



BATTLETOME: STORMCAST ETERNALS

Official Errata, October 2019

The following errata correct errors in *Battletome: Stormcast Eternals*. 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. 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 122 – Lore of Invigoration

Add the following under the title:

'Units of **EVOCATORS** can know and attempt to cast one spell from the Lore of Invigoration. This is an exception to the rule that they cannot attempt to cast spells other than Empower. If a unit of **EVOCATORS** attempts to cast a spell from the Lore of Invigoration, it cannot attempt to cast any other spells in that hero phase.'

Page 126 – Hammers of Sigmar, Soul of the Stormhost

Add the following to the end of the rule:

'You cannot use this command ability more than once per phase.'

Page 128 – Celestial Vindicators, Righteous Hatred

Add the following to the end of the rule:

'You cannot pick the same unit to benefit from this command ability more than once per hero phase.'

Page 129 – Anvils of the Heldenhammer, Heroes of another Age

Add the following to the end of the rule:

'You cannot pick the same unit to benefit from this command ability more than once per hero phase.'

Page 188 – Evocators on Celestial Dracolines, Celestial Lightning Arc

Change the second sentence of the rule to:

'In addition, after this unit has been picked to fight for the first time in a phase, after all of its attacks have been resolved, you can pick 1 enemy unit within 3" of this unit.'

Page 189 – Evocators, Celestial Lightning Arc

Change the second sentence of the rule to:

'In addition, after this unit has been picked to fight for the first time in a phase, after all of its attacks have been resolved, you can pick 1 enemy unit within 3" of this unit.'

Stormsire's Cursebreakers – Celestial Lightning Arc

Change the second sentence of the rule to:

'In addition, after this unit has been picked to fight for the first time in a phase, after all of its attacks have been resolved, you can pick 1 enemy unit within 3" of this unit.'