CORE RULES

Designers' Commentary, June 2018

The following commentary is intended to complement the *Warhammer Age of Sigmar* core rules. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team explain and how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

Our commentaries 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.

THE MOST IMPORTANT RULE
Q: How should I resolve any questions that arise during a game if I can't find the answer in the rules or here?
A: In a game as detailed, wide-ranging and deep as *Warhammer Age of Sigmar,* there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, the quickest and best solution is almost always to have a quick chat with your opponent, and apply the solution that makes the most sense to you both (or seems the most fun!). If no single solution presents itself, both of you should roll a dice, and whoever rolls higher gets to choose what happens. Then you can get on with the fighting!

BATTLEPLANS
Q: If I use a model for an objective marker, does it count as a terrain piece? Can it block visibility or affect the movement of a unit?
A: No to all questions. An objective marker is simply an object you use to mark the location of an objective on the battlefield. If you want to move a model to the location occupied by an objective marker, it is perfectly acceptable to move the marker to one side as long as you measure distances to the objective using its original location.

Q: Can I use an endless spell model to gain control of an objective?
A: No, with the exception of endless spell models that are combined with a model from your own army, such as a Balewind Vortex.

ARMIES
Q: Is it okay to use 'proxy' models to stand in for models that I do not have but want to use in a game? For example, using a Slaughterpriest model to represent a Bloodsecrator, or using Stormcast Eternals models painted in the colours of the Hammers of Sigmar to represent Stormcast Eternals from a different warrior chamber?
A: The use of proxy models is generally frowned upon, because doing so can confuse the other players (and sometimes even yourself), and because it spoils the spectacle and aesthetic of the game. Because of this, you can only use proxy models if you've gained your opponent's permission to do so before the game begins.

Q: Can you take more than one of a unique named character (along the lines of Nagash or Archaon) in your army?
A: You can unless you are playing a game that uses the Pitched Battle rules (where only one of each unique model can be taken in an army). That said, many, many players agree to only use one of each named character in open and narrative play too, as doing otherwise makes the game feel rather unrealistic and considerably less immersive.

Q: When I choose my army, can I keep any information about it secret from my opponent?
A: No, unless specifically noted otherwise.

WARSCROLLS

Q: If I have two different warscrolls for the same unit, can I choose which to use, or must I use the most recently published version? Do I have to use any errata that applies to the warscroll?

A: You must use the most recently published warscroll and must use the most recently published errata that you or your opponent have available. Warscrolls with a date of publication are always considered to have been published more recently than a warscroll that doesn't have one. If you have two warscrolls for a unit and neither has a date of publication, you can choose which warscroll to use.

Q: Some units can carry different weapon options, like spears or swords – can I build my unit (and my models) with different weapons? For example, 8 spears and 12 swords?

A: It depends on the description; if the description says that the *unit* can be armed with different weapon options, you can only use one of the weapon options. If the description instead states that *models from the unit* can be armed with different weapon options, you can choose a mix of weapon options.

Q: Can the leader of the unit take special weapons, like a Grandhammer?

A: Yes.

Q: If a warscroll or set of allegiance abilities has a rule that contradicts the core rules, can I use it? For example, Lord Kroak has a rule that allows him to attempt to cast Celestial Deliverance up to three times in the hero phase, but this contradicts the core rule that you can only attempt to cast a spell once per turn.

A: Warscrolls and allegiance abilities take precedence over the core rules, allowing you to do things that would not normally be allowed. In the case of Lord Kroak, his rule means he can attempt to cast Celestial Deliverance up to three times in the same turn.

UNITS AND MODELS

*Q: Does a **Hero** or a **Monster** – as a single model – count as a unit?*

A: Yes.

Q: Is there any kind of facing in Warhammer Age of Sigmar? Can models only shoot or move in a direction that they are facing?

A: No to both questions.

Q: Some abilities refer to units that have been 'destroyed'. What does this mean exactly?

A: A unit is considered to be destroyed when the last model from the unit is slain or flees. When measuring the range to a destroyed unit, measure to the position occupied by the last model in the unit to be slain or flee.

Q: When I set up a model or move a model, can I set it up so that it is on top of another model or its base overlaps the base of another model?

A: No. Note that models can be set up or move on top of or overlapping a terrain feature, as long as the terrain feature is not one that has the Garrison rule.

Q: If a unit leaves the battlefield for whatever reason and comes back, do they lose any bonuses they had from abilities or spells? Also, if they had a 'once per game' ability, does it reset?

A: If a unit leaves the battlefield and then returns to the battlefield, no to both questions. If the models have been slain and are being used as part of a unit that has been added to the army, then yes to both questions.

Q: Some abilities allow me to move my opponent's models. How do I go about doing this?

A: You should always ask an opponent's permission before touching or moving any of their models. If they are not happy for you to do so, just tell them where you want the model to move, and they can then make the move for you.

DICE ROLLS

Q: Some abilities allow me to re-roll a successful (or unsuccessful) roll. When this is the case, is the success or failure based on the roll before or after any modifiers are applied?

A: Re-rolls happen before any modifiers are applied, so the success or failure will always be based on the unmodified roll. Note that, when an ability says you can re-roll a failed roll, you may want to consider the effect that modifiers may have before deciding to re-roll the dice. For example, if a roll succeeds on a 4+ and you have a +1 modifier, you probably don't want to re-roll 'failed' rolls of 3, because they will become successful after the modifier is applied!

Q: Some abilities say 'you can' re-roll a dice roll. Which player decides?

A: Any ability that says 'you can' is referring to the player that has the unit from the warscroll in their army.

Q: Some abilities refer to rolling a 'double'. What is a double?

A: A double is a 2D6 roll where the two dice used to make the roll each have the same value before any modifiers are applied.

Q: Some abilities allow you to either pick, change or replace a dice roll with the roll of your choice. Does this happen before or after any re-rolls or modifiers?

A: Unless noted otherwise in the ability, it happens before any re-rolls or modifiers are applied.

Q: Some units – Lord Kroak, Fateweaver and the Coven Throne to name a few – have abilities to 're-roll a single dice' or similar. Can it be used to re-roll a single dice in a 2D6 roll? In addition, are such re-rolls limited to just your own dice rolls, or can you make your opponent re-roll one of theirs?

A: Yes, you can re-roll one of the dice in a 2D6 roll (or a 3D6 roll, etc.) with such an ability. If the ability in question says 'a dice' rather than 'any of your dice', then it can be used to force a re-roll of an opponent's dice (in which case the opponent could not use a re-roll of their own to re-roll it again).

DISTANCES

Q: Sometimes a rule will specify that a model or unit needs to be 'wholly within' a certain distance. What exactly does 'wholly within' mean?

A: A model is wholly within a certain distance if all of its base is within the stated distance (not just the closest point of the base). A unit is wholly within a certain distance as long as all of the bases of all of the models in the unit are within the stated distance (not just the closest point of the base of the closest model).

Q: Sometimes I need to measure the range to a slain model – how do I do so when slain models are removed and put to one side?

A: Measure to the location that the model's base had occupied. You may wish to leave the model in place until you have measured the distance, or temporarily return it to its old position.

Q: Sometimes a spell will have an area of effect (e.g. all models from a unit that are within 18" of the caster, or all models within 3" of a point on the battlefield that is within 24" of the caster). If an ability increases the range of the spell, is the size of this area of effect increased by the same amount as the range is increased?

A: If the area of effect is measured from the caster, yes. If the area of effect is measured from a point on the battlefield, no – the ability will increase the range to the point on the battlefield instead. To carry on your example, if an ability increased the range of a spell by 6", then in the first case the spell would affect all the models from the unit that were within 24" of the caster instead of 18", while in the second case the range of the point on the battlefield would be 30" instead of 24" but the spell would still only affect models within 3" of that point. Note that if area of effect is measured from a point on the battlefield, and that point is 'anywhere on the battlefield', then an ability that increases the range will have no effect on that spell.

RESERVES

Q: Can models set up in reserve (in the Celestial Realm, for example) cast spells, or use abilities or command abilities to affect other units?

A: No. Only models deployed on the battlefield can cast spells, or use abilities or command abilities to affect other units.

Q: Some abilities allow you to remove a unit from the battlefield and set it up again, and say that this 'counts as their move for the movement phase' (or words to that effect). Do these units count as having made a move for the purposes of any other rules or abilities?

A: No, it simply restricts them from making a move later on.

BATTLE ROUNDS

Q: Does the player that first finished setting up their army always choose who has the first turn in the first battle round, or is it only if the roll-off is a tie?

A: The player that first finished setting up their army always chooses who has the first turn in the first battle round, unless specifically noted otherwise in the battleplan that is being used.

COMMAND ABILITIES

Q: Many command abilities on older warscrolls don't specify in which phase they are used. When can I use such command abilities?

A: Command abilities that don't specify when they are used are always used in your hero phase.

Q: Some command abilities refer to a model 'using' a command ability. What does this mean exactly?

A: It means that when you use the command ability, you must pick that model as the one that the command ability is measured from. In the core rules, the model that a command ability is measured from is the model that is using that command ability.

MOVEMENT PHASE

Q: Some abilities allow a unit to be set up 'at the end of the movement phase'. Can the unit make a normal move after it is set up in this way?

A: No. Things that happen at the end of the phase take place after all of that phase's normal activities; in the case of the movement phase, this means they occur after all normal moves have been made.

Q: Are you allowed to move a unit across another friendly unit?

A: Models can move through the gaps between the models in another unit (if they can fit), but are not allowed to move across other models unless they can fly.

Q: Are models allowed to climb a terrain feature such as a Fortress Wall?

A: For simplicity and ease of play, the rules allow any model to climb any terrain feature. If you wish, you may want to say that models are only allowed to move to places that they could reach 'in real life', but you will need to apply a certain amount of common sense and discretion in order to make such a rule work.

Q: If the height of the terrain feature exceeds a model's movement, can it be climbed over multiple turns? Can a model run up a terrain feature?
A: Yes to both questions. A model may need to spend several turns climbing an especially high terrain feature (you will need to remember how far it has climbed each turn, and measure distances and visibility to or from that model as if it were in that location).

Q: Some abilities refer to a model or unit making a 'normal move'. Does this include normal moves where the model or unit runs or retreats?
A: Yes.

Q: Some abilities require a model that can fly to 'pass across' a model from an enemy unit. How exactly does this work?
A: In order for a model to pass across another, part of the moving model's base must have moved across any part of the other model's base. To determine if this is the case, trace the flying model's move across the battlefield, checking to see if its base passed across any part of the other model's base at any point in its move. Note that this means that the flying model can move up to an enemy model so that their bases overlap, and then move back, and will count as having 'passed across' the other model.

Q: Can a flying model finish a normal move or a retreat move within 3" of an enemy unit?
A: No.

Q: Some abilities halve the Move characteristic of a unit, but don't say if you round up or down. If this is the case, are fractions retained? For example, if I halved a 7" Move, would it become 3.5"?
A: Yes to both questions.

Q: Some abilities allow a model to make a move out of sequence (in the hero phase, for example), or to make a specific type of move (a '6" retreat move', for example). Can I run when I make these moves?
A: You can only run if the ability refers to making a 'normal move' (which includes any move made 'as if it were the movement phase') and the ability doesn't specify the distance of the move. Note that the restrictions that apply to normal moves (not moving within 3" of the enemy, and having to retreat if they start within 3" of the enemy) also apply to normal moves made in any other phase. However, these restrictions do not apply to any other sort of move.

So, for example, if the ability said 'This unit can make a normal move' the unit could run and could not move within 3" of the enemy unless it retreats, and if it said 'This unit can move D6".' then it could not run but could move within 3" of the enemy.

Q: Sometimes an ability is used after a model moves. When this is the case, assuming the model is allowed to make a move, if I decide to leave it stationary, can I still use the ability?
A: Yes. For the purposes of the Age of Sigmar rules, if a model is allowed to move, you can choose to 'move' it 0 inches.

COMBAT PHASE
Q: Can the closest enemy model at the start of a pile-in move be one that is inaccessible or not visible to friendly models, or is it the closest visible and/or reachable enemy model?
A: The answer is the former: the closest model is measured purely by distance, not accessibility or visibility.

Q: If an ability allows a unit to pile in more than the standard 3", can the unit pile in and attack in the combat phase if it is more than 3" from the enemy?
A: No, unless the ability specifically states otherwise.

Q: Some abilities allow a unit to pile in and attack twice, while others allow a unit to immediately pile in and attack a second time. What is the difference?
A: The former allows you to pick the unit to fight twice over the course of the combat phase, rather than only once, while the second allows you to fight with the unit twice in immediate succession. The first version will therefore give your opponent a chance to pick a unit to fight with before you can fight again with your unit, while the second version will not.

Q: What happens when a unit that has been split into two groups because of casualties piles in?
A: A unit must finish any type of move as a single group, including pile-in moves. If this is impossible for any reason, no models from the unit can move.

Q: Some abilities allow or require a unit to fight at the start of the combat phase, or the end of the combat phase. How exactly does this work? What happens if two or more units have to fight at the start or the end of the phase?
A: Units that fight at the start or the end of the combat phase make a pile-in move and then attack with their melee weapons before the players start picking any other units to fight in that phase, or after the players have picked all other units to fight in that phase, respectively. So, first you pile in and make attacks with the units that are to fight at the start of the phase, then the players alternate picking units to fight with, starting with the player whose turn is taking place, and lastly you pile in and make attacks with units that make attacks at the end of the combat phase. If there are several units fighting at the start or the end of the phase, the player whose turn is taking place attacks with all of their units in the order of their choice, and then their opponent does the same.

ATTACKING

Q: Can I choose not to attack with a model, or not to use one or more of a model's weapons when it attacks?
A: You can choose not to attack with a unit or a weapon in the shooting phase. In the combat phase you must pick a unit to fight with if you have any eligible to do so, and the models in a unit that is selected to fight must attack with all of the weapons they are allowed to use and which are in range of an enemy unit.

Q: Hit and wound rolls of 6 before modification always succeed, but the same rule does not seem to apply to save rolls. Is this correct?
A: Yes it is – save rolls automatically fail on an unmodified roll of 1, but do not automatically succeed on an unmodified roll of 6.

Q: Sometimes an ability allows a unit to 'make an extra attack' or 'one extra attack' with a specific weapon. Does this mean you add 1 to the weapon's Attacks characteristic and therefore only make one extra set of hit/wound/save rolls?
A: Yes.

Q: When I use the Multiple Attacks rule to make several hit/wound/save rolls at the same time, are the hit/wound/save rolls considered to be a single roll for the purposes of an ability that allows me to re-roll 1 hit/wound/save roll? For example, if I had a unit of 10 models, and was allowed to re-roll 1 hit roll when they attacked, would I be allowed to re-roll all 10 hit rolls or just 1?
A: You can only re-roll 1 of the hit/wound/save rolls. The Multiple Attacks rule simply allows you to make all of the rolls at the same time – you are still making separate rolls, you are just doing them simultaneously.

WOUNDS AND DAMAGE

Q: Can an attack with a Damage characteristic of more than 1 slay more than one model?
A: Yes, as long as all the models are from the same unit.

Q: Some abilities refer to a unit 'suffering' a wound, while others refer to models or units 'inflicting' a wound – do such abilities apply to wounds that are saved, negated, healed or ignored?
A: No. In the Warhammer Age of Sigmar rules, the term 'suffered' or 'inflicted' refers to a wound that is allocated to a model and has not been negated or healed.

Q: Does a wound or mortal wound that is negated still count as having been allocated to a model? Some abilities refer to the number of wounds that have been allocated to a model – would this include any wounds that were negated?
A: No to both questions. Whenever a rule refers to the wounds that have been allocated to a model, wounds that were negated or healed are not counted.

Q: If an ability allows me to re-roll a damage roll, can I re-roll the number of mortal wounds caused by an ability or spell?
A: No, a 'damage roll' refers only to the roll made to determine a random Damage characteristic.

VISIBILITY

Q: Some attacks, spells or abilities require a unit to be visible in order for them to be used. When this is the case, must the whole unit be visible?
A: No, all that is required is for at least one model from the unit to be visible.

WIZARDS AND SPELLS

Q: Some abilities allow a unit to ignore the effects of a spell. What does this mean exactly?
A: It means that the rule effects caused by a spell that has been successfully cast and that has not been unbound do not apply to the unit. Any other units will be affected normally.

Q: The rules say that extra attacks gained by the use of an ability cannot themselves generate further attacks (so if a hit roll of 6 would generate another attack, it would not do so again if you roll another 6 for the bonus attack). Does this also apply to spells?
A: Yes.

Q: Sometimes an ability will allow a model to attempt to unbind a spell. Does this also allow them to dispel an endless spell?
A: No. It will allow them to attempt to unbind the endless spell when it is cast, but has no effect on endless spells that are on the battlefield unless specifically noted otherwise.

Q: Do abilities that provide protection against the effects of spells, or wounds inflicted by spells, also provide protection against the effects or wounds inflicted by an endless spell?
A: Yes.

ABILITIES

Q: If two abilities affect a value, and one adds a modifier to the value and the other either multiplies or divides the value, do you apply the modifiers before or after multiplying or dividing the value?
A: Apply the modifiers after multiplying or dividing the value.

Q: Pre-battle abilities are used before the first battle round begins. Can they be used before, during or after armies are set up?
A: Unless specifically noted otherwise, they are used after the armies are set up and the general is chosen.

Q: Some abilities are used at the start of a battle round. When this is the case, are they used before the players roll off to determine which player has the first turn?
A: Yes.

Q: Some abilities are used at the start of a player's turn. When this is the case, are they used before the player's hero phase starts?
A: Yes.

Q: If several abilities are triggered at the same time (at the start of a hero phase, for example), how do you determine the order in which they are used?
A: If several abilities can be used at the same time, the player whose turn is taking place uses their abilities first, one after the other, in any order they desire; then the player whose turn is not taking place uses their abilities, one after another, in any order they desire. The same principle applies to any other things – such as command traits or artefacts of power – that can be used simultaneously.

Q: When the word 'any' is used in the criteria for an ability, how many times is that ability applied when the criteria for the ability are fulfilled? For example, if an ability said 'Add 1 to hit rolls for models that are within 6" of any models with this ability', would I add 1 to the hit rolls of a model that was within 6" of three models with the ability, or would I add 3 to the hit rolls?
A: The word 'any' is treated as being synonymous with 'one or more'. In your example, this means that 1 would be added to the hit rolls, not 3.

Q: Sometimes an ability will refer to 'this model' or 'this unit', and sometimes to 'that model' or 'that unit'. Is there a difference?
A: Yes. When an ability says 'this model' or 'this unit', it is referring to the model or unit to which the ability applies. When an ability says 'that model' or 'that unit', it is referring to a model or unit that was referred to earlier in the same ability. So, for example, an ability on a model's warscroll might say: 'Pick an enemy unit within 12" of this model. That unit suffers D3 mortal wounds.' This would mean that you pick an enemy unit within 12" of a model that has this ability, and inflict D3 mortal wounds on the unit that you picked.

Q: Sometimes an ability will refer to a friendly model that is within a certain distance of 'this model' (or 'the bearer' or 'this general', etc.). When this is the case, do both models have to be from the same army?
A: Yes. When used in this way, 'friendly model' means 'a model that is in the same army as'.

Q: Sometimes an ability requires you to draw a straight line from a model, and everything under that line is affected by the ability. Is the model you draw the line from affected by the ability too?
A: No. The line is drawn from the edge of the model's base, so the model itself is not under the line.

Q: Some abilities stipulate that you can pick a certain number of units to be affected by the ability. For example, you might pick D6 units and roll a dice for each to see if they suffer any mortal wounds. When this is the case, must the units I pick be different units, or can I pick the same unit several times?
A: They must be different units unless specifically noted otherwise in the rules for the ability.

ALLEGIANCE ABILITIES

Q: My army's allegiance is chosen when I choose my army – do I have to determine the specific command traits, spells and artefacts of power for my army at the same time?
A: Yes. Note that if an allegiance ability such as a command trait or artefact of power requires you to 'pick a weapon', this must also be done when you choose your army, unless specifically noted otherwise.

Q: The rules say that a warscroll battalion can include allies and that they don't count against the number of allies in the army. Does this rule only apply to battalions that share the same allegiance as the army, but that have units from two different factions (a battalion in a Daughters of Khaine army that has Daughters of Khaine and Stormcast Eternals units, for example)?
A: Yes. The faction a warscroll battalion belongs to is shown on its warscroll, above the title of the battalion. In addition, the battalion is assumed to belong to the Grand Alliance that its faction is a part of. Warscroll battalions that share the same allegiance as an army can always be taken as part of the army, and if they include any allied units, these units do not count against the limits on the number of allies the army can have (or against the points limit that can be spent on allies in a Pitched Battle). An army can include a warscroll battalion of a different allegiance to the rest of the army, but if it does so the units in it do count against the limits on the number of allies the army can have (and the points for the battalion and the units in it count against the points limit that can be spent on allies in a Pitched Battle).

Q: Some spell and prayer allegiance abilities say that can be used by WIZARDS or PRIESTS in the army. Does this include allied WIZARDS or PRIESTS?
A: No. Allied models cannot use or benefit from allegiance abilities.

Q: If I add units to my army after a battle has started, and my army has an allegiance ability that adds a keyword to the units in the army, is that keyword received by eligible units I add to my army after the battle has begun? For example, if I have a Stormcast Eternals army and use the Stormhosts rule to give all Stormcast Eternals units in the army the HAMMERS OF SIGMAR keyword, would any new Stormcast Eternals units that I add to my army get the keyword? By the same token, if an allegiance ability has a spell lore that grants a spell to WIZARDS in an army, do WIZARDS that I add to the army that have the appropriate allegiance gain a spell?
A: Yes to all questions.

PITCHED BATTLES

Q: Some units and battalions have a warscroll, but the warscroll does not appear in the Pitched Battle profiles. Can I use these units or battalions in a Pitched Battle game?
A: No. These units and battalions are only intended for use in open or narrative play games.

Q: Some terrain features have a Pitched Battle profile. Does this mean that when I pick my army I can include them on the army roster?
A: No, the profiles are included for those instances when a spell or ability allows you to set up the terrain feature.

Q: If I add units to a Pitched Battle army after a battle has started, can I do so in excess of any limits that apply? For example, could I summon extra Behemoths if my army already included the maximum number it can take?
A: The limits on the number of Leaders, Artillery units and Behemoths that can be included in a Pitched Battle army only apply when you are picking your army before the battle begins, so you can ignore these limits when you add units of these types to your army. Unique models, on the other hand, can only ever be taken once.

Q: In a Pitched Battle, I receive 1 extra command point for every 50 points I don't spend on units. Do points spent on warscroll battalions, endless spells and terrain features count as points spent on units for the purposes of this rule?
A: Yes.

BASE SIZES

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BASE SIZES IN MATCHED PLAY GAMES

In Warhammer Age of Sigmar, most distances are measured from one model's base to another model's base. In the vast majority of games, the actual size of the base is not terribly important, and you can use bases of whatever size or shape you prefer.

The only possible exception to this is matched play games. This is because matched play games are intended to be evenly balanced contests, and in these circumstances having the same model on a different sized base can become an issue. To address this, on the following pages you will find a set of suggested matched play base sizes for all of the models in the Warhammer Age of Sigmar range.

Don't worry – you don't have to rebase your model if it is not on the suggested base unless you want to (that's why these are *suggested* base sizes rather than *mandatory* ones). If you prefer not to rebase your models, just assume that the model is mounted on a base of the appropriate size when setting the model up, moving it, or measuring any distances in a matched play game. For example, if you are a veteran player using an old unit that is mounted on 25mm square bases instead of the suggested 32mm round bases, you should set the unit up, make any moves, and measure all distances as if they were mounted on the larger 32mm round bases when you play matched play games. Although this may sound a bit complicated, in practice it is actually very easy to do.

We've organised the base sizes first by Grand Alliance, and then alphabetically by faction. To find a model's suggested base size, simply look up the model's Grand Alliance and then its faction, and then read down the list until you find the model in question. The suggested base size appears to the right of the model's name. As new models are added to the Warhammer Age of Sigmar range, we will add their suggested bases sizes to the list.

BASE SIZES – CHAOS

BLADES OF KHORNE

UNIT	BASE SIZE
Aspiring Deathbringer	32mm
Aspiring Deathbringer with Goreaxe and Skullhammer	40mm
Blood Throne	120 x 92mm
Blood Warriors	32mm
Bloodcrushers	90 x 52mm
Bloodletters	32mm
Bloodmaster, Herald of Khorne	32mm
Bloodreavers	32mm
Bloodsecrator	32mm
Bloodstoker	40mm
Bloodthirster of Insensate Rage	120 x 92mm
Bloodthirster of Unfettered Fury	120 x 92mm
Exalted Deathbringer with Bloodbite Axe	32mm
Exalted Deathbringer with Impaling Spear	40mm
Exalted Deathbringer with Ruinous Axe	40mm
Flesh Hounds	60 x 35mm
Karanak	75 x 42mm
Khorgoraths	90 x 52mm
Korghos Khul	60mm
Lord of Khorne on Juggernaut	90 x 52mm
Mighty Lord of Khorne	60mm
Mighty Skullcrushers	90 x 52mm
Scyla Anfingrimm	60mm
Skarbrand	120 x 92mm
Skarr Bloodwrath	40mm
Skull Cannons	120 x 92mm
Skullgrinder	40mm
Skullmaster, Herald of Khorne	60mm
Skullreapers	40mm
Skulltaker	40mm
Slaughterbrute of Khorne	120 x 92mm
Slaughterpriest	40mm
Slaughterpriest with Hackblade and Wrath-hammer	40mm
Valkia the Bloody	32mm
Wrath of Khorne Bloodthirster	120 x 92mm
Wrathmongers	40mm

BRAYHERDS

UNIT	BASE SIZE
Beastlord	32mm
Bestigors	32mm
Gors	32mm
Great Bray-shaman	32mm
Tuskgor Chariots	120 x 92mm
Ungor Raiders	25mm
Ungors	25mm

CHAOS GARGANTS

UNIT	BASE SIZE
Chaos Gargant	90 x 52mm

CLANS ESHIN

UNIT	BASE SIZE
Deathrunner	32mm
Gutter Runners	25mm
Night Runners	25mm
Skaven Assassin	32mm
Verminlord Deceiver	120 x 92mm

CLANS MOULDER

UNIT	BASE SIZE
Giant Rats	25mm
Hell Pit Abomination	120 x 92mm
Packmaster	32mm
Rat Ogors	50mm
Rat Swarms	50mm

CLANS PESTILENS

UNIT	BASE SIZE
Plague Censer Bearers	32mm
Plague Furnace	120 x 92mm
Plague Monks	25mm
Plague Priest with Plague Censer	32mm
Plague Priest with Warpstone-tipped Staff	32mm
Plagueclaw	120 x 92mm
Verminlord Corruptor	120 x 92mm

CLANS SKRYRE

UNIT	BASE SIZE
Arch-warlock	32mm
Doom-flayer Weapon Team	60 x 35mm
Doomwheel	105 x 70mm
Poisoned Wind Mortar Weapon Team	60 x 35mm
Ratling Gun Weapon Team	60 x 35mm
Skryre Acolytes	25mm
Stormfiends	60mm
Warlock Engineer	32mm
Warp Lightning Cannon	120 x 92mm
Warp-grinder Weapon Team	60 x 35mm
Warpfire Thrower Weapon Team	60 x 35mm
Warplock Jezzails	60 x 35mm

CLANS VERMINUS

UNIT	BASE SIZE
Clanrats	25mm
Skaven Warlord	32mm
Stormvermin	25mm
Verminlord Warbringer	120 x 92mm

DAEMONS OF CHAOS

UNIT	BASE SIZE
Be'lakor, Chaos Daemon Prince	60mm
Daemon Prince	60mm
Furies	25mm
Soul Grinder	170 x 105mm

DISCIPLES OF TZEENTCH

UNIT	BASE SIZE
Blue Horrors of Tzeentch	25mm
Brimstone Horrors of Tzeentch	25mm
Burning Chariots of Tzeentch	120 x 92mm
Curseling, Eye of Tzeentch	32mm
Exalted Flamers of Tzeentch	75 x 42mm
Fatemaster	60mm
Flamers of Tzeentch	32mm
Gaunt Summoner (and Chaos Familiars)	40mm
Gaunt Summoner of Tzeentch	40mm
Gaunt Summoner's Chaos Familiars	25mm
Herald of Tzeentch	32mm
Herald of Tzeentch on Burning Chariot	120 x 92mm
Herald of Tzeentch on Disc	60mm
Kairic Acolytes	32mm
Kairos Fateweaver	100mm
Lord of Change	100mm
Magister	32mm
Mutalith Vortex Beast of Tzeentch	120 x 92mm
Ogroid Thaumaturge	50mm
Pink Horrors of Tzeentch	32mm
Screamers of Tzeentch	32mm
The Blue Scribes	60mm
The Changeling	40mm
Tzaangor Enlightened	40mm
Tzaangor Shaman	40mm
Tzaangor Skyfires	40mm
Tzaangors	32mm

EVERCHOSEN

UNIT	BASE SIZE
Archaon	160mm
Gaunt Summoner of Tzeentch	40mm
Varanguard	75 x 42mm

HOSTS OF SLAANESH

UNIT	BASE SIZE
Chaos Lord of Slaanesh	25mm
Daemonettes of Slaanesh	25mm
Exalted Seekers Chariots of Slaanesh	120 x 92mm
Fiends of Slaanesh	75 x 42mm
Hellflayers of Slaanesh	120 x 92mm
Hellstriders of Slaanesh	60 x 35mm
Herald of Slaanesh	32mm
Herald of Slaanesh on Exalted Seeker Chariot	120 x 92mm
Herald of Slaanesh on Seeker Chariot	120 x 92mm
Keeper of Secrets	60mm
Lord of Slaanesh on Daemonic Mount	60mm
Seeker Chariots of Slaanesh	120 x 92mm
Seekers of Slaanesh	60 x 35mm
The Masque of Slaanesh	25mm

MAGGOTKIN OF NURGLE

UNIT	BASE SIZE
Beasts of Nurgle	60mm
Bloab Rotspawned	100mm
Epidemius, Tallyman of Nurgle	60mm
Feculent Gnarlmaw	Use model
Festus the Leechlord	40mm
Great Unclean One	130mm
Gutrot Spume	40mm
Harbinger of Decay	60mm
Horticulous Slimux	105 x 70mm
Lord of Afflictions	60mm
Lord of Blights	40mm
Lord of Plagues	40mm
Morbidex Twiceborn	100mm
Nurglings	40mm
Orghotts Daemonspew	100mm
Plague Drones	60mm
Plaguebearers	32mm
Poxbringer, Herald of Nurgle	32mm
Pusgoyle Blightlords	60mm
Putrid Blightkings	40mm
Rotigus	130mm
Sloppity Bilepiper, Herald of Nurgle	32mm
Sorcerer	32mm
Spoilpox Scrivener, Herald of Nurgle	40mm
The Glottkin	130mm

MASTERCLAN

UNIT	BASE SIZE
Grey Seer	32mm
Lord Skreech Verminkin	120 x 92mm
Screaming Bell	120 x 92mm
Thanquol and Boneripper	105 x 70mm
Verminlord Warpseer	120 x 92mm

MONSTERS OF CHAOS

UNIT	BASE SIZE
Centigors	60 x 35mm
Chaos Warhounds	60 x 35mm
Chimera	120 x 92mm
Cockatrice	60mm
Harpies	25mm
Jabberslythe	120 x 92mm
Mutalith Vortex Beast	120 x 92mm
Razorgors	60mm
Slaughterbrute	120 x 92mm

SLAVES TO DARKNESS

UNIT	BASE SIZE
Chaos Chariots	120 x 92mm
Chaos Chosen	32mm
Chaos Gorebeast Chariots	120 x 92mm
Chaos Knights	75 x 42mm
Chaos Lord on Daemonic Mount	75 x 42mm
Chaos Lord on Manticore	120 x 92mm
Chaos Marauder Horsemen	60 x 35mm
Chaos Marauders	25mm
Chaos Sorcerer Lord	32mm
Chaos Sorcerer Lord on Manticore	120 x 92mm
Chaos Spawn	50mm
Chaos Warriors	32mm
Chaos Warshrine	120 x 92mm
Daemon Prince	60mm
Darkoath Chieftain	32mm
Darkoath Warqueen	32mm
Exalted Hero of Chaos	32mm
Lord of Chaos	32mm

THUNDERSCORN

UNIT	BASE SIZE
Dragon Ogor Shaggoth	90 x 52mm
Dragon Ogors	90 x 52mm

WARHERDS

UNIT	BASE SIZE
Bullgors	50mm
Cygor	120 x 92mm
Doombull	50mm
Ghorgon	120 x 92mm

BASE SIZES – DEATH

FLESH-EATER COURTS

UNIT	BASE SIZE
Abhorrant Ghoul King	25mm
Abhorrant Ghoul King on Terrorgheist	130mm
Abhorrant Ghoul King on Zombie Dragon	130mm
Crypt Flayers	50mm
Crypt Ghast Courtier	25mm
Crypt Ghouls	25mm
Crypt Haunter Courtier	50mm
Crypt Horrors	50mm
Crypt Infernal Courtier	50mm
Varghulf Courtier	60mm

LEGIONS OF NAGASH

UNIT	BASE SIZE
Arkhan the Black, Mortarch of Sacrament	120 x 92mm
Bat Swarms	50mm
Black Coach	170 x 105mm
Black Knights	60 x 35mm
Blood Knights	60 x 35mm
Bloodseeker Palanquin	120 x 92mm
Cairn Wraith	32mm
Corpse Cart with Balefire Brazier	105 x 70mm
Corpse Cart with Unholy Lodestone	105 x 70mm
Coven Throne	120 x 92mm
Dire Wolves	60 x 35mm
Fell Bats	32mm
Grave Guard	25mm
Hexwraiths	60 x 35mm
Mannfred, Mortarch of Night	120 x 92mm
Morghast Archai	60mm
Morghast Harbingers	60mm
Mortis Engine	120 x 92mm
Nagash, Supreme Lord of the Undead	130mm
Necromancer	32mm
Neferata, Mortarch of Blood	120 x 92mm
Prince Vhordrai	130mm
Skeleton Warriors	25mm
Spirit Hosts	50mm
Terrorgheist	130mm
Tomb Banshee	32mm
Vampire Lord	32mm
Vampire Lord on Nightmare Steed	60 x 35mm
Vampire Lord on Zombie Dragon	130mm
Vargheists	50mm
Wight King with Baleful Tomb Blade	32mm
Wight King with Black Axe	32mm
Zombie Dragon	130mm
Zombies	25mm

NIGHTHAUNT

UNIT	BASE SIZE
Black Coach	170 x 105mm
Bladegheist Revenants	32mm
Cairn Wraith	32mm
Chainghasts	32mm
Chainrasp Horde	25mm
Dreadblade Harrow	60 x 35mm
Dreadscythe Harridans	32mm
Glaivewraith Stalkers	32mm
Grimghast Reapers	32mm
Guardian of Souls with Mortality Glass	32mm
Guardian of Souls with Nightmare Lantern	32mm
Hexwraiths	60 x 35mm
Knight of Shrouds	32mm
Knight of Shrouds on Ethereal Steed	75 x 42mm
Kurdoss Valentian, the Craven King	60mm
Lady Olynder, Mortarch of Grief	60mm
Lord Executioner	40mm
Myrmourn Banshees	32mm
Reikenor the Grimhailer	75 x 42mm
Spirit Hosts	50mm
Spirit Torment	40mm
Tomb Banshee	32mm

BASE SIZES – DESTRUCTION

ALEGUZZLER GARGANTS

UNIT	BASE SIZE
Aleguzzler Gargant	90 x 52mm

BEASTCLAW RAIDERS

UNIT	BASE SIZE
Frost Sabres	60 x 35mm
Frostlord on Stonehorn	120 x 92mm
Frostlord on Thundertusk	120 x 92mm
Huskard on Stonehorn	120 x 92mm
Huskard on Thundertusk	120 x 92mm
Icebrow Hunter	50mm
Icefall Yhetees	50mm
Mournfang Pack	90 x 52mm
Stonehorn Beastriders	120 x 92mm
Thundertusk Beastriders	120 x 92mm

BONESPLITTERZ

UNIT	BASE SIZE
Maniak Weirdnob	75 x 42mm
Savage Big Boss	32mm
Savage Big Stabbas	60 x 35mm
Savage Boarboy Maniaks	60 x 35mm
Savage Boarboys	60 x 35mm
Savage Orruk Arrowboys	32mm
Savage Orruk Morboys	32mm
Savage Orruks	32mm
Wardokk	32mm
Wurrgog Prophet	32mm

FIREBELLIES

UNIT	BASE SIZE
Firebelly	50mm

GITMOB GROTS

UNIT	BASE SIZE
Doom Diver Catapult	90 x 52mm
Doom Diver Catapult Crew with Rope	60 x 35mm
Doom Diver Catapult Crew with Hammer	25mm
Doom Diver	32mm
Grot Rock Lobber	105 x 70mm
Grot Rock Lobber Crew	25mm
Grot Rock Lobber Orruk Bully	32mm
Grot Shaman	25mm
Grot Spear Chukka	50mm
Grot Spear Chukka Crew	25mm
Grot Wolf Chariots	105 x 70mm
Grot Wolf Riders	60 x 35mm
Grots	25mm
Nasty Skulkers	25mm
Snotling Pump Wagons	105 x 70mm
Snotlings	50mm

GREENSKINZ

UNIT	BASE SIZE
Orruk Boar Chariots	120 x 92mm
Orruk Boarboys	60 x 35mm
Orruk Great Shaman	32mm
Orruk Warboss	32mm
Orruk Warboss with Banner	32mm
Orruk Warboss on War Boar	60 x 35mm
Orruk Warboss on Wyvern	100mm
Orruks	32mm

GUTBUSTERS

UNIT	BASE SIZE
Butcher	50mm
Butcher with Cauldron	105 x 70mm
Gorgers	50mm
Grot Scraplauncher	120 x 92mm
Grots	25mm
Ironblaster	120 x 92mm
Ironguts	50mm
Leadbelchers	50mm
Ogors	50mm
Tyrant	50mm

IRONJAWZ

UNIT	BASE SIZE
Ardboys	32mm
Brutes	40mm
Gordrakk, the Fist of Gork	160mm
Gore-gruntas	90 x 52mm
Megaboss	60mm
Megaboss on Maw-krusha	160mm
Warchanter	40mm
Weirdnob Shaman	40mm

MANEATERS

UNIT	BASE SIZE
Maneaters	50mm

MOONCLAN GROTS

UNIT	BASE SIZE
Cave Squigs	25mm
Fungoid Cave-shaman	32mm
Grot Fanatics	32mm
Grot Shaman	25mm
Grot Squig Herders	25mm
Grot Squig Hoppers	25mm
Grot Warboss	25mm
Grot Warboss on Great Cave Squig	40mm
Mangler Squigs	60mm
Moonclan Grots	25mm

SPIDERFANG GROTS

UNIT	BASE SIZE
Arachnarok Spider	160mm
Grot Big Boss on Gigantic Spider	60mm
Grot Spider Riders	60 x 35mm

TROGGOTHS

UNIT	BASE SIZE
Fellwater Troggoths	50mm
Rockgut Troggoths	50mm
Sourbreath Troggoths	50mm

BASE SIZES – ORDER

AELF

UNIT	BASE SIZE
Mistweaver Saih	32mm
Tenebrael Shard	32mm

COLLEGIATE ARCANE

UNIT	BASE SIZE
Battlemage	25mm
Battlemage on Griffon	120 x 92mm
Celestial Hurricanum	120 x 92mm
Luminark of Hysh	120 x 92mm

DARKLING COVENS

UNIT	BASE SIZE
Black Guard	25mm
Bleakswords	25mm
Darkshards	25mm
Dreadspears	25mm
Executioners	25mm
Sorceress	25mm
Sorceress on Black Dragon	100mm

DAUGHTERS OF KHAINE

UNIT	BASE SIZE
Avatar of Khaine	60mm
Blood Sisters	40mm
Blood Stalkers	40mm
Bloodwrack Medusae	60mm
Bloodwrack Shrine	120 x 92mm
Doomfire Warlocks	60 x 35mm
Hag Queen	25mm
Hag Queen on Cauldron of Blood	120 x 92mm
Khinerai Heartrenders	40mm
Khinerai Lifetakers	40mm
Morathi, High Oracle of Khaine	40mm
Morathi, The Shadow Queen	100mm
Sisters of Slaughter	25mm
Slaughter Queen	25mm
Slaughter Queen on Cauldron of Blood	120 x 92mm
Witch Aelves	25mm

DEVOTED OF SIGMAR

UNIT	BASE SIZE
Excelsior Warpriest	32mm
Excelsior Warpriest's Gryph-hound	25mm
Flagellants	25mm
War Altar of Sigmar	120 x 92mm
Warrior Priest	25mm
Witch Hunter	25mm

DISPOSSESSED

UNIT	BASE SIZE
Dispossessed Warriors	25mm
Hammerers	25mm
Ironbreakers	25mm
Irondrakes	25mm
Longbeards	25mm
Quarrellers	25mm
Runelord	32mm
Thunderers	25mm
Unforged	32mm
Warden King	32mm

ELDRITCH COUNCIL

UNIT	BASE SIZE
Archmage	25mm
Archmage on Steed	60 x 35mm
Archmage on Dragon	170 x 105mm
Drakeseer	170 x 105mm
Loremaster	25mm
Swordmasters	25mm

FREE PEOPLES

UNIT	BASE SIZE
Demigryph Knights	75 x 42mm
Freeguild Archers	25mm
Freeguild Crossbowmen	25mm
Freeguild General	25mm
Freeguild General on warhorse	60 x 35mm
Freeguild General on Griffon	120 x 92mm
Freeguild Greatswords	25mm
Freeguild Guard	25mm
Freeguild Handgunners	25mm
Freeguild Outriders	60 x 35mm
Freeguild Pistoliers	60 x 35mm

FYRESLAYERS

UNIT	BASE SIZE
Auric Hearthguard	32mm
Auric Runefather	32mm
Auric Runefather on Magmadroth	120 x 92mm
Auric Runemaster	32mm
Auric Runesmiter	32mm
Auric Runesmiter on Magmadroth	120 x 92mm
Auric Runeson	32mm
Auric Runeson on Magmadroth	120 x 92mm
Battlesmith	32mm
Doomseeker	32mm
Grimwrath Berzerker	32mm
Hearthguard Berzerkers	32mm
Vulkite Berzerkers	32mm

IDONETH DEEPKIN

UNIT	BASE SIZE
Akhelian Allopex	75 x 42mm
Akhelian Ishlaen Guard	60 x 35mm
Akhelian King	60mm
Akhelian Leviadon	120 x 92mm
Akhelian Morrsarr Guard	60 x 35mm
Eidolon of Mathlann, Aspect of the Sea	100mm
Eidolon of Mathlann, Aspect of the Storm	100mm
Gloomtide Shipwreck	Use model
Isharann Soulrender	40mm
Isharann Soulscryer	32mm
Isharann Tidecaster	32mm
Lotann, Warden of the Soul Ledgers	40mm
Namarti Reavers	32mm
Namarti Thralls	32mm
Volturnos, High King of the Deep	60mm

IRONWELD ARSENAL

UNIT	BASE SIZE
Cannon	90 x 52mm
Cannon Crew	25mm
Cogsmith	32mm
Gunmaster	25mm
Gyrobombers	50mm
Gyrocopters	50mm
Helblaster Volley Gun	90 x 52mm
Helblaster Volley Gun Crew	25mm
Helstorm Rocket Battery	90 x 52mm
Helstorm Rocket Battery Crew	25mm
Organ Gun	90 x 52mm
Organ Gun Crew	25mm
Steam Tank	120 x 92mm

KHARADRON OVERLORDS

UNIT	BASE SIZE
Aether-Khemist	32mm
Aetheric Navigator	32mm
Arkanaut Admiral	32mm
Arkanaut Company	25mm
Arkanaut Frigate	120 x 92mm
Arkanaut Ironclad	170 x 105mm
Brokk Grungsson, Lord-Magnate of Barak-Nar	50mm
Endrinmaster	32mm
Endrinriggers	32mm
Grundstok Gunhauler	105 x 70mm
Grundstok Thunderers	32mm
Skywardens	32mm

LION RANGERS

UNIT	BASE SIZE
White Lion Chariots	120 x 92mm
White Lions	25mm

ORDER DRACONIS

UNIT	BASE SIZE
Dragon Noble	25mm
Dragon Noble on Steed	60 x 35mm
Dragonlord	120 x 92mm
Dragon Blades	60 x 35mm

ORDER SERPENTIS

UNIT	BASE SIZE
Drakespawn Chariots	120 x 92mm
Drakespawn Knights	60 x 35mm
Dreadlord on Black Dragon	105 x 70mm
War Hydra	120 x 92mm

PHOENIX TEMPLE

UNIT	BASE SIZE
Anointed	25mm
Flamespyre Phoenix	120 x 92mm
Frostheart Phoenix	120 x 92mm
Phoenix Guard	25mm

SCOURGE PRIVATEERS

UNIT	BASE SIZE
Black Ark Corsairs	25mm
Black Ark Fleetmaster	25mm
Kharibdyss	120 x 92mm
Scourgerunner Chariots	120 x 92mm

SERAPHON

UNIT	BASE SIZE
Bastiladon	120 x 92mm
Chameleon Skinks	25mm
Engine of the Gods	120 x 92mm
Kroxigor	50mm
Lord Kroak	50mm
Razordons	60 x 35mm
Ripperdactyl Riders	50mm
Salamanders	60 x 35mm
Saurus Astrolith Bearer	40mm
Saurus Eternity Warden	40mm
Saurus Guard	32mm
Saurus Knights	60 x 35mm
Saurus Oldblood	32mm
Saurus Oldblood on Carnosaur	120 x 92mm
Saurus Scar-Veteran on Carnosaur	120 x 92mm
Saurus Scar-Veteran on Cold One	60 x 35mm
Saurus Sunblood	32mm
Saurus Warriors	32mm
Skink Handlers	25mm
Skink Priest	25mm
Skink Starpriest	25mm
Skink Starseer	50mm
Skinks	25mm
Slann Starmaster	50mm
Stegadon	120 x 92mm
Terradon Riders	50mm
Troglodon	120 x 92mm

SHADOWBLADES

UNIT	BASE SIZE
Assassin	25mm
Dark Riders	60 x 35mm

STORMCAST ETERNALS

UNIT	BASE SIZE
Aetherwings	32mm
Astreia Solbright	90 x 52mm
Aventis Firestrike, Magister of Hammerhal	100mm
Castigators	40mm
Celestant-Prime, Hammer of Sigmar	100mm
Celestar Ballista	60mm
Celestar Ballista Crew	40mm
Dracothian Guard Concussors	90 x 52mm
Dracothian Guard Desolators	90 x 52mm
Dracothian Guard Fulminators	90 x 52mm
Dracothian Guard Tempestors	90 x 52mm
Drakesworn Templar	170 x 105mm
Evocators	40mm
Evocators on Dracolines	90 x 52mm
Gavriel Sureheart	40mm
Gryph-hounds	40mm
Judicators	40mm
Knight-Azyros	50mm
Knight-Heraldor	40mm
Knight-Incantor	40mm
Knight-Questor	40mm
Knight-Venator	50mm
Knight-Vexillor	40mm
Knight-Zephyros	40mm
Liberators	40mm
Lord-Aquilor	90 x 52mm
Lord-Arcanum	40mm
Lord-Arcanum on Dracoline	90 x 52mm
Lord-Arcanum on Gryph-charger	90 x 52mm
Lord-Arcanum on Tauralon	100mm
Lord-Castellant	40mm
Lord-Celestant	40mm
Lord-Celestant on Dracoth	90 x 52mm
Lord-Celestant on Stardrake	170 x 105mm
Lord-Exorcist	40mm
Lord-Ordinator Vorrus Starstrike	40mm
Lord-Relictor	40mm
Lord-Veritant	40mm
Neave Blacktalon	40mm
Paladin Decimators	40mm
Paladin Protectors	40mm
Paladin Retributors	40mm
Prosecutors	40mm
Sequitors	40mm
Steelheart's Champions	40mm
The Farstriders	40mm
Vandus Hammerhand	90 x 52mm
Vanguard-Hunters	40mm
Vanguard-Palladors	75 x 42mm

STORMCAST ETERNALS

UNIT	BASE SIZE
Vanguard-Raptors	40mm
Vanguard-Raptors with Longstrike Crossbows	60 x 35mm

SWIFTHAWK AGENTS

UNIT	BASE SIZE
Chariots	120 x 92mm
High Warden	105 x 70mm
Reavers	60 x 35mm
Shadow Warriors	25mm
Skycutters	120 x 92mm
Skywarden	120 x 92mm
Spireguard	25mm

SYLVANETH

UNIT	BASE SIZE
Alarielle the Everqueen	160mm
Branchwraith	32mm
Branchwych	32mm
Drycha Hamadreth	105 x 70mm
Kurnoth Hunters	50mm
Spirit of Durthu	105 x 70mm
Spite-Revenants	32mm
Sylvaneth Dryads	32mm
Sylvaneth Wyldwood	Use model
Tree-Revenants	32mm
Treelord	105 x 70mm
Treelord Ancient	105 x 70mm

WANDERERS

UNIT	BASE SIZE
Eternal Guard	25mm
Glade Guard	25mm
Nomad Prince	32mm
Sisters of the Thorn	60 x 35mm
Sisters of the Watch	25mm
Spellweaver	25mm
Wayfinder	25mm
Waystrider	25mm
Waywatcher	25mm
Wild Riders	60 x 35mm
Wildwood Rangers	25mm

BASE SIZES – OTHERS

MALIGN SORCERY

UNIT	BASE SIZE
Aethervoid Pendulum	Use model
Balewind Vortex	Use model
The Burning Head	Use model
Chronomantic Cogs	Use model
Emerald Lifeswarm	Use model
Geminids of Uhl-Gysh	Use model
Malevolent Maelstrom	Use model
Prismatic Palisade	Use model
Purple Sun of Shyish	Use model
Quicksilver Swords	Use model
Ravenak's Gnashing Jaws	Use model
Soulsnare Shackles	Use model
Suffocating Gravetide	Use model
Umbral Spellportal	Use model

WARHAMMER UNDERWORLDS

UNIT	BASE SIZE
Fjul-Grimnir	32mm
Garrek's Reavers	32mm
Ironskull's Boyz	32mm
Magore's Fiends	32mm
Riptooth	50mm
Skritch Spiteclaw	32mm
Spiteclaw's Swarm	25mm
Steelheart's Champions	40mm
The Chosen Axes	32mm
The Farstriders	40mm
The Sepulchral Guard	25mm