



BATTLETOME: SYLVANETH

DESIGNERS' COMMENTARY, JULY 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.