



BATTLETOME: LUMINETH REALM-LORDS

Official Errata, July 2020

The following errata correct errors in *Battletome: Lumineth Realm-lords*. 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 68 – Spell Lores, Lore of Hysh

Change the unit list to:

'**TECLIS**, **CATHALLARS** and **VANARI WIZARDS** only.'

Page 71 – Great Nation of Syar, Deplete Reserves

Change the first sentence to:

'You can use this command ability when a friendly **SYAR** unit could use an aetherquartz reserve ability, even if any friendly **SYAR** units have already done so in that phase.'

Page 72 – Great Nation of Iliatha, Strike in Unison

Change the final sentence to:

'You can re-roll hit rolls of 1 for that unit until the end of that phase.'

Page 84 – Archmage Teclis, Archmage

Change the second sentence of the first paragraph to:

'If this model will cast 1 spell, when it attempts to cast that spell, it is automatically cast with a casting roll of 12 that cannot be modified (do not roll 2D6) and it cannot be unbound.'