



BATTLETOME: OSSIARCH BONEREAPERS

Designers' Commentary, November 2019

The following commentary is intended to complement *Battletome: Ossiarch Bonereapers*. 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: If I take Ossiarch Bonereapers units in a Grand Alliance: Death army, can the Ossiarch Bonereapers units use command points and their unit command abilities (e.g. 'Shieldwall')?

A: Yes.

Q: If my army is an Ossiarch Bonereapers army, do I still receive command points as described in the core rules even though I cannot use them during a battle?

A: Yes.

Q: Some events, such as tournaments, will have battlefields with terrain features that have been set up before both players arrive at the table. In cases such as this, how do I set up my Bone-tithe Nexus?

A: If you are ever unsure about how terrain features are placed during an event, ask the event organiser.

Q: Can Katakros, Mortarch of the Necropolis, benefit from the 'Reinforce Battle-shields' spell?

A: No, the 'Shields' in this rule refer to the weapon option for Mortek Guard and Kavalos Deathriders units.

Q: If a mortal wound inflicted by the 'Curse of Years' spell is negated, do I roll another dice as described within the rules text?

A: No.

Q: Can I use an Umbral Spellportal to measure the range and visibility of the 'Mortal Touch' spell if it is successfully cast?

A: Yes.

Q: Can I use the 'Endless Duty' command ability on a Mortek Crawler to give the Dread Catapult's 'Cauldron of Torment' or 'Cursed Stele' 2 attacks instead of 1?

A: No, a Dread Catapult can only make 1 'Cauldron of Torment' and 1 'Cursed Stele' attack per battle.

Q: Can you clarify how wounds are allocated from an attack made with the Dread Catapult's 'Cauldron of Torment'?

A: Certainly, 1 model from the target unit is slain for each individual dice roll that is equal to or greater than the unmodified Bravery characteristic of the target unit.