



# BATTLETOME: FYRESLAYERS

## DESIGNERS' COMMENTARY, JULY 2021

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: 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.

## ERRATA, JULY 2021

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 54 – Inheritance of Grimnir, Blood of the Berzerker

Change to:

'Once per battle in the combat phase, after this general has fought in that phase for the first time, if they are within 3" of an enemy unit, they and their mount (if they have one) can immediately fight for a second time.'

### Page 56 – Emberstone Rune

Change to:

'Add 1 to chanting rolls for prayers chanted by the bearer that summon an invocation.'

### Page 58 – Prayers

Change header to 'Prayer Scriptures'. Delete the paragraph under the header.

### Page 58 – Zharrgrim Blessings

Add the following caveat under the table header:

'**FYRESLAYERS PRIEST** (including Unique units) only.'

### Page 58 – Zharrgrim Blessings

Delete the 'Molten Infusion' prayer from the table. Change the remaining prayers as follows:

'**Searing Heat:** Searing Heat is a prayer that has an answer value of 3 and a range of 18". If answered, pick 1 enemy unit within range and visible to the chanter. Subtract 1 from hit rolls for attacks made by that unit until the start of your next hero phase.'

'**Prayer of Ash:** Prayer of Ash is a prayer that has an answer value of 4 and a range of 18". If answered, pick 1 friendly **FYRESLAYERS** unit wholly within range and visible to the chanter. Add 1 to save rolls for attacks that target that unit until the start of your next hero phase.'

'**Ember Storm:** Ember Storm is a prayer that has an answer value of 3 and a range of 18". If answered, pick 1 friendly **VULKITE BERZERKERS** or **HEARTHGUARD BERZERKERS** unit wholly within range and visible to the chanter. That unit can run and still charge later in that turn.'

'**Prayer of Grimnir's Fury:** Prayer of Grimnir's Fury is a prayer that has an answer value of 3 and a range of 12". If answered, pick 1 friendly **FYRESLAYERS HERO** that does not have a mount, is within range and visible to the chanter, and is within 3" of an enemy unit. That **HERO** can fight.'

'**Gilded Claws:** Gilded Claws is a prayer that has an answer value of 3 and a range of 12". If answered, pick 1 friendly **MAGMADROTH** unit within range and visible to the chanter. Add 1 to wound rolls for attacks made by that unit with its Claws and Horns until the start of your next hero phase.'

### Page 59 – Magmic Invocations

Add the following sentence to the end of the first paragraph: 'Magmic Invocations are invocations (core rules, 20.3).'

### Page 60 – Magmic Battleforge

Delete this rule (it is replaced with the rule on the Magmic Battleforge warscroll in this document).

### Page 64 – Hermdar, Command Ability, Skull-breakers and Oath-takers

Change the rule to:

'You can use this command ability at the start of the combat phase. Pick 1 friendly **HERMDAR VULKITE BERZERKERS** unit or 1 friendly **HERMDAR HEARTHGUARD BERZERKERS** unit wholly within 12" of a friendly **HERMDAR HERO**. The strike-first effect applies to that unit in that phase.'

### Page 65 – Lofnir, Venerators of Vulcatrux

Change the second paragraph of the rule to:

'In addition, if you are using the Contest of Generals battlepack or a Pitched Battles battlepack, you can include 1 additional **BEHEMOTH** in your army, as long as every **BEHEMOTH** in your army is a **MAGMADROTH**.'

**Pages 70-73** – Path to Glory

These Path to Glory campaign rules are not compatible with the latest version of the Path to Glory rules from the Core Book. You can still use them to run a ‘classic’ Path to Glory campaign, or you can use the rules from the Core Book to run a ‘modern’ Path to Glory campaign.

**Page 78** – Auric Runesmith on Magmadroth, Runic Empowerment  
Change to:

‘Runic Empowerment is a prayer that has an answer value of 3 and a range of 12". If the chanter carries a Forge Key, this prayer has a range of 18" instead. If answered, pick 1 friendly **FYRESLAYERS** unit wholly within range and visible to the chanter. Add 1 to wound rolls for attacks made by that unit until the start of your next hero phase.’

**Page 81** – Battlesmith, Icon of Grinnir

Add the following to the rule:

‘A unit cannot benefit from this ability more than once per phase.’

**Page 81** – Auric Runemaster, Volcano’s Call

Change the rule to:

‘Volcano’s Call is a prayer that has an answer value of 3 and a range of 18". If answered, pick 1 terrain feature wholly within range and visible to the chanter. Roll a dice for each model within 1" of that terrain feature. For each 6, that model’s unit suffers 1 mortal wound.’

**Page 82** – Doomseeker, Fyresteel Throwing Axe

Change the Range characteristic from 1" to 8".

**Page 83** – Auric Runesmith, Description

Change the last sentence to:

‘In addition, it can either be armed with a Runic Iron or carry a Forge Key.’

**Page 83** – Auric Runesmith, Runic Empowerment

Change to:

‘Runic Empowerment is a prayer that has an answer value of 3 and a range of 12". If the chanter carries a Forge Key, this prayer has a range of 18" instead. If answered, pick 1 friendly **FYRESLAYERS** unit wholly within range and visible to the chanter. Add 1 to wound rolls for attacks made by that unit until the start of your next hero phase.’

**Pages 60, 86-87** – Magmic Invocation and Faction Terrain warscrolls

Replace these warscrolls with the ones in this document.

## INVOCATION WARSCROLL

# ZHARRGRON FLAME-SPITTER

**SUMMONING:** This invocation is summoned with a prayer that has an answer value of 3 and a range of 6". If answered, set up the invocation wholly within range and visible to the chanter, and more than 1" from all models, terrain features, other invocations and endless spells.

**Magma Blast:** *At the beck of a Zharrgrim priest, the Zharrgron Flame-spitter hurls forth a fiery orb that arcs across the sky before detonating in an explosion of flame amidst the enemy lines.*

At the start of the commanding player's shooting phase, if there are any friendly **FYRESLAYERS PRIESTS** within 6" of this invocation, the commanding player can pick 1 enemy unit within 24" of this invocation and roll 12 dice. Add 1 to the roll if that unit has 10 or more models. Add 2 to the roll instead if that unit has 20 or more models. For each 6+, that unit suffers 1 mortal wound.

If the commanding player rolls 4 or more unmodified 6s, after the mortal wounds have been allocated to that unit, this invocation is removed from play.



By concentrating their magmic powers, a Runemaster or Runesmiter can summon forth fiery heat from the bowels of the realm. With a rumble and a crack, an angry geyser opens up in the earth, bombarding the foe with molten death.

## INVOCATION WARSCROLL

# RUNIC FYREWALL

**SUMMONING:** This invocation is summoned with a prayer that has an answer value of 3 and a range of 18". If answered, set up the invocation wholly within range and visible to the chanter, and more than 1" from all models, terrain features, other invocations and endless spells.

**Awakened Runes:** *The flames of a Runic Fyrewall ignite any ur-gold runes embedded in nearby Fyreslayers, causing them to blaze with power.*

At the start of each phase, the commanding player can pick 1 **FYRESLAYERS** unit wholly within 12" of this invocation to draw upon its power. If they do so, the commanding player rolls a dice. On a 1-5, that unit has a ward of 6+ until the end of the phase. On a 6, that unit has a ward of 4+ until the end of the phase and this invocation is removed from play at the end of the phase.

**Roaring Rune-fire:** *The leaping flames of a Runic Fyrewall act as a barrier that only creatures born of fire can pass.*

Models cannot move across or through this invocation unless they have the **MAGMADROTH** keyword or can fly.



At the command of a Zharrgrim priest, a Runic Fyrewall can be raised from the fiery chasms far beneath his soot-stained feet. Glinting with runes, this scintillating barrier of gold and flame bars the enemy's path, and protects the flanks of the Fyreslayers' fyrds as they press ever forward.

## INVOCATION WARSCROLL

# MOLTEN INFERNOTH



An elemental manifestation that personifies the blazing wrath of Vulcatrix, a Molten Infernoth can be drawn to battle by the summons of a Zharrgrim priest. Bursting out of the realm's crust, the ferocious entity lumbers across the battlefield inspiring Fyreslayers while blasting the enemy with raging torrents of lava.

**SUMMONING:** This invocation is summoned with a prayer that has an answer value of 4 and a range of 12". If answered, set up the invocation wholly within range and visible to the chanter, and more than 1" from all models, terrain features, other invocations and endless spells.

**Burning Tide:** *The Molten Infernoth wades through solid earth, lumbering its way across the battlefield in search of prey.*

After this invocation is set up and at the start of each of their hero phases, the commanding player can move this invocation as if it were a model with a Move characteristic of 2D6".

**Erupting Inferno:** *The Infernoth's fiery visage casts gobbets of molten metal at any creature nearby.*

After this invocation has moved, the commanding player rolls 12 dice for each unit within 3" of it. For each 6, that unit suffers 1 mortal wound. If the roll to determine how far this invocation could move in this phase was a double, that unit suffers D3 mortal wounds for each 6 instead of 1 and this invocation is removed from play at the end of the phase. **FYRESLAYERS** units are not affected by this ability.



Formed in moments from molten blood of the land, the Magmic Battleforge is a manifestation of Grimnir's fury fused with the white-hot fires of Vulcatrix. This mystic furnace can be summoned to a battlefield, where its elemental heat can ignite ur-gold runes and stoke the powers of the Zharrgrim.

## FACTION TERRAIN WARSCROLL

# MAGMIC BATTLEFORGE

**FACTION TERRAIN:** Only Fyreslayers armies can include this faction terrain feature.

**SET-UP:** After territories are determined, you can set up this faction terrain feature wholly within your territory and more than 3" from all objectives and other terrain features. If both players can set up faction terrain features at the same time, they must roll off and the winner chooses who sets up their faction terrain features first.

**IMPASSABLE:** You cannot move a model over this terrain feature unless it can fly, and you cannot move a model onto this terrain feature or set up a model on this terrain feature (even if it can fly).

**Molten Blessing:** *Drawing upon the powerful elemental energies of the Magmic Battleforge, a Zharrgrim priest casts clouds of cinders adrift on the air, imbuing those of their sacred order with burning power.*

At the start of your hero phase, you can pick 1 friendly **FYRESLAYERS PRIEST** within 6" of this terrain feature to control its magmic energies. If you do so, until the end of that phase, add 1 to chanting rolls for friendly **FYRESLAYERS PRIESTS** within 18" of this terrain feature. You cannot use this terrain feature's Molten Blessing ability and its Spending the Forge ability in the same phase.

**Spending the Forge:** *In times of need, a Zharrgrim priest may expend all of the Magmic Battleforge's power, igniting the ur-gold runes of their Fyreslayer kin and infusing the warriors with strength.*

Once per battle, at the start of your hero phase, instead of using this terrain feature's Molten Blessing ability, you can pick 1 friendly **FYRESLAYERS PRIEST** within 6" of this terrain feature to spend all of its energy. If you do so, until the start of your next hero phase, friendly **FYRESLAYERS** units on the battlefield have a ward of 6+. However, for the rest of the battle, **FYRESLAYERS PRIESTS** can no longer use this terrain feature's Molten Blessing ability.