BATTLETOME: GLOOMSPITE GITZ

DESIGNERS' COMMENTARY, JULY 2021

The following commentary is intended to complement *Battletome: Gloomspite Gitz*. 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: Could you provide an example of how the Bad Moon travels across the battlefield, just to make sure I am doing it right?
A: Certainly. At the start of the battle, the Gloomspite Gitz player chooses the top right-hand corner of the battlefield as the starting location of the Bad Moon. As it is on the edge of the battlefield, no models are affected by its light that round. At the start of the second battle round, if a 1 is rolled, the Bad Moon will stay on the edge of the battlefield and no models will be affected by its light that round. If a 2-5 is rolled, the Bad Moon will make 1 move, taking it to the at the centre of the top right-hand quarter of the battlefield, which will mean that models in the upper right-hand quarter of the battlefield will be affected by its light that round. If a 6 is rolled, the Bad Moon will make 2 moves, taking it to the at centre of the battlefield, and all of the models on the battlefield will be affected its light that round.

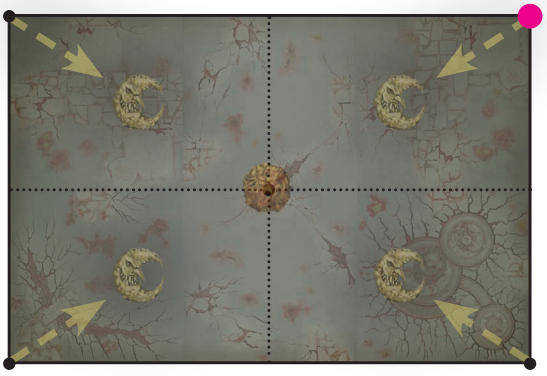

Fig. 1 – The Bad Moon starts at the location marked by the magenta dot.

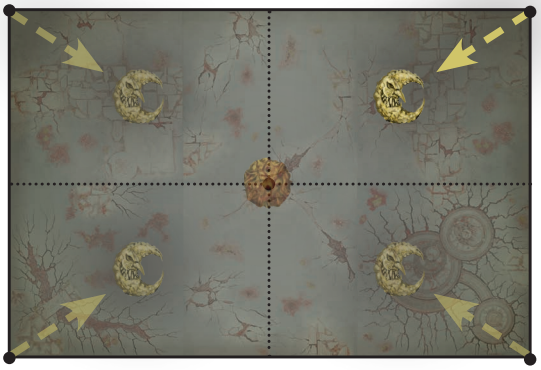

Fig. 2 – On a roll of 2-5, the Bad Moon makes 1 move to the centre of the top right-hand quarter of the battlefield.

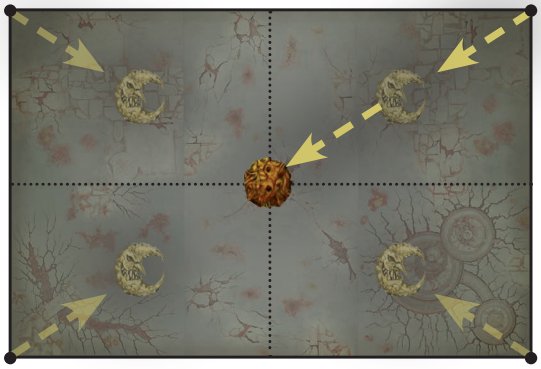

Fig. 3 – On a roll of 6, the Bad Moon makes 2 moves to the centre of the battlefield.

Q: If two Gloomspite Gitz players are playing against one another, which one rolls the dice to determine if the Bad Moon moves? (This is important because Skragrott's command ability can only be used when you roll the dice.)
A: If there are two Gloomspite Gitz players, they roll off to determine who moves the Bad Moon (just as they do to see who sets it up).

Q: When is a unit (as opposed to a model) affected by the light of the Bad Moon?
A: A unit is affected by the light of the Bad Moon if all of the models in the unit are affected by the light of the Bad Moon.

Q: The command traits, artefacts of power and spell lores in Gloomspite Gitz say that they can used by models with a certain keyword. For example, the spell lores can only be taken by a **Hero**, *which means that the Gobbapalooza models that can cast spells can't use them (as they don't have the* **Hero** *keyword), while the Fungoid Cave-Shaman doesn't have the* **Madcap Shaman** *keyword and so cannot use any of the artefacts of power. Was this intentional?*
A: Yes it was; it allowed us to make sure that important abilities only affected specific types of unit.

Q: If I return a destroyed unit of Stabbas or Shootas to play, are any Fanatics that were hiding in it also returned to play?
A: No.

Q: When I use a Bad Moon Loonshrine to replace a unit that included command models and models armed with Barbed Nets, are half of those models (rounded up) returned with the unit too?
A: Yes.

Q: Several warscrolls don't include the **Grot** *keyword even though the unit includes Grots, while other warscrolls don't include the* **Squig** *keyword, even though the unit has Squigs. Was this intentional?*
A: Yes it was; it allowed us to make sure that important abilities only affected specific types of unit.

Q: Should the netter in Zarbag's Gitz have the Barbed Net weapon profile?
A: No, he fights with a Slitta, but counts as having a Barbed Net for the purposes of the Netters ability.

Q: The Aleguzzler Gargant's 'Timber!' and 'Drunken Stagger' abilities say you must pick a point 3" from this model. Can the point be within 3" of this model, or must it be exactly 3" from its base?
A: It must be exactly 3" from its base.

Q: Does the light of the Bad Moon have any effect on the Troggoth Hag's 'Hag Regeneration' ability?
A: No.

Q: Does a Loonboss with Giant Cave Squig count as having a Giant Cave Squig mount for the purposes of making Squig Hoppers into Battleline units?
A: Yes.

ERRATA, JULY 2021

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 62 – Blessings of the Bad Moon, The Clammy Hand
Change to:
'If this general is within 12" of a Bad Moon Loonshrine in your army at the end of your turn, you can use the Bad Moon Loonshrine's 'Moonclan Lair' scenery rule 2 times at the end of that turn.'

Page 65 – Glinty Gubbinz That Troggoths Found, Shiny Wotnot
Change the last sentence to:
'If the mortal wound was caused by an endless spell, on a 6+, that mortal wound is negated and that endless spell is dispelled (any other mortal wounds it could have caused are negated).'

Page 66 – Spell Lores
Delete the paragraph under the header.

Page 66 – Lore of the Moonclans
Change the caveat under the table header to:
'**Moonclan Wizard** (including Unique units) only.'

Page 67 – Lore of the Spiderfangs
Change the caveat under the table header to:
'**Spiderfang Wizard** (including Unique units) only.'

Page 67 – Deadly Webbing
Add the following to the end of the rule:
'(core rules, 28.1.3)'

Page 68 – Bad Moon Loonshrine
Delete the paragraph under the header (it is replaced with the rule on the Bad Moon Loonshrine warscroll in this document).

Pages 72-77 – Path to Glory
These Path to Glory campaign rules are not compatible with the latest version of the Path to Glory rules from the Core Book. You can still use them to run a 'classic' Path to Glory campaign, or you can use the rules from the Core Book to run a 'modern' Path to Glory campaign.

Page 74 – Fanatics Followers Table, D6 roll of 1-3
Change Followers to:
'5 Loonsmasha Fanatics*'

Page 75 – Fanatics Followers Table, D6 roll of 4-6
Change Followers to:
'5 Sporesplatta Fanatics*'

Page 84 – Skragrott, The Loonking's Entreaty
Delete the 'Command Abilities' header (it is no longer a command ability). Change the rule to:
'Once per battle, if this unit is your general and on the battlefield, before you roll the dice that determines how far the Bad Moon moves that battle round, you can choose for the Bad Moon to either not move that battle round or to make 1 move or 2 moves that battle round (do not roll the dice to determine how far it moves).'

Pages 85 to 87 – Hallucinogenic Fungus Brews
Change to:
'In the first battle round, this unit has a ward of 5+. In the second battle round, this unit has a ward of 6+.'

Page 89 – Loonboss, I'm Da Boss, Now Stab 'Em Good!
Change the first and second sentences to:
'You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **Moonclan Grot** unit wholly within 12" of a friendly model with this command ability, or wholly within 24" of a model with this command ability that is your general.'

Page 89 – Loonboss with Giant Cave Squig, I'm Da Boss, Now Stab 'Em Good!
Change the first and second sentences to:
'You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **Moonclan Grot** unit wholly within 12" of a friendly model with this command ability, or wholly within 24" of a model with this command ability that is your general.'

Pages 94 and 95 – Backstabbing Mob
Change to:
'Add 1 to wound rolls for attacks made with melee weapons by this unit while it has at least 10 models.'

Page 103 – Scuttleboss on Gigantic Spider, Ride 'Em All Down!
Change the first and second sentences to:
'You can use this command ability at the start of your charge phase. If you do so, pick 1 friendly **Spiderfang Grot** unit wholly within 18" of a friendly model with this command ability.'

Page 68, 109-110 – Endless Spell and Faction Terrain warscrolls
Replace these warscrolls with the ones in this document.

The Malevolent Moon is conjured when a shaman raises high a carved loonstone simulacrum of the Bad Moon and jabbers the right words. The statue swells into a cackling, glowing abomination that sweeps across the battlefield wreaking havoc.

ENDLESS SPELL WARSCROLL

MALEVOLENT MOON

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 6". If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations. Only **Gloomspite Gitz Wizards** can attempt to summon this endless spell.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly.

Malevolent Intentions: *A Malevolent Moon crashes through its foes, biting or crushing them as it goes.*

After this endless spell has moved, roll a dice for each unit that has any models it passed across. On a 2+, that unit suffers D3 mortal wounds.

Moon of Ill Omen: *A Malevolent Moon draws lesser spells towards itself, swallowing them up in its glowing mass.*

Subtract 1 from casting rolls for **Wizards** within 9" of this endless spell. Subtract 2 from casting rolls instead for **Wizards** within 3" of this endless spell. **Gloomspite Gitz Wizards** are not affected by this ability.

Mork's Mighty Mushroom begins as a single spore plucked from between the caster's filthy toes. By the time it is flung at the foe, it has swollen into a fully grown mushroom, and within moments it blooms into something huge and unutterably foul.

ENDLESS SPELL WARSCROLL

MORK'S MIGHTY MUSHROOM

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 6D6". If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations. Only **Gloomspite Gitz Wizards** can attempt to summon this endless spell.

Mutating Spores: *Grots know to steer clear of even the smallest skullshrooms, as their spores have a terrifying and immediate effect upon those who come into contact with them. When Mork's Mighty Mushroom erupts onto the battlefield, it belches inescapable clouds of these horrible motes that cause smaller skullshrooms to violently burst forth from everything they touch – a process that has particularly messy results upon living things.*

At the start of the shooting phase, roll a number of dice for each unit within 8" of this endless spell equal to the number of models in that unit that are within 8" of this endless spell. For each 5+, that unit suffers 1 mortal wound.

Scrapskuttle's Arachnacauldron fumes with sorcerous energies, and a shaman who drinks of its foul fluids feels magical knowledge burn through their brain. Yet the cauldron squeals always with idiot hunger, and there is a price to be paid for the arcane power it bestows.

ENDLESS SPELL WARSCROLL

SCRAPSKUTTLE'S ARACHNACAULDRON

SUMMONING: This endless spell is summoned with a spell that has a casting value of 5 and a range of 1". If successfully cast, set up this endless spell within range and visible to the caster, and more than 1" from all other models, other endless spells and invocations. Only **Gloomspite Gitz Wizards** can attempt to summon this endless spell.

A **Wizard** in a garrison cannot attempt to summon this endless spell, and if this endless spell is summoned, the **Wizard** that summoned it cannot join a garrison until this endless spell has been removed from play.

LINKED: This endless spell must remain within 1" of the model that summoned it. For rules purposes, this endless spell and the model that summoned it are treated as a single model that uses that model's warscroll, with the addition of the abilities on this warscroll.

If the model that summoned this endless spell is slain, then this endless spell is immediately removed from play.

If this endless spell is dispelled and the model that summoned it has not been slain, remove this endless spell from play but leave the model that summoned it on the battlefield.

Blessings of the Cauldron: *Scrapskuttle's Arachnacauldron grants great arcane power to the one brave or mad enough to call upon its aid.*

You can re-roll casting, dispelling and unbinding rolls for the model that summoned this endless spell while this endless spell is on the battlefield. In addition, the model that summoned this endless spell knows all the spells from the Lore of the Moonclans while this endless spell is on the battlefield.

Bloodslither Pact: *Scrapskuttle's Arachnacauldron only imparts its gifts when live victims are plunged screaming into the bubbling broth that sloshes around in its iron belly. If no enemies are nearby, then allies or even the caster will have to be sacrificed!*

After this endless spell is set up and at the start of each of their hero phases, the commanding player must pick 1 unit within 3" of the model that summoned this endless spell. That unit suffers D3 mortal wounds.

Designer's Note: *If there are no other units within 3", then the model that summoned this endless spell will suffer the mortal wounds.*

First comes a weird whispering, a rising scrape and skitter like a wind through dry leaves. Then the Scuttletide spills out onto the battlefield, sorcerous spiders by the thousand squeezing from cracks in the ground and surging from shadows and undergrowth to overrun and frenziedly bite everything in their path.

ENDLESS SPELL WARSCROLL

SCUTTLETIDE

SUMMONING: This endless spell is summoned with a spell that has a casting value of 7 and a range of 6". Add 1 to casting rolls for this spell if the caster is a **Spiderfang Wizard**. If successfully cast, set up this endless spell within range of a terrain feature and visible to the caster, and more than 1" from all models, other endless spells and invocations. Only **Gloomspite Gitz Wizards** can attempt to summon this endless spell.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 6".

Scuttling Horde: *A Scuttletide seethes across the battlefield, biting and poisoning anything that gets in its way or that approaches too closely.*

After this endless spell has moved, the commanding player can pick 1 unit within 1" of this endless spell and roll 6 dice. For each 5+, that unit suffers 1 mortal wound. In addition, roll 6 dice for each unit that finishes a normal move or charge move within 6" of this endless spell. For each 5+, that unit suffers 1 mortal wound. Spiderfang units are not affected by this ability.

Where the Fangz of the Bad Moon fall, they smash down upon the landscape causing untold devastation. Then come the Gloomspite hordes, creeping from below to hew these loonstone outcroppings into grotesque shrinelairs that soon become encrusted with fungi and imbued with the sinister energies of their progenitor rock.

FACTION TERRAIN WARSCROLL

BAD MOON LOONSHRINE

FACTION TERRAIN: Only Gloomspite Gitz armies can include this faction terrain feature.

SET UP: After territories are determined, you can set up this faction terrain feature wholly within your territory and more than 3" from all objectives and other terrain features. If these restrictions mean you cannot set up this faction terrain feature, you can remove 1 terrain feature that is wholly or partially within your territory and attempt to set up this faction terrain feature again. If it is still impossible to set up this faction terrain feature, then it is not used. If both players can set up faction terrain features at the same time, they must roll off and the winner chooses who sets up their faction terrain features first.

DEFENSIBLE: This terrain feature is a defensible terrain feature that can be garrisoned by up to 30 models.

Loonatic Courage: *Larger loonstone meteorites are hacked painstakingly into crude but surprisingly lifelike effigies of the Bad Moon. Their boggle-eyed glare inspires fanatical courage in the Bad Moon's myriad servants.*

Do not take battleshock tests for **Gloomspite Gitz** units wholly within 12" of this terrain feature.

Moonclan Lairs: *The Gloomspite Gitz use Moonclan-dug tunnels to reach nearby Loonshrines. In battle, reinforcements emerge from these echoing subterranean passages.*

At the end of each of your turns, you can pick 1 friendly **Stabbas** or **Shootas** unit that has been destroyed. If your general has the **Spiderfang** keyword, you must pick 1 friendly **Spider Riders** unit that has been destroyed instead. If your general has the **Squig** keyword, you must pick 1 friendly **Squig Herd**, **Squig Hoppers** or **Boingrot Bounderz** unit that has been destroyed instead. If your general has the **Troggoth** keyword, you must pick 1 friendly **Troggoth** unit with a Wounds characteristic of 5 or less that has been destroyed instead. After you pick a unit that has been destroyed, roll a dice. On a 4+, a new replacement unit with half of the models from the unit that was destroyed (rounding up) is added to your army. Set up that unit wholly within 12" of a Bad Moon Loonshrine in your army and more than 3" from all enemy units. Each destroyed unit can only be replaced once – replacement units cannot themselves be replaced.