

# BATTLESCROLL: IMPENDING VERMINDOOM

## APRIL 2024

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, ARCANIC 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

#### *Realmsphere Magic, 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.'

#### *Realmsphere Magic, 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.'

#### *Core Battalions, Wizard-Finders of Andtor, Magic Hunters:*

Add the following paragraph to the beginning of this ability:

'Each time a unit in this battalion is affected by a spell cast by an enemy unit or the abilities of an endless spell summoned by an enemy unit, you can roll a dice. On a 5+, ignore the effect of that spell or the effects of that endless spell's abilities on this unit.'

#### *Battle Tactics*

Add the following battle tactic:

'**Drain Their Power:** You complete this battle tactic at the end of your turn if a friendly **HERO** with a Nullstone Adornment is contesting an objective that was controlled by your opponent at the start of your turn.'

#### *Battleplan, Power Flux, Victory Points:*

Change the fourth bullet point to: 'Score 1 victory point if any enemy **WIZARD HERO** units were destroyed in that battle round. This victory point is scored at the end of the battle round instead of at the end of each turn.'

#### *Battleplan, 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).'



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### GENERAL'S HANDBOOK 2023-24

#### **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 9" 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.'

### GRAND ALLIANCE CHAOS

#### BEASTS OF CHAOS

**Gors:** Increase the Range of Hacking Blade and Paired Hacking Blades to 2".

**Tzaangors:** Increase the Range of Savage Blade, Pair of Savage Blades and Savage Greatblade to 2".

#### 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.'

**Hatred of Sorcery:** Add the following: 'Each time a friendly unit casts a spell, you must roll a dice. On a 5+, that spell is automatically unbound.'

#### DISCIPLES OF TZEENTCH

**Tzaangors:** Increase the Range of Savage Blade, Pair of Savage Blades and Savage Greatblade to 2".

**Pitched Battle Profiles, Horrors of Tzeentch, Notes:** Change to: Battleline if the unit contains no Blue Horrors and no Brimstone Horrors. If the unit contains no Pink Horrors, change the points cost to 120. If the unit contains no Pink Horrors and no Blue Horrors, change the points cost to 80.

#### 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.'

**Sloppity Bilepiper:** Change 'My Love Is Like a Ripe, Ripe Fart' to: 'Subtract 1 from hit rolls for attacks that target friendly **NURGLE DAEMON** units wholly within 14" of any friendly Sloppity Bilepipers playing this tune.'

**Putrid Blightkings:** Increase the Range of Blighted Weapons to 2".

#### SKAVEN

Add the following battle tactic:

**'Flee-flee!:** You complete this battle tactic at the end of the turn if 2 or more friendly **SKAVEN** units retreated this turn.'

#### **Grey Seer on Screaming Bell/Plague Priest on Plague Furnace:**

Delete the 'Pushed into Battle' rule.

#### **Pitched Battle Profiles, Plague Monks:**

Change the unit size to 20.

#### 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.'

**Daemon Prince:** Change the Attacks characteristic of Daemonic Axe and Hellforged Sword to 7, and change the Attacks characteristic of Malefic Talons to 12.

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## GRAND ALLIANCE ORDER

### CITIES OF SIGMAR

**Alchemite Warforger, Blazing Weapons:** Change the last sentence to:

‘While a unit has blazing weapons, each unmodified hit roll of 6 for an attack made by that unit with a melee weapon causes 1 mortal wound to the target in addition to any damage it inflicts.’

### 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.’

### FYRESLAYERS

**Vulkite Berzerkers with Bladed Slingshields:** Increase the Range of Fyresteel Handaxe and Fyresteel War-pick to 2”.

**Vulkite Berzerkers with Fyresteel Handaxes:** Increase the Range of Fyresteel Handaxes to 2”.

### 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 automatically wounds (do not make a wound roll).’

**Eidolon of Mathlann Aspect of the Sea, Tsunami of Terror:**

Change to: ‘Tsunami of Terror is a spell that has a casting value of 7 and range of 18”. If cast, pick up to 3 enemy units within range and visible to the caster. Subtract 1 from save rolls for attacks made with melee weapons that target that unit until your next hero 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.’

**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.’

### SERAPHON

**Starborne Command Traits, Lord of Celestial Resonance:**

Change to: ‘The first time each phase that this general either successfully casts a spell that is not unbound, successfully unbinds a spell or successfully dispels an endless spell, you receive 2 cosmic power points instead of 1.’

**Kroxigor and Kroxigor Warspawnd:**

Change the Wounds characteristic from 4 to 5.

### 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.’

**Vanquishers:** Increase the Range of Celestial Greatsword to 2”.

### SYLVANETH

**Alarielle the Everqueen:** Increase the Range of Great Antlers to 3”.

**Spite-Revenants:** Increase the Range of Cruel Talons and Fangs to 2”.

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## GRAND ALLIANCE DEATH

### FLESH-EATER COURTS

**Command Traits, Cruel Taskmaster:** Change to:  
'If this general uses the Muster Guard ability to return models to a unit, reduce the noble deeds cost of the first returned model by 1, or if the cost was already 1, you can bring back 1 additional model instead.'

### 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.'

**Bladegheist Revenants:** Increase the Range of Tomb Greatblade to 2".

**Dreadscythe Harridans:** Increase the Range of Scythed Limbs to 2".

**Glaivewraith Stalkers:** Increase the Range of Hunter's Glaive to 2".

### 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.'

**Null Myriad:** Change the Eldritch Nulls rule to:  
'You can roll a dice each time a friendly NULL MYRIAD unit is affected by a spell cast by an enemy unit or the abilities of an endless spell summoned by an enemy unit. On a 4+, ignore the effect of that spell or the effects of that endless spell's abilities on that unit.'

### 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.'

**Battle Tactics, The Grasping Dead:** Change to:  
'Pick 1 friendly SUMMONABLE unit within 3" of any enemy units. You complete this tactic if any enemy models were slain by that friendly unit this turn, and that friendly unit is within 3" of any enemy units at the end of this turn.'

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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. You can only pick this tactic if the model picked to be your general has the **KRULEBOYZ** keyword.'

**'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. You can only pick this tactic if the model picked to be your general has the **IRONJAWZ** keyword.'

**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.'

**Maw-grunta with Hakkin' Krew, Maw-grunta Gougers, Tuskboss:** Change the last sentence of the Unstoppable Momentum ability to: 'At the end of the battle round, subtract 1 from this unit's momentum score (to a minimum of 1).'

### 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.

**Wrath of Titans, Earth-shaking Roar:** Replace the first sentence with:

'Pick 1 enemy unit within 3" of this model and roll a dice. On a 3+, that unit cannot issue or receive orders in the following combat phase. In addition, if the first roll was successful and that enemy unit has a Wounds characteristic of 1 or 2, roll 2D6. If that roll is higher than that unit's Bravery characteristic, for each point by which the roll exceeds the unit's Bravery characteristic, 1 model in that unit flees. That unit's commanding player decides which models flee. The effect of this monstrous rampage is not considered to be a battleshock test.'

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ADDITIONAL PITCHED BATTLE PROFILES	
WARSCROLL	POINTS
<i>Lauchon the Soulseeker</i>	40 (-10)

BLADES OF KHORNE	
WARSCROLL	POINTS
Aspiring Deathbringer	70 (-10)
Bloodmaster, Herald of Khorne	120 (+10)
Bloodreavers	90 (+10)
Bloodseculator	130 (+10)
Bloodthirster of Insensate Rage	330 (+20)
Bloodthirster of Unfettered Fury	350 (+20)
<i>Hexgorger Skulls</i>	60 (+10)
Mighty Lord of Khorne	120 (-10)
Skull Cannon	130 (-10)
Skullmaster, Herald of Khorne	110 (-10)
Skullreapers	200 (+10)
Skulltaker	110 (-10)
Slaughterpriest	120 (+10)
Valkia the Bloody	150 (+10)
Wrathmongers	150 (+10)

CITIES OF SIGMAR	
WARSCROLL	POINTS
Assassin	80 (-10)
Battlemage	110 (+10)
Black Ark Fleetmaster	100 (+10)
Dark Riders	140 (-10)
Darkshards	110 (-10)
Executioners	160 (-10)
Freeguild Fusiliers	160 (-10)
Hammers	140 (-10)
Ironbreakers	120 (-10)
Luminark of Hysh	200 (-20)
Runelord	90 (-10)
Steam Tank	260 (+10)
War Hydra	170 (-10)

DAUGHTERS OF KHAINE	
WARSCROLL	POINTS
<i>Bladewind</i>	20 (-10)
Blood Sisters	140 (-10)
Blood Stalkers	170 (-10)
Bloodwrack Medusa	130 (-10)
<i>Bloodwrack Viper</i>	50 (-10)
Doomfire Warlocks	110 (-10)
Witch Aelves	100 (-10)

DISCIPLES OF TZEENTCH	
WARSCROLL	POINTS
Burning Chariots of Tzeentch	150 (-10)
Exalted Flamers of Tzeentch	100 (-10)
Fatemaster	150 (-10)
Fateskimmer, Herald of Tzeentch on Burning Chariot	140 (-10)
Flamers of Tzeentch	160 (-10)
Gaunt Summoner	240 (+10)
Gaunt Summoner on Disc of Tzeentch	270 (-10)
The Changeling	130 (-20)
Tzaangor Skyfires	180 (-10)

FLESH-EATER COURTS	
WARSCROLL	POINTS
Abhorrant Archregent	170 (+20)
Abhorrant Ghoul King	120 (-10)
<i>Chalice of Ushoran</i>	70 (+20)
Abhorrant Ghoul King on Royal Terrorgheist	430 (-20)
Abhorrant Ghoul King Royal Zombie Dragon	420 (-20)

FYRESLAYERS	
WARSCROLL	POINTS
Auric Runeson	70 (-10)

GLOOMSPITE GITZ	
WARSCROLL	POINTS
Arachnarok Spider with Flinger	230 (-20)
Dankhold Troggoths	180 (-10)
Fungoid Cave-Shaman	100 (-10)
Grinkrak's Looncourt	230 (+10)
Grinkrak the Great	
Kragnos, the End of Empires	700 (-20)
Loonboss	80 (-10)
Loonboss on Giant Cave Squig	120 (-10)
Mangler Squigs	250 (-10)
Sneaky Snufflers	160 (+10)

HEDONITES OF SLAANESH	
WARSCROLL	POINTS
Bladebringer, Herald on Exalted Chariot	220 (-20)
<i>Dreadful Visage</i>	50 (-10)
Exalted Chariot	150 (-10)
Infernal Enraptureess, Herald of Slaanesh	110 (-10)
Lord of Hubris	120 (-10)
<i>Mesmerising Mirror</i>	50 (-10)
Myrmidesh Painbringers	130 (-10)
Symbaresh Twinsouls	130 (-10)

IDONETH DEEPKIN	
WARSCROLL	POINTS
Eidolon of Mathlann, Aspect of the Sea	290 (-20)
Eidolon of Mathlann, Aspect of the Storm	280 (-20)
Isharann Soulscryer	130 (-10)
Volturnos, High King of the Deep	220 (-10)

KHARADRON OVERLORDS	
WARSCROLL	POINTS
Codewright	80 (-10)
Endrinmaster with Dirigible Suit	160 (-10)
Skywardens	130 (-10)

LUMINETH REALM-LORDS	
WARSCROLL	POINTS
Alarith Stoneguard	120 (-10)
Lyrrior Uthralle, Warden of Ymetrica	150 (-10)
The Light of Eltharion	240 (+10)
Vanari Bannerblade	70 (-10)
Vanari Bladelords	130 (+10)
Vanari Dawnriders	130 (+10)
Vanari Starshard Ballista	110 (-10)

MAGGOTKIN OF NURGLE	
WARSCROLL	POINTS
Festus the Leechlord	140 (-10)
Lord of Afflictions	240 (+10)
Lord of Blights	130 (-10)
Lord of Plagues	110 (-10)
Morbidex Twiceborn	310 (+10)
Plague Drones	210 (+10)

NIGHTHAUNT	
WARSCROLL	POINTS
Black Coach	260 (-10)
Cairn Wraith	90 (-10)
Knight of Shrouds	100 (-10)
Knight of Shrouds on Ethereal Steed	120 (-10)
Krulghast Cruciator	160 (+10)
Scriptor Mortis	80 (-20)
<i>Shyish Reaper</i>	30 (-10)
<i>Vault of Souls</i>	30 (-30)

OGORMAWTRIBES	
WARSCROLL	POINTS
Bloodpelt Hunter	120 (-10)
Frost Sabres	70 (-10)
Icefall Yhetees	100 (-10)
Kragnos, the End of Empires	700 (-20)
Maneaters	140 (-10)

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OSSIARCH BONEREAPERS	
WARSCROLL	POINTS
Arch-Kavalos Zandtos	170 (-10)
Arkhan the Black, Mortarch of Sacrament	390 (+10)
Kavalos Deathriders	200 (+10)
Liege-Kavalos	190 (+10)
Mortek Crawler	160 (-10)
Mortisan Ossifector	130 (+10)
Mortisan Soulmason	150 (-10)
Mortisan Soulreaper	120 (+10)

ORRUK WARCLANS	
WARSCROLL	POINTS
Breaka-boss on Mirebrute Troggoth	170 (-10)
Gordrakk, the Fist of Gork	420 (-20)
Killaboss on Corpse-rippa Vulcha	190 (-10)
Kragnos, the End of Empires	700 (-20)
Murknob with Belcha-banna	60 (-10)
Orruk Ardboys	190 (-10)
Swampboss Skumdrekk	270 (-10)

SERAPHON	
WARSCROLL	POINTS
Bastiladon with Solar Engine	240 (-10)
Engine of the Gods	270 (-30)
Hunters of Huanchi with Dartpipes	120 (-10)
Kroxigor	150 (-10)
Kroxigor Warspawned	160 (-10)
Lord Kroak	450 (+10)
Ripperdactyl Chief	90 (-10)
Ripperdactyl Riders	90 (-10)
Saurus Guard	150 (+10)
Saurus Oldblood	120 (-10)
Saurus Oldblood on Carnosaur	220 (-20)
Saurus Scar-Veteran on Aggradon	140 (-20)
Saurus Scar-Veteran on Carnosaur	220 (-20)
Spawn of Chotec	110 (-10)
Stegadon	230 (-10)

SKAVEN	
WARSCROLL	POINTS
Clawlord	80 (-20)
Deathmaster	100 (-10)
Grey Seer on Screaming Bell	250 (+10)
Plague Priest on Plague Furnace	290 (+20)
Verminlord Warbringer	370 (+10)
Warlock Bombardier	90 (-10)

SLAVES TO DARKNESS	
WARSCROLL	POINTS
Archaon the Everchosen	800 (-20)
Chaos Lord on Daemonic Mount	150 (-10)
Chaos Lord on Karkadrak	170 (-10)
Chaos Lord on Manticore	230 (-10)
Chaos Sorcerer Lord on Manticore	220 (-20)
Fomoroid Crusher	80 (-10)
Furies	90 (+10)
Mutalith Vortex Beast	150 (-10)
Ogroid Myrmidon	100 (-10)
Slaves to Darkness Gaunt Summoner on Disc of Tzeentch	220 (-20)

SONS OF BEHEMAT	
WARSCROLL	POINTS
Kragnos, the End of Empires	700 (-20)

SOULBLIGHT GRAVELORDS	
WARSCROLL	POINTS
Askurgan Trueblades	160 (-20)
Cado Ezechiar, the Hollow King	130 (-10)
Coven Throne	250 (-10)
Mannfred von Carstein, Mortarch of Night	420 (+20)
Mortis Engine	200 (-10)
Radukar the Beast	280 (-10)
Radukar the Wolf	120 (-10)
Vargskyr	80 (-10)
Vyrkos Blood-born	80 (-10)
Watch Captain Halgrim	90 (-10)

STORMCAST ETERNALS	
WARSCROLL	POINTS
Dracothian Guard Concussors	200 (-10)
Dracothian Guard Desolators	190 (-10)
Dracothian Guard Tempestors	220 (+10)
<i>Everblaze Comet</i>	100 (+10)
Gryph-hounds	80 (-10)
Karazai the Scarred	490 (-20)
Knight-Arcanum	90 (-10)
Knight-Vexillor with Banner of Apotheosis	130 (-10)
Krondys, Son of Dracothion	480 (-20)
Lord-Aquilor	150 (-20)
Lord-Celestant on Dracoth	160 (-10)
Lord-Commander Bastian Carthalos	280 (-20)
Stormstrike Chariot	140 (-10)
Vanguard-Palladors	180 (-10)
Vigilors	140 (-10)
Yndrasta, the Celestial Spear	250 (-10)

SYLVANETH	
WARSCROLL	POINTS
Branchwych	100 (-10)
Gossamid Archers	190 (-20)
Kurnoth Hunters with Kurnoth Greatbows	220 (-10)
Kurnoth Hunters with Kurnoth Greatswords	210 (-10)
Kurnoth Hunters with Kurnoth Scythes	230 (-20)
Revenant Seekers	220 (-10)
Spirit of Durthu	340 (-10)
Spiterider Lancers	180 (-10)
The Lady of Vines	230 (-20)
<i>Vengeful Skullroot</i>	30 (-20)