



# BATTLETOME: STORMCAST ETERNALS

Designers' Commentary, July 2018

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 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. 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

*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: 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: Can I use Gavriel Sureheart's command ability to affect the same unit more than once in the same phase?*

A: Yes.