



BATTLETOME: BEASTS OF CHAOS

DESIGNERS' COMMENTARY, AUGUST 2021

The following commentary is intended to complement *Battletome: Beasts of Chaos*. 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: Does the Herdstone Shard affect the Ghorgon's Ravenous Bloodgreed ability?

A: No.

Q: With the Great Bray-Shaman's Devolve spell, does the opponent have to move all of the models in the unit?

A: Yes. Note that the models are moved one at a time.

ERRATA, AUGUST 2021

The following errata correct errors in *Battletome: Beasts of Chaos*. 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 61 – Allegiance Abilities, Battle Traits, Greatfrays

Add the following text to the end of the rule:

'If a unit already has a **GREATFRAY** 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 Greatfray.'

Page 61 – The Herdstone

Delete this rule (it is replaced with the rule on the updated Herdstone warscroll in this document).

Page 66 – Spell Lores

Delete the sentence under the header.

Page 66 – Savage Dominion

Change the rule to:

'Savage Dominion is a spell that has a casting value of 5 and a range of 18". If successfully cast, pick 1 enemy **MONSTER** that is within range and visible to the caster, and roll 2D6. If the roll is equal to or greater than that **MONSTER**'s Bravery characteristic, pick 1 other enemy unit within 3" of that **MONSTER** and roll a number of dice equal to that **MONSTER**'s Wounds characteristic. For each 4+, that enemy unit suffers 1 mortal wound.'

Page 66 – Lore of the Twisted Wilds

Change the caveat under the table header to:

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

Pages 74-77 – 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 88 – Ungor Raiders, Baying Anger

Change the rule to:

'Add 1 to wound rolls for shooting attacks made by this unit while it has 10 or more models.'

Page 93 – Dragon Ogors, Description

Add the following:

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

Pages 102-103 – Endless spell and faction terrain warscrolls

Replace these warscrolls with the ones in this document.

ENDLESS SPELL WARSROLL RAVENING DIREFLOCK



The spectral crows of a Ravening Direflock are harbingers of doom, filling the minds of those who hear their piercing caws with an inescapable sense of dread. They circle over the battlefield, harrying those who try to flee the carnage. Left unattended, they fly off to roost in the warping wilds, with some even nesting in the crenellations of the Varanspire.

PARTS: This endless spell has 3 parts.

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 the parts of the endless spell within 3" of each other, wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations. Only **BEASTS OF CHAOS WIZARDS** can attempt to summon this endless spell.

Harbingers of Dark Omens: *Those who hear the cawing of these fell creatures experience terrifying visions of their own impending doom.*

Models cannot issue the Inspiring Presence or Rally command while they are within 12" of this endless spell. This ability has no effect on **BEASTS OF CHAOS** models.

Black-souled Cowardice: *Should a combatant approach the eldritch avians of the Direflock in the vain hope of ending the waking nightmares that afflict them, the birds will take wing, only to settle elsewhere on the battlefield and resume their dispiriting cawing.*

If a unit finishes a move within 1" of this endless spell, remove this endless spell from the battlefield. At the end of that phase, the player whose turn is taking place must set up the parts of the endless spell anywhere on the battlefield, within 3" of each other and more than 1" from all models, other endless spells and invocations.

ENDLESS SPELL WARSROLL DOOMBLAST DIRGEHORN



Wrought from coalesced Chaos energies, the Doomblast Dirgehorn emits an unending dolorous blast that drowns out all thought. The howling cacophony strips the minds of those in earshot of their sanity, reducing skilled warriors to fumbling fools who lash out in a state of animal stupor.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 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 **BEASTS OF CHAOS WIZARDS** can attempt to summon this endless spell.

Booming Cacophony: *In the terrible blasting of the Dirgehorn can be heard the bestial growls of a thousand beastherds, a discomposing sound that grows ever louder until it reverberates across the entire battlefield.*

After this endless spell is set up, its range is 3". At the start of each subsequent battle round, its range is increased by 3".

Subtract 1 from hit rolls for attacks made by units within range of any endless spells with this ability. This ability has no effect on hit rolls for attacks made by **BEASTS OF CHAOS** units.

Designer's Note: *If this endless spell is removed from play, the next time it is set up, its range resets to 3".*



Wildfire Tauruses are summoned from the fires of the largest Herdstones. They take the shape of gargantuan flaming bulls, stampeding through massed ranks of armoured warriors without breaking stride, setting flesh ablaze and flattening those not consumed in the conflagration.

ENDLESS SPELL WARSROLL WILDFIRE TAURUS

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 **BEASTS OF CHAOS 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.

Whirlwind of Destruction: *Warriors are sent sprawling, set aflame and trampled underhoof as the Wildfire Taurus charges headlong through their ranks.*

After this endless spell has moved, roll a dice for each unit that has any models it passed across and each other unit that is within 1" of it at the end of its move. On a 2+, that unit suffers D3 mortal wounds. In addition, the strike-last effect applies to units that are within 3" of this endless spell.



Wrought from the Chaos-infused substance of the realms, Herdstones are the sites at which the Beasts of Chaos carry out their savage rituals. As the Greatfrays stampede further into civilised territories, they continue to erect Herdstones, from which the corruptive taint of the anarchic wilds bleeds freely into the land.

FACTION TERRAIN WARSROLL HERDSTONE

FACTION TERRAIN: Only Beasts of Chaos 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.

IMPASSABLE: You cannot move a model over this terrain feature unless it can fly, and you cannot move a model onto this terrain feature or set up a model on this terrain feature (even if it can fly).

Entropic Lodestone: *As the corrupting influence of the Herdstone spreads, buildings, armour and other trappings of civilisation and order begin to crumble to dust.*

After this terrain feature is set up, its range is 6". At the start of each battle round after the first, its range is increased by 6".

Subtract 1 from save rolls for attacks that target units within range of this terrain feature. This scenery rule has no effect on save rolls for attacks that target **BEASTS OF CHAOS** units.

Locus of Savagery: A Herdstone marks the domain of the Beasts of Chaos, and in its presence they fight with unfailing vigour.

Do not take battleshock tests for **BEASTS OF CHAOS** units wholly within range of this terrain feature (see the 'Entropic Lodestone' scenery rule).