

# WAAAGH! PACA 2019 HOUSE RULES & CLARIFICATIONS

## OBJECTIVES

Paca is encouraging the use of scratch-built and thematic objective pieces. For this reason, **all Objectives will be considered impassable**. They may not exceed 50mm in diameter. For gameplay purposes, all measurements will still be made to the exact center point of the Objective.

## HOUSE RULES

While we are getting back into the swing of things, we will be using House Rules similar to **Midwest Meltdown**. The rules we are using are listed below. **Thanks Domus!**

### Terrain

- Army specific terrain must be on your list if used. A scratch build is acceptable as long as it is a model (not a 2d template or such) and the footprint matches the GW kit exactly.
- All Forests, including Sylvaneth Wyldwoods, will be using the Overgrown Wilderness rule from the Citadel Woods scroll.

### Allies

- Any unit in an army that does not have the army's keyword is considered an Ally. *Ex. - Order Wizard in Gnarroot Wargrove.* They don't count against Ally points / slots but do count as Allies in every other fashion. (Cant be battleline, cant get lore spells, etc..)
- Allied Heroes can never be given artefacts of power or spells from a spell lore.
- Allied units never benefit from Temple / Enclave / Stormhost / etc... rules.

### General

- A unit may only benefit from a Command ability that gives +1 attack only once per phase. (So no stacking.)
- A unit may only benefit from a Command ability that allows a unit to attack or shoot in the hero phase only once per phase.
- Additional attacks will never generate further additional attacks. (As it was in AoS 1<sup>st</sup> ed.)

### Endless Spells

- You must have paid the points cost for an Endless Spell model in order to use it in a game.
- Abilities that modify or re-roll an unbinding roll do not affect on an Endless Spell dispel roll
- Things that increase the range of a casters spells do not apply to the distance which an Endless Spell can be setup from the Caster nor can you use things that allow you to measure from a different location when setting up an Endless Spell.

### Model-specific

- Glotkin - Command ability is limited to once per hero phase.
- Lord Kroak - Impeccable Foresight command ability is limited to once per hero phase.
- Lord Kroak can not be the target of any ability or spell which specifically targets a stat he does not have.
- Seraphon Astrolith Bearer - Multiples do not stack
- Engine of the Gods - On a 14-17 result the Summoned Unit cannot move in the following movement phase.
- Summon Keeper of Secrets spell may no longer be used.
- Grot Warboss - Command ability does not stack.