



## BATTLETOME: BEASTS OF CHAOS

Designers' Commentary, October 2018

The following commentary is intended to complement *Battletome: Beasts of Chaos*. 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 and explain 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. 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

*Q: Does the Herdstone Shard affect the Ghorgon's Ravenous Bloodgreed ability?*

A: No. It only affects the Bloodgreed ability.

*Q: Can Brass Despoilers, Phantasmagoria of Fate, Pestilent Throng and Depraved Drove be used as part of a Chaos army that owes allegiance to a Chaos God? For example, can I take a Brass Despoilers battalion as part of a Khorne army?*

A: Yes.

*Q: Can a HERO from a Beasts of Chaos warscroll battalion that is part of a Chaos army that owes its allegiance to a Chaos God be given any spells/artefacts/etc. from that army's set of allegiance abilities?*

A: Yes, as long as no other restrictions apply.

*Q: With the Great Bray-Shaman's Devolve spell, does the opponent have to move all of the models in the unit?*

A: Yes. Note that each model is moved one at a time.

*Q: Does the Dragon Ogor Shaggoth's Beneath the Tempest ability stack? For example, if you have three Shaggoths on the table and you tie for priority, can you make three 4+ rolls to heal D3 wounds for each Thunderscorn unit?*

A: No.

*Q: I would like some clarification on how the Jabberslythe's Spurting Bile Blood ability is intended to work, specifically whether 'overkill' damage triggers dice rolls to test for mortal wounds. For example, if my Jabberslythe suffers 12 wounds from a single unit's melee weapon(s), do I roll 12 dice to test for mortal wounds even though the Jabberslythe has a Wounds characteristic of 10?*

A: The Spurting Bile Blood ability triggers when a wound is allocated. As wounds are allocated one at a time until the model is slain, any 'overkill' will not cause the ability to be triggered. See page 7 of the core rules, 'Allocating Wounds'.

*Q: With the Ravening Direflock's Black-souled Cowardice ability, what happens if it is impossible to place the models due to enemy models?*

A: The endless spell is dispelled. Note that you must set up the Ravening Direflock if it is possible to do so.

*Q: If a Wildfire Taurus' Whirlwind of Destruction ability forces an Idoneth Deepkin unit to fight at the end of the next combat phase, but the High Tide battle trait is in effect, does the unit fight at the start or the end of the combat phase?*

A: If two abilities that apply to a unit are contradictory and cannot both be applied, the one that was applied second takes precedence. In this case, that means the Idoneth Deepkin unit would fight at the end of the combat phase. Note this only occurs when it impossible to use both abilities. For example, if one ability gave a unit a hit modifier of +1 and another ability gave the same unit a hit modifier of -1, both would be applied (and effectively cancel each other out).

*Q: Does the note in the Pitched Battle profile for Tzaangors in the Beasts of Chaos battletome mean that they can only ever be Battleline if they are included in a Beasts of Chaos army with a Tzaangor Shaman as their general?*

A: No. Tzaangors are only not Battleline units when they are taken as part of a Beasts of Chaos army that does not have a Tzaangor Shaman as its general.