



BATTLETOME: CITIES OF SIGMAR

Official Errata, July 2020

The following errata correct errors in *Battletome: Cities of Sigmar*. 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 – Hammerhal Artefacts of Power,

The Twinstone, Aqshy Aspect

Change the rule to:

'*Aqshy Aspect*: Until the start of your next hero phase, add 1 to hit rolls for attacks made with melee weapons by friendly HAMMERHAL units while they are wholly within 12" of the bearer.'

Page 68 – Greywater Fastness, Ghoul Mere Ranger

Change the rule to:

'In your shooting phase, friendly units wholly within 12" of this general can shoot even if they ran in the same turn.'

Page 74 – Hallowheart Battle Traits, Arcane Channelling

Change the text to:

'You can use this command ability once per turn at the start of your hero phase. If you do so, pick 1 friendly HALLOWHEART WIZARD HERO and roll a dice. That WIZARD suffers a number of mortal wounds equal to that roll. In addition, until the start of your next hero phase, add the number of mortal wounds suffered by that WIZARD and not negated to casting rolls made by other friendly HALLOWHEART WIZARDS while they are within 12" of that WIZARD.'

Page 100 – Sorceress on Black Dragon

Add the following keyword to the keywords box:

'DRAGON'

Page 109 – Gyrocopters, Steam Gun

Change the rule to:

'Before attacking with a Steam Gun, pick 1 enemy unit that is within range of the attacking model's Steam Gun. The Attacks characteristic of that model's Steam Gun is equal to the number of models from that enemy unit within range of the attacking model's Steam Gun. All attacks made with that Steam Gun must target that enemy unit.'

Page 116 – Dreadlord on Black Dragon

Change the damage table to:

Wounds Suffered	Move	Fearsome Jaws	Razor-sharp Claws
0-3	14"	1+	6
4-6	12"	2+	5
7-9	10"	3+	4
10-12	8"	4+	3
13+	6"	5+	2

Page 116 – Dreadlord on Black Dragon

Add the following keyword to the keywords box:

'DRAGON'

Page 123 – Scourgerunner Chariots, High Beastmaster

Change the rule to:

'If this unit has 3 or more models, 1 model in this unit can be a High Beastmaster. Add 1 to hit rolls for attacks made with that model's missile weapons.'

CITIES OF SIGMAR WARSCROLL	UNIT SIZE MIN	UNIT SIZE MAX	POINTS	BATTLEFIELD ROLE	NOTES
Helblaster Volley Gun	1	1	120	Artillery	
Helstorm Rocket Battery	1	1	130	Artillery	
Bleakswards	10	40	90/320	Battleline	
Darkshards	10	40	100	Battleline	
Dreadspears	10	40	90/320	Battleline	
Eternal Guard	10	30	130/330	Battleline	
Frieguild Crossbowmen	10	30	100	Battleline	
Frieguild Guard	10	40	80/280	Battleline	
Frieguild Handgunners	10	30	100	Battleline	
* Ironbreakers	10	30	110/270	Battleline	
* Longbeards	10	30	100/240	Battleline	
Celestial Hurricanum	1	1	220	Behemoth	
Flamespyre Phoenix	1	1	200	Behemoth	
Frostheart Phoenix	1	1	220	Behemoth	
Kharibdys	1	1	170	Behemoth	Battleline in an ANVILGARD army
Luminark of Hysh	1	1	210	Behemoth	
* Steam Tank	1	1	180	Behemoth	Battleline in a Cities of Sigmar army if general is a STEAM TANK HERO
War Hydra	1	1	170	Behemoth	Battleline in an ANVILGARD army
Anointed	1	1	100	Leader	
Assassin	1	1	80	Leader	
* Battlemage	1	1	110	Leader	
Black Ark Fleetmaster	1	1	60	Leader	
Cogsmith	1	1	60	Leader	
Frieguild General	1	1	100	Leader	
Nomad Prince	1	1	120	Leader	
Runelord	1	1	90	Leader	
Sorceress	1	1	90	Leader	
* Warden King	1	1	100	Leader	
Anointed on Flamespyre Phoenix	1	1	300	Leader, Behemoth	
Anointed on Frostheart Phoenix	1	1	320	Leader, Behemoth	
Battlemage on Griffon	1	1	300	Leader, Behemoth	
Celestial Hurricanum with Celestial Battlemage	1	1	280	Leader, Behemoth	
Dreadlord on Black Dragon	1	1	300	Leader, Behemoth	
Frieguild General on Griffon	1	1	320	Leader, Behemoth	
Luminark of Hysh with White Battlemage	1	1	270	Leader, Behemoth	
Sorceress on Black Dragon	1	1	300	Leader, Behemoth	
* Steam Tank with Commander	1	1	230	Leader, Behemoth	
Black Ark Corsairs	10	40	80/280		Battleline in a Cities of Sigmar army if general is SCOURGE PRIVATEERS
* Black Guard	10	30	130		Battleline in a Cities of Sigmar army if general is DARKLING COVEN
Dark Riders	5	20	110/360		Battleline in a Cities of Sigmar army if general is SHADOWBLADES
Demigryph Knights	3	12	180		Battleline in a Cities of Sigmar army if general is FREEGUILD
Drakespawn Chariots	1	3	80/210		Battleline in a Cities of Sigmar army if general is ORDER SERPENTIS
* Drakespawn Knights	5	20	130		Battleline in a Cities of Sigmar army if general is ORDER SERPENTIS

Warhammer Age of Sigmar – Pitched Battle Profiles Update, July 2020

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: *

CITIES OF SIGMAR WARSCROLL	UNIT SIZE MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
* Executioners	10	30	120/300		Battleline in a Cities of Sigmar army if general is DARKLING COVEN
Flagellants	10	40	80/280		Battleline in a Cities of Sigmar army if general is HUMAN
* Freeguild Greatswords	10	30	140/360		Battleline in a Cities of Sigmar army if general is FREEGUILD
Freeguild Outriders	5	20	100		Battleline in a Cities of Sigmar army if general is TEMPEST'S EYE
Freeguild Pistoliers	5	20	100		Battleline in a Cities of Sigmar army if general is TEMPEST'S EYE
Gyrobombers	1	3	80/210		
Gyrocopters	1	3	70/180		
Hammerers	10	30	140/360		Battleline in a Cities of Sigmar army if general is DISPOSSESSED
Irondrakes	10	30	150		Battleline in a Cities of Sigmar army if general is GUARDIN
Phoenix Guard	10	30	160/420		Battleline in a Cities of Sigmar army if general is PHOENIX TEMPLE
* Scourgerunner Chariots	1	3	80/210		Battleline in a Cities of Sigmar army if general is SCOURGE PRIVATEERS
Shadow Warriors	10	30	110		Battleline in a Cities of Sigmar army if general is SHADOWBLADES
Sisters of the Thorn	5	20	130		Battleline in a Cities of Sigmar army if general is WANDERER
Sisters of the Watch	10	30	160		Battleline in a Cities of Sigmar army if general is WANDERER
Wild Riders	5	20	130		Battleline in a Cities of Sigmar army if general is WANDERER
Wildwood Rangers	10	30	130		Battleline in a Cities of Sigmar army if general is WANDERER
<i>Aetherguard Windrunners</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Charrwind Beasthunters</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Greywater Artillery Company</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Hammerhalian Lancers</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Phoenix Flight</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>Viridian Pathfinders</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Whitefire Retinue</i>	-	-	140	<i>Warscroll Battalion</i>	

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