



GENERAL'S HANDBOOK

Official FAQs and errata, Version 1.0

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

ERRATA

Page 82 – Death Warband Table, Retinue Followers Table
Change the Flesh-eater Courts entries for a D6 result of '5' and '6' to read:
'3 Crypt Flayers'

Page 106 – Pitched Battles, Picking Your Army
Change the last paragraph to read:
'Once you have picked your army, record the details of it on a piece of paper (your army roster). The roster must include the units in your army, details of the upgrades they have, the army's allegiance, and must say which model in the army will be the army general.'

If your army includes any units that are given keywords when they are set up, such as units with a Mark of Chaos, then these must be chosen and written down when the unit is added to the roster. You must record the allegiance abilities for your army when the battle begins, before setting up your first unit. You can choose to take either the allegiance abilities for the allegiance your army belongs to, or the allegiance abilities for the Grand Alliance your army belongs to.

See page 153 for an army roster you can photocopy.'

Page 108 – Reinforcement Points

Add the following to the end of the second paragraph:
'Reinforcement units must belong to the same Grand Alliance as the rest of your army, but can otherwise have any allegiance. Because restrictions are determined when you pick your army, units added later using reinforcement points can allow the army to exceed the normal limitations for leaders, artillery and behemoths.'

Page 147 – Dwarfs

Add the following points value to the profile of Miners:
'120'

Page 156 – Allegiance Abilities, Allegiance

Add the following to the end of the second paragraph:
'The allegiance abilities you choose will apply for the duration of the battle.'

When picking your army's allegiance abilities, all units in a warscroll battalion are considered to have the allegiance listed above the title on the warscroll. For example, the Guardians of Alarielle warscroll battalion includes both Sylvaneth and Stormcast Eternals units, and has 'Sylvaneth' listed as its allegiance above the battalion's title. This means that all of the Stormcast Eternals units in the battalion are considered to have the Sylvaneth allegiance when it comes to choosing allegiance abilities. An army otherwise made up of SYLVANETH units which included this battalion could choose the Sylvaneth or Order allegiance abilities, but the Stormcast Eternals from this battalion wouldn't benefit from the Sylvaneth allegiance abilities, as they don't have the SYLVANETH keyword.'

FAQs

PITCHED BATTLES

Q: How do you determine which Grand Alliance a unit belongs to?

A: The Grand Alliance a unit belongs to is defined by the keywords on its warscroll; so, if a unit has the **ORDER** keyword, it is part of the Order Grand Alliance.

Q: Sometimes it is possible to 'summon' pieces of scenery to a battle. As these scenery warscrolls do not have points, can they be summoned in Pitched Battle games?

A: Yes, and they will not cost any reinforcement points.

Q: Do abilities such as Kroak's Celestial Deliverance or the Fatesworn Warband override the Three Rules of One, as they specifically allow you to use the same spell more than once?

A: No.

ALLEGIANCE ABILITIES

Q: If a unit uses the Destruction Allegiance Ability 'Rampaging Destroyers', does it count as having moved in the movement phase?

A: No.

Q: Can the 'Rampaging Destroyers' ability be used to retreat?

A: Yes, this move is made 'as if it were the movement phase', so as long as you roll high enough you can use this move to retreat.

Q: Several of the command traits on the allegiance tables modify the effect of a battle trait – for example, Ruler of the Night adds 1 to the dice roll for the Deathless Minions battle trait. Which models do these modifications apply to?

A: They apply to the general and units that are within the range of the battle trait, measured from the general. So, in your example, the bonus for Ruler of the Night would apply to the general, and friendly units within 10" of the general.