ORDER

Official FAQs and errata, Version 1.1

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in magenta. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA
REALMGATE WARS: GODBEASTS
Page 282 – Tauroi Warclan
Change the third bullet point under the Organisation header to:
'1 or more units of Flagellants'

GRAND ALLIANCE: ORDER
Page 199 – Spyreheart Warhost
Change the first bullet point under the Organisation header to:
'2 units chosen in any combination from the following list: Flamespyre Phoenix, Frostheart Phoenix. Neither unit may be ridden by an Anointed.'

FAQs
Q: Can you explain the healing ability of the Lord-Castellant?
A: If the Lord-Castellant targets a Stormcast Eternal unit with his Warding Lantern, each save roll of 7 or more made by that unit until the next hero phase immediately heals one wound on one model, and does so with a +1 modifier to its save rolls. If you are making several attacks at the same time (rolling all of the hit, wound and save rolls simultaneously), this means you must first heal wounds for saves of 7 or more, and then apply the damage inflicted by attacks that were not saved.

Q: The Thunderstrike Brotherhood warscroll. Can only 1 unit be placed in the Celestial Realm or are you able to put all units from the scroll in 'reserve'?
A: When using the Thunderstrike Brotherhood, as many units as you like may be deployed in the Celestial Realm.

Q: Does the Stormcast Eternal Knight-Azyros' ability 'Leader of the Way' mean that the whole unit has to be within 5" of the model?
A: No – the unit must be within 5" of the Knight-Azyros. If a rule says you need to measure the range to a 'unit', then you can measure the range to the closest model in the unit.

Q: On the warscroll for the Lord-Celestant on Dracoth, there isn't any description about the shield he carries.
A: The ability for his Sigmarite Thundershield, if he has one, is exactly the same as the Lord-Celestant on Stardrake's shield. We've added this to the version of the warscroll on the website and in the app.

Q: As a proud owner of a Stardrake, I have a question. Say for example a Bloodthirster was in combat with a unit of Paladins and they knock it down to 4 wounds remaining and then a Stardrake piles in – does the Cavernous Jaws ability then work on a roll of 5 or more to eat the Bloodthirster, or is it rolled against the warscroll's Wounds characteristic?
A: The Cavernous Jaws roll must be greater than the model's Wounds – the number shown on the model's warscroll.

Q: The Decimators' Cleaving Blow ability – does a Decimator get to make as many attacks with the Thunderaxe as there are models within range, or is the Attacks characteristic of the Thunderaxe equal to the number of models within range?
A: The Attacks characteristic is equal to the number of models from the target unit within range.

Q: Seraphon units, specifically Terradon Riders and Ripperdactyl Riders. Does the Swooping Dive ability mean that they are flying high up and hence unreachable by melee attacks unless they swoop down to the ground?
A: No. It means you must measure the range to and from the model at the position it occupies on top of its flying stand, unless it makes a Swooping Dive, in which case you measure the range to and from the model as if it were on the ground (just assume it is on the ground and measure appropriately – there is no need to place the model on its side or remove it from the stand).

Q: The Saurus Oldblood on Carnosaur is the only Saurus that cannot 'bite'. Is this a mistake? Has he gotten so old he no longer has teeth?
A: He is just too old to jump down from the Carnosaur to bite people. He's called an Oldblood for a reason!

Q: Can I use a Skink Starseer's Cosmic Herald ability to make my opponent re-roll their dice?
A: Yes.

Q: If an Eternal Guard unit uses the Fortress of Boughs ability, does it lose the effects of this ability if it makes a pile-in move during the combat phase?
A: If the Eternal Guard uses the Fortress of Boughs ability they cannot make any kind of move until their next hero phase – this includes piling in.

Q: Can a Branchwraith summon Dryads without any Sylvaneth Wyldwoods?
A: No.

Q: If I set up a Sylvaneth Wyldwood that is made up of three Citadel Woods, does each Citadel Wood need to be within 1" of both of the other Citadel Woods, or can it be set up within 1" of only one of them? In other words, can I set up a Sylvaneth Wyldwood in a row, or must it be set up in a clump?
A: Each Citadel Wood must be set up within 1" of both of the other Citadel Woods (i.e. in a clump).

Q: Can multiple war machines with a relevant ability benefit from the bonus provided by a model with the Engineer keyword in the same turn, provided they are all within 1" of him?
A: Yes.

Q: I have a human-crewed cannon. Must I play it as an Empire Cannon, or can I play it as an Ironweld Arsenal Cannon?
A: It is an Empire Cannon (the Ironweld Arsenal Cannon has a duardin crew).

Q: If I have 2 Bloodwrack Shrines, would I roll twice for each model in the targeted unit for Aura of Agony? Would I roll for both Bloodwrack Stares simultaneously?
A: Yes to both questions.

Q: I'd like to know how charge and pile-in moves work across the stakes set up by Bretonnian Peasant Bowmen.
A: The stakes are treated as a piece of scenery upon which the charging unit can stand (although at some risk!).

Q: Do Bretonnian Peasant Bowmen stakes stay in place after deployment, or do the stakes move with the bowmen?
A: The stakes are scenery and do not move.

Q: A Shadowblade Assassin that is hiding in a unit is set up at the start of the combat phase, and can then pile in and attack. If several Assassins are revealed at the same time, do they all get to pile in and attack before the enemy picks any units to attack with? And are they allowed to pile in and attack a second time later in the combat phase? What if both sides have Assassins hidden in units?
A: The Assassins are revealed one at a time, and make their attack for that combat phase immediately after they are set up, before any enemy units get to attack. They cannot be selected to attack a second time in the same combat phase. If both players want to reveal Assassins, the player whose turn is taking place reveals their Assassins first.