



# BATTLETOME: NIGHTHAUNT

## DESIGNERS' COMMENTARY, JUNE 2022

The following commentary is intended to complement *Battletome: Nighthaunt*. 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:** *Can a unit of Furies use its 'Sneaky Little Devils' ability while within 3" of a NIGHTHAUNT unit with the GRIEVING LEGION keyword?*

**A:** Yes.

## ERRATA, JUNE 2022

The following errata correct errors in *Battletome: Nighthaunt*. 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 84** – Dreadblade Harrow, Curse of Loyalty

Change the rule to read:

'Once per battle round, if your general **has the NIGHTHAUNT keyword** and issues a command, this unit can issue the same command in the same phase without a command point being spent. If it does so, that command must be received by a friendly NIGHTHAUNT unit.'