



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.