BATTLETOME: BLADES OF KHORNE

DESIGNERS’ COMMENTARY, JULY 2021

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.

ERRATA, JULY 2021

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 keyword. Those units must be given the Khorne Mark of Chaos keyword.

- 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 are ignored when determining if the units in the army are from a single faction. Coalition units cannot be generals.

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 76 – Blood Blessings of Khorne
Change the header to ‘Prayer Scriptures’ and delete the paragraph under the header. 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 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.

Bronzed Flesh: Bronzed Flesh has an answer value of 4 and a range of 16’. If answered, pick 1 friendly 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.

Brazen Fury: Brazen Fury has an answer value of 4 and a range of 16’. If answered, pick 1 friendly 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.

Resanguination: Resanguination has an answer value of 4 and a range of 16’. If answered, pick 1 friendly 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.

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
Add the following sentence to the end of the first paragraph: ‘Judgements of Khorne are 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 107 – Skulltaker, 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 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 122 – Wrathmongers, Crimson Haze
Change the rule to:
‘Add 1 to the Attacks characteristic of melee weapons used by Khorne units that 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.
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.

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.
### Faction Terrain: Skull Altar

**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.

Subtract 1 from casting rolls for Wizards within 16” of this terrain feature.

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### Invocation Warscroll: Wrath-Axe

**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.

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### 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.

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### Faction Terrain Warscroll: Skull Altar

**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.

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### Invocation Warscroll: Wrath-Axe

**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.