GENERAL'S HANDBOOK: PITCHED BATTLES 2023-24

DESIGNERS' COMMENTARY, APRIL 2024

The following commentary is intended to complement the *General's Handbook: Pitched Battles 2023-24*. 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 take an enhancement which allows a unit in my army to become a WIZARD (e.g. Arcane Tome), can I include any Nullstone Adornments in my army?
A: No.

Q: If an ability effect triggers when one of the dice rolls in a casting roll is a certain number (for example, the Infernal Enrapturess's Discordant Disruption ability), should primal magic dice be considered as part of the casting roll?
A: No. Primal magic dice modify the casting roll; they are not part of it.

Q: If a unit in my army is not a WIZARD but has an ability which allows them to automatically cast a spell (for example the Spell in a Bottle enhancement), can I include any Nullstone Adornments in my army?
A: No.

Q: Can an allied unit take a spell from the Lore of Primal Frost?
A: No.

Q: If a HERO is given a Nullstone Adornment, can I give that HERO an artefact of power afterwards?
A: No.

Q: When players roll to see if they receive primal magic dice at the start of the hero phase, do both players roll their dice at the same time?
A: Yes.

Q: Is a primal miscast the same as a miscast?
A: No. A primal miscast occurs instead of a miscast. If an ability has an effect that triggers when a spell is miscast (for example, the Skull Altar's Witchbane ability), the effect does not apply.

Q: What happens if I use primal magic dice to supplement a casting roll that was made with 3 or more D6 and my roll includes two or more 1s and two or more 6s?
A: The caster suffers a primal miscast and the spell is not successfully cast.

Q: Can Destiny Dice be spent to replace a primal magic dice?
A: No.

Q: How do re-rolls work with primal magic dice?
A: If an ability or effect allows a player to choose whether to re-roll a casting roll, such as a friendly Shrine Luminor's Cleansing Rituals ability, the player cannot use primal magic dice to supplement that casting roll. If an ability or effect forces a player to re-roll a casting roll, such as an enemy Infernal Enrapturess's Discordant Disruption ability, the player can still use primal magic dice to supplement that casting roll.

Q: When I pick units to place in reserve using Outflank in the 'Spring the Trap' battleplan, can I pick a friendly unit that has an ability that says it cannot be set up in reserve or cannot be set up again, such as Gotrek Gurnisson?
A: No.

Q: When I pick units to place in reserve using Outflank in the 'Spring the Trap' battleplan, can I pick a friendly TRANSPORT VESSEL that has units embarked in it to be placed in reserve?
A: Yes, but you must also pick each embarked unit to be placed in reserve too. If you do so, when that TRANSPORT VESSEL is set up on the battlefield, any units that were embarked in it are still embarked in it.

Q: Can units that contain 1 or more models that are WIZARDS – for example, Lumineth Realm-lords Vanari Auralan Sentinels units – be included in the Wizard-finders of Andtor battalion?
A: No.

Q: Is a unit that contains 1 or more models that are WIZARDS – for example, a Lumineth Realm-lords Vanari Auralan Sentinels unit – considered to be a WIZARD if it is picked to be the target of attacks made by an enemy unit in the Wizard-finders of Andtor battalion?
A: Yes, as long as the conditions that make that model a WIZARD are satisfied. For instance, if a Vanari Auralan Sentinels unit has 5 or more models, that unit is considered to be a WIZARD for the purposes of the Magic Hunters ability in the Wizard-finders of Andtor battalion.

Q: If I use an ability to automatically cast a spell with a set casting roll, such as the Scinari Cathallar's Deep Thinkers ability, but the set casting roll is below the casting value of that spell, is that spell cast or not?
A: No.

Q: If a PRIEST has a Hand-carved Nullstone Icon, how many spells or endless spells can it attempt to unbind or dispel in the enemy hero phase?
A: One. If that attempt is successful, that unit can attempt to unbind another spell or dispel another endless spell, and so on until the attempt fails.

*Q: If my general has the Shaman of the Chilled Lands command trait, it knows all of the spells from the Lore of Primal Frost. Can I also pick another spell from a different spell lore for this **Hero** to know as its spell lore enhancement?*
A: Yes.

Q: Can Unique units be given a Nullstone Adornment?
A: No.

*Q: Can I summon a **Wizard** if my army does not contain any **Wizards** and a friendly **Hero** has a Nullstone Adornment?*
A: Yes.

*Q: If I summon a **Wizard** that meets the criteria to be an **Andtorian Locus**, can I pick a spell from the Lore of Primal Frost to give to that **Wizard**?*
A: Yes.

ERRATA, APRIL 2024

The following errata correct errors in the *General's Handbook: Pitched Battles 2022-23 – Season 2*. 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 12 – Primal Magic
Change the first sentence of the third paragraph of the rule to:
'When a primal magic dice modifies a casting roll, if two or more of the dice in the casting roll and primal magic dice are 1s, the caster suffers a primal miscast instead of a miscast.'

Page 12 – Primal Magic
Change the first sentence of the fourth paragraph of the rule to:
'When a primal magic dice modifies a casting roll, if two or more of the dice in the casting roll and primal magic dice are 6s, and the caster did not suffer a primal miscast, the spell is successfully cast and cannot be unbound.'

Page 14 – Lore of Primal Frost, Hoarfrost
Add the following:
'While a characteristic has been changed by the effects of this spell, that characteristic cannot be further changed or modified.

Designer's Note: *While characteristics can't be further changed or modified, this doesn't prevent dice rolls from being modified; for example, you could still use an ability to add 1 to hit rolls after using Hoarfrost.'*

Page 14 – Lore of Primal Frost, Rupture
Change to:
'Rupture is a spell that has a casting value of 10 and a range of 18". If successfully cast, resolve 1 of the following effects:

• Pick 1 enemy **Incarnate** within range and visible to the caster. Inflict D3 mortal wounds on the unit bonded to that **Incarnate**. Then, that **Incarnate** immediately loses a power level (to a minimum of 1) and becomes wild.

• Pick 1 predatory endless spell within range and visible to the caster that was summoned by an enemy **Wizard**. Inflict D3 mortal wounds on that enemy **Wizard**. Then, that endless spell is dispelled.'

Page 14 – Lore of Primal Frost, Merciless Blizzard
Add the following to the end of the rule:
'This spell cannot be cast by a unit that was set up or moved earlier in this phase.'

Page 16 – Core Battalions, Infantry
Change to:
'**Infantry:** Unit with a Wounds characteristic of 4 or less that is not Leader, Artillery or Behemoth and does not have mounts (with the exception of companions)'

Page 16 – Core Battalions, Champion
Change to:
'**Champion: Hero** with a Wounds characteristic of less than 10, that does not have a mount (with the exception of companions) and is not Unique'

Page 16 – Wizard-Finders of Andtor, Magic Hunters
Add the following paragraph to the beginning of this ability:
'Each time a unit in this battalion is affected by a spell cast by an enemy unit or the abilities of an endless spell summoned by an enemy unit, you can roll a dice. On a 5+, ignore the effect of that spell or the effects of that endless spell's abilities on this unit.'

Page 17 – Grand Strategies, Spellcasting Savant
Change to:
'**Spellcasting Savant:** When the battle ends, you complete this grand strategy if the model picked to be your general is an **Andtorian Locus** and that model is on the battlefield and has not been slain.'

Page 17 – Grand Strategies, Magic Made Manifest
Change to:
'When the battle ends, you complete this grand strategy if:
• There are 2 or more endless spells on the battlefield that were summoned by friendly **Wizards**; or
• There is a friendly **Incarnate** on the battlefield that is bonded to a friendly unit and there are 1 or more endless spells on the battlefield that were summoned by friendly **Wizards**.'

Page 18 – Battle Tactics
Add the following battle tactic:
'**Drain Their Power:** You complete this battle tactic at the end of your turn if a friendly **Hero** with a Nullstone Adornment is contesting an objective that was controlled by your opponent at the start of your turn.'

Page 18 – Endless Expropriation
Change to:
'Pick 1 enemy unit that summoned an endless spell that is on the battlefield or that is bonded to an **Incarnate**. You complete this battle tactic at the end of your turn if either of the following are true: That enemy unit has been destroyed.
That **Incarnate** is wild.'

Page 18 – Magical Aprilhem
Change the second sentence to:
'You complete this battle tactic if that unit is destroyed by a spell or the abilities of an endless spell.'

Page 18 – Led into the Maelstrom
Change to:
'You complete this battle tactic if all of the following are true:
- At least 2 friendly units charged this turn.
- At least 1 friendly Battleline unit charged this turn.
- At least 1 friendly **Hero** charged this turn.
- At least 1 friendly Battleline or **Hero** unit that charged this turn is within 3" of an enemy unit at the end of the turn.'

Page 32 – Spring the Trap, Outflank
Change to:
'During deployment, after both players have set up their units, starting with the attacker, each player can remove D3 friendly units from the battlefield (roll once for both players) and place those units in reserve. Starting from the second battle round, at the end of your movement phase, you can set up those units you placed in reserve wholly within 6" of the battlefield edge and more than 9" from all enemy units.'

Page 38 – Power Flux, Victory Points
Change the fourth bullet point to:
'Score 1 victory point if any enemy **Wizard Hero** units were destroyed in that battle round. This victory point is scored at the end of the battle round instead of at the end of each turn.'

Page 42 – No Reward Without Risk, Feedback Overload
Change to:
'When a **Wizard Hero** is slain, before removing that model from play, roll a dice. On a 4+, the **Wizard** explodes as their magical energies are released uncontrollably. Each unit within a number of inches equal to the Wounds characteristic of that **Wizard** suffers D3 mortal wounds (roll separately for each unit).'

Page 44 – Towers in the Tundra, Victory Points
Replace the last 2 bullet points with:
'- Score 2 victory points if you control the Wizards' Tower in your territory.

- Score 2 victory points if there are no enemy units contesting the Wizard's Tower in enemy territory.'

Page 46 – Pitched Battle Publications 2023-24
In the Expansions section, remove *Wrath of the Everchosen* and add *Dawnbringers Book I: Harbingers, Dawnbringers Book II: Reign of the Brute, Dawnbringers Book III: The Long Hunt, Dawnbringers Book IV: The Mad King Rises* and *Dawnbringers Book V: Shadow of the Crone*.

Page 50 – Malevolent Maelstrom, Morbid Detonation
Change the last paragraph to:
'When this endless spell is removed from play, if the dice beside it is a 6, this endless spell explodes. When it explodes, each unit within 9" of this endless spell suffers D3 mortal wounds. **Wizard Heroes** suffer 3 mortal wounds instead of D3.'

Page 53 – The Burning Head, Flaming Skull
Change to:
'After this endless spell has moved, the commanding player can pick 1 enemy unit within 1" of this endless spell and roll a dice. On a 2+, this endless spell is removed from play and that enemy unit becomes wreathed in flames.

At the end of each movement phase, roll a dice for each unit that is wreathed in flames. On a 1-3, that unit is no longer wreathed in flames. On a 4+, that unit suffers D3 mortal wounds.'

Page 54 – Umbral Spellportal, Arcane Passage
Change the last sentence to:
'An endless spell set up in this manner does not count as having moved but cannot move until the next hero phase.'

Page 55 – Lauchon the Soulseeker
Change the last sentence to:
'If it is the commanding player's turn, that **Wizard** can make a normal move or run in the following movement phase.'