



BATTLETOME: NIGHTHAUNT

DESIGNERS' COMMENTARY, FEBRUARY 2024

The following commentary is intended to complement *Battletome: Nighthaunt*. 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 a unit of Furies use its 'Sneaky Little Devils' ability while within 3" of a NIGHTHAUNT unit with the GRIEVING LEGION keyword?*

A: Yes.

Q: *Can I use the Myrmourn Banshees' 'Spell-eaters' ability to attempt to unbind a spell that does not specifically choose a unit to target, such as a spell with an 'aura' ability (e.g. 'Bash 'Em, Ladz!') or a spell that causes all units within range to suffer mortal wounds (e.g. 'Unleash Swarm of Spites')?*

A: No.

Q: *If I use the Myrmourn Banshees' 'Spell-eaters' ability to dispel an endless spell, do the effects of that endless spell apply before it is dispelled?*

A: No.

Q: *If an enemy WIZARD casts a spell that allows them to pick several targets (such as 'Comet's Call') and they choose multiple targets wholly within 12" of a unit of Myrmourn Banshees, can I roll for the 'Spell-eaters' ability once per targeted unit?*

A: No, you only roll once per spell cast.

Q: *If a Dreadblade Harrow is my army's general and it issues a command, can I then use 'Curse of Loyalty' to allow it to issue the same command again to a different unit?*

A: Yes.

ERRATA, FEBRUARY 2024

The following errata correct errors in *Battletome: Nighthaunt*. 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, Cloak of the Waxing Moon

Change the rule to:

'At the start of the combat phase, you can pick 1 enemy unit within 1" of this unit and subtract 1 from the Attacks characteristic of that unit's melee weapons (to a minimum of 1) until the end of the phase.'

Page 76 – Fright or Flight

Change the rule to read:

'**Fright or Flight:** When the battle ends, you complete this grand strategy if 1 or more objectives are being contested by friendly NIGHTHAUNT units and there are no enemy units within 6" of any friendly NIGHTHAUNT units that are contesting an objective.'

Page 84 – Krulghast Cruciator, Empowered Through Excruciation

Change the rule to read:

'If this unit is within 12" of any terrified units, subtract 1 from the damage inflicted (to a minimum of 1) by each successful attack that targets a friendly NIGHTHAUNT unit wholly within 12" of this unit. The same enemy unit cannot be affected by this ability more than once per phase.'

Page 84 – Dreadblade Harrow, Curse of Loyalty

Change the rule to read:

'Once per battle round, if your general has the NIGHTHAUNT keyword and issues a command, this unit can issue the same command in the same phase without a command point being spent. If it does so, that command must be received by a friendly NIGHTHAUNT unit.'

Page 89 – Bladegheist Revenants, Melee Weapons, Tomb Greatblade

Change the Range characteristic to 2".

Page 90 – Spirit Hosts, Drawn to War

Change the rule to read:

'Before you allocate a wound or mortal wound to a friendly NIGHTHAUNT HERO, or instead of making a ward roll for a wound or mortal wound that would be allocated to that HERO, if any friendly units with this ability are within 3" of that HERO, you can roll a dice. On a 3+, that wound or mortal wound is allocated to a friendly unit with this ability that is within 3" of that HERO instead of that HERO and cannot be negated.'

Page 90 – Glaivewraith Stalkers, Melee Weapons, Hunter's Glaive

Change the Range characteristic to 2".

Page 91 – Dreadscythe Harridans, Melee Weapons, Scythed Limbs

Change the Range characteristic to 2".