DAWNBRINGERS BOOK III: THE LONG HUNT

DESIGNERS' COMMENTARY, DECEMBER 2023

The following commentary is intended to complement *Dawnbringers Book III: The Long Hunt*. 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 a unit that has been soulburned by Ionus Cryptborn's Spirit-scouring Flames ability remain soulburned if Ionus is slain? If yes, do I still roll to see if a soulburned unit takes mortal wounds at the end of the hero phase?
A. Yes to both.

ERRATA, DECEMBER 2023

The following errata corrects errors in *Dawnbringers Book III: The Long Hunt*. 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 82 – Ionus Cryptborn, Warden of Lost Souls, Scry Intent
Change the rule to:
'At the start of the combat phase, you can pick 1 enemy unit within 3" of this unit and subtract 1 from the Attacks characteristic of that unit's melee weapons (to a minimum of 1) until the end of the phase.'

Page 82 – Ionus Cryptborn, Warden of Lost Souls, Keywords
- Add the **Lord** keyword.
- Add the **Thunderstrike** keyword.

Page 85 – Lore of the Drakes
Change the keyword restriction to:
'**Draconith Skywing Wizard** (including Unique units) only.'

Page 85 – Prayers of the Draconith
Change the keyword restriction to:
'**Draconith Skywing Priest** (including Unique units) only.'

Page 85 – Command Trait, Commander of the Skies, Favour the Bold
Change the rule to:
'After this general has fought for the first time in the combat phase and slain models (if any) have been removed from play (core rules, 14.2), if there are no enemy units within 3" of this general, roll a dice. On a 2+, this general can immediately make a D6" move and can finish that move within 3" of any enemy units.'

Designer's Note: *This errata means that effects that trigger when a model is slain but before it is removed from play (such as the 'Blaze of Glory' battle trait for Stormcast Eternals) are resolved before the 'Favour the Bold' effect regardless of whose turn is taking place.*

Page 86 – Neave Blacktalon, Keywords
Add the **Thunderstrike** keyword.

Page 87 – Neave's Companions, Keywords
Add the **Thunderstrike** keyword.