



BATTLETOME: OSSIIARCH BONEREAPERS

DESIGNERS' COMMENTARY, AUGUST 2021

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: Can Katakros, Mortarch of the Necropolis, benefit from the 'Reinforce Battle-shields' spell?

A: No, the 'Shields' in this rule refer to the weapon option for Mortek Guard and Kavalos Deathriders units.

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: No.

Q: Can I use the 'Endless Duty' command ability on a Mortek Crawler to give the Dread Catapult's 'Cauldron of Torment' or 'Cursed Stele' 2 attacks instead of 1?

A: No, a Dread Catapult can only make 1 'Cauldron of Torment' and 1 'Cursed Stele' attack per battle.

Q: Can you clarify how wounds are allocated from an attack made with the Dread Catapult's 'Cauldron of Torment'?

A: Certainly. 1 model from the target unit is slain for each individual dice roll that is equal to or greater than the unmodified Bravery characteristic of the target unit.

ERRATA, AUGUST 2021

The following errata correct 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 72 – The Ossiarch Bonereaper Legions, Endless Spell Warscrolls
Change the first paragraph to:

'Endless spell warscrolls for the unique endless spells that can be summoned by **OSSIARCH BONEREAPERS WIZARDS** (pg 110-111).'

Page 73 – Battle Traits, Ranks Unbroken By Dissent

Replace all paragraphs after the first paragraph of rules text (the one that begins 'Do not take battleshock tests...') with the following:

RELENTLESS DISCIPLINE

The Ossiarch Bonereapers are a military force like no other. They are organised and efficient to a supernatural degree, led by generals created by Nagash himself and lent a measure of his necromantic power.

If your army is an Ossiarch Bonereapers army, you do not receive command points. Instead, you receive **relentless discipline points**.

GENERATING RELENTLESS DISCIPLINE POINTS

You receive relentless discipline points in the following ways:

- At the start of each battle round, after determining who will take which turn, you receive 1 relentless discipline point for each friendly **OSSIARCH BONEREAPERS HERO** that is on the battlefield, 1 relentless discipline point for each friendly **LIEGE** that is on the battlefield, and 3 relentless discipline points if **KATAKROS** is your general and is on the battlefield.
- If you will take the first turn, you receive 1 relentless discipline point. If you will take the second turn, you receive 2 relentless discipline points.
- At the start of each hero phase, roll a dice for each friendly **OSSIARCH BONEREAPERS** unit on the battlefield (including any **HEROES**). For each 6, you receive 1 extra relentless discipline point. All relentless discipline points that you have remaining are lost at the end of each battle round.

USING RELENTLESS DISCIPLINE POINTS

Relentless discipline points are used to issue a command in the same manner as command points, but can only be used to issue a command with command abilities that appear on a warscroll that has the **OSSIARCH BONEREAPERS** keyword, or to issue a command with an Ossiarch Bonereaper Legion command ability, or to issue the Unstoppable Advance command below. **The restriction that you cannot use the same command ability more than once in the same phase does not apply to command abilities used with relentless discipline points. For example, you can use the Shieldwall command ability on the Mortek Guard warscroll more than once in the same phase, as long as that command is issued by a model that has not already issued a command in that phase and it is received by a unit that has not already received a command in that phase.**

In addition, you cannot use the Expert, Slayers, Strategists or Swift battalion abilities (core rules, 26.3). Instead, for each battalion in your army that has any of these battalion abilities, once per battle at the start of any battle round, you can choose to receive 1 relentless discipline point.

Unstoppable Advance: *Ossiarch Bonereapers advance upon the foe at a remorseless pace.*

You can use this command ability in your movement phase when you pick a friendly **OSSIARCH BONEREAPERS** unit to make a normal move, run or retreat. Add 3" to that unit's Move characteristic in that phase.'

Page 77 – Spell Lores

Delete the first sentence of the paragraph under the header.

Page 77 – Lore of the Mortisans

Add the following caveat under the table header:

‘**NAGASH**, **ARKHAN**, **VOKMORTIAN** and **MORTISAN** units (including Unique units) only.’

Page 77 – Lore of the Mortisans, Mortal Contract

Change the last sentence to:

‘You cannot pick the same unit to be the target of this spell more than once per battle.’

Page 79 – Petrifex Elite, Unstoppable Juggernauts

Change the rule to:

‘Worsen the Rend characteristic of weapons that target **PETRIFEX ELITE** units by 1, to a minimum of ‘-’.’

Page 84 – Bone-tithe Nexus

Delete this rule (it is replaced with the rule on the Bone-tithe Nexus warscroll in this document).

Page 88-91 – 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 96 – Katakros, Mortarch of the Necropolis

Add:

‘**WARMASTER**: If this unit is included in an Ossiarch Bonereapers army, it is treated as a general even if it is not the model picked to be the army’s general.’

Page 96 – Katakros, Mortarch of the Necropolis, Damage Table

Change the Wounds Suffered values on the damage table as follows:

Wounds Suffered

0-1

2-3

4-7

8-12

13+

Page 97 – Nagash, Supreme Lord of Undead

Add:

‘**WARMASTER**: If this unit is included in an Ossiarch Bonereapers army, it is treated as a general even if it is not the model picked to be the army’s general.’

Page 97 – Alakanash, the Staff of Power

Change the second sentence of the rule to:

‘In addition, this model can attempt to cast Arcane Bolt any number of times in the same hero phase, even if another **WIZARD** has already attempted to cast the spell in that phase.’

Page 97 – Arkhan the Black, Description

Add:

‘**WARMASTER**: If this unit is included in an Ossiarch Bonereapers army, it is treated as a general even if it is not the model picked to be the army’s general.’

Page 98 – Arkhan the Black, Staff of Spirits

Change the second sentence of the rule to:

‘In addition, this model can attempt to cast Arcane Bolt any number of times in the same hero phase, even if another **WIZARD** has already attempted to cast the spell in that phase.’

Page 99 – Arch-Kavalos Zandtoss, Still Their Breath!

Change to:

‘You can use this command ability in your shooting phase or any combat phase. If you do so, pick 1 friendly **MORTIS PRAETORIANS** unit that is wholly within 24" of this model. Re-roll wound rolls of 1 for attacks made by that unit that target **ORDER** and **DESTRUCTION** units until the end of that phase. You can re-roll any wound rolls for attacks made by that unit that target **CHAOS** units until the end of that phase.’

Page 104 – Kavalos Deathriders, Deathrider Wedge

Add the following sentence to the end of the rule:

‘The same unit cannot benefit from this command ability more than once per turn.’

Page 105 – Immortis Guard, Description

Add the following:

‘**ELITE**: Models in this unit can issue commands to their own unit.’

Page 106 – Necropolis Stalkers, Description

Add the following:

‘**ELITE**: Models in this unit can issue commands to their own unit.’

Page 107 – Morghast Archai, Description

Add the following:

‘**ELITE**: Models in this unit can issue commands to their own unit.’

Page 107 – Morghast Harbingers, Description

Add the following:

‘**ELITE**: Models in this unit can issue commands to their own unit.’

Page 109 – Gothizzar Harvester, Bone Harvest

Change the first sentence to:

‘Roll a dice each time a model is slain within 3" of any models with this ability.’

Page 110-111 – Endless spell and faction terrain warscrolls

Replace these warscrolls with the ones in this document.



The Nightmare Predator is a looming conjuration of Shyishan magic that takes the form of a disturbing terror. Bonded to its caster, it floats eerily through the air towards its master's chosen prey, lacerating the flesh of its screaming victims with claws the size of sickles before stripping them to the bone.

ENDLESS SPELL WARSCROLL NIGHTMARE PREDATOR

SUMMONING: This endless spell is summoned with a spell that has a casting value of 7 and a range of 6". 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 **OSSIARCH BONEREAPERS WIZARDS** can attempt to summon this endless spell.

BONDED: This endless spell is bonded to the model that summoned it. A bonded endless spell is always controlled by the model to which it is bonded. A model cannot be bonded to more than one endless spell at the same time and cannot attempt to summon other endless spells while it is bonded. If the model that summoned this endless spell is removed from play, then this endless spell is removed from play.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 2D6" and can fly.

Perpetual Hunter: *The only way to stop a Nightmare Predator is to slay its caster before it kills you.*

When this endless spell is set up, the player who set it up can pick 1 **HERO** as its prey. If this endless spell's prey is destroyed, this endless spell is removed from play.

Death Incarnate: *A Nightmare Predator is certain doom to any who get in its way.*

After this endless spell has moved, roll a dice for each unit within 3" of it. On a 2+, that unit suffers D3 mortal wounds. If that unit was this endless spell's prey, on a 2+, it suffers D6 mortal wounds instead of D3. This ability has no effect on **OSSIARCH BONEREAPERS** units.



The Soulstealer Carrion is a soul-linked construct that soars from its caster's spread fingertips to take wing above the battlefield. Its caster can see through the avian conjuration's eyes; when it perceives spiritual energy unclaimed, it will swoop down to capture it and either channel it back to its caster or blast it outwards to harm those enemies nearby.

ENDLESS SPELL WARSCROLL SOULSTEALER CARRION

SUMMONING: This endless spell is summoned with a spell that has a casting value of 7. If successfully cast, set up this endless spell anywhere on the battlefield and visible to the caster, and more than 1" from all models, other endless spells and invocations. Only **OSSIARCH BONEREAPERS WIZARDS** can attempt to summon this endless spell.

BONDED: This endless spell is bonded to the model that summoned it. A bonded endless spell is always controlled by the model to which it is bonded. A model cannot be bonded to more than one endless spell at the same time and cannot attempt to summon other endless spells while it is bonded. If the model that summoned this endless spell is removed from play, then this endless spell is removed from play.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly.

Soul Thief: *This ethereal monstrosity can capture the departing souls of those slain nearby, using the energy to heal its master or blast its foes.*

At the end of each phase, the commanding player must roll a dice if any **CHAOS**, **DESTRUCTION** or **ORDER** models were slain within 6" of this endless spell during that phase. On a 1-2, they can heal 1 wound allocated to the model bonded to this endless spell. On a 3-4, each **CHAOS**, **DESTRUCTION** and **ORDER** unit within 6" of this endless spell suffers 1 mortal wound. On a 5-6, both of these effects apply.

Second Sight: *A wizard that is soul-linked to a Soulstealer Carrion can see through its eyes.*

Anything visible to this endless spell is also visible to the model that is bonded to this endless spell.



The Bone-tithe Shrieker is a four-headed, all-seeing monstrosity conjured to hunt down those who would escape the Ossiarch tithe. When it locates its quarry it will give vent to an awful, mind-chilling scream that dulls the wits and shivers the bones of those living creatures nearby, making them easy prey for the Ossiarchs themselves.

ENDLESS SPELL WARSCROLL BONE-TITHE SHRIEKER

SUMMONING: This endless spell is summoned with a spell that has a casting value of 5 and a range of 12". 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 **OSSIARCH BONEREAPERS WIZARDS** can attempt to summon this endless spell.

BONDED: This endless spell is bonded to the model that summoned it. A bonded endless spell is always controlled by the model to which it is bonded. A model cannot be bonded to more than one endless spell at the same time and cannot attempt to summon other endless spells while it is bonded. If the model that summoned this endless spell is removed from play, then this endless spell is removed from play.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly.

Portent of Doom: *Learned men know that when a Bone-tithe Shrieker appears, an army of Ossiarch Bonereapers cannot be far behind.*

Units cannot receive the Inspiring Presence or Rally command while they are within 12" of this endless spell. This ability has no effect on **OSSIARCH BONEREAPERS** units.

No Escape: *Enemies cannot hide when a Bone-tithe Shrieker is nearby.*

Add 1 to hit rolls for attacks made by **OSSIARCH BONEREAPERS** units that target a unit that is within 12" of this endless spell.



The Ossiarch tithemasters often demand their grisly bounty be left at designated nexuses of power. The soul energy and raw bone of these sites can be drawn upon to heal nearby Ossiarch constructs. If the vassals and mortals nearby refuse the tithe or break contract, the statue at the nexus' heart lets loose its deadly gaze.

FACTION TERRAIN WARSCROLL BONE-TITHE NEXUS

FACTION TERRAIN: Only Ossiarch Bonereapers 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 these restrictions mean you cannot set up this faction terrain feature, you can remove 1 terrain feature that is wholly or partially within your territory and attempt to set up this faction terrain feature again. If it is still impossible to set up this faction terrain feature, then it is not used. 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.

Deadly Gaze: *The statue that towers above a Bone-tithe Nexus can unleash punishing beams of energy upon those who break an Ossiarch contract. Each of the statue's four faces can deliver a different punishment.*

In your hero phase, you can choose for this terrain feature to unleash one of the following punishments:

Punishment of Agony: Pick 1 enemy unit wholly within 18" of this terrain feature and visible to it, and roll a dice. On a 4+, subtract 1 from hit rolls for attacks made by that unit until your next hero phase.

Punishment of Death: Pick 1 enemy unit within 36" of this terrain feature and visible to it, and roll a dice. On a 2+, that unit suffers 1 mortal wound.

Punishment of Ignorance: Pick 1 enemy **WIZARD** within 36" of this terrain feature and visible to it, and roll a dice. On a 2+, subtract 1 from casting, dispelling and unbinding rolls for that unit until your next hero phase.

Punishment of Lethargy: Pick 1 enemy unit wholly within 18" of this terrain feature and visible to it, and roll a dice. On a 4+, that unit cannot run until your next hero phase, and a D6 is used to make charge rolls for that unit instead of 2D6 until your next hero phase.