



BATTLETOME: OGOR MAWTRIBES

ERRATA, AUGUST 2021

The following errata correct errors in *Battletome: Ogor Mawtribes*. 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 75 – Relics of the Everwinter, The Rime Shroud

Change the rule to:

'Subtract 1 from hit rolls for attacks made with missile weapons that target the bearer.'

Page 76 – Spell Lores

Delete the sentence under the header.

Page 76 – Lore of Gutmagic

Change the caveat under the table header to:

'**BUTCHER** (including Unique units) only.'

Page 77 – Lore of the Sun-eater

Change the caveat under the table header to:

'**FIREBELLY** (including Unique units) only.'

Page 77 – Everwinter Prayers

Change the header to 'Prayer Scriptures' and delete the sentence under the header.

Page 77 – Manifestations of the Eternal Snowstorm

Add the following caveat under the table header:

'**BEASTCLAW RAIDERS PRIEST** (including Unique units) only.'

Page 77 – Pulverising Hailstorm

Change to:

'Pulverising Hailstorm is a prayer that has an answer value of 4 and a range of 18". If answered, pick a point on the battlefield within range and visible to the chanter. Roll 1 dice for each unit within 3" of that point. On a 3+, that unit suffers D3 mortal wounds.'

Page 77 – Keening Gale

Change to:

'Keening Gale is a prayer that has an answer value of 4 and a range of 18". If answered, pick 1 friendly **MONSTER** or **MOURNFANG PACK** wholly within range and visible to the chanter. Add 3" to that unit's Move characteristic until the start of your next hero phase.'

Page 77 – Call of the Blizzard

Change to:

'Call of the Blizzard is a prayer that has an answer value of 4 and a range of 18". If answered, pick 1 friendly **ICEFALL YHETTES** unit wholly within range and visible to the chanter. You can return 1 slain model to that unit.'

Page 78 – Mount Traits

Delete the text under the header.

Page 80 – Great Mawpot

Delete this rule (it is replaced with the rule on the Great Mawpot warscroll in this document).

Page 85 – Deadly Hail

Change to:

'Add 1 to chanting rolls for Pulverising Hailstorm when a **BOULDERHEAD PRIEST** is chanting that prayer.'

Page 86 – Shatterstone

Add the following to the end of the rule:

'(core rules, 28.1.3)'

Page 86 – Riders of the Hurricane

Change to:

'Add 1 to chanting rolls for Keening Gale when a **THUNDERBELLIES PRIEST** is chanting that prayer.'

Page 87 – Call of the Endless White

Change to:

'Add 1 to chanting rolls for Call of the Blizzard when a **WINTERBITE PRIEST** is chanting that prayer.'

Pages 92-97 – Path to Glory

These Path to Glory campaign rules are not compatible with the latest version of the Path to Glory rules from the Core Book. You can still use them to run a 'classic' Path to Glory campaign, or you can use the rules from the Core Book to run a 'modern' Path to Glory campaign.

Page 108 – Gnoblar Scraplauncher, Rhino's Sharp Horns

Change the Attacks characteristic from 1 to 2.

Page 113 – Huskard on Thundertusk, Blizzard Speaker
Change to:
‘Add 1 to chanting rolls for this unit for each other friendly **THUNDERTUSK** within 18" of this unit. In addition, this unit knows the following 2 prayers:

Winter’s Endurance: This prayer has an answer value of 4 and a range of 18". If answered, pick 1 friendly **BEASTCLAW RAIDERS** unit wholly within range and visible to the chanter. You can heal D3 wounds allocated to that unit.

Winter’s Strength: This prayer has an answer value of 4 and a range of 18". If answered, pick 1 friendly **BEASTCLAW RAIDERS** unit wholly within range and visible to the chanter. Add 1 to wound rolls for attacks made with melee weapons by that unit until the start of your next hero phase.’

Page 116 – Icebrow Hunter, Mighty Throw

Change the final sentence to:

‘In addition, this unit’s Great Throwing Spear has a Damage characteristic of D6 instead of D3 and a Range characteristic of 18" instead of 9" if it ran in the same turn.’

Page 119 – Maneaters, Description

Add the following:

‘**ELITE:** Models in this unit can issue commands to their own unit.’

Page 81 – Faction terrain warscroll

Replace the warscroll with the one in this document.



Crafted from the melted-down weapons of defeated enemies and blessed with the strange, hungry essence of the Gulping God, the Great Mawpot is a Mawtribe’s most sacred possession. All manner of gruesome ingredients are thrown into this metal cauldron and boiled up into a thick magical broth that reinvigorates any ogors who taste it.

FACTION TERRAIN WARSCROLL GREAT MAWPOT

FACTION TERRAIN: Only Ogor Mawtribes armies can include this faction terrain feature.

SET-UP: After territories are determined, you can set up this faction terrain feature wholly within your territory and more than 3" from all objectives and other terrain features. If both players can set up faction terrain features at the same time, they must roll off and the winner chooses who sets up their faction terrain features first.

IMPASSABLE: You cannot move models over this terrain feature unless it can fly, and you cannot move a model onto this terrain feature or set up a model on this terrain feature (even if it can fly).

Vessel of the Gulping God: Swirling fumes of powerful gastronomy emanate from the Great Mawpot.

Add 1 to casting, unbinding and dispelling rolls for friendly **OGOR WIZARDS** that are within 1" of this terrain feature.

Battlebroth: The contents of a Mawpot are suffused with strange magic; a single mouthful can restore an ogor’s vitality and stitch up their wounds.

A Great Mawpot is either full or empty. At the start of the battle, it is full. In your hero phase, 1 friendly **OGOR HERO** within 6" of a full Great Mawpot in your army can spend all of that Great Mawpot’s magic. If they do so, you can heal D3 wounds allocated to each friendly **OGOR** unit wholly within 36" of that Great Mawpot (roll separately for each unit). Once all of the Great Mawpot’s magic has been spent, it is empty.

Throw ’Em In: The bludgeoned and hacked remains of dead foes are thrown into the bubbling cauldron to thicken the stew.

If an enemy model is slain within 6" of an empty Great Mawpot in your army, it becomes full.