



BATTLETOME: LEGIONS OF NAGASH

Official Errata, March 2019

The following errata correct errors in *Battletome: Legions of Nagash*. 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 60 – Legions of Nagash

Add:

'The following units may be selected as part of a Grand Host of Nagash, Legion of Sacrament, Legion of Blood or Legion of Night army and gain the appropriate faction keyword:

- Chainrasp Horde
- Glaivewraith Stalkers
- Grimghast Reapers
- Guardian of Souls with Mortality Glass
- Guardian of Souls with Nightmare Lantern
- Knight of Shrouds
- Knight of Shrouds on Ethereal Steed
- Lord Executioner
- Spirit Torment'

Pages 62, 64, 66 and 68 – Battle Traits, The Unquiet Dead

Change the first sentence of the second paragraph to: 'At the end of your movement phase, for each friendly **DEATH HERO** within 9" of a gravesite, you may pick a single friendly unit in the grave and set it up wholly within 9" of the gravesite and more than 9" from any enemy models.'

Pages 63, 65, 67 and 69 – Command Ability, Endless Legions

Change to:

'You can use this command ability at the end of your movement phase. If you do so, pick a gravesite that is within 9" of your general, and then pick a friendly **SUMMONABLE** unit that has been destroyed. Set up that unit wholly within 9" of that gravesite and more than 9" from any enemy units.'

Page 64 – Legion of Sacrament, Command Traits, Mark of the Favoured

Change the last sentence to:

'On a 6+ the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.'

Page 67 – Legion of Blood, Artefacts of Blood, Ring of Dominion

Add the following to the end of the rules text:

'Abilities, modifiers or re-rolls that apply to attacks made with that weapon when it is used by the enemy model do not apply to the attacks made with it by the bearer.'

Page 67 – Legion of Blood, Artefacts of Blood, Amulet of Screams

Change the rules text to:

'Once per battle, when an enemy **WIZARD** successfully casts a spell, you can declare that the bearer will use the Amulet of Screams. If you do so, you cannot attempt to unbind the spell. Instead, roll a dice. On a 2+, the spell is not successfully cast.'

Page 90 – The First Cohort, Ceaseless Vigil

Change to:

'Before you allocate a wound or mortal wound to **NAGASH**, you can pick a friendly **MORGHAST** unit from this battalion within 3" of **NAGASH** and roll a dice. On a 3+ the wound or mortal wound is allocated to that unit instead.'

Page 92 – Deathmarch, March of the Dead

Change the rules text to:

'At the start of your hero phase, each unit from this battalion wholly within 12" of the battalion's **WIGHT KING** and more than 3" from any enemy units can move 4". The units cannot run, or move within 3" of an enemy unit, and the distance to the **WIGHT KING** must be measured before any of the moves are made.'

Page 100 – Prince Vhordrai, Breath of Shyish

Change the first sentence to:

'At the start of your shooting phase, pick an enemy unit within 8" of this model that is visible to it.'

Page 100 – Prince Vhordrai, Fist of Nagash

Add:

‘The same unit cannot be picked to benefit from this command ability more than once per hero phase.’

Page 103 – Vampire Lord on Zombie Dragon, Keywords

Add ‘**VAMPIRE**’ to the list of keywords.

Page 106 – Vampire Lord, Blood Feast

Add the following sentence to the end of the rule:

‘You cannot pick the same unit to benefit from this command ability more than once per hero phase.’

Page 110 – Necromancer, Undead Minions

Change to:

‘**Undead Minions:** Before you allocate a wound or mortal wound to this model, you can pick a friendly **SUMMONABLE** unit within 3" of this model and roll a dice. On a 4+ the wound or mortal wound is allocated to that unit instead.’

Page 112 – Terrorgheist, Death Shriek

Change the rules text to:

‘Do not use the attack sequence for an attack made with this model’s Death Shriek. Instead roll a dice and add the Death Shriek value shown on this model’s damage table. If the total is higher than the target unit’s Bravery characteristic, the target unit suffers a number of mortal wounds equal to the difference between its Bravery characteristic and the total.’

Page 112 – Terrorgheist, Gaping Maw

Change the rules text to:

‘If the unmodified hit roll for an attack made with this model’s Fanged Maw is 6, that attack inflicts 6 mortal wounds on the target unit and the attack sequence ends (do not make a wound or save roll)’

Page 112 – Terrorgheist, Infested

Change the rules text to:

‘If this model is slain, before this model is removed from play each unit within 3" of this model suffers D3 mortal wounds.’

Page 113 – Zombie Dragon, Pestilential Breath

Change the rules text to:

‘When you attack with this model’s Pestilential Breath, roll a dice before making the hit roll for the attack. If the roll is less than or equal to the number of models in the target unit, the attack scores a hit without needing to make a hit roll.’

Page 114 – Wight King (both warscrolls), Lord of Bones

Add the following sentence to the end of the rule:

‘You cannot pick the same unit to benefit from this command ability more than once per hero phase.’

Pages 117, 118 and 119 – Cairn Wraith, Tomb Banshee, Hexwraiths and Spirit Hosts

These warscrolls are no longer used. They have been replaced with the warscrolls in *Battletome: Nighthaunt*.

Pages 118 and 120 – Black Coach and Pitched Battle Profiles

Change the warscroll title and all references to ‘Black Coach’ to:

‘Legion Black Coach’

LEGIONS OF NAGASH WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Dire Wolves	5	30	70	Battleline	
Skeleton Warriors	10	40	80/280	Battleline	
Zombies	10	60	60/320	Battleline	
Mortis Engine	1	1	180	Behemoth	
Terrorgeist	1	1	300	Behemoth	
Zombie Dragon	1	1	300	Behemoth	
Cairn Wraith	1	1	60	Leader	
Necromancer	1	1	130	Leader	
Tomb Banshee	1	1	80	Leader	
Vampire Lord	1	1	140	Leader	
Wight King with Baleful Tomb Blade	1	1	120	Leader	
Wight King with Black Axe	1	1	120	Leader	
* Arkhan the Black, Mortarch of Sacrament	1	1	360	Leader, Behemoth	Unique
Bloodseeker Palanquin	1	1	300	Leader, Behemoth	
Coven Throne	1	1	260	Leader, Behemoth	
Legion Black Coach	1	1	120		
* Mannfred, Mortarch of Night	1	1	340	Leader, Behemoth	Unique
* Nagash, Supreme Lord of the Undead	1	1	880	Leader, Behemoth	Unique
* Neferata, Mortarch of Blood	1	1	340	Leader, Behemoth	Unique
Prince Vhordrai	1	1	480	Leader, Behemoth	Unique
Vampire Lord on Zombie Dragon	1	1	440	Leader, Behemoth	
Bat Swarms	2	8	80		
Black Knights	5	20	120		
Blood Knights	5	15	200		Battleline in Soulblight army
Corpse Cart with Balefire Brazier	1	1	80		
Corpse Cart with Unholy Lodestone	1	1	80		
Fell Bats	3	12	80		
Grave Guard	10	30	140/360		Battleline in Grand Host of Nagash army
Hexwraiths	5	20	140		Battleline in Nighthaunt army
* Morghast Archai	2	6	210		
* Morghast Harbingers	2	6	210		
The Sepulchral Guard	7	7	80		Unique
Spirit Hosts	3	12	120		Battleline in Nighthaunt army
Vargheists	3	12	150		Battleline in Soulblight army
<i>Castellans of the Crimson Keep</i>	-	-	150	<i>Warscroll Battalion</i>	
<i>Court of Nulahmia</i>	-	-	150	<i>Warscroll Battalion</i>	
<i>Deathmarch</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>The First Cohort</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Lords of Sacrament</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>Nightfall Pack</i>	-	-	170	<i>Warscroll Battalion</i>	

Warhammer Age of Sigmar – Pitched Battle Profiles Update, December 2019

The profiles printed here take precedence over any profiles with an earlier publication date and also take precedence over profiles that have no publication date at all. Profiles that have changed since their last publication are marked with this symbol: *