

BROKEN REALMS: KRAGNOS

ERRATA, AUGUST 2021

The following errata correct errors in *Broken Realms: Kragnos*. 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 106 – Kragnos

Delete the box at the end of the warscroll and replace the second paragraph of the Description with:

'WARMASTER: This unit can be included in an Orruk Warclans, Gloomspite Gitz, Ogor Mawtribes or Sons of Behemat army. If it is, it is treated as a general even if it is not the model picked to be the army's general, and you can still use the army's allegiance abilities even if this unit is not from the army's faction.'

Page 109 – Bad Moon Loonshrine

Replace this warscroll with the Bad Moon Loonshrine warscroll in this document.

Page 118 – Awakened Wyldwood

Replace this warscroll with the Awakened Wyldwood warscroll in this document.

Page 122 – Synessa, Keywords

Add the **WIZARD** keyword to the keywords section.



Where the Fangz of the Bad Moon fall, they smash down upon the landscape causing untold devastation. Then come the Gloomspite hordes, creeping from below to hew these loonstone outcroppings into grotesque shrinelairs that soon become encrusted with fungi and imbued with the sinister energies of their progenitor rock.

FACTION TERRAIN WARSCROLL

BAD MOON LOONSHRINE

FACTION TERRAIN: Only Gloomspite Gitz armies can include this faction terrain feature.

SET UP: After territories are determined, you can set up this faction terrain feature wholly within your territory and more than 3" from all objectives and other terrain features. If these restrictions mean you cannot set up this faction terrain feature, you can remove 1 terrain feature that is wholly or partially within your territory and attempt to set up this faction terrain feature again. If it is still impossible to set up this faction terrain feature, then it is not used. If both players can set up faction terrain features at the same time, they must roll off and the winner chooses who sets up their faction terrain features first.

DEFENSIBLE: This terrain feature is a defensible terrain feature that can be garrisoned by up to 30 models.

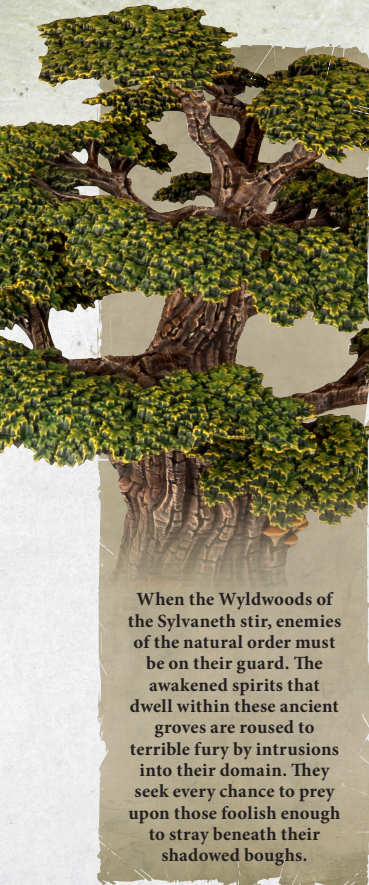
Loonatic Courage: *Larger loonstone meteorites are hacked painstakingly into crude but surprisingly lifelike effigies of the Bad Moon. Their boggle-eyed glare inspires fanatical courage in the Bad Moon's myriad servants.*

Do not take battleshock tests for **GLOOMSPITE GITZ** units wholly within 12" of this terrain feature.

Moonclan Lairs: *The Gloomspite Gitz use Moonclan-dug tunnels to reach nearby Loonshrines. In battle, reinforcements emerge from these echoing subterranean passages.*

At the end of each of your turns, you can pick 1 friendly **STABBAS** or **SHOOTAS** unit that has been destroyed. If your general has the **SPIDERFANG** keyword, you can pick 1 friendly **SPIDER RIDERS** unit that has been destroyed instead. If your general has the **SQUIG** keyword, you can pick 1 friendly **SQUIG HERD**, **SQUIG HOPPERS** or **BOINGROT BOUNDERZ** unit that has been destroyed instead. If your general has the **TROGGOTH** keyword, you can pick 1 friendly **TROGGOTH** unit with a

Wounds characteristic of 5 or less that has been destroyed instead. After you pick a unit that has been destroyed, roll a dice. On a 4+, a new replacement unit with half of the models from the unit that was destroyed (rounding up) is added to your army. Set up that unit wholly within 12" of a Bad Moon Loonshrine in your army and more than 3" from all enemy units. Each destroyed unit can only be replaced once – replacement units cannot themselves be replaced.



When the Wyldwoods of the Sylvaneth stir, enemies of the natural order must be on their guard. The awakened spirits that dwell within these ancient groves are roused to terrible fury by intrusions into their domain. They seek every chance to prey upon those foolish enough to stray beneath their shadowed boughs.

FACTION TERRAIN WARSCROLL AWAKENED WYLDWOOD

FACTION TERRAIN: Only Sylvaneth armies can include this faction terrain feature.

SET-UP: After territories are determined, you can set up this faction terrain feature wholly within your territory and more than 3" from all objectives and other terrain features. If both players can set up faction terrain features at the same time, they must roll off and the winner chooses who sets up their faction terrain features first.

Abilities that allow you to add Awakened Wyldwood terrain features to the battlefield will tell you how to set them up. In addition, they must be set up more than 3" from all models, objectives, other terrain features, endless spells and invocations.

This faction terrain feature consists of 1-3 scenery pieces. If an Awakened Wyldwood has more than 1 scenery piece, each piece must be set up touching all of the other pieces to form a circle with an area of open ground inside the circle. The area of open ground inside the circle is considered

to be part of the Awakened Wyldwood terrain feature.

Overgrown Wilderness: *It is only possible to see a few yards into these foreboding thickets.*

Visibility from units with the Sylvaneth keyword is not blocked by this terrain feature.

Vengeful Forest Spirits: *The spirits within an awakened wyldwood are easily angered by trespassers into their domain – even more so when arcane powers are being used nearby.*

At the end of the charge phase, roll a dice for each unit that does not have the Sylvaneth keyword that is within 1" of any terrain features with this scenery rule. Add 2 to the roll if any **WIZARDS** or endless spells are within 6" of any of those terrain features. On a 6+, that unit suffers D3 mortal wounds.