The following errata correct errors in *Battletome: Cities of Sigmar*. 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 65 – Hammerhal Artefacts of Power, The Twinstone, Aqshy Aspect**

Change the rule to:
'Aqshy Aspect: Until the start of your next hero phase, add 1 to hit rolls for attacks made with melee weapons by friendly **Hammerhal** units while they are wholly within 12” of the bearer.'

**Page 68 – Greywater Fastness, Ghoul Mere Ranger**

Change the rule to:
‘In your shooting phase, friendly units wholly within 12” of this general can shoot even if they ran in the same turn.’

**Page 100 – Sorceress on Black Dragon**

Add the following keyword to the keywords box:
‘DRAGON’

**Page 109 – Gyrocopters, Steam Gun**

Change the rule to:
‘Before attacking with a Steam Gun, pick 1 enemy unit that is within range of the attacking model’s Steam Gun. The Attacks characteristic of that model’s Steam Gun is equal to the number of models from that enemy unit within range of the attacking model’s Steam Gun. All attacks made with that Steam Gun must target that enemy unit.’

**Page 116 – Dreadlord on Black Dragon**

Change the damage table to:

<table>
<thead>
<tr>
<th>Wounds Suffered</th>
<th>Move</th>
<th>Fearsome Jaws</th>
<th>Razor-sharp Claws</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-3</td>
<td>14”</td>
<td>1+</td>
<td>6</td>
</tr>
<tr>
<td>4-6</td>
<td>12”</td>
<td>2+</td>
<td>5</td>
</tr>
<tr>
<td>7-9</td>
<td>10”</td>
<td>3+</td>
<td>4</td>
</tr>
<tr>
<td>10-12</td>
<td>8”</td>
<td>4+</td>
<td>3</td>
</tr>
<tr>
<td>13+</td>
<td>6”</td>
<td>5+</td>
<td>2</td>
</tr>
</tbody>
</table>

Add the following keyword to the keywords box:
‘DRAGON’

**Page 123 – Scourgerunner Chariots, High Beastmaster**

Change the rule to:
‘If this unit has 3 or more models, 1 model in this unit can be a High Beastmaster. Add 1 to hit rolls for attacks made with that model’s missile weapons.’