

BROKEN REALMS: KRAGNOS

ERRATA, JULY 2021

The following errata correct errors in *Broken Realms: Kragnos*. 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 106 – Kragnos

Delete the box at the end of the warscroll and replace the second paragraph of the Description with:

‘WARMASTER: This unit can be included in an Orruk Warclans, Gloomspite Gitz, Ogor Mawtribes or Sons of Behemat army. If it is, it is treated as a general even if it is not the model picked to be the army’s general, and you can still use the army’s allegiance abilities even if this unit is not from the army’s faction.’

Page 109 – Bad Moon Loonshrine

Replace this warscroll with the Bad Moon Loonshrine warscroll in this document.

Page 118 – Awakened Wyldwood

Replace this warscroll with the Awakened Wyldwood warscroll in this document.



Where the Fangz of the Bad Moon fall, they smash down upon the landscape causing untold devastation. Then come the Gloomspite hordes, creeping from below to hew these loonstone outcroppings into grotesque shrinelairs that soon become encrusted with fungi and imbued with the sinister energies of their progenitor rock.

FACTION TERRAIN WARSCROLL

BAD MOON LOONSHRINE

FACTION TERRAIN: Only Gloomspite Gitz armies can include this faction terrain feature.

SET UP: After territories are determined, you can set up this faction terrain feature wholly within your territory and more than 3" from all objectives and other terrain features. If these restrictions mean you cannot set up this faction terrain feature, you can remove 1 terrain feature that is wholly or partially within your territory and attempt to set up this faction terrain feature again. If it is still impossible to set up this faction terrain feature, then it is not used. If both players can set up faction terrain features at the same time, they must roll off and the winner chooses who sets up their faction terrain features first.

DEFENSIBLE: This terrain feature is a defensible terrain feature that can be garrisoned by up to 30 models.

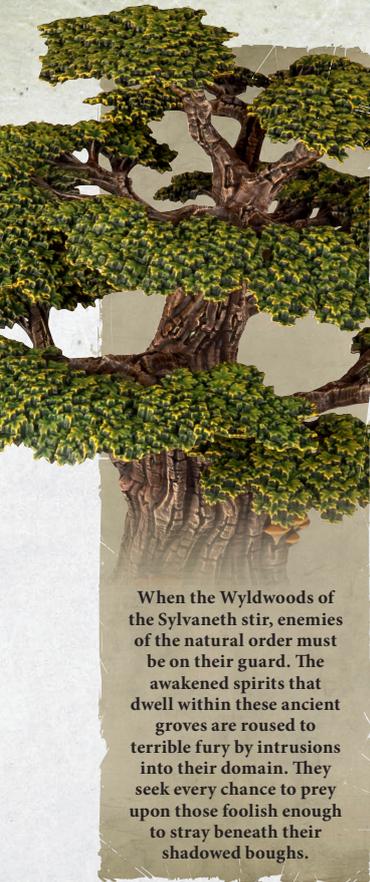
Loonatic Courage: *Larger loonstone meteorites are hacked painstakingly into crude but surprisingly lifelike effigies of the Bad Moon. Their boggle-eyed glare inspires fanatical courage in the Bad Moon’s myriad servants.*

Do not take battleshock tests for **GLOOMSPITE GITZ** units wholly within 12" of this terrain feature.

Moonclan Lairs: *The Gloomspite Gitz use Moonclan-dug tunnels to reach nearby Loonshrines. In battle, reinforcements emerge from these echoing subterranean passages.*

At the end of each of your turns, you can pick 1 friendly **STABBAS** or **SHOOTAS** unit that has been destroyed. If your general has the **SPIDERFANG** keyword, you must pick 1 friendly **SPIDER RIDERS** unit that has been destroyed instead. If your general has the **SQUIG** keyword, you must pick 1 friendly **SQUIG HERD**, **SQUIG HOPPERS** or **BOINGROT BOUNDERZ** unit that has been destroyed instead. If your general has the **TROGGOTH** keyword, you must pick 1 friendly **TROGGOTH** unit with a

Wounds characteristic of 5 or less that has been destroyed instead. After you pick a unit that has been destroyed, roll a dice. On a 4+, a new replacement unit with half of the models from the unit that was destroyed (rounding up) is added to your army. Set up that unit wholly within 12" of a Bad Moon Loonshrine in your army and more than 3" from all enemy units. Each destroyed unit can only be replaced once – replacement units cannot themselves be replaced.



When the Wyldwoods of the Sylvaneth stir, enemies of the natural order must be on their guard. The awakened spirits that dwell within these ancient groves are roused to terrible fury by intrusions into their domain. They seek every chance to prey upon those foolish enough to stray beneath their shadowed boughs.

FACTION TERRAIN WARSCROLL AWAKENED WYLDWOOD

FACTION TERRAIN: Only Sylvaneth armies can include this faction terrain feature.

SET-UP: After territories are determined, you can set up this faction terrain feature wholly within your territory and more than 3" from all objectives and other terrain features. If both players can set up faction terrain features at the same time, they must roll off and the winner chooses who sets up their faction terrain features first.

This faction terrain feature consists of 3 scenery pieces. When you set it up, you can set up the 3 scenery pieces so that they form a circle with an area of open ground inside the circle, or you can set them up more than 3" from each other. If you set them up so that they form a circle, they form 1 large Awakened Wyldwood, and the area of open ground inside the circle is considered to be part of the Awakened Wyldwood. If you set them up more than 3" from each other, they form 3 small Awakened Wyldwoods that are separate faction terrain features.

WYLDWOOD: An Awakened Wyldwood formed from all 3 scenery pieces is also a wyldwood (core rules, 17.1.4).

Roused By Magic: *The arcane currents of hostile spellcasting drive Wyldwood spirits into a fury.*

In the hero phase, if a spell is successfully cast by a unit wholly within 6" of this terrain feature and not unbound, roll a dice for each unit within 1" of this terrain feature that does not have the **SYLVANETH** keyword. On a 5+, that unit suffers D3 mortal wounds after that spell's effects have been resolved.

Forest Spirits: *The spirits within a Wyldwood are easily angered by trespassers into their domain.*

At the end of the charge phase, roll a dice for each unit within 1" of this terrain feature that does not have the **SYLVANETH** keyword. On a 6, that unit suffers D3 mortal wounds.

Navigate Realmroots: *Sylvaneth armies favour a swift, hit-and-run fighting style, using the spirit paths to strike and fade before the enemy can react*

At the end of your movement phase, if there is a friendly **SYLVANETH** unit wholly within 6" of this terrain feature, you can remove that unit from the battlefield and set it up wholly within 6" of a different Awakened Wyldwood in your army and more than 9" from all enemy models. You can only transport up to 1 friendly unit in this way per battle round, regardless of the number of Awakened Wyldwoods in your army.