The following errata correct errors in *Battletome: Fyreslayers*. 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 103** – Auric Runefather on Magmadroth, Steadfast Advance
Change the rules text to:
‘You can use this command ability in your hero phase. If you do so, pick 1 friendly model with this command ability. Until your next hero phase you can re-roll battleshock tests and save rolls of 1 for friendly **Fyreslayer** units while they are wholly within 18” of that model, or wholly within 24” of that model if that model is your general.’

**Pages 107 and 110** – Auric Runeson on Magmadroth and Auric Runeson, Explosive Rage
Change the last sentence to:
‘In addition, subtract 1 from the unit’s Bravery characteristic until your next hero phase.’

**Page 107** – Auric Runeson on Magmadroth, Furious Onslaught
Change the rules text to:
‘You can use this command ability in your hero phase. If you do so, pick 1 friendly model with this command ability. Until your next hero phase you can re-roll charge rolls for friendly **Fyreslayer** units while they are wholly within 12” of that model.’

**Page 110** – Auric Runeson, Dauntless Assault
Change the rules text to:
‘You can use this command ability in your hero phase. If you do so, pick 1 friendly model with this command ability. Until your next hero phase you can re-roll wound rolls of 1 for attacks made by friendly **Fyreslayer** units while they are wholly within 18” of that model.’

**Page 115** – Bladed Slingshield
Change the second sentence to:
‘After a unit with one or more Bladed Slingshields makes a charge move, pick an enemy unit, and roll a dice for each model from the charging unit carrying a Bladed Slingshield that is within 8” of the enemy unit.’

**Page 120** – Lords of the Lodge, Hot-blooded Fury
Change to:
‘At the start of the first battle round, you can declare that you will attempt to seize the initiative. If you do so, roll a dice. On a 2+ you take the first turn, even if your opponent finished setting up their army first and would normally be allowed to choose who has the first turn.’

**Pages 124-127** – The Rules
These rules are no longer used. Use the most recent core rules instead.