



# BATTLETOME: DAUGHTERS OF KHAINE

## ERRATA, JUNE 2022

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 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.'**





ENDLESS SPELL WARSCROLL

# BLOODWRACK VIPER



The Bloodwrack Viper is an enormous serpent formed from boiling blood, a manifestation of hatred and bitterness that binds its prey in a crushing embrace before squeezing so forcefully that the victim explodes in a shower of gore.

**SUMMONING:** This endless spell is summoned with a spell that has a casting value of 7 and a range of 9". If successfully cast, set up 1 Bloodwrack Viper wholly within range of the caster. Only **DAUGHTERS OF KHAINE WIZARDS** can attempt to summon this endless spell.

**PREDATORY:** This endless spell is a predatory endless spell. It can be moved up to 9" and can fly.

**Fanged Strike:** *The serpent curls around its enemies and tightens its coils, choking its prey in torrents of unnatural ichor before striking with its monstrous fangs.*

After this endless spell has moved, the commanding player must pick 1 unit within 1" of it and roll 3 dice. For each roll that is equal to or greater than that unit's Wounds characteristic, 1 model from that unit is slain.

ENDLESS SPELL WARSCROLL

# BLADEWIND



Carried through the air by a crimson tempest of blood, these gleaming falchions carve a bloody path through anything in their way, slicing through armour with unnatural ease to get to the flesh and blood beneath.

**SUMMONING:** This endless spell is summoned with a spell that has a casting value of 6 and a range of 9". If successfully cast, set up 1 Bladewind wholly within range of the caster. Only **DAUGHTERS OF KHAINE WIZARDS** can attempt to summon this endless spell.

**PREDATORY:** This endless spell is a predatory endless spell. It can be moved up to 12" and can fly.

**Unnatural Edge:** *The falchions carve through rock and masonry effortlessly, preying on those who would seek shelter behind them.*

After this endless spell has moved, roll a dice for each unit that has any models it passed across, and each other unit that is within 1" of it at the end of its move. On a 2+, that unit suffers 1 mortal wound. In addition, do not apply the cover modifier to save rolls for attacks that target units that are within 12" of this endless spell.

INVOCATION WARSCROLL  
**HEART OF FURY**



The most devout of Khaine's priestesses can summon a manifestation of his Iron Heart, a blood-dripping icon that burns with supernatural rage. Those bathed in its wrathful aura continue to fight and kill even when stricken with mortal wounds.

**SUMMONING:** This invocation is summoned with a prayer that has an answer value of 3 and a range of 12". If answered, set up this invocation wholly within range and visible to the chanter. Only **DAUGHTERS OF KHAINE PRIESTS** can attempt to summon this invocation.

**Locus of the Murder God:** *This prayer takes the form of Khaine's undying power and bestows death-defying energies upon his faithful.*

At the start of the combat phase, if this invocation is on the battlefield, its commanding player must roll a dice. On a 1-5, until the end of that phase, subtract 1 from the damage inflicted (to a minimum of 1) by each successful attack that targets a **DAUGHTERS OF KHAINE** unit wholly within 12" of this invocation. On a 6, until the end of that phase, subtract 1 from the damage inflicted (to a minimum of 1) by each successful attack that targets a **DAUGHTERS OF KHAINE** unit wholly within 12" of this invocation and add 1 to the Attacks characteristic of melee

weapons used by friendly **DAUGHTERS OF KHAINE** units wholly within 12" of this invocation; then, this invocation is removed from play at the end of that phase.