BATTLETOME: FYRESLAYERS

DESIGNERS' COMMENTARY, APRIL 2024

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 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 a friendly **Fyreslayers** *model is slain within 12" of multiple Auric Flamekeepers, does the dice beside all of the Auric Flamekeepers in range increase by 1?*
A: Yes.

ERRATA, APRIL 2024

The following errata correct errors in Battletome: Fyreslayers. 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 56 – Fierce Counter-attack
Change the second sentence to:
'The unit that receives the command must be an **Auric Hearthguard**, **Hearthguard Berzerkers**, **Vulkite Berzerkers** or **Vulkyn Flameseekers** unit that is within 3" of an enemy unit that made a charge move in the same turn and not within 3" of any enemy units that have not made a charge move in the same turn.'

Page 60 – Zharrgrim Blessings, Ember Storm
Change the second sentence to:
'If answered, pick 1 friendly **Hearthguard Berzerkers**, **Vulkite Berzerkers** or **Vulkyn Flameseekers** unit wholly within range and visible to the chanter.'

Page 82 – Battlesmith, Bard of the Lodge
Change the rule to:
'If this unit issues the Rally command (core rules, 7.2) to a friendly **Fyreslayers** unit, you can return 1 slain model to the unit that receives the command for each 4+ instead of each 6.'

Page 82 – Auric Flamekeeper, Masterflame Rune
Change the rule to:
'When this unit is set up, place a D6 beside it with the 1 facing up. Each time a friendly **Fyreslayers** model is slain within 12" of this unit as a result of attacks or abilities, increase the value of the dice beside this unit by 1 (to a maximum of 6).

Once per turn, at the start of the combat phase, if the value of the dice beside this unit is 6, you can say that this unit will draw upon the power of the runes of their fallen brethren. If you do so, pick 1 friendly **Auric Hearthguard**, **Hearthguard Berzerkers**, **Vulkite Berzerkers** or **Vulkyn Flameseekers** unit wholly within 12" of this unit and apply 1 of the following effects to that unit. Then, change the value of the dice beside this unit back to 1. Each effect lasts until the end of that phase.'

Page 85 – Vulkite Berzerkers with Fyresteel Handaxes, Melee Weapons, Fyresteel Handaxes
Change the Range characteristic to 2".

Page 85 – Vulkite Berzerkers with Bladed Slingshields, Melee Weapons, Fyresteel Handaxe and Fyresteel War-pick
Change the Range characteristic to 2".

Pages 86-87 – Molten Infernoth, Runic Fyrewall and Zharrgron Flame-spitter summoning rules
Add the following sentence to the end of each Summoning paragraph:
'Only **Fyreslayers Priests** can attempt to summon this invocation.'

Warscroll Download – Vulkyn Flameseekers
Kyndledroth ability
Change to:
'At the end of the combat phase, pick 1 enemy unit within 1" of this unit and roll 2 dice for each Kyndledroth in this unit. For each 4+, that enemy unit suffers 1 mortal wound.'