



BATTLETOME: SONS OF BEHEMAT

DESIGNERS' COMMENTARY, FEBRUARY 2024

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: If I carry out the Colossal Slam monstrous rampage, does the -1 to hit rolls modifier for the unit carrying out that monstrous rampage apply even if the roll is failed?

A: Yes.

Q: Can I complete the Fury of Titans battle tactic even if the rolls to determine if the effect of those monstrous rampages fail to trigger?

A: Yes. Core rules section 21.1 explains that each player can 'carry out' 1 monstrous rampage with each friendly **MONSTER**. A monstrous rampage does not have to be successful in order for it to have been 'carried out'.

Q: Can Mega-Gargant Mercenaries use the Wrath of Titans monstrous actions?

A: No. These are part of the Sons of Behemat allegiance abilities, which Mega-Gargant Mercenaries do not benefit from.

Q: What happens if the bearer of the Club of the First Oak gains the ward of 5+, then heals wounds to have fewer than 25 wounds allocated to them?

A: The bearer no longer has a ward of 5+.

Q: Does the Big Shouts battle trait allow more than 1 other Mancrusher Gargant unit to receive the same command?

A: Yes. The battle trait allows you to issue the same command to any number of eligible **MANCRUSHER GARGANT** units within range of the general issuing that command.

Q: Does the Idiots with Flags battle trait add 1 to hit rolls for attacks that target a unit that has a model that can issue commands as if it were a champion?

A: No.

ERRATA, FEBRUARY 2024

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 62 – Lord and Master

Add King Brodd to the army general restrictions, as shown:

'Taker Tribe: Your general must be a **KRAKEN-EATER** or **KING BRODD**.

Breaker Tribe: Your general must be a **GATEBREAKER** or **KING BRODD**.

Smasher Tribe: Your general must be a **BEAST-SMASHER** or **KING BRODD**.

Stomper Tribe: Your general must be a **WARSTOMPER** or **KING BRODD**.'

Page 62 – Mega-Gargant Monstrous Rampages, Beast Grapple

Change to:

'Pick 1 enemy MONSTER that is not part of a unit consisting of 2 or more models, that is within 3" of this unit and roll a dice. On a 3+, until the end of the following combat phase, the strike-last effect applies to both that **MONSTER** and the unit carrying out this monstrous rampage.'

Page 62 – Mega-Gargant Monstrous Rampages, Colossal Slam

Add the following Designer's Note to the rule:

'Designer's Note: *If it is not possible to set up that MONSTER on the battlefield, return that MONSTER to its original position.*

Page 62 – Mega-Gargant Monstrous Rampages, Earth-shaking Roar
Replace the first sentence with:

'Pick 1 enemy unit within 3" of this model and roll a dice. On a 3+, that unit cannot issue or receive commands in the following combat phase. In addition, if the first roll was successful and that enemy unit has a **Wounds** characteristic of 1 or 2, roll 2D6. If that roll is higher than that unit's **Bravery** characteristic, for each point by which the roll exceeds the unit's **Bravery** characteristic, 1 model in that unit flees. That unit's commanding player decides which models flee. The effect of this monstrous rampage is not considered to be a battleshock test.'

Page 64 – Taker Tribe Artefacts of Power, Glowly Lantern

Change to:

'KRAKEN-EATER only. The bearer gains the **WIZARD** keyword. It can attempt to cast 1 spell in your hero phase that summons an endless spell. It only knows spells that summon endless spells and cannot attempt to cast any other spells. In addition, double the range of spells cast by the bearer that summon endless spells.'

Page 83 – Core Battalions, Bosses of the Stomp

Change the battalion abilities to Unified **and** Magnificent instead of Unified **or** Magnificent.

Page 83 – Core Battalions, Footsloggas

Change the battalion abilities to Unified **and** Swift instead of Unified **or** Swift.