BATTLETOME: SOULBLIGHT GRAVELORDS

DESIGNERS' COMMENTARY, AUGUST 2021

The following commentary is intended to complement *Battletome: Soulblight Gravelords*. 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 I use the Deathly Invocation battle trait with each of my **Heroes** *or only with 1* **Hero***?*
A: With each **Hero**.

Q: Does the 'The Newly Dead' ability on the Deadwalker Zombies warscroll apply to mortal wounds that are inflicted by the unit?
A: Yes.

ERRATA, AUGUST 2021

The following errata correct errors in *Battletome: Soulblight Gravelords*. 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 73 – The Unquiet Dead
Add the following to the end of the first paragraph:
'If both players can set up gravesites at the same time, or if one player can set up faction terrain features at the same time as the other player can set up gravesites, they must roll off, and the winner chooses who sets up their faction terrain features or gravesites first.'

Page 73 – Endless Legions
Change the rule text to:
'At the end of the battleshock phase, count the number of enemy units that were destroyed during that turn and roll a dice, adding the number of destroyed enemy units to the roll. On a 5+, you can pick 1 friendly **Soulblight Gravelords Summonable Deadwalkers** or **Soulblight Gravelords Summonable Deathrattle** unit in your army that has been destroyed. If you do so, a new replacement unit with half the number of models in the unit that was destroyed (rounding up) is added to your army. Set up that unit wholly within 12" of a gravesite and more than 9" from all enemy units. Each destroyed unit can only be replaced once – replacement units cannot themselves be replaced.'

Page 77 – Artefacts of Power, Morbheg's Claw
Change the last sentence to:
'However, the bearer cannot make a normal move, run, retreat, make a charge move, shoot or fight until your next hero phase.'

Page 78 – Command Traits, Hunter's Snare
Add the following to the end of the rule:
'This general does not receive any further modification to this number for being a **Monster** or having a Wounds characteristic of 5 or more.'

Page 80 – Battle Traits, Might of the Crimson Keep
Change the first sentence to:
'Each time the damage inflicted by an attack made with a melee weapon used by a friendly **Kastelai Dynasty Vampire** unit destroys an enemy unit, that friendly unit gains the relevant ability below for the rest of the battle.'

Page 82 – Battle Traits, Cursed Abominations
Delete the second rules paragraph and add the following to the start of the first rules paragraph:
'Cursed Abominations are unique enhancements.'

Page 84 – Spell Lores
Delete the sentence that reads:
'In addition, you can choose or roll for 1 spell from one of the following tables for each **Wizard** in a Soulblight Gravelords army.'

Page 84 –Lore of the Vampires
Change the caveat under the table header to:
'**Nagash** and **Vampire Wizards** (including Unique units) only.'

Page 84 – Spell Lores, Vile Transference
Change the rule to:
'Vile Transference is a spell that has a casting value of 7. If successfully cast, pick 1 enemy unit within 3" of the caster that is visible to them. Roll a number of dice equal to that enemy unit's Wounds characteristic. For each 6, that unit suffers 1 mortal wound and you can heal 1 wound allocated to the caster.'

Page 85 –Lore of the Deathmages
Change the caveat under the table header to:
'**Nagash**, **Mortarchs** and **Deathmages Wizards** (including Unique units) only.'

Page 88-91 – 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 98 – Alakanash, the Staff of Power
Change the second sentence of the rule to:
'In addition, this model can attempt to cast Arcane Bolt any number of times in the same hero phase, even if another **Wizard** has already attempted to cast the spell in that phase.'

Page 104 – Command Abilities, A Queen Amongst Monsters
Change the first two sentences of the rule to:
'This model can issue this command at the start of your hero phase. If it does so, pick 1 enemy unit that is visible to this model.'

Page 105 – Command Abilities, Festering Feast
Change the rule to:
'This model can issue this command at the end of the combat phase. The command can only be received by a friendly **Soulblight Gravelords** unit that made any attacks in that phase that destroyed any enemy units. You can heal up to D6 wounds allocated to that **Soulblight Gravelords** unit.'

Page 106 – Belladamma, Pack Alpha
Change the final sentence of the rule to:
'Until your next hero phase, that unit is eligible to fight in the combat phase if it is within 6" of an enemy unit instead of 3", and it can move an extra 3" when it piles in.'

Page 107 – Kritza, Scurrying Retreat
Change the rule to:
'At the end of your movement phase, if this model has been slain, roll a dice. On a 4+, you can set up this model anywhere on the battlefield more than 9" from all enemy units, with all wounds allocated to it removed.'

Page 120 – Deadwalker Zombies, The Newly Dead
Add the following to the end of the rule:
'Models that are added to this unit must be set up within 1" of a model in this unit. They can only be set up within 3" of an enemy unit if a model in this unit is already within 3" of that enemy unit. Models added to this unit using this ability can take it above its maximum size.'

Page 124 – Wight King and Wight King on Skeletal Steed, Lord of Bones
Change the first sentence of the rule to:
'You can use this command ability at the start of the combat phase.'

Page 128 – Pitched Battle profiles
Replace the merged profiles for Radukar's Court with the following individual profiles for each of the units in the Court:

SOULBLIGHT GRAVELORDS WARSCROLL	UNIT SIZE MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Radukar the Wolf	1	1	150	Leader	Single, Unique. Cannot be included in the same army as Radukar the Beast.
Gorslav the Gravekeeper	1	1	75	Leader	Single, Unique
Torgillius the Chamberlain	1	1	115	Leader	Single, Unique
Watch Captain Halgrim	1	1	80	Leader	Single, Unique
Kosargi Nightguard	2	4	95		
Vargskyr	1	1	115		Single
Vyrkos Blood-born	3	6	125		

Designer's Note: *You no longer have to take all of these units as a set and can take each of them individually.*