



BATTLETOME: FLESH-EATER COURTS

DESIGNERS' COMMENTARY, FEBRUARY 2024

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: If an enemy unit is in combat with Ushoran for more than one turn, can his Shroudcast Fragment ability reduce that unit's Bravery characteristic by more than 1?

A: Yes.

Q: When setting up a replacement unit using the Summon Loyal Subjects battle trait, do I need to factor in the half of the models in that unit that count as having been slain for the purposes of battleshock?

A: No.

Q: When picking a delusion using Ushoran's Epicentre of Delusion ability, can I pick the same delusion as the one I picked before the start of the first turn?

A: No.

Q: If I have picked The Feast Day delusion, does Ushoran still need to have 6 noble deeds points for friendly Flesh-eater Courts units wholly within 24" of him to be affected by Feeding Frenzy?

A: Yes. Although friendly **FLESH-EATER COURTS** units wholly within 12" would be affected by Feeding Frenzy when Ushoran has 4 or more noble deeds points, those units that are more than 12" away but wholly within 24" of him would be affected only when he has 6 noble deeds points.

ERRATA, FEBRUARY 2024

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 52 – Noble Deeds

Add the following to the third paragraph: Each time a friendly **ABHORRANT** fights, if that unit is mounted, any wounds caused by attacks made by the rider must be allocated first, followed by wounds allocated by attacks made by its mount.

Page 52 – Summon Loyal Subjects

Change the last sentence to: 'Remaining models which are not set up as part of the replacement unit count as having been slain and can be returned to the replacement unit using, for example, the Muster Guard ability or Rally command ability.'

Page 54 – Master of the Menagerie

Add the following: In addition, when that unit is set up, it can be set up wholly within 7" of the edge of the battlefield instead of 6".

Page 74 – Grand Justice Gormayne, Pronounce Judgement, Dishonourable Conduct in Battle

Change to:

'Pick 1 enemy unit that is visible to this unit and more than 3" from all friendly units. Roll a dice. On a 3+, until the end of the turn, friendly **FLESH-EATER COURTS** units can charge even if they ran earlier in the turn, as long as they finish the charge move within ½" of the enemy unit you picked.'

Page 80 – Cryptguard, Royal Bodyguard

Change to:

'This unit has a ward of 5+. In addition, add 1 to ward rolls for friendly **FLESH-EATER COURTS HEROES** wholly within 3" of any units with this ability.'

Page 84 – Royal Zombie Dragon, Loathsome Descent

Change the first sentence to:

'During deployment, instead of setting up this unit on the battlefield, you can place it to one side and say that it is circling high above as a reserve unit.'