



BATTLETOME: LUMINETH REALM-LORDS

DESIGNERS' COMMENTARY, NOVEMBER 2022

The following commentary is intended to complement *Battletome: Lumineth Realm-lords*. 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 a unit is affected by both the 'Crippling Vertigo' and 'Darkness of the Soul' spells, do I make 2 different rolls of 2D6 when that unit attempts to make a normal move or charge move?

A: Yes.

Q: Can you explain what happens if Teclis casts a spell within range of an effect that requires you to re-roll, change or replace a successful casting roll?

A: As you do not roll the dice, a spell cast with the 'Archmage' ability cannot be re-rolled, changed or replaced.

Q: Can the number of spells I pick for Teclis with the 'Archmage' ability ever be increased or decreased?

A: No.

Q: If the answer to the previous question is 'No', how do effects that allow a WIZARD to cast additional spells work with Teclis?

A: Any effects that would allow Teclis to cast an additional spell are ignored.

Q: Can models move through the gap underneath a Shrine Luminor where the terrain feature is not touching the battlefield?

A: If there are no models in a Shrine Luminor's garrison, other models can move through the terrain feature's gap as normal (if possible). However, if the Shrine Luminor is garrisoned, the entire terrain feature is treated as an enemy model to your opponent, so they could only move through these gaps as part of a pile-in move or retreat.

Q: If an YMETRICA ALARITH unit is attacked with a weapon that has a Rend characteristic of -2 that has been improved to -3 (for example, by the 'Ironjawz Waaagh!' battle trait), does the 'Mountain Realm' subfaction ability change the unmodified Rend characteristic of -2 to '-' before the improved Rend modifier is applied?

A: Yes. Effects that set a characteristic to a fixed value are applied before effects that modify the value, so, in this case, the 'Mountain Realm' ability would change the unmodified Rend characteristic of -2 to '-', and then the 'Ironjawz Waaagh!' battle trait would improve the Rend characteristic to -1.

ERRATA, NOVEMBER 2022

The following errata correct errors in *Battletome: Lumineth Realm-lords*. 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 81 – Allegiance Abilities, Spell Lores, Lore of Hysh

Change the caveat under the table header to:

'**TECLIS, SCINARI WIZARD** and **VANARI WIZARD** (including Unique units) only.'

Page 82 – Allegiance Abilities, Spell Lores, Lore of the Winds

Change the caveat under the table header to:

'**TECLIS** and **HURAKAN WIZARD** (including Unique units) only.'

Page 82 – Allegiance Abilities, Spell Lores, Lore of the High Peaks

Change the caveat under the table header to:

'**TECLIS** and **ALARITH WIZARD** (including Unique units) only.'

Page 85 – Allegiance Abilities, Great Nations, Great Nation of Helon, Gale of Killing Shafts

Change the rule to:

'In your shooting phase, when you pick a friendly **HELON** unit to shoot, you can say that it will unleash a gale of killing shafts. If you do so, in that phase, you can add 1 to the Attacks characteristic of that unit's missile weapons, but that unit can only target enemy units within 6" of it.'

Page 98 – Archmage Teclis and Celennar, Spirit of Hysh, Description

Change the Wizard text to:

'**WIZARD:** The number of spells this unit can cast is determined using the Archmage ability opposite. Teclis can attempt to unbind any number of spells in the enemy hero phase. If this unit is part of a Lumineth Realm-lords army, it knows all of the spells from the Lore of Hysh, the Lore of the Winds and the Lore of the High Peaks in addition to the other spells it knows.'

Page 111 – Avalenor, the Stoneheart King, Keywords

Add the following keyword:

'**YMETRICA**'