



BATTLETOME: SYLVANETH

Designers' Commentary, June 2018

The following commentary is intended to complement *Battletome: Sylvaneth*. 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: The Gnarroot Wargrove's Seekers of Knowledge ability allows 'a Gnarroot Treelord Ancient, Branchwych or Branchwraith' to cast and unbind extra spells. Does this ability affect only one, or all such models in the warscroll battalion?

A: It affects all such models.

Q: Can I use the Navigate Realmroots ability if my unit is within 3" of an enemy unit?

A: Yes, but that move does not count as a retreat.

Q: When I use the Solemn Guardians ability, do I roll for each Spirit of Durthu that is within 6" of the hero?

A: No, roll only once. If the roll is successful, you can choose which Spirit of Durthu to allocate the wound to.

Q: If I set up a Sylvaneth Wyldwood that is made up of three Citadel Woods, does each Citadel Wood need to be within 1" of both of the other Citadel Woods, or can it be set up within 1" of only one of them? In other words, can I set up a Sylvaneth Wyldwood in a row, or must it be set up in a clump?

A: Each Citadel Wood must be set up within 1" of both of the other Citadel Woods (i.e. in a clump).