BATTLETOME: BLADES OF KHORNE

Official Errata, July 2018

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 79 – Battle Traits, Blood for the Blood God!
Change the first sentence of the last paragraph to:
'Unless stated otherwise in the rule for a reward, Blood Tithe points can be expended at the start of either player's hero phase, but only once per phase.'

Page 79 – Battle Traits
Add the following battle trait:
'**Summon Daemons of Khorne:** *As the blood of battle flows and the skulls of enemies are taken in tribute, the daemons of Khorne go forth into the Mortal Realms in a tide of slaughter, ferocity and seething rage.*

You can summon units of **Khorne Daemons** to the battlefield by expending Blood Tithe points instead of choosing a reward from the Blood Tithe table.

If you have 2 or more Blood Tithe points at the end of your movement phase, you can summon one or more units from the list below onto the battlefield, and add them to your army. Each unit you summon costs a number of Blood Tithe points, as shown on the list, and you can only summon a unit if you have enough Blood Tithe points to pay its cost. If you summon any units in this manner, your Blood Tithe points total is reset to zero immediately after the last unit has been set up (you cannot save any Blood Tithe points you did not use).

Summoned units must be set up wholly within 12" of a friendly **Khorne Hero** and more than 9" from any enemy units.

The following units can be summoned to your army:'

Add the following table:

BLADES OF KHORNE UNIT	COST
1 Wrath of Khorne Bloodthirster	8
1 Bloodthirster of Insensate Rage	8
1 Bloodthirster of Unfettered Fury	8
20 Bloodletters	7
15 Bloodletters	6
10 Flesh Hounds	6
3 Bloodcrushers	5
1 Skull Cannon	5
10 Bloodletters	4
1 Blood Throne	4
5 Flesh Hounds	3
1 Skullmaster, Herald of Khorne	3
5 Bloodletters	2
1 Bloodmaster, Herald of Khorne	2

Page 79 – Blood Tithe Table, Bloody Exemplar
Change the rules text to:
'Select a friendly **Khorne Hero** that has a command ability on their warscroll and immediately use that command ability without spending a command point to do so.'

Page 79 – Blood Tithe Table, Murderlust
Change the rules text to:
'Select a **Khorne** unit from your army; that unit can move as if it were the movement phase. If it is within 12" of an enemy model, it can either move as if it were the movement phase or charge as if it were the charge phase.'

Page 79 – Blood Tithe Table, Apoplectic Frenzy
Change the rules text to:
'Select a **Khorne** unit from your army that is within 3" of an enemy model; that unit can immediately pile in and attack as if it were the combat phase.'

Page 79 – Blood Tithe Table, Blood Pact
Change the rules text to:
'Pick a **Khorne Daemon** unit from the summoning list below and add it to your army. Set up the unit anywhere on the battlefield that is more than 9" from any enemy units. It cannot move in the following movement phase.'

Page 80 – Command Traits, Khorne Daemon, Devastating Blow
Change the rules text to:
'Each time you roll a wound roll of 6 or more for your general (but not for attacks made by their mount), that attack inflicts a number of mortal wounds equal to its Damage characteristic instead of its normal damage (do not make a save roll).'

Page 81 – Artefacts of Power
Replace the rules introduction for artefacts of power with the following:
'If a Khorne army includes any **Heroes**, one may bear one artefact of power from one of the following tables: Murderous Artefacts, Banners of Khorne, Trophies of War, Daemonic Weapons, or Daemonic Adornments.'

Page 83 – Daemonic Gifts
Delete the Daemonic Gifts title, introduction and rules paragraphs (Daemonic Gifts are now artefacts of power).

Page 102 – Murderhost, Insatiable Bloodlust
Change the rules text to:
'After set-up, but before the battle begins, roll 2D6. Each unit from this battalion within 8" of the battalion's **Bloodletter Hero** and more than 3" from any enemy units can move a distance in inches equal to the roll. The units cannot run, or move within 3" of an enemy unit, and the distance to the **Hero** must be measured before any of the moves are made. If the Murderhost contained the maximum number of units at the start of the battle, you can use this ability again at the start of each of your hero phases as well as after set-up.'

Page 104 – Council of Blood, Fierce Rivals
Change the rules text to:
'In each of your hero phases, pick one **Bloodthirster** from the Council of Blood that is within 3" of an enemy unit to pile in and make attacks. If that Bloodthirster kills an enemy **Hero** or **Monster**, or slays the last model in an enemy unit, you can immediately pick another **Bloodthirster** from the Council of Blood that is within 3" of an enemy unit to pile in and make attacks with. You can continue to do this until either each model in the battalion has attacked once in this manner, or one of them fails to slay an enemy **Hero** or **Monster**, or slay the last model in an enemy unit.'

Page 104 – Council of Blood, Lords of Battle
Change the rules text to:
'Each **Bloodthirster** from a Council of Blood can use the command ability on its warscroll once in each of your hero phases without spending a command point to do so.'

Page 105 – Blood Hunt, Blood Mark
Change the rules text to:
'After set-up, but before the battle begins, pick an enemy

Hero to receive Khorne's blood mark. At the start of each of your hero phases, you can roll two dice for each unit from the Blood Hunt that is more than 3" from any enemy models. You can then move the unit being rolled for a distance up to the result of the roll (it cannot run, or end the move within 3" of an enemy model). The unit must finish the move closer to the enemy model with the blood mark.'

Page 108 – Charnel Host, Daemon Commander
Change the last sentence of the rules text to:
'You can use the Rejoice in the Slaughter command ability of the Charnel Host's Bloodthirster of Unfettered Fury once in each of your hero phases without spending a command point to do so.'

Page 108 – Charnel Host, Butchers of Khorne
Change the rules text to:
'In each of your hero phases, you can pile in and attack with any units from a Charnel Host that are within 3" of an enemy model and within 8" of their battalion's Bloodthirster of Unfettered Fury.'

Page 110 – The Reapers of Vengeance, Khorne's Vengeance Made Manifest
Change the rules text to:
'This ability replaces the Blood Mark ability of any Blood Hunts in this battalion and applies to all of the units from the Reapers of Vengeance. After set-up, but before the battle begins, pick D3 enemy units to receive Khorne's blood mark (they do not have to be **Heroes**). At the start of each of your hero phases, you can roll two dice for each unit from the Reapers of Vengeance that is more than 3" from any enemy models. You can then move the unit being rolled for a distance up to the result of the roll (it cannot run, or end the move within 3" of an enemy model). The unit must finish the move closer to an enemy unit with the blood mark.'

Page 111 – The Bloodlords, Exalted Loci of Khorne
Change the rules text to:
'If any units of Bloodletters and/or Bloodcrushers from the Bloodlords are within 3" of an enemy model and within 8" of any of the battalion's **Bloodletter Heroes** at the start of your hero phase, they can immediately pile in and each model in the unit can make a single attack with one of their melee weapons.'

Page 116 – Skulltake, Reaping Strikes
Change the rules text to:
'Skullreapers from a Skulltake are in a frenzied fury whilst they are within 12" of the battalion's Bloodstoker. If the wound roll for a Skullreaper in a frenzied fury is 6 or more, add 1 to the Damage characteristic of the weapon they are using for that attack. If the Skulltake contained the maximum number of units at the start of the battle, then this ability applies to all Skulltake units whilst they are within 12" of the Bloodstoker.'

Page 122 – The Goretide, Aqshy's Bane
Change the rules text to:
'In each of your hero phases, if the Goretide's Mighty Lord of Khorne is within 8" of any enemy models he can pile in up to 8" and attack. If he does so, you can re-roll all failed hit rolls for the Goretide's Mighty Lord of Khorne, including any attacks made with the Blood-dark Claws of his ferocious Flesh Hound.'

Pages 124-147 – Warscrolls
Remove the following summoning spells:
• Summon Bloodthirster of Fury
• Summon Bloodthirster of Rage
• Summon Bloodthirster of Wrath
• Summon Flesh Hounds
• Summon Skullmaster
• Summon Bloodmaster
• Summon Bloodletters
• Summon Bloodcrushers
• Summon Skull Cannon
• Summon Blood Throne

Page 130 – Karanak, Call of the Hunt
Change the rules text to:
'Once per game, if Karanak is within 8" of his quarry during the hero phase, you can summon a unit of 5 Flesh Hounds to the battlefield, and add it to your army. The summoned unit must be set up wholly within 8" of Karanak and more than 9" from any enemy units. The summoned unit cannot move in the following movement phase.'

Page 130 – Karanak, Prey of the Blood God
Change the rules text to:
'After armies are set up, but before the first battle round begins, you can pick 1 enemy **Hero** to be Karanak's quarry. You can re-roll hit and wound rolls for attacks made by Karanak that target the quarry.'

Page 133 – Bloodletters, Gore-drenched Icon
Change the rules text to:
'If the unmodified roll for a battleshock test for a unit that includes any Gore-drenched Icons is 1, you can add D6 models to that unit, and no models from that unit will flee in that battleshock phase.'

Page 134 – Bloodcrushers, Icon Bearer
Change the last two sentences of the rules text to:
'If the unmodified roll for a battleshock test for a unit that includes any Icon Bearers is 1, you can add 1 model to that unit, and no models from that unit will flee in that battleshock phase.'

Page 139 – Lord of Khorne on Juggernaut, Blood Stampede
Add:
'The same unit cannot be chosen to benefit from this command ability more than once in the same hero phase.'

Page 137 – Bloodsecrator, Portal of Skulls, Rage of Khorne
Change to:
'*Rage of Khorne:* Add 1 to the Attacks characteristic for melee weapons used by friendly **Khorne** units while they are within 18" of any models with this ability. In addition, do not take battleshock tests for friendly **Khorne** units while they are within 18" of any models with this ability.'

Page 141 – Aspiring Deathbringer (both warscrolls), Slaughter Incarnate
Change to:
'You can use this command ability at the start of the combat phase. If you do so, pick a friendly model with this command ability. Until the end of that phase, add 1 to the Attacks characteristic of melee weapons used by friendly **Khorne Mortal** units while they are wholly within 10" of any friendly models using this command ability.'

Page 141 – Aspiring Deathbringer with Goreaxe and Skullhammer, Bane of Cowards
Change the last sentence to:
'If any enemy models flee within 8" of this Aspiring Deathbringer in the battleshock phase, if this model is within 3" of an enemy model at the end of that phase, this model can pile in and attack as if it were the combat phase.'

Pages 148-151 – The Rules
These rules are no longer used. Use the most recent core rules instead.