

BATTLESCROLL: TACTICS OF ANDTOR

SEPTEMBER 2023

Changes from the previous battlescroll are highlighted in magenta.

1.3.3 - UNIT COHERENCY

Change to:

'Units must be set up and finish every move as a single **coherent** group. A unit with **2 to 6 models** is coherent if each model in the unit is within 1" horizontally and 6" vertically of at least 1 other model in the unit. A unit with **more than 6 models** is coherent if each model in the unit is within 1" horizontally and 6" vertically of at least 2 other models in the unit. If a friendly unit is not coherent at the end of a turn or after you set it up, you must remove models in the unit from play, one at a time, until it is coherent.'

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.'

10.1.2 - LOOK OUT, SIR!

Change the rule to:

'You must subtract 1 from the hit roll (see 13.3) for an attack made with a missile weapon if the target is an enemy **HERO** within 3" of an enemy unit that has 3 or more models. If that **HERO** does not have a mount (with the exception of companions), it also cannot be targeted by attacks made with missile weapons if the attacking model is more than 12" away from them. The **Look Out, Sir!** rule does not apply if the enemy **HERO** has a Wounds characteristic of 10 or more.'

27.5.2 - UNIVERSAL ARTEFACTS OF POWER, ARCANE TOME

Change to:

'**HERO** that does not have the **WIZARD**, **PRIEST** or **KHORNE** keyword. The bearer becomes a **WIZARD** that can only cast Arcane Bolt, Mystic Shield and spells to summon endless spells on your army roster. They can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.'

Designer's Note: When using the Pitched Battles 2023-24 battlepack in the General's Handbook, if a **HERO** with a Wounds characteristic of 9 or less is given the Arcane Tome, it gains the **ANDTORIAN LOCUS** keyword.

GENERAL'S HANDBOOK 2023-24

Lore of Primal Frost, Rupture: Change to:

'Rupture is a spell that has a casting value of 10 and a range of 18". If successfully cast, resolve 1 of the following effects:

- Pick 1 enemy **INCARNATE** within range and visible to the caster. Inflict D3 mortal wounds on the unit bonded to that **INCARNATE**. Then, that **INCARNATE** immediately loses a power level (to a minimum of 1) and becomes wild.
- Pick 1 predatory endless spell within range and visible to the caster that was summoned by an enemy **WIZARD**. Inflict D3 mortal wounds on that enemy **WIZARD**. Then, that endless spell is dispelled.'

Lore of Primal Frost, Merciless Blizzard: Add the following to the end of the rule:

'This spell cannot be cast by a unit that was set up or moved earlier in this phase.'

No Reward Without Risk, Feedback Overload: Change to:

'When a **WIZARD HERO** is slain, before removing that model from play, roll a dice. On a 4+, the **WIZARD** explodes as their magical energies are released uncontrollably. Each unit within a number of inches equal to the Wounds characteristic of that **WIZARD** suffers D3 mortal wounds (roll separately for each unit).'

Endless Spells, Malevolent Maelstrom, Morbid Detonation:

Change the last paragraph to:

'When this endless spell is removed from play, if the dice beside it is a 6, this endless spell explodes. When it explodes, each unit within 12" of this endless spell suffers D3 mortal wounds. **WIZARD HEROES** suffer 3 mortal wounds instead of D3.'

Endless Spells, Umbral Spellportal, Arcane Passage: Change the last sentence to:

'An endless spell set up in this manner does not count as having moved but cannot move until the next hero phase.'

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GRAND ALLIANCE ORDER

STORMCAST ETERNALS

Holy Commands: 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.'

Add the following battle tactic:

'Secure the Battlefield: You complete this battle tactic at the end of your turn if there are any friendly **STORMCAST ETERNALS** units wholly within each large quarter of the battlefield and more than 6" from all enemy units.'

LUMINETH REALM-LORDS

Great Nation of Helon: Change the Gale of Killing Shafts rule to:

'In your shooting phase, when you pick a friendly **HELON** unit to shoot, you can say that it will unleash a gale of killing shafts. If you do so, in that phase, you can add 1 to hit rolls and wound rolls for that unit's missile weapons, but that unit can only target enemy units within 6" of it.'

Great Nation of Ymetrica: Change the Mountain Realm rule to:

'The Enduring as Rock ability of friendly **YMETRICA ALARITH** units worsens the Rend characteristic of attacks that target those units by 2 instead of 1, to a minimum of 0.'

Enduring as Rock: Change to:

'When this unit is targeted by an attack, worsen the Rend characteristic of that attack by 1, to a minimum of 0.'

Deep Thinkers: Remove 'that cannot be modified' from the rule, i.e. change to:

'Once per battle, in your hero phase, when this unit attempts to cast its first spell in that phase, it is automatically cast with a casting roll of 9 (do not roll 2D6). It can still be unbound.'

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.'

IDONETH DEEPKIN

Fuethán: Change the Bloodthirsty Shiver rule to:

'You can include Bloodthirsty Shivers in your army (pg 96). If the unmodified hit roll for an attack made by a unit in a Bloodthirsty Shiver is a 6, that attack scores 2 hits on the target instead of 1.'



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GRAND ALLIANCE CHAOS

BLADES OF KHORNE

Change the Murderlust reward ability on the Blood Tithe table to: 'Pick 1 friendly **BLADES OF KHORNE** unit that is more than 3" from all enemy units. That unit can make a D6" move, and it can finish that move within 3" of any enemy units. You can spend Blood Tithe points on this Reward up to 3 times at the end of each hero phase instead of only once, but you cannot pick the same unit to benefit from this ability more than once per phase.'

MAGGOTKIN OF NURGLE

Add the following battle tactic:

'**Don't Squabble, Children:** Pick an objective wholly outside your territory. You complete this battle tactic at the end of the turn if you control that objective and any friendly **ROTBRINGERS** units and any friendly **NURGLE DAEMON** units contest that objective.'

SKAVEN

Add the following battle tactic:

'**Flee-flee!** You complete this battle tactic at the end of the turn if any friendly **SKAVEN** Battleline units retreated this turn and any friendly **SKAVEN HEROES** retreated this turn.'

Grey Seer on Screaming Bell/Plague Priest on Plague Furnace: Delete the 'Pushed into Battle' rule.

SLAVES TO DARKNESS

Cabalists, Blasphemous Rituals: Change the second paragraph to: 'In addition, if you carry out the Draw on Power heroic action (pg 72) with a **CABALIST HERO**, you can immediately carry out the same heroic action with each other **CABALIST HERO** that has the **EYE OF GODS** keyword and that is within 3" of the first.'

GRAND ALLIANCE DEATH

FLESH-EATER COURTS

Deathless Courtiers: Change to:

'Friendly **FLESH-EATER COURTS** units have a ward of 6+.'

NIGHTHAUNT

Fright or Flight: Change to:

'**Fright or Flight:** When the battle ends, you complete this grand strategy if 1 or more objectives are being contested by friendly **NIGHTHAUNT** units and there are no enemy units within 6" of any friendly **NIGHTHAUNT** units that are contesting an objective.'

OSSIARCH BONEREAPERS

Mortarch of the Necropolis, Mortarch of Sacrament and Boneshaper abilities: Change the last paragraph to:

'If that unit is an **IMMORTIS GUARD** or **NECROPOLIS STALKERS** unit, you can heal up to 3 wounds allocated to that unit, or if no wounds have been allocated to that unit, roll a dice. On a 3+, you can return 1 slain model to that unit with 4 wounds allocated to it.'

SOULBLIGHT GRAVELORDS

Endless Legions: Change the last two paragraphs to:

'If you pick a **SUMMONABLE** unit that is not a **HERO**, 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. That unit must be set up wholly within 12" of a friendly **SOULBLIGHT GRAVELORDS HERO** or gravesite and more than 3" from all enemy units if it is your turn or more than 9" if it is the enemy turn, and it cannot attempt a charge or make pile-in moves in the same turn. Each destroyed unit can only be replaced once – replacement units cannot themselves be replaced.'

If you pick a **SUMMONABLE HERO**, on a 4+, you can set up that **HERO** wholly within 12" of a friendly **SOULBLIGHT GRAVELORDS HERO** or gravesite, more than 3" from all enemy units if it is your turn or more than 9" if it is the enemy turn, and with 3 wounds allocated to it. That **HERO** cannot attempt a charge or make a pile-in move in the same turn. You cannot pick the same **HERO** to benefit from this ability more than once per battle.'

Dragged Down and Torn Apart: Change to:

'Each time a model in this unit is slain by an attack made with a melee weapon, if that model is within 3" of the attacking unit, roll a dice. On a 5+, the attacking unit suffers 1 mortal wound.'

Lore of the Vampires: Change Spirit Gale to:

'Spirit Gale is a spell that has a casting value of 7. If successfully cast, pick up to 3 different enemy units on the battlefield to suffer 1 mortal wound.'

If the unmodified casting roll for this spell is 9+ and this spell is not unbound, pick up to 6 different enemy units on the battlefield to suffer 1 mortal wound instead.'

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GRAND ALLIANCE DESTRUCTION

ORRUK WARCLANS

Add the following battle tactics:

'Sneak Up: You complete this tactic if, at the end of the turn, every friendly **KRULEBOYZ** unit is within 3" of any terrain features and is more than 3" from all enemy units.

Dat's Our Turf Now! You complete this tactic if, at the end of the turn, 2 or more friendly **IRONJAWZ** units are within 3" of the centre of the battlefield.'

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.'

GLOOMSPITE GITZ

Squig Herd: Change the Squigs Gone Wild ability to:

'Each time a Cave Squig in this unit flees as a result of a failed battleshock test, before that model is removed from play, roll a dice. On a 3+, you can pick the closest enemy unit within 9" of that model. That unit suffers 1 mortal wound. If multiple units are tied to be the closest within 9" of it, you can pick which suffers the mortal wound.'

SONS OF BEHEMAT

Bosses of the Stomp core battalion: Change the battalion abilities to Unified **and** Magnificent instead of Unified **or** Magnificent.

Footsloggas core battalion: Change the battalion abilities to Unified **and** Swift instead of Unified **or** Swift.



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IDONETH DEEPKIN	
WARSCROLL	POINTS
Akhelian King	220 (-20)
Akhelian Leviadon	400 (-30)
Isharann Soulrender	100 (-10)
Isharann Tidecaster	130 (-10)
Namarti Reavers	160 (-10)
Namarti Thralls	110 (-10)
Volturnos, High King of the Deep	230 (-20)

SERAPHON	
WARSCROLL	POINTS
Slann Starmaster	290 (+15)

STORMCAST ETERNALS	
WARSCROLL	POINTS
Annihilators	150 (-20)
Annihilators with Meteoric Grandhammers	200 (-20)
Knight-Relictor	90 (-10)
Liberators	100 (-10)
Lord-Imperatant	140 (-20)
Lord-Relictor	130 (-20)
Praetors	130 (-10)
Sequitors	110 (-10)
Stormstrike Chariot	150 (-10)
Vindictors	110 (-10)

HEDONITES OF SLAANESH	
WARSCROLL	POINTS
Blissbarb Archers	170 (+10)
Blissbarb Seekers	220 (+10)
Fiends	180 (-20)
Myrmidesh Painbringers	140 (-10)
Slaangor Fiendbloods	120 (-10)
Slickblade Seekers	220 (+10)
The Contorted Epitome	230 (+20)
The Masque	150 (+10)

MAGGOTKIN OF NURGLE	
WARSCROLL	POINTS
Bloab Rotspawned	310 (-20)
Great Unclean One	430 (-20)
Harbinger of Decay	190 (+50)
Morbidex Twiceborn	290 (-10)
Plaguebearers	120 (-10)
Putrid Blightkings	230 (-20)
Rotbringer Sorcerer	120 (-20)
Rotigus	400 (-20)
The Glotkin	580 (-20)

SKAVEN	
WARSCROLL	POINTS
Deathmaster	110 (-20)
Grey Seer on Screaming Bell	220 (-20)
Hell Pit Abomination	180 (-20)
Warp Lightning Cannon	140 (-10)
Warplock Jezzails	110 (-10)

SLAVES TO DARKNESS	
WARSCROLL	POINTS
Chaos Chosen	230 (-10)
Chaos Lord on Karkadrak	180 (-20)
Chaos Warriors	180 (-20)
Ogroid Theridons	150 (-10)
Varanguard	280 (-10)

NIGHTHAUNT	
WARSCROLL	POINTS
Bladegheist Revenants	160 (-20)
Dreadscythe Harridans	150 (-20)
Hexwraiths	170 (-10)
Lady Olynder, Mortarch of Grief	270 (-40)

OSSIARCH BONEREAPERS	
WARSCROLL	POINTS
Gothizzar Harvester	160 (-20)
Mortek Guard	130 (-20)
Mortek Crawler	180 (-20)
Kavalos Deathriders	190 (+10)
Katakros, Mortarch of the Necropolis	500 (+40)

SOULBLIGHT GRAVELORDS	
WARSCROLL	POINTS
Belladamma Volga, First of the Vyrkos	220 (+20)
Corpse Cart	90 (+10)
Deadwalker Zombies	150 (+30)
Deathrattle Skeletons	110 (+10)
Dire Wolves	150 (+10)
Fell Bats	90 (+10)
Gorslav the Gravekeeper	140 (+20)
Grave Guard	160 (+10)
Mannfred von Carstein, Mortarch of Night	400 (+20)
Neferata, Mortarch of Blood	410 (+10)
Torgillius the Chamberlain	180 (+30)
Vampire Lord	150 (+10)
Vampire Lord on Zombie Dragon	480 (+20)
Vengorian Lord	300 (+20)
Wight King	150 (+10)
Wight King on Skeletal Steed	170 (+10)