



BROKEN REALMS: BE'LAKOR

ERRATA, JULY 2022

The following errata correct errors in *Broken Realms: Be'lakor*. 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 72 – Realmscape Feature, Ironwood Bulwark, Designer's Note
Change the reference to 'the Wyldwood scenery rule' to 'the Forest Spirits scenery rule'.

Page 96 – Legion of the First Prince
Change the rule under the header to:
'The Legion of the First Prince faction does not have a battletome. Instead, if you choose this faction, **BE'LAKOR** and units with the **DAEMON** keyword in *Battletome: Blades of Khorne*, *Battletome: Disciples of Tzeentch*, *Battletome: Maggotkin of Nurgle*, *Battletome: Hedonites of Slaanesh* and *Battletome: Slaves to Darkness*, excluding units with the **EVERCHOSEN** keyword, can be part of your army. All of the units in your army gain the **LEGION OF THE FIRST PRINCE** keyword and you can use the Legion of the First Prince allegiance abilities on these pages. These allegiance abilities replace the Legion of Chaos Ascendant and the Legion of the First Prince allegiance abilities in *Wrath of the Everchosen*.'

Page 96 – Legion of the First Prince, First-Damned Prince
Change the rule to:
'Add 1 to hit rolls and wound rolls for attacks made by **BE'LAKOR** while he is within 18" of at least 1 friendly unit from each of the following warscrolls: Bloodletters, Horrors of Tzeentch, Plaguebearers, Daemonettes.'

Page 97 – Lore of Ruinous Sorcery
Replace the rule under the header with:
'**LEGION OF THE FIRST PRINCE WIZARDS** (including Unique units) only.'

Page 98 – The Emerald Host
These rules have been replaced and updated with the Nighthaunt Processions battle trait in *Battletome: Nighthaunt*.

Page 99 – Reikenor's Condemned
These rules have been replaced and updated with the Nighthaunt Processions battle trait in *Battletome: Nighthaunt*.

Page 100 – Krulghast Cruciator, Empowering Excruciation
Change the second sentence to:
'The Deathless Spirits battle trait negates wounds and mortal wounds allocated to friendly **NIGHTHAUNT** units wholly within 12" of any friendly empowered **KRULGHAST CRUCIATORS** on a 5+ instead of 6+.'

Page 104-105 – Bound Endless Spell warscrolls
Do not use these warscrolls. Instead, use the updated endless spell warscrolls on *Warhammer Age of Sigmar: The App*.