CORE BOOK

Official Errata, August 2019

The following errata correct errors in the *Warhammer Age of Sigmar Core Book*. 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 254 – Realm of Battle: Shyish, Realm Commands, Soul-force Sacrifice
Change to:
'You can use this command ability at the start of your hero phase. If you do so, pick 1 friendly unit other than your general that is within 3" of your general. Allocate any number of wounds to that unit that you wish – you can heal 1 wound that has been allocated to your general for each wound that you allocate.'

Page 260 – Realm of Battle: Ulgu, Realmscape Features, Shadow Realms
Add the following sentence to the end of the rule:
'The unit may not move in the subsequent movement phase.'

Page 258 – Realm of Battle: Ghyran, Realmscape Features, Spontaneous Growth
Change the rules text to:
'At the start of your hero phase, roll a dice. On a 6+, you can set up 1 Wyldwood terrain feature anywhere on the battlefield that is more than 1" from any other models or terrain features.'

Page 303 – Triumph and Treachery
Add the following before the Victory Points section:
'ENDLESS SPELLS
In Triumph & Treachery battles, predatory endless spells are moved after the first player had been determined, but before their turn takes place. The player to the left of the first player picks an endless spell to move, then the player to that player's left moves a spell, and so on clockwise round the table until all predatory endless spells have been moved. A player must pick a predatory endless spell to move if any are available, but only predatory endless spells that have not yet moved can be chosen.'