



BATTLETOME: SLAVES TO DARKNESS

Designers' Commentary, January 2020

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 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: Can you explain what happens if more than one player uses the Dark Prophecy command ability at the start of their hero phase in the same battle round?

A: The players roll off to determine who takes the first turn in the next battle round as normal.

*Q: Can Archagon be affected by the Aura of Chaos battle trait from other **SLAVES TO DARKNESS HEROES** that have a different Mark of Chaos keyword?*

A: No.

Q: If Be'lakor is slain before I reveal the enemy unit I picked with 'The Dark Master' ability, can I still reveal the unit even though Be'lakor is not on the battlefield?

A: Yes.