



BATTLETOME: MAGGOTKIN OF NURGLE

Designers' Commentary, June 2018

The following commentary is intended to complement *Battletome: Maggotkin of Nurgle*. 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: What happens if the Blighted Weapons ability is combined with the Blades of Putrefaction spell? Do I inflict D6 mortal wounds on a hit roll of 6+?

A: No. The 6+ roll simply triggers both effects – therefore you inflict D6 hits (roll to wound and save normally), and 1 mortal wound in addition to any other damage.

Q: Can a Lord of Blights shoot with the Munificent Bounty Death's Head?

A: No.

Q: When I use Gutrot Spume's Master of the Slime Fleet ability and include a unit of Putrid Blightkings with him, does this count as setting up one unit or two units?

A: It counts as a single set up.