



BATTLETOME: FYRESLAYERS

Official Errata, June 2018

The following errata correct errors in *Battletome: Fyreslayers*. 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 103 – Auric Runefather on Magmadroth, Steadfast Advance

Change the rules text to:

'You can use this command ability in your hero phase if this model is your general. If you do so, until your next hero phase you can re-roll battleshock tests and save rolls of 1 for friendly **FYRESLAYER** units while they are wholly within 24" of your general.'

Pages 107 and 110 – Auric Runeson on Magmadroth and Auric Runeson, Explosive Rage

Change the last sentence to:

'In addition, subtract 1 from the unit's Bravery characteristic until your next hero phase.'

Page 107 – Auric Runeson on Magmadroth, Furious Onslaught

Change the rules text to:

'You can use this command ability in your hero phase if this model is your general. If you do so, until your next hero phase you can re-roll charge rolls for friendly **FYRESLAYER** units while they are wholly within 12" of your general.'

Page 108 – Auric Runefather, Lodge Leader

Change the rules text to:

'You can use this command ability in your hero phase if this model is your general. If you do so, until your next hero phase, friendly **FYRESLAYER** units wholly within 12" of your general at the start of the combat phase can move up to 5" when they pile in. In addition, until your next hero phase, each time you allocate a wound or mortal wound to your general, roll a dice. On a 4+, you can allocate that wound or mortal wound to a friendly **FYRESLAYER** unit within 3" of your general instead of allocating it to your general.'

Page 110 – Auric Runeson, Dauntless Assault

Change the rules text to:

'You can use this command ability in your hero phase if this model is your general. If you do so, until your next hero phase you can re-roll failed wound rolls made by friendly **FYRESLAYER** units that wholly within 18" of your general, for attacks that target a unit with a Wounds characteristic of 3 or more.'

Page 115 – Bladed Slingshield

Change the second sentence to:

'After a unit with one or more Bladed Slingshields makes a charge move, pick an enemy unit, and roll a dice for each model from the charging unit carrying a Bladed Slingshield that is within 8" of the enemy unit.'

Pages 124-127 – The Rules

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