



# BATTLETOME: GLOOMSPITE GITZ

## DESIGNERS' COMMENTARY, FEBRUARY 2024

The following commentary is intended to complement *Battletome: Daughters of Khaine*. 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:** *If a Dankhold Trogboss issues the All-out Attack command to a Krondspine Incarnate of Ghur that it is bonded to, do all friendly **TROGGOTH** units within Domination Range of that Krondspine also gain an additional attack from the Trogboss's Shepherd of Destruction ability?*

**A:** No. Shepherd of Destruction requires the All-out Attack command to be issued to a friendly **TROGGOTH** unit for it to take effect.

## ERRATA, APRIL 2024

The following errata correct errors in *Battletome: Gloomspite Gitz*. 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 – Lore of the Moonclans, Nikkit! Nikkit!

Change the last sentence of the rule to:

'In addition, if that model bears an artefact of power and the unmodified casting roll was 10+, that model's artefact of power can no longer be used (if it was used to enhance a weapon, that weapon reverts to its normal form).'

### Page 91 – Skragrott, the Loonking, Fangz of da Bad Moon

Change the second sentence of the rule to:

'If successfully cast, pick 1 enemy unit within range and visible to the caster and roll a number of dice equal to the unmodified casting roll.'

### Page 92 – Gobbapalooza, Gobbapalooza Know-wotz

Change the first paragraph to:

'Once per turn in your hero phase, this unit can use its Gobbapalooza Know-wotz. If it does so, pick 1 of the following effects to apply. A unit cannot be affected by the same effect of this ability more than once at the same time.'

### Page 95 – Squigboss with Gnasha-squig, Release Da Squigs

Change the last sentence of the rule to:

'If you do so, each friendly **SQUIG HERO** unit wholly within 12" of this unit that has not moved this phase can make a normal move.'

### Page 103 – Squig Herd, Squigs Gone Wild

Change the rule to:

'Each time a Cave Squig in this unit flees as a result of a failed battleshock test, before that model is removed from play, roll a dice. On a 2+, you can pick 1 enemy unit within 9" of that model. That unit suffers 1 mortal wound.'

### Page 103 – Loonboss on Giant Cave Squig

Add the following:

'**FLY:** This unit can fly.'

### Page 112 – Webspinner Shaman on Arachnarok Spider, Keywords

Add the '**GROT**' and '**HERO**' keywords.

### Page 119 – Pitched Battle Profiles, Arachnarok Spider with Flinger

Add 'Single' to the Notes column.