



BATTLETOME: FLESH-EATER COURTS

Official Errata, January 2021

The following errata correct errors in *Battletome: Flesh-eater Courts*. 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 55 – Allegiance Abilities, Battle Traits, Grand Courts

Add the following text to the end of the rule:
'If a model already has a Grand Court keyword on its warscroll, it cannot gain another one. This does not preclude you from including the unit in your army, but you cannot use the allegiance abilities for its Grand Court.'

Page 55 – Feeding Frenzy

Change the first sentence of the rule to:
'You can use this command ability in the combat phase after a friendly **FLESH-EATER COURTS** unit has fought for the first time in that phase and is wholly within 12" of a friendly **FLESH-EATER COURTS HERO**, or wholly within 18" of a friendly **FLESH-EATER COURTS HERO** that is a general.'

Page 57 – Medal of Madness

Change the rule to:
'Once per battle round, the bearer can use the At the Double, Forward to Victory or Inspiring Presence command ability from the core rules as if they were a general, without a command point being spent.'

Page 61 – Ruler of All He Surveys

Change the second sentence to:
'In addition, an Abhorrant Ghoul King that is within 1" of this terrain feature can use the Summon Men-at-arms command ability without a command point being spent.'

(i.e. Remove the keyword formatting from 'Abhorrant Ghoul King' in the rule; the rule should only affect models from the Abhorrant Ghoul King warscroll.)

Page 62 – Heaving Masses

Add the following:
'You cannot use this command ability more than once per phase.'

Page 65 – Savage Strike

Change to:
'This general and their mount fight at the start of the combat phase if they made a charge move in the same turn. This general and their mount cannot fight again in that combat phase unless a spell or ability allows them to fight more than once.'

Page 73 – Warscroll Battalions, Royal Family

Change the battalion organisation to:
'A Royal Family consists of the following units:
• 1 Abhorrant Archregent, or 1 Abhorrant Ghoul King on Royal Terrorgheist, or 1 Abhorrant Ghoul King on Royal Zombie Dragon
• 2-6 Abhorrant Ghoul Kings that do not have mounts'

Page 86 – Soul Stealer

Add the following:
'The player whose turn is taking place must pick which eligible **FLESH-EATER COURTS** units are affected.'

FLESH-EATER COURTS WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Crypt Ghouls	10	40	100/360	Battleline	
Royal Terrorgheist	1	1	300	Behemoth	Battleline if GRISTLEGORE
Royal Zombie Dragon	1	1	300	Behemoth	Battleline if GRISTLEGORE
Abhorrant Archregent	1	1	240	Leader	
Abhorrant Ghoul King	1	1	160	Leader	
Crypt Ghast Courtier	1	1	60	Leader	
Crypt Haunter Courtier	1	1	120	Leader	
Crypt Infernal Courtier	1	1	120	Leader	
Varghulf Courtier	1	1	160	Leader	
Abhorrant Ghoul King on Royal Terrorgheist	1	1	420	Leader, Behemoth	
Abhorrant Ghoul King on Royal Zombie Dragon	1	1	440	Leader, Behemoth	
Crypt Flyers	3	12	170		Battleline if general is Crypt Infernal Courtier, or if Crypt Flyers unit is BLISTERSKIN
Crypt Horrors	3	12	130		Battleline if general is Crypt Haunter Courtier, or if Crypt Horrors unit is HOLLOWMOURNE
<i>Abattoir</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Attendants at Court</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>Cannibal Court</i>	-	-	60	<i>Warscroll Battalion</i>	
<i>Deadwatch</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>Ghoul Patrol</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>King's Ghouls</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Royal Family</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Royal Menagerie</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Royal Mordants</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Cadaverous Barricade</i>	1	1	40	<i>Endless Spell</i>	
<i>Chalice of Ushoran</i>	1	1	50	<i>Endless Spell</i>	
<i>Corpsemare Stampede</i>	1	1	70	<i>Endless Spell</i>	
<i>Charnel Throne</i>	1	1	0	<i>Scenery</i>	

Warhammer Age of Sigmar – Pitched Battle Profiles Update, January 2021

The profiles printed here take precedence over any profiles with an earlier publication date and also take precedence over profiles that have no publication date at all. Profiles that have changed since their last publication are marked with this symbol: *