



# BROKEN REALMS: TECLIS

## DESIGNERS COMMENTARY, JULY 2021

The following commentary is intended to complement *Broken Realms: Teclis*. 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: Can I use the 'Spirit of the Wind' ability in my opponent's shooting phase?*

A: Yes.

*Q: Does the Hurakan Temple ability 'Whirling Tornadoes' allow units in the battalion to count as having charged in the enemy turn?*

A: Yes.

*Q: Can a unit from the Hurakan Temple battalion using the 'Whirling Tornadoes' ability make a pile-in move even if that unit is not within 3" of enemy units?*

A: Yes.

*Q: Can I use the Great Nation of Alumnia's 'Claim the Field' ability to move a Scinari Loreseeker that has been set up as a Lone Agent reserve unit?*

A: No.

*Q: The Vanari Bladelords are armed with Sunmetal Greatblades but do not have the 'Sunmetal Weapons' ability. Is this intentional?*

A: Yes, it was omitted deliberately.

*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: The Scinari Loreseeker is noted as 'Unique' in the Pitched Battle Profiles table. Is it intended that he cannot have a command trait or artefact?*

A: Yes.

## ERRATA, JULY 2021

The following errata correct errors in *Broken Realms: Teclis*. 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 98** – City of Luminaries, Warriors of the High District

Change to:

'1 in every 4 units in a Settlers Gain army can be a coalition unit (see below) from the Lumineth Realm-lords faction. Those units gain the **CITIES OF SIGMAR** and **SETTLER'S GAIN** keywords.'

## COALITION UNITS

Coalition units are ignored when determining if the units in the army are from a single faction. Coalition units cannot be generals.

**Designer's Note:** *Coalition units are not allied units, so the limitations that apply to allied units do not apply to them. This means that coalition units can be given one of your army's enhancements, as long as they have the correct keywords or are of the correct unit type needed to receive it.'*

**Page 125** – Aetherquartz Reserve, Magical Insight

Change to:

'**Magical Insight:** **WIZARDS** only. You can say that a unit will use this ability at the start of your hero phase. If you do so, that unit can attempt to cast 1 extra spell in that phase.'

**Page 125** – Lightning Reactions

Replace the rule and Designer's Note with:

'During the combat phase, after any units with the strike-first effect have attacked, when it is your turn to pick a unit to fight, you can pick 2 eligible units instead of 1. Neither unit can have the strike-last effect. Each of those units can fight one after the other in the order of your choice.'

**Page 128** – Battle Traits, Move Like The Wind

Change the first sentence of the rule to:

'When you make a pile-in move with a Hurakan model, it does not have to finish the move no further from the nearest enemy unit than it was at the start of the move.'

**Page 128** – Artefacts of Power, Windblast Fan

Change the last sentence of the rule to:

'That unit must retreat.'

**Page 129** – Spell Lores

Delete the first sentence of the paragraph under the header.

**Page 129** – Lore of the Winds

Change the caveat under the header to:

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

**Page 130** – Shrine Luminor

Delete this rule (it is replaced with the rule on the Shrine Luminor's warscroll in this document).

**Page 133** – Command Ability, Gone Like The Wind  
Change the last sentence of the rule to:  
'That unit can make a normal move or retreat (it cannot run).'

**Page 136-139** – Path to Glory  
These Path to Glory campaign rules are not compatible with the latest version of the Path to Glory rules from the Core Book. You can still use them to run a 'classic' Path to Glory campaign, or you can use the rules from the Core Book to run a 'modern' Path to Glory campaign.

**Page 141** – Starshard Battery, Organisation  
Change the second entry to:  
• 3-5 units of Vanari Starshard Ballistas

**Page 144** – Vanari Starshard Ballistas, Messenger Hawk  
Change the rule to:  
'Add 1 to hit rolls for attacks made with Starshard Bolts by this unit, if the attacks target an enemy unit that is visible to a friendly **LUMINETH REALMLORDS HERO** that is within 18" of this unit.'

**Page 145** – Scinari Calligrave, Erasure  
Change the third sentence of the rules text to:  
'You can either inflict D3 mortal wounds on that **HERO** or mark them for erasure.'

**Page 146** – Ellania and Ellathor, Eclipsian Warsages  
Replace the **YMETRICA** keyword on the keywords line with the **ILIATHA** keyword.

**Designer's Note:** *Although they fight bearing the colours of Ymetrica, Ellania and Ellathor are prodigies of Iliathan creed and discipline.*

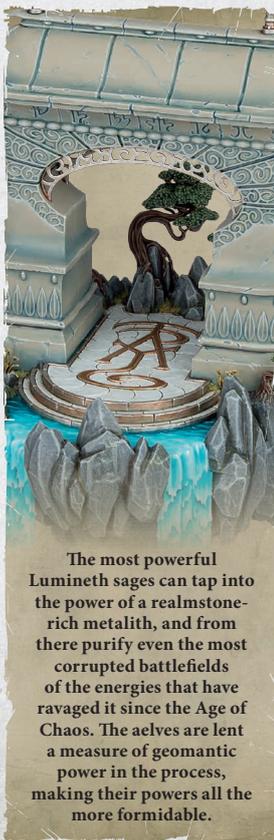
**Page 148** – Sevreth, Lord of the Seventh Wind, Into the Gale  
Change the second paragraph of rules text to:  
'In addition, if an enemy model starts a pile-in move within 3" of any friendly units with this ability, subtract 2" from the distance that model can pile in during that phase (to a minimum of 1').'

**Page 148** – Sevreth, Lord of the Seventh Wind, Spirit of the Wind  
Change the first sentence of the rule to:  
'At the end of the shooting phase, this model can make a normal move or a retreat of 12" (it cannot run).'

**Page 148** – Sevreth, Lord of the Seventh Wind  
Remove the **YMETRICA** keyword from the keywords line.

**Page 150** – Hurakan Spirit of the Wind, Into the Gale  
Change the second paragraph of rules text to:  
'In addition, if an enemy model starts a pile-in move within 3" of any friendly units with this ability, subtract 2" from the distance that model can pile in during that phase (to a minimum of 1').'

**Page 131** – Hurakan Spirit of the Wind, Spirit of the Wind  
Change the first sentence of the rule to:  
'At the end of the shooting phase, this model can make a normal move or a retreat of 12" (it cannot run).'



## FACTION TERRAIN WARSCROLL SHRINE LUMINOR

**FACTION TERRAIN:** Only Lumineth Realm-lords armies can include this faction terrain feature.

**SET-UP:** After territories are determined, you can set up this faction terrain feature wholly within your territory and more than 3" from all objectives and other terrain features. If both players can set up faction terrain features at the same time, they must roll off and the winner chooses who sets up their faction terrain features first.

**DEFENSIBLE:** This terrain feature is a defensible terrain feature that can be garrisoned by 1 **LUMINETH REALM-LORDS HERO** that is not a **MONSTER** and does not have a mount. The garrison is referred to as the terrain feature's 'Shrine Guardian' in the rules on this warscroll.

**Cleansing Rituals:** A Shrine Luminor cleanses corruption from the lines of geomantic power that criss-cross the Mortal Realms.

Once per turn, you can re-roll 1 casting, dispelling or unbinding roll for 1 friendly **LUMINETH REALM-LORDS HERO** that is within 12" of this terrain feature. If this terrain feature has a Shrine Guardian, the range of this ability is 24" instead.

**Shrine Guardian:** Shrines Luminor are instrumental to the Lumineth's efforts in cleansing Chaos from the Mortal Realms, and the aelves will follow without question the commands of those who guard them.

Once per turn, this terrain feature's Shrine Guardian can issue a command without a command point being spent.