



# BATTLETOME: BLADES OF KHORNE

## Official Errata, December 2019

The following errata correct errors in *Battletome: Blades of Khorne*. 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 80 – Reapers of Vengeance, Leave None Alive**

Change the second sentence of the rules text to:

'If you do so, pick 1 friendly **REAPERS OF VENGEANCE DAEMON** unit wholly within 8" of a friendly **REAPERS OF VENGEANCE HERO** with this command ability.'

### **Page 80 – Reapers of Vengeance, Mage Eater**

Add the following to the end of the rule:

'If this general can already unbind spells, they can attempt to unbind 1 extra spell in the enemy hero phase (only the first unbinding roll in the phase can inflict mortal wounds).'

### **Page 80 – Reapers of Vengeance, Artefact of Power**

Change the first sentence to:

'The first **REAPERS OF VENGEANCE HERO** to receive an artefact of power must be given the Skullshard Mantle.'

### **Page 81 – The Bloodlords, Artefact of Power**

Change the first sentence to:

'The first **BLOODLORDS HERO** to receive an artefact of power must be given the Halo of Blood.'

### **Page 94 – Skulls for the Skull Throne**

Change the rule to:

'When units from this battalion use their Decapitating Blow ability, it inflicts a mortal wound on an unmodified hit roll of 5+ instead of 6.'

### **Page 112 – Lord of the Goretide**

Change the first sentence of the rule to:

'You can use this command ability at the start of the combat phase.'

### **Page 117 – Slaughter Incarnate**

Change the last sentence of the rule to:

'A unit cannot benefit from this command ability more than once per phase.'

### **Page 122 – Crimson Haze**

Change the rule to:

'Add 1 to the Attacks characteristic of melee weapons used by **KHORNE** units while they are wholly within 8" of any units with this ability. This ability has no effect on **WRATHMONGERS**.'

BLADES OF KHORNE WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Skull Cannons	1	3	130	Artillery	
Bloodletters	10	30	110/300	Battleline	
Bloodreavers	10	40	70/240	Battleline	
Blood Warriors	5	30	100/520	Battleline	
Aspiring Deathbringer	1	1	80	Leader	
Bloodmaster, Herald of Khorne	1	1	80	Leader	
Bloodsecrator	1	1	120	Leader	
Bloodstoker	1	1	80	Leader	
Exalted Deathbringer	1	1	80	Leader	
Herald of Khorne on Blood Throne	1	1	120	Leader	
Karanak	1	1	140		Unique
Korghos Khul	1	1	180	Leader	Unique
Lord of Khorne on Juggernaut	1	1	160	Leader	
Mighty Lord of Khorne	1	1	140	Leader	
Scyla Anfingrimm	1	1	100	Leader	Unique
Skarr Bloodwrath	1	1	100	Leader	Unique
Skullgrinder	1	1	80	Leader	
Skullmaster, Herald of Khorne	1	1	120	Leader	
Skulltaker	1	1	120	Leader	Unique
Slaughterpriest	1	1	100	Leader	
Valkia the Bloody	1	1	140	Leader	Unique
Bloodthirster of Insensate Rage	1	1	270	Leader, Behemoth	
Bloodthirster of Unfettered Fury	1	1	270	Leader, Behemoth	
Skarbrand	1	1	380	Leader, Behemoth	Unique
Vorgaroth the Scarred on Skalok the Skull Host of Khorne	1	1	1200	Leader, Behemoth	Unique
Wrath of Khorne Bloodthirster	1	1	300	Leader, Behemoth	
* Bloodcrushers	3	12	120		Battleline in Khorne army if general is a Skullmaster, Herald of Khorne
Flesh Hounds	5	20	100		Battleline in Khorne army
Khorgoraths	1	6	100		
* Mighty Skullcrushers	3	12	160		Battleline in Khorne army if general is a Lord of Khorne on Juggernaut
Skullreapers	5	20	180		
Wrathmongers	5	20	140		
Garrek's Reavers	5	5	60		Only one of this unit can be included in a Pitched Battle army
Riptooth	1	1	40		Only one of this unit can be included in a Pitched Battle army. Cannot be taken unless your army also includes Magore's Fiends
Magore's Fiends	3	3	80		Only one of this unit can be included in a Pitched Battle army. Cannot be taken unless your army also includes Riptooth
<i>Blood Host</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>Blood Hunt</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Blood Legion</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Bloodbound Warhorde</i>	-	-	150	<i>Warscroll Battalion</i>	

### Warhammer Age of Sigmar – Pitched Battle Profiles Update, December 2019

The profiles printed here take precedence over any profiles with an earlier publication date and also take precedence over profiles that have no publication date at all. Profiles that have changed since their last publication are marked with this symbol: \*



BLADES OF KHORNE WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
<i>Bloodforged</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Bloodmad Warband</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Bloodthunder Stampede</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Brass Stampede</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Charnel Host</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Dark Feast</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>Gore Pilgrims</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>The Gorechosen</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>Gorethunder Cohort</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Murderhost</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Red Headsmen</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Skullseeker Host</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Skulltake</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Slaughterborn</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>Tyrants of Blood</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Bleeding Icon</i>	1	1	40	<i>Judgement of Khorne</i>	
<i>Hexgorger Skulls</i>	1	1	40	<i>Judgement of Khorne</i>	
<i>Wrath-Axe</i>	1	1	60	<i>Judgement of Khorne</i>	
<i>Skull Altar</i>	1	1	0	<i>Scenery</i>	

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