



# BATTLETOME: LUMINETH REALM-LORDS

## Designers' Commentary, July 2020

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 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. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

*Q: Can a unit that is not a WIZARD use 'Magical Insight' to cast a spell?*

A: No.

*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: If any models in a VANARI unit that is a shining company move away from the unit or are slain, and the unit is no longer a shining company as a result, can that unit reform as a shining company if its models once again touch the bases of 2 or more models in the unit?*

A: No.

*Q: If a friendly SYAR unit that is wholly within 18" of a friendly SYAR HERO uses the 'Deplete Reserves' command ability, is it possible to use both of that unit's aetherquartz reserves on the same ability (such as 'Heightened Senses') in the same phase?*

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 you explain the sequence for changing the value of the D6 beside the Hyshian Twinstones if a friendly LUMINETH REALM-LORDS WIZARD draws on the power of the twinstones and then casts a spell within 12" of it?*

A: If it is your turn and the spell is successfully cast and not unbound, after the effects of that spell have been resolved, you can first change the value of the D6 next to the endless spell to 1 and then increase the value of the D6 by 1.

*Q: If I successfully cast 'Summon Sanctum of Amyntok' with a LUMINETH REALM-LORDS WIZARD that is part of a unit that has more than 1 model, what happens to the other models in that unit?*

A: In order to set up the Sanctum of Amyntok, you must be able to set up all of its models without moving any models from the caster's unit. If this is impossible, the endless spell cannot be set up. Sometimes this will mean that other models from the caster's unit will be inside the Sanctum of Amyntok; if this is the case, those models must remain inside the ring for as long as the Sanctum of Amyntok is on the battlefield. Models from the caster's unit cannot be moved across any part of the endless spell.

If an enemy unit targets the unit inside the Sanctum of Amyntok, the modifiers to hit and save rolls from the 'Sigil of Yngra' ability do not apply, unless the caster is the only model from that unit on the battlefield.

However, you can still roll for each enemy unit at the end of the combat phase with the 'Sigil of Yngra' ability as normal. Remember, the range to the unit inside the Sanctum of Amyntok is measured to the endless spell model.

In addition, if the Sanctum of Amyntok was cast by a model that is no longer a **WIZARD** (e.g. a High Warden from a Vanari Auralan Wardens unit that no longer has 5 or more models), the endless spell remains on the battlefield until that model is slain or it is dispelled.