



# BATTLETOME: NIGHTHAUNT

## DESIGNERS' COMMENTARY, JULY 2021

The following commentary is intended to complement *Battletome: Nighthaunt*. 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: The Chainguard warscroll battalion mentions a Temporal Translocation spell. Where can I find this spell?*

*A:* The spell appears on the warscroll supplied with the Guardian of Souls with Mortality Glass that was made available as a limited edition store anniversary model.

*Q: Is the range of the Myrmourn Banshees' unbinding ability 18"?*

*A:* Yes.

*Q: I have a question regarding the Myrmourn Banshees ability 'Spell-eaters' and its interaction with endless spells, specifically the part of the rule which reads: "Once in each of your hero phases, if this unit is within 6" of an endless spell, this unit can attempt to dispel the endless spell in the same manner as a WIZARD." Can this ability be used at any time during the hero phase?*

*A:* No, it must be used at the start of the hero phase (as **WIZARDS** can only attempt to dispel at the start of the hero phase).

## ERRATA, JULY 2021

The following errata correct errors in *Battletome: Nighthaunt*. 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** -The Briar Queen warscroll download from games-workshop.com  
Add the **WIZARD** keyword to the Keywords box.

**Page 55** – Spell Lores  
Delete the sentence under the header.

**Page 55** – Lore of the Underworlds  
Add the following caveat under the table header:  
'**NIGHTHAUNT WIZARD** (including Unique units) only.'

**Page 55** – Soul Cage  
Change the last sentence to:  
'In addition, until your next hero phase, the strike-last effect applies to that unit.'

## **Pages 60-63** – Paths to Glory Campaigns

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 74** – Kurdoss Valentian, If I Cannot Rule, None Shall Rule!

Change to:

'At the start of the hero phase, if your opponent receives a command point for their general being on the battlefield, after they receive that command point, roll a dice. On a 5+, your opponent must subtract 1 from their command points and you receive 1 extra command point.'

## **Page 82** – Bladegheist Revenants

Add the following:

'**ELITE:** Models in this unit can issue commands to their own unit.'

## **Page 85** – Black Coach

Add the **TOTEM** keyword to the Keywords box.

## **Page 86-87** – Endless spell warscrolls

Replace these warscrolls with the ones in this document.

## ENDLESS SPELL WARSCROLL

# SHYISH REAPER

**SUMMONING:** This endless spell is summoned with a spell that has a casting value of 6 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. Only **NIGHTHAUNT WIZARDS** can attempt to summon this endless spell.

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

Before this endless spell is moved, the commanding player can pivot it on the centre of its base so that it is facing in any direction. This pivot is free and does not count towards the distance the endless spell moves. When this endless spell is moved, it must move in a straight line in the direction in which the tip of the scythe blade is pointing.

**Soul Reaper:** *A Shyish Reaper is always on the hunt for souls, and can change direction without warning to sweep through its prey from an unexpected angle. Armour counts for naught against the deathly touch of the enchanted blade.*

After this endless spell has moved, roll 2 dice for each unit that has any models it passed across (including models it passed across when it pivoted) and for each other unit within 1" of it at the end of its move. For each roll that is equal to or greater than that unit's Save characteristic, that unit suffers D3 mortal wounds.



The soul-hungry Shyish Reaper is the ultimate manifestation of finality and death. Its blade passes through armour with ease to cleave flesh and rip away a mortal's soul, sending it screaming into the underworlds.

## ENDLESS SPELL WARSCROLL

# VAULT OF SOULS

**SUMMONING:** This endless spell is summoned with a spell that has a casting value of 6 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. Only **NIGHTHAUNT WIZARDS** can attempt to summon this endless spell.

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

**Soul Eruption:** *Should a Vault of Souls glut itself too greedily, the captured spirits within will burst free, tearing at those nearby in their desperation to escape.*

After this endless spell has moved, roll a dice for each model within 6" of it. On a 6, that model's unit suffers 1 mortal wound. Keep track of the number of mortal wounds caused by this endless spell. If the total is 10 or more at the end of any phase, this endless spell erupts. If it does so, roll a dice for each unit within 6" of this endless spell. On a 2+, that unit suffers a number of mortal wounds equal to the roll. After you have rolled for each unit within 6" of this endless spell, this endless spell is removed from play.



This summoned chest siphons souls, filling itself to overflowing with the rich spirits of mortalkind. Ever greedy for more, it eventually bursts, sending forth a lethal explosion of imprisoned souls to strike all those nearby.

ENDLESS SPELL WARSCROLL

# MORTALIS TERMINEXUS



The hourglass of fate known as the Mortalis Terminexus can speed the passage of time, aging those nearby to bones and dust in the blink of an eye, or it can reverse the chronological order, restoring youth and vitality.

**SUMMONING:** This endless spell is summoned with a spell that has a casting value of 6 and a range of 18". 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. Only **NIGHTHAUNT WIZARDS** can attempt to summon this endless spell.

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

**Keeper of Mortality:** A *Mortalis Terminexus* holds the power of life and death within its shimmering form.

After this endless spell has moved, the commanding player can choose whether it will reverse or hasten time. If they choose to reverse time, heal D3 wounds allocated to each unit within 6" of this endless spell. If they choose to hasten time, roll a dice for each unit within 6" of this endless spell. On a 2+, that unit suffers D3 mortal wounds.