



GRAND ALLIANCE: DESTRUCTION

Designers' Commentary, June 2018

The following commentary is intended to complement *Grand Alliance: Destruction*. 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 explain and 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: 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 unit of Grot Fanatics 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: 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.