



BATTLETOME: GLOOMSPITE GITZ

Designers' Commentary, January 2019

The following commentary is intended to complement *Battletome: Gloomspite Gitz*. 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: Could you provide an example of how the Bad Moon travels across the battlefield, just to make sure I am doing it right?

A: Certainly. At the start of the battle, the Gloomspite Gitz player choose the top right-hand corner of the battlefield as the starting location of the Bad Moon. As it is on the edge of the battlefield, no models are affected by its light that round. At the start of the second battle round, if a 1 is rolled, the Bad Moon will stay on the edge of the battlefield and no models will be affected by its light that round. If a 2-5 is rolled, the Bad Moon will make 1 move, taking it to the ☾ at the centre of the top right-hand quarter of the battlefield, which will mean that models in the upper right-hand quarter of the battlefield will be affected by its light that round. If a 6 is rolled, the Bad Moon will make 2 moves, taking it to the ☼ at centre of the battlefield, and all of the models on the battlefield will be affected its light that round.

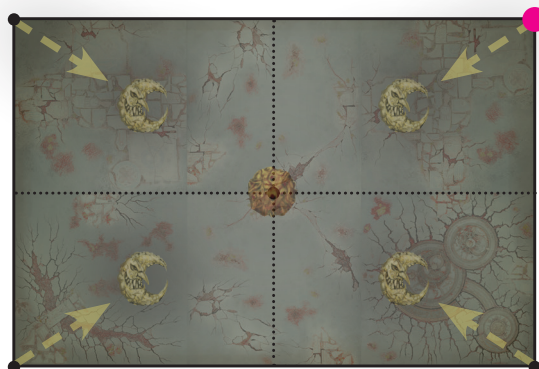


Fig. 1 – The Bad Moon starts at the location marked by the magenta dot.

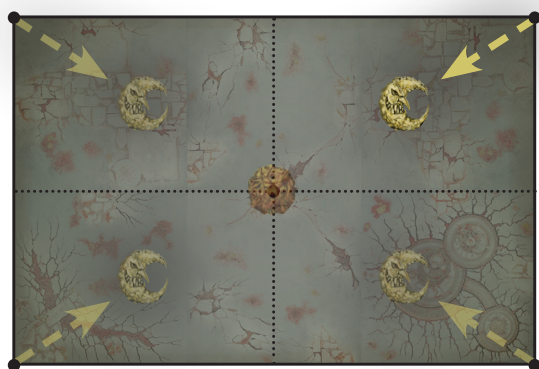


Fig. 2 – On a roll of 2-5, the Bad Moon makes 1 move to the centre of the top right-hand quarter of the battlefield.

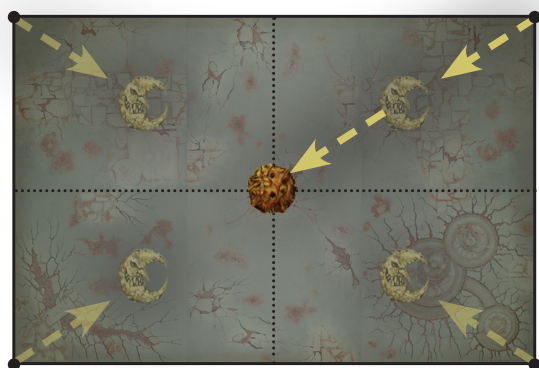


Fig. 3 – On a roll of 6, the Bad Moon makes 2 moves to the centre of the battlefield.

Q: If two Gloomspite Gitz players are playing against one another, which one rolls the dice to determine if the Bad Moon moves? (This is important because Skragrott's command ability can only be used when you roll the dice.)

A: If there are two Gloomspite Gitz players, they roll off to determine who moves the Bad Moon (just as they do to see who sets it up).

Q: When is a unit (as opposed to a model) affected by the light of the Bad Moon?

A: A unit is affected by the light of the Bad Moon if all of the models in the unit are affected by the light of the Bad Moon.

*Q: The command traits, artefacts of power and spell lores in Gloomspite Gitz say that they can be used by models with a certain keyword. For example, the spell lores can only be taken by a **HERO**, which means that the Gobbapalooza models that can cast spells can't use them (as they don't have the **HERO** keyword), while the Fungoid Cave-Shaman doesn't have the **MADCAP SHAMAN** keyword and so cannot use any of the artefacts of power. Was this intentional?*

A: Yes it was; it allowed us to make sure that important abilities only affected specific types of unit.

Q: Are terrain features, such as the Bad Moon Loonshrine, treated as units for the purposes of any other rules?

A: No, a terrain feature is not a unit.

Q: If I return a destroyed unit of Stabbas or Shootas to play, are any Fanatics that were hiding in it also returned to play?

A: No.

Q: When I use a Bad Moon Loonshrine to replace a unit that included command models and models armed with Barbed Nets, are half of those models (rounded up) returned with the unit too?

A: Yes. For example, if you replaced a unit of 30 models that included 1 Moonclan Boss, 1 Gong Basher, 1 Standard Bearer and 3 models armed with Barbed Nets, then the replacement unit would have 15 models that included 1 Moonclan Boss, 1 Gong Basher, 1 Standard Bearer and 2 models armed with Barbed Nets.

*Q: Several warscrolls don't include the **GROT** keyword even though the unit includes Grots, while other warscrolls don't include the **SQUIG** keyword, even though the unit has Squigs. For example, Squig Hoppers don't have the Grot keyword, while Sneaky Snufflers don't have the **SQUIG** keyword. Was this intentional?*

A: Yes it was; it allowed us to make sure that important abilities only affected specific types of unit.

Q: If I have two or more Fungoid Cave-Shamans in my army and on the battlefield, does each one get to use the Mouthpiece of Mork ability or only one?

A: Each one can use the ability.

Q: Should the netter in Zarbag's Gitz have the Barbed Net weapon profile?

A: No, he fights with a Slitta, but counts as having a Barbed Net for the purposes of the Netters ability.

Q: If I am playing a Skirmish game, how do I work out the renown for Zarbag and Zarbag's Gitz?

A: Divide the points cost of Zarbag and Zarbag's Gitz (160) by the number of models in the unit (8), to give the renown of each model (20). As you must take them all if you take any of them, this means that although Zarbag's renown is a bit lower than it should be and the renown of his Gitz is a bit higher than it should be, the combined total for all of the models is still correct.

Q: If a Scuttleboss has the Monstrous Mount command trait (which doubles the number of mortal wounds inflicted by Spider Venom), and is then affected by the Venom of the Spider God spell (which also doubles the number of mortal wounds inflicted by Spider Venom), are the number of mortal wounds doubled twice or only once?

A: They are doubled twice.

Q: The Aleguzzler Gargant's 'Timber!' and 'Drunken Stagger' abilities say you must pick a point 3" from this model. Can the point be within 3" of this model, or must it be exactly 3" from its base?

A: It must be exactly 3" from its base.

Q: Does the light of the Bad Moon have any effect on the Troggoth Hag's 'Hag Regeneration' ability?

A: No.

Q: Does a Loonboss with Giant Cave Squig count as having a Giant Cave Squig mount for the purposes of making Squig Hoppers into Battleline units?

A: Yes.