



THE RULES

Official FAQs, 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.

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 most certainly 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 for their games. In your own gaming group, you can decide between yourselves 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.

Q: Are re-rolls allowed based on the original dice roll or the final dice roll (after any modifications)?

A: Re-rolls happen before modifiers to the roll (if any) are applied. See page 1 of the rules sheet.

Q: What is the singular of 'dice'. Is it 'die'?

A: The singular of dice can be either 'die' or 'dice'. Using the word 'die' as the singular is slightly archaic, and we therefore use the more modern and more commonly used version – 'dice'.

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, a unit must be set up and finish any type of move – including charge moves and pile-in moves – as a single group, with all models within 1" of at least one other model from their unit. If this is impossible for any reason, the move cannot be made.

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: 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. If you do so, the next time the unit moves it must reform (see above).

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: 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 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 cover modifier.

THE BATTLE BEGINS

Q: What is 'set-up', exactly?

A: 'Set-up' is typically 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 (a unit using the Stormcast Eternal Warrior Chamber's Lightning Strike, the Chameleon Skinks' Chameleon Ambush, or the Treelord's Spirit Paths ability, for example). Models can set up within 3" of the enemy, even if they are set up in the movement phase, unless noted otherwise in the rules for the ability that allows them to be set up once the battle is under way.

Q: How do you deploy units in a battalion with special deployment rules (for example the Wood Elves Wanderer Host)?

A: All units in a warscroll battalion can be set up as one deployment or individually. 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 either player choose to attempt a sudden death victory if they get outnumbered by their opponent during the game, or can they only claim it prior to the start of the game?

A: Sudden death objectives are determined before the first battle round, not during the game.

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.

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: Do pile-in moves and charge moves, or indeed any other sort of move that doesn't happen in the movement phase, count as a 'move' for rules purposes?

A: Yes – any rules that refer to a model making a move apply to any sort of move, including pile-in moves and charge moves. However, please note that the restrictions on moving within 3" of an enemy model and the opportunity for a unit to run only apply to moves that are made in the movement phase.

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: Since we measure from the model and not the base, does pivoting count as moving?

A: Yes, pivoting counts as moving. When making a move in *Warhammer Age of Sigmar*, you have to take into account how far *all* parts of the model have moved. Or to put that another way, trying to come up with a way of making a move that allows a model to move 'further' than its Move characteristic is illegal. It is not allowed for a model to move 5" towards or away from something, and end up more than 5" closer to or further away from it!

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

A: Yes.

Q: Some scenery pieces allow you to garrison them. Most say they can be garrisoned if the unit begins its movement phase within 6" – does that mean that units that have a Move characteristic of less than 6" can still garrison them?

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.

Q: Do my Stormcast Eternals need enough room for their bases to fit between their allies (i.e. do I need enough room to physically slide the models by their allies)?

A: No, only the model needs to be able to fit through the gap (this may require them to turn sideways in order to fit).

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".

Q: Would an enemy unit of Orcs standing behind a unit of Goblins be visible to a unit of High Elf Archers? What about a cavalry unit behind regular footman? Is it visible or shielded by the unit in front?

A: If models in your attacking unit can see models in the target unit when you stoop down and look then they can see the target and attack it.

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 measured?

A: The pile-in movement is measured in the same way as normal movement – no part of the model may move further than the pile-in distance. In addition, when a model piles in it must finish the pile-in move closer to the nearest enemy model.

Q: Can a model that is piling in move around friendly units in order to reach the closest enemy model?

A: Yes, 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: Can a unit break coherency when it piles in?

A: No, a unit must finish any move with all models within 1" of at least one other model from its unit after all the unit's moves are completed, and this includes piling in.

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. As a model must finish the pile-in move closer to the nearest enemy model than it began, and as it cannot get closer than model-to-model contact, such a model cannot pile in.

Q: Can a model 'pile in' – i.e. move 3" – in an ongoing combat from a previous round to allow more models to get into melee range as they pile in?

A: Only as long as every model that is moved finishes its move nearer to the closest enemy model.

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, 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: If my unit's pile-in move to one unit brings my guys into pile-in range of another, does that allow that unit to pile in if it hasn't done so already?

A: Yes.

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.

BATTLESHOCK PHASE

Q: If a battleshock test results in a number that is higher than the number of models I have left, and I have an ability that allows me to roll a dice to prevent models fleeing (for example, the Grey Seer's command ability) should I roll a number of dice equal to the battleshock test difference or the number of models I have left?

A: Follow the instructions for the ability in question exactly as they are written. For example, in the case of the 'Underlings Will not Flee, must Fight-fight!' rule, you can roll a dice for each model that flees.

ATTACKING

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: 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.

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.

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: 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: 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: Is a model within X" of itself – i.e. if Arkhan the Black uses his ability that increases the range of spells cast by Death Wizards within 18", will this mean that Arkhan's spells also have an increased range?

A: Yes, as long as they meet any other qualifiers for the spell or ability. This means that Arkhan the Black is affected by his own command 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: Is it possible to stack a Chaos Warshrine's Protection of the Dark Gods ability and a Harbinger of Decay's Morbid Vigour command ability to grant a Mortal Nurgle unit two separate dice roll attempts to ignore wounds and mortal wounds – meaning that such a unit would effectively have three saves against a normal attack (one save from their armour, plus the two additional saves from abilities)?

A: Yes.

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: 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: When selecting models for a warscroll battalion, do named characters count towards the requirements? For example, in order to take a Great Moonclan, I need to take a Night Goblin Warboss. Does Skarsnik fulfil this requirement as he has the 'Night Goblin Warboss' keyword?

A: Yes, they can be taken if they have the appropriate keywords on their warscroll. Thus Skarsnik can be used as the Night Goblin Warboss of a Great Moonclan.

Q: Empire Archers and Bretonnian Mounted Yeomen have a similar ability to make a move as if in the movement phase after set-up. The Mounted Yeomen specify that they may also run. Are these two abilities different, or do they mean the same thing despite the different wording?

A: Although worded differently, the two abilities have the same effect. The wording of one ability should not be used to confer any meaning on the wording of another ability.

Q: The new orruk models are called Ironjawz, while the older Black Orcs (notably the out-of-production leader) are called Ironjaws. Similarly, the in-production Empire models are called Free Peoples while the out-of-production stuff (including Bretonnians) are Free People. Are they the same keywords?

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: Does a named character with the Bloodthirster or Keeper of Secrets keyword fit a warscroll battalion that requires you to have a Bloodthirster or Keeper of Secrets?

A: Yes – the requirements listed for a warscroll battalion should always be treated as keywords.

Q: The Spyreheart Warhost warscroll battalion requires 2-4 Phoenixes and 1 Anointed. What if I have 2 Anointed on 2 Phoenixes?

A: An Anointed on a Phoenix would count towards both the warscroll battalion's Anointed requirement and its Phoenix requirement. As such, you would not be able to bring 2 Anointed on Phoenixes as doing so would exceed the warscroll battalion's limit of 1 Anointed; in other words, you must meet any keyword requirements exactly.

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 (e.g. an army comprising a Saurus Oldblood on Carnosaur, 3 units of Saurus Guard, a Saurus Sunblood, 3 units of Saurus Warriors, a Saurus Eternity Warden, 3 units of Saurus Knights and a Scar-Veteran on Cold One for a Bloodclaw Starhost, a Sunclaw Starhost, an Eternal Starhost, and a Firelance Starhost)?

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'.

Last updated June 2016.