RULES UPDATES

DECEMBER 2025

CONTENTS

KEY

Rules are updated regularly, with the type of change made indicated by one of the following 'badges':

NEW — This shows that a rules update is new since the last time this document was published.

UPDATED — This shows that an existing rules update has changed since the last time this document was published.

DELETED — This shows that the rules update no longer applies (the text will also be scored out ~~like this~~).

More recent rules updates always take precedence over earlier versions.

WARHAMMER AGE OF SIGMAR

RULES UPDATES
DECEMBER 2025
CORE RULES

ADDENDA
The following rules updates add text in order to clarify ambiguities and/or avoid unintended interactions.

2.2 DICE
Add the following:
'• Some rules allow you to **re-roll** a dice roll, which means you get to roll some or all of the dice again. You cannot re-roll a dice more than once, and re-rolls happen before modifiers to the roll (if any) are applied.'

7.0 COMBAT RANGE
Add the following:
'A model is considered to be in combat with an enemy unit if that unit is within the model's combat range and visible to it.'

18.3 SLAIN MODELS
Add the following:
'You must remove the fewest models possible to make the unit a single coherent group.'

27.0 MODIFIER ORDER
Add the following:
'The effects of some abilities (e.g. 'An Excess of Depravity') allow you to replace a roll with a fixed value. When doing so, you must replace the roll before rolling the dice for it.'

30.0 ORDER OF EFFECTS
Add the following:
'Some abilities have a delayed effect (e.g. 'each time a friendly unit uses a FIGHT ability, after that ability has been resolved, **Heal (D3)** that unit'). If more than one of these effects would be resolved at the same time, the active player resolves the delayed effects of their abilities first, in an order of their choosing, then their opponent does the same.'

ERRATA
The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

5.2 USING ABILITIES
Change point 2 (Use Reactions) to:
'Starting with the player using the ability, the players alternate using any abilities with an appropriate **Reaction** timing. Players can choose to pass instead of using a reaction, but once both players consecutively pass, no further reactions to that ability can be used.'

6.0 VISIBILITY
Add the following:
'If a rule or ability requires a target to be both within a given range of and visible to the unit using that ability, or to a model in that unit, both conditions must be met by the same model in the target. You could not, for instance, target a unit where one model is within range but not visible and another model is not in range but is visible.'

14.4 COMBAT PHASE
In the declare step of the 'Fight' ability, change '**pile-in move** (see 15.4)' to '**pile-in move** (see 15.3)'.

NEW

Add the following section to the Core Rules:

'15.5 OVERHANGING MODELS
Some models overhang their base. When moving models, overhanging parts should be treated as if they do not exist when determining where a model could be placed. Where possible, a model should be rotated to allow for another model to end a move in proximity to it. When rotating a model this way, the base must occupy the same position – a circular base may be rotated any amount, while an oval base may only be rotated 180°. Otherwise, mark down the location of where the model should end its move (such as with an empty base of the same size) and place the model to the side. Return the model to the table as soon as it is physically possible to do so.'

19.0 STRIKE-FIRST AND STRIKE-LAST
In the first sentence, replace 'at the start of the phase' with 'after any non-FIGHT combat phase abilities have been used'.

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CORE RULES

20.0 WEAPON ABILITIES

Change the **Companion** weapon ability to:

'Unless otherwise specified, attacks made by this weapon are not affected by friendly abilities that modify hit rolls, wound rolls or weapon characteristics, except for those that apply negative modifiers (e.g. 'Covering Fire').'

22.0 RETURNING AND ADDING MODELS

Replace:

'In either case, set up those models, one at a time, in coherency (see 15.1) with the model(s) in that unit that were not returned or added this phase.'

with:

'In either case, set up those models, one at a time within coherency range (see 15.1) of the model(s) in that unit that were not returned or added this phase. If that unit has 7 or more models (including the model being set up), it must be set up within coherency range of at least 2 other models in that unit that were not returned or added this phase.'

25.0 GUARDED HERO

In the effect of 'Guarded Hero', replace:

'If this **Hero** is **Infantry**, they cannot be picked as the target of shooting attacks made by units more than 12" from them.'

with:

'If this **Hero** is **Infantry**, they cannot be picked as the target of shooting attacks made by models more than 12" from them.'

32.1 CONTESTING OBJECTIVES

Change the second paragraph to:

'Each unit can only count as contesting a single objective for the purposes of determining objective control (see 32.2). Before determining objective control, for each of their units contesting two or more objectives, the active player must pick one of those objectives for it to contest. Then, their opponent does the same.

Designer's Note: *For purposes other than determining objective control, a unit can contest more than one objective.*'

32.2 OBJECTIVE CONTROL

Change the first sentence to:

'In the **deployment phase** after all Deployment Phase abilities have been used and at the **end of each turn**, follow this sequence for **each objective** in an order chosen by the active player:'

32.3 TERRAIN CONTROL

Change the text to:

'Some battleplans require you to gain control of terrain features. Terrain features are contested and controlled in the same way as objectives, but terrain features **do not remain in your control** if your units are no longer contesting them. For the purposes of determining objective control and terrain feature control, each unit can contest 1 objective and 1 terrain feature at the same time.

Designer's Note: *For purposes other than determining terrain feature control, a unit can contest more than one terrain feature.*'

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CORE RULES

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

2.2 DICE

Q: If an ability allows me to re-roll one dice from an XD6 roll (e.g. the Blades of the Hollow King 'Aurelias' ability), could I then use a different ability to re-roll the entire XD6 roll?

A: No.

4.0 WARSCROLLS

Q: How should I resolve an ability that refers to an enemy's Control characteristic (e.g. Ushoran's 'Shroudcage Fragment') if the target does not have a Control characteristic (e.g. a manifestation)?

A: The target is treated as having a Control characteristic of 0.

5.0 ABILITIES

Q: Some abilities (e.g. 'All-out Attack') have a red timing bar. Can these abilities only be used in the combat phase?

A: No. The words in the timing bar or, in the case of reactions and passive abilities, the specific wording of the ability will let you know exactly when you can use it; the colour is just there as a play aid. If a phase is not specified, the colour indicates the most common phase it is used in or, if it is used in multiple phases equally, the timing bar is black.

Q: Some abilities have a green timing bar. What does this mean?

A: The green timing bar is used to indicate defensive abilities, many of which can be used in multiple phases.

Q: Are non-passive abilities such as 'Burning Wyrdflame' optional to use?

A: Yes. You must apply the effects of passive abilities and abilities that state that they must be used if it is possible to do so, but all other abilities are optional to use.

5.1 KEYWORDS

*Q: In 'Pick a friendly non-**Hero Legion of the First Prince Daemon Infantry** or **Cavalry** unit that has been destroyed to be the target' (and similar wordings with multiple keywords), does '**Cavalry** unit' mean just that (i.e. with no other keywords) or does it mean 'friendly non-**Hero Legion of the First Prince Daemon Cavalry** unit'?*

A: It means 'friendly non-**Hero Legion of the First Prince Daemon Cavalry** unit'.

*Q: Where an ability references multiple keywords but has 'non-' at the start of the sequence of keywords (for example, the Skaven Brood Terror's Lend a Claw ability which targets 'non-**Skryre Moulder**' units), does this mean the target must not have any of the keywords listed (in this example, the target couldn't have **Skryre** or **Moulder** keywords), or does it mean the target cannot have the first keyword but must have the second (in this example, it cannot have **Skryre** but must have **Moulder**)?*

A: The 'non-' only relates to the keyword it is directly attached to. Therefore, in the example given, the target cannot have the **Skryre** keyword but must have the **Moulder** keyword. If the intent were to exclude both keywords, then it would be expressed as 'non-**Skryre** non-**Moulder**'.

5.2 USING ABILITIES

Q: When resolving the effect of an ability that refers to a Save characteristic of 3+ or better (e.g. the 'Cloying Quagmire' spell), what does 'or better' mean?

A: It means any Save characteristic with a lower value than 3+, such as 2+, that better protects against incoming damage.

*Q: If an ability allows another friendly unit to be picked to use a **Fight** ability immediately after a friendly unit has used a **Fight** ability (for example, the Crypt Haunter Courtier's 'Knightly Exemplar' ability), does the second unit being activated have to meet the requirements of the Declare step of the **Fight** ability it is using?*

A: Yes. So, for example, if the second unit being activated was using the 'Fight' ability, it would need to be in combat or have charged in the same turn.

5.3 THE RULES OF ONE

Q: Are reaction abilities subject to the Rules of One? For example, if a unit has a reaction ability on their warscroll, could they only use it once per phase?

A: Yes.

7.0 COMBAT RANGE

Q: If a model in base-to-base contact with an enemy model retreats 3" directly away from the enemy model, is it still in combat with that enemy model?

A: No.

9.1.1 SETTING UP OBJECTIVES AND TERRAIN FEATURES

Q: If a battleplan instructs you to set up an objective on a corner of the battlefield, should you place the entire 40mm objective marker on the battlefield, or should the centre of the objective marker be on the corner?
A: The centre of the objective marker should be on the corner.

9.1.2 TERRITORIES

Q: If a rule requires that a unit be 'outside of friendly territory' or 'wholly outside of friendly territory', would a unit that is not on the battlefield (for example a destroyed unit or a unit in reserve) count?
A: No.

10.1 UNIVERSAL DEPLOYMENT PHASE ABILITIES

Q: Can you choose to deploy units that are in a regiment using the 'Deploy Unit' ability instead of 'Deploy Regiment'?
A: Yes. However, once a unit in a regiment has been deployed in this manner, you can no longer use 'Deploy Regiment' to deploy the remaining units in that regiment, since the declare step of that ability specifies that 'No units in that regiment can have already been deployed.'

Q: Is it mandatory for players to set up a faction terrain feature (if one is included on their roster) during the deployment phase?
A: No. A player can choose not to use the 'Deploy Faction Terrain' ability. However, if both players choose to set up a faction terrain feature, the player who begins deployment must set up their faction terrain features first (as specified in Step 1 of 10.0).

12.0 START OF BATTLE ROUND

Q: When determining the active player, how do you determine when a player has 'finished setting up their army'?
A: A player has finished setting up their army when all units in their army have been deployed. This means that non-**Deploy** Deployment Phase abilities (e.g. The Masque's 'The Endless Dance' ability) happen after your army has 'finished setting up'.

14.3 CHARGE PHASE

Q: When using the 'Charge' ability, does my unit need to end the charge move within ½" of an enemy unit that was visible to the charging unit at the start of that charge move?
A: No. It must end the charge move within ½" of an enemy unit that is visible to the charging unit when it finishes that charge move.

Q: If an ability adds or subtracts to the number of dice that make up a charge roll, is that a modifier to the charge roll?
A: No.

15.2 MOVING ACROSS TERRAIN

Q: The rules for moving across terrain state that a model cannot end a move mid-climb. How can you tell if a model is mid-climb?
A: A model is mid-climb if it is not possible to rest it on its base in that location without additional support. As there is a wide variety of terrain and models, it is acceptable for a model to end a move with its base at a slight angle because of uneven terrain beneath it, but at least half of its base must be within 1" of the terrain feature that the model is on or it will be considered mid-climb.

15.4 FLYING

Q: If an ability that allows a unit to move states that the unit cannot move into combat (e.g. Normal Move), does Fly allow that unit to move across an enemy unit's combat range?
A: Yes.

16.0 PICKING TARGETS

Q: When making shooting attacks, can all models in the attacking unit shoot even if the target unit is not visible to some of those models?
A: No, the only models in the attacking unit that can make shooting attacks are those that the target unit is visible to.

Q: When a unit uses a **Shoot** *ability, does it have to shoot with all of the ranged weapons that it is armed with?*
A: Yes.

17.0 THE ATTACK SEQUENCE

Q: If an ability allows a unit to score critical hits on unmodified rolls of 5+, but that unit needs a 6 to hit (e.g. as a result of subtracting 1 from hit rolls), would unmodified hit rolls of 5 hit the target? If so, would they still trigger any critical hit effects?
A: Although the hits would count as critical hits, the attacks would not score a successful hit. As the attack sequence ends if an attack fails, effects such as **Crit (2 Hits)** or **Crit (Auto-wound)** would have no effect. However, effects that are resolved immediately, such as **Crit (Mortal)**, would still be triggered by those critical hits.

18.3 SLAIN MODELS

Q: Do models removed as a result of a unit being out of coherency count as having been slain?
A: Yes.

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CORE RULES

19.0 STRIKE-FIRST AND STRIKE-LAST

Q: Can I use an ability that allows a friendly unit that does not have Strike-first to fight immediately after a friendly unit that has Strike-first if there are one or more enemy units with Strike-first that have not yet been picked to fight?
A: No. As mentioned in the sidebar next to 19.0, abilities that allow a unit to use a Fight ability immediately after another unit do not override the Strike-first constraints, so you cannot pick a unit that does not have Strike-first to fight until all other units that have Strike-first have fought.

Q: If a friendly unit is the only unit that has Strike-first on the battlefield and it has an ability that allows a friendly unit to fight immediately after it, in what order would units be picked to fight?
A: If you are the active player, the unit that has Strike-first would fight first, then you could use the ability to allow another friendly unit to fight immediately after it, and then you would pick the next unit to fight (i.e. three friendly units would fight back to back). If your opponent is the active player, the unit that has Strike-first would fight first, you could still use the ability to allow another friendly unit to fight, and then your opponent would pick the next unit to fight.

NEW

Q: In the combat phase, if all eligible non-Strike-last units have used a Fight ability, which player gets to pick the first Strike-last unit to fight?
A: The alternating sequence of picking units to use a Fight ability would continue and so the player who did not pick the last non-Strike-last unit would get to pick the first eligible Strike-last unit in their army to use a Fight ability.

20.0 WEAPON ABILITIES

Q: Can I combine multiple instances of the same weapon ability? For example, if a weapon already has Anti-Infantry (+1 Rend) and it can also gain that ability from another source, would it now have +2 Rend against Infantry units?
A: No.

Q: If a weapon has the Companion weapon ability, would it be affected by friendly abilities that grant new weapon abilities or that modify weapon abilities that the weapon already has?
A: No, unless the ability specifically names the weapon or states that it affects Companion weapons.

Q: Can I make a shooting attack with a weapon with the Shoot in Combat weapon ability if the unit using that weapon is in combat and that unit or the target of that shooting attack is affected by an ability such as the Daughters of Khaine 'Prophecy of Shelter' effect of the Scourge of Ghyran Krethusa the Croneseer's 'Blood Ritual' ability, which has an effect that results in weapon abilities other than Companion having no effect?
A: No.

21.0 HEALING

Q: If an ability (e.g. 'Seed of Rebirth') would allow a unit that would be destroyed to negate all remaining damage points then heal to prevent that unit from being destroyed, and another ability (e.g. 'Quenching the Flames') prevents that unit from healing, would that unit still be destroyed?
A: Yes.

24.0 SETTING UP UNITS

Q: Can a unit use a Move ability and then be affected by an ability which removes them from the battlefield and sets them up again in the same movement phase? For example, could a friendly non-Monster Stormcast Eternals unit move to be wholly within 6" of a Stormreach Portal, and then in the same movement phase use the 'Step Into the Storm' ability?
A: Yes. Units cannot use Move abilities in the movement phase after being set up on the battlefield that turn, but are able to use Move abilities before doing so.

24.2 REPLACEMENT UNITS

Q: If a destroyed unit had an enhancement, and an ability allows me to set up a replacement of that unit, would the replacement unit also have that enhancement?
A: No.

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CORE RULES

Q: If an ability allows a replacement unit to be set up with half the models from the original unit, and the original unit has to have a certain proportion of models equipped with specific weapons, does the new unit also need to adhere to the same restrictions?
A: No. As stated in 24.2, you can pick any models from the original unit to be set up in the replacement unit.

Q: If an ability allows a replacement unit to be set up with half the models from the original unit, could I then use an ability such as 'Rally' to return models to that unit until it reached the unit size of the original unit?
A: No. A replacement unit is treated as a new unit with a new unit size.

25.0 GUARDED HEROES
Q: If an ability allows me to ignore the effects of the 'Guarded Hero' ability when picking targets (e.g. the Warlock Engineer's 'Sniper-master' ability), would the attacking unit still be affected by the -1 to hit penalty from 'Guarded Hero'?
A: Yes.

NEW

26.0 RANDOM CHARACTERISTICS
Q: Do you roll a random characteristic roll before or after declaring a Run ability?
A: After declaring it and after all reactions are used.

28.0 ADVANCED ABILITY RULES
Q: If a rule says to pick a number of units with one keyword or another (e.g. 'Pick up to 3 friendly Skink Infantry or Cavalry units'), could you pick a combination of units with either keyword, or do all the units you pick need to have the same keyword?
A: You can mix and match. In the example given, you could pick 1 Skink Infantry unit and 2 Skink Cavalry units.

Q: If a persisting effect applies to a unit that is destroyed, and another ability allows that unit to return to the battlefield (e.g. the 'Resurrection' prayer from the Path to Glory: Ascension battlepack), does the persisting effect apply to the returned unit?
A: No.

Q: If a part of an ability's effect does not state that you 'can' or 'must' do it, is it mandatory to resolve that part of the effect?
A: Yes. Any part of an effect that is not optional is mandatory. If you cannot resolve one part of an effect, none of it applies. For instance, if a player picked the Wizard casting 'The Hand of Gork' to also be the target of the spell, the effect could not be fully resolved – it would be impossible for the target to be removed from the battlefield and set up again wholly within 24" of the caster – and so the spell would have no effect.

28.2 'ONCE PER' TIMINGS
Q: If an ability that is not on a unit's warscroll has the 'Once Per Turn', 'Once Per Battle' or 'Once Per Battle Round' timing (without '(Army)' afterwards), can multiple friendly units use that ability in that time period?
A: It depends on who is using the ability (see the sidebar next to 28.2). If a unit is using the ability (i.e. the declare step specifically says to pick a unit to use it), then each unit could use that ability in that time period. If the player is using the ability (i.e. nothing in the ability specifically says that it is used by a unit), it can only be used once in that time period. Note that picking the target of an ability is not the same as picking a unit to use that ability.

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ADVANCED RULES

ADDENDA

The following rules updates add text in order to clarify ambiguities and/or avoid unintended interactions.

MAGIC, 7.0 MANIFESTATIONS
Replace:
'No more than 1 friendly **WIZARD** or **PRIEST** can attempt to summon the same manifestation per turn.'
with:
'No more than 1 friendly **WIZARD** or **PRIEST** can attempt to summon the same manifestation per turn, and a friendly **WIZARD** or **PRIEST** cannot attempt to summon a friendly manifestation that was removed from play in the same turn.'

MAGIC, 7.2 BANISHING MANIFESTATIONS
Add the following to the declare step of 'Banish Manifestation':
'Add 1 to the **banishment roll** for each additional enemy manifestation on the battlefield after the first.'

TERRAIN, 1.5 FACTION TERRAIN
Add the following to the bulleted list:
'• If a terrain feature has any melee or ranged weapons, it can use the 'Fight' and 'Shoot' **CORE** abilities as if it were a unit.
• Terrain features that have a Move characteristic of 0" ('-') cannot move (note that pile-in moves are a type of move).
• Faction terrain features with a Move characteristic greater than '-' are treated as if they were units in all phases for the purposes of movement, combat range, being in combat and setting up terrain features, other manifestations and other units.'

Add the following:
'Some faction terrain features allow you to place a unit on them (this will be clearly specified in that terrain feature's rules). When doing so, instead of measuring range or visibility to and from the unit that is on that terrain feature, measure to and from the terrain feature instead. Unless otherwise specified, units on a faction terrain feature cannot use **FIGHT** abilities.

If a unit placed on a terrain feature is removed from it (e.g. if an ability removes them from the battlefield), that unit counts as having left that terrain feature and loses any special role or benefits it had as a result of being placed on it.'

ARMY COMPOSITION, 3.5 REGIMENTS OF RENOWN
Add the following:
'• You cannot include more than 1 Regiment of Renown in your army unless otherwise specified in the notes column of that regiment's battle profile.
• Units in a Regiment of Renown cannot use (but can be picked as the target of, if otherwise eligible) any faction rules from the faction they are allied into, including enhancements and lores, unless they have a keyword that matches that faction's name.
• If an ability allows you to set up a replacement unit (Core Rules, 24.2) for a unit in a Regiment of Renown, that unit also counts as being part of that Regiment of Renown.'

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ADVANCED RULES

ERRATA

The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

COMMANDS, 4.0 SHOOTING PHASE COMMANDS
Change the 'Covering Fire' declare and effect to:

'**Declare:** Pick a friendly unit that did not use a **Run** ability this turn and that is **not in combat** to use this ability, then pick the closest enemy unit (to that unit) that can be picked as the target of shooting attacks to be the target. You cannot pick **Manifestations** or faction terrain features as the target of this ability.

Effect: Resolve shooting attacks for the unit using this ability against the target. You must subtract 1 from the hit rolls for those attacks.'

NEW

TERRAIN, 1.1 WHOLLY ON TERRAIN AND BEHIND TERRAIN
Change the last sentence to:
'Ignore parts of the terrain feature within the attacking model's combat range for the purposes of determining if the target is behind that terrain feature.'

TERRAIN, 1.2 UNIVERSAL TERRAIN ABILITIES
In the 'Cover' ability, change '**charged**' to '**charged** this turn'.

Change 'Obscuring' to:
'**Obscuring:** A unit cannot be targeted by shooting attacks made by enemy units that are not within its combat range if it is behind or wholly on this terrain feature, unless it has the **Fly** keyword.'

TERRAIN, 1.5 FACTION TERRAIN
In the first bullet point, change 'In the charge phase and the combat phase' to 'In the combat phase'.

MAGIC, 2.0 SPELLS
Change the third paragraph to:
'Enemy reactions can only be used if the **casting roll** equals or exceeds the spell's **casting value**. So long as the spell is not **unbound** (see 4.0), then it is **successfully cast**: resolve its **effect**.'

MAGIC, 3.0 PRAYERS
In the second paragraph, change 'On a **chanting roll** of **2 or more**' to 'On an unmodified **chanting roll** of **2 or more**'.

MAGIC, 7.0 MANIFESTATIONS
Change the sixth bullet point to:
'Manifestations that have a Move characteristic of 0" ('-') cannot move. For the purposes of movement, combat range, being in combat and setting up other units, they are only treated as if they were units in the combat phase. Units can finish a charge move within ½" of an enemy manifestation that has a Move characteristic of 0" ('-') instead of within ½" of an enemy unit.'

ARMY COMPOSITION, 1.3 BATTLE PROFILES
Change the final sentence to:
'Battle profiles for each unit are available at warhammer-community.com.'

ARMY COMPOSITION, 3.2 THE GENERAL
Change the first sentence to:
'You must pick 1 **Hero** in your army that is leading a regiment to be your **general**.'

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FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

COMMANDS, 3.0 MOVEMENT PHASE COMMANDS

*Q: If an ability modifies a run roll, does that ability modify the roll made in the 'Redeploy' ability, since 'Redeploy' has the **Run** keyword?*

A: No, named rolls such as run roll are only modified by abilities that specifically call out that type of roll.

COMMANDS, 4.0 SHOOTING PHASE COMMANDS

*Q: If a friendly unit is in combat and is armed with a weapon that has **Shoot in Combat**, can it use the 'Covering Fire' command?*

A: No, you can only pick units that are not in combat to use that ability.

*Q: If a unit cannot be picked to be the target of shooting attacks (e.g. an **Infantry Hero** affected by the 'Guarded Hero' ability) but is the closest unit to a friendly unit using the 'Covering Fire' command, do I still have to target that unit?*

A: No, you must pick the nearest eligible unit that can be picked to be the target of shooting attacks.

Q: If a faction terrain feature is closer to a friendly unit using the 'Covering Fire' command than any other units, do I have to target that faction terrain feature? Can I choose to?

A: No to both. However, some faction terrain features (such as the Shrine Luminor) allow a unit to be placed on them. Since, in these cases, you measure range and visibility to and from the terrain feature instead of the unit, you would have to target that terrain feature if it was closest.

Q: If a manifestation is closer to a friendly unit using the 'Covering Fire' command than any other units, do I have to target that manifestation? Can I choose to?

A: No to both.

COMMANDS, 8.0 END OF TURN COMMANDS

Q: When using the 'Power Through' command, can my models pass through enemy models in the target unit or only through the target unit's combat range?

A: Your models can only pass through the target unit's combat range, unless your unit has **Fly** or is otherwise allowed to pass through models.

Q: Can faction terrain or manifestations be picked as the target for 'Power Through'?

A: Yes, if it has a Move characteristic greater than '-'.

TERRAIN, 1.5 FACTION TERRAIN

Q: Are faction terrain features still subject to the restrictions in Core Rules, 5.3 The Rules of One?

A: Yes.

Q: If an ability requires you to set up a unit more than 9" from all enemy units, could you set up a unit within 9" of a faction terrain feature?

A: Yes. However, some faction terrain features (such as the Shrine Luminor) allow a unit to be placed on them. Since, in these cases, you measure range and visibility to and from the terrain feature instead of the unit, you would not be able to set up a unit within 9" of a faction terrain feature that has a unit on it.

*Q: Are faction terrain features affected by friendly abilities (e.g. those that give units the **Ward** keyword)?*

A: No.

Q: Can faction terrain features use command abilities?

A: No, unless that command is on the faction terrain feature's warscroll.

Q: If an ability or battle tactic requires a unit to be destroyed (e.g. 'The Blood Tithe'), does destroying a faction terrain feature count?

A: No.

Q: Can a unit placed on a faction terrain feature be picked as the target of enemy abilities (as opposed to the target of attacks)? For example, if I were to pick a Shrine Luminor as the target of the Realmshaper Engine's 'Power Unleashed' ability, could I pick the hero placed on the Shrine Luminor as a target of that ability?

A: Yes.

*Q: Do I need to use a **Retreat** ability to move away from a faction terrain feature that has a Move characteristic of 0"?*

A: No, you can use any **Move** ability. However, some faction terrain features (such as the Shrine Luminor) allow a unit to be placed on them. Since, in these cases, you measure range and visibility to and from the terrain feature instead of the unit, you would have to use a **Retreat** ability to move away from a terrain feature that has a unit on it.

MAGIC

Q: Can units in my army use the example spell and example prayer from the sidebar?

A: No.

MAGIC, 1.1 POWER LEVEL

*Q: If a unit has multiple power levels (e.g. a **Hero** that is both a **Wizard** and a **Priest**), and another ability modifies that unit's power level (e.g. the 'Witchbane Curse' prayer), which power level does it modify?*

A: If that ability only targets **Wizards** or only targets **Priests**, it modifies the corresponding power level. If it could target either or does not specify the target, it modifies both.

MAGIC, 2.0 SPELLS

Q: Is mortal damage inflicted by a miscast considered to be 'mortal damage inflicted by a SPELL ability' for the purposes of abilities like the Tzeentch effect of the 'Marks of Chaos' ability?
A: No.

MAGIC, 7.0 MANIFESTATIONS

Q: Are manifestations still subject to the restrictions in Core Rules, 5.3 The Rules of One?
A: Yes.

Q: Are manifestations affected by friendly abilities that would normally affect units (e.g. those that give units the WARD keyword)?
A: No, except for those permitted in Magic, 7.0, and those that specifically affect manifestations (such as 'Banish Manifestation').

Q: Can manifestations use command abilities?
A: No, unless that command is on the manifestation's warscroll.

Q: If an ability or battle tactic requires a unit to be destroyed (e.g. 'The Blood Tithe'), does destroying a manifestation count?
A: No.

Q: Do I need to use a RETREAT ability to move away from a manifestation that has a Move characteristic of 0"?
A: No, you can use any MOVE ability.

Q: If a manifestation has a Move characteristic that is greater than 0", can it use MOVE abilities in the movement phase of the same turn in which it was set up?
A: No.

Q: If a power level 2 or higher wizard miscasts their first spell, could they still use the 'Banish Manifestation' ability in that phase?
A: Yes. Miscasting only prevents that wizard from using any more spells in that phase.

Q: If a manifestation has multiple parts (e.g. Geminids of Uhl-Gysh) and is in combat, can one part of the manifestation be 'in combat' while the other is not? If one part is in combat can the other part make a pile-in move?
A: If any part of a manifestation is considered to be in combat, the entire manifestation is considered to be in combat. If one part can pile in, all parts can pile in (but must all pile in towards the same enemy unit as per the rules for piling in).

NEW

Q: How does the Prismatic Palisade's 'Blinding Light' ability interact with picking targets for shooting attacks?
A: A model in the attacking unit can only make shooting attacks against the target unit if a straight line can be drawn from that model to any model in the target unit without that line crossing the Prismatic Palisade.

NEW

Q: Can manifestations use MOVE abilities in the movement phase of the turn they were set up?
A: No.

NEW

Q: Can 'Magical Intervention' be used to use the 'Banish Manifestation' ability after gaining the ability to use 'Banish Manifestation' from a Place of Power.
A: No.

NEW

Q: Are manifestations affected by the 'Obscuring' terrain ability?
A: No.

ARMY COMPOSITION, 2.2 ARMIES OF RENOWN

Q: When using an Army of Renown, can I pick a faction terrain feature to include on my roster?
A: Yes, unless that Army of Renown's rules specifically state that you cannot include a faction terrain feature.

RULES UPDATES

DECEMBER 2025

ADVANCED RULES

ARMY COMPOSITION, 3.1 REGIMENTS

Q: If a **Hero** *is able to join another* **Hero***'s regiment (e.g. The Shadow Queen joining Morathi-Khaine or an Assassin joining a Dreadlord on Black Dragon), do they take the place of a non-***Hero** *unit in that regiment?*
A: Yes.

Q: Can I add units from other factions to my **Heroes***' regiments?*
A: No. The only way to add units from other factions to your army is by taking an eligible Regiment of Renown.

Q: If a **Hero***'s regiment options contain multiple excluded keywords (e.g. non-***Beast** *non-***Monster***), can it include units in its regiment that have only one of those keywords?*
A: No, it cannot include units with any of those keywords.

Q: Can my army include a **Warmaster** *(e.g. Sigvald, Prince of Slaanesh) in another hero's regiment?*
A: Yes, but only if your army includes another **Warmaster** unit, since your general must lead a regiment, and you must pick a **Warmaster** as your general if there are any **Warmaster** units in your army.

ARMY COMPOSITION, 3.5 REGIMENTS OF RENOWN

Q: If a Regiment of Renown includes a wizard, could that wizard cast spells from a universal manifestation lore that was picked for that army?
A: Yes.

Q: If a Regiment of Renown (e.g. the Coven of Thryx) includes one or more manifestations, do those manifestations replace picking a manifestation lore for my army?
A: No, they are in addition.

Q: Does a Regiment of Renown require a **Hero** *to lead it?*
A: No. As stated in 3.5, Regiments of Renown are pre-built regiments, so they only include the units stated in their unit summary/organisation section.

ARMY COMPOSITION, 4.1 ENHANCEMENTS

Q: If an ability allows a unit to gain an enhancement during a battle (for example, the Sons of Behemat 'More Stuff for me Collection' ability) and I pick an enhancement that costs points, do I need to have sufficient spare points in my army roster in order to pay for that enhancement?
A: No. Enhancements added to your army during a battle do not cost any points.

RULES UPDATES

DECEMBER 2025

PATH TO GLORY: ASCENSION

ERRATA

The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

PATH TO GLORY ROSTER, STEP 1

Replace 'It must have a points value of 300 or less' with 'It must have a points value of 350 or less'.

PATH OF THE MAGE

Change 'Magical Might' to:

> ⛨ **Reaction: You declared a SPELL ability for this WIZARD**
>
> **MAGICAL MIGHT:** *This wizard is invigorated through the harnessing of magic.*
>
> **Effect:** If that spell is cast, after resolving the effects of that spell, **Heal (D3)** this WIZARD.

RULES UPDATES

GLOSSARY

ADDENDA
The following rules updates add text in order to clarify ambiguities and/or avoid unintended interactions.

Add the following definition:
'**drops:** The minimum number of **Deploy** abilities that a player can use to set up their army. This is usually equal to the number of regiments in their army plus the number of auxiliary units in their army. (Core Rules, 10.1)'

Add the following definition:
'**fought:** A unit has fought if it used any **Fight** abilities in the same turn.'

Add the following definition:
'**removed from play/removed from the battlefield:** When a model or unit is removed from the battlefield, it no longer has any effect on the battle, though it can still be relevant for abilities that allow you to return models or replace units.'

Add the following definition:
'**used:** An ability has been **used** once it has been declared, whether or not its effect was successfully resolved. (Core Rules, 5.2)'

ERRATA
The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

Change the definition of **Champion** to:
'**Champion:** Model's weapons have +1 to Attacks characteristic. (Command Models, 1.0)'

Change the definition of **contesting** to:
'**contesting:** Models contest objectives within their combat range (3"). When determining objective control, the same unit cannot contest more than 1 objective at the same time; the player must pick 1 if more than 1 is within range. (Core Rules, 32.1)'

Change the definition of **Counter-charge** to:
'**Counter-charge:** Command, 2CP. Charge in enemy charge phase. (Commands, 5.0)'

Remove the following text from Strike-last:
'If both players have units with **Strike-last**, they alternate fighting with those units after all other eligible units have fought, starting with the active player.'

Change the definition of **underdog** to:
'**underdog:** Player with fewest victory points. If tied, there is no underdog for that battle round.'

Change the first sentence of the entry for '**modifiers (characteristic)**' to 'Characteristics cannot be modified to less than 1, with the exception of Rend, which can be modified to 0.'

MATCHED PLAY: FIRST BLOOD

ERRATA
The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

BATTLEPLAN 1, BORDER WAR
Change the first sentence of the Twist rule to:
'Score 2 additional victory points if you control the objective wholly within enemy territory.'

RULES UPDATES

DECEMBER 2025

SPEARHEAD: FIRE AND JADE

ERRATA

The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

STORMCAST ETERNALS, VIGILANT BROTHERHOOD

Add the **Infantry** keyword to the keyword bar on the Lord-Veritant's warscroll.

Change the timing of 'Shield of Azyr' to 'Once Per Turn, Your Hero Phase'.

STORMCAST ETERNALS, YNDRASTA'S SPEARHEAD

Add the **Infantry** keyword to the keyword bar on Yndrasta's warscroll.

SYLVANETH, BITTERBARK COPSE

Add the following to the effect of the 'Seed of Rebirth' ability:
'This unit cannot use this ability again for the rest of the battle.'

FLESH-EATER COURTS, CARRION RETAINERS

Add the **Reinforcements** keyword to the keyword bar on the Cryptguard's warscroll.

GLOOMSPITE GITZ, BAD MOON MADMOB

Change the timing of 'The Hand of Gork' to 'Once Per Battle (Army), Your Movement Phase'.

Add the following to the Battle Traits:
'One of your units of **Squig Hoppers** is not set up during the deployment phase. Instead, from the third battle round onwards, they can use the following ability:

> ↗ Your Movement Phase
>
> **SQUIGALANCHE:** *A curious, arrhythmic pounding and cackles of wicked glee in the distance signal the approach of a mob of manic Squig Hoppers!*
>
> **Effect:** Set up this unit wholly within your territory, wholly within 3" of a battlefield edge and more than 6" from all enemy units.

KHARADRON OVERLORDS, SKYHAMMER TASK FORCE

Add the **Reinforcements** keyword (and icon) to the Arkanaut Company and Skywardens warscrolls.

In the Arkanaut Frigate's 'Bomb Racks' ability, change the declare step to:
'Pick an enemy unit that this unit passed across this phase to be the target.'
and the effect to:
'Inflict D3+1 mortal damage on the target.'

IDONETH DEEPKIN, SOULRAID HUNT

On the Isharann Soulscryer warscroll, change the effect of 'Ritual of the Creeping Mist' to:
'On a 3+, until the start of your next turn, subtract 1 from wound rolls for attacks that target that unit.'

Change the timing of 'Ethersea Predators' to 'Once Per Turn (Army), End of Any Turn'.

CITIES OF SIGMAR, CASTELITE COMPANY

Change the timing of 'The Officar's Order' to 'Once Per Battle Round, Start of Battle Round'.

In the army composition box, change '10 Freeguild Steelhelms' to '5 Freeguild Steelhelms, 5 Freeguild Steelhelms' (i.e. two units of 5 models rather than 1 unit of 10 models).

Add the **Reinforcements** keyword to the keyword bar on the Freeguild Cavaliers' warscroll.

RULES UPDATES

DECEMBER 2025

SPEARHEAD: FIRE AND JADE

HEDONITES OF SLAANESH, BLADES OF THE LURID DREAM

Add the **Reinforcements** keyword (and icon) to the Slaangor Fiendbloods warscroll.

In 'Temptations of Slaanesh', lower the number of depravity points needed for the 'Sadistic Spite' effect to 18+ and for the 'Oblivious Indulgence' effect to 24+.

LUMINETH REALM-LORDS, GLITTERING PHALANX

Remove the **Facet of War** keyword from 'Lightning Reactions'.

SLAVES TO DARKNESS, BLOODWIND LEGION

Add the following to the Battle Traits:
'Your **Chaos Knights** unit is not set up during the deployment phase. Instead, from the second battle round onwards, they can use the following ability:

> ↗ Your Movement Phase
>
> **DREADED ARRIVAL:** *To the thunderous beating of flame-trailing hooves and clattering Chaos Armour, the knights arrive to shatter the enemy.*
>
> **Effect:** Set up this unit wholly within your territory, within 1" of a battlefield edge and more than 6" from all enemy units.

Also, in 'The Dread Banner', change the declare step to 'Pick a friendly **Chaos Warriors** unit.'

OGOR MAWTRIBES, TYRANT'S BELLOW

Change the 'On the Mawpath' text to:
'Your **Ironblaster**, **Mournfang Pack** and 1 unit of **Ogor Gluttons** are not set up during the deployment phase. Instead, from the third battle round onwards, they can use the following ability:'

SOULBLIGHT GRAVELORDS, BLOODCRAVE HUNT

Change the timing of the Deathrattle Skeletons ability 'Skeleton Legion' to 'Your Combat Phase'.

FLUXBLADE COVEN, DISCIPLES OF TZEENTCH

Add the **Reinforcements** keyword to the keyword bar on the Kairic Acolytes warscroll.

HEARTFLAYER TROUPE, DAUGHTERS OF KHAINE

On the Melusai Ironscale's warscroll, change the effect of 'All-Out Slaughter' to:
'Add 1 to the Attacks characteristic of the target's melee weapons for the rest of the turn.'

TERRAIN

Add the following:
'When a unit is targeted by an attack, if it is impossible to draw a straight line from the closest point on the attacking model's base to the closest point on a model in the target unit's base without that line passing over a terrain feature, the target unit is considered to be behind a terrain feature for that attack.'

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: If a rule requires more friendly models than enemy models to be contesting a terrain feature (e.g. the Ghyran twist 'Take the Land' or the battle tactic 'Hold Ground'), should I use the control scores of my units contesting that terrain feature?
A: Yes. In these cases, the rule should be treated in the same way as determining control of a terrain feature (Core Rules, 32.3).

SPEARHEAD: SAND AND BONE

ERRATA

The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

BATTLE TACTICS CARDS

In 'Monument of Living Bone', change the effect to:
'The target is also treated as an objective for the rest of the turn.'

TWIST CARDS

In the Dolorum twist 'Survivor's Grief', replace:
'Each player scores 1 victory point at the end of their turn for each friendly unit that is destroyed or that is a replacement unit.'
With:
'Each player scores 1 victory point at the end of their turn for each friendly unit from their Spearhead that has either been destroyed or replaced this battle, not including replacement units.'

BATTLEPLAN: SAND AND BONE

In step 4 of the Pre-battle Sequence, replace:
'Then they set up the mystical terrain for that realm battlefield as shown on the deployment maps, if any.'
With:
'Then, if you are fighting on the Ossia realm battlefield, set up a Crypt of Blood terrain feature in the middle of the battlefield.'

TERRAIN

Add the following:
'When a unit is targeted by an attack, if it is impossible to draw a straight line from the closest point on the attacking model's base to the closest point on a model in the target unit's base without that line passing over a terrain feature, the target unit is considered to be behind a terrain feature for that attack.'

WARHAMMER AGE OF SIGMAR

RULES UPDATES

DECEMBER 2025

GENERAL'S HANDBOOK 2024-25

ERRATA

The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

MORBID CONJURATION
Increase the casting value of 'Summon Suffocating Gravetide' to 8.

LAUCHON THE SOULSEEKER
Change the second sentence of the effect of the 'Traverse the Tides of Death' ability to:
'It can pass through models during that move but cannot end that move in combat.'

MALEVOLENT MAELSTROM
Change the declare step of 'Morbid Detonation' to:
'**Declare:** You must, and can only, use this ability if this unit has 6 **maelstrom points**. Pick each unit (friendly and enemy) within 9" of it to be the targets.'

SUFFOCATING GRAVETIDE
Change the second sentence of the 'Pulled to the Grave' ability to:
'It can pass through models during that move but cannot end that move in combat.'

PURPLE SUN OF SHYISH
Change the second sentence of the 'End Given Form' ability to:
'It can pass through models during that move but cannot end that move in combat.'

Remove the 'Wild Form' ability.

AETHERVOID PENDULUM
Change the effect of the 'Scything Blade' ability to:
'This MANIFESTATION can move a distance up to its Move characteristic in one direction (see 'The Pendulum Swings'). It can pass through models during that move and can end that move in combat. Then, pick up to 3 enemy units that this MANIFESTATION passed across during that move or that are within ½" of it to be the targets. Roll a D6 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.'

RAVENAK'S GNASHING JAWS
Remove the 'Wild Form' ability.

BATTLEPLAN: BORDER WAR
Remove 'The Vice' from the list of battleplans that can use the Border War map layout.

BATTLEPLAN: STARSTRIKE
In the twist, replace:
'If an objective would be set up wholly or partially on a terrain feature, do not do so. Instead, inflict D6 mortal damage on each unit wholly or partially on that terrain feature.'
with:
'If an objective would be set up wholly or partially on a faction terrain feature, that terrain feature and any units on it are destroyed, then the objective is set up normally. If the objective would be set up wholly or partially on other terrain features, do not do so. Instead, inflict D6 mortal damage on each unit wholly or partially on that terrain feature.'

RULES UPDATES

DECEMBER 2025

GENERAL'S HANDBOOK 2025-26

ADDENDA

The following rules updates add text in order to clarify ambiguities and/or avoid unintended interactions.

SEASON RULES (2025-26)
Add the following rule:

'REGIMENTED FORCES
If a player has more regiments than their opponent at the start of the battle, then once per battle, that player can re-roll their priority roll after seeing the result of both players' rolls but before determining priority for that battle round.'

TERRAIN, 1.5 FACTION TERRAIN
Add the following to the bulleted list:
'• Faction terrain features with a Move characteristic greater than '-' are treated as if they were units in all phases for the purposes of movement, combat range, being in combat and setting up terrain features, other manifestations and other units.'

ERRATA

The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

COMMANDS (2025-26)
Change the timing of 'Covering Fire' to 'Enemy Shooting Phase'.

Add the following to the declare step for 'Covering Fire':
'You cannot pick **Manifestations** or faction terrain features as the target of this ability.'

UPDATED
TERRAIN (2025-26)
In 1.1 Wholly On Terrain and Behind Terrain, change the second paragraph to:
'When a unit is targeted by an attack, if it is impossible to draw a straight line from the closest point on the attacking model's base to the closest point on the base of a model in the target unit that is in range without that line passing over that terrain feature, the target unit is considered to be behind a terrain feature for the attack made by that attacking model. Ignore parts of the terrain feature within the attacking model's combat range for the purposes of determining if the target is behind that terrain feature.'

Remove 1.1.1 Shooting from Within Terrain in its entirety.

In the 'Rapid Sprouting' effect of 'Activate Place of Power', replace 'visible terrain feature' with 'visible non-**Faction Terrain** terrain feature'.

In 1.5 Faction Terrain, remove the following sentence: 'While a faction terrain feature is **garrisoned**, it is a unit (see 1.5.1).'

Add the following to 1.5.1 Garrisoning Faction Terrain Features:
'Units cannot move while they are garrisoned on a terrain feature.'

In 1.5.1 Garrisoning Faction Terrain Features, change the first and second sentences of the second paragraph to:
'Garrisoned terrain features can use abilities and be affected by enemy abilities, but they cannot be affected by friendly abilities other than **Core** abilities, abilities on their warscroll and abilities that specifically affect terrain features.'

NEW
Change the 'Obscuring' universal terrain ability to:
'**Obscuring:** While every model in a non-**Monster** non-**War Machine** unit that does not have the **Fly** keyword is within 1" of this terrain feature, the following apply:
• That unit is only visible to enemy units that are within its combat range.
• The Range characteristic of that unit's ranged weapons is halved (rounding down to the nearest inch).'

MAGIC (2025-26)
In the keywords bar of the 'Unbind' ability, change the **Prayer** keyword to the **Unbind** keyword.

Change 1.1 Power Level to:
'**1.1 POWER LEVEL**
Each **Wizard** and **Priest** has a power level shown after the keyword, e.g. **Wizard (2)**. A **Wizard**'s casting power level determines how many **Spell** abilities they can use per phase. A **Priest**'s chanting power level determines how many **Prayer** abilities they can use per phase.

MULTIPLE POWER LEVELS
• If an ability references a unit's power level and that unit has more than one power level, use whichever power level is higher.
• If an ability modifies a unit's power level and that unit has more than one power level, it modifies both.'

3.0 PRAYERS
Add a chanting value of 2 to the 'Sacred Rites' ability.

Change the Effect of 'Sacred Rites' to:
'**Effect:** Give a number to ritual points to the **Priest** equal to the unmodified chanting roll and do not reset the **Priest**'s ritual points to 0.'

7.0 MANIFESTATIONS
Add the following sentence to the end of the Declare Step of 'Banish Manifestation':
'You cannot pick the same **Manifestation** to be the target of this ability more than once per turn.'

ARMY COMPOSITION (2025-26)
Replace the second bullet point of 3.5 Regiments of Renown with:
'• Units in a Regiment of Renown cannot use (but can be picked as the target of, if otherwise eligible) any faction rules from the faction they are allied into, including enhancements and lores, unless they have a keyword that matches that faction's name.'

In 4.1 Enhancements, change:
'Enhancements cannot be given to Regiment of Renown units'
To:
'Enhancements cannot be given to Regiment of Renown units unless they have a keyword that matches that faction's name.'

MANIFESTATION LORES, TWILIT SORCERIES
Add the following to the effect of 'Summon Geminids of Uhl-Gysh':
'A Geminids of Uhl-Gysh endless spell has 2 parts that must be set up within 9" of each other.'

SHARDS OF VALAGHARR
In the effect of 'Phantasmal Translocation', replace 'not in combat' with 'more than 3" from all enemy units'.

BATTLEPLAN: LIFEROOTS
In the battleplan rules, replace 'for each terrain feature they control' with 'for each non-**Faction Terrain** terrain feature they control'.

BATTLEPLAN: LINKED LEYLINES
In the battleplan rules, change:
'A linked ley line is formed across the battlefield (long edge to long edge or short edge to short edge)'
To:
'A linked ley line is formed from the middle of one edge of the battlefield to the middle of the opposite edge'

BATTLEPLAN: PATHS OF THE FEY
Change the effect of 'The Spirit Paths Open' to:
'All units, excluding faction terrain and **Manifestations**, within 6" of any target objectives must be removed from the battlefield by their commander. Those units are **vanished**. Then, starting with you, players must take it in turns to set up each friendly **vanished** unit wholly within 3" of either target objective and more than 3" from all enemy units. Those units cannot use **Move** abilities in the first movement phase of the battle round. If it is impossible for a unit to be set up in this way, it is set up in reserve as a **lost** unit.'

BATTLEPLAN: GRASP OF THORNS
Add the following to the end of 'Carnivorous Flora':
'That objective cannot be moved while there are any entangled models contesting it.'

BATTLE TACTIC CARD 2: RESTLESS ENERGY
In the Strike and Domination battle tactics, replace 'control every objective' with 'control every objective that can be controlled'.

BATTLE TACTICS CARD 3: INTERCEPT AND RECOVER
Add the following to the top of the battle tactics card:
'If an ability would remove a unit that was carrying treasure from the battlefield and that unit is not set up again as part of the same ability (e.g. 'Dark Apotheosis' or 'Red Ruin'), before removing that unit from the battlefield, your opponent must give the treasure it was carrying to another one of their units that does not have a Ghyranite treasure within 3" of that unit. If this is not possible, that unit counts as having been destroyed for the purpose of this battle tactics card.'

BATTLE TACTICS CARD 5: SCOUTING FORCE
Replace:
'At the start of the battle, every friendly non-**Hero Infantry** and non-**Hero Cavalry** unit wholly within friendly territory becomes a **scout** unit.'
with:
'At the start of the battle, pick each friendly non-**Hero Infantry** and non-**Hero Cavalry** unit that was not set up in reserve using a **Deploy** ability to become a **scout** unit.'

In the Strike: Bold Explorers battle tactic rule, replace '3 or more objectives or terrain features' with '3 or more objectives or non-**Faction Terrain** terrain features'.

In the Domination: Courageous Adventurers battle tactic rule, replace 'is contesting a terrain feature' with 'is contesting a non-**Faction Terrain** terrain feature'.

BATTLE TACTICS CARD 6: ATTUNED TO GHYRAN
Change the Strike: Fey Strikes battle tactic rule to:
'You complete this battle tactic at the end of your turn if all the following are true:
• At least 2 friendly units moved as part of a **Retreat** ability this turn. Those units are **lure** units.
• At least 2 other friendly units charged this turn and at least 1 of those units ended the charge move in combat with an enemy unit from which any **lure** units retreated.'

GLOSSARY 2025-26
In the glossary entry for **Strike-last**, remove ', starting with the active player'.

Change the first sentence of the entry for '**modifiers (characteristic)**' to 'Characteristics cannot be modified to less than 1, with the exception of Rend, which can be modified to 0.'

RULES UPDATES

DECEMBER 2025

GENERAL'S HANDBOOK 2025-26

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: Can I complete the same battle tactic multiple times in a battle?
A: No, unless specified otherwise.

1.0 BATTLE TACTICS OVERVIEW
Q: If I have met the conditions to complete a battle tactic can I choose not to complete that tactic at the end of my turn?
A: No. If the conditions are fulfilled and you have not already scored a battle tactic from that card this turn, you must score that battle tactic.

6.0 ATTACKING (SHOOTING AND COMBAT) COMMANDS
Q: If a unit uses 'All-out Attack' in the shooting phase and the combat phase, do I subtract 2 from save rolls for that unit?
A: No. Persisting effects (see 28.1) count as the effects of passive abilities for their duration, so units cannot be affected by the same persisting effect more than once.

1.2 UNIVERSAL TERRAIN ABILITIES
Q: While every model in a friendly non-MONSTER unit is within 1" of an Obscuring terrain feature, are they visible to friendly units?
A: Yes. They are just not visible to enemy units outside of their combat range.

NEW
Q: When a HERO uses 'Activate Place of Power' and picks Tap the Ley Lines, can they use both the 'Unbind' ability and the 'Banish Manifestation' ability in the same phase?
A: No.

1.5 FACTION TERRAIN
Q: If a hero is garrisoning a faction terrain feature, can it still be picked as the target of abilities other than attacks?
A: Yes.

2.2 ARMIES OF RENOWN
Q: Can I use Scourge of Ghyran enhancements, lores and battle formations in an Army of Renown?
A: No.

BATTLEPLAN: CREEPING CORRUPTION
Q: How does damage inflicted by 'Pulsing Life Energies' interact with The Shadow Queen's 'Iron Heart of Khaine' ability?
A: Since the damage is inflicted in the Start of Battle Round timing window, before either player's turn has started, 'Iron Heart of Khaine' would have no effect on those damage points. In addition, those damage points would not count towards the limit on damage allocation from 'Iron Heart of Khaine' in the next turn.

BATTLEPLAN: ROILING ROOTS
Q: In the Roiling Roots battleplan, if a unit that has STRIKE-LAST because it is contesting an objective that has been picked as the target of the 'Tangling Tendrils' ability, what happens if the models in that unit that are contesting that objective are slain?
A: The unit only has STRIKE-LAST while any models in that unit are contesting that objective. It loses the STRIKE-LAST effect immediately after all of the models that were contesting that objective have been slain and removed from the battlefield.

BATTLE TACTICS CARD 3: INTERCEPT AND RECOVER
Q: If your opponent has picked the Intercept and Recover battle tactic card and they destroy 2 or 3 of your units that are carrying Ghyranite Treasure in the same turn, and then they choose to go first after going second in the previous battle round, can you remove a Ghyranite Treasure that has not been scored yet from a destroyed unit?
A: Yes.

Q: If both players have the Intercept and Recover battle tactic card, what is the order in which players pick units to be carrying Ghyranite Treasures?
A: The attacker picks all their units first, then the defender picks all their units.

RULES UPDATES
DECEMBER 2025
FACTION PACKS

ERRATA
The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

CITIES OF SIGMAR
BATTLE TRAITS
Add the following to the declare step of the 'Advance in Formation' ability:
'You cannot pick the same unit to be a target of this ability more than once per turn.'

FUSIL-MAJOR ON OGOR WARHULK
In the effect of 'Mark Targets', replace 'Add 1 to hit rolls for shooting attacks' with 'Add 1 to hit rolls for attacks.'

TAHLIA VEDRA
Change the effect of 'Lead from the Front' to:
'For each target:
• Add 1 to wound rolls for combat attacks made by that unit for the rest of the turn.
• That unit has WARD (5+) for the rest of the turn.'

FREEGUILD FUSILIERS
Change the effect of the 'Fusiliers, Fire!' ability to:
'**Effect:** Each time this unit uses a **SHOOT** ability, if it is in a fortified position, it can pick either of the ranged weapon profiles for all the attacks it makes with its **Fusil-cannons**. If it is not in a fortified position, use the **Mobile** weapon characteristics.'

HAMMERERS
Add the **CHAMPION**, **MUSICIAN (1/10)** and **STANDARD BEARER (1/10)** keywords to the keywords bar.

WILDERCORPS HUNTERS
Add the following bullet point to the unit's weapon options:
'• The champion cannot replace their weapons.'

ASSASSIN
In the effect of 'Hidden Murderer', replace:
'and this unit is not in combat,'
With:
'and there are no enemy units within this unit's combat range'.

DAUGHTERS OF KHAINE
BATTLE FORMATIONS
Change the timing of the Shadow Patrol's 'Shadowpaths' ability to 'Once Per Turn (Army), Your Movement Phase' and remove the **CORE** keyword from the ability.

MANIFESTATION LORE
Change the effect of 'Summon Bladewind' to:
'**Effect:** Set up a **Bladewind** wholly within 12" of the caster, visible to them and more than 9" from all enemy units.'

Change the effect of 'Summon Bloodwrack Viper' to:
'**Effect:** Set up a **Bloodwrack Viper** wholly within 12" of the caster, visible to them and more than 9" from all enemy units.'

Change the effect of 'Summon Heart of Fury' to:
'**Effect:** Set up a **Heart of Fury** wholly within 18" of the chanter and visible to them.'

DISCIPLES OF TZEENTCH
BATTLE TRAITS
In the second paragraph of the effect of 'Masters of Destiny', replace:
'they cannot be modified by other friendly abilities'
with:
'they cannot be modified by other friendly abilities except for those that apply negative modifiers.'

Change the effect of 'Burning Wyrdflame' to:
'**Effect:** Inflict D3 mortal damage on each **BURNING** enemy unit, **MANIFESTATION** and faction terrain feature.'

Change the effect of 'Quenching the Flames' to:
'**Effect:** If an ability would heal or return slain models to a **BURNING** enemy unit, **MANIFESTATION** or terrain feature, that ability does not heal or return any slain models to it. Instead, it no longer has the **BURNING** keyword.'

SPELL LORE
Change the declare step of the 'Shield of Fate' spell to:
'**Declare:** Pick a friendly **DISCIPLES OF TZEENTCH WIZARD** to cast this spell, pick a visible friendly **DISCIPLES OF TZEENTCH** unit wholly within 18" of them to be the target, then make a casting roll of 2D6.'

CHAOS SPAWN OF TZEENTCH
Remove the declare step from the 'A Twisted Fate' ability. Change the Designer's Note to:
'**Designer's Note:** *If deployed using this ability, this unit can only be set up on the battlefield using the 'Transformed to Spawn' spell.*'

RULES UPDATES
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FACTION PACKS

BLUE HORRORS AND BRIMSTONE HORRORS
Change the description paragraph to:
'This unit starts the battle with 10 Blue Horror models or, if it is a reinforced unit, 20 Blue Horror models. Each is armed with Spiteful Talons and Arcane Flames.
Brimstone Horrors models can be added to this unit using the 'Split Again' ability. Each is armed with Impish Talons and Arcane Flames.'

TZAANGOR SHAMAN
Add the **DISC OF TZEENTCH** keyword to the keywords bar.

KAIRIC ACOLYTES
Change the first line of this unit's weapon options to:
'Each model in this unit is armed with a Cursed Blade and Sorcerous Bolt.'

BURNING SIGIL OF TZEENTCH
Change the timing of 'Radiant Transmogrification' to 'Any Hero Phase' and the timing bar colour to gold.

Change the declare step and effect of 'Radiant Transmogrification' to:
'**Declare:** This **MANIFESTATION** must use this ability in each hero phase. Pick each unit (friendly and enemy) within 9" of this **MANIFESTATION** to be the targets.

'**Effect:** Roll 2 dice, pick either result, then apply the corresponding effect for the rest of the turn:

1	No effect.
2-3	Add 2" to the Move characteristic of friendly **DISCIPLES OF TZEENTCH** targets and subtract 2" from the Move characteristic of enemy targets.
4	Add 1 to hit rolls for friendly **DISCIPLES OF TZEENTCH** targets and subtract 1 from hit rolls for enemy targets.
5	Add 1 to wound rolls for friendly **DISCIPLES OF TZEENTCH** targets and subtract 1 from wound rolls for enemy targets.
6	Add 1 to the Attacks characteristic of melee weapons used by friendly **DISCIPLES OF TZEENTCH** targets and inflict D3 mortal damage on each enemy target.'

KAIROS FATEWEAVER
Change Kairos's weapons to the following:

⚔ RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Bolts of Change Wyrdflame	18"	9	4+	3+	1	1

⚔ MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
💀 **Staff of Tomorrow and Beaks**		9	4+	3+	1	D3

Change the effect of 'Battle Damaged' to:
'**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Staff of Tomorrow and Beaks** is 6.'

Change the 'Oracle of Eternity' ability to:

> ⚙ **Once Per Battle (Army), Start of Your Turn**
>
> **ORACLE OF ETERNITY**
> **Effect:** Pick 1 battle tactics card that is on your roster and discard it. Then, for the rest of the battle, replace it with a battle tactics card that is not on your roster.
> If that new battle tactics card requires either player to pick something, they must do so immediately when the new battle tactics card is picked.
> The combined total of victory points earned by both the discarded battle tactics card and the new battle tactics card is 15. Any additional victory points beyond 15 that are earned by completing the battle tactics on both of those battle tactics cards are lost.

UPDATED
Fixed an error where the Kairos Fateweaver warscroll in the PDF on warhammer-community.com had reverted to an older version.

DAEMONIC SIMULACRUM
In the effect of 'Manifested Jaws', replace 'power level' with 'casting power level'.

FYRESLAYERS
BATTLE TRAITS
Change the timing of the 'Rune of Relentless Zeal' ability to 'Once Per Battle (Army), Your Movement Phase' and the timing bar colour to grey.

BATTLE FORMATIONS
Change the effect of the 'Bulwark of Molten Stone' ability to:
'**Effect:** Add 1 to save rolls for friendly **FYRESLAYERS INFANTRY** units while they are wholly within friendly territory.'

PRAYER LORE
In the effect of 'Wrath of Vulcatrix', change the second paragraph to:
'If the chanting roll was 8+, for the rest of the turn, add 1 to the Attacks characteristic of the target's **Companion** weapons for every 4 damage points the target has instead.'

AURIC RUNESON ON MAGMADROTH
Change the effect of 'Vying for Glory' to:
'**Effect:** Each time this unit destroys a **MONSTER**, add 1 to the Attacks characteristic of this unit's **Ancestral Weapons** for the rest of the battle. This unit can be affected by this ability multiple times and the effects are cumulative.'

HEDONITES OF SLAANESH
BATTLE TRAITS
Change 'An Excess of Depravity' to:

> ✿ **Once Per Battle Round (Army), Start of Battle Round**
>
> **AN EXCESS OF DEPRAVITY:** *Wherever the Hedonites of Slaanesh roam, reality is unmade. Those who stand against them are assailed by titillating phantasms and mind-bending illusions until they become slaves to their own base urges.*
>
> **Declare:** Pick up to 3 friendly **Hedonites of Slaanesh** units to be the targets.
>
> **Effect:** The targets have the **Euphoric** keyword for the rest of the battle round.
>
> In addition, for each friendly unit you pick, give your opponent 1 **temptation dice**. During this battle round, instead of making a wound roll, save roll, ward roll or run roll, your opponent can use 1 temptation dice to replace the roll they would have made with a 6, or instead of making a charge roll they can use 2 temptation dice to replace 2 of the dice in a charge roll with two 6s (other dice could then be rolled normally). Rolls that have been replaced count as unmodified rolls and cannot be re-rolled. You cannot use temptation dice to replace a re-roll.
>
> Each time your opponent uses a **temptation dice**, they must roll it. On a 1-2, your opponent's roll is replaced by that value instead of a 6, and you must allocate D3 damage points to the unit for which the roll was replaced immediately after the ability used by that unit has been resolved (ward rolls cannot be made for those damage points).
>
> At the end of the battle round, any **temptation dice** that have not been used are lost.

In the effect of 'Euphoric Killers', replace:
'That unit's weapons have **Crit (2 Hits)**.'
with:
'That unit's weapons, including **Companion** weapons, have **Crit (2 Hits)**.'

Designer's Note: *Note that 'Sadistic Spite' does not affect* **Companion** *weapons.*

SPELL LORE
Change the effect of 'Phantasmagoria' to:
'Until the start of your next turn, each time the target is picked to use a **Fight** ability, you can pick a friendly unit in combat with the target. That friendly unit can move 2D3" after the **Fight** ability has been resolved. It can pass through the combat ranges of enemy units and can end that move in combat.'

[NEW] MANIFESTATION LORE
Change the effect of 'Summon Mesmerising Mirror' to:
'Set up a **Mesmerising Mirror** wholly within 18" of the caster, visible to them and more than 3" from all enemy units.'

SYNESSA, THE VOICE OF SLAANESH
Change the declare step of 'Whispers of Doubt' to:
'Pick a visible enemy **Hero** within 18" of this unit to be the target, then make a casting roll of 2D6'.

[NEW] KEEPER OF SECRETS
Add a command point cost of 1CP to 'Locus of Slaanesh'.

[NEW]
Change the effect of 'Locus of Slaanesh' to:
'Set up a replacement unit with half the number of models from the target unit (rounding up) wholly within 12" of this unit and more than 9" from all enemy units.'

LUMINETH REALM-LORDS
BATTLE TRAITS
Change the first sentence of the 'Lightning Reactions' ability to:
'When players are alternating picking units to use a **Fight** ability, when it is your turn to pick a unit, you can pick 2 **Lumineth Realm-lords** units instead of 1.'

BATTLE TRAITS
Change the second paragraph of the effect of 'Shining Company' to:
'For the rest of the battle round, subtract 1 from hit rolls for attacks that target friendly **Vanari** units that have not charged this turn and that have not been picked as the target of the 'Power of Hysh' ability this battle round.'

In the effect of 'Move Like the Wind', replace:
'Each target can move a distance up to its Move characteristic.'
with:
'Each target can move 2D6".'.

SPELL LORE
Change the effect of 'Protection of Hysh' to:
'**Effect:** Until the start of your next turn, friendly **Lumineth Realm-lords** units have **Ward (5+)** while they are wholly within 12" of the caster.'

MANIFESTATION LORE, MANIFESTATIONS OF HYSH
In the effect of 'Summon Sanctum of Amyntok', replace 'not in combat' with 'more than 3" from all enemy units'.

[NEW]
Change the last sentence of the effect of 'Summon Sanctum of Amyntok' to:
'A **Sanctum of Amyntok** has 3 parts that must be set up with the tip of each part touching the tip of another part so that the three parts form a ring with the target inside.'

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LYRIOR UTHRALLE, WARDEN OF YMETRICA
Change the timing of the 'Voice of Tyrion' ability to 'Passive', change the timing bar colour to black and change the effect to:
'**Effect:** Each time a friendly **LUMINETH REALM-LORDS** unit wholly within 12" of this unit uses the 'All-out Attack' command, no command points are spent.'

YDRILAN RIVERBLADES
Change the first sentence of the effect of 'Relentless as the Driving Current' to:
'If this unit is in combat, it can move 2D6".'

HYSHIAN TWINSTONES
In the effect of 'Reservoir of Power', add the following to the final sentence:
'or are garrisoning a faction terrain feature within 3" of this **MANIFESTATION**.'

SHRINE LUMINOR
Change the first bullet point of the effect of 'Shrine Guardian' to:
'• This terrain feature has a Move characteristic of 6" and can use non-command non-**CHARGE MOVE** abilities as if it were a unit.'

Change the declare step of 'Enter the Shrine' to:
'**Declare:** If this terrain feature does not have a Shrine Guardian, pick a friendly **LUMINETH REALM-LORDS INFANTRY HERO** within 3" of it and not in combat to be the target.'

Change the effect of 'Exit the Shrine' to:
'**Effect:** If this terrain feature has a Shrine Guardian that was not placed on it this turn, set up the Shrine Guardian on the battlefield wholly within 6" of this terrain feature and not in combat. That unit is no longer a Shrine Guardian.'

MAGGOTKIN OF NURGLE
BATTLE TRAITS
Change the first sentence of the effect of the 'Blessed by the Plaguefather' ability to:
'You cannot pick **MANIFESTATIONS** or terrain features to be the targets of this ability. Pick 1 of the following effects:'

Add the following ability:

> ⚙ Passive
>
> **BURST PUSTULES:** *As blighted flesh is pierced and hewn, quivering boils erupt, showering all with Nurgle's glistening gifts.*
>
> **Effect:** Each time a **DISEASED** enemy unit would be destroyed, before the last model in the unit is removed from play, roll a dice. On a 3+, pick another enemy unit within 9" of that model to be **DISEASED**.

Change the effect of 'Desperate Remedies' to:
'**Effect:** If an ability would heal or return slain models to a **DISEASED** enemy unit, that ability does not heal any damage points or return any slain models to it. Instead, it no longer has the **DISEASED** keyword.

MANIFESTATIONS and faction terrain features cannot be given the **DISEASED** keyword by any friendly abilities.'

SPELL LORES, LORE OF MALIGNANCE
Change the effect of 'Fleshy Abundance' to:
'**Effect:** Pick 1 of the following effects:
• **Heal (D3)** the target.
• Subtract 1 from wound rolls for attacks that target that unit until the start of your next turn.'

ROTIGUS
Change the effect of 'Deluge of Nurgle' to:
'**Effect:** Roll a D3 for each target. On a 2+:
• If the target is an enemy unit, inflict an amount of mortal damage on the target equal to the roll.
• If the target is a friendly unit, **Heal (X)** the target, where **X** is an amount equal to the roll.'

NEW

LORD OF AFFLICTIONS
Change the timing of 'Vectors of Foulest Contagion' to:
'Once Per Turn (Army), Any Combat Phase'

PLAGUE DRONES, PUSGOYLE BLIGHTLORDS
Add the following ability:

> ⚙ Passive
>
> **DISPERSED FORMATION**
> **Effect:** This unit has a coherency range of 2".

BEASTS OF NURGLE
Add the following before the final sentence of the effect of the 'Attention Seekers' ability:
'If it does so, this unit has charged.'

BLOAB ROTSPAWNED
Change the effect of 'Miasma of Pestilence' to:
'**Effect:** Until the start of your next turn, each time a friendly ability is used that resulted in any damage points being allocated to the target, roll a dice. On a 4+, allocate 1 additional damage point to the target (ward rolls cannot be made for that damage point).'

GUTROT SPUME
Change the declare step of 'Master of the Slime Fleet' to:
'Pick a regiment led by this unit to be the target if no units from that regiment have been deployed.'

FECULENT GNARLMAW
Add the following:
'The following universal terrain abilities apply to this terrain feature (Terrain, 1.2): Cover, Unstable'

OGOR MAWTRIBES
BATTLE TRAITS
Add the following after the first sentence of the effect of 'Trampling Charge':
'Add 2 to the roll if this unit is a **Monster**.'

PRAYER LORE, EVERWINTER PRAYERS
In the effect of 'Call of the Blizzard', replace:
'if the chanting roll was 10+'
with:
'if the chanting roll was 8+'.

Change the chanting value of 'Pulverising Hailstorm' to 4, and in the effect replace:
'If the chanting roll was 10+'
with:
'If the chanting roll was 8+'.

FROSTLORD ON STONEHORN
Change the timing of the 'Frost Spear' ability to 'Passive'.

MAWPIT
Change the terrain abilities paragraph to:
'The following universal terrain abilities apply to this terrain feature (Terrain, 1.2): Cover, Impassable'

In the 'Step Away from the Maw' ability, change '**Declare:**' to '**Effect:**'.

Change the declare step of 'Feed the Maw' to:
'**Declare:** If this terrain feature does not have a Head Butcher, pick a friendly **Butcher** or **Slaughtermaster** within 3" of it and not in combat to be the target.'

Change the effect of 'Step Away from the Maw' to:
'**Effect:** If this terrain feature has a Head Butcher that was not placed on it this turn, set up the Head Butcher on the battlefield wholly within 3" of this terrain feature and not in combat. That unit is no longer a Head Butcher.'

KRAGNOS
Change the timing of the 'End of Empires' ability to 'Your Charge Phase' and the effect to:
'**Effect:** For the rest of the turn, add 1 to the number of dice rolled when making charge rolls for friendly **Destruction** units while they are wholly within 12" of this unit, to a maximum of 3.'

OSSIARCH BONEREAPERS

VOKMORTIAN, MASTER OF THE BONE-TITHE
Add the following to the effect of the 'Voice of Nagash' ability:
'Those abilities do not count as commands.'

GOTHIZZAR HARVESTER
In the effect of 'Bone Harvest', replace:
'each time an enemy model in combat with this unit is slain'
with:
'each time an enemy model from a unit in combat with this unit is slain'.

MORGHAST ARCHAI
Change the first sentence of the effect of the 'Ebon-wrought Armour' ability to:
'This unit has WARD (3+) against damage points inflicted by SPELL abilities, PRAYER abilities and abilities used by MANIFESTATIONS.'

MORGHAST ARCHAI, MORGHAST HARBINGERS
Add the FLY keyword to the keywords bar.

IMMORTIS GUARD
In the effect of the 'Soulbound Protectors' ability, change 'ward roll of 1' to 'unmodified ward roll of 1'.

SERAPHON

BATTLE FORMATIONS
Remove the CORE keyword from the Eternal Starhost's 'Celestial Translocation' ability.

BASTILADON WITH SOLAR ENGINE
Add the SKINK keyword to the keywords bar.

> **NEW**

SUNBLOOD PACK
Change the timing of 'Venomite Swarm' to 'Once Per Turn(Army), Any Combat Phase'.

LORD KROAK
In the effect of the 'Arcane Vassal' ability:
Replace 'the next SPELL ability used by this unit' with 'the next SPELL ability used by this unit this phase'.

Add the following:
'The target is treated as the caster for the purpose of other abilities or spell effects, such as 'Unbind' or 'The Earth Trembles'.

In the effect of 'Supreme Master of Order', replace:
'Add 2 to casting rolls for this unit'
with:
'Add 2 to casting rolls, and add 1 to unbinding rolls and banishment rolls for this unit'.

In the declare step of 'Celestial Deliverance', replace '12"' with '18"'. Also, change the effect to 'Inflict D3 mortal damage on each target.'

SLANN STARMASTER
In the effect of the 'Arcane Vassal' ability:
Replace 'the next SPELL ability used by this unit' with 'the next SPELL ability used by this unit this phase'.

Add the following:
'The target is treated as the caster for the purpose of other abilities or spell effects, such as 'Unbind' or 'The Earth Trembles'.

> **NEW**

Add a command point cost of 1CP to 'Celestial Reinforcements'.

> **NEW**

Change the effect of 'Celestial Reinforcements' to:
'Set up a replacement unit with half the number of models from the target unit (rounding up) wholly within 12" of this unit and more than 9" from all enemy units.'

SAURUS SCAR-VETERAN ON AGGRADON
Change the 'Alpha Roar' ability to:
'**Declare:** Pick this unit and each friendly **Aggradon Lancers** unit wholly within 12" of it to be the targets.

Effect: Add 1 to the Attacks characteristic of the targets' **Companion** weapons for the rest of the turn. In addition, place a **rage token** next to each target, to a maximum of 3 per unit.'

SAURUS ASTROLITH BEARER

Change the effect of 'Celestial Conduit' to:
'**Effect:** If that spell is successfully cast, for the rest of the turn, add 3 to the control scores of friendly **Seraphon** units while they are wholly within 12" of this unit.'

RIPPERDACTYL RIDERS, TERRADON RIDERS

Add the following ability:

> ⚙ Passive
> **DISPERSED FORMATION**
> **Effect:** This unit has a coherency range of 2".

SONS OF BEHEMAT
BATTLE TRAITS

Change the declare step of the 'Colossal Slam' ability to:
'**Declare:** Pick a friendly **Mega-Gargant** that has not used a **Rampage** ability this turn to use this ability, then pick an enemy **Monster** or **War Machine** that has a unit size of 1 and is within 1" of it to be the target.'

Change the 'Gargant Charge' ability to:

> ⚔ Any Charge Phase
> **GARGANT CHARGE:** *A charging gargant will flatten anyone in their path.*
>
> **Declare:** Pick a friendly **Mega-Gargant** or **Gargant** unit that charged this turn to use this ability, then pick an enemy unit that has not been picked as the target of this ability this turn and that is in combat with that unit to be the target.
>
> **Effect:** Inflict D3 mortal damage on the target.

Designer's Note: *This ability can be used by any number of friendly Mega-Gargant and Gargant units that charged in each turn.*

ARTEFACTS OF POWER

Change the timing of 'Glowy Lantern' to 'Passive', change the timing bar colour to gold and change the effect to:
'**Effect:** This unit can use **Summon** abilities from the manifestation lore you picked during army composition as if it had **Wizard (1)**.'

ALL MEGA-GARGANT WARSCROLLS

Add 2 to the Attacks characteristic of Almighty Stomp and Almightier Stomp.

KRAKEN-EATER MEGA-GARGANT

Change the effect of 'Get Orf Me Land!' to:
'**Effect:** Roll a dice. On a 2+, move the target 2D6" to a new position on the battlefield more than 1" from all models, terrain features and other objectives. That objective is treated as if it were in the same territories as it was when it was first set up on the battlefield for the purposes of the battleplan.'

BEAST-SMASHER MEGA-GARGANT

Change the Attacks characteristic of Menhir Club to 5.

KRAGNOS

Change the timing of the 'End of Empires' ability to 'Your Charge Phase' and the effect to:
'**Effect:** For the rest of the turn, add 1 to the number of dice rolled when making charge rolls for friendly **Destruction** units while they are wholly within 12" of this unit, to a maximum of 3.'

SYLVANETH
BATTLE TRAITS

In the declare step of 'Endless Growth', replace:
'wholly within 6" of a friendly **Awakened Wyldwood**'
with:
'wholly within 6" of any friendly **Awakened Wyldwoods**'.

SPELL LORE

Change the effect of 'Treesong' to:
'**Effect:** If there are fewer than 3 friendly **Awakened Wyldwoods** on the battlefield, you can set up an **Awakened Wyldwood** wholly within 24" of the caster, more than 3" from all objectives and more than 1" from all enemy units and other terrain features. If there are already 3 friendly **Awakened Wyldwoods** on the battlefield, **Heal (3)** each friendly **Awakened Wyldwood**.'

> NEW

MANIFESTATION LORE

Change the effect of 'Summon Gladewyrm' to:
'Set up a **Gladewyrm** wholly within 12" of and visible to the caster, and more than 9" from all enemy units.'

> NEW

Change the effect of 'Vengeful Skullroot' to:
'Set up a **Vengeful Skullroot** wholly within 12" of and visible to the caster, and more than 9" from all enemy units.'

> NEW

Change the effect of 'Summon Spiteswarm Hive' to:
'Set up a **Spiteswarm Hive** wholly within 18" of and visible to the caster, and more than 3" from all enemy units.'

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ALARIELLE THE EVERQUEEN

Change the timing of 'Rite of Life' to 'Once Per Turn (Army), Your Movement Phase' and change the effect to:
'**Effect:** Roll a dice. On a 4+, set up a replacement unit with half the number of models from the target unit (rounding up) wholly within 9" of a friendly **Awakened Wyldwood** and more than 9" from all enemy units. If the target was a **Monster**, allocate 6 damage points to the replacement unit (ward rolls cannot be made for those damage points).'

BELTHANOS, FIRST THORN OF KURNOTH

Change the effect of the 'Kurnothi War-horn' ability to:
'**Effect:** For the rest of the turn, each target can use **Charge** abilities even if they used a **Run** ability in the same turn.'

THE TWISTWEALD

Change the timing of the 'Eruption of Thorned Vines' ability to 'Once Per Turn (Army), Any Movement Phase' and the timing bar colour to grey.

KURNOTH HUNTERS WITH KURNOTH GREATBOWS

Change the effect of the 'Steady Aim' ability to:
'**Effect:** For the rest of the turn, this unit can ignore the effects of the 'Guarded Hero' ability (Core Rules, 25.0) when picking targets for its shooting attacks.'

GOSSAMID ARCHERS

Change the last sentence of the effect of 'Zephyrspites' to:
'It cannot end that move in combat.'

VENGEFUL SKULLROOT

Add the following ability:

> ⚙ Passive
> **CREEPING WILLOW**
> **Effect:** This **Manifestation** counts as an **Awakened Wyldwood** for the purposes of the 'Endless Growth', 'Walk the Hidden Paths' and 'Strike and Fade' abilities.

Change the effect of 'Vengeful Terrors' to:
'**Effect:** For the rest of the turn, subtract an amount from the target's control score equal to the number of friendly units that have been destroyed this battle (not including **Manifestations** or **Faction Terrain**).'

AWAKENED WYLDWOOD

Add **Ward (5+)** to the keywords bar.

Change the effect of 'Growing Woods' to:
'Each time you set up an **Awakened Wyldwood**, you can place 1-3 scenery pieces (Terrain, 1.7). If you place more than 1 scenery piece, the tips at the end of each base must touch, forming a circle. The area inside this circle is considered to be part of this terrain feature. For each additional scenery piece in this terrain feature that is placed after the first:
• Add 2 to the Health characteristic of this terrain feature.
• Increase the range of friendly abilities that require friendly models to be wholly within 6" of this terrain feature by 3".'

Change the effect of the 'Overgrown Wilderness' ability to:
'**Effect:** Enemy units are visible to friendly **Sylvaneth** units even if every model in that enemy unit is within 1" of this terrain feature. In addition, the Range characteristic of friendly **Sylvaneth** units' ranged weapons is not halved while every model in that friendly unit is within 1" of this terrain feature.'

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

DAUGHTERS OF KHAINE

Q: Can I use the 'All-out Slaughter' ability once per battle with each eligible unit?
A: Yes. This ability is used by the unit, not the player, and it does not have the 'Once Per Battle (Army)' timing, so each eligible unit can use it once per battle.

Q: Can a Sisters of Slaughter with Sacrificial Knives unit use the 'Dance of Death' ability to move out of combat?
A: Yes.

Q: Can Morathi-Khaine or the Shadow Queen use abilities that would heal them (for example, 'Rally')?
A: Yes. Even though damage points would not be healed by doing so, keywords such as **Burning** or **Diseased** would be removed from them by the use of such an ability.

HEDONITES OF SLAANESH

Q: When using the 'Joyous Battle Fury' ability, does Dexcessa need to have slain any models in a turn in order to add 1 to the Attacks characteristic of their Impaling Talons for each battle fury token they have?
A: No. Battle fury tokens are gained (and Dexcessa can heal) on any turn in which Dexcessa slew any enemy models, but can gain the additional attacks on any turn that they have any battle fury tokens.

*Q: The effect of the Scourge of Ghyran 'Master of Temptation' heroic trait states that units can only use **Core** abilities. How does this affect passive abilities?*
A: It doesn't. Passive abilities are not 'used', so this ability doesn't have any effect on them.

NEW
*Q: When using the Keeper of Secrets' 'Dark Temptations' ability, can I pick the 'If the target is damaged, **Heal (D3)** the target' option if the target is not damaged?*
A: No.

LUMINETH REALM-LORDS

*Q: If my battle formation allows me to use a **Facet of War** ability in addition to the one I pick each battle round, can I pick the same **Facet of War** ability in order to use it twice that battle round?*
A: No.

Q: If a Scinari Calligrave miscasts a spell when attempting to summon a manifestation, can they use their 'Realmscribe' ability to avoid the miscast?
A: No.

Q: When Ellania and Ellathor use the 'Total Eclipse' ability, does your opponent need to spend an additional command point for the first command used by any unit or for the first command used by each unit?
A: The first command used by any unit.

Q: Can models end a move in the open spaces underneath a Shrine Luminor?
A: Yes. However, if the Shrine Luminor has a Shrine Guardian, an enemy unit would need to use an ability that would allow them to move into combat with the Shrine Luminor to do so, such as the 'Charge' ability.

MAGGOTKIN OF NURGLE

Q: Does the 'Disease and Pestilence Personified' ability require at least one mortal damage to be inflicted by the 'Wracked with Disease' ability in order for it to inflict 1 additional mortal damage?
A: Yes, as indicated by 'add 1 to the amount of mortal damage inflicted, if any'.

*Q: If an ability (such as 'Rally') would heal one or more damage points allocated to a unit, but that unit does not have any damage points allocated to it or has an ability that prevents it from healing any damage points, would the **Diseased** keyword be removed from that unit? Similarly, if an ability would return one or more slain models to a unit, but no models from that unit are slain, would the **Diseased** keyword be removed from that unit?*
A: Yes to both.

RULES UPDATES

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FACTION PACKS

OGOR MAWTRIBES

Q: Does the 'Great Gutlord' heroic trait ignore negative modifiers to hit rolls and wound rolls for attacks made with **Companion** *weapons?*
A: No.

Q: 'Trampling Charge' allows MONSTERS *to add 2 to a D3 roll. How does this work?*
A: If a rule requires you to roll a D3, roll a dice and halve the total, rounding up. For example, if the Ogor Mawtribes player rolled a 5 on a regular 6-sided dice, that would result in a D3 roll of 3. Then, if the charging unit was a MONSTER, you would add 2 to the roll, and the charging MONSTER would inflict 5 mortal damage. Note this means that MONSTERS will always inflict some amount of damage when picked as a target of the 'Trampling Charge' ability, as their roll will never be less than a 2.

Q: Does the 'Great Gutlord' heroic trait ignore negative modifiers to hit rolls and wound rolls for attacks made with **Companion** *weapons?*
A: No.

OSSIARCH BONEREAPERS

Q: At the 2+ stage of the effect of 'Curse of Years', if I roll 1 or more 2+'s, can I keep rolling extra dice (and inflicting mortal damage on the target) until a 1 is rolled?
A: No.

SYLVANETH

Q: When placing scenery pieces while setting up an Awakened Wyldwood, can the ends of each base overlap?
A: No. The tips at the end of each base must touch without overlapping part of the base of a different scenery piece.

NEW

Q: Can I set up an Awakened Wyldwood so the parts under 1" tall are under friendly models?
A: No. You cannot move a model to put the Awakened Wyldwood parts underneath it, but the Awakened Wyldwood can be set up around a model so that the model is within the 'empty' circle formed within the parts of the Awakened Wyldwood.

ERRATA
The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

BATTLETOME: BEASTS OF CHAOS
SPELL LORE
Change the third bullet point in the effect of the 'Devolve' spell to:
'● Each time the target moves, if the caster is on the battlefield, the target must end that move no further from the caster than it was at the start of the move.'

BESTIGORS
Replace the effect of the 'Despoilers' ability with:
'**Effect:** This unit's attacks score critical hits on unmodified hit rolls of 5+ for the rest of the turn.'

UNGOR RAIDERS
Change the third sentence of the effect of the 'Hidden Volley' ability to:
'Then, in your next movement phase, set up this unit on the battlefield using the 'Beastherd Ambush' ability.'

CENTIGORS
Add the following weapon profile:

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Gutpiercer Spear Anti-Cavalry (+1 Rend), Charge (+1 Damage)	3	4+	3+	1	1

BATTLETOME: BONESPLITTERZ
HEROIC TRAITS
Change the timing of the 'One Wiv Da Beast' ability to 'Once Per Battle (Army), Any Hero Phase' and the effect to:
'The next time this phase that this unit uses a **Spell** ability, instead of making a casting roll for this unit, you can use a value of 6 for the roll that cannot be modified.'

ALL WARSCROLLS
Remove '**Orruk**' from the keywords bar.

MANIAK WEIRDNOB
Change the effect of the 'Bone Spirit' ability to:
'**Effect:** Roll a dice. On a 3+, add 1 to wound rolls for the target's combat attacks for the rest of the turn. This ability also affects **Companion** weapons.'

MANIAK WEIRDNOB, SAVAGE BOARBOYS, SAVAGE BOARBOY MANIAKS
Add 'Companion' to the **War Boar's Tusks and Hooves** weapon profile.

KRAGNOS
Change the timing of the 'End of Empires' ability to 'Your Charge Phase' and the effect to:
'**Effect:** For the rest of the turn, add 1 to the number of dice rolled when making charge rolls for friendly **Destruction** units while they are wholly within 12" of this unit, to a maximum of 3.'

BATTLETOME SUPPLEMENT: NIGHTHAUNT
GLAIVEWRAITH STALKERS
Change the Rend characteristic of the **Hunter's Glaive** weapon profile to 1.

Change the 'Unerring Hunters' ability to:

> ↗ **Once Per Turn (Army), Any Combat Phase**
>
> **UNERRING HUNTERS:** *These spectral hunters will hound their prey until the very end of existence itself.*
>
> **Effect:** For the rest of the turn, each time this unit makes a pile-in move, add 3" to the distance it can move.

BATTLETOME SUPPLEMENT: STORMCAST ETERNALS
LORD-ARCANUM ON TAURALON
Change the timing of the 'Starlight Mantle' ability to 'Once Per Turn (Army), Any Combat Phase'.

AVENTIS FIRESTRIKE
Change the timing of the 'Comet Trail' ability to 'Once Per Turn (Army), Any Combat Phase'.

CELESTAR BALLISTA
Change the timing of the 'Stormbolt Tempest' ability to 'Once Per Battle (Army), Any Combat Phase'.

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OTHER DIGITAL DOWNLOADS

LEGENDS WARSCROLLS
THE EMBERWATCH, THE FARSTRIDERS
Change the 'Vanguard Chamber' ability to:

> **☼ Once Per Turn (Army), Your Hero Phase**
>
> **VANGUARD CHAMBER:** *Through swiftness, guile and more than a hint of savagery, the warriors of the Vanguard chambers are able to outfight forces many times their own limited numbers.*
>
> **Effect:** For the rest of the turn, this unit can use **Shoot** and/or **Charge** abilities even if it used a **Run** or **Retreat** ability in the same turn.

TARANTULOS BROOD
Add 'Companion' to the **Venomous Bites** weapon profile.

FLUXMASTER, FATEMASTER, THE BLUE SCRIBES
Add '**Disc of Tzeentch**' to the keywords bar.

CRYPT GHAST COURTIER
Replace the '**Courtier**' keyword with the '**Noble**' keyword.

MALENETH WITCHBLADE
Add '**Anti-Hero (+1 Rend)**' to the **Deadly Blades** weapon profile.

Add '**Crit (Auto-wound), Shoot in Combat**' to the **Poisoned Throwing Knives** weapon profile.

SKAETH'S WILD HUNT
Change the description paragraph to:
'Each model in this unit is armed with Tracker Weapons. The models in this unit are:
- Skaeth the Huntsman (champion, also armed with Wild Hunt Ranged Weapons)
- Karthaen, Huntcaller (musician)
- Althaen (also armed with Wild Hunt Ranged Weapons)
- Sheoch
- Lighaen'

THE WURMSPAT
Change '**Ward (6+)**' to '**Ward (5+)**' in the keywords bar.

THE GRYMWATCH
Change the Save characteristic to 6+ and the Health characteristic to 1.

DA KUNNIN' KREW
Change 'Easy Meat' to:

> **⚔ Once Per Turn (Army), Enemy Hero Phase**
>
> **EASY MEAT:** *Showing weakness to a Kruleboy, even for a moment, is a death sentence.*
>
> **Declare:** Pick an enemy unit in combat with this unit to be the target.
>
> **Effect:** Roll a dice. If the roll is at least double the target's Health characteristic, 1 model in the target unit is slain.

GROTMAS ADVENT: REGIMENTS OF RENOWN
STUMBLEFOOT GARGANT
Change the timing of the 'Projectile Vomit' ability to 'Once Per Turn (Army), Your Shooting Phase'.
Then, in the declare step, replace 'pick all other units (friendly and enemy)' with 'pick each enemy unit'.

REGIMENTS OF RENOWN
SAVIOURS OF CINDERFALL
Change the timing of the 'Sigmar's Justice' ability to 'Once Per Battle (Army), Deployment Phase'.

THE STERNIESTE GARRISON
In the Organisation, change 'Grave Guard' to 'Barrow Guard'.

NEFERATA'S ROYAL ECHELON
In the Organisation, change 'Black Knights' to 'Barrow Knights'.

THE SORROWMOURN CHOIR
Change the effect of the 'Insubstantial' ability to:
'Ignore negative modifiers to save rolls for units in this Regiment of Renown.'

ARMIES OF RENOWN

TRIBES OF THE SNOW PEAKS, BATTLE TRAITS
Change the effect of the 'Pledges to the Dark Gods' ability to:

'**Effect:** Each time a friendly **SNOW PEAKS** unit uses 1 of the following abilities and the effect of that ability is resolved, gain 1 **oath point**.

- 'Oath of Bloodshed'
- 'Oath of Murder'
- 'Oath of Supremacy'
- 'Oath of the Marauder'
- 'Oath of the Raider'
- 'Oath of Conquest'
- 'Oath of Dark Sacrifice''

THE ROVING MAW, BATTLE TRAITS
Rename the 'Gutbuster Charge' ability to 'Trampling Charge'.

THE ROVING MAW, SPELL LORE
Change the effect of 'Mawmeat' to:
'For the rest of the battle, units on or within 1" of the target are **vulnerable to Mawpits**. This ability has no effect on **ROVING MAW** units or units that have **FLY**.'

SCIONS OF NULAHMIA
Add Vampire Lord on Nightmare Steed to roster options.

SCOURGE OF GHYRAN

CITIES OF SIGMAR, PONTIFEX ZENESTRA
Change the 'Word of the God-King' ability to:

> ⚙ **Once Per Turn (Army), Your Hero Phase**
>
> **WORD OF THE GOD-KING:** *Zenestra can channel the divine will of Sigmar with but a single utterance, smiting heretical priests and practitioners of proscribed magic as well as their conjurations.*
>
> **Declare:** Pick a visible enemy **WIZARD**, **PRIEST** or **MANIFESTATION** within 18" of this unit to be the target.
>
> **Effect:** Roll a dice. On a 3+:
> - If the target is a **MANIFESTATION**, it is banished and removed from the battlefield.
> - If the target is a **WIZARD** or **PRIEST**, inflict an amount of mortal damage on it equal to the roll.

UPDATED

Change the 'Sigmar's Will' ability to:

> ⚙ **Your Hero Phase**   **4**
>
> **SIGMAR'S WILL:** *As a vessel of the God-King's celestial power, Pontifex Zenestra can scour the taint of corrupting magic from the earth around her.*
>
> **Declare:** Make a chanting roll of D6. If the roll is an unmodified 1, you can re-roll the dice.
>
> **Effect:** Pick 1 of the following effects. Pick up to 2 different effects instead if the chanting roll was 10+.
>
> *Hallowed Ground:* Until the start of your next turn, enemy units using the 'Normal Move' ability cannot end that move within 5" of a friendly **CITIES OF SIGMAR HUMAN** unit while it is wholly within 12" of this unit.
>
> *Fervent Prayers:* Until the start of your next turn, each time a friendly **CITIES OF SIGMAR HUMAN** model is slain by a combat attack while it is wholly within 12" of this unit and that model was in combat with the attacking unit, roll a dice. On a 6, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.
>
> *Salvation:* Pick 1 friendly **CITIES OF SIGMAR HUMAN** unit that is more than 12" from this unit and not in combat to be the target. Remove the target from the battlefield and set it up again wholly within 12" of this unit and more than 9" from all enemy units. That unit cannot use **CHARGE** abilities for the rest of the turn.
>
> **KEYWORDS**   **PRAYER**

DAUGHTERS OF KHAINE, KRETHUSA THE CRONESEER
Change the declare step of the 'Gift of Foresight' ability to:
'Pick a friendly non-**UNIQUE DAUGHTERS OF KHAINE AELF INFANTRY** or **CAVALRY** unit that has been destroyed to be the target.'

NEW

FLESH-EATER COURTS, ABHORRANT GHOUL KING
Change the last sentence of the effect of 'Long Live the King' to:
'Melee weapons used by friendly enraged units have **Crit (Auto-wound)** and score critical hits on unmodified hit rolls of 5+, even if this unit has been destroyed.'

RULES UPDATES

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OTHER DIGITAL DOWNLOADS

GLOOMSPITE GITZ, LOONSMASHA FANATICS
Add the following to the effect of 'Whirling Destruction':
'If this unit ended that move in combat, it has charged.'

NEW

GLOOMSPITE GITZ, SPORESPLATTA FANATICS
Change the first sentence of the effect of 'Spinning Loons' to:
'If this unit was not set up this phase, this unit can move 2D6".'

GLOOMSPITE GITZ, LORE OF FRAZZLEGIT
In the effect of 'Bright Fright', replace:
'No mortal damage is inflicted by those RETREAT abilities.'
With:
'No mortal damage is inflicted on the targets by those RETREAT abilities.'

HEDONITES OF SLAANESH, SLAANGOR FIENDBLOODS
Change the effect of the 'Instinctive Advance' ability to:
'This unit can move up to 3" immediately after that command has been resolved, unless that command is a reaction, in which case this unit can move after the ability that it was reacting to has been resolved. That move can pass through the combat ranges of enemy units, and can end in combat.'

KHARADRON OVERLORDS, SKYVESSEL UPGRADES
Change the name 'Skyvessel Upgrades' to 'Great Endrinworks' and replace the introductory text as follows:
'Great Endrinworks are a special type of enhancement for SKYVESSELS. During army composition, when you add enhancements, you can pick 1 Great Endrinwork and give it to a SKYVESSEL on your army roster.'

KRULEBOYZ, SWAMPBOSS SKUMDREKK
In the effect of 'Rigged Odds', replace:
'you can spend any number of **betting chips**.'
With:
'you can spend any number of **betting chips** after seeing the result of the roll.'

LUMINETH REALM-LORDS, LORE OF PRISMATIC RESONANCE
In the effects of 'Beacons of Protection' and 'Beam of Hysh', replace 'been cast' with 'been successfully cast'.

LUMINETH REALM-LORDS, LIGHT OF ELTHARION
Change the timing of 'Eternal Light' to 'Passive', and the effect to:
'If this unit is destroyed and if a friendly LUMINETH REALM-LORDS WIZARD successfully casts a SUMMON spell, instead of resolving the effect of that SUMMON spell, you can set up a replacement unit for this unit more than 9" from all enemy units and wholly within 12" of the unit that used that SUMMON spell. This ability is still in effect even if this unit is not on the battlefield.'

MAGGOTKIN OF NURGLE, ROTIGUS
Add the following declare step to 'Virulent Downpour':
'**Declare:** Make a casting roll of 2D6.'

NIGHTHAUNT, KURDOSS VALENTIAN
Change the Save characteristic to 5+.
Change 'WARD (6+)' to 'WARD (5+)' in the keywords bar.

NIGHTHAUNT, BLACK COACH
Change the Save characteristic to 5+.
Change 'WARD (6+)' to 'WARD (5+)' in the keywords bar.

NIGHTHAUNT, ARTEFACTS OF POWER
Change the Declare step of 'Amulet of Waking Nightmares' to:
'**Declare:** Pick an enemy HERO within 18" of this unit to be the target.'

OTHER DIGITAL DOWNLOADS

OGOR MAWTRIBES, BATTLE FORMATIONS
In the effect of 'Fixated on Feeding', replace:
'If it does so, the target has charged.'
With:
'If it ended that move in combat, the target has charged.'

Change the declare step of 'Postprandial Warfare' to:
'Pick up to D3 friendly **OGOR INFANTRY** units that were in combat this turn with an enemy unit that was destroyed this turn to be the targets.'

SERAPHON, MONSTROUS TRAITS
In the effect of 'Titan of the Land', replace 'the **Realmshaper Engine**'s' with 'the friendly **Realmshaper Engine**'s'.

SKAVEN, BROOD TERROR
In 'Lend a Claw', change:
'Add 1 to hit rolls for the targets' attacks for the rest of the phase.'
To:
'Add 1 to hit rolls for the targets' attacks for the rest of the phase, including those made with **Companion** weapons.'

SKAVEN, BATTLE FORMATIONS
In the effect of 'Will of the Horned Rat', replace 'inflict 1 mortal damage' with 'allocate 1 mortal damage' and add '(ward rolls cannot be made for these damage points)' to the end of the ability.

SKAVEN, HEROIC TRAITS
Change the declare step of 'Devious Underling' to:
'Pick another friendly **SKAVEN HERO** on the battlefield with a Health characteristic that equals or exceeds this unit's Health characteristic to be the target.'

SOULBLIGHT GRAVELORDS, HEROIC TRAITS
Change the effect of 'Frightening Vitality' to:
'Each time an ability would heal exactly 1 or 2 of this unit's damage points, heal 3 damage points instead.'

NEW
WARSCROLL DOWNLOADS
SERAPHON, SUNBLOOD PACK
Change the timing of 'Venomite Swarm' to 'Once Per Turn(Army), Any Combat Phase'.

RULES UPDATES

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OTHER DIGITAL DOWNLOADS

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

ARMIES OF RENOWN

Q: Is the Pyrofane Cult Army of Renown in White Dwarf issue 514 legal for Matched Play?
A: No, it is a Legends Army of Renown.

SCOURGE OF GHYRAN

Q: Can I include Scourge of Ghyran units in an Army of Renown instead of their standard version?
A: Yes.

Q: Can I include Scourge of Ghyran units in a Regiment of Renown instead of their standard version?
A: No.

DAUGHTERS OF KHAINE, BLOODSHADOW RITES

Q: When using 'Shadowstep', if my chanting roll was 8+, could I pick the priest themselves as the first target, move them, then pick a another eligible unit that is now within range as the second target'?
A: Yes.

DISCIPLES OF TZEENTCH, BATTLE FORMATIONS

Q: Can the target of 'Sorcerers of War' attempt to cast a spell in the combat phase if that wizard already attempted to cast in the hero phase of the same turn?
A: Yes.

FYRESLAYERS, AURIC RUNESON ON MAGMADROTH

Q: Can more than one Scourge of Ghyran Auric Runeson on Magmadroth pick the same Auric Runefather on Magmadroth as the target of their 'Fire, Blood and Vengeance'?
A: Yes. That Runefather had a big family.

IRONJAWZ, BATTLE FORMATIONS

Q: When using the 'Mightiest Destroyers' ability, can I pick a second target if there is a Megaboss on Maw-Krusha on the battlefield?
A: No. The ability specifies the unit name, so only a Megaboss unit is eligible.

KRULEBOYZ, KILLABOSS ON GREAT GNASHTOOF

Q: Can I use the 'Drag 'Em Out' ability to remove an enemy INFANTRY HERO from garrisoning a faction terrain feature?
A: Yes.

SKAVEN, GREY SEER ON SCREAMING BELL

Q: If I successfully cast 'Gnaw Through Reality' on a Scourge of Ghyran Grey Seer on Screaming Bell, could I then use 'Tunnels Through Reality' to remove that unit and set it up wholly within 6" of another friendly Gnawhole?
A: No. 'Gnaw Through Reality' does not allow the Grey Seer on Screaming Bell to use abilities from the Gnawhole warscroll, only to be treated as a Gnawhole when using those abilities.

SONS OF BEHEMAT

*Q: If a Scourge of Ghyran Kraken-eater Mega-Gargant is in reserve **beneath the waves** at the start of battle round 4, is it destroyed or are 6 damage points allocated to it?*
A: It is destroyed.

RULES UPDATES

DECEMBER 2025

BATTLETOME: BLADES OF KHORNE

ERRATA

The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

BATTLE TRAITS

Change the timing of 'Skulls for the Skull Throne' to 'Once Per Turn (Army), Start of Any Turn'.

Change the timing of 'Punish the Pacifist' to 'Once Per Turn (Army), Your Combat Phase'.

Change the timing of 'Murder the Mystic' to 'Once Per Turn (Army), Your Hero Phase'.

NEW

Change the 'Blood-drenched' ability to:

> ⚙ Reaction: You declared the 'Skulls for the Skull Throne' ability
>
> **BLOOD-DRENCHED:** *As blood gushes down blades, armour and teeth, the fervent warriors of the Blood God are driven into a divine frenzy.*
>
> **Effect:** After that ability has been resolved, if you unlocked a **Blood Tithe** ability this turn, pick a friendly **Blades of Khorne** unit to be the target. The following effects apply to the target for the rest of the battle:
>
> **Wild-eyed Brutality:** Ignore positive modifiers to save rolls for the target.
>
> **Blood Haze:** If the target is **Bloodbound**, its **Blood-hungry** weapons have **Crit (Mortal)**.
>
> **Weapons of Murder:** If the target is a non-**Monster Daemon** unit, add 1 to the Rend characteristic of its **Blood-hungry** weapons, including **Blood-hungry Companion** weapons.
>
> **Bloodlords Supreme:** If the target is a **Monster**, add 1 to the Damage characteristic of its **Blood-hungry** weapons.

KARANAK

Change 'Stalk the Prey' to:
'**Declare:** If this unit's quarry is on the battlefield, pick this unit and up to 1 friendly **Flesh Hounds** unit to be the targets.

Effect: Remove the targets from the battlefield and set them up again on the battlefield more than 6" from this unit's quarry and more than 9" from all other enemy units. If picked to be a target, the unit of **Flesh Hounds** must also be set up wholly within 12" of this unit.'

FLESH HOUNDS

Add the following to the end of the second sentence in the effect of 'Hunters of Mystics':
'In addition, your opponent cannot give that **Priest** any ritual points for the rest of the phase.'

DEATHBRINGER

Add the following to the effect of 'Trophies of Glorious Deaths':
'This reaction cannot be used more than once per command.'

SKULLGRINDER

Change the effect of 'Bone-Crushing Strikes' to:
'**Effect:** Roll a dice. If the roll is equal to or less than the target's Control characteristic, the target has **Strike-last** for the rest of the turn.'

BLOODTHIRSTER OF INSENSATE RAGE

Change the effect of 'Outrageous Carnage' to:
'Each time an attack made by this unit scores a critical hit, inflict D3 mortal damage on each enemy unit within 8" of it after the **Fight** ability has been resolved (and continue the attack sequence).'

RULES UPDATES
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BATTLETOME: BLADES OF KHORNE

NEW

BLOODMASTER, HERALD OF KHORNE

Change the last sentence in the effect of 'The Blood Must Flow' to:
'For the rest of the turn, add 1 to hit rolls for combat attacks made by this unit and that friendly **Bloodletters** unit.'

PATH TO GLORY

In the Path of the Slaughterer, add the following to the effect of 'Breaker of the Arcane':
'An enemy **Wizard** can be affected by this ability multiple times and the effects are cumulative.'

ARMY OF RENOWN, THE BALEFUL LORDS

Change the timing of 'Drawn by Blood' to:
'Once Per Turn (Army), End of Your Turn'

NEW

Change the effect of 'Born of Butchery' to:
'Roll a number of dice equal to the current battle round number plus the number of units (friendly and enemy) that have been destroyed this battle. If the roll contains 8 or more results of 3+, set up a replacement unit identical to the target on the battlefield, more than 9" from all enemy units.'

ARMY OF RENOWN, GORECHOSEN CHAMPIONS

Change the effect of 'The Scarring Blade' to:
'**Effect:** Allocate D3 damage points to this unit (ward rolls cannot be made for those damage points). For the rest of the turn, add **X** to the Attacks characteristic of melee weapons used by friendly **Gorechosen Champions** units for the rest of the turn, where **X** is equal to the number of damage points allocated to this unit this turn by this ability.

For the rest of the battle, this unit cannot use the 'Hate-fuelled Killers' ability and cannot be healed.'

Change the effect of 'The Red God's Eye' to:
'Friendly **Gorechosen Champions** units have **Ward (6+)**.'

Change the effect of 'Hate-fuelled Killers' to:
'**Effect:** The first time each friendly **Gorechosen Champions** unit would be destroyed, before removing it from play, roll a dice. On a 5+, that unit is not destroyed and any remaining damage points inflicted on it have no effect. Then, **Heal (1)** that unit.'

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: Does the 'Blood-drenched' ability have any effect on Skarbrand in The Exiled One Regiment of Renown?
A: No. That ability is a Blades of Khorne battle trait and so will have no effect on a unit in a Regiment of Renown.

Q: Does Skarbrand's 'Skarbrand's Rage' ability mean that Skarbrand is affected by the 'Blood-drenched' ability in the first turn of a battle?
A: No.

RULES UPDATES
DECEMBER 2025
BATTLETOME: FLESH-EATER COURTS

ERRATA
The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

BATTLE TRAITS
Change the second sentence of the effect of 'A Kingdom Deluded' to:
'On a 3-4, you must pick the same DELUSION as the one you picked last turn, even if it is on the warscroll of a unit that has been destroyed. In such cases, the effect of that DELUSION applies as if the unit had not been destroyed.'

BATTLE FORMATIONS, LORDS OF THE MANOR
In the effect of 'Raise the Banners', replace 'Each time an ability returns' with 'Each time another ability returns'.

ARTEFACTS OF POWER
In the final bullet point of the effect of 'The Splintered Femur', replace 'it is banished' with 'it is banished and removed from play'.

ABHORRANT GHOUL KING ON ROYAL ZOMBIE DRAGON
Change the effect of 'For the Kingdom!' to:
'While you believe this DELUSION, add 1 to charge rolls for friendly KNIGHTS units and friendly FLESH-EATER COURTS MONSTERS while they are wholly within 12" of any friendly FLESH-EATER COURTS HEROES.

Add 2 to charge rolls for friendly KNIGHTS units and friendly FLESH-EATER COURTS MONSTERS instead while they are wholly within 12" of any friendly Abhorrant Ghoul Kings on Royal Zombie Dragons.'

HIGH FALCONER FELGRYN
Change the declare step of 'Be Mine Eyes' to:
'This unit's Grype is a token. If this unit's Grype is not next to an enemy unit, pick an enemy unit within 18" of this unit and not in combat to be the target.'

NEW
CHARNEL THRONE
Change the declare step of 'Ruler of All They Survey' to:
'If this terrain feature has a Steward, pick a visible friendly non-HERO FLESH-EATER COURTS unit that is not in combat to be the target.'

PATH TO GLORY, ANVIL OF APOTHEOSIS
Add 'Once Per Turn (Army)' to the timing bar of 'Powerful Maw'.

Add 'Once Per Turn (Army)' to the timing bar of 'Magnificent Monstrosity'.

Add the **Companion** weapon ability to the **Colony of Bats** weapon.

ARMY OF RENOWN, THE KNIGHTS OF NEW SUMMERCOURT
Change 'In Their Sire's Shadow' to:

> **⚲ Once Per Battle (Army), Any Charge Phase**
>
> **IN THEIR SIRE'S SHADOW:** *When Ushoran himself takes to the field, his knights are seized by an irrepressible mania to follow at his monstrous heels.*
>
> **Declare:** If the friendly **Ushoran** is not in combat and has not used any **RUN** or **RETREAT** abilities this turn, pick him to use this ability. Then, pick up to 2 friendly **NEW SUMMERCOURT KNIGHTS** units within his combat range that are not in combat and have not used a **RUN** or **RETREAT** ability this turn to be his **royal retinue**. Then, make a charge roll of 2D6.
>
> **Effect:** The friendly **Ushoran** can move a distance up to the value of the charge roll. He can move through the combat ranges of enemy units and must end that move within ½" of a visible enemy unit. If he does so, he has charged. If he charged, then after this ability has been resolved, each unit in his **royal retinue** can immediately use the 'Charge' ability even if it is not your charge phase and you can use the charge roll from this ability instead of making a charge roll when it does so, but it must end the charge move within 3" of the friendly **Ushoran**.
>
> | KEYWORDS | CORE, MOVE, CHARGE |
> |---|---|

FREQUENTLY ASKED QUESTIONS
In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: When the target of 'Glimpse of Delusion' makes combat attacks as a result of the effect of that spell, can the 'All-out Attack' command or the 'All-out Defence' command be used as reactions to those attacks?
A: No.

Q: If a MAGGOTKIN OF NURGLE unit is picked as the target of Ushoran's 'Glimpse of Delusion' ability and resolving that ability results in a model in that unit being slain, would that trigger the 'Vectors of Contagion' ability on that MAGGOTKIN OF NURGLE unit?
A: No.

RULES UPDATES

DECEMBER 2025

BATTLETOME: GLOOMSPITE GITZ

ERRATA

The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

KRAGNOS

Change the timing of the 'End of Empires' ability to 'Your Charge Phase' and the effect to:
'**Effect:** For the rest of the turn, add 1 to the number of dice rolled when making charge rolls for friendly **Destruction** units while they are wholly within 12" of this unit, to a maximum of 3.'

SKRAGROTT, THE LOONKING

Change 'Babbling Wand' to:

> ⚑ **Passive**
>
> **BABBLING WAND:** *This jabbering wand, said to be topped with the skull of the great prophet Kaloth, channels the voices of Skragrott's imprisoned scryers through clacking teeth.*
>
> **Effect:** Each time a friendly **Moonclan** unit wholly within 12" of this unit uses the 'Redeploy' command, no command points are spent.

DROGGZ DA SUNCHOMPA

Change 'Time Ta Scarper' to:'

> ⚑ **Once Per Turn (Army), Reaction: You declared a Fight ability for a unit wholly within 9" of this unit**
>
> **TIME TA SCARPER:** *Droggz knows exactly when to get his gitz out of a sticky situation so that they can come back for 'anuvver go' once the odds are in their favour again.*
>
> **Effect:** Roll a dice. On a 4+, the unit using that **Fight** ability can move 2D6" after that **Fight** ability has been resolved. It can move through the combat ranges of any enemy units but cannot end that move in combat.

TRUGG THE TROGGOTH KING

Add the **Gloomspite Gitz** keyword.

SNARLBOSS ON WAR-WHEELA

Remove 'non-**Hero**' from the first sentence of the effect of 'Keepin' Up Wiv Da Boss'.

SUNSTEALA WHEELAS

Change the timing of 'Careening Destruction' to 'Once Per Turn (Army), Any Movement Phase'.
In the effect, replace 'pick up to 1 enemy **Infantry** unit' with 'pick up to 1 enemy **Infantry** or **Cavalry** unit'

NEW

Change the first sentence of the effect of 'Careening Destruction' to:
'If this unit is in combat, it can move a distance up to its Move characteristic.'

SNARLFANG RIDERS

Change the Hit characteristic of **Snarlfang's Slavering Jaws** to 4+.

WEBSPINNER SHAMAN

Change the Control characteristic from 5 to 2.

PATH TO GLORY, ANVIL OF APOTHEOSIS

Change the effect of 'Shroomist' to:
'Roll 2D6. If the total is equal to or lower than this unit's Control characteristic, that **Move** ability has no effect.'

In the effect of 'Sneaky Git', replace:
'it is not visible to enemy units that are not in combat with it' with:
'it is not visible to enemy units that are not within this unit's combat range'.

NEW

PATH TO GLORY, PATH OF THE DANK HORDES

Change the timing of 'Fungus Brew' to:
'**Reaction:** Opponent declared a non-**Fight** ability for a **Manifestation**'

ARMY OF RENOWN, DROGGZ'S GITMOB

In the effect of 'Stick 'Em and Run', replace 'Careening Destruction' with 'Frazzlegit's Flame Stream'.

ARMY OF RENOWN, DA KING'S GITZ

In 'The Moon and the Loon', change the first sentence to:
'While a friendly unit is wholly within 9" of a friendly **Skragrott**, a friendly **Malevolent Moon** or a friendly **Bad Moon Loonshrine**:'

Change the declare step of 'Da King's Adjutant' to:
'**Declare:** You cannot use this ability and the **Bad Moon Loonshrine**'s 'Moonclan Lairs' ability in the same turn. If this unit is within 12" of a friendly **Bad Moon Loonshrine**, pick a friendly non-reinforced, non-**Hero**, non-**Monster King's Gitz** unit that has been destroyed to be the target.'

Add the following to the effect of 'Moonhoned Shiv':
'This unit can be affected by this ability multiple times and the effects are cumulative.'

In the declare step of 'Da Loonking's Command' and 'Right Gitz in Da Right Place' replace 'within 18"' with 'wholly within 18"'.

SPEARHEAD, SNARLPACK HUNTAZ

Change the timing of 'Flankin' Force' to 'Once Per Battle, Deployment Phase'.

Change the timing of 'Sunsteala Shard' to 'Once Per Battle, Enemy Movement Phase'.

RULES UPDATES

DECEMBER 2025

BATTLETOME: GLOOMSPITE GITZ

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

*Q: When using the Lunar Squigs effect of 'Under the Light of the Bad Moon' or the 'The Moon and the Loon' ability to use a value of 4 for the Move characteristic of a friendly **Squig** unit, does the 4 replace the entire Move characteristic of the unit with a 4, or just the dice roll?*
A: It replaces the dice roll. For example, if a unit of Squig Hoppers (with a Move characteristic of D6+8") were affected by one of these abilities, it could use a value of 4 instead of rolling the D6, resulting in a Move characteristic of 12" (4+8").

Q: Can the attacker choose to resolve their attacks one at a time for the Doom Diver Catapult? If so, how does the Rend reduction apply?
A: Yes. As described in the rules for the attack sequence (17.0), attacks are resolved one at a time unless you choose to use fast dice rolling. Here's an example attack sequence for the Doom Diver Catapult:

1. The Gloomspite Gitz player successfully hits and wounds for the first attack, then their opponent makes a save roll, subtracting the Rend (3) of the weapon from the roll.
2. The Gloomspite Gitz player fails the hit roll for the second attack, re-rolls it to be successful and successfully wounds. Then, their opponent makes a save roll subtracting the now-reduced Rend (2) from the roll.
3. The third attack fails to hit and fails again after the re-roll. The Rend is now reduced to 1.
4. The fourth attacks successfully hits and wounds. The opponent of the Gloomspite Gitz player subtracts the Rend (1) from their save roll.

BATTLETOME: HELSMITHS OF HASHUT

ERRATA
The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

SPELL LORE
Change the declare step of 'Ashen Smog' to:
'Pick a friendly **Helsmiths of Hashut Wizard** to cast this spell, pick a visible terrain feature within 18" of them that has a friendly **desolation token** to be the target, then make a casting roll of 2D6.'

ARTEFACTS OF POWER
Change the last bullet point in the effect of 'Scroll of Petrification' to the following two bullets:
'• Enemy units can ignore the target's combat range for the purposes of movement and charging.
• Enemy units can ignore the target for the purposes of setting up on the battlefield but cannot be set up on the target.'

DAEMONSMITH
Add the **Shoot in Combat** weapon ability to the **Hurled Daemonfire** weapon profile.

DOMINATOR ENGINE WITH IMMOLATION CANNONS
Change the 'All Must Burn' ability to:

> **Your Shooting Phase**
>
> **ALL MUST BURN:** *Those who approach a Dominator earn but one end – death by unclean fire.*
>
> **Declare:** Pick any number of visible enemy units within 8" of this unit to be the targets.
>
> **Effect:** For the rest of the turn, add 2 to the Attacks characteristic of this unit's **Immolation Cannons** for each unit picked to be the target of this ability, but each time this unit uses a **Shoot** ability, it must target each of those units with at least 3 of its attacks.

INFERNAL COHORT WITH HASHUTITE BLADES
Add **Standard Bearer (1/10)** to the keywords bar.

INFERNAL COHORT WITH HASHUTITE SPEARS
Add **Standard Bearer (1/10)** to the keywords bar.

PATH TO GLORY, ANVIL OF APOTHEOSIS
In the Infernal Taurus and Venerable Taurus battle mount rules, change the last bullet point in the right-hand column to:
'Replace the **Infantry** keyword with the following keywords: **Monster**, **War Machine**, **Fly**.'

ARMY OF RENOWN, ZIGGURAT STAMPEDE, SPELL LORE
Change the second bullet point in the effect of 'Burn to Ash' to:
'If the target is **Faction Terrain**, until the start of your next turn, abilities on that terrain feature's warscroll have no effect.'

ARMY OF RENOWN, ZIGGURAT STAMPEDE, BATTLE TRAITS
Change the first bullet point in the effect of 'Run Roughshod' to:
'The target can use **Shoot** and/or **Charge** abilities even if it used a **Retreat** ability in the same turn.'

UPDATED
ARMY OF RENOWN, TAAR'S GRAND FORGEHOST, PRAYER LORE
Change the effect of 'Lava Storm' to:
'If the chanting roll was 7+, pick an additional enemy unit to be a target. Inflict D3 mortal damage on each target.'

REGIMENT OF RENOWN, SEEKER OF THE DREAD DIRGE
Change the declare step of 'All-consuming Search' to:
'Pick the **Ashen Elder** in this Regiment of Renown to use this ability. Then, pick an objective or **Place of Power** that they are contesting and that has not been picked to be the target of this ability this battle to be the target.'

RULES UPDATES

DECEMBER 2025

BATTLETOME: HELSMITHS OF HASHUT

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: When using 'Harness Daemonic Power', when daemonic power points are removed from units, are they retained to be reallocated to friendly units or are they lost?
A: They are lost.

NEW

Q: If a unit is affected by both the Ashen Elder's 'Stoked Fanaticism' and the Taar's Grand Forgehost spell 'Reinforce Daemonsteel', both of which allow a unit to ignore the first damage point allocated to it in a phase, do those abilities allow that unit to ignore just the first damage point allocated to it or does that unit ignore the first and second damage points allocated to it?
A: Only the first damage point would be ignored.

NEW

*Q: If one of the W**ar** M**achines** in the Curse-Steel Battery has been destroyed, can the 'Display of Total Power' ability be used?*
A: Yes.

NEW

Q: When a unit in a Taar's Grand Forgehost army gains a daemonic power point (for example, from the Infernal Cohort with Hashutite Spears' 'Conquered Lands' ability), does it lose that daemonic power point at the end of the battle round?
A: No.

RULES UPDATES

DECEMBER 2025

BATTLETOME: IDONETH DEEPKIN

ERRATA

The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

ARMY OF RENOWN, FIRST PHALANX OF IONRACH
In the declare step of 'Sword of Gwynnar', replace:
'Pick a friendly unit that is not in combat to use this ability'
With:
'Pick a friendly unit in combat to use this ability'.

IKON OF THE SEA
In the declare step of 'The Surging Sea', replace 'up to 1 friendly unit' with 'up to 1 friendly **Idoneth Deepkin** unit'.

IKON OF THE STORM
Add the following to the effect of 'Whirlpool Fury':
'No mortal damage is inflicted on friendly **Idoneth Deepkin** units by **Retreat** abilities while they are wholly within 12" of this unit.'

INCARNATE OF THE DEEP
Change the Banishment characteristic to 9+.

ABYSSAL TENDRIL
Change the effect of 'Crushing Coil' to:
'Add 1 to hit rolls for attacks made by friendly **Idoneth Deepkin Manifestations** that target an **ensnared** enemy unit.'

GLOOMTIDE SHIPWRECK
Remove 'Impassable' from the universal terrain abilities.

REGIMENTS OF RENOWN, NAMARTI SHORE RAID
Change the declare step of 'In the Shadow of the Ethersea' to:
'This ability must be used to deploy this Regiment of Renown instead of the 'Deploy Unit' ability or the 'Deploy Regiment' ability.'

PATH TO GLORY, ANVIL OF APOTHEOSIS
In the 'Choose A Battle Mount' step, change the final bullet point for 'Sea-steed' and 'Allopex' to:
'Replace the **Infantry** keyword with the following keywords: **Cavalry, Fly.**'

ARMY OF RENOWN, WARDENS OF THE CHORRILEUM
Change the effect of 'Slipstream' to:
'The target can move up to D6". That move cannot pass through or end within the combat range of an enemy unit.'

ARMY OF RENOWN, WARDENS OF THE CHORRILEUM
Change the declare step of 'The Ocean Conceals' to:
'This ability must be used to deploy the friendly **Chorrileum Eidolon** instead of the 'Deploy Unit' ability or the 'Deploy Regiment' ability.'

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: Is a unit that is picked to be the target of an Akhelian Allopex's 'Ensnared' ability **ensnared** *for the purposes of the Abyssal Tendril's 'Watery Clutch' and 'Crushing Coil' abilities?*
A: No.

NEW
Q: Is an Abyssal Tendril a separate manifestation to the Incarnate of the Deep and other Abyssal Tendrils?
A: Yes, and each Abyssal Tendril adds 1 to an opponent's banishment roll.

RULES UPDATES

DECEMBER 2025

BATTLETOME: KHARADRON OVERLORDS

ERRATA

The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

BATTLE TRAITS

Change the effect of 'Skyvessel Cover' to:

'Subtract 1 from hit rolls for attacks that target friendly **Kharadron Overlords Infantry** units that have not charged in the same turn while they are wholly within 6" of a friendly **Arkanaut Ironclad** or **Arkanaut Frigate** that has not charged in the same turn.'

NEW

Change the second sentence of the effect of 'The Flagship' to:

'If the target does not have a Great Endrinwork, give the target 1 Great Endrinwork.'

Delete the last sentence from the Designer's Note of 'The Flagship'.

BATTLE FORMATIONS, RAPID REDEPLOYMENT SQUADRON

Change the effect of 'Extra Rappel Anchors' to:

'Friendly **Grundstok Gunhaulers** can transport up to 2 friendly **Kharadron Overlords Infantry** units instead of 1 and with a combined model count of up to 6 instead of 5 (see Battle Traits).'

BATTLE FORMATIONS, ENDRINEERS GUILD EXPEDITIONARY FORCE

Change the effect of 'Special Procurement' to:

'Give that **Hero** 1 artefact of power from the 'Inventions of the Sky-ports' or the 'Ingenious Innovations.'

ARTEFACTS OF POWER

Change the timing of 'Celestium Burst Grenade' to 'Once Per Battle, Your Shooting Phase' and the declare step to:

'Pick a visible enemy unit within 12" of this unit to be the target.'

NULL-KHEMIST

Change the effect of 'Nullsuit' to:

'Double the Damage characteristic of this unit's weapons for attacks that target **Priests**, **Wizards** or **Manifestations**.'

ARKANAUT COMPANY

Change the timing of 'Grizzled Buccaneers' to 'Once Per Turn (Army), Any Charge Phase.'

NEW

SKYWARDENS

Change the timing of 'Timed Charges' to:

'Once Per Turn (Army), End of Any Turn'

VONGRIM SALVAGERS

NEW

Change the timing of 'Spotter's Flaregun' to 'Once Per Turn (Army), Any Combat Phase'.

Change the second bullet of 'Spotter's Flaregun' to:

'Add 1 to the Rend characteristic of melee weapons used by friendly **Vongrim Salvagers** and **Vongrim Harpoon Crew** units for attacks that target a unit that is contesting the target objective.'

NEW

VONGRIM HARPOON CREW

'Change the timing of 'Light Endrinpacks' to 'Once Per Turn (Army), Any Combat Phase'.

ARKANAUT FRIGATE

Change the effect of 'Assault Boat' to:

'This unit can move a distance up to the value of the charge roll and must end the move within ½" of a visible enemy unit. If it does so:

• Remove the targets from the battlefield and set them up again wholly within this unit's combat range. The targets can be set up in combat.

• This unit and the targets have charged, and the targets cannot use another **Core** ability this phase.

• Pick up to 1 of the targets to have **Strike-first** for the rest of the turn.'

RULES UPDATES
DECEMBER 2025

BATTLETOME: KHARADRON OVERLORDS

ZONTARI ENDRIN DOCK
Change the 'Endrinworks Outpost' to:

> 🚩 **Your Hero Phase**
>
> **ENDRINWORKS OUTPOST:** *The Endrin Dock continuously assembles new drones, a process that is expedited if a skilled endrineer is overseeing its operation.*
>
> **Declare:** Pick a friendly **Auto-Endrin** or replacement **Auto-Endrin** that has been removed from the battlefield to be the target.
>
> **Effect:** Make a manufacturing roll of D6. Add 1 to the roll if there is a friendly **Endrinmaster with Dirigible Suit** or **Endrinmaster with Endrinharness** within 3" of this terrain feature. On a 4+, set up a replacement **Auto-Endrin** on the battlefield, wholly within 6" of this terrain feature and more than 3" from all enemy units.

AUTO-ENDRIN
Change the declare step of 'Nullifier Auto-Endrin' to:
'If this unit is a **Nullifier Auto-Endrin** and is in combat with any enemy **Manifestations**, pick each enemy **Manifestation** in combat with it to be the targets.'

Change the declare step of 'Stuncloud Auto-Endrin' to:
If this unit is a **Stuncloud Auto-Endrin** and is in combat, pick each enemy unit in combat with it to be the targets.'

Change the declare step of 'Grudgeblast Auto-Endrin' to:
If this unit is a **Grudgeblast Auto-Endrin** and is in combat, pick each enemy unit in combat with it to be the targets.'

PATH TO GLORY, ANVIL OF APOTHEOSIS
Change the effect of 'Slow and Steady' to:
'While this unit is in combat with an enemy unit that is also in combat with another friendly unit, this unit has **Strike-last**.'

ARMY OF RENOWN, PIONEER OUTPOST
In the fourth bullet point of the roster options, change 'Any **Kharadron Overlords Infantry** units' to 'Any non-**Hero Kharadron Overlords Infantry** units'.

ARMY OF RENOWN, THE MAGNATE'S CREW
NEW

Add the following to the end of the army description:
'It cannot be included in another **Hero**'s regiment but gains the following Regiment Options: Any **Magnate's Crew** units'

Change the effect of 'Invictunite-lined Hull' to:
'Roll a D3. For the rest of the turn, subtract **X** from the Rend characteristic of weapons used for attacks that target that **Skyvessel**, where **X** is equal to the roll.'

NEW

Change 'Cutting-edge Endrinpacks' to:

> ⚡ **Once Per Turn (Army), Your Movement Phase**
>
> **CUTTING-EDGE ENDRINPACKS:** *The Lord-Magnate outfits his soldiers with the latest and most agile endrinharnesses.*
>
> **Declare:** Pick up to 2 friendly **Magnate's Crew Infantry** units that are wholly within 9" of a friendly **Magnate's Crew Skyvessel** to be the targets.
>
> **Effect:** For the rest of the turn, each target can use **Charge** abilities even if it used a **Run** ability in the same turn.

REGIMENT OF RENOWN, DREKKI'S PRIVATEERS
Change the effect of 'The Good Ship Aelsling' to:
'The **Aelsling** in this Regiment of Renown has a Health characteristic of 17 instead of 14.'

FREQUENTLY ASKED QUESTIONS
In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

*Q: Can an Arkanaut Frigate use the 'Assault Boat' ability if it used a **Run** ability in the same turn but was picked as a target of Brokk Grungsson's 'Command the Fleet' ability earlier in the same turn?*
A: Yes.

Q: Can I use the 'Assault Boat' ability in combination with 'Counter-charge'?
A: Yes.

Q: Can I picked a reinforced unit of Scourge of Ghyran Grundstok Gunhaulers to be the target of an Arkanaut Admiral's 'Bring Every Gun to Bear!' ability? If so, do all models in the unit gain the benefit of the effect or would only 1 model in the unit?
A: Yes, and all models in the unit would gain the benefit of the effect.

RULES UPDATES
DECEMBER 2025
BATTLETOME: NIGHTHAUNT

ERRATA

The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

SPELL LORE

In the declare step of 'Chains of Death', replace 'pick an enemy **Hero** unit' with 'pick a visible enemy **Hero** unit'.

NEW

MANIFESTATION LORE

Change the effect of 'Summon Shyish Reaper' to:
'Set up a **Shyish Reaper** wholly within 12" of and visible to the caster and more than 9" from all enemy units.'

NEW

PYREGHEISTS

Change the timing of 'Light a Pyre' to 'Once Per Turn (Army)'.

NEXUS OF GRIEF

Change the effect of 'Hungry Crypts' to:
'Remove this terrain feature from the battlefield and set it up again on the battlefield within 3" of a friendly **Nighthaunt** unit, more than 3" from all objectives and enemy units, more than 1" from all terrain features and more than 12" from all other friendly **Nexuses of Grief**.'

PATH TO GLORY, ANVIL OF APOTHEOSIS

Delete the second sentence in the declare step of 'Chthonic Juggernaut'.

PATH TO GLORY, ANVIL OF APOTHEOSIS

Change the effect of 'Reckless Reaper' to:
'For the rest of the turn, add 1 to the number of dice rolled when making charge rolls for this unit, to a maximum of 3.'

SPEARHEAD, CURSED SHACKLEHORDE

Change the timing of 'Discorporate' to 'Once Per Turn (Army), Any Hero Phase'.

Change the timing of 'Mounting Dread' to 'Once Per Turn (Army), End of Any Turn'.

UNHOLY VISAGE

Change the Effect step to:
'**Effect:** Roll a dice. On a 3+, the target must immediately use a **Retreat** ability as if it were the enemy movement phase. Immediately after that ability has been resolved, if the target is in combat, inflict 2D3 mortal damage on it.'

NEW

REGIMENT OF RENOWN, CASKET OF RESURRECTIONS

Change the timing of 'Dark Resurrection' to 'Once Per Turn (Army), End of Any Turn'.

RULES UPDATES
DECEMBER 2025
BATTLETOME: ORRUK WARCLANS

ERRATA
The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

IRONJAWZ BATTLE TRAITS
Change the timing of 'Ironjawz Waaagh!' to 'Once Per Turn (Army), Your Charge Phase' and change the declare step to:
'**Declare:** Pick a friendly IRONJAWZ HERO to be the target. You cannot pick the same HERO to be the target of this ability more than once per battle.'

NEW

ZOGGROK ANVILSMASHA
Change the last sentence of the effect of 'Ward-smashing Choppa' to:
'Ward rolls cannot be made for a WARD-SMASHED unit even if this unit has been destroyed.'

TUSKBOSS ON MAW-GRUNTA, MAW-GRUNTA WITH HAKKIN' KREW, MAW-GRUNTA GOUGERS
In the effect of 'Unstoppable Momentum', replace:
'Each time this unit uses a CHARGE ability'
with:
'Each time this unit has charged as a result of using a CHARGE ability'.

GORE-GRUNTAS
Change the Hit characteristic of **Grunta's Tusks** to 4+.

KRULEBOYZ BATTLE TRAITS
Change 'Sneaky Sneakin'' to:

> 🏹 Once Per Turn (Army), Your Movement Phase
>
> **SNEAKY SNEAKIN':** *Cloying swamp-mists mask the Kruleboyz' movements.*
>
> **Declare:** Pick a friendly KRULEBOYZ INFANTRY unit that has 10 or fewer models, is not in combat and has not been the target of a DIRTY TRICK ability this turn to be the target, then make a dirty trick roll.
>
> **Effect:** Remove the target from the battlefield and set it up again wholly within 3" of a terrain feature and more than 9" from all enemy units.
>
> | KEYWORDS | DIRTY TRICK |
> | --- | --- |

BREAKA-BOSS ON MIREBRUTE TROGGOTH
Change the Control characteristic to 5.

Change the effect of the 'Breaka-harness' ability to:
Effect: Make breaka-roll of D3.
- Inflict an amount of mortal damage on this unit equal to the breaka-roll.
- Double the breaka-roll and add that value to the Attacks characteristic of this unit's **Mirebrute's Clubs** for the rest of the turn.

SNATCHABOSS ON SLUDGERAKER BEAST
Change the declare step of 'Festering Wounds' to:
'Pick up to 3 enemy units that had any damage points allocated to them this turn by attacks made by this unit or a friendly unit with the SLUDGERAKER VENOM keyword to be the targets.'

BEAST-SKEWER KILLBOW
Change the effect of 'Skewering Bolts' to:
'For the rest of the turn, the Damage characteristic of this unit's **Beast-skewer Bolts** is 6 if the target is a MONSTER.'

SKAREGOB TOTEM
Change 'Sinister Stare' to:

> ⚙ Passive
>
> **SINISTER STARE:** *Kruleboyz find it hilarious to subject foes under the insidious influence of a Skaregob Totem's hallucinogenic fogs to a host of nasty surprises.*
>
> **Effect:** Add 1 to dirty trick rolls for friendly KRULEBOYZ units wholly within 12" of this terrain feature or for enemy units within 12" of this terrain feature. If this terrain feature has a Shouty Boss, add 1 to dirty trick rolls for friendly KRULEBOYZ units wholly within 18" of this terrain feature instead of wholly within 12" or for enemy units within 18" of this terrain feature instead of within 12".

GORK-ROARA
Add the following to the effect of 'Bellowing Waaagh!-cries':
'Friendly units can be affected by this ability multiple times and the effects are cumulative.'

SPEARHEAD, IRONJAWZ BIGMOB
Change the declare step of the Megaboss's 'Get Stuck In, Ladz' ability to:
'Pick a friendly unit wholly within 12" of this unit to be the target.'

ANVIL OF APOTHEOSIS, STEP 3: CHOOSE A WARCLAN
Change the effect of 'Only Da Best' to:
'Add 3" to the Range characteristic of ranged weapons used by friendly KRULEBOYZ units. In addition, you can re-roll 1 hit roll per turn for shooting attacks made by each friendly KRULEBOYZ unit.'

RULES UPDATES
DECEMBER 2025
BATTLETOME: ORRUK WARCLANS

PATH TO GLORY, PATH OF DA MOST KUNNIN'
Change 'Disconcerting Stare' to:

> ✕ **Passive**
>
> **DISCONCERTING STARE:** *Something in this boss's evil-eyed glare gives even hardened veterans a moment's pause.*
>
> **Effect:** If this unit is picked as the target of a **FIGHT** ability and this unit's Control characteristic is equal to or higher than the Control characteristic of the enemy unit using that **FIGHT** ability, that enemy unit cannot use commands for the rest of the turn.

Change the timing of 'Just You Try It' to:
'Once Per Turn (Army), Any Movement Phase'

NEW
PATH TO GLORY, PATH OF DA MOST BRUTAL
Change the timing of 'Tireless Warmaker to 'Passive'.

ARMY OF RENOWN, BIG WAAAGH!
Add the following to roster options:
'**KRULEBOYZ HEROES** included in this Army of Renown can only include **KRULEBOYZ** units in their regiment, and **IRONJAWZ HEROES** included in this Army of Renown can only include **IRONJAWZ** units in their regiment. If your army includes **Kragnos, the End of Empires**, he can include either **KRULEBOYZ** units or **IRONJAWZ** units in his regiment (but not both), and he counts as a **HERO** from that faction for the purposes of needing to have one regiment led by an **IRONJAWZ HERO** for each regiment led by a **KRULEBOYZ HERO** and vice versa.'

ARMY OF RENOWN, BIG WAAAGH!, SPELL LORE
Add the **UNLIMITED** keyword to the 'Two Headz As One' spell.

NEW
ARMY OF RENOWN, ZOGGROK'S IRONMONGERZ
Change the first sentence of the second paragraph of the effect of 'Get 'Em, Gork!' to:
'Roll a D3 each time an enemy unit ends a move within 6" of a terrain feature that is **trampled by Gork**.'

REGIMENT OF RENOWN, DA KOUNTIN' KREW
Change 'Snatch 'Em Up' to:

> ⚙ **Once Per Turn (Army), Enemy Hero Phase**
>
> **SNATCH 'EM UP:** *Skumdrekk and his hobgrot toadies are constantly on the lookout for new victims and beasts to snatch up.*
>
> **Declare:** Pick an enemy unit in combat with this Regiment of Renown's **Swampboss Skumdrekk** to be the target.
>
> **Effect:** Roll a dice. If the roll is at least double the target's Health characteristic, 1 model in the target unit is slain.

FREQUENTLY ASKED QUESTIONS
In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: *When using the 'Notorious Bosses' ability, can I give a target a heroic trait that another unit already has?*
A: No.

Q: *Can each part of the Foot of Gork use the 'Wandering Destruction' ability each turn?*
A: No. This is a single manifestation with multiple parts, so it can only use that ability once in each turn.

Q: *In the 'Ironjawz Bigmob' Spearhead army, are the Brute Ragerz set up during the deployment phase?*
A: Yes. Only the Brutes are not set up on the battlefield during the deployment phase. The Brute Ragerz are a different unit type, so are set up normally.

ARMY OF RENOWN, ZOGGROK'S IRONMONGERZ
Q: *The prayer 'Get 'Em, Gork!' allows a terrain feature to become trampled by Gork. If an enemy unit starts and ends a move within 6" of that terrain feature, would you roll for damage twice? If it ended a move within 6" of two different terrain features that were trampled by Gork, would you roll for damage for each such terrain feature?*
A: Yes to both questions.

NEW
Q: *Is damage inflicted on a unit that finished a move within 6" of a **trampled by Gork** terrain feature damage inflicted by a **PRAYER** ability?*
A: Yes.

RULES UPDATES
DECEMBER 2025
BATTLETOME: SKAVEN

ERRATA
The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

BATTLE TRAITS
Replace the effect of 'Splinters of the Vermindoom' with:
'**Effect:** Set up a **Gnawhole** on the battlefield more than 9" from all enemy units, more than 3" from all objectives and more than 1" from all other terrain features.'

PLAGUEPACK
In the effect of the 'Plague Rat' ability, replace 'chanting roll of 1' with 'unmodified chanting roll of 1'.

LORD SKREECH VERMINKING
Replace **WIZARD (1)** with **WIZARD (2)** in the keywords bar.

PLAGUE PRIEST ON PLAGUE FURNACE
In 'Altar of the Great Corruptor' and 'Corrupting Influence', replace 'within 6"' with 'within 13"'.

GREY SEER ON SCREAMING BELL
In the effect of 'Altar of the Horned Rat', replace 'within 6"' with 'within 13"'.

STORMFIENDS
Change the timing of 'Grinderfist Tunnellers' to 'Once Per Turn (Army), Any Movement Phase'.

WARP LIGHTNING VORTEX
In 'Warp Vortex', replace:
'In addition, if an enemy unit passes across this **MANIFESTATION**' with:
'In addition, if an enemy unit passes across this **MANIFESTATION** and/or the round-cornered triangle formed by drawing a line around all the bases of the **MANIFESTATION**'s parts'.

PATH TO GLORY, ANVIL OF APOTHEOSIS
Change the Regiment Options for the Masterclan Great Clan to 'Any **SKAVEN** units'.

ARMY OF RENOWN, THANQUOL'S MUTATED MENAGERIE
Add the following to the beginning of the effect of 'Monstrous Entourage':
'The **Companion** weapon ability has no effect on **MUTATED MENAGERIE** units.'

In 'Rampaging Demise' and 'Spiteful Swarms', replace 'when this unit is destroyed' with 'when this unit would be destroyed'.

FREQUENTLY ASKED QUESTIONS
In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: If I pick a friendly Stormfiends unit as the target of the 'Filth-crust' prayer with a chanting roll of 8+, how would the **Crit (Mortal)** *weapon ability interact with the 'Shock Gauntlets' ability?*
A: The **Crit (Mortal)** weapon ability would inflict mortal damage on the target unit equal to the Damage characteristic and the attack sequence would end, so 'Shock Gauntlets' would have no further effect.

Q: If an enemy unit is affected by the 'Gaze of the Gnaw' ability and must attack Vizzik Skour, can the models in that unit that are not within Vizzik Skour's combat range after piling in attack?
A: No.

Q: If a Warp-Grinder picks another Warp-Grinder unit to be set up in the tunnels below using the 'Tunnel Skulkers' ability, can both of those units use the 'Warp-Ambush' ability to attempt to set up the units on the battlefield?
A: Yes.

Q: When using the Grey Seer's 'Warpstone Shards' ability, if the 3D6 casting roll includes 2 or more rolls of 1 (before removing one of the dice), is that spell miscast?
A: Yes.

Q: If a flying unit passes across a Gnawhole, does it ignore the effect of the 'Volatile Ground' ability since the 'Fly' ability means that units ignore terrain features while moving?
A: No. The unit still counts as having passed across the Gnawhole, so the effect applies.

RULES UPDATES
DECEMBER 2025
BATTLETOME: SLAVES TO DARKNESS

ERRATA
The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

BATTLE TRAITS

Add the following to the 'Daemonhood' effect of the 'Dark Apotheosis' ability:
'If any **Manifestations** that were summoned by the target are on the battlefield, those **Manifestations** are removed from play.'

Change the third sentence of the 'Daemonhood' effect of the 'Dark Apotheosis' ability to:
'If the target is your general, the **Daemon Prince** becomes your general instead and is added to your general's regiment'.

Change the effect of 'Pledged to Slaanesh' to:
'For the rest of the turn, when making charge rolls for friendly **Pledged to Slaanesh** units, you can roll 1 additional dice (to a maximum of 3), but if you do, you must discard 1 dice of your choice.'

BATTLE FORMATIONS

Change the second sentence of the Godswrath Warband's 'Ironclad Onslaught' ability to:
'Then, roll a D3 for each enemy unit contesting an objective that has a friendly **defiled token**.'

HEROIC TRAITS

Change the timing of the 'Favoured of the Pantheon' ability to 'Passive'.

ENSORCELLED BANNERS

Change the second sentence of the 'The Banner of Screaming Flesh' ability to:
'In addition, while this unit includes any standard bearers, if this unit charged this turn, add 1 to the Attacks characteristic of this unit's melee weapons for the rest of the turn.'

> **NEW**

DARKOATH WARQUEEN

Change 'Ruin-blessed Conqueror' to:

> ⚑ **Once Per Turn (Army), Any Hero Phase**
>
> **RUIN-BLESSED CONQUEROR:** *A Warqueen heeds the whispers of the gods, ravaging lands in their name and drawing their gaze onto her warrior hordes.*
>
> **Declare:** Pick an objective that this unit is contesting.
>
> **Effect:** Roll a dice. On a 3+, for the rest of the turn, friendly **Darkoath** units have **Ward (5+)** while they are contesting that objective.

ARCHAON, THE EVERCHOSEN

In the 'Spell-eater' effect of 'Three-headed Titan', replace:
'On a 2+, it is banished and inflict D3 mortal damage on the unit that summoned it.'
with:
'On a 2+, it is banished and removed from play. In addition, inflict D3 mortal damage on the unit that summoned it.'

SLAUGHTERBRUTE

Change the effect of 'Sigils of Domination' to:
'For the rest of the battle, while this unit is within its master's combat range:
• Add 1 to the number of dice rolled when making charge rolls for this unit, to a maximum of 3.
• This unit can ignore the effects of the **Companion** weapon ability on its weapons.'

RAPTORYX

Add the following to the 'Crazed Flock' ability:
'This ability also affects **Companion** weapons.'

PATH TO GLORY, FLAWS

Change the timing of 'Spurned by the Gods to:
'Passive, **Warriors of Chaos** or **Darkoath** only'

PATH TO GLORY, PICK ANY OTHER UPGRADES

Add the following to the effect of 'Thrill of Battle':
'Units can be affected by this ability multiple times and the effects are cumulative.'

ARMY OF RENOWN, LEGION OF THE FIRST PRINCE

Change the final sentence of the introductory paragraph to:
'All units in your army gain the **Legion of the First Prince** keyword except for those in a Regiment of Renown.'

Change the second bullet point of the effect of the 'First-damned Prince' ability to:
'In addition, each time you make a successful ward roll for that friendly **Be'lakor**, allocate 1 damage point to a friendly non-**Hero Legion of the First Prince Daemon** unit within **Be'lakor**'s combat range after the damage sequence for **Be'lakor** has been resolved (ward rolls cannot be made for those damage points).'

REGIMENT OF RENOWN, GODMARKED ASCENDANT

Change the first bullet point of 'Gifts of Chaos' to:
'If this unit has the **Blades of Khorne** keyword, add 1 to the Attacks characteristic of its **Hellforged Weapons** and its **Hellforged Weapons** have the **Blood-Hungry** weapon ability.'

RULES UPDATES

DECEMBER 2025

BATTLETOME: SLAVES TO DARKNESS

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: When using the 'Dark Apotheosis' ability to set up a Daemon Prince, does that Daemon Prince have to be included on my army roster and do I need to spend points on it?
A: No to both.

Q: If Archaon the Everchosen uses the 'Eye of Sheerian' ability and, as a result, the Slaves to Darkness player has to take the first turn in a battle round after taking the second turn in the previous battle round (i.e., they end up taking a 'double turn'), does the Slaves to Darkness player suffer the penalties for taking a 'double turn', for instance not being able to pick a battle tactic or their opponent counting as the underdog for the rest of the battle?
A: No. The penalties for taking a double turn only apply if you 'chose' to go first in the current battle round.

Q: Can a unit use the 'Pledge to Chaos' ability while it is not on the battlefield, e.g. if it is set up in reserve in a Silver Tower?
A: No.

Q: Can a Gaunt Summoner use the 'Minions of the Silver Tower' ability more than once to set up multiple units in a Silver Tower?
A: No, as stated in Core Rules, 5.3.

Q: Can I include more than 1 Ensorcelled Banner in my Slaves to Darkness army?
A: No. Ensorcelled Banners are enhancements, and as stated in Army Composition, 4.1, you can only take 1 enhancement from each enhancement table in your faction rules.

Q: Can Regiments of Renown be included in a Legion of the First Prince army?
A: Yes.

Q: Can a Daemon Prince from the Godmarked Ascendant Regiment of Renown be given enhancements?
A: Yes. In Army Composition 3.5 it states that a unit cannot use faction rules (including enhancements) unless they have a keyword that matches up with the faction's name. Since the Godmarked Ascendant Regiment of Renown adds such a keyword, that unit is eligible to be given enhancements.

RULES UPDATES

DECEMBER 2025

BATTLETOME: SOULBLIGHT GRAVELORDS

ERRATA

The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

SPEARHEAD, DEATHRATTLE TOMB HOST
Change the declare step of 'King of Shambling Bones' to:
'**Declare:** Pick a friendly unit wholly within 12" of this unit to be the target.'

PRINCE VHORDRAI
Change the declare step of 'Trail of Crimson' to:
'This unit can make a pile-in move (even if it is not in combat). Then, if this unit is in combat, pick an enemy unit in combat with it to be the target.'

LAUKA VAI, MOTHER OF NIGHTMARES
In the declare step of 'Impaling Talons', replace 'charged this phase' with 'charged this turn'.

BELLADAMMA VOLGA, FIRST OF THE VYRKOS
In the effect of 'Under a Killing Moon', replace:
'Add 1 to the Rend characteristic of the targets' melee weapons'
with:
'Add 1 to the Rend characteristic of the targets' melee weapons (including **Companion** weapons)'.

NECROMANCER
Change the effect of 'Vanhel's Danse Macabre' to:
'The target can use 2 **Fight** abilities this phase. After the first is used, the target has **Strike-last** for the rest of the turn.'

WIGHT KING ON SKELETAL STEED
Change the last line of the effect of 'Ancient Barrow Curse' to:
'Subtract 1 from save rolls for cursed units even if this unit has been destroyed.'

BARROW KNIGHTS
Change the timing of 'Cursed To Rise Once More' to 'Once Per Turn (Army), End of Any Turn'.

MANIFESTATIONS OF THE GRAVE
Add the following to the effect of 'Summon Sanguine Swarm':
'A Sanguine Swarm endless spell has 2 parts that must be set up within 9" of each other.'

NEW
Change the effect of 'Summon Hand of Nagash' to:
'Set up a **Hand of Nagash** wholly within 12" of and visible to the caster and more than 9" from all enemy units.'

NEW
Change the effect of 'Summon Sanguine Swarm' to:
'Set up a **Sanguine Swarm** wholly within 12" of and visible to the caster and more than 9" from all enemy units. A **Sanguine Swarm** spell has 2 parts that must be set up within 9" of each other.'

NEW
Change the effect of 'Summon Unholy Reliquary' to:
'Set up an **Unholy Reliquary** wholly within 18" of the caster, visible to them and more than 3" from all enemy units.'

ANVIL OF THE APOTHEOSIS
Add the **Ward (6+)** keyword to the starting Soulblight Gravelords hero warscroll.

ARMY OF RENOWN, KNIGHTS OF THE CRIMSON KEEP
Change the effect of 'From a Quarter Unseen' to:
'Set up each target wholly within 9" of the battlefield edge and more than 9" from all enemy units. If you set up any units using this ability in the third or a subsequent battle round, do not spend any command points when using the 'Carve a Bloody Path' command this turn.'

RULES UPDATES
DECEMBER 2025

BATTLETOME: STORMCAST ETERNALS

ERRATA
The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

IONUS CRYPTBORN
Add the **RUINATION CHAMBER** keyword to the keywords bar.

Add the 'Ruination Chamber' ability to the warscroll:

> ✿ **Once Per Turn (Army), Reaction: This unit was picked as the target of a non-CORE ability**
>
> **RUINATION CHAMBER:** *These veterans march where others cannot tread, fighting upon battlefields transformed into scenes of apocalypse. Even the most corrosive magics find no purchase on their souls.*
>
> **Effect:** Make a resistance roll of D6. On a 4+, that ability has no effect on this unit.

LORD-IMPERATANT
Change the timing of 'Guided by Lightning' to 'Once Per Battle (Army), Your Movement Phase'.

KNIGHT-VEXILLOR
In the effect of 'The Banner of the Reforged', replace 'Pick D3' with 'Pick up to D3'.

PRAETORS
Change the effect of 'Soul-bonded' to:
'**Effect:** Pick a friendly **STORMCAST ETERNALS HERO** to be this unit's soul-bonded charge for the rest of the battle. This unit can use this ability while it is in reserve.'

STORMSTRIKE PALLADORS
Change the Hit characteristic of the **Gryph-charger's Talons** weapon to 4+.

VANGUARD-RAPTORS WITH HURRICANE CROSSBOWS
Change the timing of 'Coordinated Strike' to 'Your Shooting Phase'.

LORD-VIGILANT ON MORRGRYPH
In the effect of 'Vice-like Grip', replace 'The target cannot be picked as the target of commands' with 'The target cannot use commands'.

VANGUARD CHAMBER WARSCROLLS
This update affects the following warscrolls:
- Vanguard-Raptors with Longstrike Crossbows
- Vanguard-Raptors with Hurricane Crossbows
- Vanguard-Palladors with Starstrike Javelins
- Vanguard-Palladors with Shock Handaxes
- Vanguard-Hunters
- Neave Blacktalon
- Lord-Aquilor

Change the 'Vanguard Chamber' ability to:

> ✿ **Once Per Turn (Army), Your Hero Phase**
>
> **VANGUARD CHAMBER:** *Through swiftness, guile and more than a hint of savagery, the warriors of the Vanguard chambers are able to outfight forces many times their own limited numbers.*
>
> **Effect:** For the rest of the turn, this unit can use **SHOOT** and/or **CHARGE** abilities even if it used a **RUN** or **RETREAT** ability in the same turn.

DAIS ARCANUM
In the 'Arcane Enhancement' ability, change the first bullet point to:
'• That unit has **WARD (5+)** and **FLY**.'

then add the following bullet point:
'• If that unit is picked to make a pile-in move, move this **MANIFESTATION** instead.'

and change the final sentence to:
'If the unit on the platform is removed from the battlefield, immediately remove this **MANIFESTATION** from play.'

THE ANVIL OF APOTHEOSIS
In Step 6 – Battle Mount Upgrades, change the effect of 'Rending Claws' to:
'**MONSTER** only. Your hero's Mighty Flying Noble Beast's Claws or Flying Noble Beast's Claws have a Damage characteristic of 3.'

PATH TO GLORY, PATH OF THE REDEEMER
Change the timing of 'Heralds of the Tempest' to 'Once Per Battle, Your Movement Phase'.

Change the timing of 'Blessed by Azyr' to 'Any Hero Phase' and the timing bar colour to gold.

RULES UPDATES

DECEMBER 2025

BATTLETOME: STORMCAST ETERNALS

ARMY OF RENOWN, RUINATION BROTHERHOOD
Change the first sentence of the effect of 'Raven's Flight' to: 'Add 2" to the target's Move characteristic for the rest of the turn'.

In the Roster Options box, in the first bullet point, replace '(must be included and must be your general) with '(this unit gains the **Warmaster** keyword, must be included and must be your general)'.

Change the timing of 'Corven Lord' to 'Passive'.

ARMY OF RENOWN, HEROES OF THE FIRST-FORGED
In the Roster Options box, in the first bullet point, replace '(must be included and must be your general) with '(this unit gains the **Warmaster** keyword, must be included and must be your general)'.

REGIMENT OF RENOWN, THE HORIZON SEEKERS
In the Organisation section, change '1 Vanguard-Palladors unit with 3 models' to '1 Vanguard-Palladors with Starstrike Javelins unit with 3 models'.

RULES REFERENCE
Change the first sentence of the effect summary of 'Summon Dais Arcanum' to 'targets friendly non-**Fly Stormcast Eternals Infantry Hero** wholly within 12".'

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: Can I use the 'Ruination Chamber' ability to react to enemy abilities that target a friendly unit with that ability if that ability takes place outside of the regular turn sequence (e.g. a Deployment Phase ability)?
A: Yes.

Q: If I use the 'Ruination Chamber' ability to react to an ability that targets multiple units and/or has multiple effects (e.g. 'Power Through'), and the roll is successful, should my opponent still resolve the parts of the ability that affect other units?
A: Yes. The 'Ruination Chamber' ability only allows you to ignore the effect of that ability on that unit; it does not stop the effect from being resolved for other units.

RULES UPDATES

DECEMBER 2025

PATH TO GLORY: RAVAGED COAST

ADDENDA

The following rules updates add text in order to clarify ambiguities and/or avoid unintended interactions.

PATH TO GLORY ROSTER
Add the following:
'**Armies of Renown:** You can pick an Army of Renown when picking your faction. If you do so, you must use its faction rules. You can still include a Ravaged Coast Regiment of Renown even if the roster options do not allow it, but you cannot include any other units that are not listed in the roster options. Units in the Ravaged Coast Regiment of Renown do not gain your Army of Renown's keyword.'

ERRATA

The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

PATH TO GLORY ROSTER
Add the following to Regiments:
'Each **HERO**'s battle profile lists which units can be added to their regiment, and each non-**HERO** unit lists any relevant keywords it has.'

RAVAGED COAST ABILITIES
Change the timing of 'Poisoned Domain' to 'Once Per Turn, End of Your Turn'.

THE AFTERMATH SEQUENCE
EMBERSTONE UPGRADES TABLE
Replace the rows for 'Heroic Trait' and 'Artefact of Power' with 'Enhancement', with a cost of 3 Emberstone Shards.

GAIN AN ENHANCEMENT, SPELL OR PRAYER
Change the first sentence to:
'Emberstone shards can be spent to gain 1 enhancement (e.g. a heroic trait, artefact of power or unique enhancement), 1 spell or 1 prayer for your army.'

PATH OF THE RULER
Change the timing of 'Drillmaster' to 'Any Combat Phase'.

PATH OF THE SORCERER
Change the effect of 'Focused Sorcery' to:
'The first time this unit uses a non-**SUMMON SPELL** ability each phase, add 2 to the casting roll for that spell.'

PATH OF THE PACK
Add 'This ability also affects **Companion** weapons' to the effects of 'Hunter's Instinct' and 'Sparking Claws'.

PATH OF THE ARTILLERIST
Change the timing of 'King of the Hill' to 'Passive'.

PATH OF THE BEHEMOTH
Add 'This ability also affects **Companion** weapons' to the effects of 'Unrestrained Aggression' and 'Burning Bloodlust'.

Change the effect of 'Furnace of Fury' to:
'This unit can use 2 different **RAMPAGE** abilities in the same turn.'

BATTLEPLAN: RAID ON HEL'S CLAW
Change the timing of 'Ever-burning Coals' to 'Once Per Turn, Your Movement Phase'.

UNIVERSAL ENHANCEMENTS AND LORES
Change the effect of 'Brash and Angry' to:
'If this unit is not in combat, it can immediately use a **CHARGE** ability as if it were your charge phase, but it must end the move within ½" of that enemy unit. If it does so, this unit has charged and that enemy unit's **CHARGE** ability has no effect. This unit has **STRIKE-LAST** for the rest of the turn.'

Remove the **CORE**, **MOVE** and **CHARGE** keywords from 'Brash and Angry'.

RULES UPDATES

DECEMBER 2025

PATH TO GLORY: RAVAGED COAST

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: When building my Path to Glory roster, I can include regiments with units from different factions that are from the same grand alliance as my general. When I do so, can I use the battle traits or enhancements from that other faction?
A: No, you can only use battle traits and enhancements from the faction that you picked for your Path to Glory army or from the universal enhancements included in *Path to Glory: Ravaged Coast.*

Q: Can I add spells or prayers from a manifestation lore to my Arcane Tome when first creating my army roster?
A: No.

Q: Can I add spells from one of the universal manifestation lores (such as Forbidden Power) to my Arcane Tome?
A: Yes.

Q: Do you have to include faction terrain (e.g. Gnawholes or awakened Wyldwoods) as part of your roster to use abilities that place them on the battlefield (i.e. 'Splinters of the Vermindoom' or 'Treesong')?
A: No.

Q: Do battle formations, enhancements and lores cost points?
A: No.

Q: Does the 'Headshot' ability of the Vanguard-Raptors with Longstrike Crossbows allow that unit to ignore the effect of the 'Protect at all Costs' ability on the Twisted by Rage battleplan?
A: No.

Q: Can an army use a battle trait (such as 'Treesong' or 'Splinters of the Vermindoom') or an ability on a warscroll of a unit in their army during a battle to set up a faction terrain feature that is not on their roster?
A: Yes.