



# BATTLETOME: DAUGHTERS OF KHAINE

## ERRATA, JANUARY 2023

The following errata corrects errors in *Battletome: Daughters of Khaine*. 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 70 – Lore of Shadows, Mirror Dance

Add the following to the rule:

'If it is not possible to set up either of the picked **HEROES** on the battlefield, return both **HEROES** to their original positions.'

### Page 73 – Temples of Khaine, Zainthar Kai

Change the rule to read:

'Each time a model in a friendly **ZAINTHAR KAI MELUSAI** unit is slain by an attack made with a melee weapon, that model can fight before it is removed from play.'

### Page 84 – Battle Tactics, Clash of Arms

Remove the following sentence:

'If 2 or more of those units are **WITCH AELVES** or **SISTERS OF SLAUGHTER**, score 1 additional victory point.'

### Page 84 – Battle Tactics, Tide of Blades

Remove the following sentence:

'If 2 or more of those units are **WITCH AELVES**, score 1 additional victory point.'

### Page 86 – Morathi-Khaine, One Soul, Two Bodies

Change the rule to:

'If the Shadow Queen is on the battlefield, after making ward rolls for wounds or mortal wounds that would be allocated to this unit, any wounds or mortal wounds that have not been negated are instead allocated to the Shadow Queen and have no effect on this unit. Wounds and mortal wounds allocated to the Shadow Queen in this way cannot be negated.'

In addition, if the Shadow Queen is on the battlefield and the effect of an ability or spell would cause this unit to be destroyed without any wounds being allocated, then this unit is not destroyed and 3 wounds are allocated to the Shadow Queen instead. Wounds allocated to the Shadow Queen in this way cannot be negated.

If the Shadow Queen is destroyed, after removing that unit from play, this unit is also destroyed.'

### Page 87 – The Shadow Queen, Two Bodies, One Soul

Change the rule to:

'If this unit is on the battlefield, after making ward rolls for wounds and mortal wounds that would be allocated to Morathi-Khaine, any wounds or mortal wounds that have not been negated are instead allocated to this unit and have no effect on Morathi-Khaine. Wounds and mortal wounds allocated to this unit in this way cannot be negated.'

In addition, if this unit is on the battlefield and the effect of an ability or spell would cause Morathi-Khaine to be destroyed without any wounds being allocated, then Morathi-Khaine is not destroyed and 3 wounds are allocated to this unit instead. Wounds allocated to this unit in this way cannot be negated.'

If this unit is destroyed, after removing this unit from play, Morathi-Khaine is also destroyed.'

### Page 87 – The Shadow Queen, Iron Heart of Khaine

Change the first paragraph to read:

'No more than 3 wounds and/or mortal wounds can be allocated to this unit in the same turn. Once 3 wounds and/or mortal wounds have been allocated to this unit in the same turn, not counting any wounds that were negated, any further wounds and mortal wounds that would be allocated to this unit are ignored and have no effect.'

**Designer's Note:** *This means that once 3 wounds and/or mortal wounds have been allocated to this unit in a turn, any abilities that state a wound or mortal wound that would be allocated cannot be negated (such as Sigvald's 'Shardslash' ability) have no effect on attacks and/or abilities that target this unit.*

### Page 90 – Melusai Ironscale, Wrath of the Scáthborn

Change the rule to read:

'You can use this command ability in your charge phase if this unit is part of your army and on the battlefield. The command can only be issued by this unit, and the unit that receives the command must be a friendly **MELUSAI** unit. That unit can attempt a charge even if it ran in the same turn.'