



BATTLETOME: BEASTS OF CHAOS

DESIGNERS' COMMENTARY, FEBRUARY 2024

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 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: Does the Aura of Insanity ability stack? For example, if 3 MORGHURITE CHAOS SPAWN were within 1" of the same enemy unit, would 3 be subtracted from that enemy unit's Attacks characteristic?
A: Yes.

Q: Does the Beastherd Ambush ability give +1 to charge rolls if the unit is set up in the same turn with different abilities, e.g. with a Soulscream Bridge?
A: Yes.

Q: If I fail the roll for the Cockatrice's Petrifying Gaze ability, can I roll again for the same unit with a different Cockatrice?
A: No.

Q: If I fail the roll for the Cockatrice's Petrifying Gaze ability, is the enemy unit I picked still treated as 'affected' by the ability?
A: Yes.

Q: If I use the Doombull's Slaughterer's Call ability on a unit that made a run move or retreated in the same turn, can that unit still charge?
A: Yes.

Q: Can a Ghorgon pick the same enemy model with its Swallow Whole ability multiple times?
A: Yes.

Q: When a Beastlord is picked to fight for the first time in a phase, if I use the Call of Battle ability, can I pick a friendly BRAYHERD unit that is more than 3" from all enemy units to pile in?
A: No.

Q: What happens if my opponent can't move a model that's the target of Blood Taunt?
A: The ability has no effect.

Q: Can models move out of coherency from the effect of Blood Taunt?
A: No.

Q: Does the Tendrils of Atrophy spell increase the number of mortal wounds caused by the Bloodgreed ability?
A: No.

Q: Can I use the Inspired triumph on a friendly UNGOR RAIDERS unit that shoots using the Hidden Volley ability?

A: Yes.

Q: Do the Rituals of Ruin heroic actions have to be carried out at the start of your hero phase?

A: Yes.

ERRATA, FEBRUARY 2024

The following errata correct errors in *Battletome: Beasts of Chaos*. The errata 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.

Page 64 – Alphabeast Instincts, Bestial Cunning

Add the following sentence:

'This ability can be used while this unit is set up in ambush as a reserve unit.'

Page 67 – Lore of the Dark Storms, Fulgurous Blades

Change the rule to:

'Fulgurous Blades is a spell that has a casting value of 6 and a range of 18". If successfully cast, pick 1 friendly **BEASTS OF CHAOS** unit wholly within range and visible to the caster. Until your next hero phase, subtract 1 from wound rolls for attacks made with melee weapons that target that unit (to a minimum of 1).'

Page 69 – Quakefray, Earthshatter

Change to:

'Earthshatter is a prayer that has an answer value of 3 and a range of 12". If answered, pick 1 objective within range of the chanter. Each unit within 6" of that objective suffers D3 mortal wounds, and, until your next hero phase, when determining the number of models in units that are contesting that objective, that number must be halved (rounding down). This prayer has no effect on **BEASTS OF CHAOS** units.'

Page 75 – Lore of the Twisted Wilds

Change the keyword restriction to:

'**BRAYHERD WIZARD** (including Unique units) only.'

Page 81 – Battle Tactics, Aid of the Wilderness

Change to:

'You complete this tactic if there are 2 or more friendly **BEASTS OF CHAOS** units wholly on a terrain feature that is wholly outside of your territory at the end of this turn.'

Page 82 – Great Bray-Shaman, Infused with Bestial Vigour

Add the following sentence:

'This ability can be used while this unit is set up in ambush as a reserve unit.'

Page 83 – Gors, Melee Weapons, Hacking Blade and Paired Hacking Blades

Change the Range characteristic to 2".

Page 83 – Bestigors, Despoilers

Change to:

‘Add 1 to wound rolls for attacks made with melee weapons by this unit while it is within 3" of any enemy units that received the All-out Defence command in the same phase.’

Page 85 – Ungor Raiders, Hidden Volley

Change to:

‘Once per battle, at the start of your movement phase, if this unit is in reserve, you can pick a point on the battlefield edge and say that this unit will unleash a hidden volley. If you do so, this unit can shoot in that phase, but it must target the closest eligible enemy unit to that point. The range and visibility to and from models in this unit are determined using the point you picked instead of the models themselves. If more than 1 enemy unit is tied to be the closest eligible enemy unit, you can pick which unit is the target.’

Page 94 – Jabberslythe

Add the following:

‘**FLY:** This unit can fly.’

Page 99 – Tzaangors, Melee Weapons, Savage Blade, Pair of Savage Blades and Savage Greatblade

Change the Range characteristic to 2".

Page 101 – Grashrak Fellhoof, Infused with Bestial Vigour

Add the following sentence:

‘This ability can be used while this unit is set up in ambush as a reserve unit.’