

AoS Worlds FAQ 2026

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All changes from version 1.0 will be highlighted in **red**. A change log will also be included on the last page.

DAUGHTERS OF KHAINE

1. Q: If a unit is destroyed that meets multiple conditions outlined in the 'Blood Rites' ability, are multiple blood rites performed?
A: Yes.
2. **Morathi-Khaine** warscroll:
Change the third bullet point of the effect of 'The Iron Heart of Khaine' to –
“A friendly **Shadow Queen** can immediately use the 'Normal Move' or 'Retreat' ability as if it was your movement phase even if it has already used that ability or another **CORE** ability this phase.”

Note - This does not allow a **CORE** ability used normally (i.e. not part of 'The Iron Heart of Khaine' effect) to be used after an 'Iron Heart of Khaine' **CORE** ability has been used in the same phase.

DISCIPLES OF TZEENTCH

1. **Blue Horrors and Brimstone Horrors** warscroll:
Change the effect of 'Split Again' to –
“Roll a dice for each **Blue Horror** model in this unit that is slain. For each 3+, if there are fewer **Brimstone Horrors** in this unit than its starting size, you can add 1 **Brimstone Horror** to this unit.”

Dice are only rolled for **Blue Horror** models that are currently slain - models that have been slain and returned to this unit do not count until they are slain once more. When adding **Brimstone Horrors** to this unit, do not count slain **Brimstone Horrors** towards the maximum.
2. **Blue Horrors and Brimstone Horrors** warscroll:
Add the following ability –
“Slain **Brimstone Horrors** cannot be returned to this unit. When setting up a replacement unit for this unit, **Brimstone Horror** models are ignored when determining the number of models in this unit, and you cannot pick them to be set up.”

LUMINETH REALM-LORDS

- ~~1. Q. Can I make an unbinding roll before deciding whether to use the 'Release Arcane Charge' ability?~~
~~A. Only if the unbinding roll is in the declare step of the ability being reacted to.~~

~~Note – The standard 'Unbind' ability makes the unbinding roll in the effect step, so you must declare the 'Release Arcane Charge' ability before using 'Unbind'.~~

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

MAGGOTKIN OF NURGLE

1. ~~Q. Can **DISEASED** units that are in reserve be picked as a target of the 'Wracked with Disease' ability?~~
~~A. No.~~
2. **Festus the Leechlord** warscroll:
 Change the final sentence of the effect of 'Annelid Engorgement' to –
 "Until the end of the next turn, add 1 to this unit's Control characteristic for each **leech point** it has."

OSSIARACH BONEREAPERS

1. ~~Q. If a unit of **Mortek Triaxes** doesn't have any **Balefire Braziers** next to it, can it use the 'Cursed Flames' ability?~~
~~A. No.~~
2. ~~Q. What happens to a friendly **Balefire Brazier** that is next to an enemy unit when that enemy unit is destroyed?~~
~~A. The **Balefire Brazier** is removed from the battlefield and is no longer used in the battle.~~
3. Q: Can **Mortis Reapers** use their 'Necrocaches' ability if they are not in combat?
 A: Yes.
4. ~~Q. When a **Mortis Reapers** unit uses its 'Necrocaches' ability but rolls a 1 on the D3 for the mortal damage, can it still move 6"?~~
~~A. Yes.~~
5. Q: Can enemy manifestations and faction terrain features be set up within the range of the **Bone-Tithe Nexus** 'Deathly Aura' ability?
 A: No.
6. ~~Q. Can the target of **Vokmortian's** 'Voice of Nagash' ability be affected by passive non-**CORE** abilities?~~
~~A. Yes. A target of 'Voice of Nagash' will still be affected by passive non-**CORE** abilities. In addition, it can be picked as the target of and affected by non-**CORE** abilities used by manifestations, terrain, the unit itself or by a player. The target could not be picked as the target of or affected by non-**CORE** abilities that affect them for the rest of the turn and any persisting effects from a non-**CORE** ability that is already affected the target, will temporarily cease to have any effect.~~
7. ~~**Mortek Guard** warscroll:~~
~~Change the last part of 'Shields of the Legion' to—~~
~~"...that target any friendly **OSSIARCH BONEREAPERS** units within this unit's combat range."~~
8. ~~'Imperious Will', Heroic Trait:~~
~~Change last sentence to—~~
~~"This unit can use this ability more than once per phase but only once per **FIGHT** ability."~~

SYLVANETH

1. Q: Is a unit considered to be wholly within the **creeping overgrowth** if it is not wholly within the range of a single terrain feature with an **overgrown token**, but it is wholly within overlapping ranges of multiple different terrain features with **overgrown tokens**?
A: Yes.
- ~~2. Q: If a friendly non-**HERO REVENANT** model dies in range of 2 **Grove Guardians** 'Soulshriek' ability, can their death trigger the effect for both **Grove Guardians**?
A: Yes.~~
3. 'Song of the Lost', Prayer Lore:
Change the effect to –
"Until the start of your next turn, subtract 1 from wound rolls for attacks that target that friendly unit. In addition, if the chanting roll was 8+, pick 1 of the following effects:
 - You can **Heal (3)** the target.
 - If the target is not a **MONSTER**, ignore modifiers to save rolls for the target (positive and negative) until the start of your next turn."
4. **Alarielle the Everqueen** warscroll:
Change the effect of 'The Goddess of Life' to –
"Set up a replacement unit for this unit with 8 damage points allocated to it (ward rolls cannot be made for those damage points) wholly within the **creeping overgrowth** and more than 9" from all enemy units."
5. **The Lady of Vines** warscroll:
Change the effect of 'Hand of the Everqueen' to –
"The next time this unit uses a non-Summon **SPELL** ability this phase, when picking targets for that **SPELL**, you can measure range and visibility from the target terrain feature instead of from this unit, and your opponent can measure range and visibility to the target terrain feature instead of to this unit for the purpose of the 'Unbind' ability.
6. **Grove Guardian** warscroll:
Change the effect of 'Regeneration' to –
"If the chanting roll was 6+, you can pick another eligible unit to be a second target. If a target is a non-**HERO REVENANT INFANTRY** or Dryads unit, return up to D3 models to the target unit. Otherwise, **Heal (3)** that target."

CAPTAIN'S HOUSE RULES

1. Some abilities, such as **Grove Guardian's** 'Souldshriek', or **Melusai Ironscale's** 'Ironscale's Fury' create a passive aura that cause friendly models within a range to do mortal damage when slain. Although the Rules as Written interpretation of these rules is that multiples auras will stack, effectively multiplying the amount of damage done, we will rule that only one aura will trigger the mortal damage per model slain.

FAQ CHANGES LOG

v1.1 Update: 15-Apr-2026

1. Sylvaneth – Page 3 – Removed Question on Grove Guardian's 'Soulshriek' ability.
2. Captain's House Rules – Page 3 – Added an errata on stacking abilities such as 'Soulshriek'.

v1.2 Update: 30-Apr-2026

1. Lumineth Realm-Lords – Page 1 & 2 – Removed Questions that are now answered in Official GW FAQ.
2. Maggotkin of Nurgle – Page 2 – Removed Questions that are now answered in Official GW FAQ.
3. Ossiarach Bonereapers – Page 2 – Removed Questions that are now answered in Official GW FAQ.