



# REALM OF CHAOS: WRATH AND RAPTURE

Designers' Commentary, January 2019

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

*Q: Can you provide an example of how depravity points are earned?*

A: Certainly. In the combat phase, a Keeper of Secrets inflicts 10 wounds on a unit of Liberators. The Liberators each have a Wounds characteristic of 2, so the first wound inflicted on each Liberator generates 1 depravity point (the second wound allocated to each Liberator does not generate a depravity point, as the model is slain). This means that the wounds inflicted by the Keeper of Secrets generate 5 depravity points in total. Remember that a wound only counts as being inflicted on a model if it is allocated to the model and not negated.