



BATTLETOME: NIGHTHAUNT

Designers' Commentary, July 2019

The following commentary is intended to complement *Battletome: Nighthaunt*. 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. 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Q: For the purposes of Deathless Spirits, if a model is within 12" of my general or a friendly HERO, do I roll 1 dice to negate the wound or mortal wound, or 1 dice per friendly HERO within 12" of the model?

A: Roll 1 dice to negate the wound or mortal wound.

Q: Is the range of the Myrmourn Banshees' unbinding ability 18"?

A: Yes.

Q: The Chainguard warscroll battalion mentions a Temporal Translocation spell. Where can I find this spell?

A: The spell appears on the warscroll supplied with the Guardian of Souls with Mortality Glass that was made available as a limited edition store anniversary model.

Q: I have a question regarding the Myrmourn Banshees ability 'Spell-eaters' and its interaction with endless spells, specifically the part of the rule which reads: "Once in each of your hero phases, if this unit is within 6" of an endless spell, this unit can attempt to dispel the endless spell in the same manner as a WIZARD." Can this ability be used at any time during the hero phase?

A: No, it must be used at the start of the hero phase (as **WIZARDS** can only attempt to dispel at the start of the hero phase).