



GENERAL'S HANDBOOK: PITCHED BATTLES 2021

DESIGNERS COMMENTARY, SEPTEMBER 2021

The following commentary is intended to complement the *General's Handbook: Pitched Battles 2021*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as ‘house rules’).

Our commentaries are updated regularly; when changes are made, any changes from the previous version will be highlighted in magenta. Where the date has a note, e.g. ‘Revision 2’, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Q: If I add units to a Pitched Battle army after a battle has started, can I do so in excess of any limits that apply? For example, could I summon extra Behemoths if my army already included the maximum number it can take?

A: The limits on the number of Leaders, Artillery units and Behemoths only apply when you are picking your army, so you can ignore these limits when you add these kinds of units to your army. The limit on Unique units still applies, however (you can never have more than 1 of the same type of Unique unit in your army).

Q: Can you clarify when the Burning Head endless spell is removed from play due to its Flaming Skull ability?

A: After rolling for all units within 1" of it at the end of its move and allocating all of the mortal wounds caused as a result.

Q: The Predator’s Domain grand strategy states ‘When the battle ends, you complete this grand strategy if you control more terrain features than your opponent.’ When do I check for control of terrain features for this grand strategy?

A: When the battle ends.

Q: The Hold Your Ground rule of the Power Struggle battleplan states ‘...once you have controlled that objective for two of your turns consecutively’. Does this mean I can gain control of an objective, lose control of it in my opponent’s next turn, and then gain control of it back again in my next turn and still score from it?

A: Yes.

Q: If a Pitched Battle Profile for a unit appears in the most recent General’s Handbook, can I use that unit in Pitched Battles even if that unit is not listed in the table of a specific faction?

A: Yes.

Q: The Marking Territory battleplan on page 22 does not use victory points. How do I fill in the scoring sheet for it?

A: Just put a ‘-’ in each box on the Victory Points Scored column and fill in the rest of the sheet normally.

ERRATA, SEPTEMBER 2021

The following errata correct errors in the *General’s Handbook: Pitched Battles 2021*. The errata are updated regularly; when changes are made, any changes from the previous version will be highlighted in magenta. Where the date has a note, e.g. ‘Revision 2’, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Pages 24 and 25 – Savage Gains, Victory Points

Change the second bullet point to:

‘- Score 2 victory points for each objective you control that is not on the border of either player’s territories.’

Page 36 – The Vice, The Vice

Change the second paragraph to:

‘At the start of the fourth battle round, before determining who has the first turn, remove all 4 objectives from the battlefield and place a new objective at the centre of the battlefield.’

PITCHED BATTLE PROFILES 2021

Page 4 – Doralia ven Denst and Galen ven Denst, Notes

Change the Notes to ‘Single, Unique’.

Page 8 – Elathain’s Soulraids, Unit Size

Change the Unit Size to ‘4’.

Page 10 – Scinari Loreseeker, Notes

Change the Notes to ‘Single, Unique’.

Page 23 – Khagra’s Ravagers, Notes

Change the Notes to ‘Single, Unique’.

Page 27 – Soulblight Gravelords

Replace the merged profiles for Radukar’s Court with the following individual profiles for each of the units in the Court:

SOULBLIGHT GRAVELORDS WARSROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Radukar the Wolf	1	150	Leader	Single, Unique. Cannot be included in the same army as Radukar the Beast.
Gorslav the Gravekeeper	1	75	Leader	Single, Unique
Torgillius the Chamberlain	1	115	Leader	Single, Unique
Watch Captain Halgrim	1	80	Leader	Single, Unique
Kosargi Nightguard	2	95		
Vargskyr	1	115		Single
Vyrkos Blood-born	3	125		

Designer’s Note: You no longer have to take all of these units as a set and can take each of them individually.

Page 27 – Soulblight Gravelords, Terrorgheist and Zombie Dragon

Change the Notes to:

‘Single. Battleline in an Avengorii Dynasty army.’

Page 48 – Chronomantic Cogs, Mechanisms of Time

Change the third paragraph of the rule to:

'If it is decreasing the flow of time, if a player has any friendly **WIZARDS** within 6" of this endless spell in their hero phase, they can pick 1 of those **WIZARDS** to attempt to cast 1 extra spell in that hero phase.'

Page 54 – Umbral Spellportal, Arcane Passage

Change the first paragraph of the rule to:

'Once per turn, if a **WIZARD** successfully casts a spell within 1" of this endless spell, the range, visibility and effect of that spell can be measured from 1 part of this endless spell instead of the caster.'