



BATTLETOME: SONS OF BEHEMAT

Designers' Commentary, November 2020

The following commentary is intended to complement *Battletome: Sons of Behemat*. 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: Some objectives behave differently in different areas of the battlefield (e.g. 'Battleplan: Scorched Earth 2020' or 'Battleplan: Border War'). Does this mean that the value of an objective can change when it's kicked into different territories?

A: Yes.

Q: Can a unit shoot using the 'Chuck Rocks' battle trait more than once in the same shooting phase if I use the Stomper Tribes 'Grab Those Rocks and Chuck 'Em at Somethin!'

A: No.

*Q: If a friendly **MANCRUSHER** or **MEGA-GARGANT** is within 6" of 2 objectives that I currently control and there are enemy models on both objectives, can that single **MANCRUSHER** or **MEGA-GARGANT** model retain control of both objectives using the 'Mightier Makes Rightier' battle trait?*

A: No.

*Q: The designer's note on 'Mightier Makes Rightier' states that in battleplans that do not follow the normal rules for controlling objectives, you can pick whether to use the battle trait or to follow the rules from the battleplan. Does this mean, for example, in 'Battleplan: Places of Arcane Power', I could choose to contest an objective with a friendly **MANCRUSHER** unit even though it does not have the Leader battlefield role?*

A: Yes.

*Q: Does the **RUBBLE** keyword grant any additional rules to a terrain feature?*

A: No.

Q: Are the garrison rules on terrain warscrolls scenery rules?

A: No.

*Q: What happens to a unit if it is garrisoned in a terrain feature that is reduced to **RUBBLE**?*

A: Nothing.

*Q: Does a **MEGA-GARGANT** with the 'Longshanks' ability count as having retreated if it starts a normal move within 3" of an enemy model that has a Wounds characteristic of 10 or less?*

A: Yes.