BATTLETOME: CITIES OF SIGMAR

ERRATA, AUGUST 2021

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 63 – Amplified Sorceries
Change the rule to:
'Add 1 to casting rolls for **Cities of Sigmar Wizards** attempting to cast a Summoning spell on an endless spell warscroll.'

Page 63 – Warriors of the Realms
Delete the sentence in the rule that reads: 'If you are using the rules from *Warhammer Age of Sigmar: Malign Sorcery*, your army must be from the same Mortal Realm as the one in which the city is based.'

Page 63 – Stormkeeps
Change the battle trait to the following:

'**STORMKEEPS**
From the centre of each free city rises a Stormkeep, a fearsome citadel of the Stormcast Eternals.

A Cities of Sigmar army can include coalition units (see below) as follows:

- 1 in every 4 units in the army can be a coalition unit from the Stormcast Eternals faction. Those units gain the **Cities of Sigmar** keyword and the city keyword chosen for your army.

COALITION UNITS
Coalition units do not count towards the number of Battleline units in your army. However, they do count towards the maximum number of Leader, Behemoth and Artillery units in your army. Coalition units cannot be generals, with the exception of **Aventis Firestrike** in a Hammerhal army. In addition, Coalition units are ignored when determining if the units in your army are from a single faction.

Designer's Note: *Coalition units are not allied units, so the limitations that apply to allied units do not apply to them. This means that coalition units can be given one of your army's enhancements, as long as they have the correct keywords or are of the correct unit type needed to receive it.'*

Page 64 – Pride of Hammerhal
Change the rule to:
'Do not take battleshock tests for **Hammerhal** units that are wholly within their own territory.'

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.'

Pages 65, 67, 69, 71, 73, 75, 77 – Spell Lores
Delete the sentence under the header.

Page 65 –Lore of Cinder
Add the following caveat under the table header:
'**Hammerhal Wizards** (including Unique units) only.'

Page 66 – The City Wargroves
Change to:
'1 in every 4 units in a Living City army can be a coalition unit (see the 'Stormkeeps' battle trait) from the Sylvaneth faction. Those units gain the **Cities of Sigmar** and **Living City** keywords.'

Page 67 –Lore of Leaves
Add the following caveat under the table header:
'**Living City Wizards** (including Unique units) only.'

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 68 – Rune Lore
Change the rule to:
'**Greywater Fastness Runelords** know the following prayer:

Rune of Unfaltering Aim: This prayer has an answer value of 2 and a range of 3". If answered, pick 1 friendly **Ironweld Arsenal War Machine** within range of the chanter. Add 1 to hit rolls for attacks made with missile weapons by that unit until your next hero phase.'

Page 69 –Lore of Smog
Add the following caveat under the table header:
'**Greywater Fastness Wizards** (including Unique units) only.'

Page 69 – Eroding Blast
Add the following to the end of the rule:
'(core rules, 28.1.3)'

Page 71 –Lore of the Phoenix
Add the following caveat under the table header:
'**Phoenicium Wizards** (including Unique units) only.'

Page 73 –Lore of Dark Sorcery
Add the following caveat under the table header:
'**Anvilgard Wizards** (including Unique units) only.'

Page 74 – Mages of the Whitefire Court
Change the rule to:
Hallowheart Wizards can attempt to cast 1 extra spell in your hero phase. In addition, **Hallowheart Wizards** know 2 spells from the Lore of Whitefire (pg 75) instead of 1.

Page 74 – Hallowheart Battle Traits, Arcane Channelling
Change the rule 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 75 – Lore of Whitefire
Add the following caveat under the table header:
'**Hallowheart Wizards** (including Unique units) only.'

Page 76 – Standing Contracts
Change to:
'1 in every 4 units in a Tempest's Eye army can be a coalition unit (see the 'Stormkeeps' battle trait) from the Kharadron Overlords faction. Those units gain the **Cities of Sigmar** and **Tempest's Eye** keywords.'

Page 77 – Lore of Eagles
Add the following caveat under the table header:
'**Tempest's Eye Wizards** (including Unique units) only.'

Pages 80-85 – 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 91 – Freeguild Guard
Delete the second sentence of the Massed Ranks rule and change the Wall of Spears rule to:
'Add 1 to wound rolls for attacks made with Freeguild Spears that target an enemy unit that made a charge move in the same turn.'

Page 94 – Freeguild Handgunners, Stand and Shoot
Change the rule to:
'If an enemy unit finishes a charge move within 3" of this unit, this unit can receive the Unleash Hell command without the command being issued and without a command point being spent.'

Page 100 – Sorceress on Black Dragon
Add the **Dragon** keyword to the Keywords box.

Page 104 – Runelord, Rune Lore
Change the rule to:
'This unit knows the following prayers:

Ancestral Shield: This prayer has an answer value of 2 and a range of 12". If answered, pick 1 friendly **Dispossessed** unit wholly within range of the chanter that is visible to them. That unit has a ward of 6+ until the start of your next hero phase.

Forgefire: This prayer has an answer value of 2 and a range of 12". If answered, pick 1 friendly **Dispossessed** unit wholly within range of the chanter that is visible to them. Improve the Rend characteristic of that unit's weapons by 1 until the start of your next hero phase.'

Page 109 – Gyrocopters
Add the following:
'**ELITE:** Models in this unit can issue commands to their own unit.'

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:

DAMAGE TABLE			
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 **Dragon** keyword to the Keywords box.

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.'

Page 125 – Sisters of the Watch, Loose Until The Last
Change the rule to:
'If an enemy unit finishes a charge move within 3" of this unit, this unit can receive the Unleash Hell command without the command being issued and without a command point being spent.'