



# SOUL WARS: WRATH OF THE EVERCHOSEN

## DESIGNERS' COMMENTARY, AUGUST 2021

The following commentary is intended to complement *Soul Wars: Wrath of the Everchosen*. 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 roll 'Unleashed Power' on the behaviour table for a wandering endless spell, is that endless spell removed from the battlefield after the effects of that roll have been resolved?*

A: Yes.

## ERRATA, AUGUST 2021

The following errata correct errors in *Soul Wars: Wrath of the Everchosen*. 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 – Volatile By Nature**

Change to:

'Wandering endless spells work differently to normal predatory endless spells. They are activated after all predatory endless spells on the battlefield have been moved. The players alternate picking 1 wandering endless spell to activate, starting with the player who has the second turn. Unless otherwise stated, any effects and abilities on their warscrolls can be used as normal and are resolved by the player activating that wandering endless spell.'

Each wandering endless spell can be activated once per turn. To do so, roll a D3 and consult the behaviour table below. The behaviour table has 3 columns, each with 6 results. The distance between the wandering endless spell and the closest enemy models determines which column you use. Each roll on the behaviour table has a corresponding action that the wandering endless spell will perform. The action is resolved before the next wandering endless spell is activated.'

**Page 85 – Hosts of Chaos**

Change this section to:

### 'HOSTS OF CHAOS'

This section includes new allegiance abilities available to a Chaos army on the battlefield.

When you choose a Blades of Khorne, Disciples of Tzeentch, Maggotkin of Nurgle or Hedonites of Slaanesh army, you can say that it will be a Hosts of Chaos army. If you do so, you must give it a Host of Chaos keyword from the list for its faction that appears below. All units in that army gain that keyword, and you can use the allegiance abilities listed for that Host of Chaos on the page indicated. If a model already has a Host of Chaos keyword on its warscroll, it cannot gain another one. This does not preclude you from including the unit in your army, but you cannot use the allegiance abilities for its Host of Chaos.

### BLADES OF KHORNE

- **FLAYED** (pg 92)
- **BALEFUL LORDS** (pg 93)

### DISCIPLES OF TZEENTCH

- **UNBOUND FLUX** (pg 94)
- **CULT OF A THOUSAND EYES** (pg 95)

### MAGGOTKIN OF NURGLE

- **MUNIFICENT WANDERERS** (pg 96)
- **DRONING GUARD** (pg 97)
- **BLESSED SONS** (pg 98)
- **DROWNED MEN** (pg 99)

### HEDONITES OF SLAANESH

If you have a Hedonites of Slaanesh army, you can give a Godseekers, Pretenders or Invaders army the applicable keyword below:

- **LURID HAZE** (Invaders) (pg 100)
- **FAULTLESS BLADES** (Pretenders) (pg 101)
- **SCARLET CAVALCADE** (Godseekers) (pg 102)

**Page 86 – The Legion of Chaos Ascendant**

These rules have been replaced and updated with the rules for the Legion of the First Prince in *Broken Realms: Be'lakor*.

**Pages 88-89 – Warscroll battalions**

Delete the Pitched Battle profiles for each of these warscroll battalions.

**Page 90 – The Knights of the Empty Throne**

Change the rules paragraph under the header to:

'When you choose a Damned Legion keyword for a Slaves to Darkness army using the Damned Legions battle trait in *Battletome: Slaves to Darkness*, you can choose the **KNIGHTS OF THE EMPTY THRONE** keyword instead of one of those listed. The allegiance abilities for the Knights of the Empty Throne Damned Legion can be found on these pages.'

**Page 90** – The Knights of the Empty Throne, Battle Traits, Fists of the Everchosen

Add:

'In addition, **KNIGHTS OF THE EMPTY THRONE VARANGUARD HEROES** have the Leader battlefield role.'

**Page 96** – The Munificent Wanderers, One Last Gift

Change the rule to:

'If the unmodified hit roll for an attack made with a melee weapon by an enemy unit that targets a friendly **MUNIFICENT WANDERERS DAEMON** unit that is wholly within 12" of this general is 1, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.'

**Page 103** – The Legion of the First Prince

These rules have been replaced and updated with the rules for the Legion of the First Prince in *Broken Realms: Be'lakor*.