



## GRAND ALLIANCE: ORDER

Designers' Commentary, June 2018

The following commentary is intended to complement *Grand Alliance: Order*. 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 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.

*Q: Do the shields that come with Sisters of the Thorns/Wild Riders models have any special rules?*

A: No.

*Q: Can I use the Waystrider's Heartseeker Arrow ability on a general that is set up after the battle begins?*

A: No.