



DAWNBRINGERS BOOK II: REIGN OF THE BRUTE

DESIGNERS' COMMENTARY, FEBRUARY 2024

The following commentary is intended to complement *Dawnbringers Book II: Reign of the Brute*. 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: When applying the effect of the Smash It All to Bits battle trait, if a unit has some but not all of its models on a sundered terrain feature, when setting up the models again, do I only set up the models that were on the sundered terrain feature or do I set up all of the models in that unit (including models that were not on that terrain feature)?

A: Only the models that were on that terrain feature. Normal coherency rules still apply.

Q: Can Kragnos be included in a Destruction army of renown such as a Grunta Stampede army or a King Brodd's Stomp army?

A: No.

ERRATA, FEBRUARY 2024

The following errata corrects errors in *Dawnbringers Book II: Reign of the Brute*. 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.

Pages 82, 83, 84 – Tuskboss on Maw-grunta, Maw-grunta with Hakkin' Krew and Maw-grunta Gougers, Unstoppable Momentum
Change the last sentence to:
'At the end of the battle round, subtract 1 from this unit's momentum score (to a minimum of 1).'

Page 82 – Tuskboss on Maw-grunta, Monstrous Rampage, Carve a Path

Change the rule to:

'Pick an enemy unit with a Wounds characteristic of 4 or less within 3" of this unit and roll a dice. If the roll is less than this unit's momentum score, that enemy unit suffers a number of mortal wounds equal to the roll and you can immediately attempt a charge with this unit even though it is within 3" of an enemy unit. When a unit charges in this manner, it can pass across enemy units with a Wounds characteristic of 4 or less in the same manner as a unit that can fly.'

Page 83 – Maw-grunta with Hakkin' Krew, Monstrous Rampage, Carve a Path

Change the rule to:

'Pick an enemy unit with a Wounds characteristic of 4 or less within 3" of this unit and roll a dice. If the roll is less than this unit's momentum score, that enemy unit suffers a number of mortal wounds equal to the roll and you can immediately attempt a charge with this unit even though it is within 3" of an enemy unit. When a unit charges in this manner, it can pass across enemy units with a Wounds characteristic of 4 or less in the same manner as a unit that can fly.'

Page 90 – King Brodd’s Stomp, Battle Traits, Smash It All to Bits

Change the rule to:

‘Once per turn, in your shooting phase, you can pick 1 terrain feature that does not have any units with the **MONSTER** keyword wholly or partially on it and 1 friendly **MEGA-GARGANT** within 1" of it. If you do so, roll a dice. On a 2+, that terrain feature is sundered.

If a terrain feature is sundered, roll a dice for each unit that has any models on or garrisoning that terrain feature. On a 2+, that unit suffers D3 mortal wounds. Then, starting with the active player, each player must remove all friendly models that were on or garrisoning that terrain feature and set them up wholly within 6" of, but not on, that terrain feature and more than 3" from all enemy units. Those models must be set up in coherency with any models in their unit, including those that were not on or garrisoning that terrain feature. If a model cannot be set up following these restrictions, it is slain. The terrain feature is then removed from play.

Finally, the **MEGA-GARGANT** you picked can make a shooting attack in that phase with the Hurlled Terrain missile weapon below (this is treated as an additional weapon profile that can be used when you pick that unit to shoot):

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hurlled Terrain	18"	D6	4+	3+	-2	D3+3

Page 91 – King Brodd’s Stomp, Grand Strategy, Flatten the Lands

Change the rule to:

‘When the battle ends, you complete this battle tactic if there are no terrain features that are wholly or partially within enemy territory on the battlefield.’

Page 94 – Grundstok Expeditionary Force, Battle Traits, Rapid Deployment

Change to:

Each time a friendly **GRUNDSTOK GUNHAULER** makes a normal move or runs, you can say that it will transport a friendly unit. If you do so, before the move is made, you can pick up to 2 other friendly **GRUNDSTOK EXPEDITIONARY FORCE** units with a combined model count of 6 or less. Each unit must have a Wounds characteristic of 6 or less and must be within 3" of the **GRUNDSTOK GUNHAULER** and more than 3" from all enemy units (you can pick a unit that has already moved in that phase). Remove that unit from the battlefield. Then, when the **GRUNDSTOK GUNHAULER** finishes its move, set up the transported unit on the battlefield again, wholly within 3" of the **GRUNDSTOK GUNHAULER** and more than 3" from all enemy units. Units transported in this manner cannot make a charge move in the same turn.’

Page 94 – Grundstok Expeditionary Force, Battle Traits,

Only the Best

Change to:

‘Friendly **GRUNDSTOK EXPEDITIONARY FORCE** units that do not have the Leader battlefield role gain the Battleline battlefield role.’

Page 94 – Grundstok Expeditionary Force, Battle Traits,

Grudgesettler Protocols

Change to:

‘In any phase, after a friendly **GRUNDSTOK EXPEDITIONARY FORCE** unit has shot or fought for the first time in that phase, you can roll a dice. On a 4+, that unit immediately shoots or fights for a second time in that phase. However, you must subtract 1 from hit rolls for attacks made in this way.

Designer’s Note: *This ability can be used in your opponent’s turn after a **GRUNDSTOK EXPEDITIONARY FORCE** unit shoots with the Unleash Hell command. The second time it shoots, those attacks are part of that Unleash Hell command and must target the same enemy unit.’*