BROKEN REALMS: MORATHI

DESIGNERS COMMENTARY, AUGUST 2021

The following commentary is intended to complement *Broken Realms: Morathi*. 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: Do the Cities of Sigmar units I include in my Stormkeep army gain the Stormcast Eternals *keyword? If the answer is yes, do they also gain the Stormhost keyword the army has (if any)?*
A: No to both questions.

Q: Can Cities of Sigmar units in a Stormkeep army benefit from subfaction command abilities such as 'Heroes of Another Age' from the Anvils of the Heldenhammer Stormhost?
A: No.

Q: Are the new Daughters of Khaine warscroll battalions available for use by Temples of Khaine other than Zainthar Kai?
A: Yes.

ERRATA, AUGUST 2021

The following errata correct errors in *Broken Realms: Morathi*. 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 102 – Misthåvn Battle Traits, Misthåvn Narcotics
Change the third sentence to:
'You can choose 1 additional friendly **Hero** to have a Misthåvn narcotic for each artefact of power you include in your army.'

Page 104 – Temples of Khaine
Change the rule to:
'1 in every 4 units in a Har Kuron army can be a coalition unit (see below) from the Daughters of Khaine faction. Those units gain the **Cities of Sigmar** and **Har Kuron** keywords. Units from the Daughters of Khaine faction cannot be taken as allies in a Har Kuron army (they can only be taken as coalition units). In each of your hero phases, you can pick 1 friendly **Daughters of Khaine Priest** to chant the Incitement to Murder prayer (below) in addition to the 1 other prayer that they can chant in that phase.

Incitement to Murder: This is a prayer that has an answer value of 3. If answered, pick 1 friendly **Har Kuron** unit wholly within 12" of the chanter. Until the start of your next hero phase, if the unmodified hit roll for an attack made by that unit is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit. You cannot pick the same unit to benefit from this prayer more than once per phase.

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 106 – Stormkeep Battle Traits, Mortal Auxiliaries
Change the rule to:
'1 in every 4 units in a Stormkeep army can be a coalition unit (see below) from the Cities of Sigmar faction. Units from the Cities of Sigmar faction cannot be taken as allies in a Stormkeep army (they can only be taken as coalition units). Add 1 to the Bravery characteristic of friendly **Cities of Sigmar** units while they are wholly within 12" of a friendly **Liberators** unit. In addition, when you use a command ability from *Battletome: Stormcast Eternals* and you pick a unit to receive a command, you can treat friendly **Cities of Sigmar** units as if they were friendly **Stormcast Eternals** units.'

COALITION UNITS

Coalition units do not count towards the number of Battleline units in your army. However, they do count towards the maximum number of Leader, Behemoth and Artillery units in your army. Coalition units cannot be generals. In addition, Coalition units are ignored when determining if the units in your army are from a single faction.

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 116 – Idolators Battle Traits, Blessed of Chaos
Change to:
'Add 1 to chanting rolls for **Idolators Priests**. In addition, units in your army with the **Priest** keyword have the Leader battlefield role.'

Page 116 – Idolators Battle Traits, Panoply of Ruin
Change to:
'**Idolators Cultists** units have the Battleline battlefield role. If you upgrade a **Chaos Chariots** or **Gorebeasts Chariots** unit to be an **Idolator Lord**, all **Idolators Cultists** units you include in your army gain the Mark of Chaos keyword that was picked for that **Idolator Lord**. In addition, when you make a charge roll for an **Idolators Cultists** unit, change the lowest dice to a 6. If the roll is a double, change one of the dice to a 6.'

Page 116 – Idolators Battle Traits, Idolator Lords
Change the second sentence to:
'If you do so, that unit gains the **Idolator Lord**, **Eye of the Gods**, **Hero** and **Priest** keywords, is an Exalted Charioteer (even though the unit has only 1 model), and you must give it one of the following Mark of Chaos keywords when you select it to be part of your army: **Khorne**, **Tzeentch**, **Nurgle**, **Slaanesh** or **Undivided**.'

Page 117 – Idolators Command Traits, Bane of False Idols
Change to:
'Once per turn, this general can issue the Desecrate command without a command point being spent.'

Page 117 – Idolators Prayers
Change to:
'**Blessings of Khorne:** Blessings of Khorne is a prayer with an answer value of 3 and a range of 12". If answered, pick 1 friendly **Khorne Idolators** unit wholly within range of the chanter and visible to them. You can re-roll hit rolls for attacks made with melee weapons by that unit until your next hero phase.

Blessings of Tzeentch: Blessings of Tzeentch is a prayer with an answer value of 3 and a range of 12". If answered, pick 1 friendly **Tzeentch Idolators** unit wholly within range of the chanter and visible to them. Add 1 to save rolls for attacks that target that unit until your next hero phase.

Blessings of Nurgle: Blessings of Nurgle is a prayer with an answer value of 3 and a range of 12". If answered, pick 1 friendly **Nurgle Idolators** unit wholly within range of the chanter and visible to them. You can re-roll wound rolls for attacks made with melee weapons by that unit until your next hero phase.

Blessings of Slaanesh: Blessings of Slaanesh is a prayer with an answer value of 3 and a range of 12". If answered, pick 1 friendly **Slaanesh Idolators** unit wholly within range of the chanter and visible to them. You can re-roll charge rolls for that unit until your next hero phase.

Blessings of Chaos Undivided: Blessings of Chaos Undivided is a prayer with an answer value of 3 and a range of 12". If answered, pick 1 friendly **Idolators** model within range of the chanter and visible to them. You can heal D3 wounds allocated to that model.'