



BATTLETOME: FLESH-EATER COURTS

DESIGNERS' COMMENTARY, FEBRUARY 2024

The following commentary is intended to complement *Battletome: Flesh-eater Courts*. 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 an enemy unit is in combat with Ushoran for more than one turn, can his Shroudage Fragment ability reduce that unit's Bravery characteristic by more than 1?

A: Yes.

Q: When setting up a replacement unit using the Summon Loyal Subjects battle trait, do I need to factor in the half of the models in that unit that count as having been slain for the purposes of battleshock?

A: No.

Q: If a Cryptguard unit with enough models in it surrounds Ushoran so that his base is wholly within 3" of that unit, would he be affected by their Royal Bodyguard ability?

A: Yes.

Q: If a Crypt Flyers unit with enough models in it surrounds a Charnel Throne so that terrain feature is wholly within 3" of that unit, could they use the Escort Courtier ability to pick a HERO that is garrisoning that terrain feature?

A: Yes.

Q: Can the Varghulf Courtier use its Victory Feast ability to retreat at the end of the combat phase even if there are no longer any enemy units in combat with it?

A: No.

Q: Does the Scent of Blood heroic action allow the HERO using it to move out of combat, assuming it moves further than 3" from any enemy model(s) it is in combat with and ends that move closer to an enemy unit that has any wounds allocated to it?

A: Yes.

Q: Can you use the Scent of Blood heroic action if no enemy units have wounds allocated to them?

A: No.

Q: Does the Charnel Throne's Ghoulish Landmark ability force enemies to take a battleshock test if within range, even if they have an ability that states a unit 'does not take' a battleshock test (e.g. Ossiararch Bonereapers' Ranks Unbroken by Dissent)?

A: Yes.

Q: Do you need to climb over a Cadaverous Barricade (instead of moving through it), and can it be affected by abilities that affect terrain features, such as Smash to Rubble?

A: Yes to both questions.

Q: Can the Royal Decapitator use their Off with their Head! ability if they were slain earlier in the phase?

A: No.

Q: When picking a delusion using Ushoran's Epicentre of Delusion ability, can I pick the same delusion as the one I picked before the start of the first turn?

A: No.

Q: If I have picked The Feast Day delusion, does Ushoran still need to have 6 noble deeds points for friendly Flesh-eater Courts units wholly within 24" of him to be affected by Feeding Frenzy?

A: Yes. Although friendly **FLESH-EATER COURTS** units wholly within 12" would be affected by Feeding Frenzy when Ushoran has 4 or more noble deeds points, those units that are more than 12" away but wholly within 24" of him would be affected only when he has 6 noble deeds points.

ERRATA, FEBRUARY 2024

The following errata correct errors in *Battletome: Flesh-eater Courts*. 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 52 – Muster Guard

Change to: 'At the end of your movement phase, each friendly **COURTIER** can spend 1 of their noble deeds points to return 1 slain model with a Wounds characteristic of 1 to a friendly **SERFS** unit that is within 10" of them, or 2 of their noble deeds points to return 1 slain model to a friendly **SERFS** or **KNIGHTS** unit that is within 10" of them. You can use this ability multiple times each turn as long as the required noble deeds points are available.'

Page 52 – Noble Deeds

Add the following to the third paragraph: 'Each time a friendly **ABHORRANT** fights, if that unit is mounted, any wounds caused by attacks made by the rider must be allocated first, followed by wounds allocated by attacks made by its mount.'

Page 52 – Summon Loyal Subjects

Change the last sentence to: 'Remaining models which are not set up as part of the replacement unit count as having been slain and can be returned to the replacement unit using, for example, the Muster Guard ability or Rally command ability.'

Page 54 – Master of the Menagerie

Add the following: 'In addition, when that unit is set up, it can be set up wholly within 7" of the edge of the battlefield instead of 6".'

Page 57 – Rites of Delusion, The Summerking's Favour

Change the last sentence to: 'Until your next hero phase, that **HERO** gains 1 noble deeds point each time an enemy model is slain by an attack made by that **HERO**.'

Page 59 – Blisterskin, Pious Nobility

Change to: 'Friendly **BLISTERSKIN ABHORRANTS** gain the **PRIEST** keyword but they cannot cast spells and chant prayers in the same hero phase.'

Page 74 – Grand Justice Gormayne, Pronounce Judgement, Dishonourable Conduct in Battle

Change to: 'Pick 1 enemy unit that is visible to this unit and more than 3" from all friendly units. Roll a dice. On a 3+, until the end of the turn, friendly **FLESH-EATER COURTS** units can charge even if they ran earlier in the turn, as long as they finish the charge move within ½" of the enemy unit you picked.'

Page 80 – Cryptguard, Royal Bodyguard

Change to: 'This unit has a ward of 5+. In addition, add 1 to ward rolls for friendly **FLESH-EATER COURTS HEROES** wholly within 3" of any units with this ability.'

Page 84 – Royal Zombie Dragon, Loathsome Descent

Change the first sentence to: 'During deployment, instead of setting up this unit on the battlefield, you can place it to one side and say that it is circling high above as a reserve unit.'

Page 86 – Chalice of Ushoran, Soul Stealer

Change the last sentence to: 'For each 4+, the commanding player can heal 1 wound allocated to 1 **FLESH-EATER COURTS** model within 12" of this endless spell or return 1 slain model with a Wounds characteristic of 1 to a **FLESH-EATER COURTS** unit that is wholly within 12" of this endless spell.'

Designer's Note: *The end of the turn' is treated as a phase for the purposes of this ability. When you use this ability to return slain models to a unit, the set-up restrictions for returning slain models apply (core rules, 14.2.1).*