



GENERAL'S HANDBOOK: PITCHED BATTLES 2022-23 – SEASON 1

DESIGNERS' COMMENTARY, SEPTEMBER 2022

The following commentary is intended to complement the *General's Handbook: Pitched Battles 2022-23 – Season 1*. 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.

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 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).

Q: If a Pitched Battle Profile for a unit appears in the most recent General's Handbook, can I use that unit in Pitched Battles even if that unit is not listed in the table of a specific faction?

A: Yes.

Q: If I have multiple abilities and other effects to be applied at the start of my hero phase, can I apply them before I pick my battle tactic?

A: Yes.

Q: Can I gain control of multiple objectives in ‘The Lurkers Below’ in the same turn?

A: No.

Q: Can I set up faction terrain features in the ‘Battlelines Drawn’ battleplan?

A: Yes. The quarters of the battlefield in this battleplan are only treated as objectives and do not prevent you from setting up models or terrain features.

Q: Can I set up gravesites using the Soulblight Gravelords battle trait ‘The Unquiet Dead’ in the ‘Battlelines Drawn’ battleplan?

A: Yes, see above.

Q: If an effect would increase the Wounds characteristic of a GALLETTIAN VETERANS unit above the required threshold, does that unit lose the GALLETTIAN VETERANS keyword?

A: No.

Q: If I add a unit to my army after the battle begins, and that unit meets the requirements to gain the GALLETTIAN VETERANS keyword, does that unit gain the keyword?

A: Yes.

Q: If I add a unit to my army after the battle begins, and that unit has the Battleline battlefield role, does that unit count as a Battleline unit for the purposes of rules, battle tactics and grand strategies?

A: Yes.

Q: Is it possible to complete the grand strategy Show of Dominance by having one GALLETTIAN VETERANS unit in the centre of the battlefield which has one or more models within each table quarter?

A: Yes

ERRATA, SEPTEMBER 2022

The following errata correct errors in the *General's Handbook: Pitched Battles 2022-23 – Season 1*. 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.

Page 10 – Coalition Units

Add the following:

‘COALITION UNITS

Coalition units do not count towards the number of Battleline units in your army. However, they do count towards the maximum number of Leader, Behemoth and Artillery units in your army. In addition, Coalition units are ignored when determining if the units in your army are from a single faction.

Page 12 – Gaze of Ghur

Change to:

‘Gaze of Ghur is a spell that has a casting value of 7 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster. Until your next hero phase, when determining the number of models in that enemy unit that are contesting an objective, your opponent must halve that number, rounding down.’

Page 22 – The Prize of Gallet, Victory Points

Change to:

‘Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one activated objective.
- Score 1 victory point if you control two or more activated objectives.
- Score 1 victory point if you control more activated objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.’

Page 30 – In the Presence of Idols, Inspiring Icons

Change to:

'After deployment but before determining who will take the first turn in the first battle round, each player must pick 3 different friendly units on the battlefield, starting with the attacker. The units each player picks are their idol units for the battle. **LORD KROAK** and **INCARNATE** units cannot be picked as idol units.

Halve the number of models that flee due to a failed battleshock test (rounding down) while their unit is wholly within 6" of any idol units in their army.'

Page 51 – Purple Sun of Shyish, End Given Form

Change the rule text to:

'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.'

PITCHED BATTLE PROFILES 2022-23 – SEASON 1

Page 19 – Hedonites of Slaanesh

Change the points costs for the following units to:

WARSCROLL	POINTS
Sigvald, Prince of Slaanesh	205
Blissbarb Archers	140
Symbaresh Twinsouls	130
Myrmidess Painbringers	120

Page 21 – Packmasters, Unit Size

Change the Unit Size to '3'.

Pages 21-22 – Skaven

Change the points costs for the following units to:

WARSCROLL	POINTS
Master Moulder	90
Skritch Spiteclaw	165
Spiteclaw's Swarm	
Verminlord Corruptor	360
Plague Censer Bearers	90
Stormfiends	320

Page 26 – Necropolis Stalkers, Notes

Change the Notes to:

'Battleline if general is **MORTISAN**'

Page 26 – Immortis Guard, Notes

Change the Notes to:

'Battleline if general is **MORTISAN**'

Page 31 – Gutrippaz, Notes

Change the Notes to:

'For each Gutrippaz unit included in your army, you can take 1 Hobgrot Slittaz unit as a Battleline unit.'

Page 34 – Purple Sun of Shyish

Change the points cost to '90'.