



WCW 2025 FAQ AND ERRATA

We have been continuing to update, clarify and answer community questions for Warhammer Age of Sigmar to provide you with the best possible gaming experience. The next updates to be released via Warhammer Community will be very close to the event, so in consultation with the Warhammer Events Team, we have decided to give you advance notice of the changes and clarifications. Whilst this isn't the standard way for us to communicate an update, in this circumstance, we feel it's the fairest means for you as attendees to benefit from these amendments, ensuring that playing at Warhammer's most prestigious event is the best experience it can be.

– The Warhammer Design Studio and the Warhammer Events Team

CORE RULES

32.2 OBJECTIVE CONTROL

Change the first sentence to:

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

GENERAL'S HANDBOOK 2025-26

MAGIC (2025-26)

Add the following sentence to the end of the Declare Step of 'Banish Manifestation':

'You cannot pick the same **MANIFESTATION** to be the target of this ability more than once per turn.'

20.0 WEAPON ABILITIES

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

A: No.

DAUGHTERS OF KHAINE

MANIFESTATION LORE

Change the effect of 'Summon Bladewind' to:

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

Change the effect of 'Summon Bloodwrack Viper' to:

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

Change the effect of 'Summon Heart of Fury' to:

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

KHARADRON OVERLORDS

ARKANAUT COMPANY

Change the timing of 'Grizzled Buccaneers' to:

'Once Per Turn (Army), Any Charge Phase.'

AUTO-ENDRIN

Change the declare step of 'Nullifier Auto-Endrin' to:

'If this unit is a **Nullifier Auto-Endrin** and is in combat with any enemy **MANIFESTATIONS**, pick each enemy **MANIFESTATION** in combat with it to be the targets.'

Change the declare step of 'Stuncloud Auto-endrin' to:

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

Change the declare step of 'Grudgeblast Auto-endrin' to:

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

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

A: Yes, and all models in the unit would gain the benefit of the effect.

LUMINETH REALM-LORDS

SPELL LORE

Change the effect of 'Protection of Hysh' to:

'**Effect:** Until the start of your next turn, friendly **LUMINETH REALM-LORDS** units have **WARD** (5+) while they are wholly within 12" of the caster.'

SOULBLIGHT GRAVELORDS

NECROMANCER

Change the effect of 'Vanhel's Danse Macabre' to:

'The target can use 2 **FIGHT** abilities this phase. After the first is used, the target has **STRIKE-LAST** for the rest of the turn.'