



BATTLETOME: BLADES OF KHORNE

DESIGNERS' COMMENTARY, DECEMBER 2022

The following commentary is intended to complement *Battletome: Blades of Khorne*. 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: Can I take a **DAEMON** as the general of a Goretide Slaughterhost, or a **MORTAL** as the general of a Bloodlords Slaughterhost?

A: Yes.

Q: When I spend Blood Tithe points at the end of my movement phase to Summon Daemons of Khorne, can I only summon 1 unit?

A: Yes.

Q: The Rage Unbound ability for the Bloodthirster of Insensate Rage has the same effect as the Locus of Fury ability. Should the Rage Unbound ability be changed?

A: No. It allows the Bloodthirster of Insensate Rage to re-roll hit rolls of 1 when it charges even if the Blades of Khorne allegiance abilities are not being used (e.g. when it is taken as an ally).

Q: Was it intended for Karanak not to be a Leader?

A: Yes.

Q: Is the **DAEMON** keyword missing from the Valkia the Bloody and Mighty Skullcrushers warscrolls?

A: No, it was omitted deliberately.

Q: The Legions of Chaos rule states '2 in every 4 units in the army can be a coalition unit from the Slaves to Darkness faction that has the **MARK OF CHAOS** keyword'. Can I include units from the Slaves to Darkness faction that already have the relevant Chaos God keyword (**KHORNE**, **NURGLE**, **SLAANESH** or **TZEENTCH**) for my army but do not have the **MARK OF CHAOS** keyword as coalition units?

A: No.

Q: Can I carry out Spelleater Curse more than once in the same turn?

A: No.

Q: Do I have to spend (and lose) a number of Blood Tithe points to use a reward from the Blood Tithe Rewards Table or to summon a unit using Summon Daemons of Khorne?

A: Yes.

ERRATA, DECEMBER 2022

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.

General Errata

Replace all references to a '**KHORNE** army' with 'Blades of Khorne army'.

Page 69 – Battle Traits

Add the following:

'LEGIONS OF CHAOS

When an army dedicated to one of the Chaos Gods marches to war, it is often accompanied by hordes of Slaves to Darkness, snarling herds of beast-kin and other corrupted beings with similar goals.

A Blades of Khorne army can include coalition units (see below) as follows:

- 2 in every 4 units in the army can be a coalition unit from the Slaves to Darkness faction that has the **MARK OF CHAOS** or **KHORNE** keyword and does not have the **WIZARD** keyword. Those units gain the **KHORNE** keyword (if they do not already have it).

- 1 in every 4 units in the army can be a coalition unit from the Beasts of Chaos faction. Those units gain the **KHORNE** keyword.

A Blades of Khorne army cannot include coalition units with the **SLAANESH**, **TZEENTCH** or **WIZARD** keyword.

COALITION UNITS

Coalition units do not count towards the number of Battleline units in your army. However, they do count towards the maximum number of Leader, Behemoth and Artillery units in your army. Coalition units cannot be generals. In addition, Coalition units are ignored when determining if the units in your army are from a single faction.

Designer's Note: Coalition units are not allied units, so the limitations that apply to allied units do not apply to them. This means that coalition units can be given one of your army's enhancements, as long as they have the correct keywords or are of the correct unit type needed to receive it.'

Page 69 – Blood Tithes Reward Table

Replace all references to '**KHORNE** unit' with '**BLADES OF KHORNE** unit' and replace the reference to '**KHORNE** model' with '**BLADES OF KHORNE** model'.

Page 69 – Battle Traits, Blood for the Blood God!

Remove the following text from the battle trait:

'If you choose a reward, after resolving its effects your Blood Tithe points total is reset to zero.'

Page 70 – Battle Traits, Summon Daemons of Khorne

Remove the following text from the battle trait:

‘If you summon a unit in this manner, your Blood Tithe points total is reset to zero immediately after the unit has been set up (you cannot save any Blood Tithe points you did not use).’

Page 70 – Battle Traits, Slaughterhosts

Change the second sentence of the rule to:

‘All **BLADES OF KHORNE** units in your army gain that keyword.’

Page 74 – Banners of Khorne, Banner of Wrath

Change the rule to:

‘At the start of the combat phase, roll a dice for each enemy unit within 8" of the bearer. On a 4+, that unit suffers D3 mortal wounds.’

Page 76 – Blood Blessings of Khorne

Change the header to ‘Prayer Scriptures’ and replace the paragraph under the header with:

‘**BLADES OF KHORNE PRIEST** (including Unique units) only.’

Change each prayer as follows:

Blood Sacrifice: Blood Sacrifice has an answer value of 4 and a range of 8". If answered, pick 1 friendly **BLADES OF KHORNE** unit wholly within range of the chanter that is visible to them. That unit suffers D3 mortal wounds and you receive 1 Blood Tithe point.

Brazen Fury: Brazen Fury has an answer value of 4 and a range of 16". If answered, pick 1 friendly **BLADES OF KHORNE** unit wholly within range of the chanter that is visible to them. Do not take battleshock tests for that unit until the start of your next hero phase.

Bronzed Flesh: Bronzed Flesh has an answer value of 4 and a range of 16". If answered, pick 1 friendly **BLADES OF KHORNE** unit wholly within range of the chanter that is visible to them. Add 1 to save rolls for attacks that target that unit until the start of your next hero phase.

Killing Frenzy: Killing Frenzy has an answer value of 4 and a range of 16". If answered, pick 1 friendly **BLADES OF KHORNE** unit wholly within range of the chanter that is visible to them. Add 1 to hit rolls for attacks made by that unit until the start of your next hero phase.

Resanguination: Resanguination has an answer value of 4 and a range of 16". If answered, pick 1 friendly **BLADES OF KHORNE** unit wholly within range of the chanter that is visible to them. You can heal up to D3 wounds allocated to that unit.

Spellbane Hex: Spellbane Hex has an answer value of 4 and a range of 16". If answered, you can pick 1 endless spell within range of the chanter. That endless spell is dispelled.’

Page 77 – Judgements of Khorne

Delete all rules on this page. Judgements of Khorne use the rules for invocations (core rules, 20.3).

Page 78 – Skull Altar

Delete this rule (it is replaced with the rule on the Skull Altar warscroll in this document).

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 cause 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.’

Pages 88-93 – Path to Glory

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 94 – Skulls for the Skull Throne

Change the rule to:

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

Page 102-124 – All warscrolls, Keywords

Add the **BLADES OF KHORNE** keyword to the keywords section of each warscroll in this battletome.

Page 107 – Skultaker, Cloak of Skulls

Change the rule to:

‘Add 1 to save rolls for attacks that target this unit.’

Page 111 – Herald of Khorne on Bloodthrone

Delete the ‘The Blood Throne’ ability and add the **TOTEM** keyword to the Keywords box.

Page 113 – Valkia the Bloody, On Bloodstained Wings

Delete the Command Ability title above this ability and change the rule to:

‘At the start of the combat phase, you can pick 1 enemy unit that can fly, is not a **MONSTER** and is within 6" of this unit. Subtract 1 from hit rolls for attacks made by that enemy unit until the end of that phase.’

Page 114 – Bloodseccator, Rage of Khorne

Change the rule to:

‘Add 1 to the Attacks characteristic of melee weapons used by friendly **BLADES OF KHORNE** units while they are wholly within 16" of any models with this ability.’

Page 116 – Slaughterpriest

Replace the Bloodfuelled Prayers ability with the following two prayers:

Blood Boil: Blood Boil is a prayer that has an answer value of 4 and a range of 16". If answered, pick 1 enemy unit within range of the chanter that is visible to them. That unit suffers D6 mortal wounds.

Blood Bind: Blood Bind is a prayer that has an answer value of 4 and a range of 16". If answered, pick 1 enemy unit within range of the chanter that is visible to them and more than 3" from all friendly units. Your opponent must move that unit a number of inches equal to the chanting roll. The first model to be moved from that unit must finish the move as close as possible to the closest unit in your army (it can finish the move within 3" of units in your army). Any remaining models in that unit must finish their move in unit coherency and as close as possible to the closest unit from your army.’

Page 117 – Skullgrinder, Favoured by Khorne

Change the rule to:

‘Add 1 to the Bravery characteristic of friendly **BLADES OF KHORNE MORTAL** units wholly within 12" of any friendly models with this ability.’

Page 117 – Aspiring Deathbringer, Slaughter Incarnate

Change the rule to:

‘You can use this command ability at the start of the combat phase. If you do so, pick a friendly model with this command ability. Until the end of that phase, add 1 to the Attacks characteristic of melee weapons used by friendly **BLADES OF KHORNE MORTAL** units while they are wholly within 12" of that model. A unit cannot benefit from this command ability more than once per phase.’

Page 118 – Exalted Deathbringer, Brutal Command

Change the rule to:

‘You can use this command ability at the start of the battleshock phase. If you do so, pick a friendly model with this command ability. Until the end of that phase, you do not have to take battleshock tests for friendly **BLADES OF KHORNE MORTAL** units that are wholly within 18" of that model.’

Page 119 – Bloodstoker, Whipped to Fury

Change the rule to:

‘At the start of your movement phase, you can pick 1 other friendly **BLADES OF KHORNE MORTAL** unit wholly within 8" of this model. Until your next movement phase, you can add 3 to run and charge rolls made for that unit. In addition, until your next movement phase, you can re-roll wound rolls for attacks made by that unit. A unit cannot be picked to benefit from this ability more than once per turn.’

Page 122 – Wrathmongers, Crimson Haze

Change the rule to:

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

Pages 125-126 – Judgement of Khorne warscrolls

Replace these warscrolls with the ones in this document.

INVOCATION WARSCROLL HEXGORGER SKULLS



Hexgorger Skulls are the physical manifestation of Khorne's hatred of the arcane arts. They drift across the battlefield, seeking to feed upon eldritch energy and those conjurers who attempt to use it.

PARTS: This invocation has 2 parts.

SUMMONING: This invocation is summoned with a prayer that has an answer value of 3 and a range of 8". If answered, set up the parts of the invocation wholly within range and visible to the chanter, within 6" of each other and more than 1" from all models, other invocations and endless spells. Only **KHORNE PRIESTS** can attempt to summon this invocation.

Compelled by Hate: *Hexgorger Skulls levitate above the battlefield, hunting tirelessly for their eldritch prey.*

After this invocation is set up and at the start of each of their hero phases, the commanding player can move the parts of this invocation as if they were models with a Move characteristic of 8" and that can fly. After the parts have been moved, they must be within 6" of each other.

Hexgorgers: *Hexgorger Skulls exist purely to destroy magic. Hunting in tandem, they feed upon the arcane knowledge of their prey, regurgitating the powers they consume as jets of boiling blood whose touch is death to wizard-kind.*

Subtract 2 from casting rolls for **WIZARDS** that are within 12" of any Hexgorger Skulls. In addition, if a **WIZARD** within 8" of this invocation attempts to cast a spell and the unmodified casting roll is 8, then that casting attempt is not successful, that **WIZARD** no longer knows that spell, each **WIZARD** within 12" of this invocation suffers D6 mortal wounds, and then this invocation is removed from play.

INVOCATION WARSCROLL BLEEDING ICON



A common sight in the crimson skies above Khorne's domain in the Realm of Chaos, a Bleeding Icon can be summoned to the Mortal Realms to inspire dread in cowards who would shirk from honourable combat.

SUMMONING: This invocation is summoned with a prayer that has an answer value of 3 and a range of 8". If answered, set up this invocation wholly within range and visible to the chanter, and more than 1" from all models, other invocations and endless spells. Only **KHORNE PRIESTS** can attempt to summon this invocation.

Drifting Menace: *Glowing red-hot with Khorne's fury, this brutal sigil is compelled across the battlefield with supernatural force.*

After this invocation is set up and at the start of each of their hero phases, the commanding player can move this invocation as if it were a model with a Move characteristic of 8" and that can fly.

Sigil of Doom: *Shedding gore as it hovers menacingly in the air, the Bleeding Icon is a fearsome portent of doom.*

Subtract 1 from the Bravery characteristic of units that are wholly within 12" of any Bleeding Icons. In addition, if a unit fails a battleshock test within 3" of any Bleeding Icons, roll a dice. On a 1-5, add D3 to the number of models that flee. On a 6, add D6 to the number of models that flee, and then this invocation is removed from play. This ability has no effect on **KHORNE** units.

INVOCATION WARSCROLL

WRATH-AXE



A Wrath-axe is a manifestation of Khorne's otherworldly anger, its razor-sharp edges glowing red-hot from the Blood God's rage. At signs of weakness or wizardry such as a blazing axe appears in the air, splitting reality with its downwards stroke.

SUMMONING: This invocation is summoned with a prayer that has an answer value of 4 and a range of 8". If answered, set up this invocation wholly within range and visible to the chanter, and more than 1" from all models, other invocations and endless spells. Only **KHORNE PRIESTS** can attempt to summon this invocation.

Flung With Fury: *Forged from pure rancour, a Wrath-axe is Khorne's hatred incarnate.*

After this invocation is set up and at the start of each of their hero phases, the commanding player can move this invocation as if it were a model with a Move characteristic of 8" and that can fly.

Hatred's Edge: *This supernatural blade scrapes across the ground, its razor edge cutting in half those too slow to get out of its way. It then rises in the air before smashing down with deadly force upon Khorne's enemies.*

After this invocation has moved, roll a dice for each unit that has any models it passed across. On a 2+, that unit suffers D3 mortal wounds. Then, the commanding player can pick 1 unit within 3" of this invocation and roll a dice. On a 1, nothing happens. On a 2-5, that unit suffers D3 mortal wounds. On a 6, that unit suffers D6 mortal wounds, and then this invocation is removed from play.

FACTION TERRAIN WARSCROLL

SKULL ALTAR



Rising from the ground, the Skull Altar is formed out of the violent tributes heaped in offering for Khorne's Throne. From atop the grisly pedestal a priest of Khorne roars out invectives, evoking the judgements of the Blood God to smite down all signs of weakness or wizardry.

FACTION TERRAIN: Only Blades of Khorne armies can include this faction terrain feature.

SET-UP: After territories are determined, you can set up this faction terrain feature wholly within your territory and more than 3" from all objectives and other terrain features. If both players can set up faction terrain features at the same time, they must roll off and the winner chooses who sets up their faction terrain features first.

DEFENSIBLE: This terrain feature is a defensible terrain feature that can be garrisoned by 1 **HERO** with a Wounds characteristic of 8 or less.

Words of Hate: *As much a platform for violent oratory as bloody sacrifice, the exhortations of Khorne's priests echo from this brass-clad edifice like the tolling of infernal bells.*

You can re-roll chanting rolls for friendly **KHORNE PRIESTS** wholly within 8" of this terrain feature.

Witchbane: *The Skull Altar devours arcane power like a whirlpool dragging ships to their doom.*

While any terrain feature with this scenery rule is on the battlefield, if a spell is miscast, the caster suffers D6 mortal wounds instead of D3.

Invoke Judgement: *While standing upon the Skull Altar, any herald of Khorne can bring the wrath of the Blood God upon their enemies.*

While a **KHORNE HERO** garrisons this terrain feature, it can attempt to summon invocations in the same manner as a **KHORNE PRIEST** and benefits from the 'Words of Hate' ability when it does so.