



BATTLETOME: ORRUK WARCLANS

Designers' Commentary, December 2019

The following commentary is intended to complement *Battletome: Orruk Warclans*. 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 explain and 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 stated 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: Some Ironjawz and Bonesplitterz warclan rules state that if my general is a specific model (e.g. **IRONSUNZ MEGABOSS**) they must take the command trait or artefact of power listed for that warclan. But if my general is not the model specified, can I pick a different command trait or artefact of power?*

A: Yes.

Q: Can I use the Quickduff Amulet to cast the Great Green Hand of Gork spell outside of the hero phase?

A: No.

Q: Does the Drakkfoot Strength of Purpose ability apply to other abilities and/or artefacts of power that provide the same effect as the Ethereal ability? For example, does it apply to the Ethereal Amulet artefact from Malign Sorcery?

A: No.

Q: Does the Drakkfoot Strength of Purpose ability mean I can allocate more than 3 wounds to Morathi in the same turn?

A: No.

Q: If a Big Waaagh! or Bonesplitterz army takes the Ironfist warscroll battalion, can both armies use the 'Mighty Destroyers' command ability even though it is an Ironjawz battle trait?

A: Yes.

*Q: If I take a Big Waaagh! army, can I choose artefacts of power from Malign Sorcery for the **HEROES** in my army?*

A: Yes.

*Q: If the 'Locus of Diversion' battle trait forces an **IRONJAWZ** unit to fight at the end of the combat phase, but the 'Smashing and Bashing' battle trait is in effect, does the unit fight immediately or at the end of the combat phase?*

A: If two abilities that apply to a unit are contradictory and cannot both be used, the ability that was applied second takes precedence. This means that the **IRONJAWZ** unit would fight immediately instead of at the end of the combat phase. Note that this only occurs when it is impossible to use both abilities. For example, if one ability gave a unit a hit modifier of +1 and another ability gave the same unit a hit modifier of -1, both would be applied (and effectively cancel each other out).