



BATTLETOME: FLESH-EATER COURTS

Official Errata, June 2018

The following errata correct errors in *Battletome: Flesh-eater Courts*. 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 75 – Hints & Tips

Add the following:

'Returning Slain Models: Several Flesh-eater Courts abilities allow you to return slain models to a unit. When you do so, set up the models one at a time within 1" of a model from the unit they are returning to (this can be a model you returned to the unit earlier in the same phase). The slain models you return to a unit can only be set up within 3" of an enemy unit if one or more models from the unit they are returning to are already within 3" of an enemy unit.'

Page 77 – Abhorrant Ghoul King on Terrorgheist, Summon Royal Guard

Change to:

'Summon Royal Guard: You can use this command ability at the end of your movement phase. If you do so, pick a friendly model that has this command ability and has not used it before in the battle. That model summons 1 unit of 3 Crypt Horrors or 1 unit of 3 Crypt Flayers to the battlefield. The summoned unit is added to your army, and must be set up wholly within 6" of the edge of the battlefield and more than 9" from any enemy units.'

Page 79 – Abhorrant Ghoul King on Zombie Dragon, Summon Royal Courtier

Change to:

'Summon Royal Courtier: You can use this command ability at the end of your movement phase. If you do so, pick a friendly model that has this command ability and has not used it before in the battle. That model summons 1 **COURTIER** unit to the battlefield. The summoned unit is added to your army, and must be set up wholly within 6" of the edge of the battlefield and more than 9" from any enemy units.'

Page 80 – Abhorrant Ghoul King, Summon Men-at-arms

Change to:
'Summon Men-at-arms: You can use this command ability at the end of your movement phase. If you do so, pick a friendly model that has this command ability and has not used it before in the battle. That model summons 1 unit of 10 Crypt Ghouls to the battlefield. The summoned unit is added to your army, and must be set up wholly within 6" of the edge of the battlefield and more than 9" from any enemy units.'

Page 81 – Varghulf Courtier, To the King!

Change to:

'To the King!: In your hero phase, you can roll 6 dice for each friendly **VARGHULF COURTIER** on the battlefield. For each 2+, you can return 1 slain model to a friendly **CRYPT GHOULS** unit that is within 10" of that **VARGHULF COURTIER**. For each 5+, you can return 1 slain model to a friendly **CRYPT HORRORS** or **CRYPT FLAYERS** unit that is within 10" of that **VARGHULF COURTIER** instead. Slain models can be returned to more than one unit if you wish, but each successful dice roll can only be used to return a model to a single unit.'

Page 82 – Crypt Ghast Courtier, Muster Men-at-arms

Change to:

'Muster Men-at-arms: In your hero phase, you can roll 6 dice for each friendly **CRYPT GHAST COURTIER** on the battlefield. If you do so, for each 2+, you can return 1 slain model to a friendly **CRYPT GHOULS** unit that is within 10" of that **CRYPT GHAST COURTIER**. Slain models can be returned to more than one unit if you wish, but each successful dice roll can only be used to return a model to a single unit.'

Page 84 – Crypt Haunter Courtier, Muster King's Chosen

Change to:

'Muster King's Chosen: In your hero phase, you can roll 6 dice for each friendly **CRYPT HAUNTER COURTIER** on the battlefield. If you do so, for each 5+, you can return 1 slain model to a friendly **CRYPT HORRORS** unit that is within 10" of that **CRYPT HAUNTER COURTIER**. Slain models can be returned to more than one unit if you wish, but each successful dice roll can only be used to return a model to a single unit.'

Page 86 – Crypt Infernal Courtier, Muster Royal Guard
Change to:

‘In your hero phase, you can roll 6 dice for each friendly **CRYPT INFERNAL COURTIER** on the battlefield. If you do so, for each 5+, you can return 1 slain model to a friendly **CRYPT FLAYERS** unit that is within 10" of that **CRYPT INFERNAL COURTIER**. Slain models can be returned to more than one unit if you wish, but each successful dice roll can only be used to return a model to a single unit.’

Page 89 – Terrorgheist

Change the warscroll title and all references to ‘Terrorgheist’ to:
‘Flesh-eater Courts Terrorgheist’

Page 90 – Zombie Dragon

Change the warscroll title and all references to ‘Zombie Dragon’ to:
‘Flesh-eater Courts Zombie Dragon’

Page 92 – Royal Family, Summon Sycophant

Change to:
‘You can use this command ability once per battle at the end of your movement phase, if your general is from this battalion and is on the battlefield. Your general summons 1 Abhorrant Ghoul King to the battlefield. The summoned unit is added to your army, and must be set up wholly within 6" of the edge of the battlefield and more than 9" from any enemy units.’

Page 93 – Attendants at Court, Steward To The King

Change the second sentence to:
‘If your general is within 10" of the Crypt Haunter Courtier from this battalion at the start of your hero phase, you receive 1 additional command point.’

Page 100 – Flesh-eater Court, Dark Master

Change the second sentence to:
‘If your general is from this battalion, he knows all of the command abilities on the warscrolls and battalions included in this battalion. In addition, you start the battle with 3 command points for having this battalion in your army instead of 1.’

Pages 101-104 – The Rules

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