The following errata correct errors in *Grand Alliance: Destruction*. 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 18-37 – Ironjawz and Bonesplitterz**
These warscrolls are no longer used. They have been replaced with the warscrolls in *Battletome: Ironjawz* and *Battletome: Bonesplitterz*.

**Page 56 – Grot Warboss, I’m da Boss, Now Stab ‘em Good**
Change to:
‘You can use this command ability at the start of a combat phase. If you do so, pick a friendly Moonclan unit wholly within 12” of a model with this command ability, or wholly within 24” of a model with this command ability that is your general. If the unmodified wound roll for an attack made by that unit in that phase is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage. You cannot pick the same unit to benefit from this command ability more than once per combat phase.’

**Pages 92-102 – Beastclaw Raiders**
These warscrolls are no longer used. They have been replaced with the warscrolls in *Battletome: Beastclaw Raiders*.

**Pages 108-111 – The Rules**
These rules are no longer used. Use the most recent core rules instead.