



ORDER

Official FAQs and errata, Version 1.4

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.'

DAUGHTERS OF KHAINE

Page 73 – Temple Nest, Lethal Transfixion

Change to:

'**Lethal Transfixion:** Each time your opponent makes a hit roll of 1 (after re-rolls, but before modifiers are applied) when attacking a Temple Nest unit in the combat phase, the attacking unit suffers 1 mortal wound after all of its attacks have been made.'

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.’

Page 115 – Bladed Slingshield

Change the second sentence to:

‘After a unit with one or more Bladed Slingshields makes a charge move, pick an enemy unit, and roll a dice for each model from the charging unit carrying a Bladed Slingshield that is within 8" of the enemy unit.’

SERAPHON

Page 133 – Engine of the Gods, Cosmic Engine

Change the 18+ result to read:

‘Time crawls to a halt around your army. For the rest of the turn, double the Move characteristic of all friendly **SERAPHON** models and double the Attacks characteristic of all weapons used by friendly **SERAPHON** models.’

STORMCAST ETERNALS

Page 120 – Hammerstrike Force, Hammerstrike

Change the third sentence to:

‘When you do so, set them up on the battlefield within 6" of the Hammerstrike Force’s Prosecutors and more than 3" from any enemy units.’

Page 121 – Vanguard Wing, Stormstreak

Change the last sentence to:

‘Remove the unit from the battlefield, then set it up anywhere within 5" of a unit of Prosecutors from the Vanguard Wing and more than 3" from any enemy units.’

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”.’

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: 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.

DAUGHTERS OF KHAINE

Q: Some of the temples of Khaine require that the general take a specific command trait. What happens if an army is from such a temple and has Morathi as its general?

A: Morathi is a named character and therefore cannot have the command trait (she can still be your general).

Q: Do the Stormcast Eternals in a Shadowhammer Compact battalion benefit from the bonuses that apply to any temple of Khaine that the army belongs to?

A: No. These units only benefit from allegiance abilities if they have the appropriate keyword – see '4. Allegiance' on page 68 of the Battletome.

Q: Can a unit use Righteous Fervor from the Shadowhammer Compact battalion to move after teleporting with the Khailebron's Mistress of Illusion command trait?

A: Yes.

Q: Are the two different versions of Morathi considered to be the same unit for the purposes of any restrictions, penalties or bonuses that applied before the transformation? For example, if I use the Khailebron's Mistress of Illusion command trait to move Morathi, High Oracle of Khaine, and then transform her to Morathi, the Shadow Queen, would the restriction on not moving that applied to the Oracle also apply to the Shadow Queen? Or if Morathi, High Oracle of Khaine is targeted by the Maggotkin of Nurgle's Gift of Contagion spell and suffers a -1 modifier to her hit rolls, and then transforms, does the -1 modifier still apply to Morathi, the Shadow Queen?

A: Yes to all questions.

Q: When Morathi transforms, does the centre of her new base need to be at the same location as the centre of her old base (if there is room)? And if there isn't room, is the location she is moved to measured from the centre of her base?

A: Yes to both questions. When an ability refers to setting up a model 'on the same spot', the centre of the base of each model is used to determine where exactly that spot is.

Q: What happens when Morathi summons a Balewind Vortex and then turns into a MONSTER on top of it?

A: She remains atop it. If you are loath to leave such a delicate model in such a precarious position, she could banish the Balewind Vortex before the transformation takes place (as both happen at the start of your hero phase, and you can therefore choose the order in which they take place).

Q: How does Skarbrand's Total Carnage ability interact with Morathi's Iron Heart of Khaine ability, when the roll is such that the target unit suffers 8 wounds?

A: Morathi suffers 8 wounds: all 8 are allocated to her and are not affected by the Iron Heart ability. Note that if she survives, Morathi counts as having been allocated 3 wounds and/or mortal wounds in that turn for the purposes of the Iron Heart ability.

Q: If a wound or mortal wound is allocated to Morathi and then negated, does it still count as one of the maximum of 3 wounds and/or mortal wounds that can be allocated to her that turn?

A: No. When a wound is negated, it no longer counts as having been allocated to a model.

Q: Can the Avatar of Khaine be targeted by enemies when it is not animated?

A: Yes.

Q: Blood Stalkers' Heartseeker Bows inflict mortal wounds in the shooting phase. Morathi, High Oracle of Khaine lets units shoot 'as if it were the shooting phase'. Do the Blood Stalkers' shots inflict mortal wounds when she lets them shoot?

A: No. How to deal with abilities that allow a unit to act as if it were a different phase is covered in the movement phase section of the Warhammer Age of Sigmar: The Rules FAQ.

Q: The Khinerai Lifetakers' Fight and Flight ability says 'after this unit has finished making all of its attacks'. What does that mean exactly?

A: It means you can use the ability after you have selected the unit to attack in the combat phase and it has completed its attacks. Note that the ability cannot be used unless the unit is eligible to attack in that combat phase.

FYRESLAYERS

Q: Does a Warrior Kinband's Legacy of the Lodge ability apply to units within 10" of the Runeson or models within 10" of the Runeson?

A: Models.

Q: Does using a Forge Brethren unit's Bulwark of Molten Stone ability stop it from shooting in the same turn?

A: No.

Q: Does the benefit from a Battlesmith's Icon of Grinnir still apply to units that – having been within 8" of him when the ability was used – move more than 8" away from him?

A: Yes.

KHARADRON OVERLORDS

Q: When using a Skywarden's or Endrinrigger's Grapnel Launcher, can you pick any part of a terrain feature to measure the range to? Can you enter that terrain feature, or just move towards it?

A: The range is measured to the closest point of the terrain feature. The move is made towards the closest point of the terrain feature, and ends when you reach it (so you cannot enter it).

Q: Do models slain by and/or caused to flee by the first battleshock test caused by an Aethershock Earbuster count as slain for battleshock tests at the end of the turn?

A: Yes.

SERAPHON

*Q: Do the modifiers for the Sworn Guardians ability on Saurus Guard units apply to the unit or nearby **HEROES**?*

A: The unit.

STORMCAST ETERNALS

Q: If I target the same unit with Bless Weapons more than once, do I get an extra attack on a hit roll of 6 for each successful blessing?

A: No, you only get one extra attack.

Q: Does the Vanguard Wing's Bearers of the Storm ability apply to units within 8" of the battalion's Prosecutors or models within 8" of the battalion's Prosecutors?

A: Models.

Q: If I have a Vanguard Wing and a Judicator-Prime with a Shockbolt Bow, how many wound rolls do I make if I make a hit roll of 6 or higher while affected by Bearers of the Storm?

A: You make D6+1 wound rolls.

Q: Is the Aetherwings' Watchful Guardians move a charge move?

A: No.

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.

WANDERERS

Q: When I use the Wending Wand, do I still have to set up the unit more than 9" from enemy units? By the same token, if I use the Stalker of the Hidden Paths command trait, must the unit still be set up wholly within 6" of the table edge?

A: Yes to both questions.