



BATTLETOME: SYLVANETH

Official Errata, June 2018

The following errata correct errors in *Battletome: Sylvaneth*. 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 132 – Alarielle the Everqueen, Soul Amphorae

Change to:

'Soul Amphorae: *With a gesture, Alarielle can summon forth healing pollens and soul seeds from the amphorae arrayed around her mount.*

In your hero phase, you can heal D3 wounds allocated to each **SYLVANETH** model within 30" of this model. Once per battle, in your hero phase, instead of using this ability to heal, you can summon 1 unit from the list below to the battlefield, and add it to your army. The summoned unit must be set up wholly within 9" of this model and more than 9" from any enemy units. That unit cannot move in the following movement phase.

Choose a unit from the following list:

- 20 Dryads
- 10 Tree-Revenants
- 10 Spite-Revenants
- 3 Kurnoth Hunters
- 1 Branchwych
- 1 Treelord'

Page 133 – Drycha Hamadreth, Colony of Flitterfuries

Change the second sentence to:

'When she attacks with her Colony of Flitterfuries, roll 10 dice for each enemy unit within the range shown on the damage table.'

Pages 134, 135 and 136 – Spirit of Durthu, Treelord Ancient and Treelord, Groundshaking Stomp

Change the first sentence to:

'At the start of the combat phase, roll a dice for each enemy unit within 3" of any models with this ability.'

Page 135 – Treelord Ancient, Silent Communion

Change to:

'Silent Communion: In your hero phase, you can pick 1 friendly **TREELORD ANCIENT** and roll a dice. On a 4+, you can set up 1 **SYLVANETH WYLDWOOD** terrain feature wholly within 24" of that **TREELORD ANCIENT**, and more than 3" from any other models or terrain features.'

Page 137 – Branchwraith, Roused to Wrath

Change to:

'Roused to Wrath: *With biting verses, the Branchwraith sings to its allies through the realmroots, calling them forth to join the reaping.*

Roused to Wrath has a casting value of 7. If successfully cast, you can summon a unit of 10 **DRYADS** and add it to your army. The summoned unit must be set up more than 9" from any enemy units, and wholly on or within a **SYLVANETH WYLDWOOD** that is within 12" of the caster. The summoned unit cannot move in the following movement phase.'

Page 139 – Kurnoth Hunters, Envoys of the Everqueen

Change to:

'Envoys of the Everqueen: If a friendly **SYLVANETH HERO** uses a command ability, you can measure the range of that command ability from a friendly **KURNOTH HUNTERS** unit instead of the **HERO**.'

Pages 141-144 – The Rules

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