement phase.’

Page 243 – Screaming Bell, Peal of Doom

Change result 12 to:

‘*A Stirring Beyond the Veil*: You can summon a **VERMINLORD** to the battlefield and add it to your army. The summoned unit must be set up wholly within 24" of this model, and more than 9" from any enemy units. This result can be used once per battle. If you roll this result again, you must instead choose another result between 2 and 11.’

Page 250 – Skaven Warlord, Gnash-gnaw on their Bones!

Change to:

‘You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **VERMINUS** unit wholly within 13" of a model with this command ability. Add 1 to the Attacks characteristic of melee weapons used by that unit in that phase. You cannot pick the same unit to benefit from this command ability more than once per combat phase.’

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+’

Pages 282-292 – The Clans Pestilens

These warscrolls are no longer used. They have been replaced with the warscrolls in *Battletome: Skaven Pestilens*.

Page 295 – Skaven Assassin, Hidden Killer

Change to:

‘Instead of setting up this model on the battlefield, you can place it to one side and say that it is set up in hiding as a reserve unit. If you do so, at the start of a combat phase, you can set up this model within 1" of a friendly **SKAVEN** unit with 5 or more models and a Wounds characteristic of 1. If this model is not set up on the battlefield before the start of the fourth battle round, it is slain.’

Pages 300-303 – The Rules

These rules are no longer used. Use the most recent core rules instead.



GRAND ALLIANCE: CHAOS

Designers' Commentary, July 2018

The following commentary is intended to complement *Grand Alliance: Chaos*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team explain and how the rules are intended to be used. The commentaries help provide a default setting for your games, but 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 (changes like this are usually referred to as 'house rules').

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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: 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: Can I use Warpstone Sparks from the General's Handbook to increase the number of mortal wounds inflicted by a Lightning Cannon or Warpfire Thrower Team?

A: No.



BATTLETOME: BLADES OF KHORNE

Official Errata, July 2018

The following errata correct errors in *Battletome: Blades of Khorne*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

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 – Battle Traits
Add the following battle trait:
'Summon Daemons of Khorne: *As the blood of battle flows and the skulls of enemies are taken in tribute, the daemons of Khorne go forth into the Mortal Realms in a tide of slaughter, ferocity and seething rage.*

You can summon units of **KHORNE DAEMONS** to the battlefield by expending Blood Tithe points instead of choosing a reward from the Blood Tithe table.

If you have 2 or more Blood Tithe points at the end of your movement phase, you can summon one or more units from the list below onto the battlefield, and add them to your army. Each unit you summon costs a number of Blood Tithe points, as shown on the list, and you can only summon a unit if you have enough Blood Tithe points to pay its cost. If you summon any units in this manner, your Blood Tithe points total is reset to zero immediately after the last unit has been set up (you cannot save any Blood Tithe points you did not use).

Summoned units must be set up wholly within 12" of a friendly **KHORNE HERO** and more than 9" from any enemy units.

The following units can be summoned to your army:'

Add the following table:

BLADES OF KHORNE UNIT	COST
1 Wrath of Khorne Bloodthirster	8
1 Bloodthirster of Insensate Rage	8
1 Bloodthirster of Unfettered Fury	8
20 Bloodletters	7
15 Bloodletters	6
10 Flesh Hounds	6
3 Bloodcrushers	5
1 Skull Cannon	5
10 Bloodletters	4
1 Blood Throne	4
5 Flesh Hounds	3
1 Skullmaster, Herald of Khorne	3
5 Bloodletters	2
1 Bloodmaster, Herald of Khorne	2

Page 79 – Blood Tithe Table, Bloody Exemplar
Change the rules text to:
'Select a friendly **KHORNE HERO** that has a command ability on their warscroll and immediately use that command ability without spending a command point to do so.'

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 79 – Blood Tithe Table, Blood Pact
Change the rules text to:
'Pick a **KHORNE DAEMON** unit from the summoning list below and add it to your army. Set up the unit anywhere on the battlefield that is more than 9" from any enemy units. It cannot move in the following movement 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 81 – Artefacts of Power

Replace the rules introduction for artefacts of power with the following:

‘If a Khorne army includes any **HEROES**, one may bear one artefact of power from one of the following tables: Murderous Artefacts, Banners of Khorne, Trophies of War, Daemonic Weapons, or Daemonic Adornments.’

Page 83 – Daemonic Gifts

Delete the Daemonic Gifts title, introduction and rules paragraphs (Daemonic Gifts are now artefacts of power).

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 104 – Council of Blood, Lords of Battle

Change the rules text to:

‘Each **BLOODTHIRSTER** from a Council of Blood can use the command ability on its warscroll once in each of your hero phases without spending a command point to do so.’

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, Daemon Commander

Change the last sentence of the rules text to:

‘You can use the Rejoice in the Slaughter command ability of the Charnel Host’s Bloodthirster of Unfettered Fury once in each of your hero phases without spending a command point to do so.’

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.’

Pages 124-147 – Warscrolls

Remove the following summoning spells:

- Summon Bloodthirster of Fury
- Summon Bloodthirster of Rage
- Summon Bloodthirster of Wrath
- Summon Flesh Hounds
- Summon Skullmaster
- Summon Bloodmaster
- Summon Bloodletters
- Summon Bloodcrushers
- Summon Skull Cannon
- Summon Blood Throne

Page 130 – Karanak, Call of the Hunt

Change the rules text to:

‘Once per game, if Karanak is within 8" of his quarry during the hero phase, you can summon a unit of 5 Flesh Hounds to the battlefield, and add it to your army. The summoned unit must be set up wholly within 8" of Karanak and more than 9" from any enemy units. The summoned unit cannot move in the following movement phase.’

Page 130 – Karanak, Prey of the Blood God

Change the rules text to:

‘After armies are set up, but before the first battle round begins, you can pick 1 enemy **HERO** to be Karanak’s quarry. You can re-roll hit and wound rolls for attacks made by Karanak that target the quarry.’

Page 133 – Bloodletters, Gore-drenched Icon

Change the rules text to:

‘If the unmodified roll for a battleshock test for a unit that includes any Gore-drenched Icons is 1, you can add D6 models to that unit, and no models from that unit will flee in that battleshock phase.’

Page 134 – Bloodcrushers, Icon Bearer

Change the last two sentences of the rules text to:

‘If the unmodified roll for a battleshock test for a unit that includes any Icon Bearers is 1, you can add 1 model to that unit, and no models from that unit will flee in that battleshock phase.’

Page 139 – Lord of Khorne on Juggernaut, Blood Stampede

Add:

‘The same unit cannot be chosen to benefit from this command ability more than once in the same hero phase.’

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 (both warscrolls), Slaughter Incarnate

Change to:

‘You can use this command ability at the start of the combat phase. If you do so, pick a friendly model with this command ability. Until the end of that phase, add 1 to the Attacks characteristic of melee weapons used by friendly **KHORNE MORTAL** units while they are wholly within 10" of any friendly models using this command 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.’

Pages 148-151 – The Rules

These rules are no longer used. Use the most recent core rules instead.



BATTLETOME: BLADES OF KHORNE

Designers' Commentary, July 2018

The following commentary is intended to complement *Battletome: Blades of Khorne*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team explain and how the rules are intended to be used. The commentaries help provide a default setting for your games, but 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 (changes like this are usually referred to as 'house rules').

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

A: Yes.

Q: If I use the same Blood Blessing more than once on the same unit, are the effects cumulative?

A: Yes.

Q: When Skarbrand becomes Incandescent because he was not able to fight in the last battle round, does he use the Incandescent row of the damage table to determine Slaughter's attacks and Carnage's total carnage rolls?

A: Yes.

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: 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: If I use the Whipped to Fury ability from two Bloodstokers on the same unit, do I add 6" to its run and charge rolls?

A: No.

Q: Does the attack sequence end if I roll a 6 or more with a weapon that has the Decapitating Strike ability?

A: Yes.

Q: Does Bloody Exemplar only allow me to use a command ability that can be used in the hero phase (without having to spend a command point to use it)?

A: Yes.



BATTLETOME: DISCIPLES OF TZEENTCH

Official Errata, July 2018

The following errata correct errors in *Battletome: Disciples of Tzeentch*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 73 – Spell Lore

Change to:

'Spell Lore: 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 74 – Battle Traits

Add the following battle trait:

'Summon Daemons of Tzeentch: *The machinations of Tzeentch are unimaginably complex. To challenge the fractal plans of the Architect of Fate is to stand before the folding of reality and face strange daemons born from chaotic sorcery itself.*

You can summon units of **TZEENTCH DAEMONS** to the battlefield by expending Fate Points. You receive 1 Fate Point each time a casting roll is successful, and the spell is not unbound. Note that you receive Fate Points whenever a spell is cast, be it by friend or foe – Tzeentch cares not from whence the magic flows!

If you have 10 or more Fate Points at the end of your movement phase, you can summon one or more units from the list below onto the battlefield, and add them to your army. Each unit you summon costs a number of Fate Points, as shown on the list, and you can only summon a unit if you have enough Fate Points to pay its cost.

Summoned units must be set up wholly within 12" of a friendly **TZEENTCH HERO** and more than 9" from any enemy units. Subtract the cost of the summoned unit from the number of Fate Points you have immediately after the summoned unit has been set up.

The following units can be summoned to your army:'

Add the following table:

DISCIPLES OF TZEENTCH UNIT	COST
1 Lord of Change	36
1 Herald of Tzeentch on Burning Chariot	24
10 Pink Horrors of Tzeentch	20
1 Burning Chariot of Tzeentch	18
3 Flamers of Tzeentch	18
1 Exalted Flamer of Tzeentch	12
1 Herald of Tzeentch	12
1 Herald of Tzeentch on Disc	12
10 Blue Horrors of Tzeentch	10
10 Brimstone Horrors of Tzeentch	10
3 Screamer of Tzeentch	10

Pages 75-136 – Chaos Spawn

Change all references to 'Chaos Spawn' to 'Tzeentch Chaos Spawn' (including the name of the warscroll on page 131).

Page 75 – Tzeentch Arcanites, Tzeentch Daemons and Tzeentch Mortals, Magical Supremacy

Change to:

'Add 12" to the range at which your general can attempt to unbind spells.'

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 Tzeentch 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 – Artefacts of Power

Replace the rules introduction for artefacts of power with the following:

‘If a Tzeentch army includes any **HEROES**, one may bear one artefact of power from one of the following tables: Treasures of the Cults, Fated Artefacts, Daemonic Weapons or Daemonic Powers.’

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 Tzeentch 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 Gifts

Delete the Daemonic Gifts title, introduction and rules paragraphs (Daemonic Gifts are now artefacts of power).

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 79 – Daemonic Powers, Mark of the Conjurer

Change the rules text to:

‘If the casting roll for this daemon is a double, and is successful and not unbound, you receive 2 Fate Points instead of 1.’

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 97 – Multitudinous Host, Horrors Without Number

Change the rules text to:

‘In each of your hero phases, add D3 models to each unit of Pink Horrors and/or Blue Horrors, and add 1 model to each unit of Brimstone Horrors in this battalion.’

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.’

Pages 112-131 – Warscrolls

Remove the following summoning spells:

- Summon Lord of Change
- Summon Burning Herald
- Summon Herald on Disc
- Summon Herald of Tzeentch
- Summon Screammers
- Summon Burning Chariot
- Summon Exalted Flamer
- Summon Flamers of Tzeentch
- Summon Pink Horrors

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 119 – Screammers of Tzeentch, Locus of Change

Change to:

‘**Subtract 1 from hit rolls for attacks that target this unit while this unit is wholly within 12" of a friendly TZEENTCH DAEMON HERO.**’

Page 122 – Pink Horrors of Tzeentch, Icon Bearer

Change the last two sentences to:

‘If the unmodified roll for a battleshock test for a unit that includes any Icon Bearers is 1, you can add D6 models to that unit, and no models from that unit will flee in that battleshock phase.’

Page 123 – Blue Horrors of Tzeentch, Split

Change to:

‘**Split:** *When a Pink Horror is slain, it remains split into two smaller Blue Horrors, each grumbling and snarling in annoyance. These lesser forms may take petty vengeance on those responsible before scuttling off, or gather their fellow lesser daemons to renew the assault twice over.*

If a friendly **PINK HORROR** model is slain, you can either take petty vengeance or receive 2 Blue Horror Points. If you take petty vengeance, pick an enemy unit within 9" of the slain **PINK HORROR** and roll a dice. On a 6+ that enemy unit suffers 1 mortal wound. Any Blue Horror Points you receive can be used instead of or as well as Fate Points when you summon a **BLUE HORRORS** unit to the battlefield.’

Page 123 – Brimstone Horrors of Tzeentch, Split Again

Change to:

'Split Again: *When a Blue Horror is slain they split into two Brimstone Horrors that burn with the need to wreak havoc. These lesser forms may take petty vengeance on those responsible before scuttling off, or gather their fellow lesser daemons to renew the assault twice over.*

If a friendly **BLUE HORROR** model is slain, you can either take petty vengeance or receive 1 Brimstone Horror Point. If you take petty vengeance, pick an enemy unit within 9" of the slain **BLUE HORROR** and roll a dice. On a 6+ that enemy unit suffers 1 mortal wound. Any Brimstone Horror Points you receive can be used instead of or as well as Fate Points when you summon a **BRIMSTONE HORRORS** unit to the battlefield.'

Page 125 – Gaunt Summoner of Tzeentch, Book of Profane Secrets

Change to:

'Book of Profane Secrets: *Whispering fell incantations, a Gaunt Summoner can temporarily divert the path of a Realmgate, allowing malefic Chaos entities to manifest on the battlefield.*

Once per battle, at the end of your movement phase, if this model is within 9" of a Realmgate it can use its Book of Profane Secrets. If it does so, you can summon 1 unit from the list below to the battlefield, and add it to your army. The summoned unit must be set up wholly within 9" of a this model and wholly within 9" of the Realmgate, and more than 9" from any enemy units.

Choose a unit from the following list:

- 10 Pink Horrors
- 10 Bloodletters
- 10 Plaguebearers
- 10 Daemonettes'

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 Tzeentch Chaos Spawn to your army and set it up within 3" of the slain model's unit.'

Page 127 – Ogroid Thaumaturge, Fireblast

Change the last sentence to:

'After the damage has been inflicted, you can set up 1 unit of Brimstone Horrors within 1" of the target; the number of models set up in the new unit is equal to the number of mortal wounds inflicted.'

Pages 132-135 – The Rules

These rules are no longer used. Use the most recent core rules instead.



BATTLETOME: DISCIPLES OF TZEENTCH

Designers' Commentary, July 2018

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Q: Can I use a single Destiny Dice for one of the dice in a 2D6 roll? For example, could I use a Destiny Dice for just one of the dice in a charge roll, or one of the dice in a casting roll, etc.?

A: Yes.

Q: Can I use a Destiny Dice for a re-roll?

A: No. A re-roll is not considered to be a new dice roll, it is the original dice roll taken again. The Destiny Dice would therefore need to be used before the first roll was made.

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: 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: 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.

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: Can a Curseling, having unbound an endless spell, use the Vessel of Chaos ability to attempt to cast that endless spell?

A: Yes.

Q: Do Blue Horror Points and Brimstone Horror Points count as Fate Points for the purposes of having the 10 Fate Points needed to summon a unit?

A: Yes.



BATTLETOME: EVERCHOSEN

Official Errata, July 2018

The following errata correct errors in *Battletome: Everchosen*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 97 – Archaon, Warlord Without Equal

Change the rules text to:

'You can use this command ability in your hero phase, if **ARCHAON** is your general and is on the battlefield. If you do so, all other **CHAOS HEROES** in your army can use 1 command ability that is on their warscroll and which can be used in the hero phase without a command point being spent.'

Pages 101, 103 – Gaunt Summoner of Tzeentch

Change the title of this warscroll and its description to 'Gaunt Summoner on Disc of Tzeentch.'

Page 101 – Gaunt Summoner of Tzeentch, Book of Profane Secrets

Change to:

'**Book of Profane Secrets:** *Whispering fell incantations, a Gaunt Summoner can temporarily divert the path of a Realmgate, allowing malefic Chaos entities to manifest on the battlefield.*

Once per battle, at the end of your movement phase, if this model is within 9" of a **REALMGATE** it can use its Book of Profane Secrets. If it does so, you can summon 1 unit from the list below to the battlefield, and add it to your army. The summoned unit must be set up wholly within 9" of a this model and wholly within 9" of the **REALMGATE**, and more than 9" from any enemy units.

Choose a unit from the following list:

- 10 Pink Horrors
- 10 Bloodletters
- 10 Plaguebearers
- 10 Daemonettes'

Page 108 – Archaon's Grand Host, Daemonic Pacts

Change the rules text to:

'At the end of your movement phase, if **ARCHAON** is your general and on the battlefield, you can roll a dice. If you do so, on a 5+ you can summon one of the following units to the battlefield: 10 Plaguebearers; 10 Daemonettes; 10 Bloodletters; or 5 Pink Horrors. The summoned unit is added to your army, and must be set up wholly within 12" of **ARCHAON** and more than 9" from any enemy units.'

Page 108 – Archaon's Grand Host, Dark Command

Change the rules text to:

'Once per game, at the start of a combat phase, units from this battalion wholly within 18" of **ARCHAON** and within 3" of an enemy unit can pile in and then attack with all of the melee weapons they are armed with. They can be selected to fight normally later in the same combat phase.'

Pages 109-112 – The Rules

These rules are no longer used. Use the most recent core rules instead.



BATTLETOME: EVERCHOSEN

Designers' Commentary, July 2018

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

A: You can take Archaon but not the Varanguard.

Q: Can the battalions in this book be used in Khorne, Nurgle, Slaanesh or Tzeentch armies?

A: Yes, but the battalion and all of the units in it would be allies.



BATTLETOME: MAGGOTKIN OF NURGLE

Official Errata, July 2018

The following errata correct errors in *Battletome: Maggotkin of Nurgle*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

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.'

Page 86 – Rotigus, Deluge of Nurgle
Change the last sentence to:
'If more than one roll inflicts mortal wounds, you must pick a different enemy unit to suffer each set of mortal wounds.'

Pages 86, 87, 94, 95, 96 and 97 – Damage Tables
Change 'Wounds Allocated' to 'Wounds Suffered'.

Page 87 – Great Unclean One, Grandfather's Joy
Add the following sentence to the end of the rule:
'You cannot pick the same unit to benefit from this command ability more than once per hero phase.'

Page 88 – Poxbringer, Herald of Nurgle
Add '**WIZARD**' to the keywords line.

Page 94 – The Glotkin, Lords of Nurgle
Add the following sentence to the end of the rule:
'You cannot use this command ability more than once per hero phase.'

Page 98 – Lord of Afflictions, Spearhead of Contagion
Add:
'The same unit cannot benefit from this command ability more than once in the same phase.'

Page 99 – Harbinger of Decay, Morbid Vigour
Add:
'The same unit cannot benefit from this command ability more than once in the same phase.'

Page 100 – Lord of Blights, Plague of Flies
Add:

'The same unit cannot benefit from this command ability more than once in the same phase.'



BATTLETOME: MAGGOTKIN OF NURGLE

Designers' Commentary, June 2018

The following commentary is intended to complement *Battletome: Maggotkin of Nurgle*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team explain and how the rules are intended to be used. The commentaries help provide a default setting for your games, but 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 (changes like this are usually referred to as 'house rules').

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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.

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

A: No.

Q: When I use Gutrot Spume's Master of the Slime Fleet ability and include a unit of Putrid Blightkings with him, does this count as setting up one unit or two units?

A: It counts as a single set up.



BATTLETOME: SKAVEN PESTILENS

Official Errata, July 2018

The following errata correct errors in *Battletome: Skaven Pestilens*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 71 - Verminlord Corruptor, Gouge-tear their Eyes!

Add the following sentence to the end of the rule:
'You cannot pick the same unit to benefit from this command ability more than once per hero phase.'

Pages 85-88 – The Rules

These rules are no longer used. Use the most recent core rules instead.



BATTLETOME: SKAVEN PESTILENS

Designers' Commentary, June 2018

The following commentary is intended to complement *Battletome: Skaven Pestilens*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team explain and how the rules are intended to be used. The commentaries help provide a default setting for your games, but 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 (changes like this are usually referred to as 'house rules').

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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.

Q: Is a Plague Furnace a mount for the Plague Priest upon it?

A: Yes.



BATTLETOME: CHAOS DREADHOLD

Official Errata, June 2018

The following errata correct errors in *Battletome: Chaos Dreadhold*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Pages 58-79 – Warscrolls

The warscrolls in this book are no longer used. They have been replaced with the warscrolls on the Games Workshop website and in the *General's Handbook 2018*.



BATTLETOME: DOMINION OF CHAOS

Official Errata, June 2018

The following errata correct errors in *Battletome: Dominion of Chaos*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Pages 58-79 – Warscrolls

The warscrolls in this book are no longer used. They have been replaced with the warscrolls on the Games Workshop website and in the *General's Handbook 2018*.



GRAND ALLIANCE: DEATH

Official Errata, June 2018

The following errata correct errors in *Grand Alliance: Death*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Pages 8-84 – Warscrolls

The warscrolls in this book are no longer used. They have been replaced with the warscrolls in *Battletome: Flesh-eater Courts*, *Battletome: Legions of Nagash* and *Battletome: Nighthaunt*.

Pages 85-88 – The Rules

These rules are no longer used. Use the most recent core rules instead.



BATTLETOME: FLESH-EATER COURTS

Official Errata, July 2018

The following errata correct errors in *Battletome: Flesh-eater Courts*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 75 – Hints & Tips

Add the following:

'Returning Slain Models: Several Flesh-eater Courts abilities allow you to return slain models to a unit. When you do so, set up the models one at a time within 1" of a model from the unit they are returning to (this can be a model you returned to the unit earlier in the same phase). The slain models you return to a unit can only be set up within 3" of an enemy unit if one or more models from the unit they are returning to are already within 3" of an enemy unit.'

Page 77 – Abhorrant Ghoul King on Terrorgheist, Summon Royal Guard

Change to:

'Summon Royal Guard: You can use this command ability at the end of your movement phase. If you do so, pick a friendly model that has this command ability and has not used it before in the battle. That model summons 1 unit of 3 Crypt Horrors or 1 unit of 3 Crypt Flayers to the battlefield. The summoned unit is added to your army, and must be set up wholly within 6" of the edge of the battlefield and more than 9" from any enemy units.'

Page 79 – Abhorrant Ghoul King on Zombie Dragon, Summon Courtier

Change to:

'Summon Courtier: You can use this command ability at the end of your movement phase. If you do so, pick a friendly model that has this command ability and has not used it before in the battle. That model summons 1 **COURTIER** unit to the battlefield. The summoned unit is added to your army, and must be set up wholly within 6" of the edge of the battlefield and more than 9" from any enemy units.'

Page 80 – Abhorrant Ghoul King, Summon Men-at-arms

Change to:
'Summon Men-at-arms: You can use this command ability at the end of your movement phase. If you do so, pick a friendly model that has this command ability and has not used it before in the battle. That model summons 1 unit of 10 Crypt Ghouls to the battlefield. The summoned unit is added to your army, and must be set up wholly within 6" of the edge of the battlefield and more than 9" from any enemy units.'

Page 81 – Varghulf Courtier, To the King!

Change to:

'To the King!: In your hero phase, you can roll 6 dice for each friendly **VARGHULF COURTIER** on the battlefield. For each 2+, you can return 1 slain model to a friendly **CRYPT GHOULS** unit that is within 10" of that **VARGHULF COURTIER**. For each 5+, you can return 1 slain model to a friendly **CRYPT HORRORS** or **CRYPT FLAYERS** unit that is within 10" of that **VARGHULF COURTIER** instead. Slain models can be returned to more than one unit if you wish, but each successful dice roll can only be used to return a model to a single unit.'

Page 82 – Crypt Ghast Courtier, Muster Men-at-arms

Change to:

'Muster Men-at-arms: In your hero phase, you can roll 6 dice for each friendly **CRYPT GHAST COURTIER** on the battlefield. If you do so, for each 2+, you can return 1 slain model to a friendly **CRYPT GHOULS** unit that is within 10" of that **CRYPT GHAST COURTIER**. Slain models can be returned to more than one unit if you wish, but each successful dice roll can only be used to return a model to a single unit.'

Page 84 – Crypt Haunter Courtier, Muster King's Chosen

Change to:

'Muster King's Chosen: In your hero phase, you can roll 6 dice for each friendly **CRYPT HAUNTER COURTIER** on the battlefield. If you do so, for each 5+, you can return 1 slain model to a friendly **CRYPT HORRORS** unit that is within 10" of that **CRYPT HAUNTER COURTIER**. Slain models can be returned to more than one unit if you wish, but each successful dice roll can only be used to return a model to a single unit.'

Page 86 – Crypt Infernal Courtier, Muster Royal Guard
Change to:

‘In your hero phase, you can roll 6 dice for each friendly **CRYPT INFERNAL COURTIER** on the battlefield. If you do so, for each 5+, you can return 1 slain model to a friendly **CRYPT FLAYERS** unit that is within 10" of that **CRYPT INFERNAL COURTIER**. Slain models can be returned to more than one unit if you wish, but each successful dice roll can only be used to return a model to a single unit.’

Page 89 – Terrorgheist

Change the warscroll title and all references to

‘Terrorgheist’ to:

‘Flesh-eater Courts Terrorgheist’

Page 90 – Zombie Dragon

Change the warscroll title and all references to ‘Zombie Dragon’ to:

‘Flesh-eater Courts Zombie Dragon’

Page 92 – Royal Family, Summon Sycophant

Change to:

‘You can use this command ability once per battle at the end of your movement phase, if your general is from this battalion and is on the battlefield. Your general summons 1 Abhorrant Ghoul King to the battlefield.

The summoned unit is added to your army, and must be set up wholly within 6" of the edge of the battlefield and more than 9" from any enemy units.’

Page 93 – Attendants at Court, Steward To The King

Change the second sentence to:

‘If your general is within 10" of the Crypt Haunter Courtier from this battalion at the start of your hero phase, you receive 1 additional command point.’

Page 96 – Ghoul Patrol, On Patrol.

Change to:

‘Instead of setting up any unit from this battalion on the battlefield, you can place it to one side and say that it is on patrol as a reserve unit. If you do so, at the end of your first movement phase, you must set up that unit wholly within 6" of the edge of the battlefield and more than 9" from any enemy units.’

Page 100 – Flesh-eater Court, Dark Master

Change the second sentence to:

‘If your general is from this battalion, he knows all of the command abilities on the warscrolls and battalions included in this battalion. In addition, you start the battle with 3 command points for having this battalion in your army instead of 1.’

Pages 101-104 – The Rules

These rules are no longer used. Use the most recent core rules instead.



BATTLETOME: LEGIONS OF NAGASH

Official Errata, July 2018

The following errata correct errors in *Battletome: Legions of Nagash*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 60 – Legions of Nagash

Add:

'The following units may be selected as part of a Grand Host of Nagash, Legion of Sacrament, Legion of Blood or Legion of Night army and gain the appropriate faction keyword:

- Chainrasp Horde
- Glaivewraith Stalkers
- Grimghast Reapers
- Guardian of Souls
- Knight of Shrouds
- Knight of Shrouds on Ethereal Steed
- Lord Executioner
- Spirit Torment'

Pages 62, 64, 66 and 68 – Battle Traits, The Unquiet Dead

Change the first sentence of the second paragraph to: 'At the end of your movement phase, for each friendly **DEATH HERO** within 9" of a gravesite, you may pick a single friendly unit in the grave and set it up wholly within 9" of the gravesite and more than 9" from any enemy models.'

Pages 63, 65, 67 and 69 – Command Ability, Endless Legions

Change to:

'You can use this command ability at the end of your movement phase. If you do so, pick a gravesite that is within 9" of your general, and then pick a friendly **SUMMONABLE** unit that has been destroyed. Set up that unit wholly within 9" of that gravesite and more than 9" from any enemy units.'

Page 64 – Legion of Sacrament, Command Traits, Mark of the Favoured

Change the last sentence to:

'On a 6+ the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.'

Page 67 – Legion of Blood, Artefacts of Blood, Ring of Dominion

Add the following to the end of the rules text:

'Abilities, modifiers or re-rolls that apply to attacks made with that weapon when it is used by the enemy model do not apply to the attacks made with it by the bearer.'

Page 67 – Legion of Blood, Artefacts of Blood, Amulet of Screams

Change the rules text to:

'Once per battle, when an enemy **WIZARD** successfully casts a spell, you can declare that the bearer will use the Amulet of Screams. If you do so, you cannot attempt to unbind the spell. Instead, roll a dice. On a 2+, the spell is not successfully cast.'

Page 90 – The First Cohort, Ceaseless Vigil

Change to:

'Before you allocate a wound or mortal wound to **NAGASH**, you can pick a friendly **MORGHAST** unit from this battalion within 3" of **NAGASH** and roll a dice. On a 3+ the wound or mortal wound is allocated to that unit instead.'

Page 92 – Deathmarch, March of the Dead

Change the rules text to:

'At the start of your hero phase, each unit from this battalion wholly within 12" of the battalion's **WIGHT KING** and more than 3" from any enemy units can move 4". The units cannot run, or move within 3" of an enemy unit, and the distance to the **WIGHT KING** must be measured before any of the moves are made.'

Page 100 – Prince Vhordrai, Breath of Shyish

Change the first sentence to:

'At the start of your shooting phase, pick an enemy unit within 8" of this model that is visible to it.'

Page 100 – Prince Vhordrai, Fist of Nagash

Add:

‘The same unit cannot be picked to benefit from this command ability more than once per hero phase.’

Page 103 – Vampire Lord on Zombie Dragon, Keywords

Add **‘VAMPIRE’** to the list of keywords.

Page 106 – Vampire Lord, Blood Feast

Add the following sentence to the end of the rule:

‘You cannot pick the same unit to benefit from this command ability more than once per hero phase.’

Page 110 – Necromancer, Undead Minions

Change to:

‘**Undead Minions:** Before you allocate a wound or mortal wound to this model, you can pick a friendly **SUMMONABLE** unit within 3" of this model and roll a dice. On a 4+ the wound or mortal wound is allocated to that unit instead.’

Page 114 – Wight King (both warscrolls), Lord of Bones

Add the following sentence to the end of the rule:

‘You cannot pick the same unit to benefit from this command ability more than once per hero phase.’

Pages 117, 118 and 119 – Cairn Wraith, Tomb Banshee, Hexwraiths and Spirit Hosts

These warscrolls are no longer used. They have been replaced with the warscrolls in *Battletome: Nighthaunt*.

Pages 118 and 120 – Black Coach and Pitched

Battle Profiles

Change the warscroll title and all references to ‘Black Coach’ to:

‘Legion Black Coach’



BATTLETOME: LEGIONS OF NAGASH

Designers' Commentary, July 2018

The following commentary is intended to complement *Battletome: Legions of Nagash*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team explain and how the rules are intended to be used. The commentaries help provide a default setting for your games, but 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 (changes like this are usually referred to as 'house rules').

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Q: How large is a gravesite and a gravesite marker?

A: A gravesite is a point you pick on the battlefield that you measure to – it does not have a size as such, but you can consider it to be 1mm across if you wish. Gravesite markers are simply to help you remember where the gravesites are located, and therefore can be of any size; they have no effect on the game other than to mark the location of the gravesites, they do not interfere with movement or visibility, and they can be moved aside to allow the movement and placement of units if need be (in which case you will need to remember the location of the gravesite by other means).

*Q: If a single **HERO** is within 9" of two different gravesites, can you set up two different units from the grave, one from each gravesite?*

A: Yes.

Q: In a battle between two Legions of Nagash, do both players set up gravesites? If so, can a player use their opponent's gravesites as well as their own?

A: Yes to both questions.

Q: If I use the Unquiet Dead battle trait to set up a unit at the end of my movement phase, can the unit move?

A: No. Things that happen at the end of a phase take place after all of that phase's usual activities; in the case

of the movement phase, this means they occur after all normal moves have been made.

Q: Can I use one of the dice rolls for the Invigorating Aura ability to both heal models and then (if enough points are left over), bring back slain models? If I don't roll high enough to bring back a model with all of its wounds healed, can I bring it back with only as many wounds remaining as the dice roll?

A: No to both questions. An Invigorating Aura roll can either heal or return models, not both, and you can only use it to return slain models whose combined Wounds characteristic is equal to or less than the roll.

Q: In what order are the Deathless Minions, Morikhane, and Ceaseless Vigil (from the First Cohort) rules applied?

A: The Ceaseless Vigil ability is used first. Then the Deathless Minions and Morikhane abilities can be used (if applicable), in the order of your choice.

Q: How does Ceaseless Vigil interact with Skarbrand's Total Carnage rule?

A: Ceaseless Vigil cannot be used to reallocate wounds suffered from Total Carnage.

Q: Can the warscroll battalions for specific Legions be taken outside of the Legion named on their warscrolls?

A: The First Cohort can only be taken as part of the Grand Host of Nagash (because the other Legions cannot include Nagash). Any other battalions for specific Legions can be included as part of a different Legion as long as that Legion also includes the Mortarch that must lead it. For example, to include the Court of Nulahmia in a Legion of Sacrament army, the army would also have to include Arkhan the Black (because if the Legion of the Sacrament has any **MORTARCHS**, one must be Arkhan).

Q: In a Deathmarch battalion, can I move friendly units that are within 9" of the Wight King after he has made his 4" move?

A: Yes.

Q: Do you need to tell your opponent which edge is chosen for the Shifting Keep ability?

A: Yes.

Q: With Curse of Years, are rolls that may negate the mortal wounds inflicted by the spell taken immediately after the wounds are caused, but before you roll the dice again to see if any more mortal wounds are suffered by the target unit? If yes, do I get to roll for additional mortal wounds for wounds that were negated?

A: Yes to the first question, and no to the second question.

Q: Manfred's command ability has a range. Is the effect worked out when the ability is used, or when the attacks are made?

A: When the attacks are made.

*Q: If Prince Vhordrai uses Fist of Nagash on a **HERO**, does that **HERO** have to be within 3" of an enemy to pile in and attack?*

A: Yes.

Q: Can I use the Bat Swarms' Blood Suckers ability to bring back models that have been slain?

A: No, it can only be used to heal the wounds on models in the unit that have not been slain.

Q: Can a Vampire Lord both be given a Nightmare and be a Flying Horror?

A: No.

*Q: Do you receive the Attacks characteristic bonus for each enemy **HERO** that dies within 9" of a Bloodseeker Palanquin?*

A: Yes.

*Q: The Black Coach has the **HERO** keyword, but is not a Leader according to the Pitched Battle profiles in the back of the book. Is this correct?*

A: Yes.

Q: Can the Sepulchral Guard be taken in a Legion of Nagash army?

A: No, but you should feel free to add the models to units of Skeleton Warriors.

Q: Can a Mourngul be taken in a Legions of Nagash army?

A: No. It can be taken in Death and Nighthaunt armies, and as an ally by a Soulblight army.

Q: With the Curse of Years spell, if I manage to keep on inflicting wounds until the roll to inflict further wounds becomes a 1 or more, does this mean that the target unit will be destroyed?

A: Yes.

Q: Can I use the Deathless Minions, Endless Legions and Invigorating Aura battle traits for allies in a Legions of Nagash army?

A: No. However, note that several Nighthaunt units can now be taken as part of a Legions of Nagash army, and you can use those battle traits for those units (see the Legions of Nagash errata).

Q: If I include a Chainguard, Execution Horde, or Death Stalkers warscroll battalion in a Legions of Nagash army, is the battalion (and the units in it) an ally?

A: Yes.

Q: If I include a Guardian of Souls in a Legions of Nagash army, can it receive a spell from any of the Lores of the Dead?

A: No.



BATTLETOME: NIGHTHAUNT

Designers' Commentary, July 2018

The following commentary is intended to complement *Battletome: Nighthaunt*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team explain and how the rules are intended to be used. The commentaries help provide a default setting for your games, but 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 (changes like this are usually referred to as 'house rules').

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Q: Is the range of the Myrmourn Banshees' unbinding ability 18"?

A: Yes.

Q: The Chainguard warscroll battalion mentions a Temporal Translocation spell. Where can I find this spell?

A: The spell appears on the warscroll supplied with the Guardian of Souls with Mortality Glass that was made available as a limited edition store anniversary model.



GRAND ALLIANCE: DESTRUCTION

Official Errata, July 2018

The following errata correct errors in *Grand Alliance: Destruction*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Pages 18-37 – Ironjawz and Bonesplitterz

These warscrolls are no longer used. They have been replaced with the warscrolls in *Battletome: Ironjawz* and *Battletome: Bonesplitterz*.

Page 56 – Grot Warboss, I'm da Boss, Now Stab

'em Good

Change to:

'You can use this command ability at the start of a combat phase. If you do so, pick a friendly **MOONCLAN** unit wholly within 12" of a model with this command ability, or wholly within 24" of a model with this command ability that is your general. If the unmodified wound roll for an attack made by that unit in that phase is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage. You cannot pick the same unit to benefit from this command ability more than once per combat phase.'

Pages 92-102 – Beastclaw Raiders

These warscrolls are no longer used. They have been replaced with the warscrolls in *Battletome: Beastclaw Raiders*.

Pages 108-111 – The Rules

These rules are no longer used. Use the most recent core rules instead.



GRAND ALLIANCE: DESTRUCTION

Designers' Commentary, June 2018

The following commentary is intended to complement *Grand Alliance: Destruction*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team explain and how the rules are intended to be used. The commentaries help provide a default setting for your games, but 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 (changes like this are usually referred to as 'house rules').

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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: 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.



BATTLETOME: BEASTCLAW RAIDERS

Official Errata, July 2018

The following errata correct errors in *Battletome: Beastclaw Raiders*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

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).'

Page 109, 111 and 113 – Blasts of Frost-wreathed Ice

Change to:

'In the shooting phase, pick a unit within 18" that is visible to the Thundertusk. Do not use the attack sequence for an attack made with Frost-wreathed Ice. Instead roll a dice. On a 1, nothing happens. On a 2+, the target unit suffers the number of mortal wounds shown on the damage table above.'

Pages 117-120 – The Rules

These rules are no longer used. Use the most recent core rules instead.



BATTLETOME: BEASTCLAW RAIDERS

Designers' Commentary, June 2018

The following commentary is intended to complement *Battletome: Beastclaw Raiders*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team explain and how the rules are intended to be used. The commentaries help provide a default setting for your games, but 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 (changes like this are usually referred to as 'house rules').

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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.



BATTLETOME: BONESPLITTERZ

Official Errata, July 2018

The following errata correct errors in *Battletome: Bonesplitterz*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 89 – Arcane Treasures, Mystic Waaagh! Paint
Change the last sentence to:
In addition, the bearer can attempt to unbind spells if they are within 36" of the caster.

Page 104 – Wurrzog Prophet, Prophet of da Waaagh!
Add:
'The same unit cannot be picked to benefit from this command ability more than once per hero phase.'

Page 104 – Savage Big Boss, Let Me At 'Em
Change the second and third sentences to:
'After this model has fought in the combat phase for the first time, you can pick a friendly **BONESPLITTERZ** unit that has not yet fought in that combat phase and which is within 3" of an enemy unit and within 10" of this model. That unit fights immediately, before the opposing player picks a unit to fight in that combat phase. That unit cannot fight again in that combat phase unless an ability or spell allows it to fight more than once.'

Pages 109-112 – The Rules
These rules are no longer used. Use the most recent core rules instead.



BATTLETOME: IRONJAWZ

Official Errata, June 2018

The following errata correct errors in *Battletome: Ironjawz*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 109 – Gordrakk, The Fist of Gork, Voice of Gork

Change the second sentence to:

'You can use this command ability once per battle, in your hero phase. If you do so, pick a friendly **DESTRUCTION** unit wholly within 24" of **GORDRAKK**.'

Page 114 – Orruk Weirdnob Shaman, Power of the Waaagh!

Change the last sentence to:

'However, if the casting or unbinding roll was a double, then the closest other friendly **ORRUK** unit within 10" of the Weirdnob Shaman suffers D3 mortal wounds.'

Page 116 – Orruk Gore-gruntas, Gore-grunta Charge

Change the last sentence to:

'If the distance is 8" or more and the charge is successful, the gruntas' Fanged Maw and Hooves have a Damage characteristic of D3 instead of 1 until the end of that turn.'

Page 121 – Ardfist, Drawn To The Waaagh!

Change the second sentence to:

'Once per battle, if this battalion's **WARCHANTER** is on the battlefield, you can replace any units from this battalion that have been destroyed.'

Pages 125-128 – The Rules

These rules are no longer used. Use the most recent core rules instead.



BATTLETOME: IRONJAWZ

Designers' Commentary, July 2018

The following commentary is intended to complement *Battletome: Ironjawz*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team explain and how the rules are intended to be used. The commentaries help provide a default setting for your games, but 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 (changes like this are usually referred to as 'house rules').

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Q: The Orruk-forged Shield ability on the Orruk Ardboys warscroll does not mention mortal wounds. Can mortal wounds be ignored on a roll of 6?

A: No. The ability only applies to 'normal' wounds.

Q: Can I use the Mighty Waaagh! and/or Waaagh! command abilities to affect the same unit more than once in the same phase?

A: Yes.



GRAND ALLIANCE: ORDER

Official Errata, June 2018

The following errata correct errors in *Grand Alliance: Order*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in magenta. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Pages 12-43 – Stormcast Eternals, Extremis Chambers
These warscrolls are no longer used. They have been replaced with the warscrolls in *Battletome: Stormcast Eternals*.

Pages 48-83 – Seraphon
These warscrolls are no longer used. They have been replaced with the warscrolls in *Battletome: Seraphon*.

Pages 88-113 – Sylvaneth and Fyreslayers
These warscrolls are no longer used. They have been replaced with the warscrolls in *Battletome: Sylvaneth* and *Battletome: Fyreslayers*.

Page 129 – Sigmar's Shield
Change to:
'Sigmar's Shield: If a friendly **DEVOTED OF SIGMAR** model is slain by a wound or mortal wound that has been allocated to the model while it is within range of any friendly models with the Sigmar's Shield ability, roll a dice before the slain model is removed from play. On a 6, the wound or mortal wound is negated and the model is not slain. The range of the Sigmar's Shield ability for this model is shown on the damage table above.'

Page 137 – Freeguild General on Griffon, Rousing Battle Cry
Add:
'The same unit cannot be picked to benefit from this command ability more than once in the same phase.'

Page 138 – Freeguild General, Hold The Line!
Add:
'The same unit cannot be picked to benefit from this command ability more than once in the same phase.'

Page 141 – Freeguild Crossbowmen, Reload, Fire
Change to:
'Reload, Fire: You can add 1 to the Attacks characteristic of this unit's missile weapons if it has at least 20 models and is more than 3" from of any enemy units.'

Page 176 – Warden King, Ancestral Grudge
Add:
'The same unit cannot be picked as the target of this command ability more than once in the same phase.'

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 181 – Irondrakes, Blaze Away
Change to:
'Blaze Away: You can add 1 to the Attacks characteristic of this unit's missile weapons if it has at least 10 models and is more than 3" from of any enemy units.'

Page 183 – Long Beards, Old Grumblers, Who does this bearding think he is?
Change to:
'Friendly **DISPOSSESSED HEROES** within 8" of this unit are treated as if they were your general when working out the range of command abilities.'

Page 188 – Quarrellers, Volley Fire
Change to:
'You can add 1 to the Attacks characteristic of this unit's missile weapons if it has at least 20 models and is more than 3" from any enemy units.'

Page 193 – Archmage on Dragon, Drain Magic
Add:
'If that unit is an **ENDLESS SPELL**, it is dispelled.'

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.'

Page 201 – Flamespyre Phoenix, Phoenix Reborn

Change to:

‘The first time this model is slain during a battle, roll a dice. On a result of 4 or more, it is reborn with all its wounds restored! Set up the model anywhere on the battlefield that is more than 9" from the enemy.’

Pages 230-240 – Daughters of Khaine

These warscrolls are no longer used. They have been replaced with the warscrolls in *Battletome: Daughters of Khaine*.

Page 254 – Assassin, Hidden Murderer

Change to:

‘**Hidden Murderer:** Instead of setting up this unit on the battlefield, you can place it to one side and say that it is set up in hiding as a reserve unit. At the start of a combat phase, you can set up one or more of the reserve units in hiding on the battlefield within 3" of a friendly unit and more than 9" from any other models that were in hiding and were set up at the start of the same combat phase. Models that were in hiding fight at the start of the combat phase in which they are set up, before the players start picking any other units to fight in that combat phase.’

Pages 277-280 – The Rules

These rules are no longer used. Use the most recent core rules instead.



GRAND ALLIANCE: ORDER

Designers' Commentary, June 2018

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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.

Q: Do the shields that come with Sisters of the Thorns/Wild Riders models have any special rules?

A: No.

Q: Can I use the Waystrider's Heartseeker Arrow ability on a general that is set up after the battle begins?

A: No.



BATTLETOME: DAUGHTERS OF KHAINE

Official Errata, June 2018

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Page 73 – Temple Nest, Lethal Transfixion

Change to:

'Lethal Transfixion: Each time your opponent makes a hit roll of 1 (after re-rolls, but before modifiers are applied) when attacking a Temple Nest unit in the combat phase, the attacking unit suffers 1 mortal wound after all of its attacks have been made.'

Page 76 – Morathi, High Oracle of Khaine, Worship Through Bloodshed

Add:

'The same unit cannot be picked to benefit from this command ability more than once per hero phase.'

Pages 78 and 82 – Slaughter Queen and Slaughter Queen on Cauldron of Blood, Orgy of Slaughter

Add:

'The same unit cannot be picked to benefit from this command ability more than once per hero phase.'



BATTLETOME: DAUGHTERS OF KHAINE

Designers' Commentary, July 2018

The following commentary is intended to complement *Battletome: Daughters of Khaine*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team explain and how the rules are intended to be used. The commentaries help provide a default setting for your games, but 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 (changes like this are usually referred to as 'house rules').

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Q: Some of the temples of Khaine require that the general take a specific command trait. What happens if an army is from such a temple and has Morathi as its general?

A: Morathi is a named character and therefore cannot have the command trait (she can still be your general).

Q: Do the Stormcast Eternals in a Shadowhammer Compact battalion benefit from the bonuses that apply to any temple of Khaine that the army belongs to?

A: No. These units only benefit from allegiance abilities if they have the appropriate keyword – see '4. Allegiance' on page 68 of the Battletome.

Q: Can a unit use Righteous Fervour from the Shadowhammer Compact battalion to move after teleporting with the Khailebron's Mistress of Illusion command trait?

A: Yes.

Q: Are the two different versions of Morathi considered to be the same unit for the purposes of any restrictions, penalties or bonuses that applied before the transformation? For example, if I use the Khailebron's Mistress of Illusion command trait to move Morathi, High Oracle of Khaine, and then transform her to Morathi, the Shadow Queen, would the restriction on not moving that applied to the Oracle also apply to the Shadow Queen? Or if Morathi, High Oracle of Khaine is targeted by the Maggotkin of Nurgle's Gift of Contagion spell and suffers

a -1 modifier to her hit rolls, and then transforms, does the -1 modifier still apply to Morathi, the Shadow Queen?

A: Yes to all questions.

Q: When Morathi transforms, does the centre of her new base need to be at the same location as the centre of her old base (if there is room)? And if there isn't room, is the location she is moved to measured from the centre of her base?

A: Yes to both questions. When an ability refers to setting up a model 'on the same spot', the centre of the base of each model is used to determine where exactly that spot is.

Q: How does Skarbrand's Total Carnage ability interact with Morathi's Iron Heart of Khaine ability, when the roll is such that the target unit suffers 8 wounds?

A: Morathi suffers 8 wounds: all 8 are allocated to her and are not affected by the Iron Heart ability. Note that if she survives, Morathi counts as having been allocated 3 wounds and/or mortal wounds in that turn for the purposes of the Iron Heart ability.

Q: If a wound or mortal wound is allocated to Morathi and then negated, does it still count as one of the maximum of 3 wounds and/or mortal wounds that can be allocated to her that turn?

A: No. When a wound is negated, it no longer counts as having been allocated to a model.

Q: Can the Avatar of Khaine be targeted by enemies when it is not animated?

A: Yes.

Q: Blood Stalkers' Heartseeker Bows inflict mortal wounds in the shooting phase. Morathi, High Oracle of Khaine lets units shoot 'as if it were the shooting phase'. Do the Blood Stalkers' shots inflict mortal wounds when she lets them shoot?

A: No. How to deal with abilities that allow a unit to act as if it were a different phase is covered in the *Warhammer Age of Sigmar* core rules Designers' Commentary.

Q: The Khinerai Lifetakers' Fight and Flight ability says 'after this unit has finished making all of its attacks'. What does that mean exactly?

A: It means you can use the ability after you have selected the unit to attack in the combat phase and it has completed its attacks. Note that the ability cannot be used unless the unit is eligible to attack in that combat phase.

Q: Can Daughters of Khaine units in an Order army or taken as allies in a Stormcast Eternal army use the Temples of Khaine abilities?

A: No.



BATTLETOME: IDONETH DEEPKIN

Official Errata, July 2018

The following errata correct errors in *Battletome: Idoneth Deepkin*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 88 – Akhelian Artefacts, Ankusha Spur

Change the second sentence to:

'In addition, re-roll wound rolls of 1 for attacks made by the bearer's mount.'

Page 99 – Mor'phann, Warscroll Battalions

Change to:

'A Mor'phann Namarti Corps (pg 122) can include up to 6 units of Namarti Reavers.'

Page 94 – The Ethersea

Change the final paragraph to:

'An Idoneth Deepkin army can include up to 2 Gloomtide Shipwreck terrain features. After territories have been chosen but before armies are set up, you can set up the Gloomtide Shipwrecks anywhere on the battlefield, more than 1" from any other terrain features, more than 6" from any other Gloomtide Shipwrecks, and more than 6" from where any objectives will be located at the start of the first battle round. If both players can set up a terrain feature before armies are set up, they must roll-off, and the winner can choose the order in which the terrain features are set up.'

Page 133 – Akhelian Leviadon, Razorshell

Harpoon Launcher

Change the name to 'Harpoon Launchers'

Change the Attacks characteristic to 6.

Page 135 – Namarti Thralls, Icon Bearer

Change the first sentence to:

'1 in every 10 models in this unit can be icon bearers.'

Page 135 – Namarti Reavers, Icon Bearer

Change the first sentence to:

'1 in every 10 models in this unit can be icon bearers.'



BATTLETOME: IDONETH DEEPKIN

Designers' Commentary, July 2018

The following commentary is intended to complement *Battletome: Idoneth Deepkin*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team explain and how the rules are intended to be used. The commentaries help provide a default setting for your games, but 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 (changes like this are usually referred to as 'house rules').

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*Q: Forgotten Nightmares states that 'Missile weapons can only be used to target an **IDONETH DEEPKIN** unit with this battle trait if it is the closest visible enemy unit.' Can I ignore this restriction if the attacking unit has an ability that allows it to target a unit that is not visible?*

A: No.

*Q: If a **HERO** uses the Cloud of Midnight in the enemy shooting phase and is the closest visible unit to an attacker, does this stop that attacker from shooting at any other **IDONETH DEEPKIN** units?*

A: Yes.

Q: The rules say that Idoneth Deepkin armies have the ability to place two Etheric Vortexes. A Gloomtide Shipwreck is an Etheric Vortex that can be placed in two halves. Does this mean that the total number of Shipwreck halves that may be placed by an Idoneth Deepkin player is 4?

A: No, the total number of Shipwreck halves that may be placed is 2. The rules allow the Idoneth Deepkin player to set up 2 Etheric Vortex terrain features; as noted on its warscroll, if a Gloomtide Shipwreck model is split up, each half of the model is 1 terrain feature, and therefore each half counts as 1 of the 2 terrain features you can set up.

Q: If an Ionrach Royal Council has more than one Tidecaster or Soulscryer, do they all need to be within 3" of the Akhelian King in order to use the Give Them No Respite command ability?

A: No. You can use the command ability as long as at least 1 Tidecaster and 1 Soulscryer is within 3" of the Akhelian King.

Q: Does the Ionrach's Emissary of the Deep Places command trait apply after your general is slain?

A: Yes.

Q: Does the Akhelian Corps' Pulsing Rhythm of the Drums ability allow me to re-roll one of the dice in a charge roll, or must I re-roll both?

A: You must re-roll both.

Q: The Dormant Energies ability on the Eidolon of Mathlann, Aspect of the Sea warscroll says you can re-roll a casting roll, and that if you don't re-roll a casting roll, you can heal D3 wounds. Can you heal D3 wounds if you use a different ability or rule to re-roll the casting roll?

A: No.

Q: Can I add 1 to save rolls for the Akhelian Leviadon because of its Void Drum ability?

A: No – the Leviadon is a **MONSTER** with a Wounds characteristic of 8 or more, and units containing such models never receive the cover save modifier (we instead reflected the effect of the Void Drum combined with the Leviadon's thick shell by giving the model a very high save roll).

Q: Do Idoneth Deepkin units in an Order army or taken as allies in a Stormcast Eternals army gain access to an Enclave?

A: No.



BATTLETOME: FYRESLAYERS

Official Errata, July 2018

The following errata correct errors in *Battletome: Fyreslayers*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 103 – Auric Runefather on Magmadroth, Steadfast Advance

Change the rules text to:

'You can use this command ability in your hero phase. If you do so, pick 1 friendly model with this command ability. Until your next hero phase you can re-roll battleshock tests and save rolls of 1 for friendly **FYRESLAYER** units while they are wholly within 18" of that model, or wholly within 24" of that model if that model is your general.'

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 107 – Auric Runeson on Magmadroth, Furious Onslaught

Change the rules text to:

'You can use this command ability in your hero phase. If you do so, pick 1 friendly model with this command ability. Until your next hero phase you can re-roll charge rolls for friendly **FYRESLAYER** units while they are wholly within 12" of that model.'

Page 108 – Auric Runefather, Lodge Leader

Change the rules text to:

'You can use this command ability in your hero phase. If you do so, pick 1 friendly model with this command ability. Until your next hero phase, friendly Fyreslayer units wholly within 12" of that model at the start of the combat phase can move up to 5" when they pile in. In addition, until your next hero phase, each time you allocate a wound or mortal wound to that model, roll a dice. On a 4+, you can allocate that wound or mortal wound to a friendly **FYRESLAYER** unit within 3" of that model instead of allocating it to that model.'

Page 110 – Auric Runeson, Dauntless Assault

Change the rules text to:

'You can use this command ability in your hero phase. If you do so, pick 1 friendly model with this command ability. Until your next hero phase you can re-roll wound rolls of 1 for attacks made by friendly **FYRESLAYER** units while they are wholly within 18" of that model.'

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.'

Pages 124-127 – The Rules

These rules are no longer used. Use the most recent core rules instead.



BATTLETOME: FYRESLAYERS

Designers' Commentary, June 2018

The following commentary is intended to complement *Battletome: Fyreslayers*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team explain and how the rules are intended to be used. The commentaries help provide a default setting for your games, but 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 (changes like this are usually referred to as 'house rules').

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Q: Do the Warrior Kinband's Legacy of the Lodge and Lords of the Lodge's Oathbound Guardians abilities apply to units within range or models within range?

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 Grimnir 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.



BATTLETOME: KHARADRON OVERLORDS

Official Errata, June 2018

The following errata correct errors in *Battletome: Kharadron Overlords*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

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 93 – Barak-Zilfin, the Windswept City, There's Always A Breeze If You Look For It

Change the last sentence of the first paragraph to:

'It can act normally for the remainder of the turn.'

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 Arkanaut 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 and 139 – Arkanaut Ironclad and Arkanaut Frigate, Disembark

Change the first sentence to:

'At the start of your hero phase, any friendly units embarked within this model can disembark.'

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 Gunhailer, Drill Cannon
Change the Range characteristic to ‘24”’.

Pages 140, 142 and 143 – Grundstok Gunhailer,
Endrinriggers and Skywardens, Drill Cannon
Change the Damage characteristic to ‘D3’.

Page 141 – Grundstok Thunderers
This warscroll is no longer used. It has been replaced
with the warscroll on the [Games Workshop website](#).

Pages 142 and 143 – Endrinriggers and
Skywardens, Skyhook
Change the Damage characteristic to ‘D3’.

Pages 142 and 143 – Endrinriggers and Skywardens,
Grapnel Launcher
Change to:
‘**Grapnel Launcher:** A unit with Grapnel Launchers can use them at the end of their shooting phase if they are more than 3" from any enemy units. Choose a terrain feature, or a model with a Wounds characteristic of 10 or more, that is within 24" of this unit. Then roll 1 dice for each model in this unit armed with a Grapnel Launcher. If any of the dice roll a 4 or more a grapnel has snagged on the target; you can immediately move this unit any distance, as long as each model in this unit is moved directly and in a straight line towards the target and no model in this unit moves within 3" of any enemy models at any point in the move.’



BATTLETOME: KHARADRON OVERLORDS

Designers' Commentary, June 2018

The following commentary is intended to complement *Battletome: Kharadron Overlords*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team explain and how the rules are intended to be used. The commentaries help provide a default setting for your games, but 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 (changes like this are usually referred to as 'house rules').

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Q: Are the sky-ports rules allegiance abilities – that is, can they only be used by Kharadron Overlords armies?

A: Yes.

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.

Q: If a unit does not have to take battleshock tests, does this apply to battleshock tests caused by an Aethershock Earbuster?

A: Yes.



BATTLETOME: SERAPHON

Official Errata, July 2018

The following errata correct errors in *Battletome: Seraphon*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Pages 98-133 – Warscrolls

Remove the following summoning spells:

- Summon Oldblood
- Summon Sunblood
- Summon Saurus Warlord
- Summon Eternity Warden
- Summon Saurus Guard
- Summon Carnosaur
- Summon Knight Veteran
- Summon Saurus
- Summon Astrolith Bearer
- Summon Saurus Knights
- Summon Starseer
- Summon Starpriest
- Summon Troglodon
- Summon Skink Priest
- Summon Skinks
- Summon Chameleon Skinks
- Summon Salamanders
- Summon Razordons
- Summon Skink Handlers
- Summon Kroxigor
- Summon Bastiladon
- Summon Terradons
- Summon Ripperdactyls
- Summon Stegadon
- Summon Engine of the Gods

Page 101 – Lord Kroak, Dead for Innumerable Ages

Add the following to the end of this rule:

'For any rules purposes other than being slain, Lord Kroak is treated as having a Wounds characteristic of 7.'

Page 101 – Lord Kroak, Celestial Deliverance

Change the rules text to:

'The caster can attempt to cast this spell up to three times in the same hero phase. Celestial Deliverance has a casting value of 8 the first time it is attempted in a hero phase, a casting value of 9 the second time it is attempted in a hero phase, and a casting value of 10 the third time it is attempted in a hero phase. Each time the spell is successfully cast, pick up to 3 different enemy units within 10" of the caster and visible to them, and roll a dice for each unit you pick. On a 2+, that unit suffers D3 mortal wounds. If that unit is a **CHAOS DAEMON** unit, on a 2+ it suffers 3 mortal wounds instead of D3 mortal wounds.'

Page 101 – Lord Kroak, Impeccable Foresight

Change the rules text to:

'You can use this command ability at the start of your hero phase. If you do so, roll 3 dice. For each 4+, you receive 1 extra command point. You cannot use this command ability more than once per hero phase.'

Page 102 – Saurus Oldblood, Paragon of Order

Add:

'The same unit cannot benefit from this command ability more than once in the same phase.'

Page 112 – Saurus Astrolith Bearer, Celestial Conduit

Change the rules text to:

'Add 1 to casting rolls for friendly **SERAPHON WIZARDS** while they are within 12" of any models with this ability. In addition, add 8" to the range of any spells cast by friendly **SERAPHON WIZARDS** while they are within 12" of any models with this ability.'

Page 114 – Skink Starseer, Cosmic Herald

Change the rules text to:

'At the start of your hero phase, you can roll a dice for this model. If you do so, on a 2+, you receive 1 command point. On a 1, your opponent receives 1 command point instead.'

Page 129 – Ripperdactyl Riders, Voracious Appetite

Change the rules text to:

‘If the hit roll for an attack made with a Ripperdactyl’s Vicious Beak scores a hit, that attack inflicts D3 hits on the target instead of 1. Make a wound and save roll for each hit.’

Page 133 – Engine of the Gods, Cosmic Engine

Change the 14-17 result to:

‘You can summon 1 unit from the list below to the battlefield, and add it to your army. The summoned unit must be set up wholly within 12" of this model and more than 9" from any enemy units. The summoned unit cannot move in the following movement phase.

- 20 Skinks
- 10 Saurus Warriors
- 3 Ripperdactyls
- 3 Terradons’

Page 133 – Engine of the Gods, Cosmic Engine

Change the 18+ result to:

‘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.’

Page 139 – Thunderquake Starhost, The Creator’s Will

Change the second sentence to:

‘At the start of your charge phase, you can declare that all of those units will be swift until your next charge phase, in which case you can re-roll charge rolls for those units and hit rolls for attacks made by those units. You can instead declare that all those units will be savage until your next charge phase, in which case you can re-roll wound rolls for attacks made by those units and save rolls for attacks that target those units.’

Page 140 – Starbeast Constellation, Strategic Mastery

Change the second sentence to:

‘At the start of the battle, you receive D3+1 command points, instead of 1, for each Starbeast Constellation in your army.’

Pages 141-144 – The Rules

These rules are no longer used. Use the most recent core rules instead.



BATTLETOME: SERAPHON

Designers' Commentary, June 2018

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

A: The unit.

Q: If I use the Saurus Scar-Veteran on Carnosaur's Saurian Savagery command ability on a unit more than once, do I get 1 extra attack on a 6 for each time it has been used?

A: Yes.

Q: If a unit of Ripperdactyl Riders is placed in reserve, is the Bloat Toad still placed on the battlefield?

A: Yes.

Q: Can a Slann with the Light of Dracothion use it to unbind a spell anywhere on the battlefield?

A: No.



BATTLETOME: STORMCAST ETERNALS

Official Errata, July 2018

The following errata correct errors in *Battletome: Stormcast Eternals*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 122 – Lore of Invigoration

Add the following under the title:

'Units of **EVOCATORS** can know and attempt to cast one spell from the Lore of Invigoration. This is an exception to the rule that they cannot attempt to cast spells other than Empower. If a unit of **EVOCATORS** attempts to cast a spell from the Lore of Invigoration, it cannot attempt to cast any other spells in that hero phase.'

Page 126 – Hammers of Sigmar, Soul of the Stormhost

Add the following to the end of the rule.

'You cannot use this command ability more than once per phase.'

Page 128 – Celestial Vindicators, Righteous Hatred

Add the following to the end of the rule:

'You cannot pick the same unit to benefit from this command ability more than once per hero phase.'

Page 129 – Anvils of the Heldenhammer, Heroes of another Age

Add the following to the end of the rule:

'You cannot pick the same unit to benefit from this command ability more than once per hero phase.'



BATTLETOME: STORMCAST ETERNALS

Designers' Commentary, July 2018

The following commentary is intended to complement *Battletome: Stormcast Eternals*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team explain and how the rules are intended to be used. The commentaries help provide a default setting for your games, but 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 (changes like this are usually referred to as 'house rules').

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Q: As the proud owner of a Stardrake, I have a question. Say for example a Bloodthirster was in combat with a unit of Paladins and they knocked it down to 4 remaining wounds and then a Stardrake piled 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: It is rolled against the model's Wounds characteristic. The wounds allocated to a model do not reduce its Wounds characteristic.

Q: Does the Thundershock spell automatically subtract 1 from hit rolls for attacks made by enemy units that are in range, or only if I roll a 4+?

A: Only if you roll a 4+.

Q: Can I use Gavriel Sureheart's command ability to affect the same unit more than once in the same phase?

A: Yes.



BATTLETOME: SYLVANETH

Official Errata, June 2018

The following errata correct errors in *Battletome: Sylvaneth*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 132 – Alarielle the Everqueen, Soul Amphorae

Change to:

'Soul Amphorae: *With a gesture, Alarielle can summon forth healing pollens and soul seeds from the amphorae arrayed around her mount.*

In your hero phase, you can heal D3 wounds allocated to each **SYLVANETH** model within 30" of this model. Once per battle, in your hero phase, instead of using this ability to heal, you can summon 1 unit from the list below to the battlefield, and add it to your army. The summoned unit must be set up wholly within 9" of this model and more than 9" from any enemy units. That unit cannot move in the following movement phase.

Choose a unit from the following list:

- 20 Dryads
- 10 Tree-Revenants
- 10 Spite-Revenants
- 3 Kurnoth Hunters
- 1 Branchwych
- 1 Treelord'

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 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.'

Page 135 – Treelord Ancient, Silent Communion

Change to:

'Silent Communion: In your hero phase, you can pick 1 friendly **TREELORD ANCIENT** and roll a dice. On a 4+, you can set up 1 **SYLVANETH WYLDWOOD** terrain feature wholly within 24" of that **TREELORD ANCIENT**, and more than 3" from any other models or terrain features.'

Page 137 – Branchwraith, Roused to Wrath

Change to:

'Roused to Wrath: *With biting verses, the Branchwraith sings to its allies through the realmroots, calling them forth to join the reaping.*

Roused to Wrath has a casting value of 7. If successfully cast, you can summon a unit of 10 **DRYADS** and add it to your army. The summoned unit must be set up more than 9" from any enemy units, and wholly on or within a **SYLVANETH WYLDWOOD** that is within 12" of the caster. The summoned unit cannot move in the following movement phase.'

Page 139 – Kurnoth Hunters, Envoys of the Everqueen

Change to:

'Envoys of the Everqueen: If a friendly **SYLVANETH HERO** uses a command ability, you can measure the range of that command ability from a friendly **KURNOTH HUNTERS** unit instead of the **HERO**.'

Pages 141-144 – The Rules

These rules are no longer used. Use the most recent core rules instead.



BATTLETOME: SYLVANETH

Designers' Commentary, July 2018

The following commentary is intended to complement *Battletome: Sylvaneth*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team explain and how the rules are intended to be used. The commentaries help provide a default setting for your games, but 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 (changes like this are usually referred to as 'house rules').

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Q: The Gnarroot Wargrove's Seekers of Knowledge ability allows 'a Gnarroot 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.

Q: Can I use the Navigate Realmroots ability if my unit is within 3" of an enemy unit?

A: Yes, but that move does not count as a retreat.

Q: When I use the Solemn Guardians ability, do I roll for each Spirit of Durthu that is within 6" of the hero?

A: No, roll only once. If the roll is successful, you can choose which Spirit of Durthu to allocate the wound to.

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: When I use the Envoys of the Everqueen ability, how many units can use the command? Is it just one unit of Kurnoth Hunters?

A: You can use the command ability once, but you can measure the range of the ability from a friendly unit of Kurnoth Hunters instead of the Hero (if the Hero is a general, the range of the ability is based on the command ability being used by a general, even if it is measured from a unit of Kurnoth Hunters).

Q: Does the Overgrown Wilderness scenery rule apply to the Citadel Woods that make up a Sylvaneth Wyldwood?

A: Yes.



REALMGATE WARS: GODBEASTS

Official Errata, June 2018

The following errata correct errors in *Realmgate Wars: Godbeasts*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 281 – Sons of Behemat

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

Page 282 – Tauroi Warclan

Change the third bullet point under the Organisation header to:
'1 or more units of Flagellants'

Page 283 – Bloodscorch Bulltribe

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



SILVER TOWER WARSCROLLS

Errata, July 2018

The following errata correct errors in the Age of Sigmar warscrolls for the miniatures in *Warhammer Quest Silver Tower*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Blue Horrors of Tzeentch, Brimstone Horrors of Tzeentch, Kairic Acolytes, Ogroid Thaumaturge, Tzaangors

These warscrolls are no longer used. They have been replaced with the warscrolls in *Battletome: Disciples of Tzeentch*.

Knight-Questor

This warscroll is no longer used. It has been replaced with the warscroll in *Battletome: Stormcast Eternals*.

Excelsior Warpriest, Loyal Companion

Change to:

'**Faithful Hound:** The first time this model is set up on the battlefield, you can call a Gryph-hounds unit consisting of a single model to the battlefield and add it to your army. Set up the Gryph-hound wholly within 3" of this model and more than 9" from any enemy units. That Gryph-hound treats this model as a friendly **LORD-CASTELLANT** for the purposes of its Loyal Companion rule.'

Gryph-hounds

This warscroll is no longer used. It has been replaced with the warscroll in *Battletome: Stormcast Eternals*.

Gaunt Summoner and Chaos Familiars, Description

Change to:

'A Gaunt Summoner of Tzeentch and Chaos Familiars is a single model with four Chaos Familiars: Tweak, Slop, Blot and Pug. The Gaunt Summoner of Tzeentch is armed with a Changestaff and Warptongue Blade. The Gaunt Summoner of Tzeentch and its Chaos Familiars are treated as a single model using the characteristics given above. The Chaos Familiars must remain within 1" of the Gaunt Summoner of Tzeentch's model.'

Gaunt Summoner and Chaos Familiars, Book of Profane Secrets

Change to:

'**Book of Profane Secrets:** *Whispering fell incantations, a Gaunt Summoner can temporarily divert the path of a Realmgate, allowing malefic Chaos entities to manifest on the battlefield.*

Once per battle, at the end of your movement phase, if this model is within 9" of a Realmgate it can use its Book of Profane Secrets. If it does so, you can summon 1 unit from the list below to the battlefield, and add it to your army. The summoned unit must be set up wholly within 9" of a this model and wholly within 9" of the Realmgate, and more than 9" from any enemy units.

Choose a unit from the following list:

- 10 Pink Horrors
- 10 Bloodletters
- 10 Plaguebearers
- 10 Daemonettes'

Gaunt Summoner and Chaos Familiars, Chaos Familiars

Change the first paragraph to:

'If any wounds or mortal wounds are allocated to this model and not negated, you can choose to remove one Chaos Familiar. If you do so, the wound or mortal wound is negated.'

Skaven Deathrunner, Illusory Twin

Change to:

'When this Skaven Deathrunner is set up, place both of its Skaven Deathrunner models on the battlefield. They do not need to be within 1" of each other. When one of these Skaven Deathrunner models attacks or uses an ability, command trait or artefact of power, then the other model is removed from play. If one of these Skaven Deathrunner models is slain, roll a dice. On a 1-3, the other model is removed from play. On a 4+, the other model is not removed from play.'



SKIRMISH

Official Errata, July 2018

The following errata correct errors in *Warhammer Age of Sigmar: Skirmish*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 35 – Chaos, Daemons of Nurgle

Add the following:

UNIT	UNIT SIZE		RENOWN PER MODEL
	MIN	MAX	
Beast of Nurgle	1	1	20
Sloppity Bilepiper, Herald of Nurgle	1	1	20
Spoilpox Scrivener, Herald of Nurgle	1	1	20

Page 35 – Chaos, Nurgle Rotbringers

Add the following:

UNIT	UNIT SIZE		RENOWN PER MODEL
	MIN	MAX	
Lord of Blights	1	1	28
Pusgoyle Blightlords	1	1	22

Page 36 – Tzeentch Arcanites, Kairic Acolytes

Change the minimum unit size to 1 and the maximum unit size to 20.

Page 36 – Tzeentch Arcanites, Tzaangors

Change the minimum unit size to 1 and the maximum unit size to 10.

Page 37 – Death

Replace the Nighthaunt table with the one below:

UNIT	UNIT SIZE		RENOWN PER MODEL
	MIN	MAX	
Chainrasp Horde	1	10	2
Cairn Wraith	1	1	32
Dreadblade Harrow	1	1	20
Guardian of Souls with Nightmare Lantern	1	1	28
Knight of Shrouds	1	1	24
Knight of Shrouds on Ethereal Steed	1	1	28
Lord Executioner	1	1	16
Spirit Torment	1	1	24
Tomb Banshee	1	1	16
Bladegheist Revenants	1	5	4
Chainghasts	1	2	8
Dreadscythe Harridans	1	5	4
Glaivewraith Stalkers	1	4	3
Grimghast Reapers	1	10	3
Hexwraiths	1	5	7
Myrmourn Banshees	1	4	4
Spirit Hosts	1	3	8

Page 38 – Order, Daughters of Khaine

Remove the entry for the Death Hag, and add the following:

UNIT	UNIT SIZE		REOWN PER MODEL
	MIN	MAX	
Hag Queen	1	1	12
Slaughter Queen	1	1	20
Blood Sisters	1	5	6
Blood Stalkers	1	5	7
Khinerai Heartrenders	1	5	4
Khinerai Lifetakers	1	5	3

Page 38 – Order

Add the following table:

IDONETH DEEPKIN			
UNIT	UNIT SIZE		REOWN PER MODEL
	MIN	MAX	
Namarti Thralls	1	20	3
Namarti Reavers	1	20	3
Isharann Tidecaster	1	1	20
Isharann Soulrender	1	1	20
Isharann Soulscrier	1	1	20
Lotann	1	1	20
Akhelian Alloplex	1	1	28
Akhelian Ishlaen Guard	1	3	11
Akhelian Morrars Guard	1	3	11

Page 40 – Order

Replace the Stormcast Eternals table with the one below:

STORMCAST ETERNALS			
UNIT	UNIT SIZE		REOWN PER MODEL
	MIN	MAX	
Celestar Ballista	1	1	20
Liberators	1	5	4
Knight-Azyros	1	1	20
Knight-Incantor	1	1	28
Knight-Heraldor	1	1	20
Knight-Questor	1	1	20
Knight-Venator	1	1	24
Knight-Vexillor	1	1	24
Knight-Zephyros	1	1	20
Lord-Aquilor	1	1	40
Lord-Arcanum	1	1	36
Lord-Castellant	1	1	20
Lord-Celestant	1	1	20
Lord-Exorcist	1	1	28
Lord-Ordinator	1	1	28
Lord-Relictor	1	1	20
Lord-Veritant	1	1	24
Aetherwings	1	3	4
Castigators	1	3	6
Concussors	1	2	26
Decimators	1	5	8
Desolators	1	2	22
Evocators	1	5	8
Evocators on Dracolines	1	3	20
Fulminators	1	2	24
Gryph-hounds	1	6	5
Judicators	1	5	7
Prosecutors	1	3	7
Protectors	1	5	8
Retributors	1	5	9
Sequitors	1	5	5
Tempestors	1	2	22
Vanguard-Hunters	1	5	5
Vanguard-Palladors	1	3	14
Vanguard-Raptors with Hurricane Crossbows	1	3	10
Vanguard-Raptors with Longstrike Crossbows	1	3	12