



BATTLETOME: FYRESLAYERS

Designers' Commentary, May 2019

The following commentary is intended to complement *Battletome: Fyreslayers*. 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: If I use the Hermdar command ability (Skull-breakers and Oath-takers) to fight at the start of my combat phase, can I use the Lords of the Lodge (Oathbound Guardians) ability and pick that unit as the first unit I fight with during that phase, in effect allowing the unit to fight twice in a row?

A: Yes.

Q: The Warrior Kinband's 'Berserk Kindred' ability allows you to use the Vulkite Berzerkers' 'Berserk Fury' ability twice in the same battle. Can I use it twice in the same combat phase?

A: Yes, but doing so will not have any additional effect – slain models will still only be able to pile in and attack once before they are removed from play.

Q: Am I correct in thinking that Runeson 'A' can charge enemy 'E', triggering the damage from Molten Battering Ram, and then Runeson 'B' – who also had the buff on – can also charge enemy (E), triggering the damage from Molten Battering Ram again?

A: Yes.

Q: A Magmadroth's 'Volcanic Blood' ability says it is only triggered by wounds and doesn't mention mortal wounds. Is this intentional?

A: Yes. The ability is not triggered by mortal wounds.

Q: Is there a difference between knowing a prayer and being allowed to attempt it? For example, the Magmic Empowerment 'Ash-beard' says the general "knows" 2 prayers from the Zharrgrim Blessings table instead of 1. Contrast this wording with the artefact 'Volatile Brazier', which says the bearer can "attempt to summon" 2 magmic invocations in the same turn. Does Ash-beard just allow the Priest to know 2 prayers but still only attempt 1 of them in each hero phase?

A: Yes.

Q: Sometimes an ability will allow you to ignore the effects of a spell. For example, the Icon of Grimnir 'Nulsidian Icon' says the effects of a spell or endless spell are ignored on a 4+. Are the effects of an enemy spell ignored if it doesn't target my own unit but instead is one that my opponent casts on his own unit to buff it (e.g. Inferno Blades to give his own unit extra damage).

A: No. The spell has to directly affect the unit.

Q: The core/matched play rules say that allies cannot use or benefit from allegiance abilities. There seems to be quite a number of situations where the question of what 'benefit from' means. Could you explain please?

A: Certainly. It means that battle traits do not apply to and cannot be used by allied units. In addition, it means that allied units cannot receive allegiance abilities that you choose (or roll for) for certain types of unit in your army, such as command traits, artefacts of power or spells from spell lores. Note that, in the second case, allied units can be affected by such allegiance abilities when they are used (or would otherwise take effect) during the battle, as long as no other restrictions apply. For example, you could not choose an allied **WIZARD** to know a spell from a spell lore, but an allied unit could be affected by the spell if it was cast. In addition, any scenery rules for faction-specific terrain features apply to allied units during the battle.

Q: Further to the question above, for spells/endless spells with persistent effects, or indeed multiple effects, how many times do you roll to ignore the effects? Do you just roll once when the spell is cast or the endless spell set up?

A: No, you roll each time the spell directly affects your unit, for that specific occurrence of the effect.

*Q: How does an ability that negates wounds work in cases of overkill (i.e. when a model is slain but there are still wounds remaining to be allocated)? Should the rolls be made consecutively until the hero is slain and then stop? For example, Auric Hearthguard have the Sworn Protectors ability, which can negate a wound suffered by a friendly **HERO** and transfer it to the Hearthguard. Would I stop rolling to negate and transfer wounds as soon as the **HERO** was slain?*

A: Yes to both the question and the example. Wounds and mortal wounds are allocated one at a time until a model is slain. If the last model in a unit is slain, then any remaining wounds or mortal wounds cannot be allocated and are ignored.