THE RULES

Official FAQs and errata, Version 1.4

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

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

Balewind Vortex warscroll
Add the following paragraph to the Hints & Tips section:
'Note that a **MONSTER** may not be moved onto a Balewind Vortex for any reason.'

FAQs
GENERAL QUESTIONS
Q: Is an FAQ required when you can discuss things with your opponent before a game?
A: Players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so, whatever the printed rules and FAQs may say. The rules and FAQs simply provide a 'default setting' for your games.

Q: If my opponent and I agree, are we allowed to modify the rules to Warhammer Age of Sigmar?
A: Yes, you can. Many players tweak or change the rules found on the *Warhammer Age of Sigmar* rules sheet, resulting in what are usually referred to as 'house rules'. For instance, one of the most commonly seen house rules is to measure distances from base to base, ignoring limbs and weapons that hang over the edge of the model's base. This changes the dynamic of combat slightly, and requires a certain amount of common sense to adjudicate in instances where a model does not come with a base or is mounted on a scratch-built base, but it can prevent carefully painted and modelled bases getting damaged as they are stacked on top of each other.

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

Q: Is there any kind of facing in Warhammer Age of Sigmar?
A: No.

THE ARMIES
Q: How large are games meant to be? What number of units or heroes should be on each side?
A: Games can be of any size – the larger the game, the longer it will take. We find it best to discuss the size of game you want to play with your opponent.

Q: Can you take more than one of a named (special) character (along the lines of Nagash or Archaon) in your army?
A: Yes, unless specifically noted otherwise. Players can always agree to use only one of each 'named character' or other model that represents a unique unit of which only one can be found in the Mortal Realms if they wish.

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

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

Q: If casualties split a unit into two groups, is it forced to reform the next time it can possibly make a move?
A: No, the unit can choose to remain stationary. However, if it does move, it must complete the move as a single group. If this is impossible for any reason, the move cannot be made.

Q: If your general is slain, can you choose a new model to be your general?
A: No, unless specifically noted otherwise.

Q: Many Age of Sigmar rules refer to a unit being 'within' a certain distance of another unit, or of a location like a table edge. What does 'within' mean in this context? Specifically does all of the unit need to be within the stated distance, or just the closest part of the unit?
A: In *Warhammer Age of Sigmar*, unless specifically stated otherwise a unit is 'within' a certain distance of something else as long as the shortest distance between them is equal to or less than the stated distance. So, for example, a unit is within 12" of another unit as long as any model from one unit is 12" or less from any model from the other unit.

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

Q: Is a unit within range of itself?
A: Yes.

Q: Can a single model be a unit?
A: Yes.

THE BATTLEFIELD
Q: How is terrain intended to be used? Simply to block line of sight and/or for the use of warscroll rules?
A: Citadel scenery models that have warscrolls can either be used in accordance with their warscrolls or follow the rules for scenery on the *Warhammer Age of Sigmar* rules sheet. Scenery models that do not have a warscroll use the rules on the *Warhammer Age of Sigmar* rules sheet.

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

Q: Do units on hills benefit from cover?
A: No, hills are not considered to be scenery, they are considered to be part of the battlefield.

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

Q: Must a model be 100% within scenery to gain cover?
A: Yes, all of the model must be wholly within cover for the cover bonus to apply. Note that all of the models in a unit must be in cover for the unit to receive the modifier.

THE BATTLE BEGINS
Q: What is 'set-up', exactly?
A: 'Set-up' refers to anything that allows you to place a unit that is not currently on the battlefield on the battlefield, or to change the location of a unit on the battlefield without having to make a move. Typically this is when a unit is placed on the table during deployment, but can also refer to a unit being deployed in a location other than on the battlefield, or being put into play once the game has started, or when a unit is relocated from one location on the battlefield to a different location. Models can set up within 3" of the enemy, even if they are set up in the movement phase, unless noted otherwise.

Q: How do you deploy units in a battalion with special deployment rules (for example the Wood Elves Wanderer Host)?
A: As you set up each unit, declare to your opponent if it is using any special deployment rules.

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

Q: If a unit dies and comes back to life (for example Skarr Bloodwrath), are they still counted as casualties for the purposes of the Glorious Victory rules?
A: No, they are not.

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

Q: Can models set up somewhere other than the battlefield (in the Celestial Realm, for example) use abilities or command abilities to affect other units?
A: No. Only models deployed on the battlefield can use abilities or command abilities to affect other units.

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

MOVEMENT PHASE

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

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

Furthermore, abilities that specifically state they can only be used in a certain phase can only be used in that phase and/or their effects will only apply in that phase. So, if an ability says you can use it in your movement phase, it can only be used and its effects will only apply in your movement phase, if it says it can be used in your shooting phase, you can only use it and its effects will only apply in your shooting phase, and so on.

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

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

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

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

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

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

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

A: For simplicity and ease of play, the core game rules allow any model to climb any piece of scenery. If you wish, you may want to say that models are only allowed to move to places that they could reach 'in real life', but you will need to apply a certain amount of common sense and discretion in order to make such a rule work well.

Q: Are models/units allowed to 'climb up' trees on the Citadel Wood bases?

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

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

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

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

A: Yes.

Q: Are you allowed to move a unit through another friendly unit that is not engaged in combat?
A: Models can move through the gaps between the models in another unit (if they can fit), but are not allowed to move over other models unless they can fly.

SHOOTING PHASE

Q: Can I shoot into combat, or at visible units inside a forest, where the target is clearly visible to my units?
A: Yes, in both cases.

Q: The rules allow units to use missile weapons, even if the attacking unit is in melee combat. Is this correct?
A: Yes. A model armed with a missile weapon may attack with it in the shooting phase, even if the enemy unit is within 3".

CHARGE PHASE

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

COMBAT PHASE

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

Q: If you are already in contact with a model, do you still get to pile in and rotate around the enemy units?
A: No.

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

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

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

Q: If a unit, like a High Elf Prince on Griffon, has the ability to pile in 6" rather than the standard 3", can they pile in and attack in the combat phase if their unit is more than 3" from the enemy?
A: No, unless specifically stated otherwise.

Q: Some abilities allow a unit to pile in and attack twice, while others allow them to immediately pile in and attack a second time. What is the difference?
A: The former allows you to pick the unit to pile in and attack twice in the combat phase, rather than only once, while the second allows you to pile in and attack with the unit twice in succession. The first version will therefore give your opponent a chance to pick a unit to pile in and attack with, before you can make the second pile-in and attack with your unit, while the second version will not.

Q: What happens when a unit that has been split into two groups because of casualties piles in?
A: The unit must finish the pile-in move as a single group. If this is impossible for any reason, no models from the unit can pile in.

ATTACKING

Q: Let's say you're trying to keep a unit of 20 Dryads within cover in a Sylvaneth Wyldwood with two Citadel Wood bases. Are the Dryads not in cover if any portion of any of their bases extends beyond either Citadel Wood base? As one example, if there is a .3" gap between the two Citadel Wood bases, and one Dryad's base extends over that gap, with its base touching both of the two Citadel Wood bases, does that .3" gap negate cover?
A: Yes. In order to benefit from cover, all of the models in a unit must be *wholly* on or within a terrain feature. Note that in this example, as long as the bases of all of the models from the Dryad unit were wholly on *either* of the two Citadel Wood bases, then the unit would benefit from cover, even if some were wholly on one of the Citadel Wood bases and some wholly on the other. Now, of course, if you and your opponent wish to ignore such pedantry in order to allow the Dryads in this example the benefit of cover, we would fully understand, and indeed would wholeheartedly endorse allowing common sense to prevail in such circumstances.

Q: How do abilities which trigger on 'a roll of 6' interact with modifiers? For example, if an ability states that it has an effect on 'a wound roll of 6' and the model has a modifier which adds 1 to their wound rolls, would a roll of 6 trigger that ability?
A: Yes. In the *Warhammer Age of Sigmar* rules, 'a roll of 6' is treated as being synonymous with 'a roll of 6 or more'.

Q: What happens if I have two of the same weapon? Do I double the number of attacks made by the weapon?
A: If models are armed with identical weapons they do not double the number of attacks, but will usually gain an extra ability instead.

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

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

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

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

Q: Could you please clear up the intention behind allocating damage? Are we intended to allocate damage dealt to a unit to a single model until it's dead and then move on to another, or may we pick a different target for each round of attacks (or even each weapon attack)?
A: When attacking a unit with multiple models, wounds must be allocated to a single model until it is dead (or there are no more wounds left to allocate) before allocating any remaining wounds to another model. This includes wounds caused by all subsequent attacks against the unit, with the intention being that a unit will never have more than one wounded model.

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

Q: Is it possible for modifiers to make a hit, wound or save roll automatically successful? For example, a save roll of 3 or more with a +2 modifier.
A: Yes. In this example, the save would be made automatically.

Q: With war machines and crew, how should you allocate wounds?
A: A war machine and its crew are two separate units, and so must be targeted separately.

Q: If a model has several characters on a single base with different characteristics (such as an Empire Knight, or the spirits circling around Nagash) that grant different types of attacks, do I have to choose which weapon I use or can I attack with all listed attacks?
A: Any model, including those with multiple characters, may attack with all the weapons specified on its warscroll. So, for example, for the Empire Knight model, both the Empire Knight – with his Lance and Sword or Cavalry Hammer – and his Warhorse – with its Steel-shod Hooves – are allowed to attack.

Q: Does a unit with a Save of '-' get a save for being in cover or from an ability that gives +1?
A: No. See 'Save of '-'' in the Hints & Tips section for warscrolls.

Q: When a model/unit has a special saving throw arising from an ability that can be used whenever they suffer a wound or mortal wound, is it taken after normal saves but before damage is determined (i.e. between steps 3 and 4 of the attack sequence)?
A: No, such special saving throws are taken after damage is determined and as each individual wound is allocated to a model that has such a save (see 'Inflicting Damage' on the rules sheet). For example, a unit of Phoenix Guard is attacked by a Cannon. The Cannon successfully makes its hit and wound rolls, and the Anointed fail their save roll. The Cannon therefore inflicts D6 wounds in step 4 of the attack sequence. The roll is a 4, inflicting 4 wounds on the Phoenix Guard. The attack sequence is now over, and the wounds are set to be inflicted on the Phoenix Guard. However, the Phoenix Guard's Witness to Destiny ability means they ignore a wound or mortal wound on a roll of 4 or more, so as each wound is allocated, a dice is rolled, and on a 4 or more it is ignored.

Q: What happens when a model with a weapon that does not follow the standard attacking process gets +1 attack? For example, would a Starsoul Mace – which does a flat D3 mortal wounds with no hit or wound rolls – now do 2D3 mortal wounds?
A: It depends on the modifier in question. If the modifier allows the model to attack again, it could use the weapon in question a second time. If the modifier applies to a weapon's Attacks characteristic, then the modifier has no effect on weapons that do not use or do not have an Attacks characteristic. In the example given, the Starsoul Mace does not have an Attacks characteristic or attack in the normal sense – it is effectively an ability that can be used once in each combat phase – so it would be unaffected by either category of modifier.

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

Q: Some very short models, such as Goblins, are not able to attack models on flying stands, as the distance between the two models exceeds the range of the smaller model's weapon. Is there any way for the smaller model to attack in such a situation?
A: No – it will need to find some scenery upon which to stand in order to reach the flying model. Likewise, the flying model would be unable to attack those small models unable to reach it, should its melee weapon not have the range to do so.

Q: Can an attack with more than 1 damage kill more than one enemy?
A: Yes, as long as all the enemy models are from the same unit.

WIZARDS
Q: If I have several wizards, can I cast Mystic Shield multiple times on the same unit?
A: Yes (unless the Pitched Battle rules are being used).

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

Q: If I summon a wizard, can that wizard use his magic abilities in the same hero phase?
A: Yes, in your hero phase you can cast spells and use abilities that your models have, in any order you chose to. As such, a newly summoned wizard may cast spells.

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

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

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

Q: Are units of wizards (such as Pink Horrors) treated as a single wizard, or is every model in the unit treated as a wizard?
A: The unit counts as a single wizard for rules purposes. So, for example, something that inflicted 1 mortal wound on every wizard within a given range would cause 1 mortal wound to a unit of Pink Horrors within that range.

MONSTERS
Q: If a monster heals wounds, does it still count as having taken those wounds for the purpose of making its attacks and abilities weaker?
A: No. You use the line that corresponds to the monster's current number of wounds, so a monster will get better if it can heal wounds.

ABILITIES
Q: When the word 'any' is used in the criteria for an ability, does it mean that the ability is applied only once when the criteria for the ability are fulfilled? For example, if an ability said 'Add 1 to hit rolls for models that are within 6" of any models with this ability', would I add 1 to the hit rolls of a model that was within 6" of three models with the ability, or would I add 3?
A: The ability is applied only once, no matter how many times the criteria are fulfilled – 'any' is treated as being synonymous with 'one or more' in the *Warhammer Age of Sigmar* rules. In the example, this means that 1 would be added to the hit rolls, not 3.

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

Q: Are the effects of multiple duplicate spells and abilities stackable against the target?
A: Yes, unless specifically stated otherwise.

Q: Several abilities trigger when you roll a 6 or more – will a positive or negative modifier from a spell or ability affect this?
A: Yes. A 6 with a -1 modifier would become a 5, for example.

Q: What happens if two abilities affect the same dice roll? For example, if Screamers of Tzeentch – which near any Daemon Heroes of Tzeentch treat all enemy hit rolls of 6 as hit rolls of 1 – were hit by a unit for which a hit roll of 6 produces a mortal wound.
A: Always use abilities that modify dice rolls before applying any abilities that are triggered by the (modified) dice roll in question. For example, a Retributor affected by an enemy ability that applied a -1 modifier to the Retributor's hit rolls would have to apply the modifier before seeing whether it was able to use its Blast to Ashes ability. If there is still a conflict, the player whose turn is taking place applies their abilities first – see 'When to Use Abilities' in the Hints & Tips section for warscrolls.

Q: If an ability doubles the Damage characteristic of a weapon that does random damage, or adds +1 to the damage, do you apply the modifier to the number of dice rolled, or the result of the dice roll? For example, if D3 damage was doubled, would it be 2D3 or D3x2? And if you added 1 to D3 damage, would it become 2D3 or D3+1? Similarly, if an ability halves the Damage characteristic of a weapon, do I halve the number of dice rolled, or the result of the dice roll?
A: The result of the roll is modified, not the number of dice rolled. So, for your examples, the damage would be D3x2 and D3+1 respectively.

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

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

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

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

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

A: Roll twice, once for each ability.

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

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

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

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

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

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

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

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

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

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

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

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

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

A: No, unless specifically stated otherwise.

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

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

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

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

WARSCROLLS AND WARSCROLL BATTALIONS

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

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

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

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

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

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

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

A: No.

Q: Some units can carry different weapons, like spears or swords – can I build my unit (and my models) with different weapons? For example, 8 spears and 12 swords?
A: It depends on the description; if the description says that the unit is armed with spears or swords, you can only use one. If the description specifically states that the unit can use spears and swords, you can choose both.

Q: How do models like horn blowers and standard bearers work? Do they lose the weapons they would otherwise carry, or do you just gain the benefits of the upgrades without penalty?
A: You just gain the benefits unless specifically stated otherwise. The model is assumed to still have any weapons it had before it was upgraded, even if the weapons are not shown on the model itself.

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

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

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

Q: If your army meets the requirements of multiple warscroll battalions, do you gain the advantages for all of them?
A: A unit can only belong to one warscroll battalion, unless the battalion it is part of is included in one of the larger warscroll battalions made up of several 'sub-battalions'.

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

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

Q: Are all units designated 'Only one of these may be included in a Pitched Battle army' classed as named characters (for example, Exalted Greater Daemons, of which there are more than one)?
A: No – they are only named characters if the model represents a specific, singular character.