



GENERAL'S HANDBOOK: PITCHED BATTLES 2022-23 – SEASON 2

DESIGNERS' COMMENTARY, APRIL 2023

The following commentary is intended to complement the *General's Handbook: Pitched Battles 2022-23 – Season 2*. 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 Soulbright Gravelords battle trait 'The Unquiet Dead' in the 'Battlelines Drawn' battleplan?*

A: Yes, see above.

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: *Could you use the 'Tunnel Master' Aspect of the Champion instead of making a normal move that takes place during a different phase, for instance, when using the Mighty Destroyers battle trait to make a normal move in the hero phase?*

A: Yes.

Q: *Does the Shrines of Conquest rule in the 'Only the Worthy' battleplan apply to contesting terrain features?*

A: No.

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

A: No.

Q: *Does 'Fuelled by Ghurish Rage' count as a ward save?*

A: Yes.

Q: *If a Slaves to Darkness player chooses the Daemonhood effect for the Dark Apotheosis result on the Eye of the Gods table and the HERO is a GALLETIAN CHAMPION, does the Daemon Prince added to their army gain the GALLETIAN CHAMPION keyword? Could that Daemon Prince use an Aspect of the Champion enhancement that the HERO had?*

A: No, the Daemon Prince would not gain the GALLETIAN CHAMPION keyword. While the Daemon Prince would gain the Aspect of the Champion enhancement that the HERO had, it would not be able to use it as it lacks the GALLETIAN CHAMPION keyword.

ERRATA, APRIL 2023

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 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 – Realm Rules, Galletian Champions

Change the first sentence to read:

'**HEROES** with a Wounds characteristic of less than 10, that do not have a mount (with the exception of companions) and that are not Unique gain the GALLETIAN CHAMPION keyword.'

Page 13 – Grinding Teeth of Gallet

Change the rules text to:

‘Grinding Teeth of Gallet is a spell that has a casting value of 6 and a range of 12”. If successfully cast, pick 1 objective within range. Then, roll a dice for each unit within 6” of that objective. On a 4+, that unit suffers D6 mortal wounds.’

Page 14 – 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 15 – Unique Enhancements, Aspects of the Champion, Leadership of the Alpha

Add the following to the end of the rule:

‘Each command issued in this manner must be received by a different friendly unit.’

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 26 – Battlelines Drawn, Hold Fast

Change to:

‘In this battle, the players fight for control of the 4 quarters of the battlefield instead of objectives. Each quarter is controlled in the same manner as an objective (core rules, 18.1.1), except that models must be wholly within a quarter to be able to contest it. In addition, each quarter counts as an objective for the purposes of grand strategies and battle tactics.

If you need to measure distances to and from objectives for any other reason, measure to and from the centre of the battlefield quarter.

Designer’s Note: *While contested and controlled in the same manner as objectives, the table quarters are not considered to be objectives for the purposes of the effects of abilities.’*

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 46 – Pitched Battle Publications 2022-23 – Season 2, Other Publications

Remove ‘*Compendium: Monstrous Arcanum (excluding Warhammer Legends: Monstrous Arcanum)*’ from the list.

Page 46 – Pitched Battle Publications 2022-23 – Season 2, Other Publications

Add ‘*White Dwarf Regiments of Renown*’ to the list.

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.’

Page 52 – Ravenak’s Gnashing Jaws, Ravening Hunger

Change the rule text to:

‘After this endless spell has moved, pick 1 unit that has any models it passed across or that is within 1” of it at the end of its move and roll a dice. On a 2+, if the roll for this endless spell’s move was greater than that unit’s Move characteristic, that unit suffers a number of mortal wounds equal to the difference between that unit’s Move characteristic (rounded up if necessary) and the roll for this endless spell’s move.’