BATTLETOME: OSSIARCH BONEREAPERS

DESIGNERS' COMMENTARY, JULY 2023

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

Q: Can I unbind spells that are cast at the end of the hero phase by a Mortisan Soulmason with its 'Mortek Throne' ability?
A: Yes.

ERRATA, JULY 2023

The following errata corrects errors in *Battletome: Ossiarch Bonereapers*. 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 75 – Ossiarch Commands
Add the following to the end of the first paragraph:
'Only **Ossiarch Bonereapers** units can issue Ossiarch commands.'

Page 76 – Command Traits, Dark Acolyte
Change to:
'**Wizard** only. In your hero phase, if the first spell this general attempts to cast from the Lore of Ossian Sorcery in that phase is successfully cast, that spell cannot be unbound.'

Page 78 – Lore of Ossian Sorcery, Soul Release
Change to:
'Soul Release is a spell that has a casting value of 5 and a range of 12". If successfully cast, until your next hero phase, enemy reserve units and enemy summoned units (core rules, 3.1) cannot be set up within range of the caster. The range of this spell cannot be modified and must be measured from the caster, even if an ability would allow you to measure it from elsewhere.'

Page 79 – Petrifex Elite, Unstoppable Juggernauts
Change to:
'Subtract 1 from wound rolls for combat attacks that target friendly **Petrifex Elite Hekatos** or **Petrifex Elite Gothizzar Harvester** units.'

Page 106 – Gothizzar Harvester, Bone Harvest
Change to:
'At the end of the combat phase, you can pick 1 friendly **Ossiarch Bonereapers** unit that is within 6" of this unit and had models slain in that phase. If you do so, roll a dice for each model from that unit that was slain in that phase. On a 4+:

• If the slain model had a Wounds characteristic of 4 or less, you can heal 1 wound allocated to its unit.
• If the slain model had a Wounds characteristic of 5 or more, you can heal up to 3 wounds allocated to its unit.
• If no wounds are currently allocated to the unit you picked, you can return a number of slain models to it that have a combined Wounds characteristic of equal to or less than the number of wounds you could have healed.'

You cannot pick the same unit with this ability more than once per phase.'

Page 109 – Mir Kainan, Dire Ultimatum
Change to:
'Dire Ultimatum is a spell that has a casting value of 4 and a range of 3". If successfully cast, pick 1 enemy unit within range and visible to the caster. Until your next hero phase, if this unit is within 3" of that enemy unit when that enemy unit is picked to fight, all attacks made with melee weapons by that enemy unit must target this unit. The range of this spell must be measured from the caster, even if an ability would allow you to measure it from elsewhere.'

Page 112 – Pitched Battle Profiles
Add 'Single' to the Notes column of the following unit profiles:

• Mortek Crawler
• Gothizzar Harvester