



BATTLETOME: LEGIONS OF NAGASH

Official Errata, June 2018

The following errata correct errors in *Battletome: Legions of Nagash*. 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 60 – Legions of Nagash

Add:

'The following units may be selected as part of a Grand Host of Nagash, Legion of Sacrament, Legion of Blood or Legion of Night army and gain the appropriate faction keyword:

- Chainrasp Horde
- Glaivewraith Stalkers
- Grimghast Reapers
- Guardian of Souls
- Knight of Shrouds
- Knight of Shrouds on Ethereal Steed
- Lord Executioner
- Spirit Torment'

Pages 62, 64, 66 and 68 – Battle Traits, The Unquiet Dead

Change the first sentence of the second paragraph to: 'At the end of your movement phase, for each friendly **DEATH HERO** within 9" of a gravesite, you may pick a single friendly unit in the grave and set it up wholly within 9" of the gravesite and more than 9" from any enemy models.'

Pages 63, 65, 67 and 69 – Command Ability, Endless Legions

Change to:

'You can use this command ability at the end of your movement phase. If you do so, pick a gravesite that is within 9" of your general, and then pick a friendly **SUMMONABLE** unit that has been destroyed. Set up that unit wholly within 9" of that gravesite and more than 9" from any enemy units.'

Page 64 – Legion of Sacrament, Command Traits, Mark of the Favoured

Change the last sentence to:

'On a 6+ the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.'

Page 67 – Legion of Blood, Artefacts of Blood, Ring of Dominion

Add the following to the end of the rules text:

'Abilities, modifiers or re-rolls that apply to attacks made with that weapon when it is used by the enemy model do not apply to the attacks made with it by the bearer.'

Page 67 – Legion of Blood, Artefacts of Blood, Amulet of Screams

Change the rules text to:

'Once per battle, when an enemy **WIZARD** successfully casts a spell, you can declare that the bearer will use the Amulet of Screams. If you do so, you cannot attempt to unbind the spell. Instead, roll a dice. On a 2+, the spell is not successfully cast.'

Page 90 – The First Cohort, Ceaseless Vigil

Change to:

'Before you allocate a wound or mortal wound to **NAGASH**, you can pick a friendly **MORGHAST** unit from this battalion within 3" of **NAGASH** and roll a dice. On a 3+ the wound or mortal wound is allocated to that unit instead.'

Page 92 – Deathmarch, March of the Dead

Change the rules text to:

'At the start of your hero phase, each unit from this battalion wholly within 12" of the battalion's **WIGHT KING** and more than 3" from any enemy units can move 4". The units cannot run, or move within 3" of an enemy unit, and the distance to the **WIGHT KING** must be measured before any of the moves are made.'

Page 100 – Prince Vhordrai, Breath of Shyish

Change the first sentence to:

'At the start of your shooting phase, pick an enemy unit within 8" of this model that is visible to it.'

Page 100 – Prince Vhordrai, Fist of Nagash

Add:

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

Page 110 – Necromancer, Undead Minions

Change to:

‘**Undead Minions:** Before you allocate a wound or mortal wound to this model, you can pick a friendly **SUMMONABLE** unit within 3" of this model and roll a dice. On a 4+ the wound or mortal wound is allocated to that unit instead.’

Pages 117, 118 and 119 – Cairn Wraith, Tomb Banshee, Hexwraiths and Spirit Hosts

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

Pages 118 and 120 – Black Coach and Pitched

Battle Profiles

Change the warscroll title and all references to ‘Black Coach’ to:

‘Legion Black Coach’