



RULES UPDATES

JULY 2025

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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

JULY 2025

CORE RULES

ADDENDA

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

2.2 DICE

Add the following:

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

7.0 COMBAT RANGE

Add the following:

'A model is considered to be in combat with an enemy unit if that unit is within the model's combat range and visible to it.'

18.3 SLAIN MODELS

Add the following:

'You must remove the fewest models possible to make the unit a single coherent group.'

27.0 MODIFIER ORDER

Add the following:

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

30.0 ORDER OF EFFECTS

Add the following:

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

ERRATA

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

5.2 USING ABILITIES

Change point 2 (Use Reactions) to:

'Starting with the player using the ability, the players alternate using any abilities with an appropriate **Reaction** timing. Players can choose to pass instead of using a reaction, but once both players consecutively pass, no further reactions to that ability can be used.'

6.0 VISIBILITY

Add the following:

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

14.4 COMBAT PHASE

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

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'.

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').'

UPDATED

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.'



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CORE RULES

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.'*



RULES UPDATES

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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.

NEW

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 'Shroudage 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'.

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.

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.

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).



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CORE RULES

12.0 START OF BATTLE ROUND

Q: When determining the active player, how do you determine when a player has 'finished setting up their army'?

A: A player has finished setting up their army when all units in their army have been deployed. This means that non-**DEPLOY** Deployment Phase abilities (e.g. The Masque's 'The Endless Dance' ability) happen after your army has 'finished setting up'.

14.3 CHARGE PHASE

Q: When using the 'Charge' ability, does my unit need to end the charge move within ½" of an enemy unit that was visible to the charging unit at the start of that charge move?

A: No. It must end the charge move within ½" of an enemy unit that is visible to the charging unit when it finishes that charge move.

Q: If an ability adds or subtracts to the number of dice that make up a charge roll, is that a modifier to the charge roll?

A: No.

15.2 MOVING ACROSS TERRAIN

Q: The rules for moving across terrain state that a model cannot end a move mid-climb. How can you tell if a model is mid-climb?

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

15.4 FLYING

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

A: Yes.

16.0 PICKING TARGETS

Q: When making shooting attacks, can all models in the attacking unit shoot even if the target unit is not visible to some of those models?

A: No, the only models in the attacking unit that can make shooting attacks are those that the target unit is visible to.

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

A: Yes.

17.0 THE ATTACK SEQUENCE

Q: If an ability allows a unit to score critical hits on unmodified rolls of 5+, but that unit needs a 6 to hit (e.g. as a result of subtracting 1 from hit rolls), would unmodified hit rolls of 5 hit the target? If so, would they still trigger any critical hit effects?

A: Although the hits would count as critical hits, the attacks would not score a successful hit. As the attack sequence ends if an attack fails, effects such as **Crit (2 Hits)** or **Crit (Auto-wound)** would have no effect. However, effects that are resolved immediately, such as **Crit (Mortal)**, would still be triggered by those critical hits.

18.3 SLAIN MODELS

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

A: Yes.

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.



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CORE RULES

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.

NEW

21.0 HEALING

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

A: Yes.

24.0 SETTING UP UNITS

Q: Can a unit use a **MOVE** ability and then be affected by an ability which removes them from the battlefield and sets them up again in the same movement phase? For example, could a friendly non-MONSTER **STORMCAST ETERNALS** unit move to be wholly within 6" of a Stormreach Portal, and then in the same movement phase use the 'Step Into the Storm' ability?

A: Yes. Units cannot use **MOVE** abilities in the movement phase after being set up on the battlefield that turn, but are able to use **MOVE** abilities before doing so.

24.2 REPLACEMENT UNITS

Q: If a destroyed unit had an enhancement, and an ability allows me to set up a replacement of that unit, would the replacement unit also have that enhancement?

A: No.

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.

28.0 ADVANCED ABILITY RULES

Q: If a rule says to pick a number of units with one keyword or another (e.g. 'Pick up to 3 friendly **SKINK INFANTRY** or **CAVALRY** units'), could you pick a combination of units with either keyword, or do all the units you pick need to have the same keyword?

A: You can mix and match. In the example given, you could pick 1 **SKINK INFANTRY** unit and 2 **SKINK CAVALRY** units.

Q: If a persisting effect applies to a unit that is destroyed, and another ability allows that unit to return to the battlefield (e.g. the 'Resurrection' prayer from the Path to Glory: Ascension battlepack), does the persisting effect apply to the returned unit?

A: No.

Q: If a part of an ability's effect does not state that you 'can' or 'must' do it, is it mandatory to resolve that part of the effect?

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

28.2 'ONCE PER' TIMINGS

Q: If an ability that is not on a unit's warscroll has the 'Once Per Turn', 'Once Per Battle' or 'Once Per Battle Round' timing (without 'Army' afterwards), can multiple friendly units use that ability in that time period?

A: It depends on who is using the ability (see the sidebar next to 28.2). If a unit is using the ability (i.e. the declare step specifically says to pick a unit to use it), then each unit could use that ability in that time period. If the player is using the ability (i.e. nothing in the ability specifically says that it is used by a unit), it can only be used once in that time period. Note that picking the target of an ability is not the same as picking a unit to use that ability.



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ADVANCED RULES

ADDENDA

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

MAGIC, 7.0 MANIFESTATIONS

Replace:

‘No more than 1 friendly **WIZARD** or **PRIEST** can attempt to summon the same manifestation per turn.’

with:

‘No more than 1 friendly **WIZARD** or **PRIEST** can attempt to summon the same manifestation per turn, and a friendly **WIZARD** or **PRIEST** cannot attempt to summon a friendly manifestation that was removed from play in the same turn.’

MAGIC, 7.2 BANISHING MANIFESTATIONS

Add the following to the declare step of ‘Banish Manifestation’:

‘Add 1 to the **banishment roll** for each additional enemy manifestation on the battlefield after the first.’

UPDATED

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, 1.2 UNIVERSAL TERRAIN ABILITIES

In the 'Cover' ability, change '**charged**' to '**charged** this turn'.

Change 'Obscuring' to:

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

TERRAIN, 1.5 FACTION TERRAIN

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

MAGIC, 2.0 SPELLS

Change the third paragraph to:

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

MAGIC, 3.0 PRAYERS

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

MAGIC, 7.0 MANIFESTATIONS

Change the sixth bullet point to:

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

ARMY COMPOSITION, 1.3 BATTLE PROFILES

Change the final sentence to:

'Battle profiles for each unit are available at warhammer-community.com.'

ARMY COMPOSITION, 3.2 THE GENERAL

Change the first sentence to:

'You must pick 1 **HERO** in your army that is leading a regiment to be your **general**.'



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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.

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.

NEW

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, 1.1 WHOLLY ON AND BEHIND TERRAIN

Q: When checking if a unit is behind a terrain feature, do I need to draw a line from the attacking model's base to the target's base or from any point on the attacking model to any point on the target?

A: From any point to any point.

Q: If one part of a unit is behind one terrain feature that has the 'Cover' ability, another part of that unit is behind a second terrain feature that has the 'Cover' ability, and it is not possible to draw a line to a model in that unit without that line passing across one of those terrain features, would that unit be affected by the 'Cover' ability?

A: Yes.

Q: If some but not all of the models in a unit making a shooting attack are within 3" of the outer edge of a terrain feature that has the 'Cover' ability, and it is impossible to draw a line from the attacking unit to the target unit without that line passing across the terrain feature, would the target count as being behind that terrain feature and thus be affected by the 'Cover' ability?

A: No. Since you ignore parts of a terrain feature within the attacking unit's combat range when determining if the target is behind that terrain feature, you would be able to draw a line from a model in the attacking unit to a model in the target unit that only passed across the parts of the terrain feature being ignored.

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 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 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.



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ADVANCED RULES

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 ('Mystic Shield') and example prayer ('Resurrection') from the sidebar?

A: These examples are from the *Path to Glory: Ascension* battlepack, so they can be used by players using that battlepack (if they gain the appropriate Path rank). They are not used in other battlepacks unless explicitly stated.

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.

*Q: If a unit has more than one power level (e.g. a **WIZARD** that is also a **PRIEST**) and an enemy ability references that unit's power level, which power level should I use?*

A: Use whichever power level is higher.

MAGIC, 2.0 SPELLS

*Q: Is mortal damage inflicted by a miscast considered to be 'mortal damage inflicted by a **SPELL** ability' for the purposes of abilities like the Tzeentch effect of the 'Marks of Chaos' ability?*

A: No.

MAGIC, 7.0 MANIFESTATIONS

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

A: Yes.

Q: If an ability requires you to set up a unit more than 9" from all enemy units, does a manifestation count as an enemy unit?

A: If the manifestation has a Move characteristic of 0" ('-'), it is only treated as a unit in the combat phase, so it only counts as an enemy unit if you are setting up a unit in that phase. If the manifestation has a Move characteristic of greater than 0", it counts as an enemy unit for the purpose of setting up other units in any phase.

*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 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.

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: Can a friendly manifestation that has a Move characteristic of greater than 0" be set up within 9" of an enemy manifestation that has a Move characteristic of greater than 0"?

A: Yes.

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.



RULES UPDATES

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ADVANCED RULES

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).

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.

ARMY COMPOSITION, 3.1 REGIMENTS

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

A: Yes.

Q: Can I add units from other factions to my HEROES' regiments?

A: No. The only way to add units from other factions to your army is by taking an eligible Regiment of Renown.

Q: If a HERO's regiment options contain multiple excluded keywords (e.g. non-BEAST non-MONSTER), can it include units in its regiment that have only one of those keywords?

A: No, it cannot include units with any of those keywords.

Q: Can my army include a WARMASTER (e.g. Sigvald, Prince of Slaanesh) in another hero's regiment?

A: Yes, but only if your army includes another WARMASTER unit, since your general must lead a regiment, and you must pick a WARMASTER as your general if there are any WARMASTER units in your army.

ARMY COMPOSITION, 3.5 REGIMENTS OF RENOWN

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

A: Yes.

Q: If a Regiment of Renown (e.g. the Coven of Thryx) includes one or more manifestations, do those manifestations replace picking a manifestation lore for my army?

A: No, they are in addition.

Q: Does a Regiment of Renown require a HERO to lead it?

A: No. As stated in 3.5, Regiments of Renown are pre-built regiments, so they only include the units stated in their unit summary/organisation section.

BATTLE TACTICS, 2.1 COMPLETING BATTLE TACTICS

Q: If a battle tactic requires a unit not to be in combat at the end of your turn (e.g. 'Seize the Centre'), can I still complete that tactic if my unit is within 3" of a manifestation or faction terrain feature?

A: Manifestations that have a Move characteristic of 0" ('-') and faction terrain features only count as being in combat in the combat phase, so if you were within 3" of any of those at the end of your turn (and more than 3" from all other units), you would not be in combat and could complete the battle tactic. If, however, you were within 3" of a manifestation that had a Move characteristic of greater than 0" or a faction terrain feature that had a unit on it, you would be in combat at the end of your turn and could not complete the battle tactic.



RULES UPDATES

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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:

U 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

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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.'

NEW

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

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SPEARHEAD: FIRE AND JADE

ERRATA

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

STORMCAST ETERNALS, VIGILANT BROTHERHOOD

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

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

STORMCAST ETERNALS, YNDRASTA'S SPEARHEAD

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

SYLVANETH, BITTERBARK COPSE

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

FLESH-EATER COURTS, CARRION RETAINERS

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

GLOOMSPITE GITZ, BAD MOON MADMOB

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

Add the following to the Battle Traits:

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

➤ Your Movement Phase

SQUIGALANCHE: *A curious, arrhythmic pounding and cackles of wicked glee in the distance signal the approach of a mob of manic Squig Hoppers!*

Effect: Set up this unit wholly within your territory, wholly within 3" of a battlefield edge and more than 6" from all enemy units.

KHARADRON OVERLORDS, SKYHAMMER TASK FORCE

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

In the Arkanaut Frigate's 'Bomb Racks' ability, change the declare step to:

'Pick an enemy unit that this unit passed across this phase to be the target.'

and the effect to:

'Inflict D3+1 mortal damage on the target.'

IDONETH DEEPPKIN, SOULRAID HUNT

On the Isharann Soulscryer warscroll, change the effect of 'Ritual of the Creeping Mist' to:

'On a 3+, until the start of your next turn, subtract 1 from wound rolls for attacks that target that unit.'

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

CITIES OF SIGMAR, CASTELITE COMPANY

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

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

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



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SPEARHEAD: FIRE AND JADE

HEDONITES OF SLAANESH, BLADES OF THE LURID DREAM

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

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

LUMINETH REALM-LORDS, GLITTERING PHALANX

Remove the **FACET OF WAR** keyword from 'Lightning Reactions'.

SLAVES TO DARKNESS, BLOODWIND LEGION

Add the following to the Battle Traits:

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

➤ Your Movement Phase

DREADED ARRIVAL: *To the thunderous beating of flame-trailing hooves and clattering Chaos Armour, the knights arrive to shatter the enemy.*

Effect: Set up this unit wholly within your territory, within 1" of a battlefield edge and more than 6" from all enemy units.

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

OGORMAWTRIBES, TYRANT'S BELLOW

Change the 'On the Mawpath' text to:

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

SOULBLIGHT GRAVELORDS, BLOODCRAVE HUNT

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

FLUXBLADE COVEN, DISCIPLES OF TZEENTCH

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

HEARTFLAYER TROUPE, DAUGHTERS OF KHAINE

On the Melusai Ironscale's warscroll, change the effect of 'All-Out Slaughter' to:

'Add 1 to the Attacks characteristic of the target's melee weapons for the rest of the turn.'

NEW

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).



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SPEARHEAD: SAND AND BONE

ERRATA

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

NEW

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.'

NEW

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.'

NEW

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.'

NEW

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.'



RULES UPDATES

JULY 2025

GENERAL'S HANDBOOK 2024-25

ERRATA

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

MORBID CONJURATION

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

LAUCHON THE SOULSEEKER

Change the second sentence of the effect of the 'Traverse the Tides of Death' ability to:

'It can pass through models during that move but cannot end that move in combat.'

MALEVOLENT MAELSTROM

Change the declare step of 'Morbidity 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

JULY 2025

GENERAL'S HANDBOOK 2025-26

ADDENDA

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

SEASON RULES (2025-26)

Add the following rule:

'REGIMENTED FORCES'

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

NEW

TERRAIN, 1.5 FACTION TERRAIN

Add the following to the bulleted list:

- Faction terrain features with a Move characteristic greater than '1' are treated as if they were units in all phases for the purposes of movement, combat range, being in combat and setting up terrain features, other manifestations and other units.'

ERRATA

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

COMMANDS (2025-26)

Change the timing of 'Covering Fire' to 'Enemy Shooting Phase'.

NEW

Add the following to the declare step for 'Covering Fire':

'You cannot pick **MANIFESTATIONS** or faction terrain features as the target of this ability.'

TERRAIN (2025-26)

NEW

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 unit's combat range for the purposes of determining if the target is behind that terrain feature.'

NEW

Remove 1.1.1 Shooting from Within Terrain in its entirety.

NEW

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

NEW

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

NEW

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

MAGIC (2025-26)

In the keywords bar of the 'Unbind' ability, change the **PRAYER** keyword to the **UNBIND** keyword.

NEW

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.'

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.'



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NEW

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.'

NEW

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.'

NEW

SHARDS OF VALAGHARR

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

NEW

BATTLEPLAN: LIFEROOTS

In the battleplan rules, replace 'for each terrain feature they
control' with 'for each non-FACTION TERRAIN terrain feature
they control'.

NEW

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'

NEW

BATTLEPLAN: PATHS OF THE FEY

Change the first sentence of 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.'

NEW

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'.

NEW

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.'

NEW

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, every friendly non-HERO INFANTRY
and non-HERO CAVALRY unit that is on the battlefield becomes a
scout unit.'

NEW

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.'

NEW

GLOSSARY 2025-26

In the glossary entry for STRIKE-LAST, remove ', starting with the
active player'.

NEW

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.'



BATTLE PROFILES

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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.

NEW

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.

NEW

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.

NEW

1.2 UNIVERSAL TERRAIN ABILITIES

Q: While every model in a friendly non-MONSTER unit is within 1" of an Obscuring terrain feature, are they visible to friendly units?

A: Yes. They are just not visible to enemy units outside of their combat range.

NEW

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.

NEW

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.

NEW

Q: Can I use Scourge of Ghyran enhancements, lores and battle formations in an Army of Renown?

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.

BLADES OF KHORNE

BATTLE TRAITS

In the declare step of all **BLOOD TITHE** abilities, replace:

‘You can only use this ability if you have not used any **BLOOD TITHE** abilities this turn.’

with:

‘You can only use this ability if you have not used any **BLOOD TITHE** abilities this phase.’

ASPIRING DEATHBRINGER

In the effect of ‘Furious Warleader’, replace the last sentence with:

‘Add 1 to wound rolls for attacks made by this unit and the target for the rest of the turn.’

Designer’s Note: *This clears up a timing issue with the original wording.*

WRATH-AXE

Change the timing of the ‘Hatred’s Edge’ ability to ‘Your Charge Phase’ and the timing bar colour to orange.

SKULL ALTAR

Change the declare step of ‘Ascend the Altar’ to:

‘**Declare:** If this terrain feature does not have an Invoker, pick a friendly **BLADES OF KHORNE INFANTRY PRIEST** within 3" of it and not in combat to be the target.’

Change the effect of ‘Descend the Altar’ to:

‘**Effect:** If this terrain feature has an Invoker that was not placed on it this turn, set up the Invoker on the battlefield wholly within 6" of this terrain feature and not in combat. That unit is no longer an Invoker.’

CITIES OF SIGMAR

BATTLE TRAITS

Add the following to the declare step of the ‘Advance in Formation’ ability:

‘You cannot pick the same unit to be a target of this ability more than once per turn.’

FUSIL-MAJOR ON OGOR WARHULK

In the effect of ‘Mark Targets’, replace ‘Add 1 to hit rolls for shooting attacks’ with ‘Add 1 to hit rolls for attacks.’

TAHLIA VEDRA

Change the effect of ‘Lead from the Front’ to:

‘For each target:

- Add 1 to wound rolls for combat attacks made by that unit for the rest of the turn.
- That unit has **WARD (5+)** for the rest of the turn.’

FREEGUILD FUSILIERS

Change the effect of the ‘Fusiliers, Fire!’ ability to:

‘**Effect:** Each time this unit uses a **SHOOT** ability, if it is in a fortified position, it can pick either of the ranged weapon profiles for all the attacks it makes with its **Fusil-cannons**. If it is not in a fortified position, use the **Mobile** weapon characteristics.’

HAMMERERS

Add the **CHAMPION**, **MUSICIAN (1/10)** and

STANDARD BEARER (1/10) keywords to the keywords bar.

NEW

WILDERCORPS HUNTERS

Add the following bullet point to the unit’s weapon options:

- The champion cannot replace their weapons.’

NEW

ASSASSIN

In the effect of ‘Hidden Murderer’, replace:

‘and this unit is not in combat,’

With:

‘and there are no enemy units within this unit’s combat range’.



RULES UPDATES

JULY 2025

FACTION PACKS

DAUGHTERS OF KHAINE

BATTLE FORMATIONS

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

DISCIPLES OF TZEENTCH

BATTLE TRAITS

In the second paragraph of the effect of 'Masters of Destiny', replace: 'they cannot be modified by other friendly abilities' with:

'they cannot be modified by other friendly abilities except for those that apply negative modifiers.'

Change the effect of 'Burning Wyrdfame' to:

'**Effect:** Inflict D3 mortal damage on each **BURNING** enemy unit, **MANIFESTATION** and faction terrain feature.'

Change the effect of 'Quenching the Flames' to:

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

SPELL LORE

Change the declare step of the 'Shield of Fate' spell to:

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

CHAOS SPAWN OF TZEENTCH

Remove the declare step from the 'A Twisted Fate' ability. Change the Designer's Note to:

'**Designer's Note:** *If deployed using this ability, this unit can only be set up on the battlefield using the 'Transformed to Spawn' spell.*

BLUE HORRORS AND BRIMSTONE HORRORS

Change the description paragraph to:

'This unit starts the battle with 10 Blue Horror models or, if it is a reinforced unit, 20 Blue Horror models. Each is armed with Spiteful Talons and Arcane Flames.

Brimstone Horrors models can be added to this unit using the 'Split Again' ability. Each is armed with Impish Talons and Arcane Flames.'

TZAANGOR SHAMAN

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

KAIRIC ACOLYTES

Change the first line of this unit's weapon options to:

'Each model in this unit is armed with a Cursed Blade and Sorcerous Bolt.'

BURNING SIGIL OF TZEENTCH

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

Change the declare step and effect of 'Radiant Transmogrification' to:

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

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

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





RULES UPDATES

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FACTION PACKS

KAIROS FATEWEAVER

Change Kairos's weapons to the following:

 RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Bolts of Change Wyrdflame	18"	9	4+	3+	1	1
 MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
☠ Staff of Tomorrow and Beaks		9	4+	3+	1	D3

Change the effect of 'Battle Damaged' to:

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

Change the 'Oracle of Eternity' ability to:

☞ **Once Per Battle (Army), Start of Your Turn**

ORACLE OF ETERNITY

Effect: Pick 1 battle tactics card that is on your roster and discard it. Then, for the rest of the battle, replace it with a battle tactics card that is not on your roster.

If that new battle tactics card requires either player to pick something, they must do so immediately when the new battle tactics card is picked. The combined total of victory points earned by both the discarded battle tactics card and the new battle tactics card is 15. Any additional victory points beyond 15 that are earned by completing the battle tactics on both of those battle tactics cards are lost.

NEW

DAEMONIC SIMULACRUM

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

FLESH-EATER COURTS

BATTLE TRAITS

Add the following ability:

☞ **Once Per Turn (Army), Your Hero Phase**

ADDRESS LOYAL SUBJECTS: *Gibbering, growling and wild gesticulations are interpreted by the ghouls as a stirring speech in the midst of battle.*

Declare: Pick a friendly **FLESH-EATER COURTS HERO** to use this ability.

Effect: Roll a dice for each other friendly **FLESH-EATER COURTS** unit wholly within 12" of that **HERO**. For each 5+, give 1 **noble deeds point** to that **HERO**.

Change the 'Muster Guard' ability to:

Declare: Pick a friendly **COURTIER HERO** that has 1 or more **noble deeds points** to use this ability, then pick a friendly unit wholly within 12" of it to be the target.

Effect: Spend any of that **HERO's noble deeds points**. If the target is a **SERFS** unit, for each **noble deeds point** spent, return 1 slain model to it. If the target is a **KNIGHTS** unit, for every 2 **noble deeds points** spent, return 1 slain model to it.'

BATTLE FORMATIONS

Change the effect of 'Raise the Banners' to:

'Each time an ability returns at least 1 slain model to a friendly unit that is not in combat, after that ability has been resolved, if that unit is a **SERFS** unit, you can return 1 additional slain model to it, and if it is a **KNIGHTS** unit, roll a dice. On a 4+, you can return 1 additional slain model to it.'

HEROIC TRAITS

Change the 'Cruel Taskmaster' ability to:

Effect: Each time a friendly unit wholly within 12" of this unit uses the 'Rally' command, you can make 3 additional rally rolls of D6.'

GRAND JUSTICE GORMAYNE

In the effect of 'Delusion of Justice Served', replace:

'On a 3+, pick 1 of the following effects to apply to the target until the start of your next turn.'

with:

'On a 3+, this unit gains 1 **noble deeds point**. Then, pick 1 of the following effects to apply to the target until the start of your next turn.'

MARROWSCROLL HERALD

In the 'The King's Entreaty' ability, change the second sentence of the 'Welcome the Disciple!' effect to:

'Each time your opponent declares a command, **SPELL** ability or **PRAYER** ability for an **INFECTED** unit, roll a dice as a reaction.'

CHARNEL THRONE

Change the declare step of 'Reigning Champion' to:

Declare: If this terrain feature does not have a Steward, pick a friendly **FLESH-EATER COURTS INFANTRY HERO** within 3" of it and not in combat to be the target.'

Change the effect of 'Duty Calls' to:

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



RULES UPDATES

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FACTION PACKS

FYRESLAYERS

BATTLE TRAITS

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

BATTLE FORMATIONS

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

AURIC RUNES ON MAGMADROTH

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

HEDONITES OF SLAANESH

BATTLE TRAITS

Change 'An Excess of Depravity' to:

❖ **Once Per Battle Round (Army), Start of Battle Round**

AN EXCESS OF DEPRAVITY: *Wherever the Hedonites of Slaanesh roam, reality is unmade. Those who stand against them are assailed by titillating phantasms and mind-bending illusions until they become slaves to their own base urges.*

Declare: Pick up to 3 friendly **HEDONITES OF SLAANESH** units to be the targets.

Effect: The targets have the **EUPHORIC** keyword for the rest of the battle round.

In addition, for each friendly unit you pick, give your opponent 1 **temptation dice**. During this battle round, instead of making a wound roll, save roll, ward roll or run roll, your opponent can use 1 temptation dice to replace the roll they would have made with a 6, or instead of making a charge roll they can use 2 temptation dice to replace 2 of the dice in a charge roll with two 6s (other dice could then be rolled normally). Rolls that have been replaced count as unmodified rolls and cannot be re-rolled. You cannot use temptation dice to replace a re-roll.

Each time your opponent uses a **temptation dice**, they must roll it. On a 1-2, your opponent's roll is replaced by that value instead of a 6, and you must allocate D3 damage points to the unit for which the roll was replaced immediately after the ability used by that unit has been resolved (ward rolls cannot be made for those damage points).

At the end of the battle round, any **temptation dice** that have not been used are lost.

In the effect of 'Euphoric Killers', replace:

'That unit's weapons have **Crit (2 Hits)**.'

with:

'That unit's weapons, including **Companion** weapons, have **Crit (2 Hits)**.'

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

SPELL LORE

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

SYNESSA, THE VOICE OF SLAANESH

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

DELETED

IDONETH DEEPKIN

AKHELIAN MORRSARR GUARD

Change the second sentence of the effect of the 'Biovoltaic Blast' ability to:

'For each 6+, inflict D3 mortal damage on the target.'



RULES UPDATES

JULY 2025

FACTION PACKS

KHARADRON OVERLORDS

BATTLE TRAITS

In the effect of 'Skyvessel Cover', replace:
'Subtract 1 from hit rolls for shooting attacks...'
with:
'Subtract 1 from hit rolls for attacks...'

ARKANAUT ADMIRAL

Change the declare step of the 'Admiral's Flagship' ability to:
'**Declare:** This unit can use this ability even if it is in reserve. Pick an **Arkanaut Ironclad** or **Arkanaut Frigate** in this unit's regiment to be the target. You can pick a unit that is in reserve.'

DREKKI FLYNT

Change the declare step of the 'Captain of the Aelsling' ability to:
'**Declare:** This unit can use this ability even if it is in reserve. Pick an **Arkanaut Frigate** in this unit's regiment to be the target. You can pick a unit that is in reserve.'

ARKANAUT IRONCLAD

Add the following sentence to the effect of the 'Great Endrinworks' ability:
'This unit can use this ability even if it is in reserve.'

ARKANAUT FRIGATE

Change the second sentence of the 'Assault Boat' ability to:
'Pick a number of units up to its Transport Capacity that are wholly within 6" of it, are not in combat and have not charged this turn to be the targets.'

Change the effect to:

'**Effect:** 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 and have **STRIKE-FIRST** for the rest of the turn. This unit and the targets have charged, and the targets cannot use another **CORE** ability this phase.'

LUMINETH REALM-LORDS

BATTLE TRAITS

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

BATTLE TRAITS

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

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

NEW

MANIFESTATION LORE, MANIFESTATIONS OF HYSH

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

LYRIOR UTHRALLE, WARDEN OF YMETRICA

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

YDRILAN RIVERBLADES

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

NEW

HYSHIAN TWINSTONES

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

SHRINE LUMINOR

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

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

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



RULES UPDATES

JULY 2025

FACTION PACKS

MAGGOTKIN OF NURGLE

BATTLE TRAITS

Change the first sentence of the effect of the 'Blessed by the Plaguefather' ability to:

'You cannot pick **MANIFESTATIONS** or terrain features to be the targets of this ability. Pick 1 of the following effects:'

Add the following ability:

⚙ Passive

BURST PUSTULES: *As blighted flesh is pierced and hewn, quivering boils erupt, showering all with Nurgle's glistening gifts.*

Effect: Each time a **DISEASED** enemy unit would be destroyed, before the last model in the unit is removed from play, roll a dice. On a 3+, pick another enemy unit within 9" of that model to be **DISEASED**.

Change the effect of 'Desperate Remedies' to:

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

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

SPELL LORES, LORE OF MALIGNANCE

Change the effect of 'Fleshy Abundance' to:

Effect: Pick 1 of the following effects:

- **Heal (D3)** the target.
- Subtract 1 from wound rolls for attacks that target that unit until the start of your next turn.'

ROTIGUS

Change the effect of 'Deluge of Nurgle' to:

Effect: Roll a D3 for each target. On a 2+:

- If the target is an enemy unit, inflict an amount of mortal damage on the target equal to the roll.
- If the target is a friendly unit, **Heal (X)** the target, where X is an amount equal to the roll.'

PLAGUE DRONES, PUSGOYLE BLIGHTLORDS

Add the following ability:

⚙ Passive

DISPERSED FORMATION

Effect: This unit has a coherency range of 2".

BEASTS OF NURGLE

Add the following before the final sentence of the effect of the 'Attention Seekers' ability:

'If it does so, this unit has charged.'

BLOAB ROTSPAWNED

Change the effect of 'Miasma of Pestilence' to:

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

GUTROT SPUME

Change the declare step of 'Master of the Slime Fleet' to:

'Pick a regiment led by this unit to be the target if no units from that regiment have been deployed.'

FECULENT GNARLMAW

Add the following:

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



RULES UPDATES

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FACTION PACKS

NIGHTHAUNT

BATTLE TRAITS

Change 'Discorporate' to:

⚙ Any Hero Phase

1

DISCORPORATE: *If given the order, the Nighthaunt can flicker between the realms of the living and dead.*

Declare: Pick a friendly **NIGHTHAUNT** unit to use this ability.

Effect: That unit has **WARD** (5+) for the rest of the turn.

BATTLE FORMATIONS

Change the timing of 'There is No Escape' to 'Once Per Turn (Army), Your Movement Phase' and change the declare and effect to:

Declare: Pick a friendly **NIGHTHAUNT** unit to be the target.

Effect: For the rest of the turn, the target unit can still use

CHARGE abilities even if it used a **RUN** or **RETREAT** ability in the same turn. In addition, for the rest of the turn, no mortal damage is inflicted on that unit by **RETREAT** abilities.

HEROIC TRAITS

Change the effect of 'Terrifying Entity' to:

Effect: This unit can use any of the **AURA OF DREAD** abilities, even if it doesn't have the required keyword(s) for that ability.

DREADBLADE HARROWS

Change the timing of 'Phantasmal Discorporation' to 'Your Movement Phase'.

HEXWRAITHS

Change the Control characteristic to 1.

NEW

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 **Nexus** of Grief.'

OGOR MAWTRIBES

BATTLE TRAITS

Add the following after the first sentence of the effect of 'Trampling Charge':

'Add 2 to the roll if this unit is a **MONSTER**.'

PRAYERLORE, EVERWINTER PRAYERS

In the effect of 'Call of the Blizzard', replace:

'if the chanting roll was 10+' with:

'if the chanting roll was 8+'.

Change the chanting value of 'Pulverising Hailstorm' to 4, and in the effect replace:

'If the chanting roll was 10+' with:

'If the chanting roll was 8+'.

FROSTLORD ON STONEHORN

Change the timing of the 'Frost Spear' ability to 'Passive'.

MAWPIT

Change the terrain abilities paragraph to:

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

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

Change the declare step of 'Feed the Maw' to:

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

Change the effect of 'Step Away from the Maw' to:

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

KRAGNOS

Change the timing of the 'End of Empires' ability to 'Your Charge Phase' and the effect to:

Effect: For the rest of the turn, add 1 to the number of dice rolled when making charge rolls for friendly **DESTRUCTION** units while they are wholly within 12" of this unit, to a maximum of 3.'



RULES UPDATES

JULY 2025

FACTION PACKS

OSSIARCH BONEREAPERS

VOKMORTIAN, MASTER OF THE BONE-TITHE

Add the following to the effect of the 'Voice of Nagash' ability:
'Those abilities do not count as commands.'

GOTHIZZAR HARVESTER

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

MORGHAST ARCHAI

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

MORGHAST ARCHAI, MORGHAST HARBINGERS

Add the **FLY** keyword to the keywords bar.

IMMORTIS GUARD

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

SERAPHON

BATTLE FORMATIONS

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

BASTILADON WITH SOLARENGINE

Add the **SKINK** keyword to the keywords bar.

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'.

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".



RULES UPDATES

JULY 2025

FACTION PACKS

SONS OF BEHEMAT

BATTLE TRAITS

Change the declare step of the 'Colossal Slam' ability to:

'Declare: Pick a friendly **MEGA-GARGANT** that has not used a **RAMPAGE** ability this turn to use this ability, then pick an enemy **MONSTER** or **WAR MACHINE** that has a unit size of 1 and is within 1" of it to be the target.'

Change the 'Gargant Charge' ability to:

✂ Any Charge Phase

GARGANT CHARGE: *A charging gargant will flatten anyone in their path.*

Declare: Pick a friendly **MEGA-GARGANT** or **GARGANT** unit that charged this turn to use this ability, then pick an enemy unit that has not been picked as the target of this ability this turn and that is in combat with that unit to be the target.

Effect: Inflict D3 mortal damage on the target.

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

ARTEFACTS OF POWER

Change the timing of 'Glowy Lantern' to 'Passive', change the timing bar colour to gold and change the effect to:

'Effect: This unit can use **SUMMON** abilities from the manifestation lore you picked during army composition as if it had **WIZARD** (1).'

ALL MEGA-GARGANT WARSCROLLS

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

KRAKEN-EATER MEGA-GARGANT

Change the effect of 'Get Orf Me Land!' to:

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

BEAST-SMASHER MEGA-GARGANT

Change the Attacks characteristic of Menhir Club to 5.

KRAGNOS

Change the timing of the 'End of Empires' ability to 'Your Charge Phase' and the effect to:

'Effect: For the rest of the turn, add 1 to the number of dice rolled when making charge rolls for friendly **DESTRUCTION** units while they are wholly within 12" of this unit, to a maximum of 3.'

SYLVANETH

BATTLE TRAITS

In the declare step of 'Endless Growth', replace:

'wholly within 6" of a friendly **Awakened Wyldwood**' with:

'wholly within 6" of any friendly **Awakened Wyldwoods**.'

SPELL LORE

Change the effect of 'Treesong' to:

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

ALARIELLE THE EVERQUEEN

Change the timing of 'Rite of Life' to 'Once Per Turn (Army), Your Movement Phase' and change the effect to:

'Effect: Roll a dice. On a 4+, set up a replacement unit with half the number of models from the target unit (rounding up) wholly within 9" of a friendly **Awakened Wyldwood** and more than 9" from all enemy units. If the target was a **MONSTER**, allocate 6 damage points to the replacement unit (ward rolls cannot be made for those damage points).'

BELTHANOS, FIRST THORN OF KURNOTH

Change the effect of the 'Kurnothi War-horn' ability to:

'Effect: For the rest of the turn, each target can use **CHARGE** abilities even if they used a **RUN** ability in the same turn.'

THE TWISTWEALD

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



RULES UPDATES

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FACTION PACKS

KURNOTH HUNTERS WITH KURNOTH GREATBOWS

Change the effect of the 'Steady Aim' ability to:

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

GOSSAMID ARCHERS

Change the last sentence of the effect of 'Zephyrspites' to:

'It cannot end that move in combat.'

VENGEFUL SKULLROOT

Add the following ability:

⚙ Passive

CREEPING WILLOW

Effect: This **MANIFESTATION** counts as an **Awakened Wyldwood** for the purposes of the 'Endless Growth', 'Walk the Hidden Paths' and 'Strike and Fade' abilities.

Change the effect of 'Vengeful Terrors' to:

Effect: For the rest of the turn, subtract an amount from the target's control score equal to the number of friendly units that have been destroyed this battle (not including **MANIFESTATIONS** or **FACTION TERRAIN**).'

AWAKENED WYLDWOOD

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

Change the effect of 'Growing Woods' to:

'Each time you set up an **Awakened Wyldwood**, you can place 1-3 scenery pieces (Terrain, 1.7). If you place more than 1 scenery piece, the tips at the end of each base must touch, forming a circle. The area inside this circle is considered to be part of this terrain feature. For each additional scenery piece in this terrain feature that is placed after the first:

- Add 2 to the Health characteristic of this terrain feature.
- Increase the range of friendly abilities that require friendly models to be wholly within 6" of this terrain feature by 3".'

NEW

Change the effect of the 'Overgrown Wilderness' ability to:

'Enemy units can be targeted by shooting attacks made by friendly **SYLVANETH** units even if every model in that enemy unit is within 1" of this terrain feature. In addition, the Range characteristic of friendly **SYLVANETH** units' ranged weapons is not halved while every model in that friendly unit is within 1" of this terrain feature.'



RULES UPDATES

JULY 2025

FACTION PACKS

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.

BLADES OF KHORNE

*Q: If I use 'Slaughter Triumphant' to set up a replacement **BLOODTHIRSTER**, and the unit I am replacing had one or more enhancements, does the replacement unit retain those enhancements?*

A: No.

DAUGHTERS OF KHAINE

Q: Can I use the 'All-out Slaughter' ability once per battle with each eligible unit?

A: Yes. This ability is used by the unit, not the player, and it does not have the 'Once Per Battle (Army)' timing, so each eligible unit can use it once per battle.

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

A: Yes.

Q: Can Morathi-Khaine or the Shadow Queen use abilities that would heal them (for example, 'Rally')?

A: Yes. Even though damage points would not be healed by doing so, keywords such as **BURNING** or **DISEASED** would be removed from them by the use of such an ability.

FLESH-EATER COURTS

Q: Can I use the 'Muster Guard' ability, spend 0 noble deeds points to return 0 models to a unit, then use the 'Raise the Banners' ability to return an additional model to that unit?

A: No. The word 'any' means '1 or more'. Therefore, you would have to spend 1 or more noble deeds points to resolve the effect of 'Muster Guard', and an ability would have to have returned 1 or more slain models to a unit for the effect of 'Raise the Banners' to apply. In the case above, neither has happened.

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.

GLOOMSPITE GITZ

*Q: Does the 'Bouncing Fury' ability have any effect on **Companion** weapons?*

A: Yes, because this ability specifically names which weapons are affected.

HEDONITES OF SLAANESH

Q: When using the 'Joyous Battle Fury' ability, does Dexcessa need to have slain any models in a turn in order to add 1 to the Attacks characteristic of their Impaling Talons for each battle fury token they have?

A: No. Battle fury tokens are gained (and Dexcessa can heal) on any turn in which Dexcessa slew any enemy models, but can gain the additional attacks on any turn that they have any battle fury tokens.

NEW

*Q: The effect of the Scourge of Ghyran 'Master of Temptation' heroic trait states that units can only use **CORE** abilities. How does this affect passive abilities?*

A: It doesn't. Passive abilities are not 'used', so this ability doesn't have any effect on them.

KHARADRON OVERLORDS

*Q: Can an Arkonaut 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.



RULES UPDATES

JULY 2025

FACTION PACKS

LUMINETH REALM-LORDS

*Q: If my battle formation allows me to use a **FACET OF WAR** ability in addition to the one I pick each battle round, can I pick the same **FACET OF WAR** ability in order to use it twice that battle round?*

A: No.

Q: If a Scinari Calligrave miscasts a spell when attempting to summon a manifestation, can they use their 'Realmscribe' ability to avoid the miscast?

A: No.

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

A: The first command used by any unit.

Q: Can models end a move in the open spaces underneath a Shrine Luminor?

A: Yes. However, if the Shrine Luminor has a Shrine Guardian, an enemy unit would need to use an ability that would allow them to move into combat with the Shrine Luminor to do so, such as the 'Charge' ability.

MAGGOTKIN OF NURGLE

Q: Does the 'Disease and Pestilence Personified' ability require at least one mortal damage to be inflicted by the 'Wracked with Disease' ability in order for it to inflict 1 additional mortal damage?

A: Yes, as indicated by 'add 1 to the amount of mortal damage inflicted, if any'.

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

A: Yes to both.

NIGHTHAUNT

*Q: When using the 'Wave of Terror' ability, can all friendly **NIGHTHAUNT** units that are in combat use **CHARGE** abilities or only one?*

A: All of them (the ability affects 'friendly **NIGHTHAUNT** units').

OGORMAWTRIBES

*Q: Does the 'Great Gutlord' heroic trait ignore negative modifiers to hit rolls and wound rolls for attacks made with **Companion** weapons?*

A: No.

*Q: 'Trampling Charge' allows **MONSTERS** to add 2 to a D3 roll. How does this work?*

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

OSSIARCH BONEREAPERS

Q: At the 2+ stage of the effect of 'Curse of Years', if I roll 1 or more 2+'s, can I keep rolling extra dice (and inflicting mortal damage on the target) until a 1 is rolled?

A: No.

SYLVANETH

Q: When placing scenery pieces while setting up an Awakened Wyldwood, can the ends of each base overlap?

A: No. The tips at the end of each base must touch without overlapping part of the base of a different scenery piece.



RULES UPDATES

JULY 2025

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 WEIRDNAOB

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 WEIRDNAOB, 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: 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'.



RULES UPDATES

JULY 2025

OTHER DIGITAL DOWNLOADS

LEGENDS WARSCROLLS

THE EMBERWATCH, THE FARSTRIDERS

Change the 'Vanguard Chamber' ability to:

☼ Once Per Turn (Army), Your Hero Phase

VANGUARD CHAMBER: *Through swiftness, guile and more than a hint of savagery, the warriors of the Vanguard chambers are able to outfight forces many times their own limited numbers.*

Effect: For the rest of the turn, this unit can use **SHOOT** and/or **CHARGE** abilities even if it used a **RUN** or **RETREAT** ability in the same turn.

TARANTULOS BROOD

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

FLUXMASTER, FATEMASTER, THE BLUE SCRIBES

Add '**DISC OF TZEENTCH**' to the keywords bar.

SKAETH'S WILD HUNT

Change the description paragraph to:

'Each model in this unit is armed with Tracker Weapons. The models in this unit are:

- Skaeth the Huntsman (champion, also armed with Wild Hunt Ranged Weapons)
- Karthaen, Huntcaller (musician)
- Althaen (also armed with Wild Hunt Ranged Weapons)
- Sheoch
- Lighaen'

THE WURMSPAT

Change '**WARD (6+)**' to '**WARD (5+)**' in the keywords bar.

THE GRYMWATCH

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

DA KUNNIN' KREW

Change 'Easy Meat' to:

☼ Once Per Turn (Army), Enemy Hero Phase

EASY MEAT: *Showing weakness to a Kruleboy, even for a moment, is a death sentence.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. If the roll is at least double the target's Health characteristic, 1 model in the target unit is slain.

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.

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'.

ARMIES OF RENOWN

TRIBES OF THE SNOW PEAKS, BATTLE TRAITS

Change the effect of the 'Pledges to the Dark Gods' ability to:

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

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

THE ROVING MAW, BATTLE TRAITS

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

THE ROVING MAW, SPELL LORE

Change the effect of 'Mawmeat' to:

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

NEW

SCIONS OF NULAHMIA

Add Vampire Lord on Nightmare Steed to roster options.



RULES UPDATES

JULY 2025

OTHER DIGITAL DOWNLOADS

SCOURGE OF GHYRAN

NEW

SKAVEN, BROOD TERROR

In 'Lend a Claw', change:

'Add 1 to hit rolls for the targets' attacks for the rest of the phase.'

To:

'Add 1 to hit rolls for the targets' attacks for the rest of the phase, including those made with **Companion** weapons.'

NEW

SKAVEN, BATTLE FORMATIONS

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

NEW

LUMINETH REALM-LORDS, LORE OF PRISMATIC RESONANCE

In the effects of 'Beacons of Protection' and 'Beam of Hysh', replace 'been cast' with 'been successfully cast'.

NEW

LUMINETH REALM-LORDS, LIGHT OF ELTHARION

Change the timing of 'Eternal Light' to 'Passive', and the effect to:

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

NEW

OGOR MAWTRIBES, BATTLE FORMATIONS

In the effect of 'Fixated on Feeding', replace:

'If it does so, the target has charged.'

With:

'If it ended that move in combat, the target has charged.'

NEW

Change the declare step of 'Postprandial Warfare' to:

'Pick up to D3 friendly **OGOR INFANTRY** units that were in combat this turn with an enemy unit that was destroyed this turn to be the targets.'

NEW

SERAPHON, MONSTROUS TRAITS

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

NEW

GLOOMSPITE GITZ, LOONSMASHA FANATICS

Add the following to the effect of 'Whirling Destruction':

'If this unit ended that move in combat, it has charged.'

NEW

GLOOMSPITE GITZ, LORE OF FRAZZLEGIT

In the effect of 'Bright Fright', replace:

'No mortal damage is inflicted by those **RETREAT** abilities.'

With:

'No mortal damage is inflicted on the targets by those **RETREAT** abilities.'

NEW

CITIES OF SIGMAR, PONTIFEX ZENESTRA

In the 'Hallowed Ground' effect of 'Sigmar's Will', replace:

'unit that is wholly within 12" of this unit.'

With:

'unit while it is wholly within 12" of this unit.'

In the 'Fervent Prayers' effect of 'Sigmar's Will', replace:

'Each time a friendly **CITIES OF SIGMAR HUMAN** model that is wholly within 12" of this unit is slain by a combat attack'

With:

'Each time a friendly **CITIES OF SIGMAR HUMAN** model is slain by a combat attack while it is wholly within 12" of this unit.'

NEW

DAUGHTERS OF KHAINE, KRETHUSA THE CRONESEER

Change the declare step of the 'Gift of Foresight' ability to:

'Pick a friendly non-**UNIQUE DAUGHTERS OF KHAINE AELF INFANTRY** or **CAVALRY** unit that has been destroyed to be the target.'

NEW

MAGGOTKIN OF NURGLE, ROTIGUS

Add the following declare step to 'Virulent Downpour':

'**Declare:** Make a casting roll of 2D6.'

NEW

KRULEBOYZ, SWAMPBOSS SKUMDREKK

In the effect of 'Rigged Odds', replace:

'you can spend any number of **betting chips**.'

With:

'you can spend any number of **betting chips** after seeing the result of the roll.'

NEW

HEDONITES OF SLAANESH, SLAANGOR FIENDBLOODS

Change the effect of the 'Instinctive Advance' ability to:

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



BATTLE PROFILES

JULY 2025

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 GHYRAN

NEW

IRONJAWZ, BATTLE FORMATIONS

Q: When using the 'Mightiest Destroyers' ability, can I pick a second target if there is a Megaboss on Maw-Krusha on the battlefield?

A: No. The ability specifies the unit name, so only a Megaboss unit is eligible.

NEW

DISCIPLES OF TZEENTCH, BATTLE FORMATIONS

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

A: Yes.

NEW

SKAVEN, GREY SEER ON SCREAMING BELL

Q: If I successfully cast 'Gnaw Through Reality' on a Scourge of Ghyran Grey Seer on Screaming Bell, could I then use 'Tunnels Through Reality' to remove that unit and set it up wholly within 6" of another friendly Gnawhole?

A: No. 'Gnaw Through Reality' does not allow the Grey Seer on Screaming Bell to use abilities from the Gnawhole warscroll, only to be treated as a Gnawhole when using those abilities.

NEW

KRULEBOYZ, KILLABOSS ON GREAT GNASHTOOF

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

A: Yes.

NEW

FYRESLAYERS, AURIC RUNESON ON MAGMADROTH

Q: Can more than one Scourge of Ghyran Auric Runeson on Magmadroth pick the same Auric Runefather on Magmadroth as the target of their 'Fire, Blood and Vengeance'?

A: Yes. That Runefather had a big family.

NEW

DAUGHTERS OF KHAINE, BLOODSHADOW RITES

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

A: Yes.



RULES UPDATES

JULY 2025

BATTLETOME: GLOOMSPITE GITZ

ERRATA

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

KRAGNOS

Change the timing of the 'End of Empires' ability to 'Your Charge Phase' and the effect to:

Effect: For the rest of the turn, add 1 to the number of dice rolled when making charge rolls for friendly **DESTRUCTION** units while they are wholly within 12" of this unit, to a maximum of 3.'

SKRAGROTT, THE LOONKING

Change 'Babbling Wand' to:

Passive

BABBLING WAND: *This jabbering wand, said to be topped with the skull of the great prophet Kalothe, 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'.

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.'

NEW

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'.

ARMY OF RENOWN, DROGGZ'S GITMOB

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

ARMY OF RENOWN, DA KING'S GITZ

In 'The Moon and the Loon', change the first sentence to:

'While a friendly unit is wholly within 9" of a friendly **Skragrott**, a friendly **Malevolent Moon** or a friendly **Bad Moon Loonshrine**.'

Change the declare step of 'Da King's Adjutant' to:

Declare: You cannot use this ability and the **Bad Moon**

Loonshrine's 'Moonclan Lairs' ability in the same turn. If this unit is within 12" of a friendly **Bad Moon Loonshrine**, pick a friendly non-reinforced, non-**HERO**, non-**MONSTER KING'S GITZ** unit that has been destroyed to be the target.'

Add the following to the effect of 'Moonhoned Shiv':

'This unit can be affected by this ability multiple times and the effects are cumulative.'

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

SPEARHEAD, SNARLPACK HUNTAZ

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



BATTLE PROFILES

JULY 2025

BATTLETOME: GLOOMSPITE GITZ

FREQUENTLY ASKED QUESTIONS

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

Q: When using the Lunar Squigs effect of 'Under the Light of the Bad Moon' or the 'The Moon and the Loon' ability to use a value of 4 for the Move characteristic of a friendly SQUIG unit, does the 4 replace the entire Move characteristic of the unit with a 4, or just the dice roll?

A: It replaces the dice roll. For example, if a unit of Squig Hoppers (with a Move characteristic of D6+8") were affected by one of these abilities, it could use a value of 4 instead of rolling the D6, resulting in a Move characteristic of 12" (4+8").

NEW

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.



BATTLE PROFILES

JULY 2025

BATTLETOME: IDONETH DEEPKIN

ERRATA

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

NEW

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'.



RULES UPDATES

JULY 2025

BATTLETOME: ORRUK WARCLANS

ERRATA

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

IRONJAWZ BATTLE TRAITS

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

KRULEBOYZ BATTLE TRAITS

Change 'Sneaky Sneakin' to:

Once Per Turn (Army), Your Movement Phase

SNEAKY SNEAKIN': *Cloying swamp-mists mask the Kruleboyz' movements.*

Declare: Pick a friendly **KRULEBOYZ INFANTRY** unit that has 10 or fewer models, is not in combat and has not been the target of a **DIRTY TRICK** ability this turn to be the target, then make a dirty trick roll.

Effect: Remove the target from the battlefield and set it up again wholly within 3" of a terrain feature and more than 9" from all enemy units.

KEYWORDS

DIRTY TRICK

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.'

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".

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.

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+.

NEW

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.'

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.

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.'



RULES UPDATES

JULY 2025

BATTLETOME: ORRUK WARCLANS

REGIMENT OF RENOWN, DA KOUNTIN' KREW

Change 'Snatch 'Em Up' to:

⚙ Once Per Turn (Army), Enemy Hero Phase

SNATCH 'EM UP: *Skumdrek 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 Skumdrek** 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.

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'

FREQUENTLY ASKED QUESTIONS

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

Q: When using the 'Notorious Bosses' ability, can I give a target a heroic trait that another unit already has?

A: No.

Q: Can each part of the Foot of Gork use the 'Wandering Destruction' ability each turn?

A: No. This is a single manifestation with multiple parts, so it can only use that ability once in each turn.

Q: In the 'Ironjawz Bigmob' Spearhead army, are the Brute Ragerz set up during the deployment phase?

A: Yes. Only the Brutes are not set up on the battlefield during the deployment phase. The Brute Ragerz are a different unit type, so are set up normally.

ARMY OF RENOWN, ZOGGROK'S IRONMONGERZ

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

A: Yes to both questions.



RULES UPDATES

JULY 2025

BATTLETOME: SKAVEN

ERRATA

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

BATTLE TRAITS

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

PLAGUEPACK

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

LORD SKREECH VERMINKING

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

PLAGUE PRIEST ON PLAGUE FURNACE

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

GREY SEER ON SCREAMING BELL

In the effect of 'Altar of the Horned Rat', replace 'within 6"' with 'within 13"'.

STORMFIENDS

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

WARP LIGHTNING VORTEX

In 'Warp Vortex', replace:

'In addition, if an enemy unit passes across this **MANIFESTATION** with:

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

PATH TO GLORY, ANVIL OF APOTHEOSIS

Change the Regiment Options for the Masterclan Great Clan to 'Any **SKAVEN** units'.

ARMY OF RENOWN,

THANQUOL'S MUTATED MENAGERIE

Add the following to the beginning of the effect of 'Monstrous Entourage':

'The **Companion** weapon ability has no effect on **MUTATED MENAGERIE** units.'

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

FREQUENTLY ASKED QUESTIONS

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

*Q: If I pick a friendly Stormfiends unit as the target of the 'Filth-crust' prayer with a chanting roll of 8+, how would the **Crit (Mortal)** weapon ability interact with the 'Shock Gauntlets' ability?*

A: The **Crit (Mortal)** weapon ability would inflict mortal damage on the target unit equal to the Damage characteristic and the attack sequence would end, so 'Shock Gauntlets' would have no further effect.

Q: If an enemy unit is affected by the 'Gaze of the Gnaw' ability and must attack Vizzik Skour, can the models in that unit that are not within Vizzik Skour's combat range after piling in attack?

A: No.

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

A: Yes.

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

A: Yes.

NEW

Q: If a flying unit passes across a Gnawhole, does it ignore the effect of the 'Volatile Ground' ability since the 'Fly' ability means that units ignore terrain features while moving?

A: No. The unit still counts as having passed across the Gnawhole, so the effect applies.



RULES UPDATES

JULY 2025

BATTLETOME: SLAVES TO DARKNESS

ERRATA

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

BATTLE TRAITS

NEW

Add the following to the 'Daemonhood' effect of the 'Dark Apotheosis' ability:

'If any **MANIFESTATIONS** that were summoned by the target are on the battlefield, those **MANIFESTATIONS** are removed from play.'

Change the third sentence of the 'Daemonhood' effect of the 'Dark Apotheosis' ability to:

'If the target is your general, the **Daemon Prince** becomes your general instead and is added to your general's regiment.'

Change the effect of 'Pledged to Slaanesh' to:

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

BATTLE FORMATIONS

Change the second sentence of the Godswrath Warband's 'Ironclad Onslaught' ability to:

'Then, roll a D3 for each enemy unit contesting an objective that has a friendly **defiled token**.'

HEROIC TRAITS

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

ENSORCELLED BANNERS

Change the second sentence of the 'The Banner of Screaming Flesh' ability to:

'In addition, while this unit includes any standard bearers, if this unit charged this turn, add 1 to the Attacks characteristic of this unit's melee weapons for the rest of the turn.'

ARCHAON, THE EVERCHOSEN

In the 'Spell-eater' effect of 'Three-headed Titan', replace:

'On a 2+, it is banished and inflict D3 mortal damage on the unit that summoned it.'

with:

'On a 2+, it is banished and removed from play. In addition, inflict D3 mortal damage on the unit that summoned it.'

SLAUGHTERBRUTE

Change the effect of 'Sigils of Domination' to:

'For the rest of the battle, while this unit is within its master's combat range:

- Add 1 to the number of dice rolled when making charge rolls for this unit, to a maximum of 3.
- This unit can ignore the effects of the **Companion** weapon ability on its weapons.'

RAPTORYX

Add the following to the 'Crazed Flock' ability:

'This ability also affects **Companion** weapons.'

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).'

PATH TO GLORY, FLAWS

Change the timing of 'Spurned by the Gods' to:

'Passive, **WARRIORS OF CHAOS** or **DARKOATH** only'

NEW

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.'



RULES UPDATES

JULY 2025

BATTLETOME: SLAVES TO DARKNESS

FREQUENTLY ASKED QUESTIONS

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

Q: When using the 'Dark Apotheosis' ability to set up a Daemon Prince, does that Daemon Prince have to be included on my army roster and do I need to spend points on it?

A: No to both.

Q: If Archagon the Everchosen uses the 'Eye of Sheerian' ability and, as a result, the Slaves to Darkness player has to take the first turn in a battle round after taking the second turn in the previous battle round (i.e., they end up taking a 'double turn'), does the Slaves to Darkness player suffer the penalties for taking a 'double turn', for instance not being able to pick a battle tactic or their opponent counting as the underdog for the rest of the battle?

A: No. The penalties for taking a double turn only apply if you 'chose' to go first in the current battle round.

Q: Can a unit use the 'Pledge to Chaos' ability while it is not on the battlefield, e.g. if it is set up in reserve in a Silver Tower?

A: No.

Q: Can a Gaunt Summoner use the 'Minions of the Silver Tower' ability more than once to set up multiple units in a Silver Tower?

A: No, as stated in Core Rules, 5.3.

Q: Can I include more than 1 Ensorcelled Banner in my Slaves to Darkness army?

A: No. Ensorcelled Banners are enhancements, and as stated in Army Composition, 4.1, you can only take 1 enhancement from each enhancement table in your faction rules.

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

A: Yes.

Q: Can a Daemon Prince from the Godmarked Ascendant Regiment of Renown be given enhancements?

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



RULES UPDATES

JULY 2025

BATTLETOME: SOULBLIGHT GRAVELORDS

ERRATA

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

SPEARHEAD, DEATHRATTLE TOMB HOST

Change the declare step of 'King of Shambling Bones' to:

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

NEW

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).'

NEW

BARROW KNIGHTS

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

NEW

MANIFESTATIONS OF THE GRAVE

Add the following to the effect of 'Summon Sanguine Swarm':

'A Sanguine Swarm endless spell has 2 parts that must be set up within 9" of each other.'

NEW

ANVIL OF THE APOTHEOSIS

Add the **WARD (6+)** keyword to the starting Soulblight Gravelords hero warscroll.

NEW

ARMY OF RENOWN, KNIGHTS OF THE CRIMSON KEEP

Change the effect of 'From a Quarter Unseen' to:

'Set up each target wholly within 9" of the battlefield edge and more than 9" from all enemy units. If you set up any units using this ability in the third or a subsequent battle round, do not spend any command points when using the 'Carve a Bloody Path' command this turn.'



RULES UPDATES

JULY 2025

BATTLETOME: STORMCAST ETERNALS

ERRATA

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

IONUS CRYPTBORN

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

Add the 'Ruination Chamber' ability to the warscroll:

⚙ **Once Per Turn (Army), Reaction:** This unit was picked as the target of a non-CORE ability

RUINATION CHAMBER: *These veterans march where others cannot tread, fighting upon battlefields transformed into scenes of apocalypse. Even the most corrosive magics find no purchase on their souls.*

Effect: Make a resistance roll of D6. On a 4+, that ability has no effect on this unit.

LORD-IMPERATANT

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

NEW

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.'



RULES UPDATES

JULY 2025

BATTLETOME: STORMCAST ETERNALS

THE ANVIL OF APOTHEOSIS

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

PATH TO GLORY, PATH OF THE REDEEMER

Change the timing of ‘Heralds of the Tempest’ to ‘Once Per Battle, Your Movement Phase’.

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

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)’.

NEW

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

JULY 2025

PATH TO GLORY: RAVAGED COAST

ADDENDA

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

PATH TO GLORY ROSTER

Add the following:

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

ERRATA

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

NEW

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'.

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

JULY 2025

PATH TO GLORY: RAVAGED COAST

FREQUENTLY ASKED QUESTIONS

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

Q: When building my Path to Glory roster, I can include regiments with units from different factions that are from the same grand alliance as my general. When I do so, can I use the battle traits or enhancements from that other faction?

A: No, you can only use battle traits and enhancements from the faction that you picked for your Path to Glory army or from the universal enhancements included in Path to Glory: Ravaged Coast.

Q: Can I add spells or prayers from a manifestation lore to my Arcane Tome when first creating my army roster?

A: No.

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

A: Yes.

Q: Do you have to include faction terrain (e.g. Gnawholes or awakened Wyldwoods) as part of your roster to use abilities that place them on the battlefield (i.e. 'Splinters of the Vermindoom' or 'Treesong')?

A: No.

NEW

Q: Do battle formations, enhancements and lores cost points?

A: No.