

Official Errata, December 2019

The following errata correct errors in *Battletome: Sylvaneth.* 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 65 – Allegiance Abilities, Battle Traits, Glades Add the following text to the end of the rule: 'If a model already has a Glade 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 Glade.'

SYLVANETH WARSCROLL	UNIT SIZE		DOINTS	DATTI FFIFID BOLF	NOTES
	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Dryads	10	30	100/270	Battleline	
* Treelord	1	1	180	Behemoth	
Arch-Revenant	1	1	100	Leader	
Branchwraith	1	1	80	Leader	
Branchwych	1	1	80	Leader	
Ylthari Ylthari's Guardians	3	3	180	Leader	Unique. These units must be taken as a set for a total of 180 points. Although taken as a set, each is a separate unit.
* Alarielle the Everqueen	1	1	600	Leader, Behemoth	Unique
Drycha Hamadreth	1	1	320	Leader, Behemoth	Unique
* Spirit of Durthu	1	1	300	Leader, Behemoth	
* Treelord Ancient	1	1	260	Leader, Behemoth	
Kurnoth Hunters with Kurnoth Greatswords	3	12	200		
Kurnoth Hunters with Kurnoth Greatbows	3	12	200		
Kurnoth Hunters with Kurnoth Scythes	3	12	200		
Spite-Revenants	5	20	60/200		Battleline in Sylvaneth army
Tree-Revenants	5	30	80/420		Battleline in Sylvaneth army
Forest Folk	-	-	140	Warscroll Battalion	
Free Spirits	-	-	140	Warscroll Battalion	
Household	-	-	100	Warscroll Battalion	
Lords of the Clan	-	-	60	Warscroll Battalion	
Outcasts	-	-	100	Warscroll Battalion	
Wargrove	-	-	80	Warscroll Battalion	
Gladewyrm	1	1	30	Endless Spell	
Spiteswarm Hive	1	1	50	Endless Spell	
Vengeful Skullroot	1	1	40	Endless Spell	
Awakened Wyldwood	1	1	0	Scenery	Each Awakened Wyldwood is comprised of 3-6 Citadel Wood models