



BATTLETOME: LUMINETH REALM-LORDS

DESIGNERS' COMMENTARY, FEBRUARY 2024

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 a unit of Alarith Stoneguard was picked as the target of the 'Unyielding Toughness' command trait at the start of my hero phase (giving it a Wounds characteristic of 3), and it has 2 wounds allocated to it at the start of my next hero phase, can I re-apply the effect of that ability to the unit before a model is slain?

A: No. The effect of the ability would end before being re-applied, resulting in a model being slain.

Q: For the 'Blind the Enemy' battle tactic, do I need to successfully cast spells with 4 different WIZARDS, or can I cast 4 spells with 2 different WIZARDS to complete that tactic?

A: You need to successfully cast spells with 4 different WIZARDS.

Q: If an ability causes Archmage Teclis to re-roll a casting roll, what happens?

A: In this case, the re-roll would have no effect, as the spell would still be automatically cast with the casting roll specified in Teclis' 'Archmage' ability.

Q: Can a LUMINETH REALM-LORDS WIZARD use their 'Deep Thinkers' ability to automatically cast a spell that has a casting value of 10 or higher (such as 'Merciless Blizzard')?

A: No, they cannot. However, the casting roll could be modified (e.g. by using primal magic dice) in order to allow the spell to be successfully cast.

ERRATA, FEBRUARY 2024

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 81 – Lore of Hysh, Protection of Hysh

Change the second sentence of the rule to:

'If successfully cast, until your next hero phase, friendly units have a ward of 5+ while they are wholly within range of the caster.'

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 83 – Great Nation of Ymetrica, Mountain Realm

Change to:

'The Enduring as Rock ability of friendly **YMETRICA ALARITH** units worsens the Rend characteristic of attacks that target those units by 2 instead of 1, to a minimum of '1'.'

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 hit rolls and wound rolls for that unit’s missile weapons, but that unit can only target enemy units within 6" of it.’

Pages 107, 108, 116 (Scinari Cathallar, Scinari Enlightener, Scinari Calligrave, Scinari Loreseeker, Myari Lightcaller) – Deep Thinkers

Remove ‘that cannot be modified’ from the rule, i.e. change to:

‘Once per battle, in your hero phase, when this unit attempts to cast its first spell in that phase, it is automatically cast with a casting roll of 9 (do not roll 2D6). It can still be unbound.’

Pages 109, 110, 111 (Alarith Spirit of the Mountain, Alarith Stonemage, Alarith Stoneguard, Avalenor) – Enduring as Rock

Change to:

‘When this unit is targeted by an attack, worsen the Rend characteristic of that attack by 1, to a minimum of ‘-’.’

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 98 – Archmage Teclis and Celennar, Spirit of Hysh, Discs of the Aelementiri

Change the first sentence of the rule to:

‘At the start of your hero phase, in addition to casting spells, this unit can automatically dispel 1 endless spell (do not roll 2D6).’

Page 98 – Archmage Teclis and Celennar, Spirit of Hysh, Seeing Stone of Celennar

Change the rule to:

‘Each time a friendly unit within range of this unit’s Aura of Celennar ability is affected by the abilities of an endless spell summoned by an enemy **WIZARD** or a spell cast by an enemy **WIZARD**, you can roll a dice. On a 4+, ignore the effect of that spell or the effects of that endless spell’s abilities on that unit. Then, if the dice roll was successful, pick 1 enemy unit within 18" of that unit. That enemy unit suffers D3 mortal wounds.’

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

Change the second sentence of the rule to:

‘If successfully cast, until your next hero phase, friendly units have a ward of 5+ while they are wholly within range of the caster.’

Pages 109, 110, 111 – Various, Enduring as Rock

Change the rule to:

‘When this unit is targeted by an attack, if the weapon used for that attack has an unmodified Rend characteristic of -1, change the Rend characteristic for that attack to ‘-’.’

Page 111 – Avalenor, the Stoneheart King, Keywords

Add the following keyword:

‘**YMETRICA**’