BATTLETOME: SLAVES TO DARKNESS

DESIGNERS' COMMENTARY, DECEMBER 2021

The following commentary is intended to complement *Battletome: Slaves to Darkness*. 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 **Archaon** *be affected by the Aura of Chaos battle trait from other* **Slaves to Darkness Heroes** *that have a different Mark of Chaos keyword?*
A: No.

ERRATA, DECEMBER 2021

The following errata correct errors in *Battletome: Slaves to Darkness*. 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 67 – Allegiance Abilities, Aura of Chaos
Change the first sentence to:
'If a **Slaves to Darkness Hero** has a Mark of Chaos keyword, that **Hero** has one of the following Aura of Chaos abilities.'

Page 69 – Lore of the Damned
Change the caveat under the table header to:
'**Slaves to Darkness Wizard** (including Unique units) only.'

Page 76 – Host of the Everchosen, Dark Prophecy
Change to:
'You can use this command ability once per turn at the start of your hero phase if **Archaon** is on the battlefield. If you do so, roll a dice and keep the result hidden from your opponent beneath an opaque container, such as a cup. At the start of the next battle round, before players determine who has the first turn, you must reveal the result. On a 1-3 your opponent must take the first turn of that battle round. On a 4-6 you must take the first turn of that battle round.'

Pages 80-83 – 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 87 – Overlords of Chaos, The Circles Unleashed
Change the rule to:
'When you select this battalion to be part of your army, for each unit from this battalion, you can replace the keyword you chose from the list in the Eight Circles of the Varanguard battle trait with a different keyword from the same list.'

Page 88 – Archaon the Everchosen
Replace this warscroll with the one in this document.

Page 89 – Varanguard, Description
Change the Description to:
'A unit of Varanguard has any number of models. The unit is armed with one of the following weapon options: Ensorcelled Weapon and Warpsteel Shield; Fellspear and Warpsteel Shield; or Daemonforged Blade and Warpsteel Shield.'

Page 89 – Varanguard, Description
Add the following:
'**ELITE:** Models in this unit can issue commands to their own unit.'

Page 90 – Gaunt Summoner on Disc of Tzeentch, Book of Profane Secrets
Change the first line of the summoned unit list to:
'- 5 Horrors of Tzeentch'

Page 92 – Chaos Sorcerer Lord on Manticore, Oracular Visions
Change the rule to:
'In your hero phase, you can pick 1 friendly **Mortal Slaves to Darkness** unit wholly within 12" of this unit. If you do so, add 1 to save rolls for attacks that target that unit until your next hero phase.'

Page 95 – Chaos Sorcerer Lord, Oracular Visions
Change the rule to:
'In your hero phase, you can pick 1 friendly **Mortal Slaves to Darkness** unit wholly within 12" of this unit. If you do so, add 1 to save rolls for attacks that target that unit until your next hero phase.'

Page 97 – Be'lakor
This warscroll has been replaced with the 'Be'lakor, the Dark Master' warscroll in *Broken Realms: Be'lakor.*

Page 98 – Slaves to Darkness Daemon Prince, Bloated Blessings
Change the third sentence to:
'Until your next hero phase, each time that unit is picked as the target for any attacks made with melee weapons, if the unmodified hit roll for any of those attacks is 6, the attacking unit suffers D3 mortal wounds after all of its attacks have been resolved.'

Page 101 – Chaos Warshrine, Favour of the Ruinous Powers
Change to:

'**Favour of Khorne:** Favour of Khorne is a prayer with an answer value of 3 and a range of 18". If answered, pick 1 friendly **Slaves to Darkness Mortal** unit wholly within range and visible to the chanter. You can re-roll charge rolls for that unit until your next hero phase. In addition, if that unit has the **Khorne** keyword, you can re-roll hit rolls for attacks made with melee weapons by that unit until your next hero phase.

Favour of Tzeentch: Favour of Tzeentch is a prayer with an answer value of 3 and a range of 18". If answered, pick 1 friendly **Slaves to Darkness Mortal** unit wholly within range and visible to the chanter. You can add 1 to save rolls for attacks that target that unit until your next hero phase. In addition, if that unit has the **Tzeentch** keyword, until your next hero phase, you can roll a dice each time that unit is affected by a spell or the abilities of an endless spell. If you do so, on a 4+, ignore the effect of that spell or the abilities of that endless spell on that unit.

Favour of Nurgle: Favour of Nurgle is a prayer with an answer value of 3 and a range of 18". If answered, pick 1 friendly **Slaves to Darkness Mortal** unit wholly within range and visible to the chanter. You can re-roll wound rolls for attacks made with melee weapons by that unit until your next hero phase. In addition, if that unit has the **Nurgle** keyword, add 1 to save rolls for attacks that target that unit until your next hero phase.

Favour of Slaanesh: Favour of Slaanesh is a prayer with an answer value of 3 and a range of 18". If answered, pick 1 friendly **Slaves to Darkness Mortal** unit wholly within range and visible to the chanter. You can re-roll charge rolls for that unit until your next hero phase. In addition, if that unit has the **Slaanesh** keyword, do not take battleshock tests for that unit until your next hero phase.

Favour of Chaos: Favour of Chaos is a prayer with an answer value of 3 and a range of 18". If answered, pick 1 friendly **Slaves to Darkness Mortal** unit wholly within range and visible to the chanter. You can re-roll hit and wound rolls for attacks made by that unit until your next hero phase. In addition, if that unit has the **Undivided** keyword, you can re-roll charge rolls for that unit until your next hero phase.'

Page 101 – Chaos Warshrine, Protection of the Dark Gods
Change the rule to:
'Friendly **Mortal Slaves to Darkness** units that are wholly within range of this unit's Protection of the Dark Gods ability, as shown on the damage table above, have a ward of 6+.'

Page 103 – Chaos Chariots, Exalted Charioteer
Change to:
'If this unit has 2 or more models, 1 model in this unit can be an Exalted Charioteer. Add 1 to hit rolls for attacks made with that model's melee weapons (excluding those of its mount).'

Page 103 – Gorebeast Chariots, Exalted Charioteer
Change to:
'If this unit has 2 or more models, 1 model in this unit can be an Exalted Charioteer. Add 1 to hit rolls for attacks made with that model's melee weapons (excluding those of its mount).'

Page 104 – Chaos Knights, Description
Change the Description to:
'A unit of Chaos Knights has any number of models. The unit is armed with one of the following weapon options: Ensorcelled Weapon and Chaos Runeshield; or Cursed Lance and Chaos Runeshield.'

Page 105 – Chaos Warriors, Description
Change the Description to:
'A unit of Chaos Warriors has any number of models. The unit is armed with one of the following weapon options: Chaos Hand Weapon and Chaos Runeshield; Chaos Halberd and Chaos Runeshield; Chaos Greatblade; or pair of Chaos Hand Weapons.'

Page 105 – Chaos Warriors, Legions of Chaos
Change the rule to:
'Add 1 to save rolls for attacks that target this unit while it has at least 10 models.'

Page 106 – Chaos Marauders, Description
Change the Description to:
'A unit of Chaos Marauders has any number of models. The unit is armed with one of the following weapon options: Barbarian Axe and Darkwood Shield; or Barbarian Flail.'

Page 107 – Chaos Marauder Horsemen, Description
Change the Description to:
'A unit of Chaos Marauder Horsemen has any number of models. The unit is armed with one of the following weapon options: Barbarian Axe and Darkwood Shield; Marauder Javelin and Darkwood Shield; or Barbarian Flail.'

Page 109 – Slaughterbrute, Keywords
Add the **Mark of Chaos** keyword to the keywords section.

Page 110 – Mutalith Vortex Beast, Keywords
Add the **Mark of Chaos** keyword to the keywords section.

Page 111 – Furies, Sneaky Little Devils
Change the last sentence of the rule to:
'If you do so, this unit must retreat.'

Page 115 – Iron Golems, Iron Resilience
Change the rule to:
'Add 1 to save rolls for attacks that target this unit if this unit has not made a normal move or been set up in the same turn.'

Pages 117-118 – Endless spell warscrolls
Replace these warscrolls with the ones in this document.

Eightfold Doom-Sigils are icons of Chaos in all its glory, blazing symbols of pure ruin. To fall in the presence of such a sorcerous construct is to be damned, for these lingering spells hungrily suck souls into the Realm of Chaos for the gods to feast upon, and a measure of this siphoned power is offered to those devoted who fight in the icon's shadow.

ENDLESS SPELL WARSCROLL

EIGHTFOLD DOOM-SIGIL

SUMMONING: This endless spell is summoned with a spell that has a casting value of 5 and a range of 6". If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations. Only **Slaves to Darkness Wizards** can attempt to summon this endless spell.

Empowered by Atrocity: *The souls of those slain in the presence of an Eightfold Doom-Sigil are absorbed by the magical manifestation, feeding the Dark Gods' eternal hunger and inspiring those mortal servants who fight nearby to battle on – even as their own lives are offered in tribute.*

Keep track of the number of models that are slain within 12" of this endless spell each turn. At the end of each turn, roll a dice for each model that was slain within 12" of this endless spell during that turn. For each 3+, the player whose turn is taking place must pick 1 **Slaves to Darkness** unit wholly within 18" of this endless spell. Add 1 to the Attacks characteristic of that unit's melee weapons (excluding those of its mounts) until that player's next hero phase. A unit cannot benefit from this ability more than once per turn.

Darkfire Daemonrifts are eldritch portals torn ajar by the darkest of incantations. Once the veil has been sundered the raw magic seeping from the Realm of Chaos forms an opening for the horrors beyond to vent their spite, widened and empowered further by spellcraft that draws upon the essence of Chaos.

ENDLESS SPELL WARSCROLL

DARKFIRE DAEMONRIFT

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 this endless spell wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations. Only **Slaves to Darkness 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.

Billowing Energies: *From the maw of a Darkfire Daemonrift, foul predators from beyond unleash streams of Chaotic energy on their hapless victims.*

After this endless spell has moved, roll a dice for each unit that has any models it passed across and for each other unit within 1" of it at the end of its move. On a 2+, that unit suffers D3 mortal wounds.

Fuelled by Sorcery: *A Darkfire Daemonrift absorbs magical power, widening further and expelling more powerful gouts of ruinous energy as it hungrily devours arcane energies.*

Add 1 to the number of mortal wounds caused by this endless spell for each other endless spell within 12" of this endless spell after it has moved.

Even by the standards of Chaos sorceries, Realmscourge Ruptures are not subtle weapons. When the necessary magical power has been channelled and released by a tribal shaman, the land itself writhes in the grip of Chaos, sharpened spikes surging forth like an accursed tidal wave to overwhelm anything in their path.

ENDLESS SPELL WARSCROLL

REALMSCOURGE RUPTURE

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 this endless spell wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations. Only **Slaves to Darkness 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. When this endless spell is moved, it must move in a straight line in the direction in which its spikes are pointing.

Debilitating Shockwave: *The vicious spikes that erupt from an onrushing Realmscourge Rupture not only impale any unfortunate enough to be struck by them, but also send those nearby staggering through the tremors that rock the tortured earth.*

After this endless spell has moved, roll a dice for each unit that has any models it passed across and for each other unit within 1" of it at the end of its move. On a 2+, that unit suffers D3 mortal wounds and its Move characteristic is halved until the end of the battle round.

Archaon is the Everchosen, the favoured warlord of the Dark Pantheon. From atop Dorghar, the monstrous Steed of the Apocalypse, Archaon commands his legions with an iron fist, his deadly skill and unholy powers sealing the doom of entire armies.

WARSCROLL

ARCHAON

THE EVERCHOSEN

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Slayer of Kings	1"	4	2+	3+	-2	3
Monstrous Claws	1"	2	2+	3+	-2	D6
Lashing Tails	3"	2D6	4+	3+	-	1
Three Heads	3"	✹	3+	3+	-1	2

DAMAGE TABLE		
Wounds Suffered	Move	Three Heads
0-8	14"	6
9-11	12"	5
12-14	10"	4
16+	8"	3

Archaon the Everchosen is armed with the Slayer of Kings.

WIZARD: This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

WARMASTER: If this unit is included in your army, it is treated as a general even if it is not the model picked to be the army's general. In addition, this unit can be included in a Blades of Khorne, Disciples of Tzeentch, Maggotkin of Nurgle or Hedonites of Slaanesh army. If you do so, you can still use the army's allegiance abilities even though this unit is not from the army's faction; however, this unit does not benefit from them.

FLY: This unit can fly.

MOUNT: This unit's mount, Dorghar, is armed with Monstrous Claws, Lashing Tails and Three Heads.

The Armour of Morkar: *Archaon's armour is inscribed with powerful sigils of warding.*

This unit has a ward of 4+ against mortal wounds. In addition, for each unmodified ward roll of 6, you can pick 1 enemy unit within 3" to suffer 1 mortal wound that cannot be negated.

By My Will: *All Slaves to Darkness recognise Archaon's supreme authority and fear his wrath more than any foe should they fail him.*

This is a command ability that this unit can issue at the start of the combat phase. Another friendly **Chaos** unit must receive it (this unit cannot issue this command to itself). Until the end of that phase, each time a model in the receiving unit is slain, it can fight.

The Crown of Domination: *This forbidding helm exudes a palpable aura of menace.*

Add 2 to the Bravery characteristic of friendly **Chaos** units wholly within 12" of this unit. In addition, subtract 2 from the Bravery characteristic of enemy units while they are within 12" of this unit.

The Eye of Sheerian: *Ripped from the corpse of the Chaos Dragon Flamefang, this ancient treasure forewarns Archaon of events yet to pass.*

Once per battle, at the start of your hero phase, you can say that Archaon will use the Eye of Sheerian. If you do so, subtract 1 from hit rolls for attacks that target this unit until your next hero phase.

The Everchosen: *The Ruinous Powers shelter their champion from hostile enemy magics.*

Each time this unit is affected by a spell or endless spell, you can roll a dice. On a 4+, ignore the effect of that spell or that endless spell on this unit.

The Slayer of Kings: *This ancient daemonblade thirsts for the souls of champions and warlords.*

Each time this unit fights, if the unmodified wound roll for 2 or more attacks that target the same enemy **Hero** with the Slayer of Kings is 6, that **Hero** is slain.

Three-headed Titan: *The greater daemons consumed by Dorghar imbue the steed with unlimited power.*

At the start of your hero phase, you can say that Dorghar will draw upon his daemonic might. If you do so, choose 1 of the following effects:

Filth-spewer: *Dorghar's Nurglesque head vomits a cascade of half-digested warriors and bile.*

Pick 1 enemy unit within 12" of this unit and roll a dice. On a 3+, that unit suffers D3 mortal wounds.

Skull-gorger: *Dorghar's Khornate head devours the skulls of prey to invigorate his master.*

You can heal up to D3 wounds allocated to this unit.

Spell-eater: *Dorghar's Tzeentchian head consumes eldritch energies from nearby spells.*

Pick 1 endless spell within 18" of this unit; that endless spell is dispelled.

Warlord Without Equal: *Archaon's mastery of war is near unparalleled, and under his command, the Slaves to Darkness are an unstoppable force.*

If this unit is on the battlefield at the start of your hero phase, you receive 1 extra command point.

KEYWORDS **Chaos, Slaves To Darkness, Host of the Everchosen, Undivided, Khorne, Tzeentch, Nurgle, Slaanesh, Daemon, Mortal, Hero, Monster, Wizard, Archaon**