



BATTLETOME: BEASTCLAW RAIDERS

Designers' Commentary, June 2018

The following commentary is intended to complement *Battletome: Beastclaw Raiders*. 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 explain and 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: The Stonehorn's Earth-shattering Charge ability states that if enemy models are within 12" of it 'at the start of your charge phase, it must attempt to charge, even if it ran in the movement phase'. Can a Stonehorn make a charge move if it retreats from combat in the same turn?

A: No.

Q: Can a Stonehorn choose not to make a charge move if the dice roll is high enough for it to make a successful charge?

A: No.