RULES UPDATES

NOVEMBER 2026

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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.

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RULES UPDATES

NOVEMBER 2026

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.'

15.6 CHARGE MOVES
Add the following:
'Some rules reference a unit finishing or ending a charge move. This is considered to occur when a **Charge Move** ability that unit used resolves and the unit has charged as part of that ability.'

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

24.2 REPLACEMENT UNITS
Add the following:
'If the original unit was reinforced and the replacement unit has more than half the number of models from the original unit, the replacement unit is considered to be reinforced.

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.'

10.1 UNIVERSAL DEPLOYMENT PHASE ABILITIES
Change the last sentence of 'Deploy Regiment' to:
'You cannot set up units that are not in that regiment on the battlefield or in reserve as part of any of those **Deploy** abilities.'

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)'.

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.

Q: If an ability references a qualifier that multiple objects are tied for (e.g. two terrain features are equally close to an Awakened Wyldwood that is using the 'Ever Growing' ability), what happens?

A: The player who used the ability chooses which object to affect.

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.

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CORE RULES

6.0 VISIBILITY

*Q: If a non-**Fly** **Infantry** **Hero** (e.g. a Scinari Cathallar) is a Shrine Guardian of a Shrine Luminor, and that Shrine Guardian is within 1" of an obscuring terrain feature, is the Shrine Guardian visible to enemy abilities that target the Shrine Guardian?*
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.

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Q: If a unit is affected by two different abilities (such as the Ashen Elder's 'Stoked Fanaticism' and the Taar's Grand Forgehost spell 'Reinforce Daemonsteel') that would let it ignore the first damage in a phase, will it ignore the first and second damage points in that phase? If a unit takes damage in a phase before being affected by an ability that would let it ignore the first damage in a phase (e.g. by killing models that brought it wholly within such an effect), will it ignore the next damage point it would take that phase?
A: No and no. It will only ever ignore the first damage point that was dealt to that unit in that phase.

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.

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.

*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.

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.

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CORE RULES

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.

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.

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: Yes.

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.

Q: Do persisting effects continue to apply to a unit that has been destroyed?

A: Yes.

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.

32.3 TERRAIN CONTROL

Q: If a player controls a piece of terrain, can a unit be counted towards contesting a different piece of terrain while still maintaining control of the first piece?

A: Yes.

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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.'

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**.'

RULES UPDATES

NOVEMBER 2026

ADVANCED 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.

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.

RULES UPDATES

NOVEMBER 2026

ADVANCED RULES

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 a Morghast Archai unit's 'Ebon-wrought Armour' 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).

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.

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

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.

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

NOVEMBER 2026

ADVANCED RULES

*Q: When ability A references ability B, where B is in a different ruleset from the one I am using, can I use ability B? For example, if I am playing the Big Waaagh! army of renown and I have Gordrakk in my army, can I use **WAAAGH!** abilities (i.e. the 'Ironjawz Waaagh!' ability) referenced by Gordrakk's 'Voice of Gork' ability?*
A: No. In the example above, 'Voice of Gork' is a reaction to a **WAAAGH!** ability, and as there are no such abilities in the Big Waaagh! faction rules, then the 'Voice of Gork' ability cannot be used in a Big Waaagh! army, and neither does it grant access to **WAAAGH!** abilities.

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, 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 Kharadron Overlords 'Special Procurement' 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

NOVEMBER 2026

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

NOVEMBER 2026

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

NOVEMBER 2026

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 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 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 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.

Delete the **Reinforcements** keyword from the Moonclan Stabbas warscroll.

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'.

Add the **Reinforcements** keyword to the Akhelian Allopex warscroll.

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+.

Add the **Reinforcements** keyword to the Slickblade Seekers warscroll.

Remove 'Once Per Turn' from the timing bar of 'Locus of Diversion'.

LUMINETH REALM-LORDS, GLITTERING PHALANX
Remove the **Facet of War** keyword from 'Lightning Reactions'.

Change the 'Shining Company' ability to:

Passive

SHINING COMPANY: *Numinous light shines from this aelven formation, bedazzling the foe.*

Effect: Subtract 1 from hit rolls for attacks that target friendly units.

Keywords	Facet of War

RULES UPDATES

NOVEMBER 2026

SPEARHEAD: FIRE AND JADE

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.'

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 Freeguild Cavaliers' warscroll.

Change 'For Sigmar, Charge!' to:

Passive

FOR SIGMAR, CHARGE!: *With their blade raised high, the Marshal signals the charge of the Cavaliers.*

Effect: Friendly **Cavalry** units have **Strike-first** if they charged in the same turn.

Add the **Reinforcements** keyword to the Ironweld Great Cannon.

Change the 'Ironweld Discipline' regiment ability to:

Once Per Turn, Enemy Shooting Phase

IRONWELD DISCIPLINE: *With nerves of steel, the crew of the Great Cannon prepare to fire even as enemies close in on all sides.*

Declare: Pick your **Ironweld Great Cannon** to use this ability.

Effect: Roll a dice. On a 3+, it can use the 'Shoot' ability as if it were your shooting phase.

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 Deathrattle Skeletons' 'Skeleton Legion' ability to:

Your Combat Phase

SKELETON LEGION: *As necromantic energies blanket the battlefield, long-dead warriors stagger to their feet once more, eye sockets aglow with killing light.*

Effect: For each slain model from this unit, make a **legion roll** of D6. For each 6, return 1 slain model to this unit.

Change the effect of 'Endless Legions' to: 'You can set up a replacement unit with D6 models in friendly territory more than 6" from enemy units.'

DISCIPLES OF TZEENTCH, FLUXBLADE COVEN

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

Add the **Reinforcements** keyword to the Tzaangors warscroll.

DAUGHTERS OF KHAINE, HEARTFLAYER TROUPE

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.'

Delete the **Reinforcements** keyword from the Doomfire Warlocks warscroll.

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

BLADES OF KHORNE, BLOODBOUND GORE PILGRIMS

Delete the **Reinforcements** keyword from the Bloodreavers warscroll.

SKAVEN, WARPSPARK CLAWPACK

Change the effect of 'Warpstone Laced Armour' to: 'Your **Stormfiends** unit has **Ward (5+)** for the rest of the turn.'

RULES UPDATES

NOVEMBER 2026

SPEARHEAD: FIRE AND JADE

MAGGOTKIN OF NURGLE, BLEAK HOST
Change the final sentence of the effect of 'Nurgle's Embrace' to: 'On a 5+, inflict 1 mortal damage on that unit (you can pick the same unit more than once).'

NIGHTHAUNT, SLASHER HOST
Change the timing of 'Death Stalkers' to 'Once Per Turn (Army), Start of First Battle Round'.

ORRUK WARCLANS, SWAMPSKULKA GANG
Change the timing of 'Covered in Mud' to 'Once Per Turn (Army), Start of First Battle Round'.

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).

RULES UPDATES

NOVEMBER 2026

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.'

SERAPHON, SUNBLOODED PROWLERS

Change the timing of 'Vengeance of Azyr' to:
'Once Per Turn (Army), End of Any Turn'.

Add the **Reinforcements** keyword to the Terrawings warscroll.

Change the 'Units' organisation list to:
5 Saurus Warriors
5 Saurus Warriors
5 Hunters of Huanchi
5 Hunters of Huanchi
3 Terrawings
1 Spawn of Chotec

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

Change the timing of 'Followers of Huanchi' to 'Once Per Turn (Army), Your Shooting Phase'.

CITIES OF SIGMAR, FUSIL-PLATOON

In the effect of 'Adept Tactician', delete 'This unit cannot be replaced and does not have the Blackpowder Squire token'.

Change the timing of 'Well Provisioned' to:
'Once Per Turn (Army), Your Shooting Phase'
and the effect to:
'Roll a dice. On a 3+, add 1 to wound rolls for that unit's shooting attacks for the rest of the phase.'

Change the effect of 'Brace!' to:
'Your general has **Ward (5+)**.'

OGOR MAWTRIBES, SCRAPGLUTT

Change 'Better Late than Never' to:
'A unit of **Ironguts** with 4 models is not set up during the deployment phase. Instead, in the third battle round, that unit can use the following ability:'

RULES UPDATES

NOVEMBER 2026

SPEARHEAD: CITY OF ASH

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: Are relics counted as terrain features for abilities such as 'Strike and Fade'?
A: No.

RULES UPDATES

NOVEMBER 2026

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

NOVEMBER 2026

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.

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).'

(Copied from Advanced Rules section.)
In 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 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.'

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).'

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.'

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.'

RULES UPDATES

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GENERAL'S HANDBOOK 2025-26

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.'

3.6 AUXILIARY UNITS
Add the following to the end of this section:
'Each auxiliary unit after the first that is added to your roster will incur a cumulative surcharge of 20 points. For example, the second auxiliary unit will cost +20 points, the third will cost +40 points, the fourth will cost +60 points and so on.'

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.'

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.'

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: CREEPING CORRUPTION
Change the effect of 'Propagation' in the 'Pulsing Life Energies' ability to:
'Add 1 to casting rolls, chanting rolls and banishment rolls for each unit crossed by the line for the rest of the battle round.'

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.'

RULES UPDATES

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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.'

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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.

*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 Aqshy 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.

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GENERAL'S HANDBOOK 2026-27

ARMY COMPOSITION 2026-27, 3.6 AUXILIARY UNITS
Add the following to the end of this section:
'Each auxiliary unit after the first that is added to your roster will incur a cumulative surcharge of 20 points. For example, the second auxiliary unit will cost +20 points, the third will cost +40 points, the fourth will cost +60 points and so on.'

BATTLE TACTICS CARD 3: FLANKING FIRESTORM
In the Affray: Ambuscade battle tactic rule, replace 'objectives or terrain features' with 'objectives or non-**Faction Terrain** terrain features'.

BATTLEPLAN: HIDDEN UNDER ASH-CLOUDS
In the effect of 'Rolling Ash-clouds', in all bullet points change ' and **Manifestations**' to ', terrain features and **Manifestations**'.

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 'Eruption of Fury', can I use a reaction to pick another unit to use a **Fight** ability immediately after?*
A: No – while you can use reactions to 'Eruption of Fury', abilities that let you pick a unit to immediately use a **Fight** ability do not override the restrictions of the **Fight** ability. As a result, you cannot use them to have a unit fight outside the combat phase.

*Q: Do **Strike-first** or **Strike-last** have any effect when using 'Eruption of Fury'?*
A: No.

Q: In the Hidden Under Ash-clouds battleplan, are the ash-clouds low-lying during the deployment phase?
A: Yes, as there is no underdog during the deployment phase.

Q: When applying the effect of 'Fight Through the Pain', are rage dice spent one at a time or all at once?
A: All at once.

Q: How do manifestations and faction terrain interact with the new seasonal abilities?
A: Manifestations and faction terrain cannot use 'Eruption of Fury' or benefit from 'Fight Through the Pain', as they are not units. Enemy manifestations and faction terrain can only be targeted by 'Eruption of Fury' if they have a Move characteristic – the friendly unit will not be in combat with them in the End of Turn phase if they do not.

BATTLE TACTICS CARD 3: FLANKING FIRESTORM
Q: In Ambuscade, for a unit to be 'more than 6" from friendly territory', can any model in that unit be within 6" of friendly territory?
A: No.

BATTLE TACTICS CARD 6: LEGEND OF THE PARCH
*Q: Can you score Command from the Front if a friendly **Hero** is in reserve?*
A: No, as that **Hero** is not within 9" of an enemy unit.

BATTLEPLAN: SEIZE THE EMBERS
Q: In the Seize the Embers battleplan, can a unit bring an emberstone nugget into reserve?
A: Yes.

✹ NEW
Q: Can 'Fight Through the Pain' allow a replacement unit that is set up with damage points allocated to it (e.g. through Alarielle's 'The Goddess of Life' ability) to ignore those damage points?
A: No.

RULES UPDATES

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FACTION PACKS

ERRATA

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

DELETED

FYRESLAYERS

Designer's Note: *Several rules updates in this document revise digital content for the Fyreslayers faction to work with Battletome: Khazalite Holds. If you are playing with Faction Pack: Fyreslayers, ignore these.*

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.

Change the 'Rune of Farsight' to:

Once Per Battle (Army), Any Shooting Phase

RUNE OF FARSIGHT: *Empowered by this rune, the Fyreslayers hurl their throwing axes into the enemy with devastating accuracy.*

Declare: You can only use this ability if you have not used any **Ur-Gold Rune** abilities this battle round. Pick any number of enemy units that are within 10" of and visible to any friendly **Fyreslayers** units to be the targets.

Effect: Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll. In addition, for the rest of the battle round, ranged weapons, including **Companion** weapons, used by friendly **Fyreslayers** units have **Crit (2 Hits)**.

Keywords | **Ur-Gold Rune**

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.'

AURIC RUNESMITER

Change the Declare step of 'Magmic Tunnelling' to:
'Pick this unit and any number of other units in its regiment if none of those units have been deployed to be the targets.'

AURIC RUNESMITER

Change the effect of 'Emergence' to:
'Set up this unit anywhere on the battlefield more than 9" from all enemy units. Then, set up the other units that were set up **underground** with it (if any) wholly within 6" of this unit and more than 9" from all enemy units.'

SERAPHON

BATTLE TRAITS

Change 'The Great Plan' to:

Once Per Battle, Deployment Phase

THE GREAT PLAN: *The Seraphon look to the heavens for guidance, scrying the stars above in the hope that the Great Plan is revealed to them.*

Declare: You must use this ability. Pick an **Asterism** ability to be prophesied.

Effect: That **Asterism** ability can be used for the rest of the battle, but the others cannot, unless prophesied by the 'Further the Great Plan' ability.

Change 'Further the Great Plan' to:

Once Per Battle Round, Start of Battle Round

FURTHER THE GREAT PLAN: *As the battle unfolds, so do the machinations of the Old Ones.*

Declare: You cannot use this ability in the first battle round. Pick an **Asterism** that you have prophesied. You cannot pick an **Asterism** that you have previously picked this battle. If you do not meet the condition below that corresponds to that **Asterism**, this ability has no effect.

- ***Itzl the Tamer:*** 3 or more enemy units have been destroyed.
- ***Quetzl the Preserver:*** There are no enemy units wholly within friendly territory.
- ***Sotek the Deliverer:*** The enemy general is in combat or has been destroyed.
- ***Tepok the Seer:*** There are any friendly **Slann** units on the battlefield and no friendly **Slann** units are in combat or have been destroyed.

Effect: Pick an **Asterism** ability to be prophesied. Its effects apply in addition to those of all other prophesied **Asterism** abilities.

RULES UPDATES

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FACTION PACKS

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

Delete the following from the effect of Eternal Starhost's 'Celestial Translocation' ability:
'Roll a dice. On a 3+,'

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

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'.

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

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".

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OTHER DIGITAL DOWNLOADS

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.

TOMB BANSHEE

Add 'Crit (Auto-wound)' to the Piercing Scream weapon profile.

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'.

BATTLETOME SUPPLEMENT: SKAVEN ESHIN

GUTTER RUNNERS

Change: '1/10 models in this unit can be armed with Saboteur Bombs' to: '1/10 models in this unit can be armed with Saboteur Bombs in addition to their other weapons'.

Change the **Champion** keyword to **Champion (1/10)**.

Add the following to the declare step of 'Bomb Rats': 'There is 1 Bomb Rat for every 10 models in this unit.'
Change the effect of 'Bomb Rats' to: 'Place 1 of this unit's Bomb Rats next to the target.'

RULES UPDATES

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OTHER DIGITAL DOWNLOADS

BATTLETOME SUPPLEMENT: CITIES OF SIGMAR

Replace the **Human** keyword with the **Sigmarite** keyword for the following warscrolls:

Battlemage
Battlemage on Celestial Hurricanum
Battlemage on Griffon
Battlemage on Luminark of Hysh
Steam Tank Commander
Celestial Hurricanum
Flagellants
Freeguild Marshal on Griffon
Luminark of Hysh
Steam Tank

BATTLE FORMATIONS

In the Thrall Warhost's 'Have No Mercy' ability, change the **Darkling Covens** keyword to **Cities of Sigmar Aelf**.

In the Grudgebound War Throngs 'I've Seen Worse and Killed Better' ability, change the **Dispossessed** keyword to **Cities of Sigmar Duardin**.

WAR HYDRA

Change the 'Impossible to Destroy' ability to:

Once Per Turn (Army), End of Any Turn

IMPOSSIBLE TO DESTROY: *It is almost impossible to kill a Hydra, for they regenerate wounds and regrow severed heads with alarming speed.*

Effect: Heal (6) this unit.

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'

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.

RIPPA'S SNARLFANGS

Add the **Companion** weapon ability to Snarlfang's Slavering Jaws.

HEADSMEN'S CURSE

Change the Save characteristic to 5+.
Change **Ward (6+)** to **Ward (5+)**.
Delete the trailing comma in the keywords.
Add 'Crit (Auto-wound)' to the Tool of Judgement weapon profile.

THORNS OF THE BRIAR QUEEN

Change **Ward (6+)** to **Ward (5+)**.
Add 'Crit (Auto-wound)' to the Piercing Scream weapon profile.

BLADES OF KHORNE

Add the **Blood-hungry** weapon ability to melee weapons used by:

- Scyla Anfingrimm
- Valkia the Bloody
- Garrek's Reavers
- Gorechosen of Dromm
- Magore's Fiends

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OTHER DIGITAL DOWNLOADS

KAINAN'S REAPERS
Change the effect of 'Mir Kainan' to:
'While this unit's **Mir Kainan** is on the battlefield, this unit has **Wizard (1)**, **Relentless Discipline (2)** and can be picked as the target of the 'Immortal Elite' ability as if it had the **Hero** keyword.'

DISCIPLES OF TZEENTCH
Delete the Wyrdflame weapon ability from weapons used by:
- Ephilim's Pandaemonium
- Fatemaster on Disc of Tzeentch
- Fluxmaster, Herald of Tzeentch on Disc
- Eyes of the Nine

BRETHREN OF THE BOLT
Replace the **Human** keyword with the **Sigmarite** keyword:

HEXBANE'S HUNTERS
Replace the **Human** keyword with the **Sigmarite** keyword:

MYARI'S PURIFIERS
Remove **Scinari** from the keywords bar.

SKITTERSHANK'S CLAWPACK
Add **Ward (6+)** to the keywords bar.

THYRIELLE'S ZEPHYRITES
Remove the **Hero** keyword.

HROTHGORN MANTRAPPER
Change the **Beastclaw Raiders** keyword to **Beastclaw**.

THE CHOSEN AXES
Replace the **Fyreslayers** keyword with the **Khazalite Holds** and **Grimmdron** keywords.

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
Rename the 'Gutbuster Charge' ability to 'Trampling Charge'.

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.

THE CRONESEER'S PARIAHS
Change all instances of **Cauldron of Blood** to '**Slaughter Queen on Cauldron of Blood** or **Hag Queen on Cauldron of Blood** unit'.

RULES UPDATES

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OTHER DIGITAL DOWNLOADS

KING BRODD'S STOMP

Change the Roster Options to:
'◆ King Brodd (must be included and must be your general)
◆ Any **Big** units
◆ Any non-**Unique Little** units
◆ You cannot include Regiments of Renown'

Change all instances of **Mega-Gargant** to '**Big** unit'.
Change all instances of **Gargant** to '**Little** unit'.

Remove 'or **Almightier Stomp**' from the effect of 'Double Stomp'.

Add the following sentence to the effect of 'Wrath of Brodd': 'When it does so, it can pass through terrain features and enemy models as if it had **Fly**.'

Change 'that has not used a **Rampage** ability this turn' to 'that has not used a **Destructive Impulse** ability this turn' in the effect of the following abilities. In addition, add the **Destructive Impulse** keyword to the following abilities:
• 'Smash It All to Bits'
• 'Wrath of Brodd'
• 'Crafty Creepers'
• 'Double Stomp'
• 'Watch This!'

In the effect of the 'Watch This!' ability, change 'using this **Rampage** ability' to 'using this **Destructive Impulse** ability'.

In the effect of the 'I Can Do That Better' ability, change 'even if it has used another **Rampage** ability this turn' to 'even if it has used another **Destructive Impulse** ability this turn'.

LOFNIR DROTHKEEPERS

Replace all instances of 'Fyreslayers' in the rules introduction with 'Khazalite Holds'.

Add Ormyr and Ashtongue to the Roster Options box.

In the 'Breath of Vulcatrix' ability, replace '**Magmadroth**' with '**Monster**'.

Change the 'Skilled Drothwranglers' ability to:

Passive

SKILLED DROTHWRANGLERS: *The Lofnir Drothkeepers are unmatched in their bond with their Magmadroth companions.*

Effect: The timing of friendly **Auric Runeson on Magmadroth** units' 'Packdroth' ability is 'Reaction: You declared a non-**Charge Move** ability for this unit' instead of 'Once Per Turn (Army), Reaction: You declared a **Move** ability for this unit in your movement phase'.

Add the following ability to the battle traits:

Passive

BLAZING VENGEANCE: *The final roar of a fallen Magmadroth provokes a zealous furore among the Lofnir Drothkeepers fighting alongside it.*

Effect: Each time a friendly **Drothkeepers Monster** is slain, give 1 **grudge mark** to each friendly **Drothkeepers** unit within 6" of it.

RULES UPDATES

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OTHER DIGITAL DOWNLOADS

SCOURGE OF AQSHY

SKAVEN, HEROIC TRAITS

In the effect of 'Essence of the Gnaw', replace 'visible **Skaven** unit' with 'visible friendly **Skaven** unit'.

HEDONITES OF SLAANESH, INFERNAL ENRAPTURESS

In the effect of 'Like Nails on a Chalkboard', change the second sentence to:

'If you roll higher, pick a unit (friendly or enemy) other than the enemy unit using the 'Eruption of Fury' ability within that enemy unit's combat range.'

SERAPHON, SAURUS SCAR-VETERAN ON AGGRADON

Add the following to the beginning of the declare step of 'Saurian Ambush':

'This unit can use this ability even if it is in reserve'.

DAUGHTERS OF KHAINE, KHAINITE SHADOWSTALKERS

Change the first sentence of the effect of the 'Shadow Lariat' ability to:

'If the target is more than 3" from all other enemy units, apply the effect below.'

SONS OF BEHEMAT, CRACKED HEELS

In the effect of 'Always On Guard', replace '**Mega-Gargant**' with '**Big** unit'.

SONS OF BEHEMAT, GATEBREAKER MEGA-GARGANT

- Replace the **Mega-Gargant** keyword with the **Big** keyword.
- Change the Health characteristic to 25.
- Change the Control characteristic to 10.
- Replace its weapon profiles with the following:

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Hurled Boulder	18"	1	3+	2+	2	4
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Fortcrusha Flail: Calamitous Sweep Crit (Auto-wound)		16	3+	3+	1	1
Fortcrusha Flail: Crushing Blow		6	4+	2+	2	4
Almighty Stomp		3	4+	2+	2	D3

- Remove the 'Longshanks' and 'Son of Behemat' abilities.
- Change the timing of 'It's Goin' Down' to 'Once Per Battle (Army), Your Hero Phase'.

Add the following ability:

Passive

FORTCRUSHA FLAIL: *The immense weapons wielded by Mega-Gargants can be brought down for an obliteratingly heavy strike or swept through enemy ranks like a battering ram.*

Effect: Each time this unit uses a **Fight** ability, pick either the **Calamitous Sweep** or **Crushing Blow** weapon characteristics for all the attacks it makes with its **Fortcrusha Flail**.

Change the effect of Battle-damaged' to: 'While this unit has 15 or more damage points, the Attacks characteristic of its Fortcrusha Flail is 11 for Calamitous Sweep and 4 for Crushing Blow.'

SONS OF BEHEMAT, MANCRUSHER GARGANT

Replace the **Gargant** keyword with the **Little** keyword.

SLAVES TO DARKNESS, BRANDS OF THE DARK GODS

Add the following declare step to 'Brand of the Unaligned':

'**Declare:** This unit cannot use this ability if it has an Ensorcelled Banner.'

IDONETH DEEPKIN, HEROIC TRAITS

Delete the first bullet point from the effect of 'Abyssal Dweller'.

RULES UPDATES

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OTHER DIGITAL DOWNLOADS

SOULBLIGHT GRAVELORDS, VENGORIAN LORD
Change 'Frenzied Surge' to:

Once Per Turn (Army), Any Charge Phase

FRENZIED SURGE: *As the Vengorian Lord tears through the press of combat to sate their desperate hunger, nearby undead find themselves swept along by their rabidity.*

Declare: You can pick another visible friendly non-**Hero** **Soulblight Gravelords Infantry** or **Monster** unit wholly within 12" of this unit to be the target.

Effect: This unit can move up to **X**", where **X** is your **fury level**. It must end that move in combat.

Then, the target can move up to **X**", where **X** is your **fury level**. It can move through enemy models and the combat ranges of enemy units during that move but must end that move in combat with an enemy unit that this unit is in combat with.

KHAZALITE HOLDS
Designer's Note: *The 'Scourge of Aqshy – Fyreslayers' rules have been changed to the 'Scourge of Aqshy – Khazalite Holds' rules.*

KHAZALITE HOLDS, PRAYER LORE
Change the declare step of 'Blazing Impetus' to:
'Pick a friendly **Grimmdron Priest** to chant this prayer, pick a visible friendly **Grimmdron** unit that was not set up this turn and that is wholly within 12" of them to be the target, then make a chanting roll of D6.'

KHAZALITE HOLDS, AURIC RUNESON ON MAGMADROTH
Replace the **Fyreslayers** and **Magmadroth** keywords with the **Khazalite Holds** and **Grimmdron** keywords.

KHAZALITE HOLDS, VULKYN FLAMESEEKERS
Replace the **Fyreslayers** keyword with the **Khazalite Holds** and **Grimmdron** keywords.

KHAZALITE HOLDS, MARKS OF VULCATRIX
Change the restriction to 'Marks of Vulcatrix are unique enhancements that can be given to **Grimmdron Monsters**'.

In the effect of 'Aureate Hide', replace the **Fyreslayers** keyword with **Khazalite Holds**.

KHAZALITE HOLDS, VULKYN GIFTS
Change all instances of **Fyreslayers** to **Grimmdron**. Change all instances of **Magmadroth** to **Monster**.

OGOR MAWTRIBES, HUSKARD ON THUNDERTUSK
Change the **Beastclaw Raiders** keyword to **Beastclaw**.

OGOR MAWTRIBES, FROSTLORD ON THUNDERTUSK
Change the **Beastclaw Raiders** keyword to **Beastclaw**.

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

HEROES OF THE JADE ABBEY
Replace the **Human** keyword with the **Sigmarite** keyword for the following warscrolls:

Edmark Valoran, the Manticore Knight
Bren Tylis, the Renegade Saint
Inara Scion, the Cleansing Blade
Jacobus Vyne, the Jade Wizard
Drasher Vorn, the Rampaging Beast

REGIMENT OF RENOWN, HEROES OF THE JADE ABBEY
Change the timing of 'Waters of the Everspring' to 'Once Per Turn (Army), End of Any Turn'.

WHITE DWARF
The following *White Dwarf* content is of Legends status:
Pyrofane Cult Army of Renown (Issue 514)
Custom Rigs (Issue 528)

ARMY OF RENOWN, THE DUARDIN ASCENDANT (ISSUE 506)
Change all instances of 'Fyreslayers' and **Fyreslayers** to 'Khazalite Holds' and **Khazalite Holds** respectively.

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.

SCOURGE OF AQSHY

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

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

KHAZALITE HOLDS, AURIC RUNESON ON MAGMADROTH

Q: Can more than one Scourge of Aqshy 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.

SKAVEN, GREY SEER ON SCREAMING BELL

Q: If I successfully cast 'Gnaw Through Reality' on a Scourge of Aqshy 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.

OSSIARCH BONEREAPERS, ARTEFACTS OF POWER

Q: Does 'the Health characteristic of that unit' in the effect of the 'Banner of Old Ossia' ability refer to the unit using the 'Rally' command or the unit having slain models returned to it?
A: The unit having slain models returned to it.

SERAPHON, HEROIC TRAITS

Q: Is the halved movement from the 'Lord of Space and Time' ability permanent?
A: No, it applies only in your opponent's next turn.

NEW

LUMINETH REALM-LORDS, FLAWLESS MANOEUVRES

Q: Can a unit using the 'Perfect Footwork' ability change which objective it is contesting as long as all the models in the unit can end that move contesting that objective?
A: Yes.

NEW

BATTLETOME SUPPLEMENT: SKAVEN ESHIN

Q: When Night Runners use their 'Smoke Bomb' ability, are slain enemy models removed before or after they move?
A: After. They will still be in combat with all models they were in combat with before making attacks.

RULES UPDATES

NOVEMBER 2026

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'.

Change the timing of the 'Blood-drenched' ability as shown:

☼ Once Per Turn, 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.

BLOODLETTERS

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

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.'

RULES UPDATES

NOVEMBER 2026

BATTLETOME: BLADES OF KHORNE

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).'

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.'

BLEEDING ICON

Change 'Sigil of Doom' to:

Your Hero Phase

SIGIL OF DOOM: *Shedding gore as it hovers menacingly in the air, the Bleeding Icon is a fearsome portent of doom.*

Declare: Pick a visible friendly **Blades of Khorne** unit wholly within 8" of this **Manifestation** to be the target. Then, pick a passive **Blood Tithe** ability that you have not unlocked this battle.

Effect: Roll a dice. If the roll equals or exceeds the **blood tithe points** cost of the chosen ability, until the start of your next turn, the effects of that ability apply to the target as if it had been unlocked.

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.'

SPEARHEAD ARMY, FANGS OF THE BLOOD GOD

Change the effect of 'The Quarry' to: 'If no enemy units are the quarry, pick an enemy unit to be the quarry (you can pick an enemy unit in reserve).'

Change the declare step of 'Savagery Upon Savagery' to: 'Pick a friendly unit in combat to be the target.'

Change the effect of 'The Scent of Blood' to: 'Add 1 to hit rolls and add 1 to wound rolls for combat attacks that target an enemy unit that had any damage points allocated to it this turn.'

Change the effect of 'Sustained by Gore' to: '**Heal (D3)** your general.'

ARMY OF RENOWN, THE BALEFUL LORDS

Change the first line of the Roster Options to:
'Any **Blades of Khorne Monster Hero Daemon** unit'

Change the timing of 'Mage-eaters' to:
'Once Per Turn (Army), Reaction: Opponent declared a **Spell** ability'

Change 'Born of Butchery' to:

Once Per Turn, Your Movement Phase

BORN OF BUTCHERY: *So long as gore flows in rivers and hate chokes mortal souls, the Baleful Lords shall rise again and anew.*

Declare: Pick a friendly non-**Unique Baleful Lords** unit that has been destroyed to be the target.

Effect: 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, wholly within 7" of the battlefield edge and more than 9" from all enemy units.

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

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.'

RULES UPDATES

NOVEMBER 2026

BATTLETOME: BLADES OF KHORNE

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

NOVEMBER 2026

BATTLETOME: CITIES OF SIGMAR

ERRATA

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

ERASMUS ZONN, THE ENLIGHTENED ONE
Change the effect of 'Realmsphere Mastery' to:
'Make an arcane manipulation roll of 2D6. If the roll equals or exceeds the target's banishment value, set up an **Endless Spell** that can be summoned using a **Summon** spell that this unit can cast within 1" of the target and more than 3" from all enemy units and other enemy **Manifestations**. If that **Endless Spell** has multiple parts, both parts must be set up within 1" of the target. This unit has summoned that **Endless Spell**. If there is already a friendly **Endless Spell** of the same type on the battlefield, it is immediately banished and removed from play before being set up as described above. Then, the target is banished and removed from play.'

FREEGUILD GRENADIERS
Change the **Champion** keyword to **Champion (1/10)**.

OUTLAW CANNONADE COGFORT
Change the declare step of 'Mercenary Attitudes' to:
'Pick another friendly non-**Unique** unit wholly within 12" of this unit to be the target.'

ARTEFACTS OF POWER
Change the first sentence of the declare step of 'The Sphere Celestial' to:
'If this unit is not in combat, pick a point on the battlefield within 1" of this unit and more than 3" from all other units (friendly and enemy) and terrain features to be the target point.'

ARMY OF RENOWN, ALLIES OF THE FREE CITIES
Change the Roster Options to:
'♦ Any non-**Unique Sigmarite** units
For each **Sigmarite** unit you include, you can include:
• up to 1 **Cities of Sigmar Duardin** unit (pg 114)
• up to 1 **Cities of Sigmar Aelf** unit (pg 115)
♦ You cannot include Regiments of Renown

FREEGUILD GALLANTS
Change the effect of 'Not One Step Back' to:
'If this unit has not charged this turn, add 1 to the Attacks characteristic and Damage characteristic of this unit's melee weapons.'

DAWNER'S TRIUMPH
Add the following terrain abilities paragraph:
'The following universal terrain abilities apply to this terrain feature (Terrain, 1.2): Cover, Impassable'

(Copied from the 'Other Digital Downloads' section for convenience)

HEROES OF THE JADE ABBEY
Replace the **Human** keyword with the **Sigmarite** keyword for the following warscrolls:

HEROES OF THE JADE ABBEY
Edmark Valoran, the Manticore Knight
Bren Tylis, the Renegade Saint
Inara Scion, the Cleansing Blade
Jacobus Vyne, the Jade Wizard
Drasher Vorn, the Rampaging Beast

LEGENDS COMPENDIUM
Brethren of the Bolt
Hexbane's Hunters

BATTLETOME SUPPLEMENT: CITIES OF SIGMAR
Battlemage
Battlemage on Celestial Hurricanum
Battlemage on Griffon
Battlemage on Luminark of Hysh
Steam Tank Commander
Celestial Hurricanum
Flagellants
Freeguild Marshal on Griffon
Luminark of Hysh
Steam Tank

RULES UPDATES

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BATTLETOME: CITIES OF SIGMAR

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 'Overheating' ability remove one heat token or one heat token for each 5+?
A: One heat token for each 5+.

NEW

Q: If a unit is set up both by 'Sphere Celestial' and another ability, can it still move in the following movement phase?
A: Yes.

RULES UPDATES

NOVEMBER 2026

BATTLETOME: DAUGHTERS OF KHAINE

ERRATA

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

BATTLE TRAITS

Add the following to the 'Blood Rites' ability:
'Only one blood rite can be performed per unit destroyed'.

MORATHI-KHAINE

Change the third bullet point of the effect of 'Iron Heart of Khaine' to:
'A friendly **Shadow Queen** can immediately use the 'Normal Move' or 'Retreat' ability as if it was your movement phase even if it has already used that ability or another **CORE** ability this phase.

Designer's Note: *If the Shadow Queen retreats with the 'Iron Heart of Khaine' ability, she cannot subsequently use the 'Fight' ability in the same combat phase.'*

MELUSAI IRONSCALE

Change the 'Ironscale's Fury' ability to:

Once Per Turn (Army), Any Combat Phase

IRONSCALE'S FURY: *The doctrine of the Melusai Ironscales is simple: every Khainite death must be answered with immediate and shockingly violent vengeance.*

Declare: Pick each friendly **DAUGHTERS OF KHAINE** unit within this unit's combat range to be the targets.

Effect: For the rest of the phase, each time a model in a target unit is slain by a combat attack, roll a dice. If that unit is a **Blood Sisters** or **Blood Stalkers** unit, roll 2 dice instead. For each 5+, inflict 1 mortal damage on the attacking unit.

KEYWORDS | **EXALTED**

PATH TO GLORY, ANVIL OF APOTHEOSIS

In the 'Pick an Archetype' step, add the following to 'Champion of the Arena' and 'Priestess of Khaine': 'Your hero has the **AELF** keyword.'

PATH TO GLORY, PATH OF THE BLOOD WITCH

Change the timing of 'A Thousand Cuts' to: 'Any Combat Phase'.

BLOOD HAGS

Change the **CHAMPION** keyword to **CHAMPION (1/10)**.

RULES UPDATES

NOVEMBER 2026

BATTLETOME: DISCIPLES OF TZEENTCH

ERRATA

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

BATTLE TRAITS

Change the last bullet of the effect of 'All Part of the Plan' to:
'A friendly **Argent Shard** is **demolished**.'

BATTLE TRAITS

Change the declare step of 'Smoke and Mirrors' to:
'**Declare:** Pick a friendly non-**Monster Disciples of Tzeentch** unit that was not set up on the battlefield this turn and was not set up on the battlefield using this ability in the previous turn to be the target, then pick a friendly unit that is **masked by illusion** to be the substitute.'

BATTLE TRAITS

In the effect of 'All Part of the Plan', add the following sentence:
'You can have a maximum of 9 **fate points**.'

SPELL LORE, LORE OF CHANGE

Change the declare step and effect of 'Fold Reality' to:

'**Declare:** Pick a **Disciples of Tzeentch Wizard** to cast this spell, then you can pick a friendly non-**Monster Disciples of Tzeentch** unit wholly within 12" of the caster to be the target. Then, make a casting roll of 2D6.

Effect: Set the target up in reserve **masked by illusion**. Then, you can pick a friendly unit that is **masked by illusion** and set it up wholly within 12" of the caster or a friendly **Argent Shard** and more than 9" from all enemy units.

Designer's Note: *Both parts of the effect are optional; you can carry out either part or both.*'

MANIFESTATION LORE

Change the effect of 'Summon Tome of Eyes' to:
'Set up a **Tome of Eyes** wholly within 18" of the caster, visible to them and more than 9" from all enemy units.'

CHAOS SPAWN OF TZEENTCH

Change the effect of 'Waves of Mutation' to:
'Each time this unit or the replacement of this unit is destroyed, set up a replacement unit in reserve **masked by illusion**. Each friendly **Chaos Spawn of Tzeentch** unit can be replaced any number of times.'

MAGISTER ON DISC OF TZEENTCH

Change the timing of 'Spellmaster' to:
'Once Per Turn (Army), Reaction: You declared a **Spell** ability for a **Wizard** within 30" of this unit and the casting roll equalled or exceeded the spell's casting value and that spell has not been unbound'

MAGISTER

Change the timing of 'Spellmaster' to:
'Once Per Turn (Army), Reaction: You declared a **Spell** ability for a **Wizard** within 30" of this unit and the casting roll equalled or exceeded the spell's casting value and that spell has not been unbound'

BLUE HORRORS AND BRIMSTONE HORRORS

Change the effect of 'Split Again' to:

'Roll a dice for each **Blue Horror** model in this unit that is slain. For each 3+, if there are fewer **Brimstone Horrors** models in this unit than its starting size, you can add 1 **Brimstone Horrors** model to this unit.

Designer's Note: *Dice are only rolled for Blue Horror models that are currently slain – models that have been slain and returned to this unit do not count until they are slain once more. When adding Brimstone Horrors to this unit, do not count slain Brimstone Horrors towards the maximum.*'

Add the following ability to the Blue Horrors and Brimstone Horrors warscroll:

Passive

IMMOLATION: *Brimstone Horrors are ephemeral things, swiftly self-immolating in an eye-searing blaze after a few delightful moments causing lethal mischief.*

Effect: Slain **Brimstone Horrors** cannot be returned to this unit. When setting up a replacement unit for this unit, **Brimstone Horror** models are ignored when determining the number of models in this unit, and you cannot pick them to be set up.

ARMY OF RENOWN, CHANGE-CULT UPRISING AND ARMY OF RENOWN, ORACLES OF FATE

Change the first sentence of the effect of 'Shifting Manifestations' to:
'If there is already a friendly **Manifestation** from the list above on the battlefield, it is immediately banished and removed from play.'

FLAMERS OF TZEENTCH

Change the first sentence of 'Lingering Burns' to:
'This unit can use this ability even if it has been destroyed or is in reserve.'

RULES UPDATES

NOVEMBER 2026

BATTLETOME: DISCIPLES OF TZEENTCH

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 Lord of Change's 'Temporal Manipulation' spell is measured from an Argent Shard due to the 'Magical Focus' ability, does the target of that spell have to end their move nearer to the Lord of Change or the Argent Shard?
A: The Lord of Change. The Argent Shard's 'Magical Focus' ability only affects the picking of targets.

Q: What happens to a persistent effect that is applied to unit if that unit is removed from the battlefield during the battle and set in reserve? For example, if a **Disciples of Tzeentch** *unit that has had the 'Shield of Fate' spell cast on them is set up in reserve using the 'Smoke and Mirrors' ability?*
A: The persistent effect would remain applied for the respective timing of that ability. In the example, the **Disciples of Tzeentch** unit would still have the effect of 'Shield of Fate' if it was later re-set up on the battlefield before its commanding player's next hero phase.

Q: If a unit of Jade Obelisk is placed into reserve or destroyed, does the effect of 'Chosen by the Stone' continue to apply to the enemy unit that its Idolarc is next to?
A: Yes, it is a persisting effect.

RULES UPDATES

NOVEMBER 2026

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.'

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.

PATH TO GLORY, OTHER UPGRADES

Change the effect of the Leathery Wings upgrade to:

'**Infantry** only. Your hero has **Fly**. Change your hero's Move characteristic to 12".'

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

RULES UPDATES

NOVEMBER 2026

BATTLETOME: FLESH-EATER COURTS

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.

Q: Does the 'Delusions and Madness' ability of the Charnel Watch Spearhead army allow me to pick the **Delusion** *regiment ability that I did not pick at the start of the battle?*
A: No. You can pick from the **Delusion** regiment ability that you picked at the start of the battle, 'Delusion of the Great Feast' or 'Delusion of the Knightly Host'.

RULES UPDATES

NOVEMBER 2026

BATTLETOME: GLOOMSPITE GITZ

ERRATA

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

BATTLE TRAITS

Add the following ability:

Once Per Turn (Army), Your Hero Phase

CREEPING GLOOM: *The Gloomspite Gitz seek to plunge the realms into an eternal, clammy gloaming known as the Everdank. The icky fungal growths and obscuring spore clouds that follow them are very conducive to such conditions.*

Declare: Pick a terrain feature to be the target.

Effect: Until the start of your next turn, while friendly non-**Monster** non-**War Machine Gloomspite Gitz** units are wholly within 3" of that terrain feature, they are not visible to enemy units more than 9" away.

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'

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'.

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'.

RULES UPDATES

NOVEMBER 2026

BATTLETOME: GLOOMSPITE GITZ

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'.

Change the effect of the Snarlboss's 'Great Snarlin' Howl' ability to:
'Roll a dice. On a 3+, add 1 to the Rend characteristic and the Attacks characteristic of the targets' **Companion** melee weapons for the rest of the turn.'

Change the Snarlpack Cavalry's 'Frazzleburned Scrap' ability to:

Passive

FRAZZLEBURNED SCRAP: *After the boss, Snarlpack Cavalry often get first dibs on loot, and they have an eye for the scrap and wotsits with the best light-absorbing properties. In battle, they have learned how to unleash these energies from their weapons at just the right moment, dazzling the enemy as their charge hits home.*

Effect: This unit has **Strike First** if it charged in the same turn.

RULES UPDATES

NOVEMBER 2026

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.

RULES UPDATES

NOVEMBER 2026

BATTLETOME: HEDONITES OF SLAANESH

ERRATA

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

DEXCESSA, THE TALON OF SLAANESH

In the effect of 'Redolence of Violence', replace 'it is banished' with 'it is banished and removed from play'.

ARMY OF RENOWN, THE DECADENT HOST

In the effect of 'The Prince in the Mirror', replace 'He can be replaced any number of times' with 'He can be replaced even if he is a replacement unit.'

RULES UPDATES

NOVEMBER 2026

BATTLETOME: HELSMITHS OF HASHUT

ERRATA

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

BATTLE TRAITS

Change the effect of 'Reserves of Daemonic Power' to:
'Give 2 **daemonic power points** to the target.'

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:

Once Per Turn (Army), Your Shooting Phase

ALL MUST BURN: *Those who approach a Dominator earn but one end – death by unclean fire.*

Declare: Pick 2 or more 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.'

SPEARHEAD ARMY, HELFORGE HOST

Change the third sentence of the first paragraph of 'Harness Daemonic Power' to:
'Then, gain a number of **daemonic power points** equal to the current battle round number plus 1.'

Change the effect of the War Despot's 'Black-hearted Conqueror' ability to:
'While this unit has any **daemonic power points**, friendly units with 0 **daemonic power points** count as having 1 **daemonic power point** while they are wholly within 6" of and visible to this unit. For each **daemonic power point** this unit has, add 3" to the range of this ability.'

Add the **Reinforcements** keyword to the Dominator Engine with Immolation Cannons warscroll.

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

NOVEMBER 2026

BATTLETOME: HELSMITHS OF HASHUT

BATTLE FORMATIONS, HASHUTITE HOST

Change 'Amassed Legions' to:

Passive

AMASSED LEGIONS: *The hosts of the ziggurats march to conquer and claim, advancing into verdant lands and leaving them barren.*

Effect: Each time a friendly **Helsmiths of Hashut** unit within the combat range of a friendly **Helsmiths of Hashut Infantry** unit with 1 or more **daemonic power points** uses the 'Rally' command, you can make 3 additional rally rolls of D6.

BATTLE FORMATIONS, THE BULLFATHER'S HORNS

Change 'Bulls of the Ziggurat' to:

Passive

BULLS OF THE ZIGGURAT: *When unleashed, those warriors and constructs shaped in Hashut's image are relentless.*

Effect: Add 1" to the Move characteristic of friendly **Helsmiths of Hashut** units for each **daemonic power point** that unit has.

BATTLE FORMATIONS, DAEMONSMITH CABAL

Change 'Arcane Dominance' to:

Passive

ARCANE DOMINANCE: *Despite all that its pursuit costs them, the sorcerers of the ziggurats are ever lusting for greater power.*

Effect: Add 1 to casting rolls, chanting rolls, unbinding rolls, and banishment rolls for friendly **Helsmiths of Hashut Wizards** and **Priests** while they are wholly within 12" of another friendly **Helsmiths of Hashut Wizard** or **Priest** with 1 or more **daemonic power points**.

BATTLE FORMATIONS, CASTIGATION BATTERY

Change 'Experimental Munitions' to:

Passive

EXPERIMENTAL MUNITIONS: *In trying to control Chaos, duardin engineers have crafted all manner of eldritch ammunition for their war machines. In doing so, they have given the power of ruin even more destructive outlets.*

Effect: Ranged weapons used by friendly **Helsmiths of Hashut** units have **Crit (2 Hits)** while they have 2 or more **daemonic power points**.

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.

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

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

NOVEMBER 2026

BATTLETOME: IDONETH DEEPKIN

ERRATA

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

BATTLE TRAITS

Add the following ability:

Once Per Turn(Army), Reaction: You declared an Attack ability for a friendly Akhelian unit

TWIN TIDES: *Though the Idoneth's military structure is uncompromisingly rigid, their fluidity in battle is astounding. The Akhelians lead; the Namarti follow. Such discipline, alloyed to aelven speed and grace, has spelled the doom of numberless foes.*

Used By: The friendly **Akhelian** unit using that **Attack** ability.

Effect: Pick a visible friendly **Namarti** unit that has not used an **Attack** ability this phase to be the target.

- If this unit used a **Shoot** ability, immediately after the **Shoot** ability used by this unit has been resolved, the target can be picked to use a **Shoot** ability as if it were your shooting phase.
- If this unit used a **Fight** ability, immediately after the **Fight** ability used by this unit has been resolved, the target can be picked to use a **Fight** ability. If the target does so, for the rest of the phase, add 1 to the Attacks characteristic of its weapons but all of its attacks must target enemy units that had any damage points allocated to it this phase by this unit's attacks.

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.'

RULES UPDATES

NOVEMBER 2026

BATTLETOME: IDONETH DEEPKIN

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.

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

NOVEMBER 2026

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.'

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.'

SKYWARDENS

Change the timing of 'Timed Charges' to:
'Once Per Turn (Army), End of Any Turn'

VONGRIM SALVAGERS

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.'

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.'

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.

RULES UPDATES

NOVEMBER 2026

BATTLETOME: KHARADRON OVERLORDS

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.'

SPEARHEAD ARMY, GRUNDSTOK TRAILBLAZERS

Add the **Reinforcements** keyword to the Grundstok Thunderers warscroll.

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

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.'

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: If I use the 'Blazebeard and Sons Bamboozling Flakgun' artefact of power to remove a dice from my opponent's charge roll, and then my opponent uses the 'Forward to Victory' command, how many dice does my opponent re-roll for that charge roll?
A: They would roll the number of dice left in the charge roll after 1 dice has been removed. For example, if the original charge roll was made with 2 dice and 1 of those dice was removed by the Blazebeard and Sons Bamboozling Flakgun, your opponent would re-roll that 1 remaining dice to determine their re-rolled charge roll.

RULES UPDATES

NOVEMBER 2026

BATTLETOME: KHAZALITE HOLDS

ERRATA

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

RUNEWRIGHT

Add 'Reaction:' to the start of the timing of 'Rhythmic Hammering'.

✹ NEW

Add the following to the end of the first paragraph of the effect of the 'Transport Duardin' ability:

'For this ability, treat that **Skyvessel**'s Transport Capacity as referring to **Throngankor Alliance** instead of **Kharadron Overlords**'.

✹ NEW

In the effect of 'Stirring the High Kyng's Ire', change both instances of 'until the start of your next turn' to 'for the rest of the battle round'.

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.

✹ NEW

Q: In the Throngankor Alliance Army of Renown, can an Arkanaut Frigate use its 'Assault Boat' ability to transport friendly **Khazalite Holds** *units?*

A: No.

RULES UPDATES

NOVEMBER 2026

BATTLETOME: LUMINETH REALM-LORDS

ERRATA

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

MANIFESTATION LORE

Change the effect of 'Summon Hyshian Twinstones' to:
'Set up a **Hyshian Twinstones** endless spell wholly within 18" of the caster, visible to them and more than 9" from all enemy units.'

THE LIGHT OF ELTHARION

Change 'Valorous Intervention' to:

Any Combat Phase 1

VALOROUS INTERVENTION: *The Light of Eltharion manifests alongside his allies in their time of greatest need.*

Declare: This unit cannot use this ability if it is in combat. Pick a friendly **LUMINETH REALM-LORDS** unit that is in combat to be the target.

Effect: Remove this unit from the battlefield and set it up again within 1" of the target, within 1" of an enemy unit and in combat. This unit has charged.

YDRILAN RIVERBLADES

Change the **CHAMPION** keyword to **CHAMPION (1/10)**.

RUNE OF PETRIFICATION

Change the third sentence of the effect of 'Turn to Stone' to:
'If an enemy unit has at least 3 mortal damage inflicted on it by this ability this turn, it has **STRIKE-LAST** for the rest of the turn.'

SANCTUM OF AMYNTOK

Add the following ability to this warscroll:

Passive

MULTIPLE PARTS
Effect: When a number of damage points equal to this **MANIFESTATION**'s Health characteristic are allocated to it, this **MANIFESTATION** is destroyed and all its parts are removed from play.

Change the first bullet point of the effect of 'Sigil of Yngra' to:
'• That unit is not visible to enemy units that are not within its combat range.'

REGIMENT OF RENOWN, DAWNRIDER LANCE

In the Organisation, change 'Vanari Lord Regent' to 'Vanari Lord Regent on Lightcourser'.

ARMY OF RENOWN, AELEMENTIRI CONCLAVE AND REGIMENT OF RENOWN, SIGIL CONVOCATION

Change the first sentence of the effect of 'Cycle Manifestation' to:
'If there is already a friendly **MANIFESTATION** from the list above on the battlefield, it is immediately banished and removed from play.'

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 I depict Varinor, Rune of Strength on my battle scripture, are the bonuses to run rolls and charge rolls based on the number of targets? For instance, if I have 2 depictions of Varinor on my battle scripture, and I pick 4 targets, do they each get +4 to run rolls and +4 to charge rolls?
A: No. Add 1 to run rolls and add 1 to charge rolls for each target.

Q: Can I make an unbinding roll before deciding whether to use the 'Release Arcane Charge' ability?
A: Only if the unbinding roll is in the declare step of the ability being reacted to. If the unbinding roll is in the effect step, for example in the 'Unbind' ability, you must declare that you are using the 'Release Arcane Charge' ability before making the unbinding roll.

Q: 1) If Lyrior Uthralle has **STRIKE-FIRST** *(e.g. from the 'Focused Fury' ability) and I am using the Warhost of Duality battle formation, can I pick another unit to use a* **FIGHT** *ability immediately after Lyrior has used a* **FIGHT** *ability because of the 'Strike as One' ability? And 2) If there are no other units with* **STRIKE-FIRST** *and it is my turn to pick the first unit to fight in the combat phase, can I then pick 2 other eligible friendly units to use a* **FIGHT** *ability?*
A: 1) Yes, as long as there are no other units that have **STRIKE-FIRST**, or if the second unit picked to use a **FIGHT** ability also has **STRIKE-FIRST**.
2) Yes.

RULES UPDATES

NOVEMBER 2026

BATTLETOME: MAGGOTKIN OF NURGLE

ERRATA

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

TALLYBAND OF NURGLE, PLAGUE PROGENITOR
Change the second paragraph of the effect to:
'In the first battle round, if an ability would heal or return any slain models to a **Diseased plague progenitor**, that ability does not heal any damage points or return any slain models to it.'

ROTIGUS, DELUGE OF NURGLE
Change the second paragraph of the effect to:
'Then, until the start of your next turn, if an ability would heal or return any slain models to an enemy unit while they are within 18" of this unit, that ability does not heal any damage points or return any slain models to it.'

FESTUS THE LEECHLORD
Change the first sentence of the effect of 'The Leechlord's Curse' to:
'This unit gains 1 **leech point** for the rest of the battle.'

Change the final sentence of the effect of 'Annelid Engorgement' to:
'Until the end of the next turn, add 1 to this unit's Control characteristic for each **leech point** it currently has.'

GELGUS PUST, PRINCE OF SORES
Change the effect of 'Master Contaminator' to:
'The target is considered by you to be **Polluted** for the rest of the battle.'

LORD OF PLAGUES
Change the timing of 'Sevenfold Slaughter' to 'Once Per Turn (Army), Any Combat Phase'.

PUTRID BLIGHTKINGS
Add the following to the effect of 'Discomfiting Stench':
'In addition, your opponent cannot give that **Priest** any ritual points for the rest of the phase.'

ROTSWORDS
Change the timing of 'Sweat-soaked and Reeking' to 'Once Per Turn (Army), Any Combat Phase'.

BEASTS OF NURGLE
Change the last sentence of the effect of 'Attention Seekers' to:
'If it does so, this unit has charged.'

FECULENT GNARLMAW
Change the Designer's Note to:
'This terrain feature cannot use **Move**, **Run**, **Retreat** or **Charge** abilities.'

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

SPEARHEAD, BUBONIC CELL
Add the **Reinforcements** keyword to the Rotmire Creed's warscroll.

PATH TO GLORY, ANVIL OF APOTHEOSIS
Add the **Companion** weapon ability to the Snotshower Sneeze weapon profile.

RULES UPDATES

NOVEMBER 2026

BATTLETOME: MAGGOTKIN OF NURGLE

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 unit within 3" of a **plague progenitor** picked as the target of the 'Spread' effect of the 'Blessed by the Plaguefather' ability has the **DISEASE** keyword, would D3 mortal damage still be inflicted upon it from that 'Plague Progenitor' effect?*
A: Yes.

*Q: If a **plague progenitor** would heal in the first battle round, can it remove disease instead?*
A: No.

*Q: Does the 'Desperate Remedies' ability remove the **DISEASED** keyword from an undamaged unit?*
A: Yes.

Q: When using the 'Contagious Catarrh' ability, can you pick 0 Mire Kelpies?
A: Yes.

Q: If you have picked 1 or more Mire Kelpies when using the 'Contagious Catarrh' ability and roll a 1, are those Mire Kelpies removed from the unit?
A: No.

Q: When resolving the 'Wracked with Disease' ability and a diseased enemy unit would be destroyed by the mortal damage inflicted by that ability, triggering the effect of the 'Burst Pustules' ability, do I finish resolving the effects of 'Wracked with Disease' before resolving the effects of 'Burst Pustules'?
A: Yes, as model removal occurs after an ability has been resolved.

*Q: Can **DISEASED** units that are in reserve (for example if they have been placed in reserve from the battlefield by the Disciples of Tzeentch 'Smoke and Mirrors' ability) be picked as a target of the 'Wracked with Disease' ability?*
A: No.

RULES UPDATES

NOVEMBER 2026

BATTLETOME: NIGHTHAUNT

ERRATA

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

BATTLE FORMATIONS, DEATH STALKERS

Change 'There is No Escape' to:

Once Per Turn (Army), Any Hero Phase

THERE IS NO ESCAPE: *Death Stalkers are spectral killers that relentlessly hunt down a chosen enemy.*

Declare: If there is not a **condemned** enemy unit on the battlefield, pick an enemy unit to be **condemned**.

Effect: For the rest of the battle, add 1 to the Rend characteristic of melee weapons used for attacks made by friendly **NIGHTHAUNT** units that target the **condemned** enemy unit.

HEROIC TRAITS

Change 'Shadowy Aura' to:

Passive

SHADOWY AURA: *A pall of gloom hangs over this champion, concealing the movements of nearby gheists and allowing them to ambush their victims.*

Effect: While they are wholly within 6" of this unit, friendly **NIGHTHAUNT INFANTRY** and **CAVALRY** units are not visible to enemy units more than 9" from them.

SPELL LORE

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

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.'

SCRIPTOR MORTIS

In the effect of 'Sentenced to Eternal Torment', change 'until the start of your next turn' to 'for the rest of the battle'.

LORD VITRIOLIC

Change 'Spectral Alchemy' to:

Once Per Turn (Army), Your Shooting Phase

SPECTRAL ALCHEMY: *With a chilling cackle, the Lord Vitriolic prepares a specifically abominable elixir to inflict on their unwilling victims, or they spitefully hurl whatever is to hand into the ranks of their foes.*

Declare: Pick an enemy unit within 10" of this unit to be the target.

Effect: If this unit's shooting attacks inflicted damage on the target this turn, apply 1 of the following effects. Otherwise, roll a dice. On a 3+, apply 1 of the following effects:

Phantasmal Solvent: If the target has a Move characteristic of '-', inflict 6 mortal damage on the target.
Acidic Fug: Inflict D3 mortal damage on the target.
Corrosive Mist: Inflict 1 mortal damage on each enemy unit within the target's combat range.
Choking Vapours: If the target is a **WIZARD**, subtract 1 from its power level until the start of your next turn.
Fear-laced Hallucinogen: If the target is a **PRIEST**, remove D3 ritual points from it.
Unholy Prescription: Ward rolls cannot be made for the target for the rest of the turn.

PYREGHEISTS

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

PYREGHEISTS

Change the **CHAMPION** keyword to **CHAMPION (1/8)**.

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**.'

RULES UPDATES

NOVEMBER 2026

BATTLETOME: NIGHTHAUNT

PATH TO GLORY, ANVIL OF APOTHEOSIS

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

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.'

REGIMENT OF RENOWN, CRAVENTHRONE EXECUTIONERS

Add the following ability:

Passive

ETHEREAL: *Nighthaunt spirits can rarely be harmed by blows delivered by those caught in the grip of a spiritual terror.*

Effect: Ignore negative modifiers to save rolls for units in this Regiment of Renown.

REGIMENT OF RENOWN, CASKET OF RESURRECTIONS

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

Add the following ability:

Passive

ETHEREAL: *Nighthaunt spirits can rarely be harmed by blows delivered by those caught in the grip of a spiritual terror.*

Effect: Ignore negative modifiers to save rolls for units in this Regiment of Renown.

SPEARHEAD, CURSED SHACKLEHORDE

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

Change the effect of 'Discorporate' to:
'Roll a dice. On a 3+, add 1 to save rolls for the target for the rest of the turn.'

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

Change the effect of 'Mounting Dread' to:
'Roll a dice. On a 2+, for the rest of the turn, subtract the current battle round number from the control scores of enemy units while they are in combat with the target.'

Change the effect of 'Unholy Visage' 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.'

Change the effect of the Bladegheist Revenants' 'Thrashing Desperation' ability to:
'While this unit contests an objective you control, enemy units cannot end a charge move within ½" of this unit unless the unmodified charge roll was 5 or more.'

PATH TO GLORY, ANVIL OF APOTHEOSIS

Add the **Crit (Auto-wound)** weapon ability to the Malignant Blade weapon profile on the Nighthaunt Hero starting warscroll.

In Step 5 – Choose a Battle Mount, add the **Crit (Auto-wound)** weapon ability to the Ethereal Steed's Ghostly Hooves and Teeth weapon profile.

ARMY OF RENOWN, THE ETERNAL NIGHTMARE

Change the 'Damned Vessel' ability to:

Passive

DAMNED VESSEL: *With a wretched wail, a gheist's will is temporarily eclipsed as Nagash channels his power through their ragged shape.*

Effect: Each time you declare a **SPELL** ability for a friendly **Nagash** within 18" of this unit, you can measure the range and visibility of that **SPELL** ability from this unit instead of that **Nagash**.

RULES UPDATES

NOVEMBER 2026

BATTLETOME: OGOR MAWTRIBES

BATTLE TRAITS

Change the first sentence of 'Eat 'Em Alive' to:
'Pick a friendly **Ogor** unit that used a **Fight** ability that targeted a unit (excluding **Faction Terrain** and **Manifestations**) this turn to use this ability.'

BATTLE FORMATIONS, MAW-CULT FANATICS

Change the declare step of 'Grub's Up, Mateys!' to:
'Pick each friendly **Ogor Mawtribes** unit that has used the 'Eat 'Em Alive' ability this battle to be the targets.'

SPEARHEAD ARMY, MAWSEEKER MOB

Change the second sentence of the effect of 'Disgusting Eater' to:
'If your general's Butcher's Cauldron is **full**, you can subtract 3 from the charge roll instead, but if you do so, their Butcher's Cauldron becomes **empty** after that **Charge** ability has been resolved.'

Change the name of 'Arcane Appetite' to 'A Taste for the Arcane'.

Designer's Note: *This change is to make the ability name consistent with the one on the warscroll card for the unit. There is no change to the ability itself.*

MANTRAPPER

Change the second sentence of the effect of 'Trapped!' to:
'Subtract 1 from the roll for each friendly **Mantrapper accomplice** next to the target.'

Change the 'Just a Little Closer…' ability to:

Once Per Turn (Army), Start of Battle Round

JUST A LITTLE CLOSER…: *It is the job of a Mantrapper's pets and cronies to lure prey into the ogor's snares.*

Declare: If any of this unit's **Mantrapper accomplices** are next to this unit, pick a visible enemy unit to be the target.

Effect: Place 1 of this unit's **Mantrapper accomplices** next to the target.

IRONBLASTER

Change the final bullet point in the effect of 'Obliterating Blast' to:
'• Inflict D3 mortal damage on each **collateral damage target**.'

MAWPIT

Change the 'Hungry Sinkhole' ability to:

Once Per Turn (Army), End of Any Turn

HUNGRY SINKHOLE: *The appearance of a Mawpit is irrefutable evidence of the Gulping God's eagerness to feast upon the land itself, a hunger that only becomes more ravenous wherever the ogors roam.*

Declare: Pick this **Mawpit** to be a **sinkhole**. Then, you can pick another terrain feature within 12" of this **Mawpit** and that you have not already picked to be a **sinkhole** this battle to be a **sinkhole** for the rest of the turn.

Then, pick each enemy unit within 3" of the **sinkhole(s)** to be the targets.

From the second battle round onwards, increase the range at which another terrain feature can be picked to be a **sinkhole** by 3" for each previous battle round. If this terrain feature has a **Head Butcher**, increase the range at which another terrain feature can be picked to be a **sinkhole** by 6" for each previous battle round instead of 3".

Effect: Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

Add the following to the effect of 'Feed the Maw':
'If this terrain feature is demolished, before removing it from the battlefield, inflict D3 mortal damage on the **Head Butcher**. Then, 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**. If it is not possible to set up the **Head Butcher**, it is slain. All attacks that would target the **Head Butcher** target this terrain feature instead.'

PATH TO GLORY, ANVIL OF APOTHEOSIS

In the 'Pick a Battle Mount' step, add the following to Primeval Monster: 'Change the Control characteristic to 10.'

RULES UPDATES

NOVEMBER 2026

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.'

IRONJAWZ PRAYER LORE

Change the first sentence of the effect of 'Killa Beat' to:
'Add 1 to the Damage characteristic of the target's melee weapons until the start of your next turn.'

IRONJAWZ SPELL LORE

Change the effect of 'Bash 'Em Ladz!' to:
'The target's melee weapons have **Crit (2 Hits)** until the start of your next turn.'

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

Remove the first sentence of the effect of 'Dirty Tricks'.

Change the timing of 'Venom-encrusted Weapons' to 'Once Per Turn (Army), Any Hero Phase'.

Change 'Sneaky Sneakin'' to:

Once Per Turn (Army), Any Hero 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**

GOBSPRAKK, THE MOUTH OF MORK

Remove the 'Once Per Battle' from the timing bar of 'Screamin' Mandrakk'.

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.'

RULES UPDATES

NOVEMBER 2026

BATTLETOME: ORRUK WARCLANS

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.'

Add the **Reinforcements** keyword to the Brute Ragerz warscroll.

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.'

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'

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.

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.

RULES UPDATES

NOVEMBER 2026

BATTLETOME: ORRUK WARCLANS

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.

*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

NOVEMBER 2026

BATTLETOME: OSSIARCH BONEREAPERS

ERRATA

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

BATTLE TRAITS
Remove the second line of the effect of the following abilities:
'Impassive Retreat'
'Ruthless Extermination'
'Pitiless Assault'
'Remorseless March'
'Inviolate Legions'

HEROIC TRAITS
Change the last sentence of the 'Imperious Will' ability to:
'This unit can use this ability more than once per phase but only once per **Fight** ability.'

KATAKROS, MORTARCH OF THE NECROPOLIS
Remove the second line of the effect of 'Supreme Lord of the Bonereaper Legions'.

KAVALOS WAR CHARIOT
Change the first sentence of the effect of 'Pinning Attacks' to:
'If this unit is wholly within 12" of a friendly **Liege-Kavalos on War Chariot**, apply the effect below. Otherwise, roll a dice. On a 3+, apply the effect below.'

LIEGE-MORTEK
Change the timing bar of the 'Clinical Efficiency' ability to:
'Once Per Turn (Army), Any Combat Phase, Reaction: You declared a **Fight** ability for this unit'.

MORTEK GUARD
Change the Effect of the 'Shields of the Legion' ability to:
'**Effect:** Subtract 1 from the Rend characteristic of weapons used for attacks made as part of that **Attack** ability that target any friendly **Ossiarch Bonereapers** units within this unit's combat range.'

ARMY OF RENOWN, THE NULL MYRIAD
In the Roster Options box, change 'Any **Ossiarch Bonereapers Infantry** units' to 'Any non-**Hero Ossiarch Bonereapers Infantry** units'.

✹ NEW
ARMY OF RENOWN, THE LANCE OF OSSIA
Remove the second sentence of the effect of the following abilities:
- 'Vengeful Outriders'
- 'Fury of Zandtos'
- 'Silent Menace'
- 'Blood-smeared Hooves'

In the declare step of the following abilities, change 'to be the target' to 'to use this ability', and in the effect, change 'the target' to 'that unit':
- 'Vengeful Outriders'
- 'Fury of Zandtos'
- 'Blood-smeared Hooves'

✹ NEW
PATH TO GLORY, PATH OF THE CONQUEROR
Change the timing of 'Scholar of the Deathly Arts' to 'Once Per Battle, Any Hero Phase' and the effect to 'Add 1 to casting rolls for this unit for the rest of the turn.'

RULES UPDATES

NOVEMBER 2026

BATTLETOME: OSSIARCH BONEREAPERS

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 the target of Vokmortian's 'Voice of Nagash' ability be affected by passive non-***CORE** *abilities?*
A: Yes. A target of 'Voice of Nagash' will still be affected by passive non-**CORE** abilities. In addition, it can be picked as the target of and affected by non-**CORE** abilities used by **MANIFESTATIONS**, terrain, the unit itself or a player.

The target could not be picked as the target of or affected by non-**CORE** abilities that affect it for the rest of the turn, and any persisting effects from a non-**CORE** ability that are already affecting the target will temporarily cease to have an effect on it.

Q: If a unit of Mortek Triaxes doesn't have any Balefire Braziers next to it, can it use the 'Cursed Flames' ability?
A: No.

Q: What happens to a friendly Balefire Brazier that is next to an enemy unit when that enemy unit is destroyed?
A: The Balefire Brazier is removed from the battlefield and is no longer used in the battle.

Q: When a Mortis Reapers unit uses its 'Necrocaches' ability but a 1 is rolled on the D3 for the mortal damage, can it still move 6"?
A: Yes, because in the 'Necrocaches' ability, the damage and the move are separate parts of the effect.

Q: Can Mortis Reapers use their 'Necrocaches' ability if they are not in combat?
A: Yes.

Q: Can enemy manifestations and faction terrain features be set up within the range of the 'Deathly Aura' ability?
A: No. Manifestations and faction terrain are affected by enemy abilities as if they were units.

RULES UPDATES

NOVEMBER 2026

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.

KRITTOK FOULBLADE

Remove the command point cost from 'A Reputation for Cunning'.

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"'.

CLAWLORD

Add the following to the effect of 'Gnash-gnaw on Their Bones!':
'If it is picked to do so, add 1 to hit rolls for the target's attacks for the rest of the turn.'

DEATHMASTER

Add **WARD (6+)** to the keywords bar.

WARLOCK GALVANEER

Change the effect of 'Lightning Master' to:
'Set the Attacks characteristic of the target's **Warpvolt Scourgers** to 10 for the rest of the turn.'

STORMFIENDS

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

WARP-GRINDER

Change the Warp-ambush ability to:

Your Movement Phase

WARP-AMBUSH: *As the Warp-Grinder's tip tears open the realms, Skaven warriors burst forth shrieking and with blades drawn.*

Declare: You can only use this ability if this unit is **in the tunnels below**.

Effect: Roll a dice and pick one of the following effects.

- On a 4+, pick an enemy unit that is more than 6" from all other enemy units. You can set up this unit on the battlefield in combat with that enemy unit and not in combat with any other enemy units. Then, if another friendly unit was set up **in the tunnels below** with the 'Tunnel Skulkers' ability, you can set up that unit wholly within 6" of this unit, in combat with that enemy unit, and not in combat with any other enemy units.
- You can set up this unit anywhere on the battlefield more than 9" from all enemy units. Then, if another friendly unit was set up **in the tunnels below** with the 'Tunnel Skulkers' ability, you can set up that unit wholly within 6" of this unit and more than 9" from all enemy units.

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'.

RULES UPDATES

NOVEMBER 2026

BATTLETOME: SKAVEN

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.

Q: Can a **Mutated Menagerie** *Hell Pit Abomination that is picked as the target of the 'Rampaging Demise' ability avoid being destroyed if I roll a 5 or 6 on the 'Too Horrible To Die' ability?*
A: Yes.

RULES UPDATES

NOVEMBER 2026

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**.'

Change the effect of the Darkoath Horde's 'Rally the Tribes' ability to:
'Set up a replacement unit with half the number of models from the target unit (rounding up) on the battlefield, wholly within 6" of a battlefield edge and more than 3" from all enemy units.'

Add a command point cost of 1CP to 'Rally the Tribes'.

Change the Despoilers' 'Feral Ruin' ability to:

Once Per Turn (Army), End of Your Turn

YOU WILL SERVE!: *A Daemon Prince is manifest proof of the ultimate reward that awaits those who serve their patron. The awe they inspire is such that when they make demands in the name of their god, few have reason to deny them.*

Declare: Pick a friendly **Daemon Prince** to use this ability. Then, pick a visible friendly non-**DAEMON** non-**UNIQUE SLAVES TO DARKNESS** unit that does not have an Ensorcelled Banner wholly within 12" of this unit to be the target.

Effect: Remove any **Pledge to Chaos** keywords the target has. Then, the target gains any **Pledge to Chaos** keywords this unit has.

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.'

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.'

GAUNT SUMMONER

Change the Save characteristic to 5+ and change **WARD (6+)** to **WARD (5+)** on the keywords bar.

GAUNT SUMMONER ON DISC OF TZEENTCH

Change the Health characteristic to 7 and the Save characteristic to 5+. Change **WARD (6+)** to **WARD (5+)** on the keywords bar.

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.'

RULES UPDATES

NOVEMBER 2026

BATTLETOME: SLAVES TO DARKNESS

CHAOS SORCERER LORD
Change 'Oracular Visions' to:

Once Per Turn (Army), Your Hero Phase

ORACULAR VISIONS: *A sorcerer can temporarily bestow the gift of foresight upon their allies, helping them ward against enemy blows.*

Declare: Pick a friendly **Warriors of Chaos** unit wholly within 12" of this unit to be the target.

Effect: If this unit successfully cast a spell this phase, the target has **Ward (5+)** until the start of your next turn. Otherwise, the target has **Ward (6+)** until the start of your next turn.

DARKOATH SAVAGERS
Change the effect of the 'Oath of Conquest' ability to:
'If this unit is contesting an objective you control that is not within friendly territory, this unit has **Ward (5+)** for the rest of the battle.'

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.'

SPEARHEAD, DARKOATH RAIDERS
Change the effect of 'Rage of Arkhar' to: 'For the rest of the turn, add 1 to the Attacks characteristic and the Rend characteristic of the target's melee weapons.'

Change the first sentence of the Darkoath Marauders' 'Glorious Death' ability to: 'Each time a model in this unit is slain by a combat attack and that model was in combat with the attacking model, roll a dice.'

Change the second sentence of the Darkoath Savagers' 'Visions of Glory' ability to: 'For each 4+, until the start of your next turn, you can reroll 1 hit roll, 1 wound roll, 1 run roll or 1 save roll for this unit.'

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

NOVEMBER 2026

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.

Q: When using the General's Handbook 2026-27 *battlepack, in the effect of 'For the Glory of the Dark Gods', does the applied effect change when the player's fury level does, or is it determined at the time the ability is used?*
A: It changes alongside the player's fury level.

RULES UPDATES

NOVEMBER 2026

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.'

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

Change the timing of the Barrow Knights' 'Cursed to Rise Once More' ability to 'End of Your 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.'

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.'

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.'

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.'

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'.

UNHOLY RELIQUARY
Change the last sentence of 'Draw on Power' to:
'Add 1 to the Attacks characteristic of the target's melee weapons for the rest of the turn. Then, this **Manifestation** is banished and removed from play.'

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

ARMY OF RENOWN, KNIGHTS OF THE CRIMSON KEEP
Add Fell Bats to the Roster Options box.

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

NOVEMBER 2026

BATTLETOME: SONS OF BEHEMAT

ERRATA

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

ARMY OF RENOWN, MATRIARCH'S MOB

Add the following:

'**REGIMENT OPTIONS**

- Mancrusher Gargants can lead regiments as if they were **HEROES**. Any **LITTLE** units can be added to a Mancrusher Gargant's regiment.'

ARMY OF RENOWN, STOMPER TRIBE

Add the following:

'**REGIMENT OPTIONS**

- Mancrusher Gargants can lead regiments as if they were **HEROES**. Any **LITTLE** units can be added to a Mancrusher Gargant's regiment.'

RULES UPDATES

NOVEMBER 2026

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.'

In Step 7 – Pick Any Other Upgrades, change the Effect of 'Radiant Wings' to:
'**Infantry** only. Change your hero's Move characteristic to 12" and your hero has **Fly**.'

RULES UPDATES

NOVEMBER 2026

BATTLETOME: STORMCAST ETERNALS

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.

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

NOVEMBER 2026

BATTLETOME: SYLVANETH

ERRATA

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

THE LADY OF VINES

Change the effect of 'Hands of the Everqueen' to:
'The next time this unit uses a non-**Summon Spell** ability this phase, when picking targets for that spell, you can measure range and visibility from the target terrain feature instead of from this unit, and your opponent can measure range and visibility to the target terrain feature instead of to this unit for the purposes of the 'Unbind' ability.'

PATH TO GLORY, ANVIL OF APOTHEOSIS

Change the timing of 'Noble Guardian' to: 'Passive'.

ARMY OF RENOWN, BATTLE TRAITS

Change the effect of 'Vengeance for the Lost' to:
'If your **Soulpod Grove** has been demolished this battle, add 2 to the Attacks characteristic of friendly **Soulpod Guardians** units' melee weapons.'

PRAYER LORE

Change the effect of 'Song of the Lost' to:
'Until the start of your next turn, subtract 1 from wound rolls for attacks that target that friendly unit. In addition, if the chanting roll was 8+, pick 1 of the following effects:
• You can **Heal (3)** the target.
• If the target is not a **Monster**, ignore modifiers to save rolls for the target (positive and negative) until the start of your next turn.'

PATH TO GLORY, PATH OF THE VERDANT LORD

Add the following to the effect of 'Song of the Land':
'You can measure the **creeping overgrowth** from objectives that have a friendly **overgrown token**.'

DRYCHA HAMADRETH

Change the ability 'Merciless Ambush' to:

Your Charge Phase — 1

MERCILESS AMBUSH: *Despite her size and terrifying presence, Drycha stalks silently through hidden realm-root passageways, emerging without warning to fall upon her prey.*

Declare: If this unit is not in combat and has not used a **Run** or **Retreat** ability this turn, make a charge roll of 2D6.

Effect: You can remove this unit from the battlefield and set it up again within ½" of an enemy unit and wholly within X" of a terrain feature that has a friendly **overgrown token**, where X is equal to the charge roll. If you do so, this unit has charged.

Keywords | **Core, Move, Charge, Rampage**

GROVE GUARDIAN

Change the effect of 'Regenesis' to:
'If the chanting roll was 6+, you can pick another eligible unit to be a second target. If a target is a non-**Hero Revenant Infantry** or **Dryads** unit, return up to D3 models to the target unit. Otherwise, **Heal (3)** that target.'

Change the 'Soulshriek' ability to:

Once Per Turn (Army), Any Combat Phase

SOULSHRIEK: *Should a Revenant be slain in their presence, a Grove Guardian can trigger a spiritual backlash through the fallen's lamentiri fuelled by the collective trauma of generations, stilling the heart of their killer in a sudden burst of soul-shock.*

Declare: Pick each friendly non-**Hero Revenant** unit wholly within 12" of and visible to this unit to be the targets.

Effect: For the rest of the phase, each time a model in a target unit is slain by a combat attack, roll a dice. On a 5+, inflict 1 mortal damage on the attacking unit.

TWISTWEALD

Change the **Champion** keyword to **Champion (1/8)**.

RULES UPDATES

NOVEMBER 2026

BATTLETOME: SYLVANETH

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: What units can be replaced with Alarielle's 'The Goddess of Life' ability?
A: Only Alarielle.

Q: How many models are in a Kurnoth Hunters unit that has been replaced using the 'Awaken Slumbering Spirits' ability?
A: One.

Q: When using the 'Fury of the Forest' ability, can you pick a friendly unit that is in combat with an enemy unit and an enemy manifestation or faction terrain?
A: Yes.

Q: Does a Soulpod Grove terrain feature in the Soulpod Guardians Army of Renown still count as an Awakened Wyldwood?
A: Yes. It uses the Awakened Wyldwood warscroll and counts as a single Awakened Wyldwood for abilities.

Q: Is a unit considered to be wholly within the creeping overgrowth if it is not wholly within the range of a single terrain feature with an overgrown token, but it is wholly within overlapping ranges of multiple different terrain features with overgrown tokens?
A: Yes.

RULES UPDATES

NOVEMBER 2026

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

NOVEMBER 2026

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.

RULES UPDATES

NOVEMBER 2026

PATH TO GLORY: BLIGHTED WILDS

ERRATA

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

UNIVERSAL ENHANCEMENTS AND LORES, HEROIC TRAITS
Change the second sentence in the effect of 'Arcane Disruptor' to:
'On a 5+, the target is banished and removed from play.'

SEVERE BATTLE SCARS
Change the effect of 'Abject Apathy' to:
'Ignore the effects of **Strike-first** and **Strike-last** on this unit.'

CRITICAL BATTLE SCARS
Change the effect of 'Parasitic Clusters' to:
'Each time this unit is set up on the battlefield as a result of a friendly ability, including during deployment, it must be set up within 1" of a battlefield edge and more than 9" from all other units.'

SPELL LORE, LORE OF THE OVERGROWN WILDS
Change the effect of 'Shifting Lands' to:
'Until the start of your next turn, enemy units cannot be set up within 12" of the target as a result of an enemy ability.'

LANDMARK OF GHYRAN, OTHER UPGRADES
Change the effect of 'Hidden Within' to:
'**Effect:** Set up a replacement unit with half the number of models from the target unit (rounding up) wholly within 7" of this terrain feature and more than 3" from all enemy units.

If the target is a **Hero**, **War Machine** or **Monster**, you must spend an additional command point to use this ability and if the target has a unit size of 1, you must allocate a number of damage points to the replacement unit equal to half its Health characteristic.'

LANDMARK OF GHYRAN, CURATOR UPGRADES
Change the effect of 'Chained Magic' to:
'If this terrain feature has a Curator when it is destroyed, after setting up the Curator on the battlefield, set up a friendly **Manifestation** that can be summoned using a **Summon** spell from your Arcane Tome on the battlefield within 3" of that unit and not in combat. If that **Manifestation** has multiple parts, all parts must be set up within 3" of that unit. That unit has summoned that **Manifestation**. If there is already a friendly **Manifestation** of the same type on the battlefield, it is immediately banished and removed from play before being set up as described above.'

REGIMENT OF GHYRAN
Change the third sentence of the second paragraph to:
'A Regiment of Ghyran contains 2-4 units and can include a **Hero**.'

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 creating your initial 1000-point roster, do you have to pay for individual **Spell**, **Prayer** or **Summon** abilities if the associated lore has a points cost?*
A: No.

Q: During deployment, can you deploy both a regular faction terrain feature and a Landmark of Ghyran or just one of them?
A: You can deploy both.