



## GRAND ALLIANCE: CHAOS

Designers' Commentary, June 2018

The following commentary is intended to complement *Grand Alliance: Chaos*. 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: When you roll a 1 for a Clan Skryre weapon team, it suffers mortal wounds. Does it still make the attack that triggered the roll?*

A: Only if the mortal wounds didn't slay the weapon team.

*Q: If a Skaven Deathrunner is your general, or has an artefact of power or a command trait, do these things apply to its illusionary twin?*

A: Yes.

*Q: Verminlords don't have the Skaven keyword. Is this intended?*

A: Yes.

*Q: Is it correct that Skavenslaves have 2 attacks with Rusty Blades?*

A: Yes.

*Q: For skaven, if I use a Gautfyre Skorch Enginecoven, can I use the Warp-grinder Weapon Team's Tunnel Skulkers ability and bring an additional unit – for example Stormvermin – along?*

A: No.

*Q: Can I use Warpstone Sparks from the General's Handbook to increase the number of mortal wounds inflicted by a Lightning Cannon or Warpfire Thrower Team?*

A: No.