



BATTLETOME: FYRESLAYERS

Official Errata, May 2019

The following errata correct errors in *Battletome: Fyreslayers*. 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 54 – Inheritance of Grimnir, Blood of the Berzerker

Change to:

'Once per battle in the combat phase, after this general has fought in that phase for the first time, if they are within 3" of an enemy unit, they and their mount (if they have one) can immediately make a pile-in move and then attack with all of the melee weapons they are armed with for a second time.'

Page 61 – Magmic Battleforge, Molten Blessing

Add the following after the last sentence:

'You cannot use the Molten Blessing ability and the Spending the Forge ability for the same Magmic Battleforge in the same phase.'

Page 64 – Hermdar, Command Ability, Skull-breakers and Oath-takers

Add the following after the last sentence:

'It cannot fight again in that phase unless an ability or spell allows it to fight more than once.'

Page 81 – Battlesmith, Icon of Grimnir

Add the following after the last sentence:

'A unit cannot benefit from this ability more than once per phase.'

Page 82 – Doomseeker, Fyresteel Throwing Axe

Change the Range characteristic from 1" to 8".

Page 83 – Auric Runesmiter, Description

Change the last sentence to:

'In addition, it can either be armed with a Runic Iron or carry a Forge Key.'

FYRESLAYERS WARSCROLL	UNIT SIZE MIN	UNIT SIZE MAX	POINTS	BATTLEFIELD ROLE	NOTES
* Vulkite Berzerkers	10	30	140	Battleline	
Auric Runefather	1	1	100	Leader	
Auric Runemaster	1	1	120	Leader	
Auric Runesmiter	1	1	120	Leader	
Auric Runeson	1	1	100	Leader	
Battlesmith	1	1	140	Leader	
Fjul-Grimnir	1	1		Leader	
The Chosen Axes	3	3	200		Unique. These units must be taken as a set for a total of 200 points. Although taken as a set, each is a separate unit.
Auric Runefather on Magmadroth	1	1	280	Leader, Behemoth	
Auric Runesmiter on Magmadroth	1	1	260	Leader, Behemoth	
Auric Runeson on Magmadroth	1	1	240	Leader, Behemoth	
Auric Hearthguard	5	30	120/600		Battleline in Fyreslayers army if general is an Auric Runemaster
Doomseeker	1	1	100		
Grimwrath Berzerker	1	1	100		
* Hearthguard Berzerkers	5	20	120/400		Battleline in Fyreslayers army if general is an AURIC RUNEFATHER
<i>Forge Brethren</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Grand Fyrd</i>	-	-	60	<i>Warscroll Battalion</i>	
<i>Lords of the Lodge</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Warrior Kinband</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Zharrgron Flame-spitter</i>	1	1	60	<i>Magmic Invocation</i>	
<i>Runic Fyrewall</i>	1	1	40	<i>Magmic Invocation</i>	
<i>Molten Infernoth</i>	1	1	50	<i>Magmic Invocation</i>	
<i>Magmic Battleforge</i>	1	1	0	Scenery	

Warhammer Age of Sigmar – Pitched Battle Profiles Update, December 2019

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Profiles that have changed since their last publication are marked with this symbol: *