



GENERAL'S HANDBOOK 2019

Official Errata, December 2019

The following errata correct errors in the *General's Handbook 2019*. 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 56 – Pitched Battles, Battlefields

Change the third paragraph to:

'The players then roll off and alternate setting up their terrain features one at a time, starting with the player that won the roll-off. Terrain features must be set up more than 3" from the edge of the battlefield, more than 6" from any other terrain features and more than 1" from any objectives. Sometimes this will make it impossible for a terrain feature to be set up; in this case, it is not used.'

Page 56 – Pitched Battles, Terrain: Primary List Table

Replace the Primary List table with the below:

TERRAIN: PRIMARY LIST	
Azyrite Ruins	Arcane Ruin
Hallowed Stormthrone (single terrain feature that counts as 3 picks)	Magewrath Throne
Numinous Occulum	Ophidian Archway
Shattered Temple (single terrain feature that counts as 2 picks)	Sigmarite Dais (single terrain feature that counts as 3 picks)
Sigmarite Mausoleum (consisting of the minimum number of models)	Wyldwood
Unique: Any other terrain feature that is no more than 10" across at its widest point, and no more than 18" tall at its tallest point.	

Page 56 – Pitched Battles, Terrain: Secondary List Table

Replace the Secondary List table with the below:

TERRAIN: SECONDARY LIST	
Baleful Realmgate	Timeworn Ruin (consisting of 3 models)
Walls and Fences (consisting of 2 models)	Unique: Any other terrain feature that is no more than 6" across at its widest point, and no more than 6" tall at its tallest point.

Page 56 – Pitched Battles, Faction Terrain

Change the first and second paragraphs to:

'Sometimes the allegiance abilities for an army will allow it to include one or more terrain features, or a warscroll will allow you to set up one or more terrain features once the battle has begun. These are set up in addition to the Pitched Battle terrain features the player must set up as described above.'

In a Pitched Battle, faction terrain must be set up more than 3" from any other terrain features and more than 1" from any objectives, in addition to any other restrictions that apply to it. Sometimes this will make it impossible for a faction terrain piece to be set up; in this case, it is not used.'

Page 56 – Pitched Battles, Scenery Rules

Change the first paragraph to:

In a Pitched Battle, you must use the Scenery table opposite to randomly generate a scenery rule for each unique terrain feature. A unique terrain feature is defined as a terrain feature that is not listed on the following terrain lists, even if that terrain feature has a warscroll.

Page 73 – Meeting Engagements, Battlefields

Change the third paragraph to:

‘The players then roll off and alternate setting up their terrain features, one at a time, starting with the player that won the roll-off. Terrain features must be set up more than 3" from the edge of the battlefield, more than 3" from any other terrain features and more than 1" from any objectives. Sometimes this will make it impossible for a terrain feature to be set up; in this case, it is not used.’

Page 73 – Meeting Engagements, Faction Terrain

Change the first and second paragraphs to:

‘Sometimes the allegiance abilities for an army will allow it to include one or more terrain features, or a warscroll will allow you to set up one or more terrain features once the battle has begun. These are set up in addition to the Meeting Engagement terrain features the player must set up as described above.’

In a Meeting Engagement, faction terrain must be set up more than 3" from any other terrain features and more than 1" from any objectives, in addition to any other restrictions that apply to it. Sometimes this will make it impossible for a faction terrain piece to be set up; in this case, it is not used.’

Page 73 – Meeting Engagements, Scenery Rules

Change the first paragraph to:

In a Meeting Engagement, you must randomly generate a scenery rule from the Scenery table in the core rules for each unique terrain feature. A unique terrain feature is defined as a terrain feature that is not listed on the following terrain lists, even if that terrain feature has a warscroll.

Page 73 – Meeting Engagements, Terrain Table

Replace the Meeting Engagement Terrain Lists with the table below.

TERRAIN: PRIMARY LIST	TERRAIN: SECONDARY LIST
Azyrite Ruins	Arcane Ruin
Baleful Realmgate	Baleful Realmgate
Magewrath Throne	Numinous Occulum
Ophidian Archway	Timeworn Ruin (consisting of 3 models)
Shattered Temple (single terrain feature that counts as your primary and secondary picks)	Walls and Fences (consisting of 2 models)
Sigmarite Dais (single terrain feature that counts as your primary and secondary picks)	
Wyldwood	
Unique: Any other terrain feature that is no more than 10" across at its widest point, and no more than 18" tall at its tallest point.	

PITCHED BATTLE PROFILES 2019

Note – The following factions have had points updates. You can find these updates in the relevant Errata document for your army:

- Beasts of Chaos (*Battletome: Beasts of Chaos*)
- Khorne (*Battletome: Blades of Khorne*)
- Daughters of Khaine (*Battletome: Daughters of Khaine*)
- Flesh-eater Courts (*Battletome: Flesh-eater Courts*)
- Fyreslayers (*Battletome: Fyreslayers*)
- Gloomspite Gitz (*Battletome: Gloomspite Gitz*)
- Idoneth Deepkin (*Battletome: Idoneth Deepkin*)
- Soulblight (*Battletome: Legions of Nagash*)
- Nurgle (*Battletome: Maggotkin of Nurgle*)
- Nighthaunt (*Battletome: Nighthaunt*)
- Skaventide (*Battletome: Skaven*)
- Stormcast Eternals (*Battletome: Stormcast Eternals*)
- Sylvaneth (*Battletome: Sylvaneth*)

Page 18 – Ironjawz Pitched Battle Profiles

Remove the following pitched battle profiles:

- Bloodtoofs
- Ironsunz

Page 24 – Order Pitched Battle Profiles, Seraphon

Remove the following pitched battle profiles:

- Bloodclaw Starhost
- Heavenswatch Starhost

Page 25 – Order Pitched Battle Profiles, Stormcast Eternals

Add the following pitched battle profile:

Errant-Questor | Unit Size Min: 1 | Unit Size Max: 1 | Points: 140 | Battlefield Role: Leader

Page 29 – Additional Pitched Battle Profiles, Chaos

Add the following pitched battle profile:

Vorgaroth the Scarred on Skalok the Skull Host of Khorne | Unit Size Min: 1 | Unit Size Max: 1 | Points: 1200 | Battlefield Role: Leader, Behemoth | Notes: Unique

Page 29 – Additional Pitched Battle Profiles, Chaos

Remove the following pitched battle profiles:

- Skaven Chieftain with Battle Standard
- Skavenslaves
- Beastlord on Chariot
- Centigor Warhoof
- Wargor Standard Bearer

Page 31 – Additional Pitched Battle Profiles, Destruction

Remove the following pitched battle profiles:

- Gitboss
- Gitboss on Wolf Chariot
- Orruk Bully

Page 32 – Additional Pitched Battle Profiles, Order
Remove the following pitched battle profiles:

- Reaper Bolt Thrower
- Dreadlord
- Dreadlord on Drakespawn
- Sorceress on Dark Pegasus
- Sorceress on Drakespawn
- Beastmaster on Manticore

Page 33 – Additional Pitched Battle Profiles, Order
Remove the following pitched battle profile:

- Shades

Page 34 – Additional Pitched Battle Profiles,
Legion of Azgorh
Add the following pitched battle profile:

Skullcracker War Engine | Unit Size Min: 1 | Unit Size
Max: 1 | Points: 200 | Battlefield Role: Behemoth

Page 34 – Additional Pitched Battle Profiles,
Legion of Azgorh
Add the following allies table:

CHAOS	ALLIES
Legion of Azgorh	Chaos Gargant, Everchosen, Khorne, Monsters of Chaos, Nurgle, Slaanesh, Slaves to Darkness, Tzeentch