

# BATTLESCROLL: ANDTOR

## JULY 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.

### 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.'

### GRAND ALLIANCE DEATH

#### FLESH-EATER COURTS

Change the Deathless Courtiers battle trait to:

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

#### 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.'

#### DEADWALKER ZOMBIES

**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.'



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### 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.'

#### 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.'

#### 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.'

### 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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DAUGHTERS OF KHAINE	
WARSCROLL	POINTS
Sisters of Slaughter	120 (-10)
Avatar of Khaine	130 (-20)
Witch Aelves	110 (-10)
Bloodwrack Shrine	180 (-20)
Hag Queen	110 (-10)
Slaughter Queen	110 (-10)
Doomfire Warlocks	120 (-10)
Khainite Shadowstalkers	140 (-20)
<i>Bloodwrack Viper</i>	60 (-20)

FYRESLAYERS	
WARSCROLL	POINTS
Battlesmith	160 (+10)
Hearthguard Berzerkers	160 (+10)
<i>Molten Infernoth</i>	50 (+10)
<i>Runic Eyewall</i>	60 (+20)
<i>Zharrgron Flame-spitter</i>	50 (+10)

IDONETH DEEPKIN	
WARSCROLL	POINTS
Akhelian Allopexes (Bloodthirsty Shiver)	450 (-60)
Akhelian Allopexes (Bloodthirsty Shiver)	
Akhelian Allopexes (Bloodthirsty Shiver)	120 (-10)
Namarti Thralls	
Akhelian Leviadon	430 (-30)
Akhelian King	240 (-10)
Akhelian Thrallmaster	100 (-10)
Eidolon of Mathlann, Aspect of the Sea	310 (-15)
Eidolon of Mathlann, Aspect of the Storm	300 (-20)
Isharann Soulrender	110 (-10)
Isharann Soulscryer	140 (-10)
Voltornos, High King of the Deep	250 (-20)
Akhelian Allopexes	150 (-20)
Akhelian Ishlaen Guard	170 (-10)
Akhelian Morrarr Guard	170 (-10)

KHARADRON OVERLORDS	
WARSCROLL	POINTS
Arkanaut Company	90 (-10)
Aether-Khemist	100 (+20)
Aetheric Navigator	100 (+15)
Arkanaut Admiral	140 (+15)
Grundstok Thunderers	160 (+25)

LUMINETH REALM-LORDS	
WARSCROLL	POINTS
Vanari Starshard Ballista	120 (-10)
Alarith Spirit of the Mountain	340 (-10)
Ellania and Ellathor, Eclipsian Warsages	190 (-30)
Hurakan Spirit of the Wind	210 (-30)
The Light of Eltharion	230 (-10)
Lyrrior Uthralle, Warden of Ymetrica	160 (-10)
Sevireth, Lord of the Seventh Wind	270 (-30)
Vanari Bannerblade	80 (-10)
Vanari Lord Regent	150 (-10)
Archmage Teclis and Celennar, Spirit of Hysh	740 (+20)
Vanari Bladelords	120 (-10)
Vanari Dawnriders	120 (-10)

SERAPHON	
WARSCROLL	POINTS
Spawn of Chotec	120 (-5)
Saurus Guard	140 (+10)
Saurus Warriors	180 (-20)
Skinks	90 (+5)
Bastiladon with Ark of Sotek	180 (-20)
Bastiladon with Solar Engine	250 (-15)
Stegadon	260 (-40)
Lord Kroak	410 (+15)
Saurus Oldblood	130 (-5)
Saurus Scar-Veteran on Aggradon	160 (-15)
Terradon Chief	100 (-10)
Saurus Oldblood on Carnosaur	260 (-25)
Saurus Scar-Veteran on Carnosaur	260 (+5)
Stegadon Chief	300 (-30)
Aggradon Lancers	190 (-20)
Hunters of Huanchi with Dartpipes	130 (-5)
Hunters of Huanchi with Starstone Bolas	80 (-10)
Kroxigor	160 (-15)
Kroxigor Warspawned	170 (-15)
Ripperdactyl Riders	110 (-10)
Terradon Riders	110 (-10)
Terrawings	70 (-5)

STORMCAST ETERNALS	
WARSCROLL	POINTS
Liberators	110 (-10)
Vanquishers	100 (-10)
Vindictors	120 (-10)
Gardus Steel Soul	160 (-10)
Knight-Arcanum	100 (-10)
Knight-Judicator with Gryph-hounds	180 (-20)
Knight-Relictor	100 (-20)
Lord-Celestant on Dracothe	170 (-20)
Lord-Imperatant	160 (-10)
Yndrasta, the Celestial Spear	260 (-20)
Karazai the Scarred	530 (-20)
Krondys, Son of Dracothion	520 (-30)
Lord-Celestant on Stardrake	480 (-20)
Annihilators	170 (-10)
Annihilators with Meteoric Grandhammers	220 (-20)
Decimators	210 (-5)
Dracothian Guard Concussors	210 (-10)
Dracothian Guard Desolators	200 (-10)
Dracothian Guard Tempestors	210 (-10)
Questor Soulsworn	230 (-20)
Stormstrike Chariot	160 (-10)
Vanguard-Hunters	100 (-10)
Vanguard-Palladors	190 (-10)
Vanguard-Raptors with Hurricane Crossbows	180 (-20)
Vanguard-Raptors with Longstrike Crossbows	230 (-10)
Vigilors	150 (-20)
<i>Celestial Vortex</i>	30 (-10)
<i>Dais Arcanum</i>	20 (-10)

SYLVANETH	
WARSCROLL	POINTS
Branchwych	110 (-20)
The Lady of Vines	250 (-40)
Kurnoth Hunters with Kurnoth Greatswords	220 (-30)
Revenant Seekers	230 (-10)
Spite-Revenants	80 (-10)
Spiterider Lancers	190 (-20)
<i>Vengeful Skullroot</i>	50 (-10)



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BEASTS OF CHAOS	
WARSCROLL	POINTS
Chaos Gargant	150 (+5)
Chimera	180 (-5)
Beastlord	140 (-5)
Beasts of Chaos Tzaangor Shaman	120 (+5)
Dragon Ogor Shaggoth	270 (-5)
Great Bray-Shaman	100 (+5)
Beasts of Chaos Chaos Spawn	80 (+15)
Beasts of Chaos Tzaangor Enlightened on Discs of Tzeentch	210 (-5)
Cockatrice	120 (+15)
Dragon Ogors	210 (-15)
Razorgors	70 (+5)
Tuskgor Chariots	90 (-5)
Ungor Raiders	130 (+15)

BLADES OF KHORNE	
WARSCROLL	POINTS
Bloodseccrator	120 (+10)
Exalted Deathbringer	80 (-10)
Realmgore Ritualist	110 (+10)
Skarr Bloodwrath	110 (+10)
Skullgrinder	80 (-10)
Skullmaster, Herald of Khorne	120 (-10)
Skulltaker	120 (-20)
Bloodthirster of Insensate Rage	310 (-20)
Wrath of Khorne Bloodthirster	300 (-30)
Garrek's Reavers	90 (+20)
Khorgorath	90 (-20)
Magore's Fiends	140 (+20)
Mighty Skullcrushers	210 (+10)
<i>Bleeding Icon</i>	50 (+10)

DISCIPLES OF TZEENTCH	
WARSCROLL	POINTS
Jade Obelisk	130 (-10)
The Changeling	150 (-20)
Fateskimmer, Herald of Tzeentch on Burning Chariot	150 (-20)
Lord of Change	380 (-20)
Exalted Flamers of Tzeentch	110 (-20)
Flamers of Tzeentch	170 (-20)
Horrors of Tzeentch	260 (+10)
<i>Burning Sigil of Tzeentch</i>	70 (+10)

HEDONITES OF SLAANESH	
WARSCROLL	POINTS
Blissbarb Archers	160 (+10)
Daemonettes	120 (-5)
Bladebringer, Herald on Exalted Chariot	240 (-20)
Bladebringer, Herald on Hellflayer	230 (-10)
Bladebringer, Herald on Seeker Chariot	200 (-10)
Contorted Epitome	210 (+20)
Dexcessa, the Talon of Slaanesh	240 (-30)
Lord of Hubris	130 (-5)
Lord of Pain	140 (+5)
Shardspeaker of Slaanesh	130 (+5)
Sigvald, Prince of Slaanesh	200 (-5)
Syll'Esske, the Vengeful Allegiance	200 (-15)
Synessa, the Voice of Slaanesh	240 (-30)
Shalaxi Helbane	390 (-30)
Blissbarb Seekers	210 (+10)
The Dread Pageant	140 (-5)
Exalted Chariot	160 (-20)
Myrmidesh Painbringers	150 (+5)
Seeker Chariot	100 (-10)
Slaangor Fiendbloods	130 (-15)
Slickblade Seekers	210 (+10)
<i>Wheels of Excruciation</i>	70 (-10)

SKAVEN	
WARSCROLL	POINTS
Plagueclaw	100 (-20)
Stormvermin	120 (-10)
Doomwheel	140 (-20)
Hell Pit Abomination	200 (-10)
Clawlord	100 (-10)
Deathmaster	130 (-10)
Warlock Bombardier	100 (-10)
Grey Seer on Screaming Bell	240 (-40)
Lord Skreech Verminking	370 (-30)
Plague Priest on Plague Furnace	270 (-30)
Vermينlord Corruptor	330 (-20)
Vermينlord Deceiver	400 (-20)
Vermينlord Warbringer	380 (-20)
Vermينlord Warpseer	330 (-30)
Stormfiends	310 (-10)
<i>Bell of Doom</i>	30 (-10)
<i>Vermintide</i>	30 (-10)

SLAVES TO DARKNESS	
WARSCROLL	POINTS
Chaos Chariot	80 (-20)
Chaos Legionnaires	90 (-20)
Chaos Marauder Horsemen	110 (+5)
Chaos Marauders	90 (+5)
Chaos Warriors	200 (-10)
Cypher Lords	70 (-10)
Horns of Hashut	90 (-10)
Scions of the Flame	70 (-10)
Spire Tyrants	70 (-10)
Tarantulos Brood	90 (-10)
Untamed Beasts	80 (-10)
Chaos Warshrine	180 (-5)
Mutalith Vortex Beast	160 (-25)
Slaughterbrute	160 (-15)
Centaurion Marshal	130 (-15)
Chaos Lord	110 (-5)
Chaos Lord on Daemonic Mount	160 (-10)
Daemon Prince	150 (-20)
Darkoath Chieftain	90 (-5)
Darkoath Warqueen	90 (-10)
Eternus, Blade of the First Prince	180 (-30)
Exalted Hero of Chaos	90 (-10)
Ogroid Myrmidon	110 (-20)
Sarrakkar Blackwing	180 (-5)
The Gnarlspirit Pack	190 (-5)
Zarshia Bittersoul	190 (-5)
Khagra's Ravagers	340 (-15)
Be'lakor, the Dark Master	340 (-15)
Chaos Lord on Manticore	240 (-30)
Chaos Sorcerer Lord on Manticore	240 (-25)
Fomoroid Crusher	90 (-10)
Furies	80 (-10)
Gorebeast Chariots	100 (-15)
Mindstealer Sphiranx	100 (+5)
Ogroid Theridons	160 (-10)
<i>Darkfire Daemonrift</i>	80 (-20)
<i>Eightfold Doom-Sigil</i>	30 (-20)
<i>Realmscourage Rupture</i>	60 (-25)

MAGGOTKIN OF NURGLE	
WARSCROLL	POINTS
Plaguebearers	130 (-20)
Gutrot Spume	160 (-10)
Horticultural Slimux	200 (-20)
Lord of Blights	140 (-10)
Sloppity Bilepiper, Herald of Nurgle	120 (-10)
Bloab Rotspawned	330 (+10)
The Glottkin	600 (-50)
Great Unclean One	450 (-30)
Morbidex Twiceborn	300 (-20)
Rotigus	420 (-40)
Beasts of Nurgle	100 (-10)
Rotmire Creed	150 (+20)
Pusgoyle Blightlords	240 (-10)
Pusgoyle Blightlords (single)	120 (-10)



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FLESH-EATER COURTS	
WARSCROLL	POINTS
Royal Terrorgeist	260 (-30)
Royal Zombie Dragon	240 (-30)
Nagash, Supreme Lord of the Undead	900 (-65)
<i>Corpsemare Stampede</i>	50 (-10)

NIGHTHAUNT	
WARSCROLL	POINTS
Chainrasps	100 (-10)
Grimghast Reapers	150 (-10)
Black Coach	270 (-20)
Awlrach the Drowner	150 (-20)
Dreadblade Harrow	110 (-20)
Knight of Shrouds	110 (-10)
Knight of Shrouds on Ethereal Steed	130 (-20)
Kurdoss Valentian, the Craven King	190 (-20)
Lady Olynder, Mortarch of Grief	310 (-30)
Lord Executioner	120 (-10)
Reikenor the Grimhailer	170 (-20)
Scriptor Mortis	110 (-20)
Tomb Banshee	80 (-10)
Nagash, Supreme Lord of the Undead	900 (-65)
Craventhron Guard	80 (-10)
Glaivewraith Stalkers	70 (-10)
Myrmourn Banshees	90 (-10)
<i>Shyish Reaper</i>	40 (-10)
<i>Vault of Souls</i>	60 (-20)

OSSIARCH BONEREAPERS	
WARSCROLL	POINTS
Kavalos Deathriders	180 (+10)
Arch-Kavalos Zandtos	190 (-10)
Katakros, Mortarch of the Necropolis	460 (+20)
Mortisan Boneshaper	140 (+20)
Mortisan Soulreaper	110 (-10)
Arkhan the Black, Mortarch of Sacrament	380 (+10)
Nagash, Supreme Lord of the Undead	900 (-65)
Gothizzar Harvester	180 (-30)
Immortis Guard	220 (+20)
Morghast Archai	220 (-20)
Morghast Harbingers	220 (-20)
<i>Bone-tithe Shrieker</i>	60 (+10)

SOULBLIGHT GRAVELORDS	
WARSCROLL	POINTS
Deadwalker Zombies	120 (+5)
Deathrattle Skeletons	100 (+15)
Dire Wolves	140 (+10)
Mortis Engine	210 (-20)
Terrorgeist	240 (-60)
Zombie Dragon	260 (-40)
Belladamma Volga	200 (+30)
Cado Ezechiar, the Hollow King	140 (+5)
Kritza, the Rat Prince	110 (-10)
Lady Annika, the Thirsting Blade	110 (-10)
Necromancer	100 (+10)
Torgillius the Chamberlain	150 (+25)
Vampire Lord	140 (+10)
Watch Captain Halgrim	100 (-10)
Wight King	140 (+5)
Bloodseeker Palanquin	270 (-40)
Coven Throne	260 (-15)
Mannfred von Carstein, Mortarch of Night	380 (-10)
Nagash, Supreme Lord of the Undead	900 (-65)
Neferata, Mortarch of Blood	400 (+10)
Vampire Lord on Zombie Dragon	460 (+20)
Black Knights	130 (+20)
Corpse Cart	80 (+10)
Fell Bats	80 (-5)
Grave Guard	150 (+10)
Kosargi Nightguard	80 (-10)
Vargheists	140 (-15)
Vargskyr	90 (-20)

GLOOMSPITE GITZ	
WARSCROLL	POINTS
Moonclan Shootas	120 (-5)
Moonclan Stabbas	120 (-5)
Squig Hoppers	190 (+10)
Arachnarok Spider with Flinger	250 (-20)
Arachnarok Spider with Spiderfang Warparty	210 (-20)
Skitterstrand Arachnarok	180 (-20)
Dankhold Troggboss	210 (+10)
Fungoid Cave-Shaman	110 (+20)
Grinkrak the Great	220 (+30)
Loonboss	90 (+5)
Loonboss on Giant Cave Squig	130 (-10)
Skragrott, the Loonking	230 (+20)
Squigboss with Gnasha-squig	110 (+10)
Webspinner Shaman on Arachnarok Spider	250 (-20)
Boingrot Bounderz	150 (+10)
Dankhold Troggoths	190 (+10)
Fellwater Troggoths	170 (+10)
Gobbapalooza	170 (+10)
Rockgut Troggoths	170 (+10)
Snarlfang Riders	120 (-15)
Sneaky Snufflers	140 (+10)
Squig Herd	140 (+10)
<i>Mork's Mighty Mushroom</i>	80 (-20)
<i>Scrapskuttle's Arachnacauldron</i>	40 (-10)
<i>Scuttle tide</i>	80 (-5)

OGOR MAWTRIBES	
WARSCROLL	POINTS
Gnoblar Scraplauncher	130 (-10)
Ogor Gluttons	240 (-20)
Stonehorn Beastriders	330 (+20)
Thundertusk Beastriders	260 (-10)
Firebelly	120 (-10)
Frostlord on Stonehorn	460 (+10)
Frostlord on Thundertusk	380 (-20)
Icefall Yhetees	110 (-10)
Ironguts	240 (-30)
Leadbelchers	160 (-10)
Maneaters	150 (-20)

ORRUK WARCLANS	
WARSCROLL	POINTS
Beast-skewer Killbow	80 (-20)
Orruk Brutes	140 (-10)
Killaboss on Great Gnashtooth	120 (-10)
Killaboss with Stab-grot	90 (-10)
Murknob with Belcha-banna	70 (-10)
Gobsprakk, the Mouth of Mork	240 (-20)
Gordrakk, the Fist of Gork	460 (-40)
Killaboss on Corpse-rippa Vulcha	200 (-20)
Megaboss on Maw-krusha	450 (-30)
Swampboss Skumdrek	280 (-10)
Marshcrawla Sloggoth	170 (+20)

SONS OF BEHEMAT	
WARSCROLL	POINTS
Mancrusher Gargant	140 (-10)
Mancrusher Mob	420 (-30)
Beast-smasher Mega-Gargant	480 (-20)
Gatebreaker Mega-Gargant	500 (-20)
King Brodd	520 (-30)
Kraken-eater Mega-Gargant	480 (-10)

MEGA-GARGANT MERCENARIES	
WARSCROLL	POINTS
Big Drogg Fort-kicka	470 (-20)
Bundo Whalebiter	440 (-20)
Odo Godswallow	450 (-20)
One-eyed Grunnock	400 (-20)

ENDLESS SPELLS	
WARSCROLL	POINTS
<i>Aethervoid Pendulum</i>	40 (+10)
<i>Chronomantic Cogs</i>	50 (+20)
<i>Horrorghast</i>	60 (-10)
<i>Prismatic Palisade</i>	40 (+10)
<i>Purple Sun of Shyish</i>	80 (-10)