



BATTLETOME: IRONJAWZ

Official Errata, December 2018

The following errata correct errors in *Battletome: Ironjawz*. 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 109 – Gordrakk, The Fist of Gork, Voice of Gork
Change the second sentence to:
'You can use this command ability once per battle, in your hero phase. If you do so, pick a friendly **DESTRUCTION** unit wholly within 24" of **GORDRAKK**.'

Page 114 – Orruk Weirdnob Shaman, Power of the Waaagh!
Change the last sentence to:
'However, if the casting or unbinding roll was a double, then the closest other friendly **ORRUK** unit within 10" of the Weirdnob Shaman suffers D3 mortal wounds.'

Page 116 – Orruk Gore-gruntas, Gore-grunta Charge
Change the last sentence to:
'If the distance is 8" or more and the charge is successful, the gruntas' Fanged Maw and Hooves have a Damage characteristic of D3 instead of 1 until the end of that turn.'

Page 121 – Ardfist, Drawn To The Waaagh!
Change the second sentence to:
'Once per battle, if this battalion's **WARCHANTER** is on the battlefield, you can replace any units from this battalion that have been destroyed.'

Page 123 – Ironfist, 'Ere We Go! 'Ere We Go! 'Ere We Go!
Change to:
'In your hero phase, if this battalion's Big Boss is on the battlefield, roll a dice. Each unit from the same battalion can make a normal move of up to a number of inches equal to the roll (they cannot run or retreat).'

Pages 125-128 – The Rules
These rules are no longer used. Use the most recent core rules instead.