



BATTLETOME: LEGIONS OF NAGASH

Designers' Commentary, June 2018

The following commentary is intended to complement *Battletome: Legions of Nagash*. 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: How large is a gravesite and a gravesite marker?

A: A gravesite is a point you pick on the battlefield that you measure to – it does not have a size as such, but you can consider it to be 1mm across if you wish. Gravesite markers are simply to help you remember where the gravesites are located, and therefore can be of any size; they have no effect on the game other than to mark the location of the gravesites, they do not interfere with movement or visibility, and they can be moved aside to allow the movement and placement of units if need be (in which case you will need to remember the location of the gravesite by other means).

*Q: If a single **HERO** is within 9" of two different gravesites, can you set up two different units from the grave, one from each gravesite?*

A: Yes.

Q: In a battle between two Legions of Nagash, do both players set up gravesites? If so, can a player use their opponent's gravesites as well as their own?

A: Yes to both questions.

Q: If I use the Unquiet Dead battle trait to set up a unit at the end of my movement phase, can the unit move?

A: No. Things that happen at the end of a phase take place after all of that phase's usual activities; in the case

of the movement phase, this means they occur after all normal moves have been made.

Q: Can I use one of the dice rolls for the Invigorating Aura ability to both heal models and then (if enough points are left over), bring back slain models? If I don't roll high enough to bring back a model with all of its wounds healed, can I bring it back with only as many wounds remaining as the dice roll?

A: No to both questions. An Invigorating Aura roll can either heal or return models, not both, and you can only use it to return slain models whose combined Wounds characteristic is equal to or less than the roll.

Q: In what order are the Deathless Minions, Morikhane, and Ceaseless Vigil (from the First Cohort) rules applied?

A: The Ceaseless Vigil ability is used first. Then the Deathless Minions and Morikhane abilities can be used (if applicable), in the order of your choice.

Q: How does Ceaseless Vigil interact with Skarbrand's Total Carnage rule?

A: Ceaseless Vigil cannot be used to reallocate wounds suffered from Total Carnage.

Q: Can the warscroll battalions for specific Legions be taken outside of the Legion named on their warscrolls?

A: The First Cohort can only be taken as part of the Grand Host of Nagash (because the other Legions cannot include Nagash). Any other battalions for specific Legions can be included as part of a different Legion as long as that Legion also includes the Mortarch that must lead it. For example, to include the Court of Nulahmia in a Legion of Sacrament army, the army would also have to include Arkhan the Black (because if the Legion of the Sacrament has any **MORTARCHS**, one must be Arkhan).

Q: In a Deathmarch battalion, can I move friendly units that are within 9" of the Wight King after he has made his 4" move?

A: Yes.

Q: Do you need to tell your opponent which edge is chosen for the Shifting Keep ability?

A: Yes.

Q: With Curse of Years, are rolls that may negate the mortal wounds inflicted by the spell taken immediately after the wounds are caused, but before you roll the dice again to see if any more mortal wounds are suffered by the target unit? If yes, do I get to roll for additional mortal wounds for wounds that were negated?

A: Yes to the first question, and no to the second question.

Q: Mannfred's command ability has a range. Is the effect worked out when the ability is used, or when the attacks are made?

A: When the attacks are made.

*Q: If Prince Vhordrai uses Fist of Nagash on a **HERO**, does that **HERO** have to be within 3" of an enemy to pile in and attack?*

A: Yes.

Q: Can I use the Bat Swarms' Blood Suckers ability to bring back models that have been slain?

A: No, it can only be used to heal the wounds on models in the unit that have not been slain.

Q: Can a Vampire Lord both be given a Nightmare and be a Flying Horror?

A: No.

*Q: Do you receive the Attacks characteristic bonus for each enemy **HERO** that dies within 9" of a Bloodseeker Palanquin?*

A: Yes.

*Q: The Black Coach has the **HERO** keyword, but is not a Leader according to the Pitched Battle profiles in the back of the book. Is this correct?*

A: Yes.

Q: Can the Sepulchral Guard be taken in a Legion of Nagash army?

A: No, but you should feel free to add the models to units of Skeleton Warriors.

Q: Can a Mourngul be taken in a Legions of Nagash army?

A: No. It can be taken in Death and Nighthaunt armies, and as an ally by a Soulblight army.