



BATTLETOME: BLADES OF KHORNE

Designers' Commentary, July 2019

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 explain and 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 stated 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: Some abilities can be used when a model or unit has 'fought for the first time'. Does this only apply if the unit fought for the first time during the phase, or does it also apply if the unit fought for the first time at the start or end of the phase?

A: It always applies, even if the first time it fought was at the start or end of the phase.

Q: Some abilities can be used when a model or unit has 'fought for the first time' to allow that unit to fight again. Does this only apply if the unit fought for the first time during the phase, or does it also apply if the unit fought for the first time at the start or end of the phase?

A: It always applies, even if the first time it fought was at the start or end of the phase. Note that if several abilities allow a unit to fight again after it has fought for the first time, each of those abilities must be carried out one after the other. This means that only the first of those abilities would qualify as happening after the unit has fought for the first time, because after the first of those abilities is used the unit will already have fought more than once. Therefore the remaining abilities could not be used.

Q: Some abilities say that a unit fights at the start of the combat phase. What happens if that unit is not within 3" of the enemy, but later in the phase an enemy unit piles in to within 3" of it?

A: A unit that can fight at the start of the combat phase but does not do so is allowed to fight normally during the combat phase should an enemy unit move to within 3" of it.

Q: Some abilities say that they can be used at 'the start of the hero phase' instead of 'at the start of your hero phase'. Can these abilities be used in the enemy hero phase?

A: Yes.

Q: The Slaughterhost command traits must be given to the army general. What happens if the general is a named character that cannot be given a command trait?

A: The command trait cannot be taken and is not used.

Q: Many warscrolls allow weapon options and other upgrades to be taken by '1 in every x' models. For example, 1 in every 10 models in a unit of Blood Warriors can replace the unit's weapon option with a Goreglaive. What happens if the unit has fewer than x models?

A: The weapon or upgrade cannot be taken. For example, a unit of Blood Warriors with fewer than 10 models could not have a Goreglaive.

*Q: Sometimes a keyword will be listed in its singular form in one place and its plural form in another. Are the plural and singular forms both considered to be different keywords? For example, are the **BLOODLETTER** keyword and the **BLOODLETTERS** keyword different keywords?*

A: No. The singular and plural forms of a keyword are synonymous for rules purposes.

Q: Can I take more than one Slaughterhost for a Khorne army?

A: No.

*Q: Can I take a **DAEMON** as the general of a Goretide Slaughterhost, or a **MORTAL** as the general of a Bloodlords Slaughterhost?*

A: Yes.

Q: Do summoned units, or any other units I add to my army after the battle has begun, gain the Slaughterhost keyword I gave to my army?

A: Yes.

Q: When I spend Blood Tithe points at the end of my movement phase to Summon Daemons of Khorne, can I only summon 1 unit?

A: Yes.

Q: The Relentless Fury, Murderous Paragon and No Respite abilities allow a model that has been slain to pile in and attack before it is removed from play. What happens if more than one of these abilities apply at the same time?

A: The model would be allowed to pile in and attack once for each ability that applied to it before being removed from play.

Q: Can I still use the Council of Blood from the older Blades of Khorne battletome?

A: No. It has been replaced by the Tyrants of Blood warscroll battalion.

Q: The Rage Unbound ability for the Bloodthirster of Insensate Rage has the same effect as the Locus of Fury ability. Should the Rage Unbound ability be changed?

A: No. It allows the Bloodthirster of Insensate Rage to re-roll hit rolls of 1 when it charges even if the Khorne allegiance abilities are not being used (e.g. when it is taken as an ally or as part of a Grand Alliance Chaos army).

*Q: Does a **KHORNE PRIEST** need to be wholly within 8" of both Hexgorgor Skulls to add 1 to the roll to keep them in play at the end of a battle round?*

A: No, the bonus applies as long as the **KHORNE PRIEST** is wholly within 8 of at least one of the models.

Q: Was it intended for Karanak not to be a Leader?

A: Yes.

*Q: If a **PRIEST** knows more than one prayer, can it attempt to chant each of them?*

A: Yes, as long as no other restrictions apply.

Q: Is a Judgement of Khorne a prayer?

A: No.

*Q: Is the **DAEMON** keyword missing from the Valkia the Bloody and Mighty Skullcrushers warscrolls?*

A: No, it was omitted deliberately.

Q: I have a question about how the Reapers of Vengeance Slaughterhost command ability 'Leave None Alive' (after a unit has fought in the combat phase for the first time, if it is within 3" of an enemy unit it can fight for a second time) interacts with the Tyrants of Blood battalion ability 'Fierce Rivals' (after a unit from the battalion has fought in the combat phase for the first time, you can pick another unit from the same battalion that has not yet fought in that combat phase and it can fight). Both happen at the same time, so can I use both for the same unit?

A: No. When you have two or more abilities that happen at the same time, you must use them one after the other, in the order of your choice, completely finishing one until you move on to the other. In this case you will need to decide which of the two abilities you want to use first for the unit. Having done so, you will not be able to use the second ability as each must be used 'after' the unit has fought for the first time, and this will no longer be the case for the second ability. Note that the use of the word 'after' in the Age of Sigmar rules is synonymous with 'immediately after', not 'at any point in the future'.