



# BATTLETOME: FLESH-EATER COURTS

Official Designers' Commentary, July 2018

The following commentary is intended to complement *Battletome: Flesh-eater Courts*. 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 stated 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: Does the Majestic Horror command trait allow the general to use a summons command ability twice during a battle?*

A: Yes.

*Q: Most Flesh-eater Courts abilities only allow you to return slain models to a unit. However, this restriction does not apply to the Drawn to Battle ability of the Ghoul Patrol warscroll battalion. Can I use the ability to take a unit above its starting strength?*

A: Yes.

