



BATTLETOME: LUMINETH REALM-LORDS

Official Errata, May 2021

The following errata correct errors in *Battletome: Lumineth Realm-lords*. 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.

BATTLETOME: LUMINETH REALM-LORDS (2020)

Page 68 – Spell Lores, Lore of Hysh

Change the unit list to:

'TECLIS, SCINARI WIZARDS and VANARI WIZARDS only.'

Page 71 – Great Nation of Syar, Deplete Reserves

Change the first sentence to:

'You can use this command ability when a friendly **SYAR** unit could use an aetherquartz reserve ability, even if any friendly **SYAR** units have already done so in that phase.'

Page 72 – Great Nation of Iliatha, Strike in Unison

Change the final sentence to:

'You can re-roll hit rolls of 1 for that unit until the end of that phase.'

Page 84 – Archmage Teclis, Archmage

Change the second sentence of the first paragraph to:

'If this model will cast 1 spell, when it attempts to cast that spell, it is automatically cast with a casting roll of 12 that cannot be modified (do not roll 2D6) and it cannot be unbound.'

BATTLETOME: LUMINETH REALM-LORDS (2021)

Page 128 – Ellania and Ellathor, Eclipsian Warsages

Replace the **YMETRICA** keyword on the keywords line with the **ILIATHA** keyword.

Designer's Note: *Although they fight bearing the colours of Ymetrica, Ellania and Ellathor are prodigies of Iliathan creed and discipline.*

Page 130 – Sevireth, Lord of the Seventh Wind, Into the Gale

Change the second paragraph of rules text to:

'In addition, if an enemy model starts a pile-in move within 3" of any friendly units with this ability, subtract 2" from the distance that model can pile in during that phase (to a minimum of 1").'

Page 130 – Sevireth, Lord of the Seventh Wind

Remove the **YMETRICA** keyword from the keywords line.

Page 131 – Hurakan Spirit of the Wind, Into the Gale

Change the second paragraph of rules text to:

'In addition, if an enemy model starts a pile-in move within 3" of any friendly units with this ability, subtract 2" from the distance that model can pile in during that phase (to a minimum of 1").'