



# BATTLETOME: SLAVES TO DARKNESS

## ERRATA, NOVEMBER 2022

The following errata correct errors in *Battletome: Slaves to Darkness*. 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 70** (English version only) – Marks of Chaos, Mark of Tzeentch, Warp Reality  
Change to:

'Warp Reality is a spell that has a casting value of 6 and a range of 9". If successfully cast, pick 1 friendly **TZEENTCH SLAVES TO DARKNESS** unit visible to the caster. Remove that unit from the battlefield and set it up again wholly within range of the caster and more than 9" from all enemy units. That unit cannot move in the next movement phase.'

**Page 75** (English version only) – Chaos Infernal Treasures, Realmwarper's Twist-rune  
Change to:

'Once per battle, in your hero phase, you can pick 1 terrain feature within 12" of the bearer. Roll a dice for each model within 1" of that terrain feature. For each 5+, that model's unit suffers 1 mortal wound. In addition, until your next hero phase, that terrain feature blocks visibility in the same manner as a wyldwood.'

**Page 76** (English version only) – The Lore of the Damned, Daemonic Speed  
Change the rules text to:

'Daemonic Speed is a spell that has a casting value of 7 and a range of 12". If successfully cast, pick 1 friendly **SLAVES TO DARKNESS** unit that has a Mount and is wholly within range and visible to the caster. Until the start of your next hero phase, you can attempt a charge with that unit if it is within 18" of the enemy instead of 12". In addition, roll 3D6 instead of 2D6 for charge rolls made for that unit until the start of your next hero phase.'

**Page 77** (English version only) – Ensorcelled Banners

Add the following Designer's Note under the rule:

**Designer's Note:** *If a standard bearer that has an Ensorcelled Banner is in a unit that has multiple standard bearers, when that unit is set up for the first time, inform your opponent which standard bearer in the unit is the one that has the Ensorcelled Banner.'*

**Page 77** (English version only) – Icons of Chaos, The Eroding Icon

Change the rules text to:

'**NURGLE** unit only. Worsen the Rend characteristic of melee weapons that target this unit by 1, to a minimum of '2''

**Page 78** (English version only) – Host of the Everchosen, Legions of Darkness

Change the rules text to:

'When a **HOST OF THE EVERCHOSEN** unit that is a **CHAOS CHOSEN**, **CHAOS KNIGHTS** or **CHAOS WARRIORS** unit receives the Rally command, you can return 1 slain model to that unit for each 5+ instead of each 6. In addition, you can pick 1 additional Ensorcelled Banners enhancement for your army.'