



# BATTLETOME: ORRUK WARCLANS

## DESIGNERS COMMENTARY, AUGUST 2021

The following commentary is intended to complement *Battletome: Orruk Warclans*. 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: Some Ironjawz and Bonesplitterz warclan rules state that if my general is a specific model (e.g. IRONSUNZ MEGABOSS) they must take the command trait or artefact of power listed for that warclan. But if my general is not the model specified, can I pick a different command trait or artefact of power?*

A: Yes.

*Q: Can I use the Quickduff Amulet to cast the Great Green Hand of Gork spell outside of the hero phase?*

A: No.

*Q: Does the Drakkfoot Strength of Purpose ability apply to other abilities and/or artefacts of power that provide the same effect as the Ethereal ability? For example, does it apply to the Ethereal Amulet artefact from Malig Sorcery?*

A: No.

## ERRATA, AUGUST 2021

The following errata corrects errors in *Battletome: Orruk Warclans*. 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 58 – Ironjawz Mount Traits

Change the rule under the header to:

'If an Ironjawz army includes any **HEROES** mounted on a Maw-krusha, 1 of those **HEROES** can have a mount trait.'

### Page 58 – Ironjawz Warchanter Beats

Change the rule under the header to:

'Each **WARCHANTER** in an Ironjawz army knows one warbeat from the following table.'

### Page 59 – Lore of the Weird

Add the following caveat under the table header:

'**IRONJAWZ WIZARD** (including Unique units) only.'

### Page 69 – Lore of the Savage Beast

Add the following caveat under the table header:

'**BONESPLITTERZ WIZARD** (including Unique units) only.'

### Page 69 – Lore of the Savage Beast, Brutal Beast Spirits

Change the last sentence of the rule to:

'If the casting roll was a double, you can pick 2 different friendly **BONESPLITTERZ** units wholly within 24" of the caster to be affected by this spell instead of 1.'

### Page 78-83 – 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 86 – Ardfist, Drawn to the Waaagh!

Change rules text to:

'You can use this command ability if the **ORRUK WARCHANTER** from this battalion is on the battlefield when a unit from this battalion is destroyed. If you do so, roll a dice. On a 4+, a new unit identical to the one that was destroyed is added to your army. Set up the new unit wholly within 6" of the edge of the battlefield and more than 9" from all enemy units.'

### Page 87 – Ironfist, Up and At 'Em

Change the rule to:

'Once in each of your hero phases, the Big Boss from this battalion can use the Mighty Destroyers command ability (pg 55) without a command point being spent.'

### Page 93 – Megaboss on Mawkrusha, Rip-toof Fist

Change the rule to:

'If the unmodified save roll for an attack made with a melee weapon that targets a model with a Riptoof-fist is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.'

### Page 94 – Orruk Megaboss, Rip-toof Fist

Change the rule to:

'If the unmodified save roll for an attack made with a melee weapon that targets a model with a Riptoof-fist is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.'