



DESTRUCTION

Official FAQs and errata, Version 1.1

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

REALMGATE WARS: GODBEASTS

Page 282 – Sons of Behemat

Change the bullet point under the Organisation header to:
'5 Aleguzzler Gargants'

FAQs

Q: For a Great Moonclan, when you roll a 6 or more to hit you get an extra attack with that weapon. Is that a flat extra attack, or do you use the weapon's Attacks characteristic (for example, when Fanatics roll a 6 or more to hit, would they get an additional D6 attacks for each such roll)?

A: It is a flat +1 attack.

Q: If I put more than one Grot Fanatic in the same unit of Moonclan Grots, can I release them over the course of several different turns, or must they all be released at the same time? Must all of the Fanatics that are released at the same time be placed within 1" of the unit that is hiding them?

A: They must all be released at the same time, and must all be placed within 1" of the unit that is hiding them.

Q: On the Moonclan Grots warscroll, how many Netters count as a 'few'?

A: Up to three out of every twenty models.

Q: Do all of the Nasty Skulkers in a unit need to be set up within 1" of the unit they were hidden in after they use the Surprise! rule?

A: Yes.

Q: Stonehorns. Do you halve the number of wounds done (i.e. before rolling for D3/D6 damage, etc.) or the amount of damage done?

A: Halve the damage inflicted after all of the attacks made by the attacking unit have been carried out.

Q: The Stonehorn's Earth-shattering Charge ability states that if enemy models are within 12" of it 'at the start of your charge phase, it must attempt to charge, even if it ran in the movement phase'. Can a Stonehorn make a charge move if it retreats from combat in the same turn?

A: No.

Q: Can a Stonehorn choose not to make a charge move if the dice roll is high enough for it to make a successful charge?

A: No.

Q: I'd like clarification on the Trolls/Sourbreath Troggoths' 'Too Dumb to Die' rule. Do you start allocating wounds to one model in the unit, continuing until it fails the Too Dumb to Die roll (or there are no more wounds to allocate)?

A: Yes.