



BATTLETOME: DAUGHTERS OF KHAINE

Designers' Commentary, March 2021

The following commentary is intended to complement *Battletome: Daughters of Khaine*. 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 explain and 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 stated 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: Does the Hagg Nar command trait 'Devoted Disciple' negate mortal wounds allocated to a friendly **HAGG NAR DAUGHTERS OF KHAINE** model on a 5+?*

A: No.

Q: If I use the Witchbrew ability, do I roll 1 dice for battleshock immunity and 1 dice to re-roll wound rolls or do I roll 1 dice in total?

A: 1 dice in total.

Q: Is an Invocation of Khaine a prayer?

A: No.

*Q: Does the Hagg Nar 'Daughters of the First Temple' ability prevent **HAGG NAR** units from gaining the Quickening Bloodlust ability in the first battle round?*

A: No.