



BATTLETOME: EVERCHOSEN

Official Errata, July 2018

The following errata correct errors in *Battletome: Everchosen*. 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 97 – Archaon, Warlord Without Equal

Change the rules text to:

'You can use this command ability in your hero phase, if **ARCHAON** is your general and is on the battlefield. If you do so, all other **CHAOS HEROES** in your army can use 1 command ability that is on their warscroll and which can be used in the hero phase without a command point being spent.'

Pages 101, 103 – Gaunt Summoner of Tzeentch

Change the title of this warscroll and its description to 'Gaunt Summoner on Disc of Tzeentch.'

Page 101 – Gaunt Summoner of Tzeentch, Book of Profane Secrets

Change to:

'**Book of Profane Secrets:** *Whispering fell incantations, a Gaunt Summoner can temporarily divert the path of a Realmgate, allowing malefic Chaos entities to manifest on the battlefield.*

Once per battle, at the end of your movement phase, if this model is within 9" of a **REALMGATE** it can use its Book of Profane Secrets. If it does so, 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 a this model and wholly within 9" of the **REALMGATE**, and more than 9" from any enemy units.

Choose a unit from the following list:

- 10 Pink Horrors
- 10 Bloodletters
- 10 Plaguebearers
- 10 Daemonettes'

Page 108 – Archaon's Grand Host, Daemonic Pacts

Change the rules text to:
'At the end of your movement phase, if **ARCHAON** is your general and on the battlefield, you can roll a dice. If you do so, on a 5+ you can summon one of the following units to the battlefield: 10 Plaguebearers; 10 Daemonettes; 10 Bloodletters; or 5 Pink Horrors. The summoned unit is added to your army, and must be set up wholly within 12" of **ARCHAON** and more than 9" from any enemy units.'

Page 108 – Archaon's Grand Host, Dark Command

Change the rules text to:
'Once per game, at the start of a combat phase, units from this battalion wholly within 18" of **ARCHAON** and within 3" of an enemy unit can pile in and then attack with all of the melee weapons they are armed with. They can be selected to fight normally later in the same combat phase.'

Pages 109-112 – The Rules

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