



BATTLETOME: SOULBLIGHT GRAVELORDS

DESIGNERS' COMMENTARY, SEPTEMBER 2023

The following commentary is intended to complement *Battletome: Soulblight Gravelords*. 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: Does the 'Doomed Minions' command trait apply to attacks made by mounts?

A: No, as per 27.3.1 of the Core Rules – 'artefacts of power and command traits that affect attacks made by friendly models do not affect attacks made by their mounts, unless noted otherwise.'

Q: If a unit that is destroyed was above its maximum starting size (e.g. from the 'Pack Alpha' heroic action), if I pick that unit with the 'Endless Legions' battle trait, do any of the models that were added to that unit count toward the size of the replacement unit?

A: No – use the number of models that it had at the start of the battle.

Q: Can each **HERO** in my *Soulblight Gravelords* army use 'Deathly Invocation' in my hero phase?

A: Yes.

Q: Can a faction terrain feature be set up on top of my opponent's gravesite? If yes, can my opponent still use that gravesite?

A: Yes to both.

ERRATA, SEPTEMBER 2023

The following errata correct errors in *Battletome: Soulblight Gravelords*. 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 56 – Endless Legions

Change the last two paragraphs to:

'If you pick a **SUMMONABLE** unit that is not a **HERO**, on a 4+, a new replacement unit with half of the models from the unit that was destroyed (rounding up) is added to your army. That unit must be set up wholly within 12" of a friendly **SOULBLIGHT GRAVELORDS HERO** or gravesite and more than 3" from all enemy units if it is your turn or more than 9" if it is the enemy turn, and it cannot attempt a charge or make pile-in moves in the same turn. Each destroyed unit can only be replaced once – replacement units cannot themselves be replaced.'

If you pick a **SUMMONABLE HERO**, on a 4+, you can set up that **HERO** wholly within 12" of a friendly **SOULBLIGHT GRAVELORDS HERO** or gravesite, more than 3" from all enemy units if it is your turn or more than 9" if it is the enemy turn, and with 3 wounds allocated to it. That **HERO** cannot attempt a charge or make a pile-in move in the same turn. You cannot pick the same **HERO** to benefit from this ability more than once per battle.'

Page 57 – Lore of the Vampires, Spirit Gale

Change to:

'**Spirit Gale** is a spell that has a casting value of 7. If successfully cast, pick up to 3 different enemy units on the battlefield to suffer 1 mortal wound.'

If the unmodified casting roll for this spell is 9+ and this spell is not unbound, you can instead pick up to 6 different enemy units on the battlefield to suffer 1 mortal wound.'

Page 62 – Vyrkos Dynasty Heroic Actions, Pack Alpha

Change to:

'Pick 1 friendly **VYRKOS VAMPIRE HERO**. Then, pick 1 friendly **VYRKOS SUMMONABLE DEADWALKERS** unit within 12" of that **HERO** and visible to them. You can add D3 models to that unit.'

Designer's Note: This ability allows a friendly **VYRKOS SUMMONABLE DEADWALKERS** unit to be taken above its maximum unit size.'

Page 78 – Grand Strategies, Lust for Domination

Add the following to the end of the rule:

'However, unlike objectives, gravesites do not remain under your control if there are no longer any friendly models contesting them.'

Page 82 – Neferata, Mortarch of Blood

Add the following to the end of the rule:

'Any restrictions in the deployment instructions for the battleplan being used still apply.'

Page 82 – Neferata, Dark Mist

Change the last sentence to:

'Ignore modifiers (positive and negative) to save rolls for attacks that target that unit until your next hero phase.'

Page 96 – Blood Knights, Riders of Ruin

Change to:

'Models in this unit can pass across other models with a Wounds characteristic of 3 or less in the same manner as a model that can fly. After this unit makes a normal move, run or charge move, roll a dice for each enemy unit that has any models it passed across. On a 2+, that enemy unit suffers D3 mortal wounds.'

Page 105 – Deadwalker Zombies, Dragged Down and Torn Apart

Change to:

'Each time a model in this unit is slain by an attack made with a melee weapon, if that model is within 3" of the attacking unit, roll a dice. On a 5+, the attacking unit suffers 1 mortal wound.'

Page 105 – Deadwalker Zombies, The Newly Dead

Change to:

‘At the end of the combat phase, you can roll a dice for each enemy model that was slain by wounds caused by this unit’s attacks in that phase. For each 2+, you can add 1 Deadwalker Zombie model to this unit. Models that are added to this unit with this ability must be set up within 1" of a model in this unit. They can only be set up within 3" of an enemy unit if a model in this unit is already within 3" of that enemy unit. Models added to this unit using this ability can take it above its maximum size.’