



# DAWNBRINGERS BOOK IV: THE MAD KING RISES

## DESIGNERS' COMMENTARY, MARCH 2024

The following commentary is intended to complement *Dawnbringers Book IV: The Mad King Rises*. 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 I pick a battle tactic that I fail to complete in my first turn, can I use the 'Blood Queen's Will' ability to pick that battle tactic again even though the rules for battle tactics state 'You cannot pick the same battle tactic more than once per battle'?*

A: Yes.

*Q: Can you please clarify the following scenario?*

*I pick the 'Intimidate the Invaders' battle tactic at the start of my hero phase, but later replace it with 'Reprisal' (using the 'Blood Queen's Will' ability). Whether or not I complete 'Reprisal' in the same turn that I replaced 'Intimidate the Invaders', can I pick the 'Intimidate the Invaders' battle tactic at the start of my next hero phase?*

A: No, you can only pick the same battle tactic more than once using the 'Blood Queen's Will' ability.

*Q: If the replacement battle tactic I pick using the 'Blood Queen's Will' has already been attempted earlier in the game, and that battle tactic requires me to pick something (e.g. a unit or a terrain feature) do I pick a new target(s)?*

A: Yes.

## ERRATA, MARCH 2024

The following errata corrects errors in *Dawnbringers Book IV: The Mad King Rises*. 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 85 – Sekhar, Serpentine Agility

Change to:

**'If the unmodified hit roll for an attack that targets this unit is 1-4, that attack fails and the attack sequence ends.'**

### Page 86 – Scions of Nulahmia

Change the introduction to:

**'When you pick the Soulblight Gravelords faction for your army, you can say that it will be a Scions of Nulahmia army of renown. If you do so, you can only include the following units in your army: DIRE WOLVES, FELL BATS and VAMPIRE HEROES with a Wounds characteristic of 12 or less that do not have a subfaction keyword. All units in your army gain the SCIONS OF NULAHMIA keyword and you must use the allegiance abilities on these pages instead of those in *Battletome: Soulblight Gravelords*. You can include SEK HAR in a Scions of Nulahmia army of renown. If you do so, that unit gains the SCIONS OF NULAHMIA keyword and loses the LEGION OF BLOOD keyword.'**

### Page 89 – Neferata's Royal Echelon, Deathless Retainers

Change to:

**'Units in this regiment of renown have a ward of 6+. You can re-roll ward rolls of 1 for units in this regiment of renown while they include any Standard Bearers.'**

### Page 92 – The Sternieste Garrison, Deathless Retainers

**'Units in this regiment of renown have a ward of 6+. You can re-roll ward rolls of 1 for units in this regiment of renown while they include any Standard Bearers.'**

### Page 96 – Pitched Battle Profiles

Change the points value of the following regiments of renown:

- The Sorrowmourn Choir – **540** (-90)
- The Sternieste Garrison – **690** (+60)
- Neferata's Royal Echelon – **680** (+80)
- Scions of the Necropolis – **840** (+90)