



BATTLETOME: SONS OF BEHEMAT

DESIGNERS' COMMENTARY, AUGUST 2021

The following commentary is intended to complement *Battletome: Sons of Behemat*. 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 objectives behave differently in different areas of the battlefield (e.g. 'Battleplan: Scorched Earth 2020' or 'Battleplan: Border War'). Does this mean that the value of an objective can change when it's kicked into different territories?

A: Yes.

Q: The Designer's Note on 'Mightier Makes Rightier' states that in battleplans that do not follow the normal rules for controlling objectives, you can pick whether to use the battle trait or to follow the rules from the battleplan. Does this mean that if an objective requires a unit to have a specific keyword or battlefield role, I could choose to contest an objective with a friendly Mancrusher unit even though it does not have the keyword or battlefield role?

A: Yes.

Q: Can a unit shoot using the 'Chuck Rocks' battle trait more than once in the same shooting phase if I use the Stomper Tribes 'Grab Those Rocks and Chuck 'Em at Somethin!' command ability?

A: No.

ERRATA, AUGUST 2021

The following errata correct errors in *Battletome: Sons of Behemat*. 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 59 – Artefacts of Power, Glowy Lantern

Change the rule to:

'The bearer is a **WIZARD**. They can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.'

Page 72 – Pitched Battles

Delete the 'Pitched Battles' header and the first paragraph. The second paragraph applies whenever a Mercenary Mega-Gargant is included in an army.

Designer's Note: *Limits on the number of points you can spend on allies do not apply to mercenaries.*

Page 72 – Disruptive Presence

Change the rule to:

'If your army includes any **MERCENARY** units, at the start of your hero phase in the first battle round, you do not receive 1 command point for your general being on the battlefield.'

Page 76, 77, 78 – Longshanks

Change the rule to:

'When this unit makes a normal move, run or retreat, it can ignore other models and terrain features when you trace the path of its move across the battlefield, but it cannot finish that move within 3" of an enemy unit.'

Page 78 – Gatebreaker Mega-Gargant, Smash Down

Delete the 'Smash Down' column of this unit's damage table, and change the rule to:

'Add 1 to the damage inflicted by each successful attack made by this unit that targets a unit that is part of a garrison or is wholly on or within a terrain feature. In addition, add 1 to the roll when you carry out a Smash To Rubble monstrous rampage with this unit.'