

BATTLETOME: FLESH-EATER COURTS

Official Errata, December 2019

The following errata correct errors in Battletome: Flesheater Courts. 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 55 – Allegiance Abilities, Battle Traits, **Grand Courts**

Add the following text to the end of the rule: 'If a model already has a Grand Court keyword on its warscroll, it cannot gain another one. This does not preclude you from including the unit in your army, but you cannot use the allegiance abilities for its Grand Court.'

Page 55 – Feeding Frenzy

Change the first sentence of the rule to:

'You can use this command ability in the combat phase after a friendly Flesh-eater Courts unit has fought for the first time in that phase and is wholly within 12" of a friendly Flesh-eater Courts Hero, or wholly within 18" of a friendly Flesh-eater Courts Hero that is a general.'

Page 57 - Medal of Madness

Change the rule to:

'Once per battle round, the bearer can use the At the Double, Forward to Victory or Inspiring Presence command ability from the core rules as if they were a general, without a command point being spent.'

Page 61 – Ruler of All He Surveys

Change the second sentence to:

'In addition, an Abhorrant Ghoul King that is within 1" of this terrain feature can use the Summon Men-at-arms command ability without a command point being spent.'

(i.e. Remove the keyword formatting from 'Abhorrant Ghoul King' in the rule; the rule should only affect models from the Abhorrant Ghoul King warscroll.)

Page 62 - Heaving Masses

Add the following:

'You cannot use this command ability more than once per phase.'

Page 65 – Savage Strike

Change to:

'This general and their mount fight at the start of the combat phase if they made a charge move in the same turn. This general and their mount cannot fight again in that combat phase unless a spell or ability allows them to fight more than once.'

Page 86 - Soul Stealer

Add the following:

'The player whose turn is taking place must pick which eligible FLESH-EATER COURTS units are affected.'

FLESH-EATER COURTS WARSCROLL	UNIT SIZE		DOINTS	DATE FEEL DE COLT	NOTEC
	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Crypt Ghouls	10	40	100/360	Battleline	
Royal Terrorgheist	1	1	300	Behemoth	Battleline if GRISTLEGORE
Royal Zombie Dragon	1	1	300	Behemoth	Battleline if GRISTLEGORE
Abhorrant Archregent	1	1	240	Leader	
Abhorrant Ghoul King	1	1	160	Leader	
Crypt Ghast Courtier	1	1	60	Leader	
Crypt Haunter Courtier	1	1	120	Leader	
Crypt Infernal Courtier	1	1	120	Leader	
Varghulf Courtier	1	1	160	Leader	
Abhorrant Ghoul King on Royal Terrorgheist	1	1	420	Leader, Behemoth	
Abhorrant Ghoul King on Royal Zombie Dragon	1	1	440	Leader, Behemoth	
Crypt Flayers	3	12	170		Battleline if general is Crypt Infernal Courtier, or if Crypt Flayers unit is BLISTERSKIN
* Crypt Horrors	3	12	130		Battleline if general is Crypt Haunter Courtier, or if Crypt Horrors unit is HOLLOWMOURNE
Abattoir	-	-	120	Warscroll Battalion	
Attendants at Court	-	-	110	Warscroll Battalion	
Cannibal Court	-	-	60	Warscroll Battalion	
Deadwatch	-	-	110	Warscroll Battalion	
Ghoul Patrol	-	-	180	Warscroll Battalion	
King's Ghouls	-	-	120	Warscroll Battalion	
Royal Family	-	-	120	Warscroll Battalion	
Royal Menagerie	-	-	120	Warscroll Battalion	
Royal Mordants	-	-	120	Warscroll Battalion	
Cadaverous Barricade	1	1	40	Endless Spell	
Chalice of Ushoran	1	1	50	Endless Spell	
Corpsemare Stampede	1	1	70	Endless Spell	
Charnel Throne	1	1	0	Scenery	