



## ORDER

### Official FAQs and errata, Version 1.2

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 – Tauroi Warclan

Change the third bullet point under the Organisation header to:

'1 or more units of Flagellants'

##### GRAND ALLIANCE: ORDER

###### Page 177 – Runelord, Rune Lore

Add the following to the end of the first paragraph:

'A unit that is affected by a Rune Lore power cannot be picked again in the same phase.'

###### Page 199 – Spyreheart Warhost

Change the first bullet point under the Organisation header to:

'2 units chosen in any combination from the following list: Flamespyre Phoenix, Frostheart Phoenix. Neither unit may be ridden by an Anointed.'

##### STORMCAST ETERNALS

###### Page 136 – Celestial Vindicators Warrior Chamber, Bonds of Hatred

Add the following:

'In addition, the Paladins from a Celestial Vindicators Hammerstrike Force can be set up within 12" of the Hammerstrike Force's Prosecutors instead of 6".'

##### KHARADRON OVERLORDS

###### Page 92 – Barak-Nar, Command Trait, Champion of Progress

Change the last sentence to:

'Friendly Barak-Nar units do not have to take

battleshock tests while they are within 3" of your general.'

###### Page 98 – Command Traits, Rising Star

Change the rules text to:

'Friendly units can use your general's Bravery characteristic instead of their own while they are within 3" of your general.'

###### Page 99 – Battle Traits, Amendment, Trust Aethermatics, Not Superstition

Change the last sentence to:

'If they can already attempt to unbind a spell, they can attempt to unbind one extra spell.'

###### Page 101 – Aethermatic Weapons, Aethershock Earbuster

Change the third sentence to:

'If any models are slain with this weapon, their unit must take a battleshock test immediately after all of the bearer's attacks in that phase have been completed.'

###### Page 101 – Treasures of the Sky-ports, Aethersight Loupe

Change the last sentence to:

'If they can already attempt to unbind a spell, they can attempt to unbind one extra spell.'

###### Page 127 – Iron Sky Command, Lord of the Skies

Change the rules text to:

'Add 1 to the Bravery characteristic of friendly units while they are within 12" of the Arkanaut Ironclad from this battalion.'

###### Page 127 – Iron Sky Command, Trusted Bodyguard

Change the first sentence to:

'While a friendly **HERO** is within 3" of the Arkanaut Company from this battalion, you can roll a dice every time you allocate a wound or mortal wound to the hero and it is not negated.'

**Page 128 – Iron Sky Squadron, Bold Privateers**

Change the rules text to:

‘In the turn in which an Arkanaut Company from this battalion disembarks from an Arkanaut Frigate from this battalion, you can re-roll run and charge moves for that Arkanaut Company.’

**Page 136 – Aether-Khemist, Aetheric Augmentation**

Change the rules text to:

‘In your hero phase, you can say that an Aether-Khemist is using their Atmospheric Anatomiser to augment the weapons of nearby Arkanauts. If you do so, pick a friendly **SKYFARERS** unit within 10" of the Aether-Khemist, and then pick a single type of weapon carried by models in that unit. Until your next hero phase, add 1 to the Attacks characteristic of that type of weapon when it is used by any models in that unit. A weapon cannot be augmented more than once per hero phase.’

**Page 136 – Aether-Khemist, Atmospheric Isolation**

Change the rules text to:

‘Subtract 1 from the Attacks characteristic of enemy melee weapons, to a minimum of 1, while the model using them is within 3" of any Aether-Khemists.’

**Pages 138, 139, 142 and 143 – Arkanaut Ironclad, Arkanaut Frigate, Endrinriggers and Skywardens, Skyhook**

Change the rules text to:

‘After all attacks for this unit are completed, if any wounds inflicted by this unit’s Skyhook were allocated to an enemy unit and not negated, you can move this unit D6", as long as it ends the move closer to one of the enemy units that the wounds inflicted by the Skyhook were allocated to.’

**Page 140 – Grundstok Gunhauler, Drill Cannon**

Change the Range characteristic to ‘24”’.

**Pages 140, 142 and 143 – Grundstok Gunhauler, Endrinriggers and Skywardens, Drill Cannon**

Change the Damage characteristic to ‘D3’.

**Pages 142 and 143 – Endrinriggers and Skywardens, Skyhook**

Change the Damage characteristic to ‘D3’.

**FYRESLAYERS**

**Pages 107 and 110 – Auric Runeson on Magmadroth and Auric Runeson, Explosive Rage**

Change the last sentence to:

‘In addition, subtract 1 from the unit’s Bravery characteristic until your next hero phase.’

**SYLVANETH**

**Page 133 – Drycha Hamadreth, Colony of Flitterfuries**

Change the second sentence to:

‘When she attacks with her Colony of Flitterfuries, roll 10 dice for each enemy unit within in the range shown on the damage table.’

**Pages 134, 135 and 136 – Spirit of Durthu, Treelord Ancient and Treelord, Groundshaking Stomp**

Change the first sentence to:

‘At the start of the combat phase, roll a dice for each enemy unit within 3" of any models with this ability.’

**FAQs**

*Q: Can you explain the healing ability of the Lord-Castellant?*

A: If the Lord-Castellant targets a Stormcast Eternal unit with his Warding Lantern, each save roll of 7 or more made by that unit until the next hero phase immediately heals one wound on one model, and does so with a +1 modifier to its save rolls. If you are making several attacks at the same time (rolling all of the hit, wound and save rolls simultaneously), this means you must first heal wounds for saves of 7 or more, and then apply the damage inflicted by attacks that were not saved.

*Q: The Thunderstrike Brotherhood warscroll. Can only 1 unit be placed in the Celestial Realm or are you able to put all units from the scroll in ‘reserve’?*

A: When using the Thunderstrike Brotherhood, as many units as you like may be deployed in the Celestial Realm.

*Q: Does the Stormcast Eternal Knight-Azyros’ ability ‘Leader of the Way’ mean that the whole unit has to be within 5" of the model?*

A: No – the unit must be within 5" of the Knight-Azyros. If a rule says you need to measure the range to a ‘unit’, then you can measure the range to the closest model in the unit.

*Q: On the warscroll for the Lord-Celestant on Draco, there isn’t any description about the shield he carries.*

A: The ability for his Sigmarite Thundershield, if he has one, is exactly the same as the Lord-Celestant on Stardrake’s shield. We’ve added this to the version of the warscroll on the website and in the app.

*Q: As a proud owner of a Stardrake, I have a question. Say for example a Bloodthirster was in combat with a unit of Paladins and they knock it down to 4 wounds remaining and then a Stardrake piles in – does the Cavernous Jaws ability then work on a roll of 5 or more to eat the Bloodthirster, or is it rolled against the warscroll’s Wounds characteristic?*

A: The Cavernous Jaws roll must be greater than the model’s Wounds – the number shown on the model’s warscroll.

*Q: The Decimators' Cleaving Blow ability – does a Decimator get to make as many attacks with the Thunderaxe as there are models within range, or is the Attacks characteristic of the Thunderaxe equal to the number of models within range?*

A: The Attacks characteristic is equal to the number of models from the target unit within range.

*Q: Seraphon units, specifically Terradon Riders and Ripperdactyl Riders. Does the Swooping Dive ability mean that they are flying high up and hence unreachable by melee attacks unless they swoop down to the ground?*

A: No. It means you must measure the range to and from the model at the position it occupies on top of its flying stand, unless it makes a Swooping Dive, in which case you measure the range to and from the model as if it were on the ground (just assume it is on the ground and measure appropriately – there is no need to place the model on its side or remove it from the stand).

*Q: The Saurus Oldblood on Carnosaur is the only Saurus that cannot 'bite'. Is this a mistake? Has he gotten so old he no longer has teeth?*

A: He is just too old to jump down from the Carnosaur to bite people. He's called an Oldblood for a reason!

*Q: Can I use a Skink Starseer's Cosmic Herald ability to make my opponent re-roll their dice?*

A: Yes.

*Q: If an Eternal Guard unit uses the Fortress of Boughs ability, does it lose the effects of this ability if it makes a pile-in move during the combat phase?*

A: If the Eternal Guard uses the Fortress of Boughs ability they cannot make any kind of move until their next hero phase – this includes piling in.

*Q: Can a Branchwraith summon Dryads without any Sylvaneth Wyldwoods?*

A: No.

*Q: The Treelord Ancient's Silent Communion ability specifies that each Citadel Wood from the new Wyldwood must be set up 3" away from other 'models'. Does this include scenery models already on the battlefield when the ability is used?*

A: Yes. Note that the Citadel Woods which make up the new Wyldwood must be placed within 1" of each other as normal.

*Q: If I set up a Sylvaneth Wyldwood that is made up of three Citadel Woods, does each Citadel Wood need to be within 1" of both of the other Citadel Woods, or can it be set up within 1" of only one of them? In other words, can I set up a Sylvaneth Wyldwood in a row, or must it be set up in a clump?*

A: Each Citadel Wood must be set up within 1" of both of the other Citadel Woods (i.e. in a clump).

*Q: Can multiple war machines with a relevant ability benefit from the bonus provided by a model with the Engineer keyword in the same turn, provided they are all within 1" of him?*

A: Yes.

*Q: I have a human-crewed cannon. Must I play it as an Empire Cannon, or can I play it as an Ironweld Arsenal Cannon?*

A: It is an Empire Cannon (the Ironweld Arsenal Cannon has a duardin crew).

*Q: If I have two Bloodwrack Shrines, would I roll twice for each model in the targeted unit for Bloodwrack Stare? Would I roll for both Auras of Agony simultaneously?*

A: Yes to both questions.

*Q: The Bretonnian Peasant Bowmen's Stakes ability states that I can use stake models as a reminder that the ability is being used to protect the unit. If I choose to do this, how do the stake models work in the game?*

A: Stake models used as a reminder are treated as counters and should be moved out of the way if they would prevent any enemy models from finishing a charge or pile-in move in the correct position. The stake models should also be removed completely if the Peasant Bowmen unit moves, or is attacked in the combat phase.

*Q: A Shadowblade Assassin that is hiding in a unit is set up at the start of the combat phase, and can then pile in and attack. If several Assassins are revealed at the same time, do they all get to pile in and attack before the enemy picks any units to attack with? And are they allowed to pile in and attack a second time later in the combat phase? What if both sides have Assassins hidden in units?*

A: The Assassins are revealed one at a time, and make their attack for that combat phase immediately after they are set up, before any enemy units get to attack. They cannot be selected to attack a second time in the same combat phase. If both players want to reveal Assassins, the player whose turn is taking place reveals their Assassins first.

## SYLVANETH

*Q: The Gnarlroot Wargrove's Seekers of Knowledge ability allows 'a Gnarlroot Treelord Ancient, Branchwych or Branchwraith' to cast and unbind extra spells. Does this ability affect only one, or all such models in the warscroll battalion?*

A: It affects all such models.