



BATTLETOME: BLADES OF KHORNE

DESIGNERS' COMMENTARY, FEBRUARY 2024

The following commentary is intended to complement *Battletome: Blades of Khorne*. 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: Karanak's 'Call of the Hunt' ability allows friendly summoned FLESH HOUNDS units to be set up within 9" of enemy units if they are set up wholly within 8" of Karanak. Can such units be set up within 3" of enemy units?

A: Yes.

ERRATA, FEBRUARY 2024

The following errata correct errors in *Battletome: Blades of Khorne*. 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 72 – Battle Traits, Hatred of Sorcery

Add the following:

'Each time a friendly unit casts a spell, you must roll a dice. On a 5+, that spell is automatically unbound.'

Page 73 – Blood Tithe Reward Table

Change the Murderlust reward ability on the Blood Tithe table to: 'Pick 1 friendly **BLADES OF KHORNE** unit that is more than 3" from all enemy units. That unit can make a D6" move, and it can finish that move within 3" of any enemy units. You can spend Blood Tithe points on this Reward up to 3 times at the end of each hero phase instead of only once, but you cannot pick the same unit to benefit from this ability more than once per phase.'

Page 101 – Skullmaster, Herald of Khorne, Keywords

Add the **HERO** keyword.

Page 116 – Magore's Fiends, Riptooth

Change to:

'The first time this unit is set up on the battlefield, you must summon 1 **FLESH HOUNDS** unit consisting of 1 model to the battlefield and add it to your army. That model must not be a Gore Hound and must be on a 50mm base. Set up that **FLESH HOUNDS** unit wholly within 3" of this unit and more than 9" from all enemy units.'

Page 120 – Pitched Battle Profiles, Exalted Deathbringer, Unit Size

Change the Unit Size to '1'.

Page 120 – Pitched Battle Profiles, Bloodthirster of Insensate

Rage, Notes

Add 'Single' to the Notes column.

Page 120 – Pitched Battle Profiles, Bloodthirster of Unfettered

Fury, Notes

Add 'Single' to the Notes column.

Page 120 – Pitched Battle Profiles, Wrath of Khorne

Bloodthirster, Notes

Add 'Single' to the Notes column.

Page 120 – Allies table

Change to:

'Maggotkin of Nurgle, Slaves to Darkness (excluding **TZEENTCH** units, **KHORNE** units and **MARK OF CHAOS** units)'