



BATTLETOME: STORMCAST ETERNALS

Designers' Commentary, December 2019

The following commentary is intended to complement *Battletome: Stormcast Eternals*. 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: Does the Hallowed Knights 'Only the Faithful' ability apply to spells cast by friendly WIZARDS?

A: Yes.

Q: Does the Celestant-Prime's 'Retribution from On High' ability add 2 to the Attacks characteristic of Ghal Maraz for each turn that the Celestant-Prime remains in reserve?

A: Yes.

Q: As the proud owner of a Stardrake, I have a question. Say for example a Bloodthirster was in combat with a unit of Paladins and they knocked it down to 4 remaining wounds and then a Stardrake piled in – does the 'Cavernous Jaws' ability then work on a roll of 5 or more to eat the Bloodthirster, or is it rolled against the warscroll's Wounds characteristic?

A: It is rolled against the model's Wounds characteristic. The wounds allocated to a model do not reduce its Wounds characteristic.

Q: If I use the Lord-Arcanum's Cycle of the Storm to heal a wound on a model instead of slaying it, what happens to any wounds that remain to be allocated?

A: Continue to allocate them as normal. Cycle of the Storm will not always stop a model from being slain, but will require an extra wound to be inflicted in order to do so.

Q: Does the Thunderhock spell automatically subtract 1 from hit rolls for attacks made by enemy units that are in range, or only if I roll a 4+?

A: Only if you roll a 4+.

Q: Can I use Gavriel Sureheart's command ability to affect the same unit more than once in the same phase?

A: Yes.

Q: If I use the Anvils of the Heldenhammer 'Heroes of Another Age' command ability on a friendly Vanguard-Raptors with Longstrike Crossbows unit in my hero phase, are they treated as not having moved for the purposes of their 'Longshot' ability?

A: No.