



CORE RULES

DESIGNERS' COMMENTARY, JANUARY 2023

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 and explain 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.

1.1 FACTIONS, BATTLETOMES AND BATTLEPACKS

Q: Where can I find a list of the factions I can choose from and the units that are in each faction?

A: Each faction has a set of Pitched Battle profiles that includes all of the units that are part of that faction. You can find a set of Pitched Battle profiles in each Warhammer Age of Sigmar battletome. The *General's Handbook: Pitched Battle Profiles* book, available for download from warhammer-community.com, includes sets of Pitched Battle profiles for every faction in Warhammer Age of Sigmar.

1.2 MODELS

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 Bloodseccator, or using Stormcast Eternals models painted in the colours of the Hammers of Sigmar to represent Stormcast Eternals from a different Stormhost?

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.

1.4 ARMIES

Q: When I pick a unit to be part of my army, can I wait until I set the unit up before I choose any weapon options or command models for the unit?

A: No. You must decide which options you will take for the unit and if it is understrength or reinforced when you are picking your army.

Q: When I choose my army, or (for example) pick a unit to receive something during a battle, can I keep any information secret from my opponent?

A: No. Unless specifically noted, all information required to play a game is available to both players.

Q: If I have more than one general, and each one allows different types of units to count as Battleline, do all of those units count as Battleline units when I pick the rest of my army?

A: Yes.

Q: If I have more than one general, and one is slain but the others are still alive, do I still get to add 2 to the dice roll when I use the Heroic Leadership heroic action?

A: Yes.

Q: If an ability allows a replacement unit to be set up that is 'identical' to a unit that was destroyed (e.g. the Stormcast Eternals ability 'Call for Aid'), what should be 'identical' about the new unit?

A: Unless otherwise stated, the replacement unit has the same number of models as the destroyed unit had at the start of the battle, is armed with the same weapon options, and has the same battlefield roles as the unit it replaces. The unit is not considered part of any battalion, and any effects applied to the unit during the battle are not applied to the replacement unit.

1.4.1 ENDLESS SPELLS, INVOCATIONS AND FACTION TERRAIN

Q: 1.4.1 states that a player can include 1 endless spell for each WIZARD in their army. If I give a HERO the 'Arcane Tome' universal enhancement to make them a WIZARD, does this allow me to include 1 additional endless spell in my army?

A: Yes.

1.5.1 MEASURING DISTANCES

Q: Say I can set up a unit wholly within 6" of the edge of the battlefield and there is an objective set up 12" from the edge of the battlefield.

Can I set up my unit so that it is within 6" of the objective?

A: Yes.

1.5.5 DICE ROLL MODIFIERS

Q: The maximum positive modifier to a save roll is +1. Say that I have a -3 Rend modifier and my opponent has a +3 modifier to their save roll. Is the final modifier -2 (my Rend of -3, less their modifier capped at +1), or is it 0 (my Rend modifier less their total save modifier)?

A: It is 0. You add up all of the modifiers that apply to a roll (both for and against) to get the final modifier, and then apply any limits. See the example in the sidebar next to rule 1.5.5.

1.6 ABILITIES AND EFFECTS

Q: Some abilities say 'you can' do something, such as roll a dice. Which player decides?

A: Any ability that says 'you can' is referring to the player that has the unit with the ability in their army or has the army that an allegiance ability applies to.

Q: Many abilities occur 'before' or 'after' something happens. When this is the case, must I use the ability immediately before or after?

A: Yes, the word 'before' or 'after' is synonymous with 'immediately before' or 'immediately after'.

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.

Q: If several abilities are used simultaneously, can one cancel out the effect of another?

A: It's important to note that ability effects are never actually applied 'simultaneously' in Warhammer Age of Sigmar. If two or more effects would be applied at the same time, they are instead applied one after the other in the sequence described in section 1.6.2 of the core rules. This means that applying the effect of one ability could change the circumstances pertaining to abilities that follow it. For example, one ability effect might cause mortal wounds on a unit, while at the same time another ability effect might allow that unit to fight if it's within 3" of the enemy. If the mortal wounds effect is applied first, then the effect of the second ability can only be applied if the unit is still within 3" of the enemy after all models slain by those mortal wounds have been removed from play.

Q: If two or more modifiers apply to a dice roll or characteristic, and some are positive and some negative, are they considered to be contradictory and therefore cancel out?

A: No. Modifiers to dice rolls and modifiers to characteristic are cumulative. Because of this, a dice roll or characteristic can be affected by several abilities that apply different modifiers to it, both positive and negative, and they will not be contradictory and can all be used.

Q: If two different abilities double or halve a value, is the value doubled or halved once or twice?

A: Twice.

Q: Some 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.

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', 'this unit', it is referring to a specific model or unit that has the ability, even if there is more than 1 unit with that ability in your army. When an ability says 'that model' or 'that unit', it is referring to a model or unit that was defined earlier in the same ability.

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.

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.

Q: Some abilities stipulate that you can pick a certain number of units to be affected by the ability. When this is the case, can I pick the same unit several times?

A: Yes, unless the ability specifically states otherwise.

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: 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 (core rules, 12.1.1).

Q: If an effect allows a unit to pile in but does not specify that the unit can attack, can that unit immediately attack with all its melee weapons after piling in?

A: No.

Q: If a unit is affected by an ability that adds to or subtracts from a characteristic and then by an ability that changes a characteristic to a specific value (for example, an Akhelian King who has cast Flaming Weapon in the hero phase and then uses the Wave Rider ability in the following charge phase), do both effects apply?

A: Yes. Modifiers apply after effects that change a characteristic to a specific value. Therefore, in the example given, the Akhelian King's Bladed Polearm would become Damage 3 from the Wave Rider ability, then would be increased to 4 by Flaming Weapon.

Q: If the scenery rules for an Awakened Wyldwood can no longer be used (e.g. because of Smash To Rubble), do any rules that interact with them stop working? For example, 'Places of Power' and 'From the Woodland Depths'.

A: No.

Q: If a rule or ability (such as Dirty Tricks or Celestial Deliverance) requires a player to pick a number of units and then apply an effect to all of those units, does that player have to finish picking the units before applying the effect to the first unit?

A: Yes.

Q: If the effect of an ability triggers 'the first time the bearer is slain' (as with the Godbeast Pendant artefact of power) and the bearer successfully passes a test that prevents them from being slain, can they use the ability again?

A: No.

3.1 RESERVES AND SUMMONED UNITS

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.

6.0 COMMAND POINTS

Q: Sometimes a model will receive command points only at the start of the first battle round, or only once during a later round. Are these command points lost at the end of the battle round?

A: Yes.

Q: If I have more than one general and they are all on the battlefield at the start of my hero phase, do I receive 1 command point for each?

A: No, you still only receive 1 command point.

6.1 USING COMMAND ABILITIES

Q: Some commands are received by all units within a certain range of the model issuing the command. Can such an order be received by a unit that has already received a command in the same phase?

A: No.

Q: If an ability allows a unit to receive a command without the command being issued and without a command point being spent, does the restriction that you cannot use the same command ability more than once in the same phase still apply?

A: Yes.

Q: If an ability allows me to use the same command more than once in the same phase, can I issue the 'Redeploy' command to multiple eligible units immediately after 1 enemy unit has moved?

A: Yes.

Q: If an ability allows me to use the same command more than once in the same phase, can I issue the 'Unleash Hell' command to multiple eligible units immediately after 1 enemy unit has charged?

A: Yes.

Q: If a unit receives the 'At the Double' command, do any rules that affect run rolls still apply?

A: No.

USING COMMAND ABILITIES FROM EARLIER BATTLETOMES

The command abilities included in battletomes written for earlier versions of Warhammer Age of Sigmar are written in a different format to those used in more recent battletomes. The following guidelines should make it clear how to use these command abilities in battles using the latest version of the core rules (see section 6.1 of the core rules).

- Most older command abilities list the unit that benefits from the command and another unit that needs to be within a certain distance of that unit. When this is the case, the unit that benefits from the command is the unit that is receiving the command, and the unit that the distance is measured from is the unit that is issuing the command. In addition, older command abilities will specify the distance at which the command can be issued. When this is the case, use the distance specified in the command ability rather than the distance in section 6.1 of the core rules. For example, the Lord of the Blood Hunt command ability on the Wrath of Khorne Bloodthirster warscroll says:

*'You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **KHORNE DAEMON** unit wholly within 16" of a friendly model with this command ability. Until the end of the phase, you can re-roll hit rolls for attacks made by that unit.'*

This command is issued by a friendly unit with this command ability (you can pick which one if there is a choice), and can be received by 1 friendly **KHORNE DAEMON** unit that is wholly within 16" of the unit issuing the command.

- Some older command abilities specify that the effect of the command ability applies to multiple units within a certain distance of the unit that is issuing the command (for example, all friendly units with a specific keyword). When this is the case, the command is both issued and received by the same

model, even though the effect of the command applies to the specified units within the specified range. The model that issued the command cannot issue or receive another command in that phase (because a model cannot issue more than 1 command in the same phase and a unit cannot receive more than 1 command in the same phase), but could do so in a future phase even if the effect of the command lasts for longer than the phase in which the command was issued. The other units that benefit from the effect of the command do not count as having received the command (and so are not prevented from receiving a different command in the same phase). For example, the Vigour of Undeath command ability on the Mannfred von Carstein warscroll says:

*'You can use this command ability once per turn in your hero phase. If you do so, add 1 to hit and wound rolls for friendly **SOULBLIGHT GRAVELORDS** units wholly within 12" of this model until your next hero phase.'*

This command is issued and received by Mannfred von Carstein in your hero phase, but until your next hero phase, you can add 1 to hit and wound rolls for friendly **SOULBLIGHT GRAVELORDS** units while they are wholly within 12" of him. Mannfred could not issue or receive another command in the hero phase in which the command was issued, but he could do so in future phases. Other units benefiting from the effect of the command can still receive a command (for example, they could receive the All-out Defence command in the subsequent combat phase whilst also benefiting from Vigour of Undeath).

- Some older command abilities only affect a single unit, usually the one that issues the command, or do not affect any other units at all. When this is the case, the command is assumed to have been issued and received by the unit specified in the command ability. For example, the Booming Roar command ability from the Allherd subfaction in *Battletome: Beasts of Chaos* says:

'You can use this command ability at the start of your hero phase if your general is on the battlefield. If you do so, you receive 1 Primordial Call point.'

This command ability is issued and received by your general (if they are on the battlefield).

- Some older command abilities that appear in the allegiance abilities section of a battletome say that they can be used by models 'with this command ability'. When this is the case, the command can only be issued by **HEROES** that are from the faction (or subfaction) that is allowed to use the allegiance abilities in question. They cannot be issued by unit champions. For example, the For the Brass Citadel command ability from the Skullfiend Tribe subfaction in *Battletome: Blades of Khorne* says:

*'You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly model with this command ability. Until the end of that phase, you can re-roll hit and wound rolls for attacks made by friendly **SKULLFIEND TRIBE KHORGORATH** units wholly within 10" of that model.'*

This command can be issued by **SKULLFIEND TRIBE HEROES**.

- Some older command abilities say either that they cannot be used more than once per phase or that a unit cannot benefit

from them more than once. These instructions can be ignored because the core rules no longer allow you to use the same command ability more than once in the same phase.

- Some older command abilities do not say when they can be used. If this is the case, the command ability can be used in your hero phase.

7.0 HERO PHASE

*Q: 7.0 states 'In addition, in **your** hero phase, you can use friendly **WIZARDS** to attempt to cast spells... and both to attempt to dispel endless spells' but 19.3.2 states that 'At the start of **the** hero phase, each player can attempt to dispel 1 Endless Spell...' Can you clarify which takes precedence?*

A: 19.3.2 takes precedence over 7.0.

7.1 HEROES AND HEROIC ACTIONS

*Q: Can a **HERO** in reserve be picked out to carry out a heroic action?*

A: No.

*Q: If a **HERO** unit has multiple models, do they carry out heroic actions as a unit, or does each individual model get to carry out a heroic action?*

A: They carry out heroic actions as a unit.

8.0 MOVEMENT PHASE

Q: Some abilities allow a unit to be set up 'at the end of the movement phase'. Can the unit make a 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 moves have been made.

Q: Some abilities allow a unit to be set up 'instead of making a normal move'. Does a unit set up with such an ability count as having moved?

A: No, unless the ability specifically states otherwise.

Q: If a unit that receives the Redeploy command also receives the Unleash Hell command in the same turn, can that unit shoot?

A: No.

Q: Can a unit finish a move halfway or up the side of a wall on a terrain feature?

A: Yes.

Q: Can a unit jump down from a terrain feature if the distance to the battlefield is greater than that unit's Move characteristic?

A: No.

9.0 MOVEMENT

Q: If an ability halves the Move characteristic of a unit but doesn't say if you round up or down, are fractions retained?

A: Yes.

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 Warhammer Age of Sigmar rules, if a model is allowed to move, you can choose to 'move' it 0 inches. However, if you do so, the unit cannot also benefit from an ability that requires it to remain stationary.

Q: Some abilities can be used 'instead of a normal move'. Can I use these abilities if the unit is not allowed to make a normal move (e.g. when it is within 3" of an enemy unit)?

A: No.

9.3 TERRAIN

Q: Why are all models allowed to climb all terrain features?

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: Can a terrain feature be climbed over multiple turns? Can a model run or charge up a terrain feature?

A: Yes. 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: Can a model charge up or down a terrain feature?

A: Yes. As noted above, for simplicity and ease of play, models are assumed to be able to climb up terrain features and can finish a move at any point when they do so.

9.4 FLYING

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.

10.0 SHOOTING PHASE

Q: If a unit that receives the Redeploy command also receives the Unleash Hell command in the same turn, can that unit shoot?

A: No.

*Q: 10.0 states 'you make shooting attacks with **each** model in the unit until you have shot with all the models you want to' but 13.1 states 'you must pick the target unit (or units) for **all of the attacks that will be made by the models in the unit**'. Can you clarify which takes precedence?*

A: 13.1 takes precedence over 10.0.

Q: Can I pick a friendly unit to shoot even if it has no missile weapons (e.g. a Krondspine Incarnate)?

A: No.

12.2 PILE-IN

Q: Can the closest enemy unit at the start of a pile-in move be one that is inaccessible or not visible to friendly models?

A: Yes. The closest unit 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: 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: What happens if more than 1 enemy unit is tied to be the 'closest enemy unit' when a friendly model is making a pile-in move (i.e. those enemy units are equally close to the friendly model).

A: The player commanding the unit making the pile-in move picks 1 of those enemy units to be the closest.

12.4 STRIKE-FIRST AND STRIKE-LAST EFFECTS

Q: If the strike-last effect applies to a unit and, after fighting, that unit is now within 3" of an enemy unit that has not yet fought in that phase, is that enemy unit now eligible to fight?

A: Yes.

Q: If an ability applies the strike-last effect to a unit (e.g. the Nighthaunt battle trait 'Wave of Terror'), but another ability allows that unit to 'fight immediately' (e.g. the Soulblight Gravelords ability 'Deadly Coordination'), can that unit still fight immediately?

A: Yes.

14.0 WOUNDS

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: Does a wound or mortal wound that is negated still count as having been allocated to a model?

A: No.

Q: If a model is removed from play while it has wounds allocated to it, but it is not slain, does this mean I can no longer allocate wounds to that model and therefore that unit?

A: No. The wounds allocated to that model have no further effect and you must continue allocating wounds that remain to be allocated to its unit as normal.

Q: When a rule mentions the Wounds characteristic of a unit, what does this refer to?

A: It refers to the value written next to 'Wounds' on a unit's warscroll. Note that this value is neither multiplied by the number of models in the unit nor modified by the wounds allocated to that unit. In addition, if a specific model in a unit has a different Wounds characteristic to the rest of the models in the unit, the Wounds characteristic of the unit is still the value written next to 'Wounds', even if all other models in the unit have been slain.

14.2.1 RETURNING SLAIN MODELS

Q: When you return a slain model to a unit, does the slain model have to originally have come from the unit that it is returned to?

A: Yes.

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: Do any restrictions that applied when I picked a unit for my army still apply when I return a slain model to that unit?

A: No. For example, if a weapon can only be taken by 1 in every 5 models, you could return a slain model with that weapon option to a unit that has fewer than 4 models in it.

14.3 WARDS

Q: If a player makes a successful dice roll to negate a wound or mortal wound, and this triggers an effect that forces a wound or mortal wound to be allocated to a different unit (as per, for example, 'Sworn Protectors' in Battletome: Fyreslayers or 'The Armour of Morkar' in Battletome: Slaves to Darkness), can an attempt be made to negate that additional wound or mortal wound if an effect would allow a player to do so?

A: No. Wounds and mortal wounds allocated in this way cannot be negated.

Q: Some abilities allow you to roll a dice to attempt to negate a wound or mortal wound, but that roll may have a different effect depending on the score of the dice (as per, for example, the 'Soul-forged Guardians' ability on the Praetors warscroll). Are these abilities wards, and is the roll a ward roll?

A: Yes.

17.0 TERRAIN

Q: Is a terrain feature considered to be part of the battlefield?

A: Yes.

*Q: Some factions can add terrain features to their army after the battle begins. Do the game terms **faction terrain** (17.0.3) and **faction terrain feature** (23.0) refer to all terrain features with **faction terrain warscrolls**, even those that are added to your army?*

A: Yes.

17.1.4 WYLDWOOD TERRAIN

Q: Do wyldwood terrain features and Awakened Wyldwood faction terrain features block line of sight to endless spells or invocations in the same manner as they would block visibility between models?

A: Yes.

17.2 GARRISONS

Q: Can a unit that is set up once the battle is under way be set up as a garrison?

A: No.

Q: Can I set up a unit on a defensible terrain feature if it is not part of the garrison?

A: No.

Q: Sometimes it is impossible to set up 1 or more models from a unit. For example, rule 17.2.3 states 'If a defensible terrain feature is being garrisoned when it is demolished... the surviving models from the garrison must then be set up within 6" of the terrain feature and more than 3" from all enemy units'. What happens if a model cannot be set up within these restrictions?

A: The model is removed from play and does not count as slain.

Q: Does a garrisoned unit count as being on the battlefield for the purpose of battle tactics and grand strategies?

A: Yes.

Q: Can a garrisoned unit be picked as the target of an ability that requires you to pick a unit that is 'on the battlefield' (e.g. Bastian Carthalos' 'The Thunderborn' ability)?

A: Yes.

Q: Does a garrisoned general count as being on the battlefield for the purpose of generating a command point?

A: Yes.

18.0 OBJECTIVES

Q: If I use a miniature as 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 the marker's original location.

Q: Can I use an endless spell, invocation or faction terrain feature to gain control of an objective?

A: No.

Q: 18.1 states 'If an objective is placed on the border between two territories, it is considered to be **within** both of them'. Does this mean these objectives are considered to be **wholly within** both of them?

A: No.

Q: 18.1.2 states 'If a friendly unit has models within 6" of two or more objectives, you must pick 1 of those objectives for the models from that unit to contest'. Can I pick different models from the same unit to contest different objectives?

A: No.

19.0 WIZARDS

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.

19.1.2 UNBINDING SPELLS

Q: If a **HERO** that is not a **WIZARD** but has the ability to unbind spells (e.g. a Runelord) carries out the 'Heroic Willpower' heroic action, can they unbind an additional spell in the enemy hero phase?

A: No.

Q: If a **HERO** that is not a **WIZARD** but has the ability to unbind spells (e.g. a Runelord) is given the Arcane Tome artefact of power, can they unbind an additional spell in the enemy hero phase?

A: No.

19.2 SPELLS

Q: Some abilities, such as 'Hatred of Sorcery' or 'Aura of Tzeentch', allow a unit to make a dice roll when it is affected by a spell or the abilities of an endless spell and to ignore the effects on a successful dice roll. When is the dice roll made?

A: The answer depends on when the effect of the spell or ability is applied to the unit, as detailed next.

The effects of most spells and abilities are applied to a unit immediately when the ability is used. For example, the Suffocating Gravetide's 'Pulled to the Grave' ability says:

'After this endless spell has moved, for each unit that has any models it passed across, roll a number of dice equal to the number of models in that unit. For each 6, that unit suffers 1 mortal wound.'

This ability is used each time the Suffocating Gravetide finishes a move, and its effect is immediately applied to any units it passed across. In such cases, as soon as the effect of the spell or ability is applied to the unit, the dice roll is made to see if that unit ignores the effect or not.

Dice rolls are made only when a unit with an ability to ignore effects has the effect directly applied to it. For example, no dice rolls are made if such a unit is attacking a unit affected by a spell such as 'Mystic Shield':

'If successfully cast, pick 1 friendly unit wholly within range and visible to the caster. Add 1 to save rolls for attacks that target that unit until your next hero phase.'

or 'Pha's Protection':

'If successfully cast, pick 1 friendly unit within 18" of the caster that is visible to them. Subtract 1 from hit rolls for attacks that target that unit until your next hero phase.'

Other effects of spells and abilities do not state when they are used and instead affect other units while they are within a certain range (commonly called 'aura' effects). In these cases, the dice roll is made each time the unit falls within range when it was not within range beforehand (for example, if the unit finishes a move within range). Note that dice rolls are not made mid-move; you should check if units fall within range of an effect only after the unit or endless spell has finished a move. For such spells and abilities, no further dice rolls are made while the

unit remains within range; however, if later in the battle, the unit no longer falls within range (for example, because the endless spell has moved away) and then it falls within range once more, another dice roll is made.

Lastly, if a spell or ability of an endless spell has multiple effects, a dice roll is made as above each time an effect comes into play. For example, the Purple Sun's 'End Given Form' ability says:

'Subtract 1 from save rolls for attacks that target units within 6" of this endless spell. In addition, roll a dice for each unit within 1" of this endless spell after this endless spell has moved. On a 1, that unit has been touched by the Purple Sun's rays. If that unit has a Wounds characteristic of 9 or less, 1 model in that unit is slain. Otherwise, that unit suffers D6+6 mortal wounds.'

This ability has 2 effects. The first effect is what is described above as an 'aura' effect. This means a dice roll is made each time a unit falls within range when it was not within range beforehand. The second effect is directly applied to units after the Purple Sun has moved. This means if a Purple Sun finishes a move within 1" of a unit with an ability to ignore its effects, the commanding player of that unit would make 2 dice rolls, the first to see if the unit ignores the first effect of 'End Given Form' and the second to see if the unit ignores the second effect of 'End Given Form'.

19.3 ENDLESS SPELLS

Q: Do things that increase the range of a caster's spells also apply to the distance at which an endless spell can be set up from the caster?

A: Yes.

19.4 UNITS OF WIZARDS

Q: Some abilities cause a WIZARD to suffer mortal wounds (for example, when that WIZARD casts a spell). What happens if that WIZARD is part of a unit that has more than 1 model?

A: The mortal wounds are allocated to the unit and do not have to be allocated to the model casting the spell.

Q: Some effects inflict damage that can only be allocated to WIZARDS. Can you explain how such damage is allocated to a unit that is not a WIZARD but includes models that are WIZARDS, e.g. a High Warden from a unit of Vanari Auralan Wardens?

A: The wounds are allocated to the unit as normal (core rules, 14.1).

19.5.2 MOVING PREDATORY ENDLESS SPELLS

Q: Can a predatory endless spell remain stationary instead of moving?

A: No. If a predatory endless spell is unable to move for any reason, it is treated as if it made a move of 0", and any abilities that trigger 'after this endless spell has moved' still apply.

20.0 PRIESTS

Q: Can a PRIEST chant more than 1 prayer per turn?

A: No, unless specifically stated otherwise.

Q: When a PRIEST attempts to summon an invocation, does that count toward the number of prayers that PRIEST can chant?

A: Yes.

21.0 MONSTERS

Q: 21.1 states 'At the end of the charge phase, each player can carry out 1 monstrous rampage from the table below with each friendly MONSTER.' If I have a unit that is a MONSTER that has more than 1 model, can I use a monstrous rampage with each model from that unit?
A: Yes.

22.0 WARSCROLLS

Q: When do I pick command models and weapon options for a unit?

A: When you add the unit to your army roster.

Q: Can the champion of the unit take special weapons, like a Grandhammer?

A: Yes.

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 make 1 attack, as described in the rules that appear below the weapon's characteristics.

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: 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: Some abilities refer to the Move, Wounds, Save or Bravery characteristic of a unit. What is this?

A: It is the Move, Wounds, Save or Bravery characteristic of the models that make up the unit.

22.6 KEYWORDS

Q: Many rules state that a model 'becomes a <KEYWORD>' or 'is a <KEYWORD>', where <KEYWORD> is MONSTER, HERO, WIZARD or PRIEST. Do the models these rules apply to gain the relevant keyword on their warscroll?

A: Yes. However, if a rule allows 1 model in a unit to be a <KEYWORD>, only that model in the unit gains the relevant keyword.

23.0 FACTION TERRAIN WARSCROLLS

Q: Some terrain features have 'IMPASSABLE' on their warscroll. Is this a scenery rule for the purposes of the 'Demolish' monstrous rampage?

A: No.

Q: Some terrain features have 'WYLDWOOD' on their warscroll. Is this a scenery rule for the purposes of the 'Demolish' monstrous rampage?

A: No.

25.0 PITCHED BATTLE PROFILES

Q: Some battletomes have a Minimum and Maximum Unit Size. How do these work?

A: Use the Minimum Unit Size for the Unit Size. If the Maximum Unit Size is 1, then it is considered to have 'Single' in the Notes column.

Q: The sidebar note that accompanies 25.3 UNIT SIZE mentions a 'maximum unit size' but this is not defined in the core rules. Please can you clarify what 'maximum unit size' means?

A: A unit's 'maximum size' is the highest number of models that can be taken in that unit. This will vary if a unit can be reinforced, and is determined on a case-by-case basis.

26.0 BATTALIONS

Q: Can I take the same core battalion more than once in my army?

A: Yes.

27.0 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? 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 both questions.

27.1 ALLIED UNITS

Q: Can I include endless spells, invocations and faction terrain features from an allied faction or a faction from which I can include coalition in my army?

A: No, unless specifically noted otherwise.

Q: Can I include endless spells, invocations and faction terrain features in my army even if this is not specifically stated that I can do so in the instructions for a battlepack?

A: Yes (core rules, 1.4.1).

Q: Can allied or coalition units be included in a core battalion?

A: Yes, unless specifically noted otherwise.

27.2.1 SUBFACTIONS

Q: Can I take more than one subfaction for the same army?

A: No.

27.3 ENHANCEMENTS

Q: If I am allowed to take an additional enhancement, can I take the same enhancement more than once?

A: Yes, unless specifically noted otherwise.

Q: If an enhancement allows a unit to fight an extra time, can that unit's mounts fight an extra time?

A: Yes. The enhancement allows the unit to fight an extra time; it does not affect the attacks it makes.

Q: Can the Flaming Weapon spell from the Universal Spell Lore 27.5.3 be used to pick a mount's melee weapon?

A: Yes.

Q: Are Unique units allowed to take spells from the universal spell lore or prayers from the universal prayer scripture?

A: No.

Q: If I give a **HERO** the Arcane Tome universal artefact of power, when I take a spell lore enhancement, can I pick a spell from an available spell lore (such as one in my army's allegiance abilities) for them to know?

A: Yes, you can.

27.3.6 TRIUMPHS

Q: Can a Unique or allied unit benefit from the effect of a triumph?

A: Yes.

27.4 SUBFACTION ALLEGIANCE ABILITIES

Q: For the purposes of 27.4 (Subfaction Allegiance Abilities), which battle traits are considered to be ones that let you pick a subfaction for your army?

A: Recent battletomes will explicitly state if a battle trait allows you to pick a subfaction for your army, (for example, the 'Stormhosts' battle trait in *Battletome: Stormcast Eternals*). For older battletomes, the following battle traits are considered to be ones that let you pick a subfaction:

Battletome: Beasts of Chaos – Greatfrays

Battletome: Flesh-eater Courts – Grand Courts

Battletome: Blades of Khorne – Slaughterhosts

Battletome: Kharadron Overlords – Sky-ports

Battletome: Ossiarch Bonereapers – Ossiarch Bonereaper Legions

Battletome: Seraphon – Coalesced Constellations,

Starborne Constellations

Wrath of the Everchosen – Hosts of Chaos

Broken Realms: Kragnos – Jaws of Mork, Glogg's Megamob,

Grimscuttle Tribes

PATH TO GLORY (CORE BOOK)

Q: In Path to Glory, if a unit on my order of battle includes a model that is a **WIZARD** but the rest of the models in that unit are not **WIZARDS** (for example, the Steedmaster in a Vanari Dawnriders unit of 3 or more models), does that unit count towards my order of battle limit of **WIZARD** units?

A: No.

Q: If rules changes affect my Path to Glory army – for example, if a new edition of my army's battletome is released or the points values of units included on my order of battle are changed – should I update my Path to Glory roster accordingly?

A: Yes. For example, if you had an existing Maggotkin of Nurgle Path to Glory army, in order to bring it in line with the new battletome, you should remove any **DAEMON** units from your order of battle that are not **HEROES**, update the points values of the remaining units, replace any enhancements that no longer exist or that a unit is no longer eligible to have with new enhancements, and replace any warscroll battalions that no longer exist with new ones.

MATCHED PLAY (CORE BOOK)

Q: If a battle tactic or grand strategy requires a unit to have 'fought' (e.g. 'Bloodthirsty Zealots'), what does that mean?

A: For the purposes of battle tactics or grand strategies, a unit is considered to have fought in a turn if it was picked to fight (see 12.1) in any phase during that turn.

CONTEST OF GENERALS (CORE BOOK)

Q: If I add units to a Contest of Generals 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 only apply when you are picking your army, so you can ignore these limits when you add these kinds of units to your army. The limit on Unique units still applies, however (you can never have more than 1 of the same type of Unique unit in your army).

ERRATA, JANUARY 2023

The following errata correct errors in the Warhammer Age of Sigmar core rules. 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.

1.6 – Abilities and Effects

Add the following:

'If the effect of an ability is applied to units in both armies, the player whose turn is taking place applies the effect of the ability to their units first, one at a time, in the order they desire. Their opponent then does the same.'

Designer's Note: *For example, if the effect of the Burning Sigil of Tzeentch's 'Radiant Transmogrification' ability is applied to units in both armies, the player whose turn is taking place must roll for each affected friendly unit to see if those units suffer mortal wounds before their opponent does the same.'*

1.6.5 – Shooting or Fighting More Than Once

Change to:

'The effects of some abilities allow a unit, or models in a unit, to shoot (see 10.1) or fight (see 12.1.1) more than once in the same phase. However, the effect of an ability cannot allow models in a unit to shoot or fight more than twice in the same phase (this is an exception to the principle that the effects of abilities take precedence over core rules).'

7.1 – Heroes and Heroic Actions

Change the Heroic Recovery rule to:

'Pick 1 friendly **HERO** more than 3" from all enemy units and make a heroic recovery roll by rolling 2D6. If the roll is less than or equal to that **HERO**'s Bravery characteristic, you can heal up to D3 wounds allocated to that **HERO**.'

8.1 – Normal Move

Add the following text to the end of the paragraph:

'Units cannot make a normal move if they are within 3" of an enemy unit.'

8.2 – Retreat

Add the following text to the end of the paragraph:

'Units cannot retreat if they are not within 3" of an enemy unit.'

8.3 – Run

Add the following text to the end of the paragraph:

'Units cannot run if they are within 3" of an enemy unit.'

11.2 – Charge Phase Command Abilities

Change the Unleash Hell rule to:

'You can use this command ability after an enemy unit finishes a charge move. The unit that receives the command must be within 6" of that enemy unit and more than 3" from all other enemy units. Models in the unit that receives the command that are within 6" of the target unit can shoot in that phase, but when they do so, you must subtract 1 from hit rolls for their attacks and they can only target the unit that made the charge move.'

12.1.1 – Fight

Add the following paragraph:

'If an ability allows a single model to fight (e.g. by letting a slain model fight before it is removed from play), first you can make a pile-in move with that model and then you must make combat attacks with that model. Models must finish these pile-in moves in coherency (see 1.3.3) with the rest of their unit.'

14.3 – Wards

Replace the paragraph with the following:

'Some abilities allow you to roll a dice to negate a wound or mortal wound. Abilities of this type are referred to as **wards**, and the dice roll is referred to as a **ward roll**. Unless stated otherwise, the ward roll is made before the wound is allocated to the model in question. Up to 1 ward roll can be made for each wound or mortal wound. If the ward roll is successful, the wound or mortal wound is negated and has no effect on the model.'

15.0 – Battleshock Phase

Add the following sidebar note:

'Models removed from play as a result of their unit being split have fled. Models that have fled are treated as having been slain for rules purposes, unless noted otherwise.'

15.2 – Split Units

Replace the text as follows:

'If a friendly unit is not a single coherent group at the end of a turn, you must remove models in the unit from play, one at a time, until it is a single coherent group (see 1.3.3).'

15.2 – Split Units

Add the following:

'If units in both armies are not coherent at the end of a turn, the player whose turn is taking place must remove models from each of their units that are not coherent, in the order they desire. Their opponent then does the same.'

17.0.2 – Faction Terrain

Change the header to:

'17.0.3 FACTION TERRAIN'

18.1.1 – Objective Marker Control

Change the first sentence to:

'After set-up is complete but before the first battle round begins, after any abilities used before the first battle round begins have been resolved, each player gains control of all objectives that are within 6" of any friendly models and more than 6" from all enemy models.'

18.1.2 – Contesting Objectives

Add the following:

'If units in both armies have models within 6" of two or more objectives, for each of those objectives, the player whose turn is taking place must pick which units in their army are contesting that objective, in the order they desire. Their opponent then does the same.'

20.3 – Invocations

Add the following text to the end of the paragraph:

'After an invocation is removed from play (see 20.3.3), it can be summoned again if the prayer on its warscroll is successfully chanted in a different hero phase (it cannot be set up in the turn in which it is removed).'

27.3 – Enhancements

Add the following rule:

‘27.3.8 MOUNT TRAITS

Some sets of allegiance abilities include **mount traits**. Each time you take a mount trait enhancement, you can pick 1 mount trait and give it to an eligible unit in your army. A unit cannot have more than 1 mount trait and an army cannot include duplicates of the same mount trait.’

27.3.3 – Artefacts of Power

Add:

‘An army cannot include duplicates of the same artefact of power.’

27.5.2 – Universal Artefacts of Power

Change the Amulet of Destiny rule to:

‘The bearer has a ward of 6+.’

Core Book, pg 322 – Territories Table

Change the Large Settlement rule to:

‘Reduce the glory points cost of adding a unit that is not a **HERO** to your order of battle by 2 (to a minimum of 1).

[Upgrade 5GP] City Wall: Reduce the glory points cost by 3 instead of 2.’

Core Book, pg 331 – Battleplan: The Trap

Change the Victory Points paragraph to:

‘At the end of each battle round, the invader scores a number of victory points equal to the number of units in their army that are wholly within enemy territory. Each time a unit in the invader’s army is destroyed, the ambusher scores 2 victory points.’