



## BATTLETOME: IRONJAWZ

Designers' Commentary, July 2018

The following commentary is intended to complement *Battletome: Ironjawz*. 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 Orruk-forged Shield ability on the Orruk Ardboys warscroll does not mention mortal wounds. Can mortal wounds be ignored on a roll of 6?*

A: No. The ability only applies to 'normal' wounds.

*Q: Can I use the Mighty Waaagh! and/or Waaagh! command abilities to affect the same unit more than once in the same phase?*

A: Yes.