



BATTLETOME: FLESH-EATER COURTS

Designers' Commentary, July 2019

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 explain and 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 stated 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 I duplicate mount traits for my Flesh-eater Courts army if I can take more than one?

A: Yes.

Q: Can a Ghoul King on Terrorgheist or Zombie Dragon use the Ruler of All He Surveys scenery rule from the Charnel Throne warscroll?

A: No.

Q: Can any number of Abhorrant Archregents and Abhorrant Ghoul Kings use the Ruler of All He Surveys scenery rule for a single Charnel Throne on the same turn?

A: Yes.

*Q: When I use a Muster ability for a **COURTIER**, do I roll separately for each **COURTIER**? And do I only roll 6 dice for each **COURTIER**, no matter how many **COURTIERS** are on the battlefield?*

A: Yes to both questions. For example, if you had three **COURTIERS**, you would pick one **COURTIER**, then roll 6 dice and resolve the results for that **COURTIER**, then move onto the next **COURTIER** and roll 6 dice, and so on.

Q: Is it intended that the Royal Zombie Dragon does not benefit from a healing ability?

A: Yes.

Q: In a Pitched Battle, Royal Terrorgheists and Royal Zombie Dragons from a Gristlegore army are Battleline. Are they still counted Behemoths as well?

A: No.

Q: Some abilities allow you to return a slain model to a unit. When you do so, does the slain model have to originally have come from the unit that it is returned to?

A: Yes.

Q: If I have 3 Abhorrant Ghoul Kings on the battlefield, can I spend 3 command points to use the 'Summon Men-at-arms' command ability 3 times at the end of the same movement phase?

A: Yes.

*Q: Call to War allows a **GRISTLEGORE HERO** to pile in and then attack as a reaction to being slain. Can I use Feeding Frenzy to fight again after using Call to War?*

A: Yes. Call to War happens before the slain model is removed play, temporarily halting the normal game sequence at that point. The Feeding Frenzy command ability can be used after Call to War to allow the model to fight for a second time. The normal game sequence is then returned to, and the slain model is removed from play.