



BATTLETOME: DAUGHTERS OF KHAINE

Designers' Commentary, June 2018

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 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 of the temples of Khaine require that the general take a specific command trait. What happens if an army is from such a temple and has Morathi as its general?

A: Morathi is a named character and therefore cannot have the command trait (she can still be your general).

Q: Do the Stormcast Eternals in a Shadowhammer Compact battalion benefit from the bonuses that apply to any temple of Khaine that the army belongs to?

A: No. These units only benefit from allegiance abilities if they have the appropriate keyword – see '4. Allegiance' on page 68 of the Battletome.

Q: Can a unit use Righteous Fervour from the Shadowhammer Compact battalion to move after teleporting with the Khailebron's Mistress of Illusion command trait?

A: Yes.

Q: Are the two different versions of Morathi considered to be the same unit for the purposes of any restrictions, penalties or bonuses that applied before the transformation? For example, if I use the Khailebron's Mistress of Illusion command trait to move Morathi, High Oracle of Khaine, and then transform her to Morathi, the Shadow Queen, would the restriction on not moving that applied to the Oracle also apply to the Shadow Queen? Or if Morathi, High Oracle of Khaine is targeted by the Maggotkin of Nurgle's Gift of Contagion spell and suffers

a -1 modifier to her hit rolls, and then transforms, does the -1 modifier still apply to Morathi, the Shadow Queen?

A: Yes to all questions.

Q: When Morathi transforms, does the centre of her new base need to be at the same location as the centre of her old base (if there is room)? And if there isn't room, is the location she is moved to measured from the centre of her base?

A: Yes to both questions. When an ability refers to setting up a model 'on the same spot', the centre of the base of each model is used to determine where exactly that spot is.

Q: How does Skarbrand's Total Carnage ability interact with Morathi's Iron Heart of Khaine ability, when the roll is such that the target unit suffers 8 wounds?

A: Morathi suffers 8 wounds: all 8 are allocated to her and are not affected by the Iron Heart ability. Note that if she survives, Morathi counts as having been allocated 3 wounds and/or mortal wounds in that turn for the purposes of the Iron Heart ability.

Q: If a wound or mortal wound is allocated to Morathi and then negated, does it still count as one of the maximum of 3 wounds and/or mortal wounds that can be allocated to her that turn?

A: No. When a wound is negated, it no longer counts as having been allocated to a model.

Q: Can the Avatar of Khaine be targeted by enemies when it is not animated?

A: Yes.

Q: Blood Stalkers' Heartseeker Bows inflict mortal wounds in the shooting phase. Morathi, High Oracle of Khaine lets units shoot 'as if it were the shooting phase'. Do the Blood Stalkers' shots inflict mortal wounds when she lets them shoot?

A: No. How to deal with abilities that allow a unit to act as if it were a different phase is covered in the *Warhammer Age of Sigmar* core rules Designers' Commentary.

Q: The Khinerai Lifetakers' Fight and Flight ability says 'after this unit has finished making all of its attacks'. What does that mean exactly?

A: It means you can use the ability after you have selected the unit to attack in the combat phase and it has completed its attacks. Note that the ability cannot be used unless the unit is eligible to attack in that combat phase.