The following errata correct errors in the General's Handbook 2019. 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. 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

**Page 56 – Pitched Battles, Battlefields**

Change the third paragraph to:

‘The players then roll off and alternate setting up their terrain features one at a time, starting with the player that won the roll-off. Terrain features must be set up more than 3” from the edge of the battlefield, more than 6” from any other terrain features and more than 1” from any objectives. Sometimes this will make it impossible for a terrain feature to be set up; in this case, it is not used.’

**Page 56 – Pitched Battles, Terrain: Primary List Table**

Replace the Primary List table with the below:

<table>
<thead>
<tr>
<th>TERRAIN: PRIMARY LIST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Azyrite Ruins</td>
</tr>
<tr>
<td>Hallowed Stormthrone</td>
</tr>
<tr>
<td>(single terrain feature that counts as 3 picks)</td>
</tr>
<tr>
<td>Numinous Occulum</td>
</tr>
<tr>
<td>Shattered Temple</td>
</tr>
<tr>
<td>(single terrain feature that counts as 2 picks)</td>
</tr>
<tr>
<td>Sigmarite Mausoleum</td>
</tr>
<tr>
<td>(consisting of the minimum number of models)</td>
</tr>
</tbody>
</table>

**Unique:** Any other terrain feature that is no more than 10” across at its widest point, and no more than 18” tall at its tallest point.

**Page 56 – Pitched Battles, Terrain: Secondary List Table**

Replace the Secondary List table with the below:

<table>
<thead>
<tr>
<th>TERRAIN: SECONDARY LIST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baleful Realmgate</td>
</tr>
</tbody>
</table>
| Walls and Fences (consisting of 2 models) | Unique: Any other terrain feature that is no more than 6” across at its widest point, and no more than 6” tall at its tallest point.

**Page 56 – Pitched Battles, Faction Terrain**

Change the first and second paragraphs to:

‘Sometimes the allegiance abilities for an army will allow it to include one or more terrain features, or a warscroll will allow you to set up one or more terrain features once the battle has begun. These are set up in addition to the Pitched Battle terrain features the player must set up as described above.

In a Pitched Battle, faction terrain must be set up more than 3” from any other terrain features and more than 1” from any objectives, in addition to any other restrictions that apply to it. Sometimes this will make it impossible for a faction terrain piece to be set up; in this case, it is not used.’

**Page 56 – Pitched Battles, Scenery Rules**

Change the first paragraph to:

In a Pitched Battle, you must use the Scenery table opposite to randomly generate a scenery rule for each unique terrain feature. A unique terrain feature is defined as a terrain feature that is not listed on the following terrain lists, even if that terrain feature has a warscroll.
Page 73 – Meeting Engagements, Battlefields
Change the third paragraph to:
‘The players then roll off and alternate setting up their terrain features, one at a time, starting with the player that won the roll-off. Terrain features must be set up more than 3” from the edge of the battlefield, more than 3” from any other terrain features and more than 1” from any objectives. Sometimes this will make it impossible for a terrain feature to be set up; in this case, it is not used.’

Page 73 – Meeting Engagements, Faction Terrain
Change the first and second paragraphs to:
‘Sometimes the allegiance abilities for an army will allow it to include one or more terrain features, or a warscroll will allow you to set up one or more terrain features once the battle has begun. These are set up in addition to the Meeting Engagement terrain features the player must set up as described above.

In a Meeting Engagement, faction terrain must be set up more than 3” from any other terrain features and more than 1” from any objectives, in addition to any other restrictions that apply to it. Sometimes this will make it impossible for a faction terrain piece to be set up; in this case, it is not used.’

Page 73 – Meeting Engagements, Scenery Rules
Change the first paragraph to:
In a Meeting Engagement, you must randomly generate a scenery rule from the Scenery table in the core rules for each unique terrain feature. A unique terrain feature is defined as a terrain feature that is not listed on the following terrain lists, even if that terrain feature has a warscroll.

Page 73 – Meeting Engagements, Terrain Table
Replace the Meeting Engagement Terrain Lists with the table below.

<table>
<thead>
<tr>
<th>TERRAIN: PRIMARY LIST</th>
<th>TERRAIN: SECONDARY LIST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Azyrite Ruins</td>
<td>Arcane Ruin</td>
</tr>
<tr>
<td>Baleful Realmgate</td>
<td>Baleful Realmgate</td>
</tr>
<tr>
<td>Magewrath Throne</td>
<td>Numinous Occulum</td>
</tr>
<tr>
<td>Ophidian Archway</td>
<td>Timeworn Ruin (consisting of 3 models)</td>
</tr>
<tr>
<td>Shattered Temple (single terrain feature that counts as your primary and secondary picks)</td>
<td>Walls and Fences (consisting of 2 models)</td>
</tr>
<tr>
<td>Sigmarite Dais (single terrain feature that counts as your primary and secondary picks)</td>
<td>Wyldwood</td>
</tr>
</tbody>
</table>

**Unique:** Any other terrain feature that is no more than 10” across at its widest point, and no more than 18” tall at its tallest point.

PITCHED BATTLE PROFILES 2019

**Note** – The following factions have had points updates. You can find these updates in the relevant Errata document for your army:
- Khorne (Battletome: Blades of Khorne)
- Flesh-eater Courts (Battletome: Flesh-eater Courts)
- Gloomspite Gitz (Battletome: Gloomspite Gitz)
- Skaventide (Battletome: Skaven)

Page 24 – Order Pitched Battle Profiles, Seraphon
Remove the following pitched battle profiles:
- Bloodclaw Starhost
- Heavenswatch Starhost

Page 25 – Order Pitched Battle Profiles, Stormcast Eternals
Add the following pitched battle profile:
Errant-Questor | Unit Size Min: 1 | Unit Size Max: 1 | Points: 140 | Battlefield Role: Leader

Page 29 – Additional Pitched Battle Profiles, Chaos
Add the following pitched battle profile:
Vorgaroth the Scarred on Skalok the Skull Host of Khorne | Unit Size Min: 1 | Unit Size Max: 1 | Points: 1200 | Battlefield Role: Leader, Behemoth | Notes: Unique

Page 29 – Additional Pitched Battle Profiles, Chaos
Remove the following pitched battle profiles:
- Skaven Chieftain with Battle Standard
- Skavenslaves
- Beastlord on Chariot
- Centigor Warhoof
- Wargor Standard Bearer

Page 29 – Additional Pitched Battle Profiles, Destruction
Remove the following pitched battle profiles:
- Gitboss
- Gitboss on Wolf Chariot
- Orruk Bully

Page 29 – Additional Pitched Battle Profiles, Order
Remove the following pitched battle profiles:
- Reaper Bolt Thrower
- Dreadlord
- Dreadlord on Drakespawn
- Sorceress on Dark Pegasus
- Sorceress on Drakespawn
- Beastmaster on Manticore

Page 31 – Additional Pitched Battle Profiles, Destruction
Remove the following pitched battle profiles:
- Shades
Page 34 – Additional Pitched Battle Profiles, Legion of Azgorh
Add the following pitched battle profile:

Skullcracker War Engine  |  Unit Size Min: 1  |  Unit Size Max: 1  |  Points: 200  |  Battlefield Role: Behemoth

Page 34 – Additional Pitched Battle Profiles, Legion of Azgorh
Add the following allies table:

<table>
<thead>
<tr>
<th>CHAOS</th>
<th>ALLIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Legion of Azgorh</td>
<td>Chaos Gargant, Everchosen, Khorne, Monsters of Chaos, Nurgle, Slaanesh, Slaves to Darkness, Tzeentch</td>
</tr>
</tbody>
</table>