



BATTLETOME: OGOR MAWTRIBES

DESIGNERS' COMMENTARY, FEBRUARY 2024

The following commentary is intended to complement *Battletome: Ogor Mawtribes*. 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 pick the Ex-mercenary command trait, do Blackpowder's Buccaneers gain the Battleline battlefield role?

A: Yes.

Q: If a unit cannot be picked when carrying out a monstrous rampage (for example, a unit in the Stormcast Eternals Astral Templars subfaction), can it still be affected by the Unstoppable Charge monstrous rampage?

A: Yes.

Q: The 'Avalanche of Flesh' battle tactic requires 10 or more mortal wounds to be caused by the Trampling Charge battle trait in order to be completed. If 10 or more mortal wounds are caused by the battle trait, but some are negated and the total number of wounds allocated as a result is less than 10, is the battle tactic still completed?

A: Yes.

ERRATA, FEBRUARY 2024

The following errata correct errors in *Battletome: Ogor Mawtribes*. 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 82 – Battle Tactics, Eat Your Fill

Change to:

'You complete this tactic at the start of the combat phase if every friendly **OGOR** unit on the battlefield is eating.'

Page 82 – Battle Tactics, Savour the Taste

Change to:

'You cannot pick this battle tactic in the first battle round. You complete this tactic at the end of your turn if every friendly **OGOR** unit on the battlefield is hungry.'

Pages 96, 98, 99, 100 – Huskard on Stonehorn/Huskard on Thundertusk/Stonehorn Beastriders/Thundertusk Beastriders, Reel 'Em In

Change the rules text to:

'If an attack made with a Chaintrap scores a hit on an enemy **MONSTER** unit, if that **MONSTER** unit is not destroyed and not already snagged (see below), after that attack has been resolved, you can roll a dice. On a 4+, that **MONSTER** unit is snagged until the start of your next shooting phase. While a **MONSTER** unit is snagged and the unit that snagged it is on the battlefield, each time that **MONSTER** unit makes a move, it must finish that move at least as close to the unit that snagged it as it was at the start of the move.'

Page 99 – Stonehorn Beastriders, Description

Change to:

'Stonehorn Beastriders are armed with a Harpoon Launcher, Punches and Kicks and 1 of the following weapon options: Chaintrap; or Blood Vulture.'

Page 100 – Thundertusk Beastriders, Description

Change to:

'Thundertusk Beastriders are armed with a Harpoon Launcher, Punches and Kicks and 1 of the following weapon options: Chaintrap; or Blood Vulture.'