The following errata correct errors in *Battletome: Beastclaw Raiders*. 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.

Pages 108, 110 and 112 – Frostlord on Stonehorn, Huskard on Stonehorn and Stonehorn Beastriders, Stone Skeleton
Change to:
‘**Stone Skeleton**: Halve the Damage characteristic (rounding up) of weapons that target this model. In addition, halve the number of mortal wounds this model suffers from a spell or ability (rounding up).’

Page 109, 111 and 113 – Blasts of Frost-wreathed Ice
Change to:
‘In the shooting phase, pick a unit within 18” that is visible to the Thundertusk. Do not use the attack sequence for an attack made with Frost-wreathed Ice. Instead roll a dice. On a 1, nothing happens. On a 2+, the target unit suffers the number of mortal wounds shown on the damage table above.’

Pages 117-120 – The Rules
These rules are no longer used. Use the most recent core rules instead.