



# BATTLETOME: BEASTS OF CHAOS

## DESIGNERS' COMMENTARY, FEBRUARY 2023

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:** If a unit of **BESTIGORS** targets a unit with their attacks and that unit receives the *All-out Defence* command, does the unit of **BESTIGORS** get the +1 Attack characteristic bonus from the *Despoilers* ability?  
**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:** Yes.

**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:** No.

**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.

## ERRATA, FEBRUARY 2023

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 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 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 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 104 – Beasts of Chaos Tzaangor Enlightened

Change the points value to '90'.