

Designers' Commentary, August 2019

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: Can I use my old Citadel Wood models as an Awakened Wyldwood?

A: Yes you can. 1 old Citadel Wood model (see the image below) can be used as 1 Awakened Wyldwood terrain feature.

Q: Can you explain in more detail what is meant by the 'tip' of a new Citadel Wood model regarding how an Awakened Wyldwood is set up.

A: Absolutely. The base of each Citadel Wood model has two prongs. The narrowest point of each of these prongs is defined as a 'tip', which means that each model has two 'tips' (see the image on the Awakened Wyldwood warscroll).

Q: Does an Awakened Wyldwood that is set up during a battle follow the same restrictions as faction terrain that is set up before the battle begins in the General's Handbook 2019? A: No. The rules in the General's Handbook 2019 for setting up faction terrain only apply to faction terrain that is set up before the battle begins. For an Awakened Wyldwood that is set up during a battle, follow the restrictions for setting up that Awakened Wyldwood as they appear in the ability you are using.

Q: Can the Vesperal Gem artefact be used with the Verdant Blessing spell?

A: No.