



BATTLETOME: OSSIARCH BONEREAPERS

DESIGNERS' COMMENTARY, FEBRUARY 2024

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: 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: Yes.

Q: Can I unbind spells that are cast at the end of the hero phase by a Mortisan Soulmaster with its 'Mortek Throne' ability?

A: Yes.

ERRATA, FEBRUARY 2024

The following errata corrects 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 75 – Ossiarch Commands

Add the following to the end of the first paragraph:
'Only **OSSIARCH BONEREAPERS** units can issue Ossiarch commands.'

Page 76 – Command Traits, Dark Acolyte

Change to:

'**WIZARD** only. In your hero phase, if the first spell this general attempts to cast from the Lore of Ossian Sorcery in that phase is successfully cast, that spell cannot be unbound.'

Page 78 – Lore of Ossian Sorcery, Soul Release

Change to:

'Soul Release is a spell that has a casting value of 5 and a range of 12". If successfully cast, until your next hero phase, enemy reserve units and enemy summoned units (core rules, 3.1) cannot be set up within range of the caster. The range of this spell cannot be modified and must be measured from the caster, even if an ability would allow you to measure it from elsewhere.'

Page 79 – Petrifex Elite, Unstoppable Juggernauts

Change to:

'Subtract 1 from wound rolls for combat attacks that target friendly **PETRIFEX ELITE HEKATOS** or **PETRIFEX ELITE GOTHIZZAR HARVESTER** units.'

Page 81 – Null Myriad, Eldritch Nulls

Change to:

'You can roll a dice each time a friendly **NULL MYRIAD** unit is affected by a spell cast by an enemy unit or the abilities of an endless spell summoned by an enemy unit. On a 4+, ignore the effect of that spell or the effects of that endless spell's abilities on that unit.'

Page 96 – Katakros, Supreme Lord of the Bonereaper Legions

Change to:

'You can use this command ability in your hero phase if this unit is more than 3" from all enemy units. This unit must receive the command. Until your next hero phase, add 1 to hit rolls for attacks made by friendly **OSSIARCH BONEREAPERS** units while they are wholly within 24" of this unit and add 1 to save rolls for attacks that target friendly **OSSIARCH BONEREAPERS** units while they are wholly within 24" of this unit.'

Pages 96, 98, 101 (Katakros, Arkhan the Black, Mortisan Boneshaper) – Mortarch of the Necropolis, Mortarch of Sacrament, Boneshaper

Change the last paragraph to:

'If that unit is an **IMMORTIS GUARD** or **NECROPOLIS STALKERS** unit, you can heal up to 3 wounds allocated to that unit, or if no wounds have been allocated to that unit, roll a dice. On a 3+, you can return 1 slain model to that unit with 4 wounds allocated to it.'

Page 106 – Gothizzar Harvester, Bone Harvest

Change to:

'At the end of the combat phase, you can pick 1 friendly **OSSIARCH BONEREAPERS** unit that is within 6" of this unit and had models slain in that phase. If you do so, roll a dice for each model from that unit that was slain in that phase. On a 4+:

- If the slain model had a Wounds characteristic of 4 or less, you can heal 1 wound allocated to its unit.
- If the slain model had a Wounds characteristic of 5 or more, you can heal up to 3 wounds allocated to its unit.
- If no wounds are currently allocated to the unit you picked, you can return a number of slain models to it that have a combined Wounds characteristic of equal to or less than the number of wounds you could have healed.'

You cannot pick the same unit with this ability more than once per phase.'

Page 109 – Mir Kainan, Dire Ultimatum

Change to:

‘Dire Ultimatum is a spell that has a casting value of 4 and a range of 3". If successfully cast, pick 1 enemy unit within range and visible to the caster. Until your next hero phase, if this unit is within 3" of that enemy unit when that enemy unit is picked to fight, all attacks made with melee weapons by that enemy unit must target this unit. The range of this spell must be measured from the caster, even if an ability would allow you to measure it from elsewhere.’

Page 112 – Pitched Battle Profiles

Add ‘Single’ to the Notes column of the following unit profiles:

- Morteck Crawler
- Gothizzar Harvester