BATTLETOME: SYLVANETH

DESIGNERS' COMMENTARY, OCTOBER 2022

The following commentary is intended to complement *Battletome: Sylvaneth*. 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: Does the Lady of Vines' 'Verdian Crown' ability give friendly units wholly within range the benefit of cover?
A: No.

Q: Is an Awakened Wyldwood a Wyldwood (core rules, 17.1.4)?
A: Yes.

Q: Does the Lady of Vines' 'Verdian Crown' ability allow units wholly within range to benefit from effects (e.g. those of the 'Places of Power' and 'From the Woodland Depths' battle traits) as if they were wholly within range of an Awakened Wyldwood or overgrown terrain feature?
A: Yes.

Q: Can I set up a unit that has been removed from the battlefield with the 'From the Woodland Depths' battle trait wholly within 6" of the Lady of Vines?
A: No.

Q: Can a unit that must be set up wholly within range of an Awakened Wyldwood or overgrown terrain feature (e.g. as per the 'Roused to Wrath' ability) be set up wholly within range of the Lady of Vines' 'Verdian Crown' ability?
A: No.

Q: There are abilities in the battletome (for example, 'Places of Power') that require a unit to be wholly within range of an overgrown terrain feature or a friendly Awakened Wyldwood. If a unit is not wholly within range of a single overgrown terrain feature or a friendly Awakened Wyldwood, but some models in the unit are wholly within range of one such terrain feature, and the remaining models in the unit are wholly within range of another such terrain feature, is the unit considered to be wholly within range?
A: No.

Q: If a rule allows you to re-roll a casting roll made for a **Gnarlroot Wizard** *and the first casting roll was affected by the 'Keepers of the Arcane' ability, is the re-roll also affected by the 'Keepers of the Arcane' ability?*
A: Yes.

ERRATA, OCTOBER 2022

The following errata correct errors in *Battletome: Sylvaneth*. 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 64 – Allegiance Abilities, Battle Traits, From the Woodland Depths, Strike and Fade
Change the rule to:
'Once per turn, in your combat phase, immediately after a friendly **Sylvaneth** unit that is wholly within 9" of an overgrown terrain feature or friendly Awakened Wyldwood has fought and any slain models have been removed from play (core rules, 14.2), you can remove that unit from the battlefield and set it up again more than 9" from all enemy units and wholly within 9" of either a different overgrown terrain feature that is more than 3" from all enemy units or a different friendly Awakened Wyldwood that is more than 3" from all enemy units.'

Designer's Note: *This errata means that any abilities or effects that come into play when a model is slain but before it is removed from play (such as the 'Blaze of Glory' battle trait for the Stormcast Eternals) are resolved before the 'Strike and Fade' effect regardless of whose turn is taking place.*

Page 66 – Allegiance Abilities, Command Traits, Spellsinger
Change the rule to:
'When this general attempts to cast a spell, before making the casting roll, you can pick 1 friendly Awakened Wyldwood on the battlefield. If you do so and the spell is successfully cast and not unbound, the range, visibility and effect of that spell can be measured from 1 scenery piece that is a part of that friendly Awakened Wyldwood. Spells that summon endless spells do not benefit from this effect.'

Page 95 – Spiterider Lancers, Thrumming with Life
Change the rule to:
'At the end of each phase, if any enemy models were slain by an attack made by this unit in that phase, you can heal all wounds allocated to this unit.'

Page 95 – Revenant Seekers, Thrumming with Life
Change the rule to:
'At the end of each phase, if any enemy models were slain by an attack made by this unit in that phase, you can heal all wounds allocated to this unit.'