



GENERAL'S HANDBOOK 2017

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

Page 90 – Daemons of Nurgle

Add the following to the table:

'Allies: Brayherds, Chaos Gargants, Everchosen, Monsters of Chaos, Hosts of Slaanesh, Slaves to Darkness (excluding units with mark of TZEENTCH), Warherds'

Page 96 – Deadwalkers, Allies

Change to:

'Allies: Deathlords, Flesh-eater Courts, Deathrattle, Deathmages, Nighthaunt, Soulblight'

Page 97 – Flesh-eater Courts Pitched Battle Profiles

Change 'Terrorgheist' to 'Flesh-eater Courts Terrorgheist' and 'Zombie Dragon' to 'Flesh-eater Courts Zombie Dragon'

Page 117 – Allegiance Abilities, Mounts

Change the second sentence to:

'In all such cases, any command traits or magical artefacts can only be used to affect attacks made by the hero, and have no effect on attacks made by their mount unless specifically stated otherwise.'

Page 133 – Appear at Kuoteq's Command

Change the rules text to:

'Instead of setting up a unit from this battalion on the battlefield, you can place it to one side and say that it is set up waiting to appear at Kuoteq's command as a reserve unit. You can set up one reserve unit waiting to appear at Kuoteq's command for each unit from the same battalion you set up on the battlefield.'

In your hero phase, you can set up one or more of the reserve units waiting to appear at Kuoteq's command on the battlefield more than 9" from any enemy units and wholly within 18" of Kuoteq. However, each reserve unit set up on the same turn must be a different unit chosen from a different warscroll – Kuoteq cannot command the same unit to appear more than once in the same turn. Reserve units that [appeared at Kuoteq's command/are set up on the battlefield for the first time] cannot move in the following movement phase. Any reserve units waiting to appear at Kuoteq's command which are not set up on the battlefield before the start of the fourth battle round are slain.'

Page 152 – Nighthaunt, Command Traits, Cloaked in Shadow

Change to:

'**Cloaked in Shadow:** Subtract 1 from hit rolls for attacks made with missile weapons that target this general.'

FAQs

Q: Scenery models have a Pitched Battle profile. Does this mean I can include them in my army if I pay the points for them?

A: No, the points are included for those instances when a spell or ability allows you to set up the scenery model, so that you will know how many reinforcement points it costs in a Pitched Battle.