



# BATTLETOME: SLAVES TO DARKNESS

## DESIGNERS' COMMENTARY, DECEMBER 2022

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: If I choose the Daemonhood effect for the Dark Apotheosis result on the Eye of the Gods table and the HERO has any wounds allocated to them, does the Daemon Prince added to my army have any wounds allocated to it?*

A: No.

*Q: If a model with an Ensorcelled Banner is slain, does the effect of its Ensorcelled Banner still apply?*

A: No, unless the model with the Ensorcelled Banner is returned to the unit.

*Q: Both the 'Blasphemous Rituals' ability for the Cabalists subfaction and the Arcane Tome universal artefact of power have additional effects for a HERO that is already a WIZARD. If I pick the Cabalists subfaction for my army (which makes all HEROES that are not WIZARDS become WIZARDS) and I give the Arcane Tome to a HERO that is not a WIZARD, is that HERO considered to already be a WIZARD for the effects of either the 'Blasphemous Rituals' ability or the Arcane Tome artefact of power?*

A: No to both.

*Q: Can HEROES that have the EYE OF THE GODS keyword be given the KHORNE keyword if I picked the Cabalists subfaction for my army?*

A: No.

## ERRATA, DECEMBER 2022

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 70 – Mark of Chaos Undivided, Slay Worthy Foes

Change the rules text to:

**'You can use this command ability at the start of the combat phase. A friendly UNDIVIDED SLAVES TO DARKNESS unit must receive this command. Until the end of that phase, add 1 to wound rolls for attacks made with melee weapons by that unit that target an enemy HERO or MONSTER.'**

**Page 70** (English version only) – Mark of Tzeentch, Warp Reality  
Change to:

**'Warp Reality is a spell that has a casting value of 6 and a range of 9". If successfully cast, pick 1 friendly TZEENTCH SLAVES TO DARKNESS unit visible to the caster. Remove that unit from the battlefield and set it up again wholly within range of the caster and more than 9" from all enemy units. That unit cannot move in the next movement phase.'**

### Page 71 – Eye of the Gods, Daemonhood

Change the rules text to:

**'Daemonhood: You can add a SLAVES TO DARKNESS Daemon Prince to your army. If you do so, set it up within 1" of this HERO then remove this HERO from play (they do not count as being slain).'**

The Daemon Prince has the same Mark of Chaos keyword that the HERO had. It has any enhancements that the HERO had. If the HERO was your general, the Daemon Prince is now your general. Any other results on the Eye of the Gods table that applied to the HERO now apply to the Daemon Prince.'

**Page 75** (English version only) – Chaos Infernal Treasures, Realmwarper's Twist-rune

Change to:

**'Once per battle, in your hero phase, you can pick 1 terrain feature within 12" of the bearer. Roll a dice for each model within 1" of that terrain feature. For each 5+, that model's unit suffers 1 mortal wound. In addition, until your next hero phase, that terrain feature blocks visibility in the same manner as a wyldwood.'**

**Page 76** (English version only) – The Lore of the Damned, Daemonic Speed

Change the rules text to:

**'Daemonic Speed is a spell that has a casting value of 7 and a range of 12". If successfully cast, pick 1 friendly SLAVES TO DARKNESS unit that has a Mount and is wholly within range and visible to the caster. Until the start of your next hero phase, you can attempt a charge with that unit if it is within 18" of the enemy instead of 12". In addition, roll 3D6 instead of 2D6 for charge rolls made for that unit until the start of your next hero phase.'**

**Page 77** (English version only) – Ensorcelled Banners

Add the following Designer's Note under the rule:

**Designer's Note:** *If a standard bearer that has an Ensorcelled Banner is in a unit that has multiple standard bearers, when that unit is set up for the first time, inform your opponent which standard bearer in the unit is the one that has the Ensorcelled Banner.*

**Page 77** (English version only) – Icons of Chaos, The Eroding Icon

Change the rules text to:

**NURGLE** unit only. Worsen the Rend characteristic of melee weapons that target this unit by 1, to a minimum of '-1'.

**Page 78** (English version only) – Host of the Everchosen,

Legions of Darkness

Change the rules text to:

'When a **HOST OF THE EVERCHOSEN** unit that is a **CHAOS CHOSEN**, **CHAOS KNIGHTS** or **CHAOS WARRIORS** unit receives the Rally command, you can return 1 slain model to that unit for each 5+ instead of each 6. In addition, you can pick 1 additional Ensorcelled Banners enhancement for your army.'

**Page 78** – Cabalists, Blasphemous Rituals

Change the first paragraph of the rules text to:

**CABALIST HEROES** become **WIZARDS**. They can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. If the **HERO** is already a **WIZARD**, they can attempt to cast 1 additional spell in each of your hero phases and know 1 additional spell from the Lore of the Damned spell lore.'

**Page 82** – Quests, Reap the Spoils

Change the last paragraph to:

'Once you have gained 3 or more quest points, you complete this quest. When you complete this quest, you can make 1 additional exploration roll in the aftermath sequence of that Path to Glory battle. When you do so, the tens roll is a 6, meaning your roll will be between 61-66.'

**Page 94** – Slaves to Darkness Daemon Prince, Eldritch Architect

Change the rules text to:

**TZEENTCH DAEMON PRINCE** only. If it is the enemy hero phase, you can roll a dice each time a spell targets this unit. On a 2+, that spell has no effect on this unit. If it is your hero phase, and this unit is part of a Slaves to Darkness army, this unit can attempt to cast 1 spell from the Lore of the Damned in the same manner as a **WIZARD**. If this unit is already a **WIZARD**, this spell is in addition to any others it can attempt to cast.'

**Page 103** – Chaos Lord, Retinue

Change to:

**RETINUE:** At the start of the first battle round, before determining who has the first turn, you can pick 1 friendly **CHAOS WARRIORS** or **CHAOS CHOSEN** unit on the battlefield that is not another unit's retinue to be this unit's retinue.'

**Page 104** – Exalted Hero of Chaos, Dark Blessings

Change the rules text to:

'If this unit is part of a Slaves to Darkness army, after deployment, you can roll once on the Eye of the Gods table for this unit.'

**Page 121** – Iron Golem, Iron Resilience

Change the rules text to:

'Add 1 to save rolls for attacks that target this unit if this unit has not made a normal move, run, retreated or made a charge move in the same turn.'