The following errata correct errors in *Battletome: Legions of Nagash*. 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 60 – Legions of Nagash**
Add:
‘The following units may be selected as part of a Grand Host of Nagash, Legion of Sacrament, Legion of Blood or Legion of Night army and gain the appropriate faction keyword:
• Chainrasp Horde
• Glaivewraith Stalkers
• Grimghast Reapers
• Guardian of Souls with Mortality Glass
• Guardian of Souls with Nightmare Lantern
• Knight of Shrouds
• Knight of Shrouds on Ethereal Steed
• Lord Executioner
• Spirit Torment’

**Pages 62, 64, 66 and 68 – Battle Traits, The Unquiet Dead**
Change the first sentence of the second paragraph to:
‘At the end of your movement phase, for each friendly Death Hero within 9” of a gravesite, you may pick a single friendly unit in the grave and set it up wholly within 9” of the gravesite and more than 9” from any enemy models.’

**Pages 63, 65, 67 and 69 – Command Ability, Endless Legions**
Change to:
‘You can use this command ability at the end of your movement phase. If you do so, pick a gravesite that is within 9” of your general, and then pick a friendly Summonable unit that has been destroyed. Set up that unit wholly within 9” of that gravesite and more than 9” from any enemy units.’

**Page 64 – Legion of Sacrament, Command Traits, Mark of the Favoured**
Change the last sentence to:
‘On a 6+ the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.’

**Page 67 – Legion of Blood, Artefacts of Blood, Ring of Dominion**
Add the following to the end of the rules text:
‘Abilities, modifiers or re-rolls that apply to attacks made with that weapon when it is used by the enemy model do not apply to the attacks made with it by the bearer.’

**Page 67 – Legion of Blood, Artefacts of Blood, Amulet of Screams**
Change the rules text to:
‘Once per battle, when an enemy Wizard successfully casts a spell, you can declare that the bearer will use the Amulet of Screams. If you do so, you cannot attempt to unbind the spell. Instead, roll a dice. On a 2+, the spell is not successfully cast.’

**Page 90 – The First Cohort, Ceaseless Vigil**
Change to:
‘Before you allocate a wound or mortal wound to Nagash, you can pick a friendly Morghast unit from this battalion within 3” of Nagash and roll a dice. On a 3+ the wound or mortal wound is allocated to that unit instead.’

**Page 92 – Deathmarch, March of the Dead**
Change the rules text to:
‘At the start of your hero phase, each unit from this battalion wholly within 12” of the battalion’s Wight King and more than 3” from any enemy units can move 4”. The units cannot run, or move within 3” of an enemy unit, and the distance to the Wight King must be measured before any of the moves are made.’

**Page 100 – Prince Vhordrai, Breath of Shyish**
Change the first sentence to:
‘At the start of your shooting phase, pick an enemy unit within 8” of this model that is visible to it.’
**Page 100** – Prince Vhordrai, Fist of Nagash
Add: ‘The same unit cannot be picked to benefit from this command ability more than once per hero phase.’

**Page 103** – Vampire Lord on Zombie Dragon, Keywords
Add ‘VAMPIRE’ to the list of keywords.

**Page 106** – Vampire Lord, Blood Feast
Add the following sentence to the end of the rule: ‘You cannot pick the same unit to benefit from this command ability more than once per hero phase.’

**Page 110** – Necromancer, Undead Minions
Change to:
‘Undead Minions: Before you allocate a wound or mortal wound to this model, you can pick a friendly SUMMONABLE unit within 3” of this model and roll a dice. On a 4+ the wound or mortal wound is allocated to that unit instead.’

**Page 112** – Terrorgheist, Death Shriek
Change the rules text to:
‘Do not use the attack sequence for an attack made with this model’s Death Shriek. Instead roll a dice and add the Death Shriek value shown on this model’s damage table. If the total is higher than the target unit’s Bravery characteristic, the target unit suffers a number of mortal wounds equal to the difference between its Bravery characteristic and the total.’

**Page 112** – Terrorgheist, Gaping Maw
Change the rules text to:
‘If the unmodified hit roll for an attack made with this model’s Fanged Maw is 6, that attack inflicts 6 mortal wounds on the target unit and the attack sequence ends (do not make a wound or save roll)’

**Page 112** – Terrorgheist, Infested
Change the rules text to:
‘If this model is slain, before this model is removed from play each unit within 3” of this model suffers D3 mortal wounds.’

**Page 113** – Zombie Dragon, Pestilential Breath
Change the rules text to:
‘When you attack with this model’s Pestilential Breath, roll a dice before making the hit roll for the attack. If the roll is less than or equal to the number of models in the target unit, the attack scores a hit without needing to make a hit roll.’

**Page 114** – Wight King (both warscrolls), Lord of Bones
Add the following sentence to the end of the rule: ‘You cannot pick the same unit to benefit from this command ability more than once per hero phase.’

**Pages 117, 118 and 119** – Cairn Wraith, Tomb Banshee, Hexwraiths and Spirit Hosts
These warscrolls are no longer used. They have been replaced with the warscrolls in Battletome: Nighthaunt.

**Pages 118 and 120** – Black Coach and Pitched Battle Profiles
Change the warscroll title and all references to ‘Black Coach’ to:
‘Legion Black Coach’