



BATTLETOME: DAUGHTERS OF KHAINE

DESIGNERS COMMENTARY, AUGUST 2021

The following commentary is intended to complement *Battletome: Daughters of Khaine*. 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: Does the Hagg Nar command trait ‘Devoted Disciple’ negate mortal wounds allocated to a friendly HAGG NAR DAUGHTERS OF KHAINE model on a 5+?

A: No.

Q: If I use the Witchbrew ability, do I roll 1 dice for battleshock immunity and 1 dice to re-roll wound rolls or do I roll 1 dice in total?
A: 1 dice in total.

Q: Is an Invocation of Khaine a prayer?

A: No.

Q: Does the Hagg Nar ‘Daughters of the First Temple’ ability prevent Hagg Nar units from gaining the Quickening Bloodlust ability in the first battle round?

A: No.

ERRATA, AUGUST 2021

The following errata corrects errors in *Battletome: Daughters of Khaine*. 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 61 – Blood Rites, Unquenchable Fervour

Change the rule to:

‘Worsen the Rend characteristic of weapons that target this unit by 1, to a minimum of ‘-’. In addition, do not take battleshock tests for this unit.’

Page 63 – Masters of Blood Magic, Arcane Mastery

Change the rule to:

‘Once per turn, you can re-roll 1 casting, dispelling or unbinding roll for this general.’

Page 65 – Relics of Khaine, Khainite Pendant

Change the rule to:

‘In your hero phase, the bearer can attempt to chant up to 2 different prayers, 1 after the other. If they do so, make a chanting roll for each prayer. However, on a 1, the bearer suffers D3 mortal wounds instead of 1 and the prayer is not answered.’

Page 65 – Relics of Khaine, Crimson Shard

Change the last sentence of the rule to:

‘Add 1 to wound rolls for attacks made with that weapon.’

Page 66 – Spell Lores

Delete the sentence under the header.

Page 66 – Lore of Shadows

Change the caveat under the table header to:

‘DAUGHTERS OF KHAINE WIZARD HERO (including Unique units) only.’

Page 67 – Prayers

Change the header to ‘Prayer Scriptures’ and delete the rules under the header.

Page 67 – Prayers of the Khainite Cult

Change the caveat under the table header to:

‘DAUGHTERS OF KHAINE PRIEST (including Unique units) only.’

Page 67 – Prayers of the Khainite Cult

All of the prayers have an answer value of 3.

Page 71 – Khailebron, Masters of the Shadowpaths

Delete the sentence of the rule that reads:

‘That unit cannot move in the next movement phase.’

Page 73 – Zainthar Kai, Vault of the First Brood

Change the rule to:

‘You can choose 1 additional ZAINTHAR KAI HERO in your army to have an artefact of power.’

Page 76-79 – 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 85 – The Shadow Queen

Change the Rend characteristic of Heartrender to ‘-2’.

Page 86 – Bloodwrack Shrine, Description

Change the description to:

‘A Bloodwrack Shrine is a single model armed with a Bloodwrack Stare, Bloodwrack Spear, Whisperclaw and Tail of Serpents.

CREW: This unit’s shrine has an aelf crew that attack with their Goadstaves. For rules purposes, the crew are treated in the same manner as a mount.’

Page 89 – Morgwaeth the Bloodied, Priestess of Khaine

Change the rule to:

‘This unit knows the following prayers:

Rune of Khaine: Rune of Khaine is a prayer that has an answer value of 3. If answered, pick 1 of the chanter’s melee weapons (it cannot be a weapon used by a mount). Until your next hero phase, that melee weapon has a Damage characteristic of D3 instead of the value shown in its profile.

Touch of Death: Touch of Death is a prayer that has an answer value of 3 and a range of 3". If answered, pick 1 enemy unit within range and visible to the chanter. Then, take a dice and hide it in one of your hands. Your opponent must pick one of your hands. If they pick the one holding the dice, that enemy unit suffers D3 mortal wounds.’

Page 90 – Hag Queen on Cauldron of Blood, Description

Change the description to:

‘A Hag Queen on Cauldron of Blood is a single model armed with a Blade of Khaine.

CREW: This unit’s Cauldron of Blood has an aelf crew that attack with their Sacrificial Knives, and an Avatar of Khaine that attacks with its Torrent of Burning Blood and Avatar’s Sword. For rules purposes, the crew and avatar are treated in the same manner as a mount.’

Page 90 – Hag Queen on Cauldron of Blood, Priestess of Khaine

Change the rule to:

‘This unit knows the following prayers:

Rune of Khaine: Rune of Khaine is a prayer that has an answer value of 3. If answered, pick 1 of the chanter’s melee weapons (it cannot be a weapon used by a mount). Until your next hero phase, that melee weapon has a Damage characteristic of D3 instead of the value shown in its profile.

Touch of Death: Touch of Death is a prayer that has an answer value of 3 and a range of 3". If answered, pick 1 enemy unit within range and visible to the chanter. Then, take a dice and hide it in one of your hands. Your opponent must pick one of your hands. If they pick the one holding the dice, that enemy unit suffers D3 mortal wounds.’

Page 90 – Hag Queen on Cauldron of Blood, Wrath of Khaine
Animated is a prayer that has an answer value of 3.

Page 91 – Hag Queen, Priestess of Khaine

Change the rule to:

‘This unit knows the following prayers:

Rune of Khaine: Rune of Khaine is a prayer that has an answer value of 3. If answered, pick 1 of the chanter’s melee weapons (it cannot be a weapon used by a mount). Until your next hero phase, that melee weapon has a Damage characteristic of D3 instead of the value shown in its profile.

Touch of Death: Touch of Death is a prayer that has an answer value of 3 and a range of 3". If answered, pick 1 enemy unit within range and visible to the chanter. Then, take a dice and hide it in one of your hands. Your opponent must pick one of your hands. If they pick the one holding the dice, that enemy unit suffers D3 mortal wounds.’

Page 92 – Slaughter Queen on Cauldron of Blood, Description

Change the description to:

‘A Slaughter Queen on Cauldron of Blood is a single model armed with a Deathsword and Blade of Khaine.

CREW: This unit’s Cauldron of Blood has an aelf crew that attack with their Sacrificial Knives, and an Avatar of Khaine that attacks with its Torrent of Burning Blood and Avatar’s Sword. For rules purposes, the crew and avatar are treated in the same manner as a mount.’

Page 92 – Slaughter Queen on Cauldron of Blood, Priestess of Khaine

Change the rule to:

‘This unit knows the following prayers:

Rune of Khaine: Rune of Khaine is a prayer that has an answer value of 3. If answered, pick 1 of the chanter’s melee weapons (it cannot be a weapon used by a mount). Until your next hero phase, that melee weapon has a Damage characteristic of D3 instead of the value shown in its profile.

Touch of Death: Touch of Death is a prayer that has an answer value of 3 and a range of 3". If answered, pick 1 enemy unit within range and visible to the chanter. Then, take a dice and hide it in one of your hands. Your opponent must pick one of your hands. If they pick the one holding the dice, that enemy unit suffers D3 mortal wounds.’

Page 92 – Slaughter Queen on Cauldron of Blood, Wrath of Khaine
Animated is a prayer that has an answer value of 3.

Page 93 – Slaughter Queen, Priestess of Khaine

Change the rule to:

‘This unit knows the following prayers:

Dance of Doom: Dance of Doom is a prayer that has an answer value of 3. If answered, in the combat phase, after the chanter has fought in that phase for the first time, when it is your turn to pick a unit to fight, the chanter can be picked to fight for a second time if it is within 3" of any enemy units.

Rune of Khaine: Rune of Khaine is a prayer that has an answer value of 3. If answered, pick 1 of the chanter’s melee weapons (it cannot be a weapon used by a mount). Until your next hero phase, that melee weapon has a Damage characteristic of D3 instead of the value shown in its profile.

Touch of Death: Touch of Death is a prayer that has an answer value of 3 and a range of 3". If answered, pick 1 enemy unit within range and visible to the chanter. Then, take a dice and hide it in one of your hands. Your opponent must pick one of your hands. If they pick the one holding the dice, that enemy unit suffers D3 mortal wounds.’

Page 98 – Avatar of Khaine, Altar of Khaine

Change the rule to:

‘Add 1 to chanting rolls for friendly **DAUGHTERS OF KHAINE PRIESTS** while they are wholly within 9" of any friendly models with this ability.’

Page 98 – Avatar of Khaine, Wrath of Khaine
Animated is a prayer that has an answer value of 3.’

Page 102-103 – Endless spell and Invocation of Khaine warscrolls
Replace these warscrolls with the ones in this document.

ENDLESS SPELL WARSROLL
BLOODWRACK VIPER



The Bloodwrack Viper is an enormous serpent formed from boiling blood, a manifestation of hatred and bitterness that binds its prey in a crushing embrace before squeezing so forcefully that the victim explodes in a shower of gore.

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 1 Bloodwrack Viper wholly within range of the caster. Only **DAUGHTERS OF KHAINE 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.

Fanged Strike: *The serpent curls around its enemies and tightens its coils, choking its prey in torrents of unnatural ichor before striking with its monstrous fangs.*

After this endless spell has moved, the commanding player must pick 1 unit within 1" of it and roll 3 dice. For each roll that is equal to or greater than that unit's Wounds characteristic, 1 model from that unit is slain.



Carried through the air by a crimson tempest of blood, these gleaming falcions carve a bloody path through anything in their way, slicing through armour with unnatural ease to get to the flesh and blood beneath.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 9". If successfully cast, set up 1 Bladewind wholly within range of the caster. Only **DAUGHTERS OF KHAINE WIZARDS** can attempt to summon this endless spell.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 12" and can fly.

ENDLESS SPELL WARSROLL
BLADEWIND

Unnatural Edge: *The falcions carve through rock and masonry effortlessly, preying on those who would seek shelter behind them.*

After this endless spell has moved, roll a dice for each unit that has any models it passed across, and each other unit that is within 1" of it at the end of its move. On a 2+, that unit suffers 1 mortal wound. In addition, do not apply the cover modifier to save rolls for attacks that target units that are within 12" of this endless spell.

INVOCATION WARSCROLL HEART OF FURY



The most devout of Khaine's priestesses can summon a manifestation of his Iron Heart, a blood-dripping icon that burns with supernatural rage. Those bathed in its wrathful aura continue to fight and kill even when stricken with mortal wounds.

SUMMONING: This invocation is summoned with a prayer that has an answer value of 3 and a range of 12". If answered, set up this invocation wholly within range and visible to the chanter. Only **DAUGHTERS OF KHAINE PRIESTS** can attempt to summon this invocation.

Locus of the Murder God: *This prayer takes the form of Khaine's undying power and bestows death-defying energies upon his faithful.*

At the start of the combat phase, if this invocation is on the battlefield, its commanding player must roll a dice. On a 1-5, until the end of that phase, subtract 1 from the damage inflicted (to a minimum of 1) by each successful attack that targets a **DAUGHTERS OF KHAINE** unit wholly within 12" of this invocation. On a 6, until the end of that phase, subtract 1 from the damage inflicted (to a minimum of 1) by each successful attack that targets a **DAUGHTERS OF KHAINE** unit wholly within 12" of this invocation and add 1 to the Attacks characteristic of melee weapons used by friendly **DAUGHTERS OF KHAINE** units wholly within 12" of this invocation; then, this invocation is removed from play at the end of that phase.