



CORE RULES

Designers' Commentary, December 2019

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 Bloodseccrator, 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 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 that appear before the core rules for battleplans, warscrolls and allegiance abilities. This allows 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.

Q: Some abilities and spells require you to take a test against another unit’s Bravery characteristic. When this is the case, do you use the Bravery characteristic after any modifiers have been applied, instead of the unmodified characteristic on the unit’s warscroll?

A: Yes.

Q: Many warscrolls allow weapon options and other upgrades to be taken by ‘1 in every x’ models. For example, 1 in every 10 models in a unit of Blood Warriors can replace the unit’s weapon option with a Goreglaive. What happens if the unit has fewer than x models?

A: The weapon or upgrade cannot be taken. For example, a unit of Blood Warriors with fewer than 10 models could not have a Goreglaive.

*Q: Sometimes a keyword will be listed in its singular form in one place and its plural form in another. Are the plural and singular forms both considered to be different keywords? For example, are the **BLOODLETTER** keyword and the **BLOODLETTERS** keyword different keywords?*

A: No. The singular and plural forms of a keyword are synonymous for rules purposes.

Q: When a characteristic is referenced (Bravery, for example), does this mean the value on the warscroll, or the value on the warscroll including any modifiers?

A: The value including any modifiers.

Q: Can modifiers reduce a characteristic to less than 0?

A: Yes, unless specifically noted otherwise.

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).

Q: An unmodified roll of 1 for a hit, wound or save roll is always a failure. If there is another ability that triggers when that roll is 6 or more, will it still trigger if the modifiers to the failed roll of 1 are enough to take it to 6 or more?

A: No. The attack sequence ends when a hit, wound or save roll fails.

Q: Sometimes a dice roll will trigger an effect. For example, a weapon might have a rule that says a hit roll of 6 causes two hits on the target instead of 1. What happens if another effect applies to the same roll? For example, the weapon from the previous example might have a rule that says it inflicts D6 mortal wounds on a hit roll of 6 and the attack sequence ends – would I get to inflict two hits that each inflicted D6 mortal wounds?

A: When a dice roll triggers more than one effect, each effect is triggered once. For this example, this means that the hit roll would cause two hits, but only one of the hits would inflict D6 mortal wounds (you would carry out the rest of the attack procedure for the other hit normally).

Q: Some old abilities refer to a roll of 6. What does this mean exactly?

A: If an ability refers to a roll of 6 (rather than a roll of 6+ or a roll of 6 or more), it means a roll of 6 after re-rolls but before any modifiers are applied.

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 every part of its base is within the stated distance. A unit is wholly within a certain distance if every part of the bases of all of the models in the unit is within the stated distance.

For example, a model would be wholly within 12" of the edge of the battlefield as long as every part of its base was 12" or less from the edge, while a unit would be wholly within 12" of the edge of the battlefield as long as every part of every base of the models from the unit were 12" or less from the edge.

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.

Q: How does the At the Double command ability interact with an ability that allows you to roll 2D6 when a unit runs (such as the Seekers of Slaanesh Quicksilver Speed ability)?

A: No dice are rolled, and the run roll is treated as being 6.

MOVEMENT

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 can only allow models to move to places that they could reach ‘in real life’, but it will require a certain amount of common sense in order to make such a house 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: 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: If an ability or spell stops another unit from being able to fly, does this stop that unit from being able to move at all?

A: No, it simply means that the Flying rules do not apply to it.

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.

Q: If an ability stops a unit that can fly from being able to fly, can it move at all?

A: Yes, it just can't use the Fly rule when it does so.

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: 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 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. Also note that the increase to the unit's Move characteristic for running only applies to that 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.

CHARGE PHASE

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).

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. Note that abilities used at the start or the end of a phase still count as being used in the phase in question.

For example, the Flesh-eater Courts Savage Strike command trait allows a general to fight at the start of the combat phase, while the Stormcast Eternals Sequitor Aetheric Channelling ability is used at the start of the combat phase too. In the Flesh-eater Courts turn, the Savage Strike command trait would take effect before the Sequitor Aetheric Channelling ability. In the Stormcast Eternals turn, the Sequitor Aetheric Channelling ability would take effect before the Savage Strike command trait.

Q: Some abilities say that a unit or model 'fights at the start of the combat phase, before the players get to pick any other units to fight in that combat phase'. When this is the case, does 'before the players get to pick any other units to fight in that combat phase' mean that they fight after any abilities that occur at the start of the phase have been used?

A: No. The unit or model would fight at the start of the phase. The additional words after the comma are simply there to make it clear that this happens at the start of the phase and therefore before any other units fight.

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.

Q: Some abilities say that a unit fights at the start of the combat phase. What happens if that unit is not within 3" of the enemy, but later in the phase an enemy unit piles in to within 3" of it?

A: A unit that can fight at the start of the combat phase but does not do so is allowed to fight normally during the combat phase should an enemy unit move to within 3" of it.

Q: Some abilities can be used when a model or unit has 'fought for the first time' to allow that unit to fight again. Does this only apply if the unit fought for the first time during the phase, or does it also apply if the unit fought for the first time at the start or the end of the phase, or if it is allowed to fight when it is slain?

A: It always applies, even if the first time it fights is at the start or the end of the phase or when it was slain. Note that if several abilities allow a unit to fight again after it has fought for the first time, each of those abilities must be carried out one after the other. This means that only the first of those abilities would qualify as happening after the unit has fought for the first time, because after the first of those abilities is used the unit will then have fought more than once. Therefore the remaining abilities could not be used.

Q: Let's say Unit A has been made to fight at the end of the combat phase. If, when Unit A fights at the end of the combat phase, its pile-in move results in Unit B being eligible to fight when previously it wasn't, because Unit B was outside 3", can Unit B now pile in and attack?

A: If Unit A is from the army of the player whose turn is taking place, then Unit B will be able to fight (as its opportunity to fight comes after that of Unit A, and it will be eligible to fight because it is within 3" of the enemy). If, on the other hand, Unit A is part of the army belonging to the player whose turn is not taking place, then Unit B will not be able to fight (as its opportunity to fight came before that of Unit A, when it was not within 3" of the enemy).

Q: Can a model that has an ability that allows it to pile in and attack when it dies still use the ability if the unit it is part of has to fight at the end of the combat phase?

A: Yes.

Q: Is there a difference between abilities that apply 'in that combat phase' and those that apply 'until the end of the combat phase'?

A: No, the phrases are synonymous.

Q: I have a unit engaged with an enemy unit that cannot fight until the end of the combat phase. My opponent has activated all his other units, and I have activated all mine, but I have a command ability that allows a friendly unit to pile in and attack again. Can I use the command ability before the enemy unit fights?

A: Yes. The main part of the combat phase only ends when both players pass in succession (see page 5 of the Core Rules booklet/page 230 of the Core Book).

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.

Q: If a model is slain but later returned to its unit in the same turn, does it count as being slain for battleshock tests? If it were slain, returned and slain again, would it count as being slain twice?

A: Yes to both questions.

*Q: How does an ability that negates wounds work in cases of overkill (i.e. when a model is slain but there are still wounds remaining to be allocated)? Should the rolls be made consecutively until the model is slain and then stop? For example, Auric Hearthguard have the Sworn Protectors ability, which can negate a wound suffered by a friendly **HERO** and transfer it to the Hearthguard. Would I stop rolling to negate and transfer wounds as soon as the **HERO** was slain?*

A: Yes to both the question and the example. Wounds and mortal wounds are allocated one at a time until a model is slain. If the last model in a unit is slain, then any remaining wounds or mortal wounds cannot be allocated and are ignored.

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: If there is a spell that appears on two different warscrolls and has exactly the same name, can I use them both in the same turn?

A: No.

Q: Sometimes an ability will allow you to ignore the effects of a spell. Are the effects of an enemy spell ignored if it doesn't target my own unit but instead is one that my opponent casts on his own unit to buff it?

A: No. The spell has to directly affect the unit.

Q: Further to the question above, for spells/endless spells with persistent effects, or indeed multiple effects, how many times do you roll to ignore the effects? Do you just roll once when the spell is cast or the endless spell set up?

A: No, you roll each time the spell directly affects your unit, for that specific occurrence of the effect.

TERRAIN

Q: Can a unit that is set up once the battle is under way be set up as a garrison?

A: No, only units set up before the battle can be set up as a garrison unless specifically stated otherwise.

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. Note that abilities used at the start or the end of a phase still count as being used in the phase in question.

For example, the Flesh-eater Courts Savage Strike command trait allows a general to fight at the start of the combat phase, while the Stormcast Eternals Sequitor Aetheric Channelling ability is used at the start of the combat phase too. In the Flesh-eater Courts turn, the Savage Strike command trait would take effect before the Sequitor Aetheric Channelling ability. In the Stormcast Eternals turn, the Sequitor Aetheric Channelling ability would take effect before the Savage Strike command trait.

Q: If two abilities apply to a unit at the same time but are contradictory, how do you determine which ability is used?

A: If two abilities that apply to a unit are contradictory and cannot both be used, the ability that was applied second takes precedence. For example, the 'Locus of Diversion' battle trait forces a unit to fight at the end of the combat phase and is used at the end of the charge phase, while the Ironjawz 'Smashing and Bashing' battle trait allows a unit to fight immediately and is used in the combat phase. If both of these abilities applied to an **IRONJAWZ** unit at the same time, since the 'Smashing and Bashing' battle trait would be applied second, the **IRONJAWZ** unit would fight immediately instead of at the end of the combat phase.

Note that this only occurs when it is impossible to use both abilities. For example, if one ability gave a unit a hit modifier of +1 and another ability gave the same unit a hit modifier of -1, both would be applied (and effectively cancel each other out).

Q: If I use an ability that allows a unit to do something in the hero phase as if it were a different phase, can I use abilities that could affect it in that phase in the hero phase? For example, if I was allowed to make a shooting attack with a unit in my hero phase as if it were my shooting phase, would an ability that allowed me to make an extra attack with that unit in my shooting phase apply?

A: No to both questions. Abilities that state they can only be used or only apply in a certain phase can only be used in that phase and/or their effects will only apply in that phase. So, if an ability says you can use it in your movement phase, it can only be used in your movement phase, or if an ability said it applied in your shooting phase, you can only apply its effects in your shooting phase, and so on.

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.

Q: Some abilities say that they can be used at 'the start of the hero phase' instead of 'at the start of your hero phase'. Can these abilities be used in the enemy hero phase?

A: Yes.

*Q: Certain abilities do not specifically apply to the model that has them, but allow the player who has the unit in their army to do something. For example, the Gnawhole has the Tunnels Through Reality ability that allows you to move 1 friendly **SKAVENTIDE** unit through a Gnawhole, while the Infernal Enrapture allows you to receive 1 extra depravity point for each Infernal Enrapture on the battlefield. If I have more than one of these models, am I allowed to use the ability once for each model?*

A: No, abilities like this allow you to use the ability, but you can only do so once unless noted otherwise. For example, if you had 3 Gnawholes, you could transport 1 **SKAVENTIDE** unit, not 3. Likewise, if you had 3 Infernal Enraptures you would receive 3 extra depravity points, not 9.

Q: Does an ability that says it happens 'immediately after' something occurs, take place before an ability that simply says it happens 'after' that thing occurs?

A: No, they both happen at the same time.

*Q: If a **PRIEST** knows more than one prayer, can it attempt to chant each of them?*

A: Yes, as long as no other restrictions apply.

*Q: Is an ability that allows a **PRIEST** to summon a model to the battlefield, such as Magmic Invocations and Judgements of Khorne, a prayer?*

A: No.

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 they 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 all of the factions in that battletome. 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 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).

Q: Some command traits must be given to the army general. What happens if the general is a named character that cannot be given a command trait?

A: The command trait cannot be taken and is not used.

Q: Can a model's mount, companion or crew benefit from any artefacts of power that the model has been given?

A: No.

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.

Q: The core/matched play rules say that allies cannot use or benefit from allegiance abilities. There seems to be quite a number of situations where the question of what 'benefit from' means. Could you explain please?

A: Certainly. It means that battle traits do not apply to and cannot be used by allied units. In addition, it means that allied units cannot receive allegiance abilities that you choose (or roll for) for certain types of unit in your army, such as command traits, artefacts of power or spells from spell lores. Note that, in the second case, allied units can be affected by such allegiance abilities when they are used (or would otherwise take effect) during the battle, as long as no other restrictions apply. For example, you could not choose an allied **WIZARD** to know a spell from a spell lore, but an allied unit could be affected by the spell if it was cast. In addition, any scenery rules for faction-specific terrain features apply to allied units during the battle.

Q: In a Pitched Battle, if a unit that is a Behemoth can be taken as Battleline, does that unit still count towards the total number of Behemoths that can be taken in the army?

A: No.



CORE BOOK

Official Errata, December 2019

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.

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.'

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 258 – Realm of Battle: Ghyran, Realmsphere Magic, Shield of Thorns

Add the following sentence to the end of the rule:

'The same friendly unit cannot be picked as the target of this spell more than once per turn.'

Page 258 – Realm of Battle: Ghyran, Realmscape Features, Spontaneous Growth

Change the rules text to:

'At the start of your hero phase, roll a dice. On a 6+, you can set up 1 Wyldwood terrain feature anywhere on the battlefield that is more than 1" from any other models or terrain features.'

Page 260 – Realm of Battle: Ulgu, Realmscape Features, Shadow Realms

Add the following sentence to the end of the rule:

'The unit may not move in the subsequent movement phase.'

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



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



GENERAL'S HANDBOOK 2019

Designers' Commentary, October 2019

The following commentary is intended to complement the *General's Handbook 2019*. 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.

Q: If a Pitched Battle profile has a later publication date than the latest General's Handbook, but its Pitched Battle Profile is not included in the latest General's Handbook, can it be used in a Pitched Battle?

A: Yes.

Q: In a Pitched Battle, can I use a faction terrain feature as a primary or secondary terrain feature choice?

A: Yes you can, but if you do so, you must set up that terrain feature under the restrictions that apply as if it were 'Unique'. In addition, do not use the warscroll for a faction terrain feature that is taken as a unique terrain feature. Instead, you must roll to generate a scenery rule for it.



GENERAL'S HANDBOOK 2018

Official Errata, December 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 Profiles, 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 69 – Allies table, Slaanesh, Khorne, Nurgle and Tzeentch allies lists

Change to:

Slaanesh: Beasts of Chaos (excluding **KHORNE** units), Everchosen, Monsters of Chaos, Nurgle, Slaves to Darkness (excluding units with mark of **KHORNE**), Tzeentch

Khorne: Beasts of Chaos (excluding **SLAANESH** units), Everchosen, Monsters of Chaos, Nurgle, Slaves to Darkness (excluding units with mark of **SLAANESH**)

Nurgle: Beasts of Chaos (excluding **TZEENTCH** units), Everchosen, Khorne, Monsters of Chaos, Slaanesh, Slaves to Darkness (excluding units with mark of **TZEENTCH**)

Tzeentch: Beasts of Chaos (excluding **NURGLE** units), Everchosen, Monsters of Chaos, Slaves to Darkness (excluding units with mark of **NURGLE**)

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 *Battle tome: 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 Soulscrier	100
Akhelian Morrsarr Guard	160
<i>Akhelian Corps</i>	100
<i>Namarti Corps</i>	100
<i>Royal Council</i>	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.’

Page 134 – Ironjawz, Mighty Destroyers

Add to the end of the rules:

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



GENERAL'S HANDBOOK 2018

Designers' Commentary, December 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: Can a **SLANN** general convert more than 1 spell into conjuration points in each of its hero phases?*

A: Yes.

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

A: No.

Q: Do the Pitched Battle profiles for the Tzaangor Shaman, Tzaangor Enlightened, Tzaangor Skyfires and Tzaangors in the Beasts of Chaos battletome override those in the Disciples of Tzeentch table in the General's Handbook 2018, and can those units (including Tzaangor Enlightened on Discs) be taken as part of a Tzeentch army?

A: Yes to both questions. Updated Pitched Battle profiles always take precedence over any profiles with an earlier publication date or no publication date. As these units all have the **TZEENTCH** keyword, they can be taken as part of a Tzeentch army.



FORBIDDEN POWER

Official Errata, July 2019

The following errata correct errors in *Forbidden Power*. 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 70 – Battle Traits, Invigorating Aura

Change the rules text to:

'Gravesites have the following ability:

At the start of your hero phase, pick 1 friendly **SUMMONABLE** unit within 9" of this gravesite (see 'The Unquiet Dead'). You can either heal D3 wounds that have been allocated to models in that unit or, if no wounds are currently allocated to any models in the unit, you can return a number of slain models to the unit that have a combined Wounds characteristics equal to or less than the roll of a D3.'

Warscroll Card – Lauchon the Soulseeker, Soul Price

Add the following:

'The unit you set up cannot move in the following movement phase.'

Warscroll Card – Soulscream Bridge, Nightmarish Construct

Change the rules text to:

'Subtract 1 from the Bravery characteristic of units while they are within 6" of a Soulscream Bridge model. This ability has no effect on **DEATH** units.'



FORBIDDEN POWER

Designers' Commentary, July 2019

The following commentary is intended to complement *Forbidden Power*. 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: If Lady Olynder is the only Mortarch in a Legion of Grief, does she have to be the general?

A: Yes.

Q: Is the Legion of Grief considered to be a Legion of Nagash? For example, can the Locus of Shyish ability be used for the Legion of Grief spell lores, or could a Necromancer take a spell from the Lore of the Deathmages?

A: No to all questions.



MALIGN SORCERY

Official Errata, December 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 72 – Spells of Ghyran, Mirrorpool

Add the following sentence to the end of the rule:
'It may not move in the subsequent movement phase.'

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 79 – Artefacts of Power: Relics of Ghyran, Jade Diadem

Change the rules text to:

'If the unmodified save roll for an attack that targets the bearer is 6, heal 1 wound allocated to the bearer.'

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.'

Page 84 – Artefacts of Power, Relics of Ulgu, Doppelganger Cloak

Change the rules text to:

'Once per battle, at the start of the combat phase, you can say that the bearer will put on the cloak. If you do so, the bearer cannot be chosen as the target of attacks made with melee weapons unless the bearer has made any attacks earlier in that phase.'

Page 84 – Artefacts of Power, Relics of Ulgu, Talisman of the Watcher

Change the last sentence to:

'You can re-roll save rolls of 1 for that unit until the end of that phase.'

Page 85 – 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, December 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: Some abilities allow a model to know additional spells, including additional endless spells. In a Pitched Battle, can you use these abilities to cast endless spells if you did not spend the points for those endless spells? In addition, can these abilities be used to cast endless spells that can normally only be cast by **WIZARDS** that have a specific keyword?*

A: No to both questions.

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: 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 modify or re-roll an unbinding roll have any effect on a dispel roll?

A: No.

*Q: If a **WIZARD** has an ability that increases the number of mortal wounds inflicted by the spells they cast, does this ability also apply to the abilities of any endless spells that the wizard casts?*

A: No.

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.

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.

Q: Some spells require you to pick a point on the battlefield within a certain distance of the caster, and then draw a line from that point back to the caster. Can this point be measured from an Umbral Spellportal, and if it can, is the line drawn back to the caster?

A: Yes to both questions.



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.'



SEASON OF WAR: FIRESTORM

Official Errata, December 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 54-55 – Choosing Your Allegiance

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

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, you must use the Grand Alliance allegiance abilities for your army, but you can also use the City & Warlord allegiance abilities on the following pages. Any units that do not have the keywords listed under the Organisation for the army can be taken as allies if they are part of the same Grand Alliance as the army.'

For example, if you had an Anvilgard army made up entirely of **STORMCAST ETERNALS**, you would use the Order allegiance abilities and the Anvilgard allegiance abilities on page 60. If you later added **FREE PEOPLES** to your army, both they and the **STORMCAST ETERNALS** would use the Order and Anvilgard allegiance abilities. However, if you wanted to include **DAUGHTERS OF KHAINE** as part of the army, they would have to be taken as allies.'

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



Posted 21/03/2019

Who Fights First?



Since the release of the [Idoneth Deepkin](#) battletome, we've been receiving more than a few questions about the order in which units fight in the combat phase. These questions have come about because there are now several ways that a unit can get to fight before or after other units in the combat phase, and the way that these different abilities interact can be confusing. So, we've enlisted Jervis Johnson and Ben Johnson (no relation) from the Warhammer Age of Sigmar team to help.

Jervis & Ben: Up until now, we've addressed these questions as they have arisen in the [Designers' Commentaries](#) for the core rules and our battletomes. However, the Designers' Commentaries cannot go into much detail, and so we felt that it would be a

good idea to provide everybody with a rather more detailed explanation of how to figure out who gets to fight first in these circumstances. If you read the following guidelines, you will always know the order in which to carry out your attacks.



A Couple of Pieces of Errata

Before going on to the guidelines proper, we've taken the opportunity to update the wording for a couple of rules to make it easier to tell how they affect the order in which units fight. Here are the errata in question:

IDONETH DEEPKIN, PAGE 86 - HIGH TIDE
Change to: In this battle round, units with the Tides of Death battle trait fight at the start of the combat phase.

NIGHTHAUNT, PAGE 55 - SOUL CAGE
Change the last sentence to: In addition, until your next hero phase, that unit fights at the end of the combat phase.

We've made these changes to make it clear that these abilities happen at the start or end of the combat phase respectively. This wasn't all that obvious in their original wording,

which made it hard for players to work out exactly when they took place when there were other units that could also fight at the start or end of the phase.

Who Goes First?

With these minor changes out of the way, it becomes much easier to explain how the turn sequence works, not just in the combat phase but in every phase during a game of Warhammer Age of Sigmar. All you need to do is keep the following three principles in mind:

SEQUENCE OF PLAY PRINCIPLES

WARHAMMER COMMUNITY

1: START, DURING, END

The first important principle to understand is that each phase is split into three parts.

START	DURING	END
Anything noted as taking place at the start of the phase happens here.	Anything that is not noted as taking place at the start or at the end of the phase happens here.	Anything noted as taking place at the end of the phase happens here.

So, first you carry out all the things that happen at the start of the phase, then you do all the things that happen during the phase, and finally you do all the things that happen at the end of the phase.

2: YOU GO FIRST IN YOUR TURN

The second principle to keep in mind is that when things happen at the same time, the player whose turn is taking place goes first, unless noted otherwise.

So, if it is your turn and you and your opponent can both do things at the start of the combat phase, you will get to go first.

3: YOU CHOOSE THE ORDER

The final principle to keep in mind is that if you have the opportunity to do several things at the same time, you can pick the order in which you carry them out.

So, if you have several friendly units that can do something at the start of a phase, you can pick the order in which those things are each carried out.

Putting It All Into Action

Let's see how that all plays out in a combat phase where each player has several units that can fight at the start of the combat phase and several units that can fight at the end.

The 'Start, During, End' principle means that the things noted as taking place at the start of the phase happen first. The 'You Go First In Your Turn' principle means that the player whose turn is taking place will get to fight with all of their units that fight at the start of the phase, followed by their opponent. The 'You Choose The Order' principle means that each player can pick the order in which their units that fight at the start of the phase will fight.

Therefore, the player whose turn is taking place will fight with their units, one after the other in the order of their choice, and then their opponent will fight with their units, one after the other in the order of their choice.



Next, any units that can fight during the combat phase will do so. The core rules tell us that the players alternate picking units with which to fight, starting with the player whose turn is taking place, so you must use this sequence instead of following the general principles described above. Or, to put it another way, just follow the normal rules for units that fight at any time other than the start or end of the combat phase!

This just leaves the units that fight at the end of the combat phase. The principles that applied to the units that fought at the start of the phase will also apply to those units that fight at the end, so the player whose turn is taking place will fight with their units, one after the other in the order of their choice, and then their opponent will fight with their units, one after the other in the order of their choice.

One Last Thing...

Hopefully, you will now be clear in your mind about how to determine the order in which units fight and also how to resolve any similar issues where several things end up happening at the same time during a phase.



However, before we finish, it's worth noting that although a phase is split into three parts (Start, During, End), things that happen at the start and end of the phase still count as happening in the phase in question. So, an ability that allows a unit to fight again after it has fought for the first time in the combat phase will apply to units that fight at the start or the end of the phase as well as during it.

And with that final bit of rules ephemera, we will leave you. If you have any feedback on this article, or if you still have any questions about who fights first in the combat phase, you can let us know by emailing AoSFAQ@gwplc.com. We can't reply to the emails we receive, but we do read each and every one.

Have fun, and keep rolling 6s!

SEQUENCE OF PLAY PRINCIPLES

1. **Start, During, End**
2. **You Go First In Your Turn**
3. **You Choose The Order**

Thanks, guys! You can get the new rules for yourself via the [FAQ](#) tab above.

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WRATH OF THE EVERCHOSEN

Official Errata, February 2020

The following errata correct errors in *Wrath of the 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 90 – The Knights of the Empty Throne, Introduction

Change the rules text to:

'When you choose a Damned Legion keyword for a Slaves to Darkness army using the Damned Legions battle trait in *Battletome: Slaves to Darkness*, you can choose the **KNIGHTS OF THE EMPTY THRONE** keyword instead of one of those listed. The allegiance abilities for the Knights of the Empty Throne Damned Legion can be found on these pages.'

Page 90 – The Knights of the Empty Throne, Battle Traits, Fists of the Everchosen

Add the following to the final paragraph of the rules text:

'In addition, **KNIGHTS OF THE EMPTY THRONE VARANGUARD HERO** units have the Leader battlefield role in Pitched Battles.'



WRATH OF THE EVERCHOSEN

Designers' Commentary, February 2020

The following commentary is intended to complement *Wrath of the Everchosen*. 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: If I roll 'Unleashed Power' on the behaviour table for a wandering endless spell, is that endless spell removed from the battlefield after the effects of that roll have been resolved?

A: Yes.

*Q: Can the Shadow Legion command ability return slain **LEGION OF THE FIRST PRINCE** models to units such as Seeker Chariots, Skull Cannons and Plague Drones?*

A: Yes.



GRAND ALLIANCE: CHAOS

Official Errata, March 2019

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 183 – Hellstriders of Slaanesh, Enrapturing Banner

Change the last sentence of the rules text to:

'Subtract 1 from hit rolls for attacks made by enemy models while they are within 6" of any friendly units that include any Enrapturing Banners.'

Pages 195-216; 218-221; 226 – Warscrolls and Warscroll Battalions

These warscrolls and warscroll battalions are no longer used. They have been replaced with the warscrolls and warscroll battalions in *Battletome: Beasts of Chaos*.

Pages 217, 223 and 225 – Harpies, Slaughterbrute and Mutalith Vortex Beast, 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.

Pages 236-299 – Warscrolls and Warscroll Battalions

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

Pages 300-303 – The Rules

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



GRAND ALLIANCE: CHAOS

Designers' Commentary, December 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: If I give the Mark of the All-favoured from General's Handbook 2018 to a Daemon Prince or Chaos Lord, does a Daemon Prince get all four Immortal Champion abilities or a Chaos Lord get all four Mark of Chaos abilities?

A: No.

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: BEASTS OF CHAOS

Official Errata, December 2019

The following errata correct errors in *Battletome: Beasts 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.

Page 61 – Allegiance Abilities, Battle Traits, Greatfrays

Add the following text to the end of the rule:

'If a unit already has a Greatfray keyword on its warscroll, it cannot gain another one. This does not preclude you from including the unit in your army, but you cannot use the allegiance abilities for its Greatfray.'

Page 66 – Savage Dominion

Change the rule to:

'Savage Dominion has a casting value of 5. If successfully cast, pick an enemy **MONSTER** unit that is a single model within 18" of the caster and visible to them, and roll 2D6. If the roll is equal to or greater than that model's Bravery characteristic, you can move it 3" towards the closest other model. You can then pick 1 other unit within 1" of that **MONSTER** and roll a number of dice equal to the **MONSTER**'s Wounds characteristic. For each 4+, that unit suffers 1 mortal wound.'

Page 82 – Followers of the Brass Bull

Change to:

'Units from this battalion gain the **KHORNE** keyword. In addition, this warscroll battalion is part of the Khorne faction and the Beasts of Chaos faction.'

Page 83 – Covens of the Changer

Change to:

'Units from this battalion gain the **TZEENTCH** keyword. In addition, this warscroll battalion is part of the Tzeentch faction and the Beasts of Chaos faction.'

Page 84 – Vectors of the Plague God

Change to:

'Units from this battalion gain the **NURGLE** keyword. In addition, this warscroll battalion is part of the Nurgle faction and the Beasts of Chaos faction.'

Page 85 – Marked by the Decadent Fiend

Change to:

'Units from this battalion gain the **SLAANESH** keyword. In addition, this warscroll battalion is part of the Slaanesh faction and the Beasts of Chaos faction.'

BEASTS OF CHAOS WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Gors	10	30	70/200	Battleline	
Ungors	10	40	60/200	Battleline	
Chaos Gargant	1	1	170	Behemoth	
Chimera	1	1	240	Behemoth	
* Cygor	1	1	140	Behemoth	
* Ghorgon	1	1	160	Behemoth	
Jabberslythe	1	1	160	Behemoth	
Beastlord	1	1	90	Leader	
* Doombull	1	1	100	Leader	
Dragon Ogor Shaggoth	1	1	180	Leader	
Great Bray-Shaman	1	1	100	Leader	
Tzaangor Shaman	1	1	160	Leader	
Bestigors	10	30	120/300		Battleline in Beasts of Chaos army if general is a Beastlord or Great Bray-Shaman
* Bullgors	3	12	140		Battleline in Beasts of Chaos army if general is a Doombull
Centigors	5	20	80		
Chaos Spawn	1	6	50		
Chaos Warhounds	10	30	80/210		
Cockatrice	1	1	100		
Dragon Ogors	3	12	140		Battleline in Beasts of Chaos army if general is a Dragon Ogor Shaggoth
Razorgors	1	6	50		
Tuskgor Chariots	1	4	60/200		
Tzaangor Enlightened	3	9	100		
Tzaangor Enlightened on Discs of Tzeentch	3	9	160		
Tzaangor Skyfires	3	9	200		
Tzaangors	10	30	180/480	Battleline	Battleline in Beasts of Chaos army only if general is a Tzaangor Shaman
Ungor Raiders	10	40	80		
Thunderscorn Stormherd	-	-	190	Warscroll Battalion	
Brass Despoilers	-	-	190	Warscroll Battalion	
Desolating Beastherd	-	-	150	Warscroll Battalion	
Depraved Drove	-	-	150	Warscroll Battalion	
Pestilent Throng	-	-	200	Warscroll Battalion	
Phantasmagoria of Fate	-	-	200	Warscroll Battalion	
Hungering Warherd	-	-	150	Warscroll Battalion	
Marauding Brayherd	-	-	180	Warscroll Battalion	
Doomblast Dirgehorn	1	1	50	Endless Spell	
Ravening Direflock	1	1	30	Endless Spell	
Wildfire Taurus	1	1	80	Endless Spell	
Herdstone	1	1	0	Scenery	

Warhammer Age of Sigmar – Pitched Battle Profiles Update, December 2019

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BATTLETOME: BEASTS OF CHAOS

Designers' Commentary, October 2018

The following commentary is intended to complement *Battletome: Beasts of 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 and explain 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 stated 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.

Q: Does the Herdstone Shard affect the Ghorgon's Ravenous Bloodgreed ability?

A: No. It only affects the Bloodgreed ability.

Q: Can Brass Despoilers, Phantasmagoria of Fate, Pestilent Throng and Depraved Drove be used as part of a Chaos army that owes allegiance to a Chaos God? For example, can I take a Brass Despoilers battalion as part of a Khorne army?

A: Yes.

*Q: Can a **HERO** from a Beasts of Chaos warscroll battalion that is part of a Chaos army that owes its allegiance to a Chaos God be given any spells/artefacts/etc. from that army's set of allegiance abilities?*

A: Yes, as long as no other restrictions apply.

Q: With the Great Bray-Shaman's Devolve spell, does the opponent have to move all of the models in the unit?

A: Yes. Note that each model is moved one at a time.

Q: Does the Dragon Ogor Shaggoth's Beneath the Tempest ability stack? For example, if you have three Shaggoths on the table and you tie for priority, can you make three 4+ rolls to heal D3 wounds for each Thunderscorn unit?

A: No.

Q: I would like some clarification on how the Jabberslythe's Spurring Bile Blood ability is intended to work, specifically whether 'overkill' damage triggers dice rolls to test for mortal wounds. For example, if my Jabberslythe suffers 12 wounds from a single unit's melee weapon(s), do I roll 12 dice to test for mortal wounds even though the Jabberslythe has a Wounds characteristic of 10?

A: The Spurring Bile Blood ability triggers when a wound is allocated. As wounds are allocated one at a time until the model is slain, any 'overkill' will not cause the ability to be triggered. See page 7 of the core rules, 'Allocating Wounds'.

Q: With the Ravening Direflock's Black-souled Cowardice ability, what happens if it is impossible to place the models due to enemy models?

A: The endless spell is dispelled. Note that you must set up the Ravening Direflock if it is possible to do so.

Q: If a Wildfire Taurus' Whirlwind of Destruction ability forces an Idoneth Deepkin unit to fight at the end of the next combat phase, but the High Tide battle trait is in effect, does the unit fight at the start or the end of the combat phase?

A: If two abilities that apply to a unit are contradictory and cannot both be applied, the one that was applied second takes precedence. In this case, that means the Idoneth Deepkin unit would fight at the end of the combat phase. Note this only occurs when it impossible to use both abilities. For example, if one ability gave a unit a hit modifier of +1 and another ability gave the same unit a hit modifier of -1, both would be applied (and effectively cancel each other out).

Q: Does the note in the Pitched Battle profile for Tzaangors in the Beasts of Chaos battletome mean that they can only ever be Battleline if they are included in a Beasts of Chaos army with a Tzaangor Shaman as their general?

A: No. Tzaangors are only not Battleline units when they are taken as part of a Beasts of Chaos army that does not have a Tzaangor Shaman as its general.



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

The following commentary is intended to complement *Battletome: Everchosen*. 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: 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: BLADES OF KHORNE

Official Errata, December 2019

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 80 – Reapers of Vengeance, Leave None Alive

Change the second sentence of the rules text to:

'If you do so, pick 1 friendly **REAPERS OF VENGEANCE DAEMON** unit wholly within 8" of a friendly **REAPERS OF VENGEANCE HERO** with this command ability.'

Page 80 – Reapers of Vengeance, Mage Eater

Add the following to the end of the rule:

'If this general can already unbind spells, they can attempt to unbind 1 extra spell in the enemy hero phase (only the first unbinding roll in the phase can inflict mortal wounds).'

Page 80 – Reapers of Vengeance, Artefact of Power

Change the first sentence to:

'The first **REAPERS OF VENGEANCE HERO** to receive an artefact of power must be given the Skullshard Mantle.'

Page 81 – The Bloodlords, Artefact of Power

Change the first sentence to:

'The first **BLOODLORDS HERO** to receive an artefact of power must be given the Halo of Blood.'

Page 94 – Skulls for the Skull Throne

Change the rule to:

'When units from this battalion use their Decapitating Blow ability, it inflicts a mortal wound on an unmodified hit roll of 5+ instead of 6.'

Page 112 – Lord of the Goretide

Change the first sentence of the rule to:

'You can use this command ability at the start of the combat phase.'

Page 117 – Slaughter Incarnate

Change the last sentence of the rule to:

'A unit cannot benefit from this command ability more than once per phase.'

Page 122 – Crimson Haze

Change the rule to:

'Add 1 to the Attacks characteristic of melee weapons used by **KHORNE** units while they are wholly within 8" of any units with this ability. This ability has no effect on **WRATHMONGERS**.'

BLADES OF KHORNE WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Skull Cannons	1	3	130	Artillery	
Bloodletters	10	30	110/300	Battleline	
Bloodreavers	10	40	70/240	Battleline	
Blood Warriors	5	30	100/520	Battleline	
Aspiring Deathbringer	1	1	80	Leader	
Bloodmaster, Herald of Khorne	1	1	80	Leader	
Bloodsecrator	1	1	120	Leader	
Bloodstoker	1	1	80	Leader	
Exalted Deathbringer	1	1	80	Leader	
Herald of Khorne on Blood Throne	1	1	120	Leader	
Karanak	1	1	140		Unique
Korghos Khul	1	1	180	Leader	Unique
Lord of Khorne on Juggernaut	1	1	160	Leader	
Mighty Lord of Khorne	1	1	140	Leader	
Scyla Anfingrimm	1	1	100	Leader	Unique
Skarr Bloodwrath	1	1	100	Leader	Unique
Skullgrinder	1	1	80	Leader	
Skullmaster, Herald of Khorne	1	1	120	Leader	
Skulltaker	1	1	120	Leader	Unique
Slaughterpriest	1	1	100	Leader	
Valkia the Bloody	1	1	140	Leader	Unique
Bloodthirster of Insensate Rage	1	1	270	Leader, Behemoth	
Bloodthirster of Unfettered Fury	1	1	270	Leader, Behemoth	
Skarbrand	1	1	380	Leader, Behemoth	Unique
Vorgaroth the Scarred on Skalok the Skull Host of Khorne	1	1	1200	Leader, Behemoth	Unique
Wrath of Khorne Bloodthirster	1	1	300	Leader, Behemoth	
* Bloodcrushers	3	12	120		Battleline in Khorne army if general is a Skullmaster, Herald of Khorne
Flesh Hounds	5	20	100		Battleline in Khorne army
Khorgoraths	1	6	100		
* Mighty Skullcrushers	3	12	160		Battleline in Khorne army if general is a Lord of Khorne on Juggernaut
Skullreapers	5	20	180		
Wrathmongers	5	20	140		
Garrek's Reavers	5	5	60		Only one of this unit can be included in a Pitched Battle army
Riptooth	1	1	40		Only one of this unit can be included in a Pitched Battle army. Cannot be taken unless your army also includes Magore's Fiends
Magore's Fiends	3	3	80		Only one of this unit can be included in a Pitched Battle army. Cannot be taken unless your army also includes Riptooth
<i>Blood Host</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>Blood Hunt</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Blood Legion</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Bloodbound Warhorde</i>	-	-	150	<i>Warscroll Battalion</i>	

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BLADES OF KHORNE WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
<i>Bloodforged</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Bloodmad Warband</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Bloodthunder Stampede</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Brass Stampede</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Charnel Host</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Dark Feast</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>Gore Pilgrims</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>The Gorechosen</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>Gorethunder Cohort</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Murderhost</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Red Headsmen</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Skullseeker Host</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Skulltake</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Slaughterborn</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>Tyrants of Blood</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Bleeding Icon</i>	1	1	40	<i>Judgement of Khorne</i>	
<i>Hexgorger Skulls</i>	1	1	40	<i>Judgement of Khorne</i>	
<i>Wrath-Axe</i>	1	1	60	<i>Judgement of Khorne</i>	
<i>Skull Altar</i>	1	1	0	<i>Scenery</i>	

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BATTLETOME: BLADES OF KHORNE

Designers' Commentary, July 2019

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: Some abilities can be used when a model or unit has 'fought for the first time'. Does this only apply if the unit fought for the first time during the phase, or does it also apply if the unit fought for the first time at the start or end of the phase?

A: It always applies, even if the first time it fought was at the start or end of the phase.

Q: Some abilities can be used when a model or unit has 'fought for the first time' to allow that unit to fight again. Does this only apply if the unit fought for the first time during the phase, or does it also apply if the unit fought for the first time at the start or end of the phase?

A: It always applies, even if the first time it fought was at the start or end of the phase. Note that if several abilities allow a unit to fight again after it has fought for the first time, each of those abilities must be carried out one after the other. This means that only the first of those abilities would qualify as happening after the unit has fought for the first time, because after the first of those abilities is used the unit will already have fought more than once. Therefore the remaining abilities could not be used.

Q: Some abilities say that a unit fights at the start of the combat phase. What happens if that unit is not within 3" of the enemy, but later in the phase an enemy unit piles in to within 3" of it?

A: A unit that can fight at the start of the combat phase but does not do so is allowed to fight normally during the combat phase should an enemy unit move to within 3" of it.

Q: Some abilities say that they can be used at 'the start of the hero phase' instead of 'at the start of your hero phase'. Can these abilities be used in the enemy hero phase?

A: Yes.

Q: The Slaughterhost command traits must be given to the army general. What happens if the general is a named character that cannot be given a command trait?

A: The command trait cannot be taken and is not used.

Q: Many warscrolls allow weapon options and other upgrades to be taken by '1 in every x' models. For example, 1 in every 10 models in a unit of Blood Warriors can replace the unit's weapon option with a Goreglaive. What happens if the unit has fewer than x models?

A: The weapon or upgrade cannot be taken. For example, a unit of Blood Warriors with fewer than 10 models could not have a Goreglaive.

*Q: Sometimes a keyword will be listed in its singular form in one place and its plural form in another. Are the plural and singular forms both considered to be different keywords? For example, are the **BLOODLETTER** keyword and the **BLOODLETTERS** keyword different keywords?*

A: No. The singular and plural forms of a keyword are synonymous for rules purposes.

Q: Can I take more than one Slaughterhost for a Khorne army?

A: No.

*Q: Can I take a **DAEMON** as the general of a Goretide Slaughterhost, or a **MORTAL** as the general of a Bloodlords Slaughterhost?*

A: Yes.

Q: Do summoned units, or any other units I add to my army after the battle has begun, gain the Slaughterhost keyword I gave to my army?

A: Yes.

Q: When I spend Blood Tithe points at the end of my movement phase to Summon Daemons of Khorne, can I only summon 1 unit?

A: Yes.

Q: The Relentless Fury, Murderous Paragon and No Respite abilities allow a model that has been slain to pile in and attack before it is removed from play. What happens if more than one of these abilities apply at the same time?

A: The model would be allowed to pile in and attack once for each ability that applied to it before being removed from play.

Q: Can I still use the Council of Blood from the older Blades of Khorne battletome?

A: No. It has been replaced by the Tyrants of Blood warscroll battalion.

Q: The Rage Unbound ability for the Bloodthirster of Insensate Rage has the same effect as the Locus of Fury ability. Should the Rage Unbound ability be changed?

A: No. It allows the Bloodthirster of Insensate Rage to re-roll hit rolls of 1 when it charges even if the Khorne allegiance abilities are not being used (e.g. when it is taken as an ally or as part of a Grand Alliance Chaos army).

*Q: Does a **KHORNE PRIEST** need to be wholly within 8" of both Hexgorgor Skulls to add 1 to the roll to keep them in play at the end of a battle round?*

A: No, the bonus applies as long as the **KHORNE PRIEST** is wholly within 8 of at least one of the models.

Q: Was it intended for Karanak not to be a Leader?

A: Yes.

*Q: If a **PRIEST** knows more than one prayer, can it attempt to chant each of them?*

A: Yes, as long as no other restrictions apply.

Q: Is a Judgement of Khorne a prayer?

A: No.

*Q: Is the **DAEMON** keyword missing from the Valkia the Bloody and Mighty Skullcrushers warscrolls?*

A: No, it was omitted deliberately.

Q: I have a question about how the Reapers of Vengeance Slaughterhost command ability 'Leave None Alive' (after a unit has fought in the combat phase for the first time, if it is within 3" of an enemy unit it can fight for a second time) interacts with the Tyrants of Blood battalion ability 'Fierce Rivals' (after a unit from the battalion has fought in the combat phase for the first time, you can pick another unit from the same battalion that has not yet fought in that combat phase and it can fight). Both happen at the same time, so can I use both for the same unit?

A: No. When you have two or more abilities that happen at the same time, you must use them one after the other, in the order of your choice, completely finishing one until you move on to the other. In this case you will need to decide which of the two abilities you want to use first for the unit. Having done so, you will not be able to use the second ability as each must be used 'after' the unit has fought for the first time, and this will no longer be the case for the second ability. Note that the use of the word 'after' in the Age of Sigmar rules is synonymous with 'immediately after', not 'at any point in the future'.



BATTLETOME: MAGGOTKIN OF NURGLE

Official Errata, December 2019

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.'

Page 101 – Lord of Plagues, Plague-ridden Great Weapon

Change rules text to:

'If the unmodified hit roll for an attack made with a melee weapon by this model is 6, that attack scores D6 hits on the target instead of 1. Make a wound and save roll for each hit.'

Page 102 – Putrid Blightkings, Blighted Weapons

Change rules text to:

'If the unmodified hit roll for an attack made with this unit's Blighted Weapons is 6, that attack scores D6 hits on the target instead of 1. Make a wound and save roll for each hit.'

Page 102 – Pusgoyle Blightlords, Blighted Weapons

Change rules text to:

'If the unmodified hit roll for an attack made with this unit's Blighted Weapons is 6, that attack scores D6 hits on the target instead of 1. Make a wound and save roll for each hit.'

MAGGOTKIN OF NURGLE WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Plaguebearers	10	30	120/320	Battleline	
Epidemius, Tallyman of Nurgle	1	1	200	Leader	Unique
Festus the Leechlord	1	1	140	Leader	Unique
Gutrot Spume	1	1	140	Leader	Unique
Harbinger of Decay	1	1	160	Leader	
Horticultural Slimux	1	1	220	Leader	Unique
Lord of Afflictions	1	1	200	Leader	
Lord of Blights	1	1	140	Leader	
Lord of Plagues	1	1	140	Leader	
Poxbringer, Herald of Nurgle	1	1	120	Leader	
Sloppity Bilepiper, Herald of Nurgle	1	1	90	Leader	
Spoilpox Scrivener, Herald of Nurgle	1	1	90	Leader	
Sorcerer	1	1	120	Leader	
Bloab Rotspawned	1	1	240	Leader, Behemoth	Unique
Great Unclean One	1	1	340	Leader, Behemoth	
Morbidity Twiceborn	1	1	240	Leader, Behemoth	Unique
Orghotts Daemonspew	1	1	240	Leader, Behemoth	Unique
Rotigus	1	1	340	Leader, Behemoth	Unique
The Glottkin	1	1	420	Leader, Behemoth	Unique
Beasts of Nurgle	1	6	80		
Nurglings	3	12	100		
Plague Drones	3	12	200		
Pusgoyle Blightlords	2	12	200		Battleline in Nurgle army if general is a Lord of Afflictions
Putrid Blightkings	5	20	160/580		Battleline in Nurgle army
* Affliction Cyst	-	-	140	Warscroll Battalion	
* Blight Cyst	-	-	140	Warscroll Battalion	
* Plague Cyst	-	-	140	Warscroll Battalion	
* The Munificent Wanderers	-	-	40	Warscroll Battalion	
* Nurgle's Menagerie	-	-	180	Warscroll Battalion	
* Tallyband of Nurgle	-	-	160	Warscroll Battalion	
* Thricefold Befoulment	-	-	60	Warscroll Battalion	
* The Blessed Sons	-	-	40	Warscroll Battalion	
Feculent Gnarlmau	1	1	0	Scenery	

Warhammer Age of Sigmar – Pitched Battle Profiles Update, December 2019

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Profiles that have changed since their last publication are marked with this symbol: *



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

Official Errata, December 2019

The following errata correct errors in *Battletome: Skaven*.

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 99 – Thanquol on Boneripper, Mount

Add the following:

'He also attacks with Crushing Blows.'

Page 116 – Plague Monks

This warscroll is no longer used. It has been replaced with the warscroll on the Games Workshop website.

Page 125 – Summon Warp Lightning Vortex, third sentence

Change 'wholly within 26" of the caster' to 'wholly within 13" of the caster'.

Warscroll cards – Verminlord Corruptor, Plaguereapers

Change the Rend characteristic of Plaguereapers to '-' to match the warscroll in the battletome.

SKAVENTIDE WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Plagueclaw	1	1	160	Artillery	
Warp Lightning Cannon	1	1	180	Artillery	
Warplock Jezzails	3	12	140	Artillery	
Clanrats	20	40	120/200	Battleline	
Doomwheel	1	1	160	Behemoth	
Hell Pit Abomination	1	1	240	Behemoth	
Arch-Warlock	1	1	160	Leader	
Clawlord	1	1	100	Leader	
Deathmaster	1	1	100	Leader	
Grey Seer	1	1	140	Leader	
Master Moulder	1	1	100	Leader	
Plague Priest	1	1	80	Leader	
Skritch Spiteclaw	1	1		Leader	Unique. These units must be taken as a set for a total of 140 points. Although taken as a set, each is a separate unit.
Spiteclaw's Swarm	4	4	140		
* Warlock Bombardier	1	1	120	Leader	
Warlock Engineer	1	1	100	Leader	
* Grey Seer on Screaming Bell	1	1	240	Leader, Behemoth	
Lord Skreech Verminking	1	1	320	Leader, Behemoth	Unique
Plague Priest on Plague Furnace	1	1	200	Leader, Behemoth	
Thanquol on Boneripper	1	1	400	Leader, Behemoth	Unique
Verminlord Corruptor	1	1	280	Leader, Behemoth	
* Verminlord Deceiver	1	1	320	Leader, Behemoth	
Verminlord Warbringer	1	1	280	Leader, Behemoth	
* Verminlord Warpseer	1	1	320	Leader, Behemoth	
Doom-Flayer	1	1	60		
Giant Rats	10	40	60/200		Battleline in Skaventide army if general is MASTERCLAN or CLANS MOULDER , and all other units are CLANS MOULDER
Gutter Runners	5	20	60/200		Battleline in Skaventide army if general is MASTERCLAN or CLANS ESHIN , and all other units are CLANS ESHIN
Night Runners	10	40	80/280		Battleline in Skaventide army if general is MASTERCLAN or CLANS ESHIN , and all other units are CLANS ESHIN
Packmasters	3	12	60		
Plague Censer Bearers	5	20	60		Battleline in Skaventide army if general is MASTERCLAN or CLANS PESTILENS , and all other units are CLANS PESTILENS

Warhammer Age of Sigmar – Pitched Battle Profiles Update, December 2019

The profiles printed here take precedence over any profiles with an earlier publication date and also take precedence over profiles that have no publication date at all. Profiles that have changed since their last publication are marked with this symbol: *

SKAVENTIDE WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Plague Monks	10	40	80/280		Battleline in Skaventide army if general is MASTERCLAN or CLANS PESTILENS , and all other units are CLANS PESTILENS
Rat Ogors	2	8	100		Battleline in Skaventide army if general is MASTERCLAN or CLANS MOULDER , and all other units are CLANS MOULDER
Rat Swarms	2	8	60		
Ratling Gun	1	1	60		
Skryre Acolytes	5	30	60/320		Battleline in Skaventide army if general is MASTERCLAN or CLANS SKRYRE , and all other units are CLANS SKRYRE
✱ Stormfiends	3	6	260		Battleline in Skaventide army if general is MASTERCLAN or CLANS SKRYRE , and all other units are CLANS SKRYRE
Stormvermin	10	40	120/450		Battleline in Skaventide army
Warpfire Thrower	1	1	70		
Warp-Grinder	1	1	80		
<i>Congregation of Filth</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Fleshmeld Menagerie</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Foulrain Congregation</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>Claw-horde</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>Plaguesmog Congregation</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Slinktalon</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Virulent Procession</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Warpkog Convocation</i>	-	-	60	<i>Warscroll Battalion</i>	
<i>Arkhsark Voltik</i>	-	-	60	<i>Enginecoven</i>	
<i>Gascloud Chokelung</i>	-	-	70	<i>Enginecoven</i>	
<i>Gautfyre Skorch</i>	-	-	90	<i>Enginecoven</i>	
<i>Rattleauge Warplock</i>	-	-	70	<i>Enginecoven</i>	
<i>Whyrlblade Threshik</i>	-	-	80	<i>Enginecoven</i>	
<i>Bell of Doom</i>	1	1	40	<i>Endless Spell</i>	
<i>Vermintide</i>	1	1	40	<i>Endless Spell</i>	
<i>Warp Lightning Vortex</i>	1	1	100	<i>Endless Spell</i>	
<i>Gnawhole</i>	1	1	0	<i>Scenery</i>	

Warhammer Age of Sigmar – Pitched Battle Profiles Update, December 2019

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BATTLETOME: SKAVEN

Designers' Commentary, July 2019

The following commentary is intended to complement *Battletome: Skaven*. 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 Master of Magic command trait for **MASTERCLAN HEROES** allows me to add 1 to a casting, dispelling or unbinding roll once in each hero phase. Do I have to decide whether to use the modifier before I make the roll?*

A: No. Modifiers are applied after the roll has been made, and unless noted otherwise the decision as to whether to apply them happens at that time.

Q: If Thanquol on Boneripper has more than 1 Warpfire Projector, can he make 1 attack with each one? For example, if he had 4, would he be able to make 4 Warpfire Projectors attacks and roll 4 dice for each model in the target unit each time?

A: No.

*Q: Thanquol's Warpstone Addiction ability **and the Grey Seer's Warpstone Tokens ability say** that the roll cannot be re-rolled or modified. Can you re-roll or modify the 2D6 roll once you have removed one of the three dice?*

A: No.

Q: Are Verminlords allowed to take a spell from either of the Skaventide spell lores?

A: No.

Q: Does the Magical Backlash result for a Screaming Bell inflict D3 mortal wounds on the Screaming Bell too?

A: Yes.

*Q: If I roll the 'A Stirring Beyond the Veil' result on the Peal of Doom table for a Grey Seer on Screaming Bell, does this stop any other Screaming Bells from summoning a **VERMINLORD** if they roll the same result?*

A: No, it only applies to the model that the roll was being made for.

Q: The Arch-Warlock's Warpstorm spell can inflict D3xD6 mortal wounds on the Arch-Warlock. How exactly are these mortal wounds worked out?

A: Roll a D3 and then roll a D6. Multiply the two rolls together and apply the result as mortal wounds to the Arch-Warlock. For example, if you rolled a 2 on the D3 and a 3 on the D6, the Arch-Warlock would suffer 2x3=6 mortal wounds.

Q: The Clawlord's Cornered Fury ability allows you to add the number of wounds allocated to the model to its Attacks characteristic. Is this the number of wounds currently allocated to the Clawlord, or can it include any wounds that were allocated even if they have been negated or healed?

A: It is the number of wounds currently allocated to the Clawlord.

Q: I found the 'More-more Warplead!' rule for the Ratling Gun rather confusing. Can you explain in layman's terms how it works?

A: Certainly. Normally when you fire a Ratling Gun it makes 2D6 attacks. The 'More-more Warplead!' rule allows you to double the number of attacks, as long as you say you wish to do so before the dice roll is made. However, if you say that you will double the number of attacks and the dice roll is a double (e.g. two 1s, two 2s, etc.), then after all of the attacks have been made and you have inflicted any damage that they caused, the attacking model is slain.

*Q: On the Pitched Battle Profiles page, several entries have notes that say units are Battleline if all other units belong to a specific faction. For example, Giant Rats can be Battleline if the general is **MASTERCLAN** or **CLANS MOULDER**, and all other units are **CLANS MOULDER**. Are allied units counted for this restriction?*

A: No, the restriction only applies to the units in the Skaventide army, not to allied units.

*Q: Can **SKAVEN** units be taken as allies for a Skaventide army?*

A: No.

Q: If I cast both Death Frenzy and Dreaded Death Frenzy on the same unit, can the models pile in and attack twice when slain?

A: Yes.

Q: Can the Tunnels Through Reality ability on the Gnawhole warscroll be used just one time in your movement phase in total, or one time per Gnawhole?

A: One time in total.

Q: Can a model that has used Skitterleap use the Tunnels Through Reality ability in the same turn?

A: Yes.

*Q: Does a Balewind Vortex with a **SKAVENTIDE HERO** atop it travel with the **HERO** if they use Skitterleap?*

A: Yes.

*Q: Does a **SKAVENTIDE HERO** garrisoning a terrain feature move the terrain feature with them when they use Skitterleap?*

A: No.

Q: Does the Pushed Into Battle ability apply to all moves or just normal moves?

A: All moves.



BATTLETOME: HEDONITES OF SLAANESH

Official Errata, December 2019

The following errata correct errors in *Battletome: Hedonites of Slaanesh*. 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 61 – Battle Trait, Locus of Diversion

Change the third sentence of the rule to:

'On a 5+, that enemy unit fights at the end of the following combat phase, after the players have picked any other units to fight in that combat phase.'

Page 61 – Daemons of Slaanesh Depravity Points Table

Change the table values to:

DAEMONS OF SLAANESH UNIT	DP COST
1 Keeper of Secrets	45
30 Daemonettes	40
3 Seeker Chariots	35
20 Daemonettes	28
1 Contorted Epitome	23
1 Bladebringer, Herald on Exalted Chariot	23
3 Fiends	23
1 Bladebringer, Herald on Hellflayer	20
1 Exalted Chariot	20
1 Infernal Enraptureess, Herald of Slaanesh	17
1 Bladebringer, Herald on Seeker Chariot	17
1 Hellflayer	17
1 Viceleader, Herald of Slaanesh	15
1 Seeker Chariot	15
5 Seekers	15
10 Daemonettes	14

Page 76 – Hero Followers Table

Change 'Chaos Lord of Slaanesh' to 'Lord of Chaos with mark of **SLAANESH**'.

Change 'Lord of Slaanesh on Daemonic Mount' to 'Chaos Lord on Daemonic Mount with mark of **SLAANESH**'.

Page 80 – Keeper of Secrets, Ritual Knife

Change the first sentence to:

'If this model is armed with a Ritual Knife, at the end of the combat phase, you can pick 1 enemy model within 1" of this model that has any wounds currently allocated to it and roll a dice.'

Page 81 – Syll'Esske, Deadly Symbiosis

Change the rule to:

'When this model fights in the combat phase, it must attack with either its Axe of Dominion or Scourging Whip (it cannot attack with both). Then, at the end of the phase, it can pile in and attack with its other weapon. If another ability or spell allows this model to fight more than once in the same combat phase, this ability still only allows this model to fight at the end of the phase 1 more time.'

Each time this model attacks in the same combat phase, it must alternate between attacking with its Axe of Dominion and Scourging Whip. Every other time this model attacks in the same combat phase, you can re-roll hit rolls for the weapon being used.'



BATTLETOME: HEDONITES OF SLAANESH

Designers' Commentary, May 2019

The following commentary is intended to complement *Battletome: Hedonites of Slaanesh*. 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 deal wounds or mortal wounds count as attacks and generate depravity points? For example, the Keeper of Secrets' Ritual Knife ability (not the weapon attack), the Dark Temptations ability or the Excess of Blades ability, which can all inflict mortal wounds.

A: No. Attacks are described in the core rules; they must use the attack sequence.

Q: Do endless spells that deal damage generate depravity points?

A: No. An endless spell is independent of the caster that created it.

Q: Do the attacks from a HERO's mount also generate depravity points?

A: Yes.

Q: If a unit is affected by both Locus of Diversion and Horrible Fascination and has an ability that allows it to attack first, do they all cancel out?

A: Yes.

Q: Can an artefact of power that has already been depleted (e.g. a 'once per battle' artefact that has already been used) be sacrificed at the Fane of Slaanesh?

A: Yes.

Q: If you negate the mortal wound suffered by a HERO making a sacrifice at the Fane of Slaanesh, do you still get the effect?

A: Yes.

Q: If an artefact is sacrificed to the Fane, does the HERO still count as having an artefact for the purposes of holding objectives in battleplans like Places of Arcane Power and Relocation Orb?

A: No.

Q: Does the Epicurean Revellers' warscroll battalion ability affect the attacks made by the Hellflayer and Exalted Chariot's 'mounts' (i.e. the Piercing Claws and Poisoned Tongue attacks)?

A: Yes.

Q: I find Shalaxi Helbane's Irresistible Challenge ability confusing. What happens if an enemy HERO can't reach Shalaxi? Do they remain stationary, or move as far as they can? Can they attack anyone else if Shalaxi is not in range in the following combat phase?

A: The answer boils down to applying each part of the rule as written:

'...If they accept, that HERO must attempt to charge, and must finish the charge move within ½" of this model if it is possible for it to do so. In addition, if the challenge is accepted, any attacks that HERO makes in the following combat phase must target this model.'

I've highlighted in bold type the three most important parts of the rule. Note that each part stands alone, and imposes a different requirement on the enemy HERO. First of all, if the challenge is accepted, the enemy HERO must attempt to charge, so you have to make a charge roll for it. Secondly, the enemy HERO must finish its charge move within ½" of Shalaxi *if it is possible for it to do so*. If it can't finish the charge move within ½", no further restrictions apply at this stage and it can be moved freely or remain stationary as desired. Thirdly, the only unit the enemy HERO can target in the following combat phase is Shalaxi – so if it didn't end up within range of Shalaxi in the previous charge phase, it cannot attack at all in that combat phase.

*Q: Can the Dark Temptations ability from two or more Keepers of Secrets be used on the same enemy **HERO**?*

A: Yes.

Q: If Syll'Esske is restricted to fighting at the end of the combat phase for whatever reason, does the Deadly Symbiosis ability still allow them to fight one more time?

A: Yes.

Q: If I have 3 Infernal Enraptures on the battlefield, do I get 3 depravity points for each one (for a total of 9 points)?

A: No. You receive 1 depravity point for each friendly Infernal Enrapture on the battlefield, for a total of 3 points.

Q: Let's say Unit A has been made to fight at the end of the combat phase. If, when Unit A fights at the end of the combat phase, its pile-in move results in Unit B being eligible to fight when previously it wasn't, because Unit B was outside 3", can Unit B now pile in and attack?

A: It depends on whether Unit A is part of the army whose turn is taking place. The player whose turn is taking place fights with any of their units that are eligible to fight at the end of the phase, one after the other, in an order of their choice. Then the player whose turn is not taking place fights with any of their units that are eligible to fight at the end of the phase, one after the other, in an order of their choice. What this means is that, if Unit A is from the army of the player whose turn is taking place, then Unit B will be able to fight (as its opportunity to fight comes after that of Unit A, and it will be eligible to fight because it is within 3" of the enemy). If, on the other hand, Unit A is part of the army belonging to the player whose turn is not taking place, then Unit B will not be able to fight (as its opportunity to fight came before that of Unit A, when it was not within 3" of the enemy).

Q: Can a model that has an ability that allows it to pile in and attack when it dies still use the ability if the unit it is part of has to fight at the end of the combat phase?

A: Yes.

Q: My Keeper of Secrets is engaged with an enemy unit that is affected by Locus of Diversion and therefore restricted to fighting at the end of the combat phase. My opponent has activated all of his other units, and I have activated all of mine, but I want to use the Excess of Violence command ability to allow my Keeper of Secrets to pile in and attack again. Am I right in thinking that it isn't actually the end of the combat phase yet, meaning I can use the command ability to allow my Keeper of Secrets to fight before the enemy unit gets to fight?

A: Yes, you can. The main part of the combat phase only ends when both players pass in succession (see page 5 of the Core Rules booklet/page 230 of the Core Book). Anything that happens at the end of the combat phase takes place only after both players have passed in succession.

Q: Is there a difference between abilities that apply 'in that combat phase' and those that apply 'until the end of the combat phase'.

A: No, the phrases are synonymous.



BATTLETOME: SLAVES TO DARKNESS

Official Errata, January 2020

The following errata correct errors in *Battletome: Slaves to Darkness*. 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 67 – Allegiance Abilities, Aura of Chaos

Change the first sentence of rule to:

'If a **SLAVES TO DARKNESS HERO** has a Mark of Chaos keyword, that **HERO** has one of the following Aura of Chaos abilities.'

Page 76 – Host of the Everchosen, Dark Prophecy

Change the rule to:

'You can use this command ability once per turn at the start of your hero phase if **ARCHAON** is your general and on the battlefield. If you do so, roll a dice and keep the result hidden from your opponent beneath an opaque container, such as a cup. At the start of the next battle round, before players determine who has the first turn, you must reveal the result. On a 1-3 your opponent must take the first turn of that battle round. On a 4-6 you must take the first turn of that battle round.'

Page 87 – Overlords of Chaos, The Circles Unleashed

Change the rule to:

'When you select this battalion to be part of your army, for each unit from this battalion, you can replace the keyword you chose from the list in the Eight Circles of the Varanguard battle trait with a different keyword from the same list.'

Page 88 – Archaon, The Slayer of Kings

Change the rule to:

'Each time this model attacks, if the unmodified wound roll for 2 attacks that target the same enemy **HERO** with the Slayer of Kings is 6, that **HERO** is slain.'

Page 88 – Archaon, By My Will

Add the following to the end of the rule:

'The same unit cannot benefit from this command ability more than once per turn.'

Page 89 – Varanguard, Unit Description

Change the unit description to:

'A unit of Varanguard has any number of models. The unit is armed with one of the following weapon options: Ensorcelled Weapon and Warpsteel Shield; Fellspear and Warpsteel Shield; or Daemonforged Blade and Warpsteel Shield.'

Page 98 – Slaves to Darkness Daemon Prince, Bloated Blessings

Change the third sentence of the rule to:

'Until your next hero phase, each time that unit is picked as the target for any attacks made with melee weapons, if the unmodified hit roll for any of those attacks is 6, the attacking unit suffers D3 mortal wounds after all of its attacks have been resolved. The same unit cannot benefit from this command ability more than once per phase.'

Page 99 – Darkoath Chieftain, Last Gasp of Glory

Add the following to the end of the rule:

'The same unit cannot benefit from this command ability more than once per turn.'

Page 101 – Chaos Warshrine, Protection of the Dark Gods

Change the first sentence of the rule to:

'Roll a dice each time you allocate a wound or mortal wound to a friendly **MORTAL SLAVES TO DARKNESS** unit wholly within the range of any model with this ability as shown on the damage table above.'

Page 103 – Chaos Chariots, Exalted Charioteer

Change the rule to:

'If this unit has 2 or more models, 1 model in this unit can be an Exalted Charioteer. Add 1 to hit rolls for attacks made with that model's melee weapons (excluding those of its mount).'

Page 103 – Gorebeast Chariots, Exalted Charioteer

Change the rule to:

'If this unit has 2 or more models, 1 model in this unit can be an Exalted Charioteer. Add 1 to hit rolls for attacks made with that model's melee weapons (excluding those of its mount).'

Page 104 – Chaos Knights, Unit Description

Change the unit description to:

‘A unit of Chaos Knights has any number of models. The unit is armed with one of the following weapon options: Ensorcelled Weapon and Chaos Runeshield; or Cursed Lance and Chaos Runeshield.’

Page 105 – Chaos Warriors, Unit Description

Change the unit description to:

‘A unit of Chaos Warriors has any number of models. The unit is armed with one of the following weapon options: Chaos Hand Weapon and Chaos Runeshield; Chaos Halberd and Chaos Runeshield; Chaos Greatblade; or pair of Chaos Hand Weapons.’

Page 106 – Chaos Marauders, Unit Description

Change the unit description to:

‘A unit of Chaos Marauders has any number of models. The unit is armed with one of the following weapon options: Barbarian Axe and Darkwood Shield; or Barbarian Flail.’

Page 107 – Chaos Marauder Horsemen, Unit Description

Change the unit description to:

‘A unit of Chaos Marauder Horsemen has any number of models. The unit is armed with one of the following weapon options: Barbarian Axe and Darkwood Shield; Marauder Javelin and Darkwood Shield; or Barbarian Flail.’



BATTLETOME: DISCIPLES OF TZEENTCH

Official Errata, February 2020

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.

Designer's Note – Destiny Dice and Changehost: *While the intention of 'unmodified' Destiny Dice was to control unruly casting rolls and other exploits that were identified during testing, and an attempt to keep the Destiny Dice mechanic as straightforward and interpretation-free as possible, we unfortunately did not foresee the consequences this change would have on battleshock and save rolls, especially with regards to units like Pink Horrors, which can tie up enemy units in frustrating ways. This is also contributed to the Changehost becoming an incredibly powerful warscroll battalion in very short order. However, with the help of our dedicated and passionate community, we have adjusted both how Destiny Dice and the Changehost work to achieve their original intent. The Age of Sigmar team deeply thanks each and every one of you for your feedback, and we look forward to continuing to develop our beloved game with all of you together.*

Page 69 – Battle Traits, Masters of Destiny

Change the final paragraph to:

'Each Destiny Dice spent only allows you to replace a single dice roll. If you want to replace a 2D6 roll (such as a casting roll or charge roll), you must spend 2 Destiny Dice. In addition, any rolls that have been replaced **count as unmodified rolls and cannot be re-rolled. They also cannot be modified, with the following two exceptions:**

- If you spend a Destiny Dice to replace a save roll, the result of that Destiny Dice is modified by the Rend characteristic of the attack as normal.
- If you spend a Destiny Dice to replace a battleshock test, the result of that Destiny Dice is modified by the number of models slain from that unit as normal.'

Designer's Note: *This means that for the purposes of Pink Horror Icon Bearers, a Destiny Dice of 1 used to replace a battleshock roll counts as an unmodified roll of 1.'*

Page 93 – Changehost, Deceive and Dismay

Change the rule to:

'At the start of your hero phase, if the **LORD OF CHANGE** from this battalion is your general and is on the battlefield, you can pick 1 other friendly unit from this battalion and remove it from the battlefield. If you do so, set up that unit again anywhere on the battlefield more than 9" from any enemy units. The unit you set up in this manner cannot move in the following movement phase.'

Page 98 – Lord of Change, Beacon of Sorcery

Change the rule to:

'You can use this command ability at the start of your hero phase. If you do so, pick 1 friendly model with this command ability. Until your next hero phase, you can add 1 to casting and unbinding rolls for friendly **TZEENTCH DAEMON WIZARDS** while they are wholly within 18" of that model. The same unit cannot benefit from this command ability more than once per turn.'

Page 103 – The Changeling, Description

Change the description to:

'The Changeling is a named character that is a single model. It is armed with the Trickster's Staff.'

Page 104 – The Blue Scribes, Description

Change the description to:

'The Blue Scribes is a named character that is a single model. It is armed with Sharpened Quills.'

Page 112 – Kairic Acolytes, Description

Change the final sentence to:

'3 in every 10 models in this unit can replace their weapon option with a Cursed Glaive and Arcanite Shield.'



BATTLETOME: DISCIPLES OF TZEENTCH

Official Errata, February 2020

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.

Designer's Note – Destiny Dice and Changehost: *While the intention of 'unmodified' Destiny Dice was to control unruly casting rolls and other exploits that were identified during testing, and an attempt to keep the Destiny Dice mechanic as straightforward and interpretation-free as possible, we unfortunately did not foresee the consequences this change would have on battleshock and save rolls, especially with regards to units like Pink Horrors, which can tie up enemy units in frustrating ways. This is also contributed to the Changehost becoming an incredibly powerful warscroll battalion in very short order. However, with the help of our dedicated and passionate community, we have adjusted both how Destiny Dice and the Changehost work to achieve their original intent. The Age of Sigmar team deeply thanks each and every one of you for your feedback, and we look forward to continuing to develop our beloved game with all of you together.*

Page 69 – Battle Traits, Masters of Destiny

Change the final paragraph to:

'Each Destiny Dice spent only allows you to replace a single dice roll. If you want to replace a 2D6 roll (such as a casting roll or charge roll), you must spend 2 Destiny Dice. In addition, any rolls that have been replaced (with the exception of save rolls and battleshock tests) count as unmodified rolls and cannot be re-rolled or modified further.'

If you spend a Destiny Dice to replace a save roll, the result of that Destiny Dice is modified by the Rend characteristic of the attack as normal.

If you spend a Destiny Dice to replace a battleshock test, the result of that Destiny Dice is modified by the number of models slain from that unit as normal.'

Page 93 – Changehost, Deceive and Dismay

Change the rule to:

'At the start of your hero phase, if the **LORD OF CHANGE** from this battalion is your general and is on the battlefield, you can pick 1 other friendly unit from this battalion and remove it from the battlefield. If you do so, set up that unit again anywhere on the battlefield more than 9" from any enemy units. The unit you set up in this manner cannot move in the following movement phase.'

Page 98 – Lord of Change, Beacon of Sorcery

Change the rule to:

'You can use this command ability at the start of your hero phase. If you do so, pick 1 friendly model with this command ability. Until your next hero phase, you can add 1 to casting and unbinding rolls for friendly **TZEENTCH DAEMON WIZARDS** while they are wholly within 18" of that model. The same unit cannot benefit from this command ability more than once per turn.'

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Change the description to:

'The Changeling is a named character that is a single model. It is armed with the Trickster's Staff.'

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Change the description to:

'The Blue Scribes is a named character that is a single model. It is armed with Sharpened Quills.'

Page 112 – Kairic Acolytes, Description

Change the final sentence to:

'3 in every 10 models in this unit can replace their weapon option with a Cursed Glaive and Arcanite Shield.'



BATTLETOME: DISCIPLES OF TZEENTCH

Designers' Commentary, February 2020

The following commentary is intended to complement *Battletome: Disciples of Tzeentch*. 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: Can I use Fate Points to summon Kairos Fateweaver or an Exalted Greater Daemon of Tzeentch?

A: No.

Q: The Cult of the Transient Form ability 'The Change-gift' allows me to add Tzaangor models to my army when friendly Cult of the Transient Form Kairic Acolyte models are slain. Can I add Tzaangor Enlightened, Tzaangor Skyfires or Tzaangor Shamans with this ability?

A: No.

Q: If I use the 'Impossible to Anticipate' command ability on a Hosts Duplicitous Horrors of Tzeentch unit that had a starting size of 10 Pink Horrors but consists of only Brimstone Horrors and/or Blue Horrors when it is destroyed, what unit do I set up if I roll 5+?

A: Set up the unit identical to how it was when it was set up for the first time. For example, if the unit that was destroyed consisted solely of Pink Horrors the first time it was set up, you would set up a unit of the same number of Pink Horrors.

Q: Pink Horrors and Kairic Acolytes units can cast spells if they have a specific number of models. However they cannot attempt to cast any spells other than the one on their warscroll. Is an endless spell considered to be a 'spell' for this purpose? If not, can they attempt to cast it?

A: An endless spell is considered to be a spell for this purpose, and therefore they cannot attempt to cast it. The rules on an endless spell warscroll consist of the spell that is used to create the endless spell model, and the abilities that apply to that model once it is on the battlefield.

Q: Can I use a single destiny dice to determine the result of 1 of the 2 dice used in a 2D6 roll, such as a charge or casting roll?

A: No.

Q: Several abilities allow Tzeentch WIZARDS to cast spells they did not know at the start of the battle 'if it is possible for them to do so'. Can you explain what this means?

A: It is not possible to cast a spell if the spell requires the caster to have a keyword in order to attempt to cast it and the caster does not have that keyword on their warscroll, or it requires you to use a value on a damage table and that damage table is not on the caster's warscroll. In addition, in a Pitched Battle, these abilities do not allow a WIZARD to attempt to cast an endless spell if you have not paid the points to use that endless spell model.

Q: Some spell lores include a list of WIZARDS that you can choose or roll for to know one spell from the lore. For example, you can only choose TZEENTCH ARCANITE WIZARDS and TZEENTCH MORTAL WIZARDS to know one spell from the Lore of Fate. Can other WIZARDS attempt to cast these spells if they are able to learn them during a battle?

A: Yes.

Q: A Gaunt Summoner's 'Book of Profane Secrets' ability allows you to summon a unit of 10 Pink Horrors. Is this the same as a unit of Horrors of Tzeentch consisting of 10 Pink Horrors? Does the Horrors of Tzeentch warscroll replace the warscrolls for Pink, Blue and Brimstone Horrors with an earlier publication date?

A: Yes to both questions.

Q: If I spend 2 destiny dice to change the casting roll for a Lord of Change, does the 'Mastery of Magic' ability change the result of the destiny dice that I used for the casting roll?

A: No.



REALM OF CHAOS: WRATH AND RAPTURE

Designers' Commentary, January 2019

The following commentary is intended to complement *Realm of Chaos: Wrath and Rapture*. 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: Can you provide an example of how depravity points are earned?

A: Certainly. In the combat phase, a Keeper of Secrets inflicts 10 wounds on a unit of Liberators. The Liberators each have a Wounds characteristic of 2, so the first wound inflicted on each Liberator generates 1 depravity point (the second wound allocated to each Liberator does not generate a depravity point, as the model is slain). This means that the wounds inflicted by the Keeper of Secrets generate 5 depravity points in total. Remember that a wound only counts as being inflicted on a model if it is allocated to the model and not negated.



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*.



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*.

PITCHED BATTLE PROFILES

SLAVES TO DARKNESS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Slambo		1	1	80	Leader	Only one of this model can be included in a Pitched Battle army.



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, December 2019

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 55 – Allegiance Abilities, Battle Traits, Grand Courts

Add the following text to the end of the rule:
'If a model already has a Grand Court keyword on its warscroll, it cannot gain another one. This does not preclude you from including the unit in your army, but you cannot use the allegiance abilities for its Grand Court.'

Page 55 – Feeding Frenzy

Change the first sentence of the rule to:
'You can use this command ability in the combat phase after a friendly **FLESH-EATER COURTS** unit has fought for the first time in that phase and is wholly within 12" of a friendly **FLESH-EATER COURTS HERO**, or wholly within 18" of a friendly **FLESH-EATER COURTS HERO** that is a general.'

Page 57 – Medal of Madness

Change the rule to:
'Once per battle round, the bearer can use the At the Double, Forward to Victory or Inspiring Presence command ability from the core rules as if they were a general, without a command point being spent.'

Page 61 – Ruler of All He Surveys

Change the second sentence to:
'In addition, an Abhorrant Ghoul King that is within 1" of this terrain feature can use the Summon Men-at-arms command ability without a command point being spent.'

(i.e. Remove the keyword formatting from 'Abhorrant Ghoul King' in the rule; the rule should only affect models from the Abhorrant Ghoul King warscroll.)

Page 62 – Heaving Masses

Add the following:

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

Page 65 – Savage Strike

Change to:

'This general and their mount fight at the start of the combat phase if they made a charge move in the same turn. This general and their mount cannot fight again in that combat phase unless a spell or ability allows them to fight more than once.'

Page 86 – Soul Stealer

Add the following:

'The player whose turn is taking place must pick which eligible **FLESH-EATER COURTS** units are affected.'

FLESH-EATER COURTS WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Crypt Ghouls	10	40	100/360	Battleline	
Royal Terrorgheist	1	1	300	Behemoth	Battleline if GRISTLEGORE
Royal Zombie Dragon	1	1	300	Behemoth	Battleline if GRISTLEGORE
Abhorrant Archregent	1	1	240	Leader	
Abhorrant Ghoul King	1	1	160	Leader	
Crypt Ghast Courtier	1	1	60	Leader	
Crypt Haunter Courtier	1	1	120	Leader	
Crypt Infernal Courtier	1	1	120	Leader	
Varghulf Courtier	1	1	160	Leader	
Abhorrant Ghoul King on Royal Terrorgheist	1	1	420	Leader, Behemoth	
Abhorrant Ghoul King on Royal Zombie Dragon	1	1	440	Leader, Behemoth	
Crypt Players	3	12	170		Battleline if general is Crypt Infernal Courtier, or if Crypt Players unit is BLISTERSKIN
★ Crypt Horrors	3	12	130		Battleline if general is Crypt Haunter Courtier, or if Crypt Horrors unit is HOLLOWMOURNE
<i>Abattoir</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Attendants at Court</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>Cannibal Court</i>	-	-	60	<i>Warscroll Battalion</i>	
<i>Deadwatch</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>Ghoul Patrol</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>King's Ghouls</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Royal Family</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Royal Menagerie</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Royal Mordants</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Cadaverous Barricade</i>	1	1	40	<i>Endless Spell</i>	
<i>Chalice of Ushoran</i>	1	1	50	<i>Endless Spell</i>	
<i>Corpsemare Stampede</i>	1	1	70	<i>Endless Spell</i>	
<i>Charnel Throne</i>	1	1	0	<i>Scenery</i>	

Warhammer Age of Sigmar – Pitched Battle Profiles Update, December 2019

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Profiles that have changed since their last publication are marked with this symbol: ★



BATTLETOME: FLESH-EATER COURTS

Designers' Commentary, July 2019

The following commentary is intended to complement *Battletome: Flesh-eater Courts*. 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: Can I duplicate mount traits for my Flesh-eater Courts army if I can take more than one?

A: Yes.

Q: Can a Ghoul King on Terrorgheist or Zombie Dragon use the Ruler of All He Surveys scenery rule from the Charnel Throne warscroll?

A: No.

Q: Can any number of Abhorrant Archregents and Abhorrant Ghoul Kings use the Ruler of All He Surveys scenery rule for a single Charnel Throne on the same turn?

A: Yes.

*Q: When I use a Muster ability for a **COURTIER**, do I roll separately for each **COURTIER**? And do I only roll 6 dice for each **COURTIER**, no matter how many **COURTIERS** are on the battlefield?*

A: Yes to both questions. For example, if you had three **COURTIERS**, you would pick one **COURTIER**, then roll 6 dice and resolve the results for that **COURTIER**, then move onto the next **COURTIER** and roll 6 dice, and so on.

Q: Is it intended that the Royal Zombie Dragon does not benefit from a healing ability?

A: Yes.

Q: In a Pitched Battle, Royal Terrorgheists and Royal Zombie Dragons from a Gristlegore army are Battleline. Are they still counted Behemoths as well?

A: No.

Q: Some abilities allow you to return a slain model to a unit. When you do so, does the slain model have to originally have come from the unit that it is returned to?

A: Yes.

Q: If I have 3 Abhorrant Ghoul Kings on the battlefield, can I spend 3 command points to use the 'Summon Men-at-arms' command ability 3 times at the end of the same movement phase?

A: Yes.

*Q: Call to War allows a **GRISTLEGORE HERO** to pile in and then attack as a reaction to being slain. Can I use Feeding Frenzy to fight again after using Call to War?*

A: Yes. Call to War happens before the slain model is removed play, temporarily halting the normal game sequence at that point. The Feeding Frenzy command ability can be used after Call to War to allow the model to fight for a second time. The normal game sequence is then returned to, and the slain model is removed from play.



BATTLETOME: LEGIONS OF NAGASH

Official Errata, March 2019

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 with Mortality Glass
- Guardian of Souls with Nightmare Lantern
- 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 112 – Terrorgheist, Death Shriek

Change the rules text to:

‘Do not use the attack sequence for an attack made with this model’s Death Shriek. Instead roll a dice and add the Death Shriek value shown on this model’s damage table. If the total is higher than the target unit’s Bravery characteristic, the target unit suffers a number of mortal wounds equal to the difference between its Bravery characteristic and the total.’

Page 112 – Terrorgheist, Gaping Maw

Change the rules text to:

‘If the unmodified hit roll for an attack made with this model’s Fanged Maw is 6, that attack inflicts 6 mortal wounds on the target unit and the attack sequence ends (do not make a wound or save roll)’

Page 112 – Terrorgheist, Infested

Change the rules text to:

‘If this model is slain, before this model is removed from play each unit within 3" of this model suffers D3 mortal wounds.’

Page 113 – Zombie Dragon, Pestilential Breath

Change the rules text to:

‘When you attack with this model’s Pestilential Breath, roll a dice before making the hit roll for the attack. If the roll is less than or equal to the number of models in the target unit, the attack scores a hit without needing to make a hit roll.’

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’

LEGIONS OF NAGASH WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Dire Wolves	5	30	70	Battleline	
Skeleton Warriors	10	40	80/280	Battleline	
Zombies	10	60	60/320	Battleline	
Mortis Engine	1	1	180	Behemoth	
Terrorgeist	1	1	300	Behemoth	
Zombie Dragon	1	1	300	Behemoth	
Cairn Wraith	1	1	60	Leader	
Necromancer	1	1	130	Leader	
Tomb Banshee	1	1	80	Leader	
Vampire Lord	1	1	140	Leader	
Wight King with Baleful Tomb Blade	1	1	120	Leader	
Wight King with Black Axe	1	1	120	Leader	
* Arkhan the Black, Mortarch of Sacrament	1	1	360	Leader, Behemoth	Unique
Bloodseeker Palanquin	1	1	300	Leader, Behemoth	
Coven Throne	1	1	260	Leader, Behemoth	
Legion Black Coach	1	1	120		
* Mannfred, Mortarch of Night	1	1	340	Leader, Behemoth	Unique
* Nagash, Supreme Lord of the Undead	1	1	880	Leader, Behemoth	Unique
* Neferata, Mortarch of Blood	1	1	340	Leader, Behemoth	Unique
Prince Vhordrai	1	1	480	Leader, Behemoth	Unique
Vampire Lord on Zombie Dragon	1	1	440	Leader, Behemoth	
Bat Swarms	2	8	80		
Black Knights	5	20	120		
Blood Knights	5	15	200		Battleline in Soulblight army
Corpse Cart with Balefire Brazier	1	1	80		
Corpse Cart with Unholy Lodestone	1	1	80		
Fell Bats	3	12	80		
Grave Guard	10	30	140/360		Battleline in Grand Host of Nagash army
Hexwraiths	5	20	140		Battleline in Nighthaunt army
* Morghast Archai	2	6	210		
* Morghast Harbingers	2	6	210		
The Sepulchral Guard	7	7	80		Unique
Spirit Hosts	3	12	120		Battleline in Nighthaunt army
Vargheists	3	12	150		Battleline in Soulblight army
<i>Castellans of the Crimson Keep</i>	-	-	150	<i>Warscroll Battalion</i>	
<i>Court of Nulahmia</i>	-	-	150	<i>Warscroll Battalion</i>	
<i>Deathmarch</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>The First Cohort</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Lords of Sacrament</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>Nightfall Pack</i>	-	-	170	<i>Warscroll Battalion</i>	

Warhammer Age of Sigmar – Pitched Battle Profiles Update, December 2019

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BATTLETOME: LEGIONS OF NAGASH

Designers' Commentary, July 2019

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: For the purposes of Deathless Minions, if a model is within 12" of my general or a friendly **HERO**, do I roll 1 dice to negate the wound or mortal wound, or 1 dice per friendly **HERO** within 12" of the model?*

A: Roll 1 dice to negate the wound or mortal wound.

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: Mannfred'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: Is the Coven Throne treated as a mount?

A: Yes. In addition, the Handmaidens and Spectral Host are treated as mounts for rules purposes.

*Q: The Legion 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 I use the new model for the Nighthaunt Black Coach to represent a Legion Black Coach?

A: Only if your opponent agrees to let you use it as a proxy model.

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 Lore of the Dead?

A: No.

*Q: Nagash and Arkhan know the spells that other **WIZARDS** know. Can Hexgorger Skulls make them forget the spells?*

A: Only if there are no other **WIZARDS** in range for them to 'relearn' the spell from.



BATTLETOME: NIGHTHAUNT

Official Errata, March 2019

The following errata correct errors in *Battletome: Nighthaunt*. 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 – Soul Cage

Change the last sentence to:

'In addition, until your next hero phase, that unit fights at the end of the combat phase.'

NIGHTHAUNT WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Chainrasp Horde	10	40	80/280	Battleline	
The Briar Queen	1	1		Leader	Unique. These units must be taken as a set for a total of 180 points. Although taken as a set, each is a separate unit.
Thorns of the Briar Queen	6	6	180		
Cairn Wraith	1	1	60	Leader	
Dreadblade Harrow	1	1	90	Leader	
Guardian of Souls with Nightmare Lantern	1	1	140	Leader	
Knight of Shrouds	1	1	100	Leader	
Knight of Shrouds on Ethereal Steed	1	1	120	Leader	
* Kurdoss Valentian, the Craven King	1	1	180	Leader	Unique
* Lady Olynder, Mortarch of Grief	1	1	200	Leader	Unique
Lord Executioner	1	1	80	Leader	
Reikenor the Grimhailer	1	1	170	Leader	Unique
Spirit Torment	1	1	120	Leader	
Tomb Banshee	1	1	80	Leader	
* Black Coach	1	1	220	Behemoth	
Bladegheist Revenants	5	20	90/320		
Chainghasts	2	4	70		
Dreadscythe Harridans	5	20	80/280		
Glaivewraith Stalkers	4	16	60		
Grimghast Reapers	10	30	160/420		Battleline in Nighthaunt army
Hexwraiths	5	20	140		Battleline in Nighthaunt army
Myrmourn Banshees	4	12	70		
Spirit Hosts	3	12	120		Battleline in Nighthaunt army
<i>Chainguard</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>The Condemned</i>	-	-	150	<i>Warscroll Battalion</i>	
<i>Death Stalkers</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Deathriders</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>Execution Horde</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Nighthaunt Procession</i>	-	-	80	<i>Warscroll Battalion</i>	
<i>Shrieker Host</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Shroudguard</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>Mortalis Terminexus</i>	1	1	60	<i>Endless Spell</i>	
<i>Shyish Reaper</i>	1	1	20	<i>Endless Spell</i>	
<i>Vault of Souls</i>	1	1	20	<i>Endless Spell</i>	

Warhammer Age of Sigmar – Pitched Battle Profiles Update, December 2019

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BATTLETOME: NIGHTHAUNT

Designers' Commentary, July 2019

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: For the purposes of Deathless Spirits, if a model is within 12" of my general or a friendly **HERO**, do I roll 1 dice to negate the wound or mortal wound, or 1 dice per friendly **HERO** within 12" of the model?*

A: Roll 1 dice to negate the wound or mortal wound.

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.

*Q: I have a question regarding the Myrmourn Banshees ability 'Spell-eaters' and its interaction with endless spells, specifically the part of the rule which reads: "Once in each of your hero phases, if this unit is within 6" of an endless spell, this unit can attempt to dispel the endless spell in the same manner as a **WIZARD**." Can this ability be used at any time during the hero phase?*

A: No, it must be used at the start of the hero phase (as **WIZARDS** can only attempt to dispel at the start of the hero phase).



BATTLETOME: OSSIARCH BONEREAPERS

Official Errata, December 2019

The following errata correct errors in *Battletome: Ossiarch Bonereapers*. 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 72 – The Ossiarch Bonereaper Legions, Warscrolls, Endless Spell Warscrolls

Change the first paragraph to:

'Endless spell warscrolls for the unique endless spells that can be summoned by **OSSIARCH BONEREAPERS WIZARDS** (pg 110-111).'

Page 77 – Spell Lores

Change the first sentence to:

'You can choose or roll for one of the following spells for **VOKMORTIAN** and each **MORTISAN** in an Ossiarch Bonereapers army.'

Page 77 – Lore of the Mortisans, Mortal Contract

Change the last sentence of the rule to:

'You cannot pick the same unit to be the target of this spell more than once per battle.'

Page 96 – Katakros, Mortarch of the Necropolis

Change the Wounds Suffered values on the damage table as follows:

Wounds Suffered

0-1

2-3

4-7

8-12

13+

Page 99 – Arch-Kavalos Zandtoss, Still Their Breath!

Rewrite the rule as follows:

'You can use this command ability in your shooting phase or any combat phase. If you do so, pick 1 friendly **MORTIS PRAETORIANS** unit that is wholly within 24" of this model. Re-roll wound rolls of 1 for attacks made by that unit that target **ORDER** and **DESTRUCTION** units until the end of that phase. You can re-roll any wound rolls for attacks made by that unit that target **CHAOS** units until the end of that phase.'

Page 104 – Kavalos Deathriders, Deathrider Wedge

Add the following sentence to the end of the rule:

'The same unit cannot benefit from this command ability more than once per turn.'

Page 109 – Gothizzar Harvester, Bone Harvest

Change the first sentence of the rule to:

'Roll a dice each time a model is slain within 3" of any models with this ability.'



BATTLETOME: OSSIARCH BONEREAPERS

Designers' Commentary, November 2019

The following commentary is intended to complement *Battletome: Ossiarch Bonereapers*. 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: If I take Ossiarch Bonereapers units in a Grand Alliance: Death army, can the Ossiarch Bonereapers units use command points and their unit command abilities (e.g. 'Shieldwall')?

A: Yes.

Q: If my army is an Ossiarch Bonereapers army, do I still receive command points as described in the core rules even though I cannot use them during a battle?

A: Yes.

Q: Some events, such as tournaments, will have battlefields with terrain features that have been set up before both players arrive at the table. In cases such as this, how do I set up my Bone-tithe Nexus?

A: If you are ever unsure about how terrain features are placed during an event, ask the event organiser.

Q: Can Katakros, Mortarch of the Necropolis, benefit from the 'Reinforce Battle-shields' spell?

A: No, the 'Shields' in this rule refer to the weapon option for Mortek Guard and Kavalos Deathriders units.

Q: If a mortal wound inflicted by the 'Curse of Years' spell is negated, do I roll another dice as described within the rules text?

A: No.

Q: Can I use an Umbral Spellportal to measure the range and visibility of the 'Mortal Touch' spell if it is successfully cast?

A: Yes.

Q: Can I use the 'Endless Duty' command ability on a Mortek Crawler to give the Dread Catapult's 'Cauldron of Torment' or 'Cursed Stele' 2 attacks instead of 1?

A: No, a Dread Catapult can only make 1 'Cauldron of Torment' and 1 'Cursed Stele' attack per battle.

Q: Can you clarify how wounds are allocated from an attack made with the Dread Catapult's 'Cauldron of Torment'?

A: Certainly, 1 model from the target unit is slain for each individual dice roll that is equal to or greater than the unmodified Bravery characteristic of the target unit.



GRAND ALLIANCE: DESTRUCTION

Official Errata, October 2019

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.

Page 11 – Orruk Warboss on Wyvern, Waaagh!

Change the rule to:

'You can use this command ability in the combat phase. If you do so, until the end of that phase, add 1 to the Attacks characteristic of melee weapons used by friendly **ORRUK** units while they are wholly within 18" of a friendly model with this command ability. The same unit cannot benefit from this command ability more than once per turn.'

Page 12 – Orruk Warboss, Waaagh!

Change the rule to:

'You can use this command ability in the combat phase. If you do so, until the end of that phase, add 1 to the Attacks characteristic of melee weapons used by friendly **ORRUK** units while they are wholly within 18" of a friendly model with this command ability. The same unit cannot benefit from this command ability more than once per turn.'

Page 12 – Orruk Warboss, Great Waaagh! Banner

Change the rule to:

'An **ORRUK WARBOSS** with a Great Waaagh! Banner gains the **TOTEM** keyword. You can re-roll wound rolls of 1 for attacks made with melee weapons by friendly **ORRUK** units while they are wholly within 16" of a friendly **ORRUK WARBOSS** with a Great Waaagh! Banner.'

Pages 18-37 – Ironjawz and Bonesplitterz

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

Pages 53-76 – Moonclan Grots, Spiderfang Grots, Aleguzzler Gargants and Troggoths

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

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: GLOOMSPITE GITZ

Official Errata, January 2019

The following errata correct errors in *Battletome: Gloomspite Gitz*. 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 62 – Blessings of the Bad Moon, The Clammy Hand

Change the rules text to:

'If this general is within 12" of a friendly **BAD MOON LOONSHRINE** at the end of your turn, you can use the **BAD MOON LOONSHRINE**'s 'Moonclan Lair' scenery rule 2 times at the end of that turn.'

Page 65 – Glinty Gubbinz That Troggoths Found, Shiny Wotnot

Change the last sentence to:

'If the mortal wound was inflicted by an endless spell, on a 6+ that mortal wound is negated, and that endless spell is dispelled (any other mortal wounds it could have inflicted are negated).'

Page 74 – Fanatics Followers Table, D6 roll of 1-3

Change Followers to:

'5 Loonsmasha Fanatics*'

Page 75 – Fanatics Followers Table, D6 roll of 4-6

Change Followers to:

'5 Sporesplatta Fanatics*'

Page 89 – Loonboss, I'm Da Boss, Now Stab 'Em Good!

Change the first and second sentences of the rules text to:

'You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **MOONCLAN GROT** unit wholly within 12" of a friendly model with this command ability, or wholly within 24" of a model with this command ability that is your general.'

Page 89 – Loonboss with Giant Cave Squig, I'm Da Boss, Now Stab 'Em Good!

Change the first and second sentences of the rules text to:

'You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **MOONCLAN GROT** unit wholly within 12" of a friendly model with this command ability, or wholly within 24" of a model with this command ability that is your general.'

Page 103 – Scuttleboss on Gigantic Spider, Ride 'Em All Down!

Change the first and second sentences of the rules text to:

You can use this command ability at the start of your charge phase. If you do so, pick 1 friendly **SPIDERFANG GROT** unit wholly within 18" of a friendly model with this command ability.

Page 111 – Pitched Battle Profiles, Sneaky Snufflers

Change the Min unit size to 6 and the Max unit size to 18 (there is no change to the Points value).

GLOOMSPITE GITZ WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Shootas	20	60	120	Battleline	
Stabbas	20	60	130/360	Battleline	
Dankhold Troggboss	1	1	270	Leader	
Fungoid Cave-Shaman	1	1	90	Leader	
Loonboss	1	1	70	Leader	
Loonboss on Giant Cave Squig	1	1	110	Leader	
Loonboss with Giant Cave Squig	1	1	100	Leader	
Madcap Shaman	1	1	80	Leader	
Mollog	1	1	170	Leader	Unique
Scuttleboss on Gigantic Spider	1	1	100	Leader	
Skragrott, the Loonking	1	1	220	Leader	Unique
Webspinner Shaman	1	1	80	Leader	
Zarbag	1	1		Leader	Unique. These units must be taken as a set for a total of 160 points. Although taken as a set, each is a separate unit.
Zarbag's Gitz	7	7	160		
Loonboss on Mangler Squigs	1	1	280	Leader, Behemoth	
Webspinner Shaman on Arachnarok Spider	1	1	280	Leader, Behemoth	
Aleguzzler Gargant	1	1	160	Behemoth	
* Arachnarok Spider with Flinger	1	1	220	Behemoth	
* Arachnarok Spider with Spiderfang Warparty	1	1	220	Behemoth	
Mangler Squigs	1	1	240	Behemoth	
* Skitterstrand Arachnarok	1	1	200	Behemoth	
Brewgit	1	1			These models must be taken as a set for a total of 200 points. Although taken as a set, each is a separate unit.
Spiker	1	1			
Boggleye	1	1	200		
Shroomancer	1	1			
Scaremonger	1	1			
Boingrot Bounderz	5	15	100		
Dankhold Troggoths	1	3	200		
Fellwater Troggoths	3	12	150		Battleline in Gloomspite Gitz army if general is a Dankhold Troggboss
Loonsmasha Fanatics	5	15	140		
Rockgut Troggoths	3	12	140		Battleline in Gloomspite Gitz army if general is a Dankhold Troggboss
Sneaky Snufflers	6	18	70		
Spider Riders	5	30	100/540		Battleline in Gloomspite Gitz army if general is SPIDERFANG
Sporespatta Fanatics	5	15	120		
Squig Herd	6	24	70		Battleline in Gloomspite Gitz army if general is MOONCLAN
Squig Hoppers	5	20	90		Battleline in Gloomspite Gitz army if general has a Giant Cave Squig or Mangler Squigs mount

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GLOOMSPITE GITZ WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
<i>Arachnarok Spider Cluster</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Gobbapalooza</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>Moonclan Skrap</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Skitterstrand Nest</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>Skulkmob Horde</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Spiderfang Stalktribe</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>Spider Rider Skitterswarm</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Squigalanche</i>	-	-	90	<i>Warscroll Battalion</i>	
<i>Squig Rider Stampede</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Troggherd</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>Malevolent Moon</i>	1	1	40	<i>Endless Spell</i>	
<i>Mork's Mighty Mushroom</i>	1	1	90	<i>Endless Spell</i>	
<i>Scrapskuttle's Arachnacauldron</i>	1	1	40	<i>Endless Spell</i>	
<i>Scuttletide</i>	1	1	30	<i>Endless Spell</i>	
<i>Bad Moon Loonshrine</i>	1	1	0	<i>Scenery</i>	

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BATTLETOME: GLOOMSPITE GITZ

Designers' Commentary, January 2019

The following commentary is intended to complement *Battletome: Gloomspite Gitz*. 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: Could you provide an example of how the Bad Moon travels across the battlefield, just to make sure I am doing it right?

A: Certainly. At the start of the battle, the Gloomspite Gitz player choose the top right-hand corner of the battlefield as the starting location of the Bad Moon. As it is on the edge of the battlefield, no models are affected by its light that round. At the start of the second battle round, if a 1 is rolled, the Bad Moon will stay on the edge of the battlefield and no models will be affected by its light that round. If a 2-5 is rolled, the Bad Moon will make 1 move, taking it to the ☾ at the centre of the top right-hand quarter of the battlefield, which will mean that models in the upper right-hand quarter of the battlefield will be affected by its light that round. If a 6 is rolled, the Bad Moon will make 2 moves, taking it to the ☼ at centre of the battlefield, and all of the models on the battlefield will be affected its light that round.



Fig. 1 – The Bad Moon starts at the location marked by the magenta dot.



Fig. 2 – On a roll of 2-5, the Bad Moon makes 1 move to the centre of the top right-hand quarter of the battlefield.

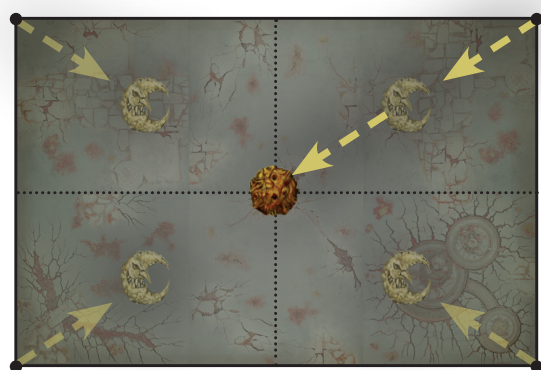


Fig. 3 – On a roll of 6, the Bad Moon makes 2 moves to the centre of the battlefield.

Q: If two Gloomspite Gitz players are playing against one another, which one rolls the dice to determine if the Bad Moon moves? (This is important because Skragrott's command ability can only be used when you roll the dice.)

A: If there are two Gloomspite Gitz players, they roll off to determine who moves the Bad Moon (just as they do to see who sets it up).

Q: When is a unit (as opposed to a model) affected by the light of the Bad Moon?

A: A unit is affected by the light of the Bad Moon if all of the models in the unit are affected by the light of the Bad Moon.

*Q: The command traits, artefacts of power and spell lores in Gloomspite Gitz say that they can be used by models with a certain keyword. For example, the spell lores can only be taken by a **HERO**, which means that the Gobbapalooza models that can cast spells can't use them (as they don't have the **HERO** keyword), while the Fungoid Cave-Shaman doesn't have the **MADCAP SHAMAN** keyword and so cannot use any of the artefacts of power. Was this intentional?*

A: Yes it was; it allowed us to make sure that important abilities only affected specific types of unit.

Q: Are terrain features, such as the Bad Moon Loonshrine, treated as units for the purposes of any other rules?

A: No, a terrain feature is not a unit.

Q: If I return a destroyed unit of Stabbas or Shootas to play, are any Fanatics that were hiding in it also returned to play?

A: No.

Q: When I use a Bad Moon Loonshrine to replace a unit that included command models and models armed with Barbed Nets, are half of those models (rounded up) returned with the unit too?

A: Yes. For example, if you replaced a unit of 30 models that included 1 Moonclan Boss, 1 Gong Basher, 1 Standard Bearer and 3 models armed with Barbed Nets, then the replacement unit would have 15 models that included 1 Moonclan Boss, 1 Gong Basher, 1 Standard Bearer and 2 models armed with Barbed Nets.

*Q: Several warscrolls don't include the **GROT** keyword even though the unit includes Grots, while other warscrolls don't include the **SQUIG** keyword, even though the unit has Squigs. For example, Squig Hoppers don't have the Grot keyword, while Sneaky Snufflers don't have the **SQUIG** keyword. Was this intentional?*

A: Yes it was; it allowed us to make sure that important abilities only affected specific types of unit.

Q: If I have two or more Fungoid Cave-Shamans in my army and on the battlefield, does each one get to use the Mouthpiece of Mork ability or only one?

A: Each one can use the ability.

Q: Should the netter in Zarbag's Gitz have the Barbed Net weapon profile?

A: No, he fights with a Slitta, but counts as having a Barbed Net for the purposes of the Netters ability.

Q: If I am playing a Skirmish game, how do I work out the renown for Zarbag and Zarbag's Gitz?

A: Divide the points cost of Zarbag and Zarbag's Gitz (160) by the number of models in the unit (8), to give the renown of each model (20). As you must take them all if you take any of them, this means that although Zarbag's renown is a bit lower than it should be and the renown of his Gitz is a bit higher than it should be, the combined total for all of the models is still correct.

Q: If a Scuttleboss has the Monstrous Mount command trait (which doubles the number of mortal wounds inflicted by Spider Venom), and is then affected by the Venom of the Spider God spell (which also doubles the number of mortal wounds inflicted by Spider Venom), are the number of mortal wounds doubled twice or only once?

A: They are doubled twice.

Q: The Aleguzzler Gargant's 'Timber!' and 'Drunken Stagger' abilities say you must pick a point 3" from this model. Can the point be within 3" of this model, or must it be exactly 3" from its base?

A: It must be exactly 3" from its base.

Q: Does the light of the Bad Moon have any effect on the Troggoth Hag's 'Hag Regeneration' ability?

A: No.

Q: Does a Loonboss with Giant Cave Squig count as having a Giant Cave Squig mount for the purposes of making Squig Hoppers into Battleline units?

A: Yes.



BATTLETOME: OGOR MAWTRIBES

Official Errata, November 2019

The following errata correct errors in *Battletome: Ogor Mawtribes*. 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 108 – Gnoblar Scraplauncher, Rhino's

Sharp Horns

Change the Attacks characteristic from 1 to 2.

Page 116 – Icebrow Hunter, Mighty Throw

Change the final sentence of the rule to:

'In addition, this model's Great Throwing Spear has a Damage characteristic of D6 instead of D3 and a Range characteristic of 18" instead of 9" if it ran in the same turn.'



BATTLETOME: OGOR MAWTRIBES

Designers' Commentary, November 2019

The following commentary is intended to complement *Battletome: Ogor Mawtribes*. 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: In a Pitched Battle, Stonehorn Beastriders and Thundertusk Beastriders can be Battleline units in some Ogor Mawtribes armies. In such cases, are they still counted as Behemoths as well?

A: No.



BATTLETOME: ORRUK WARCLANS

Official Errata, December 2019

The following errata correct errors in *Battletome: Orruk Warclans*. 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 69 – Lore of the Savage Beast, Brutal Beast Spirits

Change the last sentence of the rule to:

'If the casting roll was a double, you can select 2 different friendly **BONESPLITTERZ** units wholly within 24" of the caster to be affected by this spell instead of 1.'

Page 86 – Ardfist, Drawn to the Waaagh!

Change rules text to:

'You can use this command ability if the **ORRUK WARCHANTER** from this battalion is on the battlefield when a unit from this battalion is destroyed. If you do so, roll a dice. On a 4+, a new unit identical to the one that was destroyed is added to your army. Set up the new unit wholly within 6" of the edge of the battlefield and more than 9" from any enemy units. You cannot use this command ability more than once per phase.'

Page 87 – Ironfist, Up and At 'Em

Change the rule to:

'Once in each of your hero phases, the Big Boss from this battalion can use the Mighty Destroyers command ability (pg 55) without spending 1 command point.'

Page 93 – Megaboss on Mawkrusha, Rip-toof Fist

Change the rule to:

'If the unmodified save roll for an attack made with a melee weapon that targets a model with a Riptoof-fist is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.'

Page 94 – Orruk Megaboss, Rip-toof Fist

Change the rule to:

'If the unmodified save roll for an attack made with a melee weapon that targets a model with a Riptoof-fist is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.'



BATTLETOME: ORRUK WARCLANS

Designers' Commentary, December 2019

The following commentary is intended to complement *Battletome: Orruk Warclans*. 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 Ironjawz and Bonesplitterz warclan rules state that if my general is a specific model (e.g. **IRONSUNZ MEGABOSS**) they must take the command trait or artefact of power listed for that warclan. But if my general is not the model specified, can I pick a different command trait or artefact of power?*

A: Yes.

Q: Can I use the Quickduff Amulet to cast the Great Green Hand of Gork spell outside of the hero phase?

A: No.

Q: Does the Drakkfoot Strength of Purpose ability apply to other abilities and/or artefacts of power that provide the same effect as the Ethereal ability? For example, does it apply to the Ethereal Amulet artefact from Malign Sorcery?

A: No.

Q: Does the Drakkfoot Strength of Purpose ability mean I can allocate more than 3 wounds to Morathi in the same turn?

A: No.

Q: If a Big Waaagh! or Bonesplitterz army takes the Ironfist warscroll battalion, can both armies use the 'Mighty Destroyers' command ability even though it is an Ironjawz battle trait?

A: Yes.

*Q: If I take a Big Waaagh! army, can I choose artefacts of power from Malign Sorcery for the **HEROES** in my army?*

A: Yes.

*Q: If the 'Locus of Diversion' battle trait forces an **IRONJAWZ** unit to fight at the end of the combat phase, but the 'Smashing and Bashing' battle trait is in effect, does the unit fight immediately or at the end of the combat phase?*

A: If two abilities that apply to a unit are contradictory and cannot both be used, the ability that was applied second takes precedence. This means that the **IRONJAWZ** unit would fight immediately instead of at the end of the combat phase. Note that this only occurs when it is impossible to use both abilities. For example, if one ability gave a unit a hit modifier of +1 and another ability gave the same unit a hit modifier of -1, both would be applied (and effectively cancel each other out).



GRAND ALLIANCE: ORDER

Official Errata, December 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 46-83 – Seraphon
These warscrolls and **warscroll battalions** 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.’

Page 276 – Wild Riders, Description

Add:

‘Some units of Wild Riders carry Wild Rider Shields.’

Page 276 – Wild Riders, Abilities

Add:

‘**Wild Rider Shields:** You can re-roll save rolls of 1 for attacks that target a unit carrying Wild Rider Shields. In addition, subtract 2 from the Move characteristic of a unit carrying Wild Rider Shields.’

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

The following commentary is intended to complement *Grand Alliance: Order*. 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 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: CITIES OF SIGMAR

Official Errata, December 2019

The following errata correct errors in *Battletome: Cities of Sigmar*. 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 65 – Hammerhal Artefacts of Power, The Twinstone, Aqshy Aspect

Change the rule to:

'*Aqshy Aspect*: Until the start of your next hero phase, add 1 to hit rolls for attacks made with melee weapons by friendly **HAMMERHAL** units while they are wholly within 12" of the bearer.'

Page 68 – Greywater Fastness, Ghoul Mere Ranger

Change the rule to:

'In your shooting phase, friendly units wholly within 12" of this general can shoot even if they ran in the same turn.'

Page 74 – Hallowheart Battle Traits, Arcane Channelling

Change the text to:

'You can use this command ability once per turn at the start of your hero phase. If you do so, pick 1 friendly **HALLOWHEART WIZARD HERO** and roll a dice. That **WIZARD** suffers a number of mortal wounds equal to that roll. In addition, until the start of your next hero phase, add the number of mortal wounds suffered by that **WIZARD** and not negated to casting rolls made by other friendly **HALLOWHEART WIZARDS** while they are within 12" of that **WIZARD**.'

Page 100 – Sorceress on Black Dragon

Add the following keyword to the keywords box:

'DRAGON'

Page 109 – Gyrocopters, Steam Gun

Change the rule to:

'Before attacking with a Steam Gun, pick 1 enemy unit that is within range of the attacking model's Steam Gun. The Attacks characteristic of that model's Steam Gun is equal to the number of models from that enemy unit within range of the attacking model's Steam Gun. All attacks made with that Steam Gun must target that enemy unit.'

Page 116 – Dreadlord on Black Dragon

Change the damage table to:

Wounds Suffered	Move	Fearsome Jaws	Razor-sharp Claws
0-3	14"	1+	6
4-6	12"	2+	5
7-9	10"	3+	4
10-12	8"	4+	3
13+	6"	5+	2

Page 116 – Dreadlord on Black Dragon

Add the following keyword to the keywords box:

'DRAGON'

Page 123 – Scourgerunner Chariots, High Beastmaster

Change the rule to:

'If this unit has 3 or more models, 1 model in this unit can be a High Beastmaster. Add 1 to hit rolls for attacks made with that model's missile weapons.'

CITIES OF SIGMAR WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Helblaster Volley Gun	1	1	120	Artillery	
Helstorm Rocket Battery	1	1	130	Artillery	
Bleakswords	10	40	90/320	Battleline	
Darkshards	10	40	100	Battleline	
Dreadspears	10	40	90/320	Battleline	
Eternal Guard	10	30	130/330	Battleline	
Freeguild Crossbowmen	10	30	100	Battleline	
Freeguild Guard	10	40	80/280	Battleline	
Freeguild Handgunners	10	30	100	Battleline	
Ironbreakers	10	30	130/330	Battleline	
Longbeards	10	30	110/270	Battleline	
Celestial Hurricanum	1	1	220	Behemoth	
Flamespyre Phoenix	1	1	200	Behemoth	
Frostheart Phoenix	1	1	220	Behemoth	
Kharibdyss	1	1	170	Behemoth	Battleline in an ANVILGARD army
Luminark of Hysh	1	1	210	Behemoth	
Steam Tank	1	1	200	Behemoth	Battleline in a Cities of Sigmar army if general is a STEAM TANK HERO
War Hydra	1	1	170	Behemoth	Battleline in an ANVILGARD army
Anointed	1	1	100	Leader	
Assassin	1	1	80	Leader	
Battlemage	1	1	90	Leader	
Black Ark Fleetmaster	1	1	60	Leader	
Cogsmith	1	1	60	Leader	
Freeguild General	1	1	100	Leader	
Nomad Prince	1	1	120	Leader	
Runelord	1	1	90	Leader	
Sorceress	1	1	90	Leader	
Warden King	1	1	110	Leader	
Anointed on Flamespyre Phoenix	1	1	300	Leader, Behemoth	
Anointed on Frostheart Phoenix	1	1	320	Leader, Behemoth	
Battlemage on Griffon	1	1	300	Leader, Behemoth	
Celestial Hurricanum with Celestial Battlemage	1	1	280	Leader, Behemoth	
Dreadlord on Black Dragon	1	1	300	Leader, Behemoth	
Freeguild General on Griffon	1	1	320	Leader, Behemoth	
Luminark of Hysh with White Battlemage	1	1	270	Leader, Behemoth	
Sorceress on Black Dragon	1	1	300	Leader, Behemoth	
Steam Tank with Commander	1	1	250	Leader, Behemoth	
Black Ark Corsairs	10	40	80/280		Battleline in a Cities of Sigmar army if general is SCOURGE PRIVATEERS
Black Guard	10	30	140		Battleline in a Cities of Sigmar army if general is DARKLING COVEN
Dark Riders	5	20	110/360		Battleline in a Cities of Sigmar army if general is SHADOWBLADES
Demigryph Knights	3	12	180		Battleline in a Cities of Sigmar army if general is FREEGUILD
Drakespawn Chariots	1	3	80/210		Battleline in a Cities of Sigmar army if general is ORDER SERPENTIS
* Drakespawn Knights	5	20	150		Battleline in a Cities of Sigmar army if general is ORDER SERPENTIS

Warhammer Age of Sigmar – Pitched Battle Profiles Update, December 2019

The profiles printed here take precedence over any profiles with an earlier publication date and also take precedence over profiles that have no publication date at all.
Profiles that have changed since their last publication are marked with this symbol: *

CITIES OF SIGMAR WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Executioners	10	30	130/330		Battleline in a Cities of Sigmar army if general is DARKLING COVEN
Flagellants	10	40	80/280		Battleline in a Cities of Sigmar army if general is HUMAN
Freeguild Greatswords	10	30	160/420		Battleline in a Cities of Sigmar army if general is FREEGUILD
Freeguild Outriders	5	20	100		Battleline in a Cities of Sigmar army if general is TEMPEST'S EYE
Freeguild Pistoliers	5	20	100		Battleline in a Cities of Sigmar army if general is TEMPEST'S EYE
Gyrobombers	1	3	80/210		
Gyrocopters	1	3	70/180		
Hammerers	10	30	140/360		Battleline in a Cities of Sigmar army if general is DISPOSSESSED
Irondrakes	10	30	150		Battleline in a Cities of Sigmar army if general is DUARDIN
Phoenix Guard	10	30	160/420		Battleline in a Cities of Sigmar army if general is PHOENIX TEMPLE
Scourgerunner Chariots	1	3	60/150		Battleline in a Cities of Sigmar army if general is SCOURGE PRIVATEERS
Shadow Warriors	10	30	110		Battleline in a Cities of Sigmar army if general is SHADOWBLADES
Sisters of the Thorn	5	20	130		Battleline in a Cities of Sigmar army if general is WANDERER
Sisters of the Watch	10	30	160		Battleline in a Cities of Sigmar army if general is WANDERER
* Wild Riders	5	20	130		Battleline in a Cities of Sigmar army if general is WANDERER
Wildwood Rangers	10	30	130		Battleline in a Cities of Sigmar army if general is WANDERER
<i>Aetherguard Windrunners</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Charrwind Beasthunters</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Greywater Artillery Company</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Hammerhalian Lancers</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Phoenix Flight</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>Viridian Pathfinders</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Whitefire Retinue</i>	-	-	140	<i>Warscroll Battalion</i>	

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BATTLETOME: CITIES OF SIGMAR

Designers' Commentary, October 2019

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Q: In a Pitched Battle, Kharibdysses, Steam Tanks and War Hydras can be Battleline units in some Cities of Sigmar armies. In such cases, are they still counted as Behemoths as well?

A: No.



BATTLETOME: DAUGHTERS OF KHAINE

Official Errata, October 2019

The following errata correct errors in *Battletome: Daughters of Khaine*. 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 – 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.'

Page 76 – Morathi, High Oracle of Khaine, The Iron Heart of Khaine

Change the last sentence of the rule to:

'Any additional wounds and/or mortal wounds allocated to her in the same turn are ignored and have no effect.'

Page 77 – Morathi, The Shadow Queen, The Iron Heart of Khaine

Change the last sentence of the rule to:

'Any additional wounds and/or mortal wounds allocated to her in the same turn are ignored and have no effect.'

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.'

DAUGHTERS OF KHAINE WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Sisters of Slaughter	10	30	120/300	Battleline	
Witch Aelves	10	30	120/300	Battleline	
* Avatar of Khaine	1	1	140	Behemoth	
Bloodwrack Medusa	1	1	140	Leader	
Hag Queen	1	1	90	Leader	
Morathi, High Oracle of Khaine	1	1	480	Leader	Unique. Can transform into Morathi, the Shadow Queen during battle
Slaughter Queen	1	1	100	Leader	
Bloodwrack Shrine	1	1	220	Leader, Behemoth	
Hag Queen on Cauldron of Blood	1	1	300	Leader, Behemoth	
Slaughter Queen on Cauldron of Blood	1	1	330	Leader, Behemoth	
Doomfire Warlocks	5	20	160		
Blood Sisters	5	20	140/480		Battleline in Daughters of Khaine army if general is a BLOODWRACK MEDUSA
* Blood Stalkers	5	20	120		
Khinerai Heartrenders	5	20	90		
Khinerai Lifetakers	5	20	80/280		
<i>Cauldron Guard</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Temple Nest</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>Shadow Patrol</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>Shadowhammer Compact</i>	-	-	170	<i>Warscroll Battalion</i>	
<i>Slaughter Troupe</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>War Coven of Morathi</i>	-	-	100	<i>Warscroll Battalion</i>	

Warhammer Age of Sigmar – Pitched Battle Profiles Update, December 2019

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BATTLETOME: DAUGHTERS OF KHAINE

Designers' Commentary, July 2019

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: 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: Do any wounds or mortal wounds inflicted on Morathi at the start of the battle round (by an endless spell, for example), count towards the limit of 3 wounds that can be inflicted on Morathi in the first turn of that round? Can things that heal wounds at the start of the battle round be used to heal wounds on Morathi?

A: No to both questions.

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: FYRESLAYERS

Official Errata, May 2019

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 54 – Inheritance of Grimmir, Blood of the Berzerker

Change to:

'Once per battle in the combat phase, after this general has fought in that phase for the first time, if they are within 3" of an enemy unit, they and their mount (if they have one) can immediately make a pile-in move and then attack with all of the melee weapons they are armed with for a second time.'

Page 61 – Magmic Battleforge, Molten Blessing

Add the following after the last sentence:

'You cannot use the Molten Blessing ability and the Spending the Forge ability for the same Magmic Battleforge in the same phase.'

Page 64 – Hermdar, Command Ability, Skull-breakers and Oath-takers

Add the following after the last sentence:

'It cannot fight again in that phase unless an ability or spell allows it to fight more than once.'

Page 81 – Battlesmith, Icon of Grimmir

Add the following after the last sentence:

'A unit cannot benefit from this ability more than once per phase.'

Page 82 – Doomseeker, Fyresteel Throwing Axe

Change the Range characteristic from 1" to 8".

Page 83 – Auric Runesmiter, Description

Change the last sentence to:

'In addition, it can either be armed with a Runic Iron or carry a Forge Key.'

FYRESLAYERS WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
★ Vulkite Berzerkers	10	30	140	Battleline	
Auric Runefather	1	1	100	Leader	
Auric Runemaster	1	1	120	Leader	
Auric Runesmiter	1	1	120	Leader	
Auric Runeson	1	1	100	Leader	
Battlesmith	1	1	140	Leader	
Fjul-Grimnir	1	1		Leader	Unique. These units must be taken as a set for a total of 200 points. Although taken as a set, each is a separate unit.
The Chosen Axes	3	3	200		
Auric Runefather on Magmadroth	1	1	280	Leader, Behemoth	
Auric Runesmiter on Magmadroth	1	1	260	Leader, Behemoth	
Auric Runeson on Magmadroth	1	1	240	Leader, Behemoth	
Auric Hearthguard	5	30	120/600		Battleline in Fyreslayers army if general is an Auric Runemaster
Doomseeker	1	1	100		
Grimwrath Berzerker	1	1	100		
★ Hearthguard Berzerkers	5	20	120/400		Battleline in Fyreslayers army if general is an AURIC RUNEFATHER
<i>Forge Brethren</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Grand Fyrd</i>	-	-	60	<i>Warscroll Battalion</i>	
<i>Lords of the Lodge</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Warrior Kinband</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Zharrgron Flame-spitter</i>	1	1	60	<i>Magmic Invocation</i>	
<i>Runic Firewall</i>	1	1	40	<i>Magmic Invocation</i>	
<i>Molten Infernoth</i>	1	1	50	<i>Magmic Invocation</i>	
<i>Magmic Battleforge</i>	1	1	0	<i>Scenery</i>	

Warhammer Age of Sigmar – Pitched Battle Profiles Update, December 2019

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BATTLETOME: FYRESLAYERS

Designers' Commentary, July 2019

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: If I use the Hermdar command ability (Skull-breakers and Oath-takers) to fight at the start of my combat phase, can I use the Lords of the Lodge (Oathbound Guardians) ability and pick that unit as the first unit I fight with during that phase, in effect allowing the unit to fight twice in a row?

A: Yes.

Q: The Warrior Kinband's 'Berserk Kindred' ability allows you to use the Vulkite Berzerkers' 'Berserk Fury' ability twice in the same battle. Can I use it twice in the same combat phase?

A: Yes, but doing so will not have any additional effect – slain models will still only be able to pile in and attack once before they are removed from play.

Q: Am I correct in thinking that Runeson 'A' can charge enemy 'E', triggering the damage from Molten Battering Ram, and then Runeson 'B' – who also had the buff on – can also charge enemy (E), triggering the damage from Molten Battering Ram again?

A: Yes.

Q: A Magmadroth's 'Volcanic Blood' ability says it is only triggered by wounds and doesn't mention mortal wounds. Is this intentional?

A: Yes. The ability is not triggered by mortal wounds.

Q: Sometimes an ability will allow you to ignore the effects of a spell. For example, the Icon of Grinnir 'Nulsidian Icon' says the effects of a spell or endless spell are ignored on a 4+. Are the effects of an enemy spell ignored if it doesn't target my own unit but instead is one that my opponent casts on his own unit to buff it (e.g. Inferno Blades to give his own unit extra damage).

A: No. The spell has to directly affect the unit.

Q: The core/matched play rules say that allies cannot use or benefit from allegiance abilities. There seems to be quite a number of situations where the question of what 'benefit from' means. Could you explain please?

A: Certainly. It means that battle traits do not apply to and cannot be used by allied units. In addition, it means that allied units cannot receive allegiance abilities that you choose (or roll for) for certain types of unit in your army, such as command traits, artefacts of power or spells from spell lores. Note that, in the second case, allied units can be affected by such allegiance abilities when they are used (or would otherwise take effect) during the battle, as long as no other restrictions apply. For example, you could not choose an allied **WIZARD** to know a spell from a spell lore, but an allied unit could be affected by the spell if it was cast. In addition, any scenery rules for faction-specific terrain features apply to allied units during the battle.

Q: Further to the question above, for spells/endless spells with persistent effects, or indeed multiple effects, how many times do you roll to ignore the effects? Do you just roll once when the spell is cast or the endless spell set up?

A: No, you roll each time the spell directly affects your unit, for that specific occurrence of the effect.

*Q: How does an ability that negates wounds work in cases of overkill (i.e. when a model is slain but there are still wounds remaining to be allocated)? Should the rolls be made consecutively until the hero is slain and then stop? For example, Auric Hearthguard have the Sworn Protectors ability, which can negate a wound suffered by a friendly **HERO** and transfer it to the Hearthguard. Would I stop rolling to negate and transfer wounds as soon as the **HERO** was slain?*

A: Yes to both the question and the example. Wounds and mortal wounds are allocated one at a time until a model is slain. If the last model in a unit is slain, then any remaining wounds or mortal wounds cannot be allocated and are ignored.

*Q: If a **PRIEST** knows more than one prayer, can it attempt to chant each of them?*

A: Yes, as long as no other restrictions apply.

Q: Is a Magmic Invocation a prayer?

A: No.



BATTLETOME: IDONETH DEEPKIN

Official Errata, March 2019

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 86 – High Tide

Change the rule to:

'In this battle round, units with the Tides of Death battle trait fight at the start of the combat phase.'

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.'

IDONETH DEEPKIN WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Namarti Thralls	10	30	130/360	Battleline	
* Akhelian Leviadon	1	1	310	Behemoth	
Volturnos, High King of the Deep	1	1	280	Leader	Unique
* Eidolon of Mathlann, Aspect of the Storm	1	1	360	Leader	
* Eidolon of Mathlann, Aspect of the Sea	1	1	380	Leader	
Akhelian King	1	1	240	Leader	
Isharann Tidecaster	1	1	100	Leader	
Isharann Soulrender	1	1	80	Leader	
Isharann Soulscryer	1	1	130	Leader	
Lotann, Warden of the Soul Ledgers	1	1	80	Leader	Unique
* Akhelian Allopex	1	4	100		
Akhelian Ishlaen Guard	3	12	140		Battleline in Idoneth Deepkin army if general is an AKHELIAN HERO
Akhelian Morrassarr Guard	3	12	170		Battleline in Idoneth Deepkin army if general is an AKHELIAN HERO
Namarti Reavers	10	20	130		Battleline in Idoneth Deepkin army if general is an ISHARANN HERO
<i>Alliance of Wood and Sea</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Akhelian Corps</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Namarti Corps</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Phalanx</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Royal Council</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Gloomtide Shipwreck</i>	1	1	0	<i>Scenery</i>	

Warhammer Age of Sigmar – Pitched Battle Profiles Update, December 2019

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BATTLETOME: IDONETH DEEPKIN

Designers' Commentary, December 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: How does the High Tide rule work if two Idoneth Deepkin armies fight each other?

A: If both sides can use an ability at the start of a phase (such as the High Tide allegiance ability), the player whose turn is taking place uses it first, followed by their opponent. This means that all the **IDONETH DEEPKIN** units from the player whose turn is taking place attack first, followed their opponent's **IDONETH DEEPKIN** units.

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: If I use the Sands of Infinity when a wizard casts Riptide, what happens to the unit I pick to be the target of the spell?

A: Subtract 1 from hit rolls for attacks made by that unit until your hero phase after next. At the start of your hero phase after next, that unit suffers D3 mortal wounds.

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 Soulscriber, 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 Soulscriber is within 3" of the Akhelian King.

Q: Do the Sylvaneth units in an Alliance of Wood and Sea receive the benefits of any Enclave the army belongs to?

A: No (with the exception of the Emissary of the Deep Places command trait).

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: KHARADRON OVERLORDS

Official Errata, February 2020

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 90 – Arkonaut Ironclad, Flying Transport

Add the following to the first paragraph:

'If this model is in a warscroll battalion, units from the same battalion that can garrison this model can be set up as this model's garrison when this model is set up.'

Page 91 – Arkonaut Frigate, Flying Transport

Add the following to the first paragraph:

'If this model is in a warscroll battalion, units from the same battalion that can garrison this model can be set up as this model's garrison when this model is set up.'



BATTLETOME: KHARADRON OVERLORDS

Designers' Commentary, February 2020

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: Can you explain how range and visibility is determined from a unit garrisoning a **SKYVESSEL** that is behind a terrain feature that blocks line of sight? For example, an Awakened Wyldwood or a terrain feature with the 'Overgrown' scenery rule.*

A: The range and visibility for a garrison in a **SKYVESSEL** is determined to or from the **SKYVESSEL**.

*Q: If a unit is part of a garrison in a **SKYVESSEL** and that **SKYVESSEL** is within 3" of an enemy unit, can the unit inside the **SKYVESSEL** leave the garrison in the movement phase? And if so, does that move count as a retreat move?*

A: A garrison can leave a **SKYVESSEL** as long as all of the models from the unit can be set up within 6" of the **SKYVESSEL** and more than 3" from any enemy units. This does not count as a retreat move.

*Q: If a **SKYVESSEL** makes a run, retreat or charge move, are units in its garrison also treated as having run, retreated or charged?*

A: No.

*Q: If I use the 'Fly High' ability with a **SKYVESSEL** that is within 3" of an enemy unit, does that count as a retreat move?*

A: No.

Q: If a unit uses the 'Hitchers' ability when it is within 3" of an enemy unit, is that unit treated as having retreated?

A: No.

Q: When a unit is part of a garrison, how are the ranges of abilities measured?

A: Unless otherwise stated, all ranges that would normally be measured to and from a model are instead measured to and from the terrain feature (or **SKYVESSEL**) they are a part of. For example, if you have a friendly **HERO** that is the target of a missile weapon, and that **HERO** is in a garrison with a friendly unit of 3 or more models, that **HERO** would benefit from both the -1 to hit rolls for attacks against it (from the garrison) and the Look Out Sir! rule.

Q: Can I use the 'Spell in a Bottle' artefact of power to cast an endless spell in a phase other than my own hero phase?

A: No. If an ability modifies a rule, any restrictions that apply to the rule still apply unless specifically noted otherwise.

*Q: If I give my Aether-Khemist general the 'Collector' command trait, does this allow me to give 1 extra friendly **HERO** an artefact of power outside of the normal restrictions?*

A: No. If an ability modifies a rule, any restrictions that apply to that rule still apply unless specifically noted otherwise.

Q: Can a unit of Arkonaut Company from an 'Iron Sky Attack Squadron' join or leave an Arkonaut Frigate from the same battalion in a phase other than my own movement phase?

A: No. If an ability modifies a rule, any restrictions that apply to that rule still apply unless specifically noted otherwise.

*Q: When I set up a **SKYVESSEL** before the battle begins, can I set up units in its garrison?*

A: If the unit is part of the same battalion as the **SKYVESSEL**, it can be set up as part of the **SKYVESSEL**'s garrison at the same time the **SKYVESSEL** is set up. If the unit is not part of the same battalion as the **SKYVESSEL**, the **SKYVESSEL** must be set up first, and the unit can be added to its garrison when you are allowed to set up that unit before the battle begins.



BATTLETOME: SERAPHON

Official Errata, December 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 112 – Saurus Astrolith Bearer, Proud Defiance

Change the rules text to:

'You can re-roll hit rolls for friendly **SERAPHON** units while they are wholly within 12" of this model.'

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 120 – Chameleon Skinks, Chameleon Ambush

Add the following sentence to the end of the rule:

‘Summoned units cannot be set up in hiding.’

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, December 2018

The following commentary is intended to complement *Battletome: Seraphon*. 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 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: If a unit of Ripperdactyl Riders is summoned after their first hero phase, is the Bloat Toad still placed on the battlefield?

A: No.

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, October 2019

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.'

Page 188 – Evocators on Celestial Dracolines, Celestial Lightning Arc

Change the second sentence of the rule to:

'In addition, after this unit has been picked to fight for the first time in a phase, after all of its attacks have been resolved, you can pick 1 enemy unit within 3" of this unit.'

Page 189 – Evocators, Celestial Lightning Arc

Change the second sentence of the rule to:

'In addition, after this unit has been picked to fight for the first time in a phase, after all of its attacks have been resolved, you can pick 1 enemy unit within 3" of this unit.'

Stormsire's Cursebreakers – Celestial Lightning Arc

Change the second sentence of the rule to:

'In addition, after this unit has been picked to fight for the first time in a phase, after all of its attacks have been resolved, you can pick 1 enemy unit within 3" of this unit.'

STORMCAST ETERNALS WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Celestar Ballista	1	1	110	Artillery	
Liberators	5	30	100/520	Battleline	
Astreia Solbright	1	1	220	Leader	Unique
Aventis Firestrike, Magister of Hammerhal	1	1	340	Leader	Unique
Celestant-Prime, Hammer of Sigmar	1	1	340	Leader	Unique
Averon Stormsire	1	1		Leader	Unique. These units must be taken as a set for a total of 260 points. Although taken as a set, each is a separate unit.
Stormsire's Cursebreakers	2	2	260		
Errant-Questor	1	1	140	Leader	
Gavriel Sureheart	1	1	120	Leader	Unique
Knight-Azyros	1	1	100	Leader	
Knight-Heraldor	1	1	100	Leader	
Knight-Incantor	1	1	140	Leader	
Knight-Questor	1	1	100	Leader	
Knight-Venator	1	1	120	Leader	
Knight-Vexillor	1	1	120	Leader	
Knight-Zephyros	1	1	100	Leader	
Lord-Aquilor	1	1	180	Leader	
Lord-Arcanum	1	1	160	Leader	
Lord-Arcanum on Tauralon	1	1	320	Leader	
Lord-Arcanum on Celestial Dracoline	1	1	220	Leader	
Lord-Arcanum on Gryph-charger	1	1	220	Leader	
Lord-Castellant	1	1	120	Leader	
Lord-Celestant	1	1	100	Leader	
Lord-Celestant on Dracoth	1	1	220	Leader	
Lord-Exorcist	1	1	120	Leader	
Lord-Ordinator	1	1	140	Leader	
Lord-Relictor	1	1	100	Leader	
Lord-Veritant	1	1	120	Leader	
Neave Blacktalon	1	1	120	Leader	Unique
Vandus Hammerhand	1	1	280	Leader	Unique
* Drakesworn Templar	1	1	420	Leader, Behemoth	
* Lord-Celestant on Stardrake	1	1	500	Leader, Behemoth	
Aetherwings	3	12	50		
Castigators	3	18	80		
Concussors	2	12	240		
Decimators	5	20	180		
Desolators	2	12	200		
Evocators	5	20	220		
* Evocators on Dracolines	3	12	260		
The Farstriders	3	3	100		Unique
Fulminators	2	12	240		
Gryph-hounds	6	18	140		
Judicators	5	20	160		Battleline in Stormcast Eternal army
Prosecutors	3	12	90		
Protectors	5	20	180		
Retributors	5	20	200		
Sequitors	5	20	130/440		Battleline in Stormcast Eternal army if general is a LORD-ARCANUM

Warhammer Age of Sigmar – Pitched Battle Profiles Update, December 2019

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STORMCAST ETERNALS WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Steelheart's Champions	3	3	100		Unique
Tempestors	2	12	200		
Vanguard-Hunters	5	15	110		Battleline in Stormcast Eternal army if general is a LORD-AQUILOR
Vanguard-Palladors	3	12	180		
Vanguard-Raptors with Hurricane Crossbows	3	12	140		
Vanguard-Raptors with Longstrike Crossbows	3	12	170		
Cleansing Phalanx	-	-	120	Warscroll Battalion	
Devastation Brotherhood	-	-	110	Warscroll Battalion	
Drakesworn Temple	-	-	140	Warscroll Battalion	
Exemplar Chamber	-	-	80	Warscroll Battalion	
Extremis Chamber	-	-	100	Warscroll Battalion	
Grand Convocation	-	-	130	Warscroll Battalion	
Hailstorm Battery	-	-	120	Warscroll Battalion	
Hammerstrike Force	-	-	120	Warscroll Battalion	
Harbinger Chamber	-	-	100	Warscroll Battalion	
Lightning Echelon	-	-	130	Warscroll Battalion	
Lords of the Storm	-	-	140	Warscroll Battalion	
Sacrosanct Chamber	-	-	70	Warscroll Battalion	
Skyborne Slayers	-	-	190	Warscroll Battalion	
Soulstrike Brotherhood	-	-	120	Warscroll Battalion	
Thunderhead Brotherhood	-	-	160	Warscroll Battalion	
Thunderwave Echelon	-	-	100	Warscroll Battalion	
Vanguard Angelos Conclave	-	-	160	Warscroll Battalion	
Vanguard Auxiliary Chamber	-	-	140	Warscroll Battalion	
Vanguard Justicar Conclave	-	-	120	Warscroll Battalion	
Vanguard Wing	-	-	140	Warscroll Battalion	
Warrior Brotherhood	-	-	180	Warscroll Battalion	
Warrior Chamber	-	-	80	Warscroll Battalion	
Celestian Vortex	1	1	40	Endless Spell	
Dais Arcanum	1	1	30	Endless Spell	
Everblaze Comet	1	1	100	Endless Spell	

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BATTLETOME: STORMCAST ETERNALS

Designers' Commentary, December 2019

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: Does the Hallowed Knights 'Only the Faithful' ability apply to spells cast by friendly WIZARDS?

A: Yes.

Q: Does the Celestant-Prime's 'Retribution from On High' ability add 2 to the Attacks characteristic of Ghal Maraz for each turn that the Celestant-Prime remains in reserve?

A: Yes.

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: If I use the Lord-Arcanum's Cycle of the Storm to heal a wound on a model instead of slaying it, what happens to any wounds that remain to be allocated?

A: Continue to allocate them as normal. Cycle of the Storm will not always stop a model from being slain, but will require an extra wound to be inflicted in order to do so.

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.

Q: If I use the Anvils of the Heldenhammer 'Heroes of Another Age' command ability on a friendly Vanguard-Raptors with Longstrike Crossbows unit in my hero phase, are they treated as not having moved for the purposes of their 'Longshot' ability?

A: No.



BATTLETOME: SYLVANETH

Official Errata, December 2019

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 65 – Allegiance Abilities, Battle Traits, Glades

Add the following text to the end of the rule:

'If a model already has a Glade keyword on its warscroll, it cannot gain another one. This does not preclude you from including the unit in your army, but you cannot use the allegiance abilities for its Glade.'

SYLVANETH WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Dryads	10	30	100/270	Battleline	
* Treelord	1	1	180	Behemoth	
Arch-Revenant	1	1	100	Leader	
Branchwraith	1	1	80	Leader	
Branchwych	1	1	80	Leader	
Ylthari	1	1		Leader	Unique. These units must be taken as a set for a total of 180 points. Although taken as a set, each is a separate unit.
Ylthari's Guardians	3	3	180		
* Alarielle the Everqueen	1	1	600	Leader, Behemoth	Unique
Drycha Hamadreth	1	1	320	Leader, Behemoth	Unique
* Spirit of Durthu	1	1	300	Leader, Behemoth	
* Treelord Ancient	1	1	260	Leader, Behemoth	
Kurnoth Hunters with Kurnoth Greatswords	3	12	200		
Kurnoth Hunters with Kurnoth Greatbows	3	12	200		
Kurnoth Hunters with Kurnoth Scythes	3	12	200		
Spite-Revenants	5	20	60/200		Battleline in Sylvaneth army
Tree-Revenants	5	30	80/420		Battleline in Sylvaneth army
<i>Forest Folk</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Free Spirits</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Household</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Lords of the Clan</i>	-	-	60	<i>Warscroll Battalion</i>	
<i>Outcasts</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Wargrove</i>	-	-	80	<i>Warscroll Battalion</i>	
<i>Gladewyrm</i>	1	1	30	<i>Endless Spell</i>	
<i>Spiteswarm Hive</i>	1	1	50	<i>Endless Spell</i>	
<i>Vengeful Skullroot</i>	1	1	40	<i>Endless Spell</i>	
Awakened Wyldwood	1	1	0	Scenery	Each Awakened Wyldwood is comprised of 3-6 Citadel Wood models

Warhammer Age of Sigmar – Pitched Battle Profiles Update, December 2019

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BATTLETOME: SYLVANETH

Designers' Commentary, August 2019

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: Can I use my old Citadel Wood models as an Awakened Wyldwood?

A: Yes you can. 1 old Citadel Wood model (see the image below) can be used as 1 Awakened Wyldwood terrain feature.



Q: Can you explain in more detail what is meant by the 'tip' of a new Citadel Wood model regarding how an Awakened Wyldwood is set up.

A: Absolutely. The base of each Citadel Wood model has two prongs. The narrowest point of each of these prongs is defined as a 'tip', which means that each model has two 'tips' (see the image on the Awakened Wyldwood warscroll).

Q: Does an Awakened Wyldwood that is set up during a battle follow the same restrictions as faction terrain that is set up before the battle begins in the General's Handbook 2019?

A: No. The rules in the *General's Handbook 2019* for setting up faction terrain only apply to faction terrain that is set up before the battle begins. For an Awakened Wyldwood that is set up during a battle, follow the restrictions for setting up that Awakened Wyldwood as they appear in the ability you are using.

Q: Can the Vesperal Gem artefact be used with the Verdant Blessing spell?

A: No.



BLIGHTWAR

Official Errata, June 2018

The following errata correct errors in *Blightwar*.

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Page 34 – Neave Blacktalon

Add the following to this warscroll's keywords:

'HERO'



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.'