The following errata correct errors in Battletome: Idoneth Deepkin. 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 86 – High Tide
Change the rule to:
‘In this battle round, units with the Tides of Death battle trait fight at the start of the combat phase.’

Page 88 – Akhelian Artefacts, Ankusha Spur
Change the second sentence to:
‘In addition, re-roll wound rolls of 1 for attacks made by the bearer’s mount.’

Page 99 – Mor’phann, Warscroll Battalions
Change to:
‘A Mor’phann Namarti Corps (pg 122) can include up to 6 units of Namarti Reavers.’

Page 94 – The Ethersea
Change the final paragraph to:
‘An Idoneth Deepkin army can include up to 2 Gloomtide Shipwreck terrain features. After territories have been chosen but before armies are set up, you can set up the Gloomtide Shipwrecks anywhere on the battlefield, more than 1” from any other terrain features, more than 6” from any other Gloomtide Shipwrecks, and more than 6” from where any objectives will be located at the start of the first battle round. If both players can set up a terrain feature before armies are set up, they must roll off, and the winner can choose the order in which the terrain features are set up.’

Page 133 – Akhelian Leviadon, Razorshell Harpoon Launcher
Change the name to ‘Harpoon Launchers’
Change the Attacks characteristic to 6.

Page 135 – Namarti Reavers, Icon Bearer
Change the first sentence to:
‘1 in every 10 models in this unit can be icon bearers.’