



# BATTLETOME: FLESH-EATER COURTS

## DESIGNERS' COMMENTARY, JULY 2021

The following commentary is intended to complement *Battletome: Flesh-eater Courts*. 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 I use a Muster ability for a **COURTIER**, do I roll separately for each **COURTIER**? And do I only roll 6 dice for each **COURTIER**, no matter how many **COURTIERS** are on the battlefield?

**A:** Yes to both questions. For example, if you had three **COURTIERS**, you would pick one **COURTIER**, then roll 6 dice and resolve the results for that **COURTIER**, then move onto the next **COURTIER** and roll 6 dice, and so on.

**Q:** Is it intended that the Royal Zombie Dragon does not benefit from a healing ability?

**A:** Yes.

**Q:** Can any number of Abhorrant Archregents and Abhorrant Ghoul Kings use the Ruler of All He Surveys scenery rule for a single Charnel Throne on the same turn?

**A:** Yes.

## ERRATA, JULY 2021

The following errata correct errors in *Battletome: Flesh-eater Courts*. 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 55** – Allegiance Abilities, Battle Traits, Grand Courts

Add the following text to the end of the rule:

‘If a model already has a Grand Court keyword on its warscroll, it cannot gain another one. This does not preclude you from including the unit in your army, but you cannot use the allegiance abilities for its Grand Court.’

**Page 55** – Feeding Frenzy

Change the first sentence of the rule to:

‘You can use this command ability in the combat phase after a friendly **FLESH-EATER COURTS** unit has fought for the first time in that phase and is wholly within 12” of a friendly **FLESH-EATER COURTS HERO** or wholly within 18” of a friendly **FLESH-EATER COURTS HERO** that is a general.’

**Page 57** – Medal of Madness

Change the rule to:

‘Once per battle round, the bearer can issue the At the Double, Forward to Victory or Inspiring Presence command from the core rules as if they were a general and without a command point being spent.’

**Page 58** – Spell Lores

Delete the sentence under the header.

**Page 58** – Lore of Madness

Add the following caveat under the table header:

‘**FLESH-EATER COURTS WIZARDS** (including Unique units) only.’

**Page 60** – The Charnel Throne

Delete this rule (it is replaced with the rule on the Charnel Throne warscroll in this document).

**Page 65** – Savage Strike

Change to:

‘The strike-first effect applies to this general and their mount if they made a charge move in the same turn.’

**Pages 68-71** – 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 73** – Warscroll Battalions, Royal Family

Change the battalion organisation to:

‘A Royal Family consists of the following units:

- 1 Abhorrant Archregent, or 1 Abhorrant Ghoul King on Royal Terrorgheist, or 1 Abhorrant Ghoul King on Royal Zombie Dragon

- 2-6 Abhorrant Ghoul Kings that do not have mounts’

**Pages 60, 86-87** – Endless Spell and Faction Terrain warscrolls

Replace these warscrolls with the ones in this document.

ENDLESS SPELL WARSROLL  
**CADAVEROUS BARRICADE**



With a word of command the buried dead are brought writhing to the surface. The corpses of those who once served Ushoran rise up from the grave, dragging with them the detritus of their forgotten civilisation, and with lifeless hands they claw at the living who draw too near.

**SUMMONING:** This endless spell is summoned with a spell that has a casting value of 5 and a range of 24". If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 1" from all models, terrain features, other endless spells and invocations. Only **FLESH-EATER COURTS WIZARDS** can attempt to summon this endless spell.

**TERRAIN FEATURE:** After it is set up, this endless spell is treated as a terrain feature that has the Grasping Hands scenery rule opposite, except that it can still be dispelled as if it were an endless spell.

**Grasping Hands:** *The animated corpses trapped in a Cadaverous Barricade grab at any living creature that approaches too closely.*

If a model starts a move within 3" of this terrain feature, halve the distance that model can move when it makes that move. **DEATH** models are not affected by this scenery rule.



Believed to be a manifestation of the sacred cup held by Ushoran, this bone-wrought goblet is continually filled with the blood of those slain in its presence. When the gore inside overflows, the Flesh-eaters upon whom it slops are bestowed with unnatural vitality, their most grievous wounds healing and their dead rising to fight once more.

**SUMMONING:** This endless spell is summoned with a spell that has a casting value of 6 and a range of 24". If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations. Only **FLESH-EATER COURTS WIZARDS** can attempt to summon this endless spell.

**Soul Stealer:** *When a creature falls in battle, their screaming essence is trapped by the Chalice of Ushoran and can be used to heal the wounds suffered by nearby Flesh-eaters.*

Keep track of the number of models that are slain within 12" of this endless spell each turn. At the end of each turn, roll a dice for each model that was slain within 12" of this endless spell during that turn. For each 4+, the commanding player can heal 1 wound allocated to 1 **FLESH-EATER COURTS** model within 12" of this endless spell or return 1 slain model to 1 **FLESH-EATER COURTS** unit with a Wounds characteristic of 1 that is wholly within 12" of this endless spell.

ENDLESS SPELL WARSROLL  
**CHALICE OF USHORAN**



## ENDLESS SPELL WARSROLL CORPSEMARE STAMPEDE

**SUMMONING:** This endless spell is summoned with a spell that has a casting value of 7 and a range of 3D6". If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations. Only **FLESH-EATER COURTS WIZARDS** can attempt to summon this endless spell.

**PREDATORY:** This endless spell is a predatory endless spell. It can be moved up to 12" and can fly.

**Trampled Underfoot:** As a Corpsemare Stampede charges across the battlefield, it tramples over anyone that gets in its way.

After this endless spell has moved, roll 5 dice for each unit that has any models it passed across. For each roll that is more than that unit's Wounds characteristic, that unit suffers 1 mortal wound. For each 6, that unit instead suffers 1 mortal wound regardless of its Wounds characteristic.

Imparted with grisly vigour by the insane magics of the abhorrents, the undead beasts of a Corpsemare Stampede burst from the blood-soaked ground. Once loosed they trample across the battlefield with reckless abandon, crushing any foolish enough to be caught in their path.



Formed from the bones of those killed by an abhorrant's insane magic, a Charnel Throne exudes madness and necrotic energies. They are the seats of power for Archregents and Ghoul Kings, blazing beacons to mordants, and structures of abject horror for the enemies of the Flesh-eaters.

**FACTION TERRAIN:** Only Flesh-eater Courts armies can include this faction terrain feature.

**SET-UP:** After territories are determined, you can set up this faction terrain feature wholly within your territory and more than 3" from all objectives and other terrain features. If both players can set up faction terrain features at the same time, they must roll off and the winner chooses who sets up their faction terrain features first.

**DEFENSIBLE:** This terrain feature is a defensible terrain feature that can be garrisoned by 1 **HERO** with a Wounds characteristic of 8 or less.

## FACTION TERRAIN WARSROLL

## CHARNEL THRONE

**Ghoulish Landmark:** A Ghoul King's followers are inspired by the presence of a Charnel Throne.

Add 1 to the Bravery characteristic of **FLESH-EATER COURTS** units that are within 1" of any Charnel Thrones. Subtract 1 from the Bravery characteristic of other units that are within 1" of any Charnel Thrones.

**Ruler of All He Surveys:** When an abhorrant sits upon a Charnel Throne, his followers flock to his feet.

If you use the Summon Men-at-arms or Summon Imperial Guard command ability and the model you pick to issue the command is within 1" of this terrain feature, you can do so without a command point being spent.