



GRAND ALLIANCE: CHAOS

Official Errata, June 2018

The following errata correct errors in *Grand Alliance: Chaos*. 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.

Pages 8-17 – Everchosen

These warscrolls are no longer used. They have been replaced with the warscrolls in *Battletome: Everchosen*.

Page 23 – Godsworn Champions of Ruin

Change the first bullet point under the Organisation header to:

'1 unit chosen from the following list: Daemon Prince, Chaos Lord on Manticore, Chaos Sorcerer Lord on Manticore, Chaos Sorcerer Lord, Lord of Chaos, Chaos Lord on Daemonic Mount'

Pages 27 and 187 – Daemon Prince, Summon

Daemon Prince

Remove this spell.

Pages 46-156 – Khorne Bloodbound, Daemons of Khorne, Tzeentch Arcanites, Daemons of Tzeentch, Nurgle Rotbringers and Daemons of Nurgle

These warscrolls are no longer used. They have been replaced with the warscrolls in *Battletome: Blades of Khorne*, *Battletome: Disciples of Tzeentch* and *Battletome: Maggotkin of Nurgle*.

Pages 158-190 – Hosts of Slaanesh and Daemons of Chaos

Remove the following summoning spells:

- Summon Herald of Slaanesh
- Summon Seeker Herald
- Summon Hellflayer
- Summon Exalted Herald
- Summon Fiends of Slaanesh
- Summon Daemonettes
- Summon Seekers
- Summon Seeker Chariot
- Summon Exalted Chariot
- Summon Furies
- Summon Soul Grinder

Page 196 – Beastlord, Grisly Trophy

Add:

'The same unit cannot benefit from this command ability more than once in the same phase.'

Page 197 – Great Bray-Shaman, Savage Dominion

Replace this spell with:

'**Devolve:** *The Bray-Shaman magnifies the savage and animalistic parts of the foe's psyche until they are no more than growling beasts.*

Devolve has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them and not within 3" of any friendly units. Your opponent must move that unit 2D6 inches. In addition, that unit must finish that move as close as possible to the model from the caster's army that was nearest at the start of that move.'

Page 206 – Doombull, Slaughterer's Call

Add:

'The same unit cannot benefit from this command ability more than once in the same phase.'

Pages 214, 215, 216, 217, 219, 221, 223, 225 and 226

– Centigors, Razorgors, Chaos Warhounds, Harpies, Jabberslythe, Chimera, Slaughterbrute, Mutalith Vortex Beast and Cockatrice, Keywords

Add '**MONSTERS OF CHAOS**' to the keywords line.

Page 225 – Mutalith Vortex Beast, Aura of Mutation

Change result 6 to:

'*Spawnchange:* The target unit suffers D6 mortal wounds. If at least one model is slain by these mortal wounds, set up a **CHAOS SPAWN** within 3" of the target unit and add it to your army.'

Note that this errata also affects the Mutalith Vortex Beast of Tzeentch.

Page 239 – Thanquol and Boneripper, Blessings of the Horned Rat

Add:

'The same unit cannot be picked to benefit from this command ability more than once in the same phase.'

Page 241 – Lord Skreech Verminking, The Dreaded Thirteenth Spell

Change to:

'The Dreaded Thirteenth Spell: *With a sickening lurch, the fabric of reality is torn open by the twisting, mutating power of the Great Horned Rat.*

The Dreaded Thirteenth Spell has a casting value of 8. If successfully cast, pick an enemy unit within 13" of the caster that is visible to them and roll 13 dice. For each 4+ that unit suffers 1 mortal wound. If any models are slain by these mortal wounds, you can summon a unit of Clanrats to the battlefield, and add it to your army. The summoned unit has one model for each model slain by these mortal wounds. The summoned unit must be set up wholly within 13" of Lord Skreech Verminking, and more than 9" from any enemy units. The summoned unit cannot move in the following movement phase.'

Page 243 – Screaming Bell, Peal of Doom

Change result 12 to:

'A Stirring Beyond the Veil: You can summon a **VERMINLORD** to the battlefield and add it to your army. The summoned unit must be set up wholly within 24" of this model, and more than 9" from any enemy units. This result can be used once per battle. If you roll this result again, you must instead choose another result between 2 and 11.'

Page 252 – Clanrats, Strength in Numbers

Add the word 'instead' to the end of the second sentence.

Page 281 – Hell Pit Abomination, Damage Table

Change the last value under 'Wounds Suffered' to '9+'

Pages 282-292 – The Clans Pestilens

These warscrolls are no longer used. They have been replaced with the warscrolls in *Battletome: Skaven Pestilens*.

Pages 300-303 – The Rules

These rules are no longer used. Use the most recent core rules instead.