



BATTLETOME: STORMCAST ETERNALS

DESIGNERS COMMENTARY, AUGUST 2021

The following commentary is intended to complement *Battletome: Stormcast Eternals*. 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 Hallowed Knights ‘Only the Faithful’ ability apply to spells cast by friendly **WIZARDS**?

A: Yes.

Q: Does the Celestant-Prime’s ‘Retribution from On High’ ability add 2 to the Attacks characteristic of Ghal Maraz for each turn that the Celestant-Prime remains in reserve?

A: Yes.

Q: As the proud owner of a Stardrake, I have a question. Say for example a Bloodthirster was in combat with a unit of **PALADINS** and they knocked it down to 4 remaining wounds and then a Stardrake piled in – does the ‘Cavernous Jaws’ ability then work on a roll of 5 or more to eat the Bloodthirster, or is it rolled against the warscroll’s Wounds characteristic?

A: It is rolled against the model’s Wounds characteristic. The wounds allocated to a model do not reduce its Wounds characteristic.

Q: If I use the Lord-Arcanum’s Cycle of the Storm to heal a wound on a model instead of slaying it, what happens to any wounds that remain to be allocated?

A: Continue to allocate them as normal. Cycle of the Storm will not always stop a model from being slain, but will require an extra wound to be inflicted in order to do so.

Q: Does the Thundershock spell automatically subtract 1 from hit rolls for attacks made by enemy units that are in range, or only if I roll a 4+?

A: Only if you roll a 4+.

Q: If I use the Anvils of the Heldenhammer ‘Heroes of Another Age’ command ability on a friendly Vanguard-Raptores with Longstrike Crossbows unit in my hero phase, are they treated as not having moved for the purposes of their ‘Longshot’ ability?

A: No.

Q: Can you explain how Yndrasta’s ‘The Prime Huntress’ ability works with a contradictory effect like the Alarith Spirit of the Mountain’s ‘Stonemage Symbiosis’ ability?

A: The Prime Huntress triggers **when** the damage table of a **MONSTER** is used to determine a characteristic or ability. As both of these effects trigger at the same time, they are classed as **Simultaneous Effects** (1.6.2). This means that the player whose turn is taking place applies the effects of their ability first, then their opponent does the same.

ERRATA, AUGUST 2021

The following errata corrects errors in *Battletome: Stormcast Eternals*. 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.

Online, Stormsire’s Cursebreakers – Celestial Lightning Arc
Change the second sentence of the rule to:

‘In addition, after this unit has been picked to fight for the first time in a phase, after all of its attacks have been resolved, you can pick 1 enemy unit within 3” of this unit.’

Page 119 – Heaven-wrought Armour, Drakescale Armour
Change to:

‘Add 1 to save rolls for attacks that target the bearer that have a Damage characteristic greater than 1 (e.g. 2, D3, etc.).’

Page 119 – Heaven-wrought Armour, Mirror Shield
Change to:

‘Subtract 1 from hit rolls for attacks made with missile weapons that target the bearer.’

Page 122 – Spell Lores

Delete the sentence under the header.

Page 122 – Lore of the Storm

Change the caveat under the table header to:

‘**STORMCAST ETERNALS WIZARDS** (including Unique units and excluding **EVOCATORS** units) only.

Page 122 – Lore of Invigoration

Add the following under the title:

‘**EVOCATORS** units only. Each **EVOCATORS** unit in your army can know and attempt to cast 1 spell from the Lore of Invigoration. This is an exception to the rule that they cannot attempt to cast spells other than Empower. If a unit of **EVOCATORS** attempts to cast a spell from the Lore of Invigoration, it cannot attempt to cast any other spells in that hero phase.’

Page 123 – Prayer Lores

Change the title to ‘Prayer Scriptures’ and delete the paragraph under the header.

Page 123 – Prayers of the Stormhosts

Delete the following prayers: Bolster Faith, Abjuration and God-King's Aspect.

Page 123 – Prayers of the Stormhosts, Bless Weapons

Change the rule to:

'Bless Weapons is a prayer that has an answer value of 3 and a range of 12" if the chanter is a **KNIGHT** or 18" if the chanter is a **LORD**. If answered, pick 1 friendly **STORMCAST ETERNALS** unit wholly within range and visible to the chanter. Until your next hero phase, if the unmodified hit roll for an attack made by that unit is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.'

Page 123 – Prayers of the Stormhosts, Divine Light

Change the rule to:

'Divine Light is a prayer that has an answer value of 3 and a range of 12" if the chanter is a **KNIGHT** or 18" if the chanter is a **LORD**. If answered, pick 1 enemy unit within range and visible to the chanter. You can re-roll hit rolls of 1 for attacks that target that unit until your next hero phase.'

Page 123 – Prayers of the Stormhosts, Translocation

Change the rule to:

'Translocation is a prayer that has an answer value of 3 and a range of 9". If answered, pick 1 friendly **STORMCAST ETERNALS** unit wholly within range and visible to the chanter. You can remove that unit from the battlefield and set it up again anywhere on the battlefield more than 9" from all enemy units.'

Page 124 – Mount Traits

Delete the second and third paragraphs under the header.

Page 138-142 – 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 167 – Lord-Celestant on Dracoth, Sigmarite Thundershield

Change the rule to:

'If the unmodified save roll for an attack made with a melee weapon that targets this unit is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.'

Page 168 – Lord-Celestant on Stardrake, Sigmarite Thundershield

Change the rule to:

'If the unmodified save roll for an attack made with a melee weapon that targets this unit is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.'

Page 173, 177, 178, 179, 181 – Sigmarite Shield

Change the rule to:

'Worsen the Rend characteristic of weapons that target this unit by 1, to a minimum of '-'.'

Page 186 – Celestar Ballista, Bastions of Death

Change the rule to:

'Worsen the Rend characteristic of missile weapons that target this unit when it is in cover by 1, to a minimum of '-'.'

Page 187 – Sequitors, Sequitor Aetheric Channelling

Change the last sentence of the rule to:

'If you pick its shields, until the end of that phase, this unit has a 5+ ward.'

Page 187 – Sequitors, Soulshield

Delete this ability.

Page 188 – Evocators on Celestial Dracolines, Celestial Lightning Arc

Change the second sentence of the rule to:

'In addition, after this unit has been picked to fight for the first time in a phase, after all of its attacks have been resolved, you can pick 1 enemy unit within 3" of this unit.'

Page 189 – Evocators, Celestial Lightning Arc

Change the second sentence of the rule to:

'In addition, after this unit has been picked to fight for the first time in a phase, after all of its attacks have been resolved, you can pick 1 enemy unit within 3" of this unit.'

Page 189-190 – Endless Spell warscrolls

Replace these warscrolls with the ones in this document.

ENDLESS SPELL WARSROLL CELESTIAN VORTEX



A Celestial Vortex is a whirling tornado of Azyrite magic. Within this mystical typhoon swirl magical hammers cast in the image of Ghal Maraz. Any caught in the vortex's path are soon shattered into oblivion.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 5 and a range of 6". If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly.

Storm of Vengeance: Those caught in this deadly maelstrom find themselves battered by magical hammers and crushed by furious Azyrite energy.

After this endless spell has moved, the commanding player picks 1 unit that has any models it passed across and rolls 12 dice. For each 6, that unit suffers 1 mortal wound.

Tornado of Magic: A Celestial Vortex whips the air around it into a tornado that disrupts attacks made with missile weapons.

Subtract 1 from hit rolls for attacks made with missile weapons by units within 6" of this endless spell. This ability has no effect on **STORMCAST ETERNALS** units.

ENDLESS SPELL WARSROLL DAIS ARCANUM



Groundbound Stormcast mages forced to travel swiftly will summon a construct known as a Dais Arcanum. These mystical discs are empowered by the winds of Azyr, bolstering the arcane arts of any who stand upon them.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 5 and a range of 3". **WIZARDS** that have a Wounds characteristic of 8 or more, that are Unique, that are part of a unit that has 2 or more models, or that are already on a Dais Arcanum cannot attempt to cast this spell. If successfully cast, set up the endless spell within range and visible to the caster, more than 3" from all terrain features and enemy models, and more than 1" from all other models, endless spells and invocations. Then place the caster on top of the endless spell.

For rules purposes, the caster and this endless spell are treated as a single model in the caster's army that uses the caster's warscroll as well as the endless spell rules (core rules, 19.3). A **WIZARD** on a Dais Arcanum has a Move characteristic of 12" and can fly.

If the caster attempts to dispel this endless spell, it is automatically dispelled (do not make a dispelling roll). If the caster is slain, this endless spell is dispelled. If this endless spell is dispelled and the caster has not been slain, before removing the endless spell from play, set up the caster wholly within 6" of the endless spell and more than 3" from all enemy units.

Arcane Enhancement: The magical energies of a Dais Arcanum are attuned to those of the wizard who rides upon it.

A **WIZARD** on a Dais Arcanum can attempt to unbind 1 extra spell in the enemy hero phase.

Winds of Azyr: The Dais Arcanum glides on arcane currents to evade incoming attacks.

Subtract 1 from hit rolls for attacks that target a **WIZARD** on a Dais Arcanum.



ENDLESS SPELL WARSROLL EVERBLAZE COMET

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 36". If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations.

Burning Vengeance: An Everblaze Comet smashes into the battlefield with tremendous force, whereupon it embeds itself into the ground, radiating a corona of deadly Azyrite energies.

After this endless spell is set up, roll a dice for each unit within 10" of this endless spell. On a 1, that unit suffers 1 mortal wound. On a 2-5, that unit suffers D3 mortal wounds. On a 6, that unit suffers D6 mortal wounds.

Arcane Disruption: The emanations from an Everblaze Comet disrupt the arcane abilities of nearby wizards.

Subtract 1 from casting rolls for **WIZARDS** within 10" of this endless spell.

Everblaze Comets are nothing less than blessed meteors plucked from the firmament and sent hurtling onto the battlefield. Even after impact, these cosmic shards pulse with arcane power, disrupting nearby magics and incinerating anything in the vicinity.