



GENERAL'S HANDBOOK 2018

Official Errata, December 2018

The following errata correct errors in the *General's Handbook 2018*. 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. 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 60 – Places of Arcane Power, Objectives

Change the second paragraph to:

'The normal rules for controlling an objective are not used in this battle. Instead, a player controls an objective if a friendly **HERO** with an artefact of power, or a friendly **WIZARD**, is within 3" of the objective at the end of any type of move apart from a retreat move. The player loses control of the objective if the **HERO** or **WIZARD** is not within 3" of it.'

Page 62 – Pitched Battle Profiles, Introduction

Add the following section:

'ARMIES WITHOUT ALLEGIANCE ABILITIES

If a faction army does not have a set of allegiance abilities, then you can use its Grand Alliance allegiance abilities instead. For example, if you had an Eshin army you could use the Grand Alliance Chaos allegiance abilities, and if you had an Order Draconis army you could use the Grand Alliance Order allegiance abilities. Note that if allegiance abilities exist for a faction army, you must use them.'

Page 65 – Chaos Pitched Battle Profiles, Clans

Verminus, Stormvermin

Change the maximum unit size to '40'

Page 66 – Chaos Pitched Battle Profiles, Disciples of Tzeentch

Add the following new pitched battle profile:

UNIT	MIN	MAX	POINTS
Tzeentch Chaos Spawn	1	6	50

Page 66 – Chaos Pitched Battle Profiles, Everchosen

Change the unit name 'Gaunt Summoner of Tzeentch' to 'Gaunt Summoner on Disc of Tzeentch'

Page 69 – Chaos Allies, Slaves to Darkness

Add 'Monsters of Chaos' to the list of Slaves to Darkness allies.

Page 69 – Allies table, Slaanesh, Khorne, Nurgle and Tzeentch allies lists

Change to:

Slaanesh: Beasts of Chaos (excluding **KHORNE** units), Everchosen, Monsters of Chaos, Nurgle, Slaves to Darkness (excluding units with mark of **KHORNE**), Tzeentch

Khorne: Beasts of Chaos (excluding **SLAANESH** units), Everchosen, Monsters of Chaos, Nurgle, Slaves to Darkness (excluding units with mark of **SLAANESH**)

Nurgle: Beasts of Chaos (excluding **TZEENTCH** units), Everchosen, Khorne, Monsters of Chaos, Slaanesh, Slaves to Darkness (excluding units with mark of **TZEENTCH**)

Tzeentch: Beasts of Chaos (excluding **NURGLE** units), Everchosen, Monsters of Chaos, Slaves to Darkness (excluding units with mark of **NURGLE**)

Page 71 – Death Pitched Battle Profiles, Legions of Nagash, Black Coach

Change the name to 'Legion Black Coach'

Page 80 – Idoneth Deepkin, points

Some of these points costs are incorrect – use those below instead. These match the points costs printed in *Battletome: Idoneth Deepkin*, which are correct.

IDONETH DEEPKIN UNIT	POINTS
Akheilian Leviadon	380
Eidolon of Mathlann, Aspect of the Storm	400
Eidolon of Mathlann, Aspect of the Sea	440
Isharann Soulscrier	100
Akheilian Morrsarr Guard	160
Akheilian Corps	100
Namarti Corps	100
Royal Council	140

Page 99 – Summon Daemons of Tzeentch

Change the first sentence of the second paragraph of rules to:

‘If you have 10 or more Fate Points at the end of your movement phase, you can summon one or more units from the list below onto the battlefield, and add them to your army.’

Page 129 – Liber Bubonicus

Change the rules text to:

‘The bearer can use the Pestilent Prayers ability from the Plague Priest warscroll. If the bearer can already use the Pestilent Prayers ability, then it can use the Pestilent Prayers ability twice in your hero phase.’

Page 130 – Warpstone Sparks

Change the third bullet point to:

‘Add 1 to the damage inflicted by 1 successful attack made by a friendly **SKRYRE** model with a missile weapon or melee weapon.’

Page 134 – Ironjawz, Mighty Destroyers

Add to the end of the rules:

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