



BATTLETOME: STORMCAST ETERNALS

DESIGNERS' COMMENTARY, OCTOBER 2021

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 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: If I use the Lord-Arcanum's Cycle of the Storm to heal a wound on a model instead of it being slain, 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 it will require an extra wound to be caused in order to do so.

Q: Can you explain how Yndrasta's 'The Prime Huntress' ability works with a contradictory effect like the Alarith Spirit of the Mountain's 'Stonemage Symbiosis' ability?

A: The Prime Huntress triggers **when** the damage table of a **MONSTER** is used to determine a characteristic or ability. As both of these effects trigger at the same time, they are classed as Simultaneous Effects (1.6.2). This means that the player whose turn is taking place applies the effects of their ability first, then their opponent does the same.

ERRATA, OCTOBER 2021

The following errata corrects errors in *Battletome: Stormcast Eternals*. 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 107 – Command Traits, Master of the Celestial Menagerie
Change the rule to:

'If this general has the Behemoth battlefield role and is on the battlefield, subtract 1 from wound rolls for attacks made with melee weapons that target friendly **STORMCAST ETERNALS** units that have the Behemoth battlefield role.'

Page 110 – Prayer Scriptures, Translocation

Add the following to the end of rule:

'That unit cannot move in the following movement phase.'

Page 110 – Mount Traits

Change the text beneath the header to:

'You can pick 1 **HERO** with the **STARDRAKE**, **DRACONITH**, **DRACOTH**, **DRACOLINE**, **TAURALON** or **GYPH-CHARGER** keyword in your army to have 1 of the following mount traits.'

Page 148 – Lord-Aquilor, Keywords

Add the following keyword:

'**GYPH-CHARGER**'