



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 Archagon) 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.