



# BATTLETOME: SONS OF BEHEMAT

Official Errata, March 2021

The following errata correct errors in *Battletome: Sons of Behemat*. 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 59** – Artefacts of Power, Glowey Lantern

Change the rules text to:

'The bearer is a **WIZARD**. They can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. The bearer knows the Arcane Bolt and Mystic Shield spells.'

## **Page 76** – Kraken-eater Mega-Gargant, Longshanks

Change the first sentence of the rule to:

'When this model makes a normal move, it can ignore models that have a Wounds characteristic of 10 or less, endless spells, magmic invocations, judgements of Khorne, **invocations of Khaine** and terrain features that are less than 4" tall at their highest point.'

## **Page 77** – Warstomper Mega-Gargant, Longshanks

Change the first sentence of the rule to:

'When this model makes a normal move, it can ignore models that have a Wounds characteristic of 10 or less, endless spells, magmic invocations, judgements of Khorne, **invocations of Khaine** and terrain features that are less than 4" tall at their highest point.'

## **Page 78** – Gatebreaker Mega-Gargant, Longshanks

Change the first sentence of the rule to:

'When this model makes a normal move, it can ignore models that have a Wounds characteristic of 10 or less, endless spells, magmic invocations, judgements of Khorne, **invocations of Khaine** and terrain features that are less than 4" tall at their highest point.'