



BATTLETOME: BONESPLITTERZ

Official Errata, June 2018

The following errata correct errors in *Battletome: Bonesplitterz*. 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 104 – Wurrzog Prophet, Prophet of da Waaagh!

Add:

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

Page 104 – Savage Big Boss, Let Me At 'Em

Change the second and third sentences to:

'After this model has fought in the combat phase for the first time, you can pick a friendly **BONESPLITTERZ** unit that has not yet fought in that combat phase and which is within 3" of an enemy unit and within 10" of this model. That unit fights immediately, before the opposing player picks a unit to fight in that combat phase. That unit cannot fight again in that combat phase unless an ability or spell allows it to fight more than once.'

Pages 109-112 – The Rules

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