



BROKEN REALMS: TECLIS

Designers' Commentary, May 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 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 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: Many of the Lumineth Realm-lords command abilities do not require benefiting units to be within distance of a friendly **HERO**. When this is the case, what units in my army can use these command abilities?*

A: You can pick any applicable friendly unit on the battlefield to use the command ability, but the unit you pick to use the command ability must be the unit that benefits from it.

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 on a Shrine Luminor? And can they move through the gap underneath a Shrine Luminor where the terrain feature is not touching the battlefield?

A: Only garrisoning models can be placed or moved onto a Shrine Luminor. 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.

Q: The Scinari Loreseeker is noted as 'Unique' in the Pitched Battle Profiles table. Is it intended that he is a named character for rules purposes and therefore cannot have a command trait or artefact?

A: Yes.