

BATTLESCROLL: DEPLETED RESERVES

APRIL 2023

Changes from the previous battlescroll are highlighted in **magenta**.

7.2 - HERO PHASE COMMAND ABILITIES, RALLY

Add the following text to the end of the rule:

'You can only return models to that unit that have a combined Wounds characteristic of 10 or less. For example, if the unit that received the command has a Wounds characteristic of 2, you can return a maximum of 5 models to that unit.'

27.5.2 - UNIVERSAL ARTEFACTS OF POWER, ARCANIC TOME

Change to:

'**HERO** that does not have the **WIZARD**, **PRIEST** or **KHORNE** keyword. The bearer becomes a **WIZARD** that only knows the Arcane Bolt and Mystic Shield spells (if you take a spell lore enhancement, you cannot pick any spells from that spell lore for the bearer to know, but the bearer can attempt to summon any endless spells included on your roster if otherwise eligible). They can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.'

ENDLESS SPELLS

PURPLE SUN OF SHYISH

Change the rule text to:

'Subtract 1 from save rolls for attacks that target units within 6" of this endless spell. In addition, roll a dice for each unit within 1" of this endless spell after this endless spell has moved. On a 1, that unit has been touched by the Purple Sun's rays. If that unit has a Wounds characteristic of 9 or less, 1 model in that unit is slain. Otherwise, that unit suffers D6+6 mortal wounds.'

GRAND ALLIANCE ORDER

STORMCAST ETERNALS

Change the Thunderbolt Volley command ability to:

'You can use this command ability once per battle in your hero phase. The command can only be issued by a friendly **KNIGHT** to a unit wholly within 12" of them or by a friendly **LORD** or **DRACONITH** to a unit wholly within 18" of them. The unit that receives the command must be a friendly **JUSTICAR** or **ANGELOS** unit that is not reinforced. That unit can shoot in that phase.'

Stormdrake Guard: Change the Draconic Onslaught ability to:

'Once per battle, in your charge phase, you can say that this unit will unleash its draconic onslaught. If you do so, you can re-roll charge rolls for this unit in that phase.'

SERAPHON

Coalesced: Change the Scaly Skin battle trait to:

'Subtract 1 from the damage inflicted by each successful attack that targets a **COALESCED** unit that has the **SAURUS**, **KROXIGOR** or **MONSTER** keyword (to a minimum of 1).'

CITIES OF SIGMAR

Living City: Change the Strike then Melt Away battle trait to:

'You can use this command ability at the end of your shooting phase. If you do so, pick 1 friendly **LIVING CITY** unit that shot in that phase, is more than 9" from any enemy units and is wholly within 18" of a friendly **LIVING CITY HERO**. That unit can make a normal move (it cannot run), but it cannot finish that move within 9" of any enemy units. A unit cannot benefit from this command ability more than once per phase.'

DAUGHTERS OF KHAINE

Remove this sentence from the Clash of Arms battle tactic:

'If 2 or more of those units are **WITCH AELVES** or **SISTERS OF SLAUGHTER**, score 1 additional victory point.'

Remove this sentence from the Tide of Blades battle tactic:

'If 2 or more of those units are **WITCH AELVES**, score 1 additional victory point.'

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GRAND ALLIANCE DEATH

FLESH-EATER COURTS

Change the Deathless Courtiers battle trait to:
'Friendly **FLESH-EATER COURTS** units have a ward of 6+.'

GRAND ALLIANCE DESTRUCTION

ORRUK WARCLANS

Kruleboyz: Change the first sentence of the Dirty Tricks battle trait to:

'After the players have received their starting command points but before the start of the first turn, you can pick 2 different Dirty Tricks to employ during the battle.'

Grinnin' Blades: Change the Out of the Mists ability to:
'Friendly **GRINNIN' BLADES** units are not visible to enemy models that are more than 12" away from them.'

Bonesplitterz: Change the Spirit of Gorkamorka battle trait to:
'If the unmodified hit roll for an attack made with a melee weapon by a friendly **BONESPLITTERZ** unit is 6, that attack scores 2 hits on the target instead of 1 (make a wound roll and save roll for each hit).'

Swampcalla Shaman and Pot-grot: Remove this text from the Poisons and Elixirs ability:
'; instead of attempting to dispel an endless spell or cast any spells with this unit in that phase.'

Gutrippaz: Change the Scare Taktikz ability to:
'Subtract 1 from hit rolls for attacks made with melee weapons by enemy units that are not **HEROES** or **MONSTERS** that target this unit.'

LUMINETH REALM-LORDS

WARSCROLL	POINTS
Hurakan Spirit of the Wind	240 (-10)
Scinari Cathallar	120 (+10)
Sevireth, Lord of the Seventh Wind	300 (-20)
Archmage Teclis and Celennar, Spirit of Hysh	720 (+20)
Hurakan Windchargers	140 (+10)
Vanari Auralan Sentinels	160 (+10)

DISCIPLES OF TZEENTCH

WARSCROLL	POINTS
Curseling, Eye of Tzeentch	200 (+20)
Fatemaster	160 (+20)
Fluxmaster, Herald of Tzeentch on Disc	180 (+10)
Magister	140 (+20)
Magister on Disc of Tzeentch	160 (+20)

NIGHTHAUNT

WARSCROLL	POINTS
Hexwraiths	180 (+10)
Dreadscythe Harridans	170 (+10)

BEASTS OF CHAOS

WARSCROLL	POINTS
Doombull	180 (+20)
Bestigors	200 (-20)
Bullgors	210 (+15)

SLAVES TO DARKNESS

WARSCROLL	POINTS
Chaos Knights	220 (-10)
Chaos Warriors	210 (-10)
Chaos Lord on Karkadrak	200 (-20)
Daemon Prince	170 (-25)
Eternus, Blade of the First Prince	210 (-25)
Ogroid Theridons	170 (-20)

GLOOMSPITE GITZ

WARSCROLL	POINTS
Skragrott, the Loonking	210 (+50)
Squigboss with Gnasha-squig	100 (+20)
Loonboss on Mangler Squigs	340 (-30)
Gobbapalooza	160 (+15)
Sneaky Snufflers	130 (+20)
Squig Herd	130 (+10)