



BATTLETOME: SLAVES TO DARKNESS

Official Errata, July 2020

The following errata correct errors in *Battletome: Slaves to Darkness*. 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 67 – Allegiance Abilities, Aura of Chaos

Change the first sentence of rule to:

'If a **SLAVES TO DARKNESS HERO** has a Mark of Chaos keyword, that **HERO** has one of the following Aura of Chaos abilities.'

Page 76 – Host of the Everchosen, Dark Prophecy

Change the rule to:

'You can use this command ability once per turn at the start of your hero phase if **ARCHAON** is your general and on the battlefield. If you do so, roll a dice and keep the result hidden from your opponent beneath an opaque container, such as a cup. At the start of the next battle round, before players determine who has the first turn, you must reveal the result. On a 1-3 your opponent must take the first turn of that battle round. On a 4-6 you must take the first turn of that battle round.'

Page 87 – Overlords of Chaos, The Circles Unleashed

Change the rule to:

'When you select this battalion to be part of your army, for each unit from this battalion, you can replace the keyword you chose from the list in the Eight Circles of the Varanguard battle trait with a different keyword from the same list.'

Page 88 – Archaon, The Slayer of Kings

Change the rule to:

'Each time this model attacks, if the unmodified wound roll for 2 attacks that target the same enemy **HERO** with the Slayer of Kings is 6, that **HERO** is slain.'

Page 88 – Archaon, By My Will

Add the following to the end of the rule:

'The same unit cannot benefit from this command ability more than once per turn.'

Page 89 – Varanguard, Unit Description

Change the unit description to:

'A unit of Varanguard has any number of models. The unit is armed with one of the following weapon options: Ensorcelled Weapon and Warpsteel Shield; Fellspear and Warpsteel Shield; or Daemonforged Blade and Warpsteel Shield.'

Page 90 – Gaunt Summoner on Disc of Tzeentch, Book of Profane Secrets

Change the first line of the summoned unit list to:

'5 Horrors of Tzeentch'

Page 98 – Slaves to Darkness Daemon Prince, Bloating Blessings

Change the third sentence of the rule to:

'Until your next hero phase, each time that unit is picked as the target for any attacks made with melee weapons, if the unmodified hit roll for any of those attacks is 6, the attacking unit suffers D3 mortal wounds after all of its attacks have been resolved. The same unit cannot benefit from this command ability more than once per phase.'

Page 99 – Darkoath Chieftain, Last Gasp of Glory

Add the following to the end of the rule:

'The same unit cannot benefit from this command ability more than once per turn.'

Page 101 – Chaos Warshrine, Protection of the Dark Gods

Change the first sentence of the rule to:

'Roll a dice each time you allocate a wound or mortal wound to a friendly **MORTAL SLAVES TO DARKNESS** unit wholly within the range of any model with this ability as shown on the damage table above.'

Page 103 – Chaos Chariots, Exalted Charioteer

Change the rule to:

'If this unit has 2 or more models, 1 model in this unit can be an Exalted Charioteer. Add 1 to hit rolls for attacks made with that model's melee weapons (excluding those of its mount).'

Page 103 – Gorebeast Chariots, Exalted Charioteer

Change the rule to:

‘If this unit has 2 or more models, 1 model in this unit can be an Exalted Charioteer. Add 1 to hit rolls for attacks made with that model’s melee weapons (excluding those of its mount).’

Page 104 – Chaos Knights, Unit Description

Change the unit description to:

‘A unit of Chaos Knights has any number of models. The unit is armed with one of the following weapon options: Ensorcelled Weapon and Chaos Runeshield; or Cursed Lance and Chaos Runeshield.’

Page 105 – Chaos Warriors, Unit Description

Change the unit description to:

‘A unit of Chaos Warriors has any number of models. The unit is armed with one of the following weapon options: Chaos Hand Weapon and Chaos Runeshield; Chaos Halberd and Chaos Runeshield; Chaos Greatblade; or pair of Chaos Hand Weapons.’

Page 106 – Chaos Marauders, Unit Description

Change the unit description to:

‘A unit of Chaos Marauders has any number of models. The unit is armed with one of the following weapon options: Barbarian Axe and Darkwood Shield; or Barbarian Flail.’

Page 107 – Chaos Marauder Horsemen, Unit Description

Change the unit description to:

‘A unit of Chaos Marauder Horsemen has any number of models. The unit is armed with one of the following weapon options: Barbarian Axe and Darkwood Shield; Marauder Javelin and Darkwood Shield; or Barbarian Flail.’

SLAVES TO DARKNESS WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
* Chaos Marauders	20	40	160	Battleline	
* Chaos Warriors	5	30	90	Battleline	
Chaos Warshrine	1	1	170	Behemoth	
Mutalith Vortex Beast	1	1	170	Behemoth	
Slaughterbrute	1	1	170	Behemoth	
Soul Grinder	1	1	210	Behemoth	
Archaon the Everchosen	1	1	800	Leader, Behemoth	Unique
Chaos Lord on Manticore	1	1	280	Leader, Behemoth	
Chaos Sorcerer Lord on Manticore	1	1	260	Leader, Behemoth	
Be'lakor	1	1	240	Leader	Unique
Chaos Lord	1	1	110	Leader	
Chaos Lord on Daemonic Mount	1	1	170	Leader	
* Chaos Lord on Karkadrak	1	1	230	Leader	
Chaos Sorcerer Lord	1	1	110	Leader	
Slaves to Darkness Daemon Prince	1	1	210	Leader	
Darkoath Chieftain	1	1	90	Leader	
Darkoath Warqueen	1	1	90	Leader	
Exalted Hero of Chaos	1	1	90	Leader	
Gaunt Summoner on Disc of Tzeentch	1	1	260	Leader	
Ogroid Myrmidon	1	1	140	Leader	
Theddra Skull-Scryer	1	1	70	Leader	Unique. These units must be taken as a set for a total of 130 points. Although taken as a set, each is a separate unit.
Godsworn Hunt	5	5	60		
Chaos Chariots	1	3	120		Battleline in Slaves to Darkness army
Chaos Chosen	5	20	140		
* Chaos Knights	5	20	160		Battleline in Slaves to Darkness army
* Chaos Marauder Horsemen	5	30	110		Battleline in Slaves to Darkness army
Corvus Cabal	9	36	70		
Cypher Lords	8	32	70		
Slaves to Darkness Chaos Spawn	1	6	50		
Fomoroid Crusher	1	1	100		
Furies	6	30	100		
Gorebeast Chariots	1	3	150		
Iron Golems	8	32	70		
Mindstealer Sphirax	1	1	100		
Raptoryx	6	30	90		
Spire Tyrants	9	36	70		
Splintered Fang	10	40	70		
The Unmade	9	36	70		
Untamed Beasts	9	36	70		
* Varanguard	3	12	280		Battleline in Slaves to Darkness army if all units are HOST OF THE EVERCHOSEN
<i>Bloodmarked Warband</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>Chaos Horde</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Fatesworn Warband</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>Godsworn Champions of Ruin</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>Godswrath Warband</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>Overlords of Chaos</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Plaguetoached Warband</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>Pleasurebound Warband</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Ruinbringer Warband</i>	-	-	140	<i>Warscroll Battalion</i>	

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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: *

SLAVES TO DARKNESS WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
<i>Eightfold Doom-Sigil</i>	1	1	40	<i>Endless Spell</i>	
* <i>Darkfire Daemonrift</i>	1	1	80	<i>Endless Spell</i>	
<i>Realmscourage Rupture</i>	1	1	60	<i>Endless Spell</i>	

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