



# SEASON OF WAR: THONDIA

## DESIGNERS' COMMENTARY, JANUARY 2023

The following commentary is intended to complement *Season of War: Thondia*. 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: Does an incarnate heal all of the wounds allocated to it in the battleshock phase, regardless of the result of the roll to determine whether its level is reduced?*

A: Yes.

*Q: The Summons to War battlepack states that 'Neither player can include faction terrain features in their army.' However, no such restriction is stated in the Strife in Thondia battlepack. Please can you confirm if faction terrain features can be used in the Strife in Thondia battlepack?*

A: You can use faction terrain features as normal in the Strife in Thondia battlepack, unless the battleplan being used states that only certain players are allowed to set up faction terrain features. In these battleplans, only the specified players can set up faction terrain features.

*Q: If an ability prevents an endless spell from being dispelled (e.g. the Disciples of Tzeentch battle trait 'Arcane Armies'), can I use the Kronspine Incarnate of Ghur's 'Devour Endless Spell' monstrous rampage and pick that endless spell?*

A: No.

## ERRATA, JANUARY 2023

The following errata correct errors in *Season of War: Thondia*. 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 54 – Incarnates, Damage

Change the final paragraph to:

**'For all rules purposes and abilities that refer to a Wounds characteristic, an incarnate is treated as having a Wounds characteristic of 18. If an incarnate is affected by an ability that slays the target without any wounds or mortal wounds being allocated, then the level of the incarnate goes down by 1 instead.'**

### Page 55 – Kronspine Incarnate of Ghur, Wild Form

Change the rule to:

**'Add 1 to hit rolls for attacks made by this incarnate while it is in its wild form. This incarnate can run and still charge in the same turn while it is in its wild form. If this incarnate is in its wild form, is within 12" of another unit or an endless spell, and is not within 3" of another unit at the start of your charge phase, it must attempt a charge and must make a charge move if it is possible for it to do so.'**

### Page 80 – The Anvil of Apotheosis: Ghur, Ancestries, Mortal

Add the following to the <Army> keywords:

**'<Slaves to Darkness>'**

### Page 83 – The Anvil of Apotheosis: Ghur, Archetypes, Commander

Change the list of restrictions to:

**'No DEATHMAGE, OSSIARCH BONEREAPERS or MASTERCLAN'**