WARHAMMER AGE OF SIGMAR

GENERAL'S HANDBOOK

Official FAQs and errata, Version 1.1

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 82 – Death Warband Table, Retinue Followers Table
Change the Flesh-eater Courts entries for a D6 result of '5' and '6' to read:
'3 Crypt Flayers'

Page 106 – Pitched Battles, Picking Your Army
Change the last paragraph to read:
'Once you have picked your army, record the details of it on a piece of paper (your army roster). The roster must include the units in your army, details of the upgrades they have, the army's allegiance, and must say which model in the army will be the army general.

If your army includes any units that are given keywords when they are set up, such as units with a Mark of Chaos, then these must be chosen and written down when the unit is added to the roster. You must record the allegiance abilities for your army when the battle begins, before setting up your first unit. You can choose to take either the allegiance abilities for the allegiance your army belongs to, or the allegiance abilities for the Grand Alliance your army belongs to.

See page 153 for an army roster you can photocopy.'

Page 108 – Reinforcement Points
Add the following to the end of the second paragraph:
'Reinforcement units must belong to the same Grand Alliance as the rest of your army, but can otherwise have any allegiance. Because restrictions are determined when you pick your army, units added later using reinforcement points can allow the army to exceed the normal limitations for leaders, artillery and behemoths.'

Page 112 – Battleplan: Escalation
Delete the Additional Units section, and replace the text of the Set-up section with the following:
'Both players roll a dice, re-rolling in the case of a tie, and the player that rolls higher decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up their units, starting with the player that determined territories. Models must be set up in their own territory. Battleline units must be set up more than 9" from enemy territory. Behemoths and Artillery must be set up more than 24" from enemy territory. Units that are both Battleline and Behemoth can be set up within 24" of enemy territory, but they must still be more than 9" from it, as above. All other units must be set up more than 18" from enemy territory.

Continue to set up units until both players have set up their units. If one player finishes first, the opposing player must set up the rest of their units, one after another. The player that finishes setting up first can choose who has the first turn in the first battle round.'

Page 147 – Dwarfs
Add the following points value to the profile of Miners:
'120'

Page 156 – Allegiance Abilities, Allegiance
Add the following to the end of the second paragraph:
'The allegiance abilities you choose will apply for the duration of the battle.

When picking your army's allegiance abilities, all units in a warscroll battalion are considered to have the allegiance listed above the title on the warscroll. For example, the Guardians of Alarielle warscroll battalion

includes both Sylvaneth and Stormcast Eternals units, and has 'Sylvaneth' listed as its allegiance above the battalion's title. This means that all of the Stormcast Eternals units in the battalion are considered to have the Sylvaneth allegiance when it comes to choosing allegiance abilities. An army otherwise made up of **Sylvaneth** units which included this battalion could choose the Sylvaneth or Order allegiance abilities, but the Stormcast Eternals from this battalion wouldn't benefit from the Sylvaneth allegiance abilities, as they don't have the **Sylvaneth** keyword.'

FAQs
PITCHED BATTLES

Q: How do you determine which Grand Alliance a unit belongs to?
A: The Grand Alliance a unit belongs to is defined by the keywords on its warscroll; so, if a unit has the **Order** keyword, it is part of the Order Grand Alliance.

Q: Sometimes it is possible to 'summon' pieces of scenery to a battle. As these scenery warscrolls do not have points, can they be summoned in Pitched Battle games?
A: Yes, and they will not cost any reinforcement points.

Q: When I set up a Sylvaneth Wyldwood in a Pitched Battle, does its maximum unit size of 1 mean that I can only set up 1 Citadel Wood model?
A: No, you can set up between 1 and 3. They are all considered to be a single 'model' and a single terrain feature, however many you decide to set up.

Q: Do abilities such as Kroak's Celestial Deliverance or the Fatesworn Warband override the Three Rules of One, as they specifically allow you to use the same spell more than once?
A: No.

*Q: Does your general have to be a **Hero** in a Pitched Battle? If your general is not a **Hero**, does he still get access to command traits and artefacts of power?*
A: No, your general does not need to be a **Hero**. If he is not a **Hero** he may have a command trait but cannot be armed with artefacts of power.

Q: Some of the Compendium warscroll battalions have points but the units in those battalions have been replaced with new warscrolls. How does this work in a Pitched Battle?
A: Battalions which include units which no longer have a warscroll cannot be used in Matched Play.

Q: The Pitched Battle rules say that I have to include a certain number of Battleline units in my army. If I include them on the roster, can I choose to merge them into a single large unit when I set up?
A: No.

Q: In Pitched Battles, does the Under-strength Units rule override the restriction in the rules for warscrolls that says you can only field one unit that is of less than the minimum size?

A: No. Also, note that a unit can be 'under-strength' and still above minimum size. For example, a unit of 7 Liberators would be above the minimum size but still under-strength.

Q: Do the victory conditions on the Warhammer Age of Sigmar *rules sheet apply in Pitched Battles? For example, do you win a major victory if you wipe out the opposing army?*
A: No to both questions.

Q: Does a Chaos Talisman allow you to save against wounds and mortal wounds, or just wounds?
A: It allows you to save against both wounds and mortal wounds. We will add the words 'or mortal wounds' when we update the artefact in the next edition of the General's Handbook.

Q: Does the Ring of Immortality require reinforcement points to return the slain bearer to the table?
A: Yes.

ALLEGIANCE ABILITIES
Q: If a unit uses the Destruction Allegiance Ability 'Rampaging Destroyers', does it count as having moved in the movement phase?
A: No.

Q: Can the 'Rampaging Destroyers' ability be used to retreat?
A: Yes, this move is made 'as if it were the movement phase', so as long as you roll high enough you can use this move to retreat.

Q: Several of the command traits on the allegiance tables modify the effect of a battle trait – for example, Ruler of the Night adds 1 to the dice roll for the Deathless Minions battle trait. Which models do these modifications apply to?
A: They apply to the general and units that are within the range of the battle trait, measured from the general. So, in your example, the bonus for Ruler of the Night would apply to the general, and friendly units within 10" of the general.