



# BATTLE PROFILES & RULES UPDATES

## DECEMBER 2024

### BATTLESROLL SUMMARY

#### THE RULES

Updated 'The Rules' download to include all errata, Glossary updates and updated Citadel Terrain List.

#### PATH TO GLORY: ASCENSION

Armies can now include heroes up to 350 points to allow use of all Anvils of Apotheosis characters.

#### SEASON RULES 2024-25

Expanded season rules for the second half of the season (pg 2), including:

- If you take a 'double turn', your opponent is the underdog for the rest of the battle (or until they take a 'double turn').
- If you are losing by 6 or more VP, you do not suffer any penalties for taking a 'double turn' (can pick a tactic, opponent doesn't automatically count as underdog).
- 2 new **HONOUR GUARD** abilities.
- Players with more regiments than their opponent can use a second **HONOUR GUARD** ability on a unit in another regiment.

#### ORDER SUMMARY

##### STORMCAST ETERNALS

- Added **RUINATION CHAMBER** keyword to Ionus Cryptborn.

##### CITIES OF SIGMAR

- Fusil-Major on Ogor Warhulk's 'Mark Targets' ability now gives +1 to hit for all attacks (not just shooting attacks).
- Tahlia Vedra's 'Lead from the Front' ability has been re-worked. It now gives +1 to wound and a 5+ ward instead of the previous effect.

##### KHARADRON OVERLORDS

- 'Skyvessel Cover' now gives -1 to hit for all attacks (not just shooting attacks).

##### SERAPHON

- Lord Kroak now has +1 to unbind, and his 'Celestial Deliverance' has been re-worked to increase range and make the damage more reliable.
- Ripperdactyl Riders and Terradon Riders now have a 2" coherency range.

#### DEATH SUMMARY

##### NIGHTHAUNT

- Changed 'Discorporate' to Any Hero Phase instead of a reaction.

##### FLESH-EATER COURTS

- Added 'Address Loyal Subjects' ability to make it easier to generate noble deeds points.
- Grand Justice Gormayne can now generate noble deeds points when using the 'Delusion of Justice Served' ability.

##### OSSIARCH BONEREAPERS

- Changed Gothizzar Harvester's 'Bone Harvest' ability to make it a bit easier to gain bone-tithe points.

#### CHAOS SUMMARY

##### SKAVEN

- Lord Skreech Verminking is now **WIZARD (2)**.
- Increased range of Plague Furnace and Screaming Bell abilities to 13" instead of 6".

##### BLADES OF KHORNE

- **BLOOD TITHE** abilities can now be used once per phase instead of once per turn.

##### HEDONITES OF SLAANESH

- 'Euphoric Killers' now affects **Companion** weapons.

##### MAGGOTKIN OF NURGLE

- 'Fleshy Abundance' now lets you pick either effect instead of always having to heal if the unit is damaged.
- Plague Drones and Pusgoyle Blightlords now have a 2" coherency range.

#### DESTRUCTION SUMMARY

##### GLOOMSPITE GITZ

- Loonboss on Mangler Squigs' 'Bite Da Moon!' ability now gives +1 to hit instead of +1 to wound.

##### OGORMAWTRIBES

- **MONSTERS** can add 2 to 'Trampling Charge' rolls.
- Lowered chanting values of 2 prayers from 'Everwinter Prayers'.

##### SONS OF BEHEMAT

- 'Gargant Charge' now always inflicts D3 mortal damage and is no longer a Rampage.
- Beast-smasher Mega-Gargant gets +1 Attack with their Menhir Club.
- +2 Attacks on all Almighty Stomp and Almighty Stomp weapons.

# BATTLE PROFILES & RULES UPDATES

## DECEMBER 2024

### SEASON RULES 2024-25 UPDATE

#### NEW

#### SEIZING THE INITIATIVE

If the player who went second in the previous battle round wins the priority roll and chooses to go first, their opponent is the **underdog** until their opponent does the same.

If a player is behind by 6 or more victory points, they do not suffer any penalty from taking two turns in a row; their opponent is not the underdog for the rest of the battle, and they can use the 'Tactical Gambit' ability to pick a battle tactic.

#### UPDATED

#### HONOUR GUARD

Each player can use one of the following **HONOUR GUARD** abilities in each battle. When using that ability, they must pick a unit in their general's regiment to be the honour guard.

#### NEW

#### REGIMENTED FORCES

If a player has more regiments than their opponent, they can use a second, different **HONOUR GUARD** ability, but they must pick a unit that is in a different regiment that is not led by the general to be the **honour guard** for that ability. You cannot pick units in a Regiment of Renown to be an **honour guard**.

#### UPDATED

#### Once Per Battle, Deployment Phase

**SPECIAL ASSIGNMENT:** *The honour guard are tasked with focusing their efforts on a specific element of the enemy's forces.*

**Declare:** Pick a friendly unit in, but not leading, a regiment to be that regiment's **honour guard**. You can pick a unit in reserve.

**Effect:** Pick 1 of the following weapon abilities:

- **Anti-INFANTRY** (+1 Rend)
- **Anti-CAVALRY** (+1 Rend)
- **Anti-MONSTER** (+1 Rend)
- **Anti-WAR MACHINE** (+1 Rend)
- **Anti-BEAST** (+1 Rend)

In any turn in which that **honour guard** charged, that unit's melee weapons have the weapon ability you picked.

**KEYWORDS** **HONOUR GUARD**

#### UPDATED

#### Once Per Battle, Deployment Phase

**BODYGUARD:** *The honour guard stay by their general's side to protect them from harm.*

**Declare:** Pick a friendly unit in, but not leading, a regiment to be that regiment's **honour guard**. You can pick a unit in reserve.

**Effect:** Subtract 1 from the Attacks characteristic of enemy units' melee weapons while they are in combat with the unit leading that regiment if both of the following are true:

- That regiment's **honour guard** is wholly within 6" of the leader of that regiment.
- Neither that regiment's **honour guard** nor the regiment's leader charged this turn.

**KEYWORDS** **HONOUR GUARD**

#### UPDATED

#### Once Per Battle, Deployment Phase

**PRIORITY TARGET:** *The general deploys their honour guard to eliminate the enemy commander.*

**Declare:** Pick a friendly unit in, but not leading, a regiment to be that regiment's **honour guard**. You can pick a unit in reserve.

**Effect:** Add 1 to hit rolls and wound rolls for attacks made by that **honour guard** unit that target the enemy general, or the enemy **honour guard** if it is in the enemy general's regiment, if the target of the attack is within 12".

**KEYWORDS** **HONOUR GUARD**

#### NEW

#### Once Per Battle, Deployment Phase

**FIELD SERGEANT:** *This notable individual knows precisely how to complement the general's style of leadership, ensuring the efficient manoeuvring of their ground forces.*

**Declare:** Pick a friendly non-**FLY** **INFANTRY HERO** in, but not leading, a regiment to be that regiment's **honour guard**. You can pick a unit in reserve.

**Effect:** Add 2" to the Move characteristic of friendly non-**FLY** **INFANTRY** units while they are wholly within 12" of the **honour guard**.

**KEYWORDS** **HONOUR GUARD**

#### NEW

#### Once Per Battle, Deployment Phase

**PRIZED BEAST:** *Whether feared or favoured by the troops that accompany it into battle, this mighty creature stands apart from its peers.*

**Declare:** Pick a friendly non-**UNIQUE** **MONSTER** in, but not leading, a regiment to be that regiment's **honour guard**. You can pick a unit in reserve.

**Effect:** That unit can ignore the effects of the 'Battle Damaged' ability. In addition, add 1 to hit rolls for combat attacks made by the **honour guard**. This ability affects Companion weapons.

**KEYWORDS** **HONOUR GUARD**

#### UPDATED

#### Once Per Battle, Deployment Phase

**PRIORITY TARGET:** *The general deploys their honour guard to eliminate the enemy commander.*

**Declare:** Pick a friendly unit in, but not leading, a regiment to be that regiment's **honour guard**. You can pick a unit in reserve.

**Effect:** Add 1 to hit rolls and wound rolls for attacks made by that **honour guard** unit that target the enemy general, or the enemy **honour guard** if it is in the enemy general's regiment, if the target of the attack is within 12".

**KEYWORDS** **HONOUR GUARD**





# BATTLE PROFILES & RULES UPDATES

DECEMBER 2024

## SPEARHEAD UPDATES SUMMARY

### ORDER SUMMARY

#### STORMCAST ETERNALS, VIGILANT BROTHERHOOD

- 'Shield of Azyr' now Once Per Turn instead of Once Per Battle.

#### CITIES OF SIGMAR, CASTELITE COMPANY

- 'The Officar's Order' changed to Once Per Battle Round.

#### KHARADRON OVERLORDS, SKYHAMMER TASK FORCE

- Added REINFORCEMENTS to Arkanaut Company and Skywardens.

#### LUMINETH REALMLORDS, GLITTERING PHALANX

- Removed FACET OF WAR from 'Lightning Reactions'.

#### IDONETH DEEPKIN, SOULRAID HUNT

- Isharann Soulscryer's 'Ritual of the Creeping Mist' changed to -1 to wound instead of cannot be shot.

### CHAOS SUMMARY

#### SLAVES TO DARKNESS, BLOODWIND LEGION

- Chaos Knights now set up in the second battle round.

#### HEDONITES OF SLAANESH, BLADES OF THE LURID DREAM

- Added REINFORCEMENTS to Slaangor Fiendbloods.

### DEATH SUMMARY

#### SOULBLIGHT GRAVELORDS, BLOODCRAVE HUNT

- Deathrattle Skeletons' 'Skeleton Legion' ability now Your Combat Phase instead of Any Combat Phase.

### DESTRUCTION SUMMARY

#### GLOOMSPITE GITZ, BAD MOON MADMOB

- One unit of Squig Hoppers is set up in the third battle round

#### OGORM MAWTRIBES, TYRANT'S BELLOW

- One unit of Ogor Gluttons is set up in the third battle round.



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# BATTLE PROFILES & RULES UPDATES

## DECEMBER 2024

### BATTLE PROFILES

On the following pages, you will find the battle profiles for most of the units that can be used in games of Warhammer Age of Sigmar. The battle profiles are organised first by Grand Alliance and then alphabetically by faction. There are four Grand Alliances: **Order**, **Chaos**, **Death** and **Destruction**. The Grand Alliance to which a unit belongs is determined by the keyword listed on its warscroll. For example, the Vindictors warscroll has the **ORDER** keyword, so the battle profile for a Vindictors unit can be found in the 'Order' section. As the unit belongs to the Stormcast Eternals faction, its entry is in the Stormcast Eternals battle profile table.

All units in your army must be from the same faction, with the exception of Regiments of Renown (see below).

When we republish a set of battle profiles, the new version takes precedence over versions with an earlier publication date or no publication date. Battle profiles that have changed since the previous version will be marked with a star (\*).

### REGIMENTS OF RENOWN

Regiments of Renown are pre-built regiments made up of legendary units from across the Mortal Realms that you can ally into your armies. In this document, you can find a list of Regiments of Renown that contains their points values, a summary of the units that make up each regiment and any other notes, including which factions can take them. The rules for these Regiments of Renown can be found on warhammer-community.com.

The following restrictions apply to Regiments of Renown:

- You cannot include more than 1 Regiment of Renown in your army unless otherwise specified in the notes column of that regiment's battle profile.
- Units in a Regiment of Renown cannot use (but can be picked as the target of, if otherwise eligible) any faction rules from the faction they are allied into, including enhancements and lores, unless they have a keyword that matches that faction's name.
- If an ability allows you to set up a replacement unit (Core Rules, 24.2) for a unit in a Regiment of Renown, that unit also counts as being part of that Regiment of Renown.

### WARHAMMER LEGENDS

Every Citadel Miniature is a unique piece of the ever-evolving narrative of Warhammer. It is, then, an unfortunate truth that we can't continue to sell and support every model we've ever made indefinitely. As we make new models, and new books to explore their background and rules, we have to stop producing and featuring some older models. But just like many of you, we still treasure our collections of older Citadel Miniatures, and we still want to be able to use them in games and forge glorious narratives on the tabletop!

This is where Warhammer Legends comes in: it gives us a place to publish rules that allow you to play games with your older miniatures. In order to maintain a healthy game balance and a fair playing field, Warhammer Legends units are not intended for competitive play and so will not be legal at official Warhammer Age of Sigmar tournaments. Nevertheless, we encourage you to continue to use your collection for casual play. Warhammer Legends battle profiles are organised first by Grand Alliance and then alphabetically by faction. The rules for these units can be found on warhammer-community.com.

### RULES UPDATES

The last section of this document contains rules updates. These include addenda and errata, which clarify ambiguities and/or avoid unintended interactions, and answers to frequently asked questions. Rules are updated regularly, with the type of change made indicated by one of the following 'badges':

**NEW**

This shows that a rules update is new since the last time this document was published.

**UPDATED**

This shows that an existing rules update has changed since the last time this document was published.

**DELETED**

This shows that the rules update no longer applies (the text will also be scored out like this).

More recent rules updates always take precedence over earlier versions.





# BATTLE PROFILES

DECEMBER 2024

## CITIES OF SIGMAR

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Alchemite Warforger	1	110	Any HUMAN INFANTRY		32mm
★ Assassin	1	90 (-30)	None	This HERO can join an eligible regiment as a <i>Shadow Agent</i> .	25mm
★ Battlemage	1	100 (-10)	Any HUMAN INFANTRY		25mm
Battlemage on Celestial Hurricanum	1	240	Any HUMAN INFANTRY, Any HUMAN CAVALRY		120 x 92mm
Battlemage on Griffon	1	280	Any HUMAN		120 x 92mm
Battlemage on Luminark of Hysh	1	280	Any HUMAN INFANTRY, Any HUMAN CAVALRY		120 x 92mm
Black Ark Fleetmaster	1	110	Any AELF	This HERO can join an eligible regiment as a <i>Shadow Agent</i> .	25mm
Callis and Toll	2	230	Toll's Companions (required), Any HUMAN INFANTRY	This unit cannot be reinforced.	28.5mm
★ Cogsmith	1	120 (-10)	Any DUARDIN	This HERO can join a Warden King's regiment.	25mm
Dreadlord on Black Dragon	1	270	0-1 Shadow Agent, Any AELF		105 x 70mm
★ Freeguild Cavalier-Marshals	1	150 (-20)	0-1 Freeguild Veteran, Any HUMAN	This HERO can join an eligible regiment as a <i>Freeguild Veteran</i> .	75 x 42mm
★ Freeguild Marshal and Relic Envoy	1	110 (-20)	0-1 Freeguild Veteran, Any HUMAN	This HERO can join an eligible regiment as a <i>Freeguild Veteran</i> .	32mm [1], 28.5mm [1]
Freeguild Marshal on Griffon	1	280	0-1 Freeguild Veteran, Any HUMAN		120 x 92mm
Fusil-Major on Ogor Warhulk	1	180	Any HUMAN	This HERO can join an eligible regiment as a <i>Freeguild Veteran</i> .	50mm
★ Galen van Denst	1	170 (-40)	Doralia ven Denst (required), Any HUMAN INFANTRY		28.5mm
Doralia ven Denst	1	0	None	This unit can only be taken in Galen van Denst's regiment.	28.5mm
★ Pontifex Zenestra, Matriarch of the Great Wheel	1	200 (-40)	Any HUMAN INFANTRY, Any HUMAN CAVALRY		90 x 52mm
Runelord	1	120	Any DUARDIN		25mm
Sorceress	1	120	0-1 Shadow Agent, Any AELF		25mm
Sorceress on Black Dragon	1	280	0-1 Shadow Agent, Any AELF		105 x 70mm
★ Steam Tank Commander	1	280 (-30)	Any Steam Tank	This HERO can join an eligible regiment as a <i>Freeguild Veteran</i> .	120 x 92mm
Tahlia Vedra, Lioness of the Parch	1	310	0-1 Freeguild Veteran, Any HUMAN		100mm
★ Warden King	1	130 (-20)	0-1 Cogsmith, Any DUARDIN		25mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Black Ark Corsairs	10	120	AELF, INFANTRY		25mm
Black Guard	10	130	AELF, INFANTRY		25mm
Bleakswards	10	100	AELF, INFANTRY		25mm
Celestial Hurricanum	1	180	HUMAN, WAR MACHINE		120 x 92mm
Dark Riders	5	150	AELF, CAVALRY		60 x 35mm
Darkshards	10	140	AELF, INFANTRY		25mm
Drakespawn Chariot	1	120	AELF, WAR MACHINE		120 x 92mm
Drakespawn Knights	5	180	AELF, CAVALRY		60 x 35mm
Dreadspears	10	110	AELF, INFANTRY		25mm
★ Executioners	10	150 (+10)	AELF, INFANTRY		25mm
Flagellants	10	90	HUMAN, INFANTRY		25mm
★ Freeguild Cavaliers	5	160 (-10)	HUMAN, CAVALRY		60 x 35mm
★ Freeguild Command Corps	6	160 (-30)	HUMAN, INFANTRY	This unit cannot be reinforced.	40mm [1], 32mm [1], 28.5mm [4]
Freeguild Fusiliers	10	120	HUMAN, INFANTRY		28.5mm
★ Freeguild Steelhelms	10	90 (-10)	HUMAN, INFANTRY		25mm
★ Gyrobomber	1	140 (-20)	DUARDIN, WAR MACHINE		50mm
Gyrocopter	1	140	DUARDIN, WAR MACHINE		50mm
★ Hammerers	10	160 (+10)	DUARDIN, INFANTRY		25mm



# BATTLE PROFILES

DECEMBER 2024

## CITIES OF SIGMAR

UPDATED

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Ironbreakers	10	140 (+10)	DUARDIN, INFANTRY		25mm
Irondrakes	10	140 (-10)	DUARDIN, INFANTRY		25mm
Ironweld Great Cannon	1	110 (-20)	HUMAN, WAR MACHINE		90mm
Kharibdyss	1	140	AELF, MONSTER		120 x 92mm
Longbeards	10	110 (-10)	DUARDIN, INFANTRY		25mm
Luminark of Hysh	1	230	HUMAN, WAR MACHINE		120 x 92mm
Scourgerunner Chariot	1	120	AELF, WAR MACHINE		120 x 92mm
Steam Tank	1	260 (-30)	HUMAN, WAR MACHINE		120 x 92mm
Toll's Companions	4	0	UNIQUE, HUMAN, INFANTRY	This unit can only be taken in Callis and Toll's regiment. This unit cannot be reinforced.	40mm [1], 28.5mm [3]
War Hydra	1	160 (-40)	AELF, MONSTER		120 x 92mm
Wildercorp Hunters	11	120 (-10)	HUMAN, INFANTRY	This unit cannot be reinforced.	40mm [2], 28.5mm [3], 25mm [6]



# BATTLE PROFILES

DECEMBER 2024

## DAUGHTERS OF KHAINE

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
✿ Bloodwrack Medusa	1	160 (-20)	0-1 <b>Avatar of Khaine</b> , Any <b>KHINERAI</b> , Any <b>MELUSAI</b>		40mm
✿ Bloodwrack Shrine	1	200 (-20)	0-1 <b>Avatar of Khaine</b> , Any <b>KHINERAI</b> , Any <b>MELUSAI</b>		120 x 92mm
Hag Queen	1	140	0-1 <b>Coven Matriarch</b> , 0-1 <b>Avatar of Khaine</b> , Any <b>AELF</b>		25mm
Hag Queen on Cauldron of Blood	1	350	0-1 <b>Coven Matriarch</b> , Any <b>AELF</b>		120 x 92mm
✿ High Gladiatrix	1	100 (-30)	0-1 <b>Avatar of Khaine</b> , Any <b>AELF</b>	This <b>HERO</b> can join an eligible regiment as a <b>Coven Matriarch</b> .	32mm
✿ Krethusa the Croneseer	1	150 (-20)	0-1 <b>Coven Matriarch</b> , Any <b>AELF</b>		60mm
✿ Melusai Ironscale	1	160	0-1 <b>Avatar of Khaine</b> , Any <b>KHINERAI</b> , Any <b>MELUSAI</b>	This <b>HERO</b> can join an eligible regiment as a <b>Coven Matriarch</b> .	40mm
Morathi-Khaine	1	760	The <b>Shadow Queen</b> (required), 0-1 <b>Coven Matriarch</b> , Any <b>DAUGHTERS OF KHAINE</b>		40mm
The Shadow Queen	1	0	None	This unit can only be taken in <b>Morathi-Khaine</b> 's regiment.	100mm
✿ Slaughter Queen	1	130 (-20)	0-1 <b>Coven Matriarch</b> , 0-1 <b>Avatar of Khaine</b> , Any <b>AELF</b>		25mm
✿ Slaughter Queen on Cauldron of Blood	1	320 (-30)	0-1 <b>Coven Matriarch</b> , Any <b>AELF</b>		120 x 92mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
✿ Avatar of Khaine	1	140 (-20)	<b>MONSTER</b>		40mm
Blood Sisters	5	140	<b>MELUSAI, INFANTRY</b>		40mm
Blood Stalkers	5	140	<b>MELUSAI, INFANTRY</b>		40mm
Doomfire Warlocks	5	150	<b>AELF, CAVALRY</b>		60 x 35mm
Khainite Shadowstalkers	9	110	<b>AELF, INFANTRY</b>	This unit cannot be reinforced.	40mm 40mm [1], 28.5mm [8]
✿ Khinerai Heartrenders	5	100 (-10)	<b>KHINERAI, INFANTRY</b>		40mm
✿ Khinerai Lifetakers	5	80 (-10)	<b>KHINERAI, INFANTRY</b>		40mm
Sisters of Slaughter with Bladed Bucklers	10	110	<b>AELF, INFANTRY</b>		25mm
Sisters of Slaughter with Sacrificial Knives	10	120	<b>AELF, INFANTRY</b>		25mm
Witch Aelves with Bladed Bucklers	10	100	<b>AELF, INFANTRY</b>		25mm
Witch Aelves with Paired Sciansá	10	110	<b>AELF, INFANTRY</b>		25mm



# BATTLE PROFILES

DECEMBER 2024

## FYRESLAYERS

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
★ Auric Flamekeeper	1	110 (-10)	Any FYRESLAYERS		32mm
★ Auric Runefather	1	140 (-20)	0-1 <i>Grimnir's Chosen</i> , Any FYRESLAYERS		32mm
★ Auric Runefather on Magmadroth	1	330 (-20)	0-1 <i>Grimnir's Chosen</i> , 0-1 <i>Vulcatrix's Chosen</i> , Any FYRESLAYERS	This HERO can join an eligible regiment as <i>Vulcatrix's Chosen</i> .	120 x 92mm
★ Auric Runemaster	1	170 (-20)	0-1 <i>Grimnir's Chosen</i> , Any FYRESLAYERS		32mm
Auric Runesmiter	1	120	Any FYRESLAYERS		32mm
★ Auric Runesmiter on Magmadroth	1	300 (-20)	Any FYRESLAYERS		120 x 92mm
★ Auric Runeson	1	100 (-20)	0-1 <i>Grimnir's Chosen</i> , Any FYRESLAYERS	This HERO can join an eligible regiment as <i>Grimnir's Chosen</i> .	32mm
★ Auric Runeson on Magmadroth	1	280 (-20)	0-1 <i>Grimnir's Chosen</i> , Any FYRESLAYERS	This HERO can join an eligible regiment as <i>Vulcatrix's Chosen</i> . This HERO can join an eligible regiment as <i>Grimnir's Chosen</i> .	120 x 92mm
★ Battlesmith	1	100	Any FYRESLAYERS		32mm
Doomseeker	1	90	Any FYRESLAYERS	This HERO can join an eligible regiment as <i>Grimnir's Chosen</i> .	32mm
★ Grimhold Exile	1	130	Any FYRESLAYERS	This HERO can join an eligible regiment as <i>Grimnir's Chosen</i> .	32mm
★ Grimwrath Berzerker	1	100 (-10)	Any FYRESLAYERS	This HERO can join an eligible regiment as <i>Grimnir's Chosen</i> .	32mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Auric Hearthguard	5	130	DUARDIN, INFANTRY		32mm
★ Hearthguard Berzerkers with Berzerker Broadaxes	5	110 (-10)	DUARDIN, INFANTRY		32mm
★ Hearthguard Berzerkers with Flamestrike Poleaxes	5	130 (-10)	DUARDIN, INFANTRY		32mm
★ Vulkite Berzerkers with Bladed Slingshields	10	140 (-10)	DUARDIN, INFANTRY		32mm
★ Vulkite Berzerkers with Fyresteel Weapons	10	130 (-10)	DUARDIN, INFANTRY		32mm
★ Vulkyn Flameseekers	9	150 (-10)	DUARDIN, INFANTRY	This unit cannot be reinforced.	32mm [4], 28.5mm [5]



# BATTLE PROFILES

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## IDONETH DEEPKIN

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
⌘ Akhelian King	1	160 (-20)	0-1 Akhelian Raidmaster or Isharann Emissary, Any IDONETH DEEPKIN		60mm
Akhelian Thrallmaster	1	120	Any NAMARTI	This HERO can join an eligible regiment as an Akhelian Raidmaster.	32mm
Eidolon of Mathlann, Aspect of the Sea	1	350	0-1 Isharann Emissary, Any IDONETH DEEPKIN		100mm
Eidolon of Mathlann, Aspect of the Storm	1	320	0-1 Isharann Emissary, Any IDONETH DEEPKIN		100mm
⌘ Isharann Soulrender	1	90 (-30)	0-1 Isharann Emissary, Any NAMARTI	This HERO can join an eligible regiment as an Isharann Emissary.	40mm
⌘ Isharann Soulscryer	1	110 (-10)	0-1 Isharann Emissary, Any NAMARTI	This HERO can join an eligible regiment as an Isharann Emissary.	32mm
Isharann Tidecaster	1	150	0-1 Isharann Emissary, Any NAMARTI		32mm
Lotann, Warden of the Soul Ledgers	1	100	Any IDONETH DEEPKIN	This HERO can join an eligible regiment as an Isharann Emissary.	40mm
Volturnos, High King of the Deep	1	270	0-1 Akhelian Raidmaster or Isharann Emissary, Any IDONETH DEEPKIN		60mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Akhelian Allopex	1	180	AELF, AKHELIAN, CAVALRY		90 x 52mm
Akhelian Ishlaen Guard	3	180	AELF, AKHELIAN, CAVALRY		60 x 35mm
Akhelian Leviadon	1	480	AELF, AKHELIAN, MONSTER		120 x 92mm
Akhelian Morrsarr Guard	3	170	AELF, AKHELIAN, CAVALRY		60 x 35mm
Namarti Reavers	10	130	AELF, NAMARTI, INFANTRY		32mm
⌘ Namarti Thralls	10	100 (-10)	AELF, NAMARTI, INFANTRY		32mm



# BATTLE PROFILES

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## KHARADRON OVERLORDS

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Aether-Khemist	1	130	0-1 SKYVESSEL, Any INFANTRY	This HERO can join an eligible regiment as a <i>Guild Officer</i> .	32mm
Aetheric Navigator	1	130	0-1 SKYVESSEL, Any INFANTRY	This HERO can join an eligible regiment as a <i>Guild Officer</i> .	32mm
⌘ Arkanaut Admiral	1	160 (-20)	0-1 <i>Guild Officer</i> , Any KHARADRON OVERLORDS		32mm
⌘ Brokk Grungsson, Lord-Magnate of Barak-Nar	1	250 (-20)	0-1 <i>Guild Officer</i> , Any KHARADRON OVERLORDS		50mm
⌘ Codewright	1	80 (-10)	0-1 SKYVESSEL, Any INFANTRY	This HERO can join an eligible regiment as a <i>Guild Officer</i> .	32mm
⌘ Drekki Flynt	1	150 (-10)	0-1 <i>Guild Officer</i> , 0-1 Arkanaut Frigate, Any INFANTRY		32mm
⌘ Endrinmaster with Dirigible Suit	1	180 (-40)	0-1 SKYVESSEL, Any INFANTRY	This HERO can join an eligible regiment as a <i>Guild Officer</i> .	40mm
Endrinmaster with Endrinharness	1	130	0-1 SKYVESSEL, Any INFANTRY	This HERO can join an eligible regiment as a <i>Guild Officer</i> .	32mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Arkanaut Company	10	100	DUARDIN, INFANTRY		25mm
Arkanaut Frigate	1	320	DUARDIN, SKYVESSEL, WAR MACHINE		120 × 92mm
Arkanaut Ironclad	1	500	DUARDIN, SKYVESSEL, WAR MACHINE		170 × 105mm
Endrinriggers	3	120	DUARDIN, INFANTRY		32mm
⌘ Grundstok Gunhauler	1	160 (-20)	DUARDIN, SKYVESSEL, WAR MACHINE		105 × 70mm
Grundstok Thunderers	5	140	DUARDIN, INFANTRY		32mm
⌘ Skywardens	3	130 (-10)	DUARDIN, INFANTRY		32mm



# BATTLE PROFILES

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## LUMINETH REALM-LORDS

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
⌘ Alarith Stonemage	1	120 (-30)	0-1 Ydrilan Riverblades, Any Vanari Auralan Wardens, Any ALARITH		40mm
⌘ Archmage Teclis and Celennar, Spirit of Hysh	1	600 (+10)	0-1 Lumineth Paragon, Any LUMINETH REALM-LORDS		160mm
Avalenor, the Stoneheart King	1	410	Any Vanari Auralan Wardens, Any ALARITH		100mm
Ellania and Ellathor, Eclipsian Warsages	1	280	0-1 Lumineth Paragon, Any LUMINETH REALM-LORDS		40mm
⌘ Hurakan Windmage	1	150 (+10)	0-1 Ydrilan Riverblades, Any Vanari Auralan Wardens, Any HURAKAN		60 x 35mm
⌘ Lyrior Uthralle, Warden of Ymetrica	1	220 (-20)	0-1 Lumineth Paragon, Any ALARITH, Any VANARI		90 x 52mm
Scinari Calligrave	1	160	0-1 Ydrilan Riverblades, Any Vanari Auralan Wardens, Any Vanari Bladelords		32mm
Scinari Cathallar	1	100	0-1 Ydrilan Riverblades, Any Vanari Auralan Wardens, Any Vanari Bladelords		32mm
Scinari Enlightener	1	190	0-1 Ydrilan Riverblades, Any Vanari Auralan Wardens, Any Vanari Bladelords		32mm
⌘ Scinari Loreseeker	1	140 (-10)	0-1 Ydrilan Riverblades, Any Vanari Auralan Wardens, Any Vanari Bladelords		32mm
Sevireth, Lord of the Seventh Wind	1	350	Any Vanari Auralan Wardens, Any HURAKAN		60mm
⌘ The Light of Eltharion	1	230 (-20)	0-1 Lumineth Paragon, Any LUMINETH REALM-LORDS	This HERO can join an eligible regiment as a Lumineth Paragon.	50mm
Vanari Bannerblade	1	130	Any VANARI	This HERO can join an eligible regiment as a Lumineth Paragon.	40mm
Vanari Lord Regent	1	230	0-1 Lumineth Paragon, 0-1 Ydrilan Riverblades, Any VANARI		90 x 52mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
⌘ Alarith Spirit of the Mountain	1	320 (-10)	ALARITH, MONSTER		100mm
⌘ Alarith Stoneguard	5	120 (-10)	AELF, ALARITH, INFANTRY		32mm
Hurakan Spirit of the Wind	1	250	HURAKAN, MONSTER		60mm
⌘ Hurakan Windchargers	5	180 (-10)	AELF, HURAKAN, CAVALRY		60 x 35mm
⌘ Vanari Auralan Sentinels	10	160 (+10)	AELF, VANARI, INFANTRY		32mm
⌘ Vanari Auralan Wardens	10	150 (+10)	AELF, VANARI, INFANTRY		32mm
⌘ Vanari Bladelords	5	140 (-10)	AELF, VANARI, INFANTRY		32mm
Vanari Dawnriders	5	230	AELF, VANARI, CAVALRY		60 x 35mm
Vanari Starshard Ballista	1	110	VANARI, WAR MACHINE		80mm
Ydrilan Riverblades	10	160	AELF, INFANTRY	This unit cannot be reinforced.	32mm [5], 28.5mm [5]



# BATTLE PROFILES

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## SERAPHON

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Lord Kroak	1	430	0-1 Skink Starpriest or Favoured Spawning, Any SERAPHON		80mm
Ripperdactyl Chief	1	130	0-1 MONSTER, 0-1 BEAST, Any SKINK CAVALRY		50mm
⌘ Saurus Astrolith Bearer	1	130 (-20)	Any SAURUS	This HERO can join an eligible regiment as a Favoured Spawning.	40mm
Saurus Oldblood	1	110	0-1 Favoured Spawning, Any SAURUS		32mm
⌘ Saurus Oldblood on Carnosaur	1	290 (-40)	0-1 Favoured Spawning, Any MONSTER, Any SAURUS		120 x 92mm
Saurus Scar-Veteran on Aggradon	1	190	0-1 Favoured Spawning, Any SAURUS		90 x 52mm
⌘ Saurus Scar-Veteran on Carnosaur	1	230 (-40)	0-1 Favoured Spawning, 0-1 MONSTER, Any SAURUS		120 x 92mm
⌘ Skink Oracle on Troglodon	1	240 (-40)	0-1 MONSTER, 0-1 BEAST, Any KROXIGOR, Any non-MONSTER SKINK		120 x 92mm
⌘ Skink Starpriest	1	100 (-10)	0-1 MONSTER, 0-1 BEAST, Any KROXIGOR, Any non-MONSTER SKINK	This HERO can join Lord Kroak's or a Slann Starmaster's regiment.	25mm
⌘ Skink Starseer	1	170 (+10)	0-1 MONSTER, Any BEAST, Any KROXIGOR, Any non-MONSTER SKINK		50mm
Slann Starmaster	1	280	0-1 Skink Starpriest or Favoured Spawning, Any SERAPHON		80mm
⌘ Stegadon Chief	1	200 (-40)	0-1 MONSTER, Any KROXIGOR, Any non-MONSTER SKINK		120 x 92mm
Terradon Chief	1	130	0-1 MONSTER, 0-1 BEAST, Any SKINK CAVALRY		50mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Aggradon Lancers	3	220	SAURUS, CAVALRY		75 x 42mm
⌘ Bastiladon with Ark of Sotek	1	230 (-30)	SKINK, MONSTER		120 x 92mm
⌘ Bastiladon with Solar Engine	1	240 (-30)	SKINK, MONSTER		120 x 92mm
⌘ Engine of the Gods	1	180 (-30)	SKINK, MONSTER		120 x 92mm
Hunters of Huanchi with Dartpipes	5	80	SKINK, INFANTRY	This unit cannot be reinforced.	28.5mm [1], 25mm [4]
⌘ Hunters of Huanchi with Starstone Bolas	5	100 (+10)	SKINK, INFANTRY	This unit cannot be reinforced.	28.5mm [2], 25mm [3]
⌘ Kroxigor	3	210 (-10)	KROXIGOR, INFANTRY		50mm
Kroxigor Warspawned	3	220	KROXIGOR, INFANTRY		50mm
Raptodon Chargers	5	140	SKINK, CAVALRY		60 x 35mm
Raptodon Hunters	5	130	SKINK, CAVALRY		60 x 35mm
Ripperdactyl Riders	3	110	SKINK, CAVALRY		50mm
Ripperdactyl Riders (2 models)	2	70	SKINK, CAVALRY	You can include 1 unit of this type for each Ripperdactyl Chief in your army. This unit cannot be reinforced.	50mm
Saurus Guard	5	120	SAURUS, INFANTRY		32mm
⌘ Saurus Warriors	10	160 (-10)	SAURUS, INFANTRY		32mm
⌘ Skinks	10	80 (-10)	SKINK, INFANTRY		25mm
⌘ Spawn of Chotec	1	120 (-30)	SKINK, BEAST		90 x 52mm [1], 25mm [3]
Stegadon	1	220	SKINK, MONSTER		120 x 92mm
⌘ Terradon Riders	3	90 (-10)	SKINK, CAVALRY		50mm
Terradon Riders (2 models)	2	70	SKINK, CAVALRY	You can include 1 unit of this type for each Terradon Chief in your army. This unit cannot be reinforced.	50mm
⌘ Terrawings	3	70 (-20)	BEAST	This unit cannot be reinforced.	32mm



# BATTLE PROFILES

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## STORMCAST ETERNALS

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Astreia Solbright	1	220	Any <b>STORMCAST ETERNALS</b>	This unit will move to Warhammer Legends on 1 June 2025.	90 x 52mm
Aventis Firestrike, Magister of Hammerhal	1	310	Any <b>STORMCAST ETERNALS</b>	This unit will move to Warhammer Legends on 1 June 2025.	100mm
Celestant-Prime, Hammer of Sigmar	1	320	0-1 <i>Stormcast Exemplar</i> , Any <b>STORMCAST ETERNALS</b>		100mm
Drakesworn Templar	1	440	0-1 <i>Stormcast Exemplar</i> , Any <b>EXTREMIS CHAMBER</b> , Any <b>WARRIOR CHAMBER</b>		170 x 105mm
★ Gardus Steel Soul	1	170	0-1 <i>Stormcast Exemplar</i> , 0-1 <b>Gryph-hounds</b> , Any <b>WARRIOR CHAMBER</b>	This HERO can join an eligible regiment as a <i>Stormcast Exemplar</i> . This HERO can join an eligible regiment as a <i>Stormcast Exemplar</i> .	50mm
★ Gavriel Sureheart	1	140	0-1 <b>Gryph-hounds</b> , Any <b>INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Ionus Cryptborn, Warden of Lost Souls	1	400	0-1 <i>Stormcast Exemplar</i> , Any <b>STORMCAST ETERNALS</b>		100mm
Karazai the Scarred	1	480	0-1 <i>Stormcast Exemplar</i> , Any <b>STORMCAST ETERNALS</b>		160mm
Knight-Arcanum	1	120	0-1 <b>Gryph-hounds</b> , Any <b>WARRIOR CHAMBER</b>		40mm
★ Knight-Azyros	1	150 (-30)	0-1 <b>WARRIOR CHAMBER</b> , Any <b>RUINATION CHAMBER</b>	This HERO can join an eligible regiment as a <i>Stormcast Exemplar</i> .	50mm
★ Knight-Draconis	1	240 (-10)	Any <b>EXTREMIS CHAMBER</b>		105 x 70mm
Knight-Heraldor	1	110	0-1 <b>Gryph-hounds</b> , Any <b>WARRIOR CHAMBER</b>	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Knight-Incantor	1	140	0-1 <b>Gryph-hounds</b> , Any <b>SACROSANCT CHAMBER INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	40mm
★ Knight-Judicator with Gryph-hounds	1	140 (-20)	Any <b>Gryph-hounds</b> , Any <b>WARRIOR CHAMBER</b>	This HERO can join an eligible regiment as a <i>Stormcast Exemplar</i> .	90 x 52mm [1], 40mm [2]
★ Knight-Questor	1	120 (-20)	0-1 <b>Questor Soulsworn</b> , 0-1 <b>Gryph-hounds</b> , Any <b>RUINATION CHAMBER</b>	This HERO can join an eligible regiment as a <i>Stormcast Exemplar</i> .	40mm
Knight-Relictor	1	120	0-1 <b>Gryph-hounds</b> , Any <b>WARRIOR CHAMBER</b>		40mm
★ Knight-Venator	1	190	0-1 <b>Gryph-hounds</b> , Any <b>WARRIOR CHAMBER INFANTRY</b>	This HERO can join an eligible regiment as a <i>Stormcast Exemplar</i> . This unit will move to Warhammer Legends on 1 June 2025.	50mm
★ Knight-Vexillor	1	110 (-10)	0-1 <b>Gryph-hounds</b> , Any <b>WARRIOR CHAMBER</b>	This HERO can join an eligible regiment as a <i>Stormcast Exemplar</i> .	40mm
★ Knight-Zephyros	1	130	0-1 <b>Gryph-hounds</b> , Any <b>VANGUARD CHAMBER</b>	This HERO can join an eligible regiment as a <i>Stormcast Exemplar</i> . This unit will move to Warhammer Legends on 1 June 2025.	40mm
Krondys, Son of Dracothion	1	560	0-1 <i>Stormcast Exemplar</i> , Any <b>STORMCAST ETERNALS</b>		160mm
★ Lord-Aquilar	1	160 (-20)	Any <b>Gryph-hounds</b> , Any <b>VANGUARD CHAMBER</b>		90 x 52mm
Lord-Arcanum	1	140	Any <b>SACROSANCT CHAMBER INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Lord-Arcanum on Celestial Dracoline	1	210	Any <b>SACROSANCT CHAMBER CAVALRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	90 x 52mm



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## STORMCAST ETERNALS

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Lord-Arcanum on Gryph-charger	1	220	Any <b>SACROSANCT CHAMBER</b>	This unit will move to Warhammer Legends on 1 June 2025.	90 x 52mm
Lord-Arcanum on Tauralon	1	280	Any <b>SACROSANCT CHAMBER</b>	This unit will move to Warhammer Legends on 1 June 2025.	100mm
Lord-Castellant	1	150	Any <b>WARRIOR CHAMBER INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Lord-Celestant	1	130	0-1 <i>Stormcast Exemplar</i> , 0-1 <b>Gryph-hounds</b> , Any <b>WARRIOR CHAMBER</b>		40mm
Lord-Celestant on Dracoth	1	190	0-1 <i>Stormcast Exemplar</i> , Any <b>EXTREMIS CHAMBER</b> , Any <b>WARRIOR CHAMBER</b>		90 x 52mm
Lord-Celestant on Stardrake	1	480	0-1 <i>Stormcast Exemplar</i> , Any <b>EXTREMIS CHAMBER</b> , Any <b>WARRIOR CHAMBER</b>		170 x 105mm
Lord-Commander Bastian Carthalos	1	270	0-1 <i>Stormcast Exemplar</i> , Any <b>STORMCAST ETERNALS</b>		50mm
Lord-Exorcist	1	150	Any <b>SACROSANCT CHAMBER INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	40mm
★ Lord-Imperatant	1	140 (-10)	0-1 <i>Stormcast Exemplar</i> , 0-1 <b>Gryph-hounds</b> , Any <b>WARRIOR CHAMBER</b>	This HERO can join an eligible regiment as a <i>Stormcast Exemplar</i> .	40mm [1], 32mm [1]
Lord-Ordinator	1	120	Any <b>SACROSANCT CHAMBER INFANTRY</b> , Any <b>SACROSANCT CHAMBER</b> <b>WAR MACHINE</b>	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Lord-Relictor	1	130	0-1 <i>Stormcast Exemplar</i> , 0-1 <b>Gryph-hounds</b> , Any <b>RUINATION CHAMBER</b> , Any <b>WARRIOR CHAMBER</b>		40mm
★ Lord-Terminos	1	150	0-1 <i>Stormcast Exemplar</i> , 0-1 <b>Gryph-hounds</b> , Any <b>RUINATION CHAMBER</b> , Any <b>WARRIOR CHAMBER</b>	This HERO can join an eligible regiment as a <i>Stormcast Exemplar</i> .	40mm [1], 25mm [1]
★ Lord-Veritant	1	120 (-10)	0-1 <i>Stormcast Exemplar</i> , 0-1 <b>Gryph-hounds</b> , Any <b>RUINATION CHAMBER</b> , Any <b>WARRIOR CHAMBER</b>		40mm
Lord-Vigilant on Gryph-stalker	1	180	0-1 <i>Stormcast Exemplar</i> , 0-1 <b>Gryph-hounds</b> , Any <b>RUINATION CHAMBER</b> , Any <b>WARRIOR CHAMBER</b>		90 x 52mm
★ Lord-Vigilant on Morrgryph	1	240 (-40)	Any <b>RUINATION CHAMBER</b> , Any <b>WARRIOR CHAMBER</b>		120 x 92mm
★ Iridan the Witness	1	290 (-40)	Any <b>RUINATION CHAMBER</b> , Any <b>WARRIOR CHAMBER</b>		120 x 92mm
Neave Blacktalon	1	340	Neave's Companions (required), Lorai (required), Any <b>VANGUARD CHAMBER</b>		40mm
Lorai, Child of the Abyss	1	0	None	This unit can only be taken in Neave Blacktalon's regiment.	40mm
★ Tornus the Redeemed	1	190 (-30)	Any <b>RUINATION CHAMBER</b>		50mm
★ Vandus Hammerhand	1	190 (-20)	0-1 <i>Stormcast Exemplar</i> , Any <b>EXTREMIS CHAMBER</b> , Any <b>WARRIOR CHAMBER</b>		90 x 52mm
★ Yndrasta, the Celestial Spear	1	330 (-10)	0-1 <i>Stormcast Exemplar</i> , Any <b>STORMCAST ETERNALS</b>		60mm



# BATTLE PROFILES

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## STORMCAST ETERNALS

UPDATED

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Aetherwings	3	80	VANGUARD CHAMBER, BEAST		32mm
Annihilators	3	150 (-10)	WARRIOR CHAMBER, INFANTRY		40mm
Annihilators with Meteoric Grandhammers	3	210	WARRIOR CHAMBER, INFANTRY		40mm
Castigators	3	110 (-20)	SACROSANCT CHAMBER, INFANTRY	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Celestar Ballista	1	140	SACROSANCT CHAMBER, WAR MACHINE	This unit will move to Warhammer Legends on 1 June 2025.	60mm [1], 40mm [2]
Decimators	5	240	WARRIOR CHAMBER, INFANTRY	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Dracothian Guard Concussors	2	210 (-20)	EXTREMIS CHAMBER, CAVALRY		90 x 52mm
Dracothian Guard Concussors (1 model)	1	120 (-10)	EXTREMIS CHAMBER, CAVALRY	You can include 1 unit of this type for each <b>Lord-Celestant on Dracoth</b> in your army.	90 x 52mm
Dracothian Guard Desolators	2	190 (-20)	EXTREMIS CHAMBER, CAVALRY		90 x 52mm
Dracothian Guard Desolators (1 model)	1	110 (-10)	EXTREMIS CHAMBER, CAVALRY	You can include 1 unit of this type for each <b>Lord-Celestant on Dracoth</b> in your army.	90 x 52mm
Dracothian Guard Fulminators	2	220 (-10)	EXTREMIS CHAMBER, CAVALRY		90 x 52mm
Dracothian Guard Fulminators (1 model)	1	110 (-10)	EXTREMIS CHAMBER, CAVALRY	You can include 1 unit of this type for each <b>Lord-Celestant on Dracoth</b> in your army.	90 x 52mm
Dracothian Guard Tempestors	2	180 (-10)	EXTREMIS CHAMBER, CAVALRY		90 x 52mm
Dracothian Guard Tempestors (1 model)	1	100 (-10)	EXTREMIS CHAMBER, CAVALRY	You can include 1 unit of this type for each <b>Lord-Celestant on Dracoth</b> in your army.	90 x 52mm
Evocators	5	180	SACROSANCT CHAMBER, INFANTRY	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Evocators on Celestial Dracolines	3	240	SACROSANCT CHAMBER, CAVALRY	This unit will move to Warhammer Legends on 1 June 2025.	90 x 52mm
Gryph-hounds	6	90 (+10)	BEAST		40mm



# BATTLE PROFILES

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## STORMCAST ETERNALS

UPDATED

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Judicators with Boltstorm Crossbows	5	160	<b>WARRIOR CHAMBER, INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Judicators with Skybolt Bows	5	140	<b>WARRIOR CHAMBER, INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	40mm
✿ Liberators	5	100 (-10)	<b>WARRIOR CHAMBER, INFANTRY</b>		40mm
Neave's Companions	3	0	<b>UNIQUE, INFANTRY</b>	This unit can only be taken in <b>Neave Blacktalon's regiment</b> . This unit cannot be reinforced.	40mm
Praetors	3	150	<b>WARRIOR CHAMBER, INFANTRY</b>		40mm
Prosecutors	3	140	<b>RUINATION CHAMBER, INFANTRY</b>		40mm
Protectors	5	220	<b>WARRIOR CHAMBER, INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	40mm
✿ Questor Soulsworn	6	220 (-10)	<b>WARRIOR CHAMBER, INFANTRY</b>	This unit cannot be reinforced.	40mm
Reclusians	3	140	<b>RUINATION CHAMBER, INFANTRY</b>		40mm
✿ Retributors	5	170 (-10)	<b>WARRIOR CHAMBER, INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Sequitors	5	170	<b>SACROSANCT CHAMBER, INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Stormcoven	3	210	<b>WARRIOR CHAMBER, INFANTRY</b>	This unit cannot be reinforced.	40mm
✿ Stormdrake Guard	2	320 (-10)	<b>EXTREMIS CHAMBER, MONSTER</b>		105 x 70mm
✿ Stormdrake Guard (1 model)	1	160 (-10)	<b>EXTREMIS CHAMBER, MONSTER</b>	You can include 1 unit of this type for each <b>Knight-Draconis</b> in your army.	105 x 70mm
✿ Stormstrike Chariot	1	140 (-10)	<b>WARRIOR CHAMBER, WAR MACHINE</b>		120 x 92mm
✿ Stormstrike Palladors	3	190 (-20)	<b>WARRIOR CHAMBER, CAVALRY</b>		90 x 52mm
Vanguard-Hunters	5	120	<b>VANGUARD CHAMBER, INFANTRY</b>		40mm
✿ Vanguard-Palladors with Shock Handaxes	3	250 (+20)	<b>VANGUARD CHAMBER, CAVALRY</b>		75 x 42mm
✿ Vanguard-Palladors with Starstrike Javelins	3	240 (+20)	<b>VANGUARD CHAMBER, CAVALRY</b>		75 x 42mm
Vanguard-Raptors with Hurricane Crossbows	3	100	<b>VANGUARD CHAMBER, INFANTRY</b>		40mm
✿ Vanguard-Raptors with Longstrike Crossbows	3	200 (+20)	<b>VANGUARD CHAMBER, INFANTRY</b>		60 x 35mm. Champion is 40mm.
Vanquishers	5	110	<b>WARRIOR CHAMBER, INFANTRY</b>		40mm
Vigilors	5	130	<b>WARRIOR CHAMBER, INFANTRY</b>		40mm
Vindictors	5	100	<b>WARRIOR CHAMBER, INFANTRY</b>		40mm



# BATTLE PROFILES

DECEMBER 2024

## SYLVANETH

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Alarielle the Everqueen	1	680	0-1 <i>Forest Sentinel</i> , Any <b>SYLVANETH</b>		160mm
⌘ Arch-Revenant	1	130 (-20)	Any <b>Gossamid Archers</b> , Any <b>KURNOTHI</b>	This <b>HERO</b> can join an eligible regiment as a <i>Forest Sentinel</i> .	40mm
Belthanos, First Thorn of Kurnoth	1	350	Any <b>SYLVANETH</b>		150 x 95mm
⌘ Branchwych	1	110 (-10)	Any <b>INFANTRY</b>		32mm
⌘ Drycha Hamadreth	1	240 (-50)	Any <b>SYLVANETH</b>		105 x 70mm
Spirit of Durthu	1	330	0-1 <i>Forest Sentinel</i> , Any <b>SYLVANETH</b>		105 x 70mm
⌘ The Lady of Vines	1	250 (-30)	Any <b>SYLVANETH</b>		80mm
⌘ Treelord	1	220 (-40)	Any <b>SYLVANETH</b>	This <b>HERO</b> can join an eligible regiment as a <i>Forest Sentinel</i> .	105 x 70mm
⌘ Treelord Ancient	1	240 (-40)	0-1 <i>Forest Sentinel</i> , Any <b>SYLVANETH</b>		105 x 70mm
Warsong Revenant	1	200	Any <b>SYLVANETH</b>		105 x 70mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
⌘ Dryads	10	100 (-10)	<b>INFANTRY</b>		32mm
Gossamid Archers	5	120	<b>INFANTRY</b>		32mm
Kurnoth Hunters with Kurnoth Greatbows	3	200	<b>KURNOTHI, INFANTRY</b>		50mm
Kurnoth Hunters with Kurnoth Greatswords	3	220	<b>KURNOTHI, INFANTRY</b>		50mm
Kurnoth Hunters with Kurnoth Scythe	3	200	<b>KURNOTHI, INFANTRY</b>		50mm
Revenant Seekers	3	200	<b>CAVALRY</b>		60mm
⌘ Spite-Revenants	5	80 (-30)	<b>INFANTRY</b>		32mm
Spite-rider Lancers	3	210	<b>CAVALRY</b>		60mm
⌘ The Twistweald	8	110 (-20)	<b>INFANTRY</b>	This unit cannot be reinforced.	40mm [1], 32mm [4], 28.5mm [3]
Tree-Revenants	5	110	<b>INFANTRY</b>		32mm



# BATTLE PROFILES

DECEMBER 2024

## BEASTS OF CHAOS

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
⌘ Beastlord	1	170	0-1 <i>Herd Alpha</i> , Any BEASTS OF CHAOS	This HERO can join an eligible regiment as a <i>Herd Alpha</i> . This unit will move to Warhammer Legends on 1 June 2025.	40mm
⌘ Doombull	1	170 (-10)	0-1 <i>Herd Alpha</i> , Any BEASTS OF CHAOS	This HERO can join an eligible regiment as a <i>Herd Alpha</i> . This unit will move to Warhammer Legends on 1 June 2025.	50mm
⌘ Dragon Ogor Shaggoth	1	220 (-20)	0-1 <i>Herd Alpha</i> , Any BEASTS OF CHAOS	This unit will move to Warhammer Legends on 1 June 2025.	90 x 52mm
⌘ Great Bray-Shaman	1	130 (+10)	0-1 <i>Herd Alpha</i> , 0-1 BEAST, Any BRAYHERD	This unit will move to Warhammer Legends on 1 June 2025.	32mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Beasts of Chaos Chaos Spawn	1	70	BEAST	This unit will move to Warhammer Legends on 1 June 2025.	50mm
⌘ Bestigors	10	210 (+10)	BRAYHERD, INFANTRY	This unit will move to Warhammer Legends on 1 June 2025.	32mm
⌘ Bullgors	3	170 (-10)	INFANTRY	This unit will move to Warhammer Legends on 1 June 2025.	50mm
⌘ Centigors	5	170 (+10)	BRAYHERD, CAVALRY	This unit will move to Warhammer Legends on 1 June 2025.	60 x 35mm
Chaos Gargant	1	150	MONSTER	This unit will move to Warhammer Legends on 1 June 2025.	90 x 52mm
Chaos Warhounds	10	130	BEAST	This unit will move to Warhammer Legends on 1 June 2025.	60 x 35mm
Chimera	1	200	MONSTER	This unit will move to Warhammer Legends on 1 June 2025.	120 x 92mm
Cockatrice	1	150	BEAST	This unit will move to Warhammer Legends on 1 June 2025.	60mm
⌘ Cygor	1	190 (-20)	MONSTER	This unit will move to Warhammer Legends on 1 June 2025.	120 x 92mm
Dragon Ogors	3	220	CAVALRY	This unit will move to Warhammer Legends on 1 June 2025.	90 x 52mm
⌘ Ghorgon	1	200 (-20)	MONSTER	This unit will move to Warhammer Legends on 1 June 2025.	120 x 92mm
⌘ Gors	10	100 (-10)	BRAYHERD, INFANTRY	This unit will move to Warhammer Legends on 1 June 2025.	32mm
⌘ Jabberslythe	1	190 (-20)	MONSTER	This unit will move to Warhammer Legends on 1 June 2025.	120 x 92mm
⌘ Razorgor	1	70 (-20)	BEAST	This unit will move to Warhammer Legends on 1 June 2025.	75 x 42mm
Tuskgor Chariots	1	110	BRAYHERD, WAR MACHINE	This unit will move to Warhammer Legends on 1 June 2025.	105 x 70mm
Ungor Raiders	10	90	BRAYHERD, INFANTRY	This unit will move to Warhammer Legends on 1 June 2025.	25mm
Ungors	10	80	BRAYHERD, INFANTRY	This unit will move to Warhammer Legends on 1 June 2025.	25mm



# BATTLE PROFILES

DECEMBER 2024

## BLADES OF KHORNE

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
⌘ Aspiring Deathbringer	1	90 (-20)	Any BLOODBOUND	This HERO can join an eligible regiment as a <i>Bloodbound Warmonger</i> .	40mm
Bloodmaster, Herald of Khorne	1	150	0-1 Slaughter Seeker, Any DAEMON		40mm
⌘ Bloodsegregator	1	130 (-20)	Any BLOODBOUND	This HERO can join an eligible regiment as a <i>Bloodbound Warmonger</i> .	32mm
Bloodstoker	1	100	Any BLOODBOUND	This HERO can join an eligible regiment as a <i>Bloodbound Warmonger</i> .	40mm
⌘ Bloodthirster of Insensate Rage	1	470	0-1 Slaughter Seeker, Any DAEMON	This HERO can join an eligible regiment as a <i>Baleful Lord</i> .	120 x 92mm
⌘ Bloodthirster of Unfettered Fury	1	440	0-1 Slaughter Seeker, Any DAEMON	This HERO can join an eligible regiment as a <i>Baleful Lord</i> .	120 x 92mm
Exalted Deathbringer	1	120	Any BLOODBOUND	This HERO can join an eligible regiment as a <i>Bloodbound Warmonger</i> .	40mm
Herald of Khorne on Blood Throne	1	210	0-1 Slaughter Seeker, Any DAEMON		120 x 92mm
⌘ Karanak	1	110 (-10)	0-1 Mighty Lord of Khorne, Any Claws of Karanak, Any Flesh Hounds		75 x 42mm
Lord of Khorne on Juggernaut	1	220	Any BLOODBOUND		90 x 52mm
⌘ Mighty Lord of Khorne	1	130 (-10)	Any Bloodbound Warmonger, 0-1 Karanak, Any BLADES OF KHORNE		60mm
Realmgore Ritualist	1	110	Any BLOODBOUND		32mm
⌘ Skarbrand	1	470 (-20)	0-1 Slaughter Seeker, Any BLADES OF KHORNE		100mm
Skarr Bloodwrath	1	150	Any BLOODBOUND		40mm
Skullgrinder	1	130	Any BLOODBOUND	This HERO can join an eligible regiment as a <i>Bloodbound Warmonger</i> .	40mm
⌘ Skullmaster, Herald of Khorne	1	150 (-20)	Any DAEMON CAVALRY, Any WAR MACHINE		90 x 52mm
⌘ Skultaker	1	130 (-10)	Any DAEMON	This HERO can join an eligible regiment as a <i>Slaughter Seeker</i> .	40mm
Slaughterpriest	1	160	Any BLOODBOUND		40mm
⌘ Wrath of Khorne Bloodthirster	1	420	0-1 Slaughter Seeker, 0-1 Baleful Lord, Any DAEMON		120 x 92mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Blood Warriors	10	210	BLOODBOUND, INFANTRY		32mm
⌘ Bloodcrushers	3	180 (-20)	DAEMON, CAVALRY		90 x 52mm
Bloodletters	10	200	DAEMON, INFANTRY		32mm
Bloodreavers	10	100	BLOODBOUND, INFANTRY		32mm
Claws of Karanak	8	110	BLOODBOUND, INFANTRY	This unit cannot be reinforced.	60 x 35mm [1], 40mm [1], 32mm [2], 28.5mm [4]
Flesh Hounds	5	110	DAEMON, BEAST		60 x 35mm
⌘ Khorgorath	1	130 (-20)	BLOODBOUND, MONSTER		90 x 52mm
⌘ Mighty Skullcrushers	3	220 (-30)	BLOODBOUND, CAVALRY		90 x 52mm
Skull Cannon	1	170	DAEMON, WAR MACHINE		120 x 92mm
Skullreapers	5	220	BLOODBOUND, INFANTRY		40mm
⌘ Wrathmongers	5	120 (-20)	BLOODBOUND, INFANTRY		40mm



# BATTLE PROFILES

DECEMBER 2024

## DISCIPLES OF TZEENTCH

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
⌘ Changecaster, Herald of Tzeentch	1	130 (+10)	Any DAEMON	This HERO can join an eligible regiment as a <i>Tzeentchian Deceiver</i> .	32mm
Curseling, Eye of Tzeentch	1	150	Any ARCANITE	This HERO can join an eligible regiment as an <i>Arcanite Cabalist</i> .	32mm
⌘ Fateskimmer, Herald of Tzeentch on Burning Chariot	1	140 (-30)	0-1 <i>Tzeentchian Deceiver</i> , Any DAEMON		120 x 92mm
⌘ Gaunt Summoner	1	180 (+10)	0-1 <i>Tzeentchian Deceiver</i> , Any DISCIPLES OF TZEENTCH		40mm
Gaunt Summoner on Disc of Tzeentch	1	230	0-1 <i>Tzeentchian Deceiver</i> , Any DISCIPLES OF TZEENTCH		40mm
⌘ Kairos Fateweaver	1	460 (+20)	0-1 <i>Tzeentchian Deceiver</i> , Any DISCIPLES OF TZEENTCH		100mm
⌘ Lord of Change	1	400 (+20)	0-1 <i>Tzeentchian Deceiver</i> , Any DISCIPLES OF TZEENTCH		100mm
Magister	1	110	Any ARCANITE	This HERO can join an eligible regiment as an <i>Arcanite Cabalist</i> .	32mm
⌘ Magister on Disc of Tzeentch	1	130 (-10)	0-1 <i>Arcanite Cabalist</i> , Any ARCANITE		50mm
⌘ Ogroid Thaumaturge	1	130 (-20)	Any ARCANITE	This HERO can join an eligible regiment as an <i>Arcanite Cabalist</i> .	50mm
⌘ The Changeling	1	150 (+10)	Any DAEMON	This HERO can join an eligible regiment as a <i>Tzeentchian Deceiver</i> .	40mm
Tzaangor Shaman	1	160	0-1 <i>Arcanite Cabalist</i> , Any ARCANITE		40mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
⌘ Blue Horrors and Brimstone Horrors	10	150 (+20)	DAEMON, INFANTRY		25mm
⌘ Burning Chariot of Tzeentch	1	120 (-20)	DAEMON, WAR MACHINE		120 x 92mm
Chaos Spawn of Tzeentch	1	60	BEAST		50mm
⌘ Exalted Flamer of Tzeentch	1	110 (-20)	DAEMON, INFANTRY		75 x 42mm
⌘ Flamers of Tzeentch	3	130 (+10)	DAEMON, INFANTRY		32mm
Jade Obelisk	10	100	ARCANITE, INFANTRY	This unit cannot be reinforced.	32mm [5], 28.5mm [5]
⌘ Kairic Acolytes	10	90 (-10)	ARCANITE, INFANTRY		32mm
⌘ Pink Horrors	10	170 (+20)	DAEMON, INFANTRY		32mm
⌘ Screamers of Tzeentch	3	90 (-10)	DAEMON, BEAST		32mm
Tzaangor Enlightened	3	90	ARCANITE, INFANTRY		40mm
⌘ Tzaangor Enlightened on Discs of Tzeentch	3	150 (-20)	ARCANITE, CAVALRY		40mm
⌘ Tzaangor Skyfires	3	180 (+10)	ARCANITE, CAVALRY		40mm
Tzaangors	10	150	ARCANITE, INFANTRY		32mm



# BATTLE PROFILES

DECEMBER 2024

## HEDONITES OF SLAANESH

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
⌘ Bladebringer, Herald on Exalted Chariot	1	160 (-30)	0-1 Slaaneshi Beguiler, Any WAR MACHINE		120 x 92mm
Contorted Epitome	1	180	0-1 Slaaneshi Beguiler, Any DAEMON		75 x 42mm
⌘ Dexcessa, the Talon of Slaanesh	1	200 (-40)	0-1 Synessa or Slaaneshi Beguiler, Any HEDONITES OF SLAANESH	This HERO can join Synessa's regiment.	105 x 70mm
Glutos Orscollion, Lord of Gluttony	1	470	0-1 Dark Egotist, 0-1 DAEMON, Any SYBARITE		170 x 105mm
Infernal Enraptress, Herald of Slaanesh	1	100	Any DAEMON	This HERO can join an eligible regiment as a Slaaneshi Beguiler.	60 x 35mm
⌘ Keeper of Secrets	1	420 (-20)	0-1 Slaaneshi Beguiler, Any HEDONITES OF SLAANESH		100mm
⌘ Lord of Hubris	1	140 (-20)	Any SYBARITE	This HERO can join an eligible regiment as a Dark Egotist.	40mm
⌘ Lord of Pain	1	140 (-20)	Any SYBARITE	This HERO can join an eligible regiment as a Dark Egotist.	40mm
Shalaxi Helbane	1	490	0-1 Slaaneshi Beguiler, Any HEDONITES OF SLAANESH		100mm
Shardspeaker of Slaanesh	1	130	0-1 Dark Egotist, Any SYBARITE		32mm
⌘ Sigvald, Prince of Slaanesh	1	260	0-1 Dark Egotist, 0-1 DAEMON, Any SYBARITE	This HERO can join an eligible regiment as a Dark Egotist.	60mm
Syll'Esske, the Vengeful Allegiance	1	220	0-1 Slaaneshi Beguiler or Dark Egotist, Any HEDONITES OF SLAANESH		50mm
⌘ Synessa, the Voice of Slaanesh	1	230 (-50)	0-1 Dexcessa or Slaaneshi Beguiler, Any HEDONITES OF SLAANESH	This HERO can join Dexcessa's regiment.	105 x 70mm
⌘ The Masque	1	140 (-10)	Any DAEMON	This HERO can join an eligible regiment as a Slaaneshi Beguiler.	32mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Blissbarb Archers	10	150	SYBARITE, INFANTRY		28.5mm [10], 25mm [1]
Blissbarb Seekers	5	160	SYBARITE, CAVALRY		75 x 42mm
⌘ Daemonettes	10	100 (-10)	DAEMON, INFANTRY		25mm
Fiends	3	150	DAEMON, BEAST		75 x 42mm
Hellflayer	1	160	DAEMON, WAR MACHINE		120 x 92mm
Hellstriders	5	150	SYBARITE, CAVALRY		60 x 35mm
⌘ Myrmidesh Painbringers	5	120 (-10)	SYBARITE, INFANTRY		32mm
⌘ Seeker Chariot	1	90 (-10)	DAEMON, WAR MACHINE		120 x 92mm
Seekers	5	140	DAEMON, CAVALRY		60 x 35mm
⌘ Slaangor Fiendbloods	3	120 (-10)	SYBARITE, INFANTRY		40mm
Slickblade Seekers	5	190	SYBARITE, CAVALRY		75 x 42mm
Symbaresh Twinsouls	5	130	SYBARITE, INFANTRY		32mm



# BATTLE PROFILES

DECEMBER 2024

## MAGGOTKIN OF NURGLE

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Blobab Rotspawned	1	300	0-1 <i>Rotbringer Lord</i> , Any <b>MAGGOTKIN OF NURGLE</b>		100mm
Great Unclean One	1	480	0-1 <i>Plague Scion</i> , Any <b>MAGGOTKIN OF NURGLE</b>		130mm
Gutrot Spume	1	160	0-1 <i>Rotbringer Lord</i> , Any <b>ROTBINGER</b>		40mm
⌘ Harbinger of Decay	1	150 (-20)	0-1 <i>Rotbringer Lord</i> , Any <b>ROTBINGER</b>		75 x 42mm
Horticulous Slimux	1	150	Any <b>DAEMON</b>		105 x 70mm
Lord of Afflictions	1	220	Any <b>Plague Drones</b> , Any <b>Pusgoyle Blightlords</b>		60mm
⌘ Lord of Blights	1	130 (-20)	Any <b>ROTBINGER</b> <b>INFANTRY</b>	This <b>HERO</b> can join an eligible regiment as a <i>Rotbringer Lord</i> .	40mm
⌘ Lord of Plagues	1	130 (-20)	Any <b>ROTBINGER</b> <b>INFANTRY</b>	This <b>HERO</b> can join an eligible regiment as a <i>Rotbringer Lord</i> .	40mm
Morbidex Twiceborn	1	300	0-1 <i>Rotbringer Lord</i> , Any <b>MAGGOTKIN OF NURGLE</b>		100mm
Orghotts Daemonspew	1	320	0-1 <i>Rotbringer Lord</i> , Any <b>MAGGOTKIN OF NURGLE</b>		100mm
Poxbringer, Herald of Nurgle	1	120	Any <b>DAEMON</b>	This <b>HERO</b> can join an eligible regiment as a <i>Plague Scion</i> .	32mm
Rotbringer Sorcerer	1	120	0-1 <i>Rotbringer Lord</i> , Any <b>ROTBINGER</b>		32mm
⌘ Rotigus	1	460 (-20)	0-1 <i>Plague Scion</i> , Any <b>MAGGOTKIN OF NURGLE</b>		130mm
Sloppity Bilepiper, Herald of Nurgle	1	110	Any <b>DAEMON</b>	This <b>HERO</b> can join an eligible regiment as a <i>Plague Scion</i> .	32mm
Spoilpox Scrivener, Herald of Nurgle	1	100	Any <b>DAEMON</b>	This <b>HERO</b> can join an eligible regiment as a <i>Plague Scion</i> .	40mm
⌘ The Glottkin	1	510 (-20)	0-1 <i>Rotbringer Lord</i> , Any <b>MAGGOTKIN OF NURGLE</b>		130mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
⌘ Beasts of Nurgle	1	140 (-10)	<b>DAEMON</b> , <b>BEAST</b>		60mm
Nurglings	3	100	<b>DAEMON</b> , <b>INFANTRY</b>		40mm
Plague Drones	3	180	<b>DAEMON</b> , <b>CAVALRY</b>		60mm
Plaguebearers	10	140	<b>DAEMON</b> , <b>INFANTRY</b>		32mm
Pusgoyle Blightlords	2	250	<b>ROTBINGER</b> , <b>CAVALRY</b>		60mm
Pusgoyle Blightlords (1 model)	1	130	<b>ROTBINGER</b> , <b>CAVALRY</b>	You can include 1 unit of this type for each <b>Lord of Afflictions</b> in your army.	60mm
Putrid Blightkings	5	190	<b>ROTBINGER</b> , <b>INFANTRY</b>		40mm
Rotmire Creed	10	130	<b>ROTBINGER</b> , <b>INFANTRY</b>	This unit cannot be reinforced.	32mm [2], 28.5mm [2], 25mm [6]



# BATTLE PROFILES

DECEMBER 2024

## SKAVEN

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Arch-Warlock	1	170	0-1 <b>Clanrats</b> , Any <b>SKYRE</b>		32mm
⌘ Clawlord	1	80 (-20)	Any <b>VERMINUS</b>	This <b>HERO</b> can join a <b>Veminlord Warbringer</b> 's regiment or an eligible regiment as a <i>Skaven Overclaw</i> .	32mm
⌘ Clawlord on Gnaw-beast	1	130 (-30)	Any <b>VERMINUS</b>	This <b>HERO</b> can join a <b>Veminlord Warbringer</b> 's regiment or an eligible regiment as a <i>Skaven Overclaw</i> .	90 x 52mm
⌘ Deathmaster	1	120 (-40)	0-1 <b>Clanrats</b> , Any <b>ESHIN</b>	This <b>HERO</b> can join a <b>Veminlord Deceiver</b> 's regiment or an eligible regiment as a <i>Skaven Overclaw</i> .	32mm
Grey Seer	1	120	0-1 <i>Skaven Overclaw</i> , Any <b>SKAVEN</b>		32mm
Grey Seer on Screaming Bell	1	350	0-1 <i>Skaven Overclaw</i> , Any <b>SKAVEN</b>		120 x 92mm
⌘ Krittok Foulblade	1	180 (-40)	Any <b>VERMINUS</b>		40mm
⌘ Lord Skreech Verminking	1	410 (-20)	0-1 <i>Skaven Overclaw</i> , Any <b>SKAVEN</b>		120 x 92mm
Master Moulder	1	100	0-1 <b>Clanrats</b> , Any <b>MOULDER</b>		32mm
Plague Priest on Plague Furnace	1	340	0-1 <b>Clanrats</b> , Any <b>PESTILENS</b>		120 x 92mm
Thanquol on Boneripper	1	360	0-1 <i>Skaven Overclaw</i> , Any <b>SKAVEN</b>		105 x 70mm
⌘ Verminlord Corruptor	1	330 (-30)	0-1 <b>Clanrats</b> , Any <b>PESTILENS</b>		120 x 92mm
Verminlord Deceiver	1	410	0-1 <b>Clanrats</b> , 0-1 <b>Deathmaster</b> , Any <b>ESHIN</b>		120 x 92mm
⌘ Verminlord Warbringer	1	320 (-30)	0-1 <b>Clawlord</b> , Any <b>VERMINUS</b>		120 x 92mm
Verminlord Warpseer	1	340	0-1 <i>Skaven Overclaw</i> , Any <b>SKAVEN</b>		120 x 92mm
⌘ Vizzik Skour, Prophet of the Horned Rat	1	400 (-50)	0-1 <i>Skaven Overclaw</i> , Any <b>SKAVEN</b>		130mm
⌘ Warlock Bombardier	1	110 (-10)	0-1 <b>Clanrats</b> , Any <b>SKYRE</b>	This <b>HERO</b> can join an eligible regiment as a <i>Skaven Overclaw</i> .	32mm
⌘ Warlock Engineer	1	130 (-10)	0-1 <b>Clanrats</b> , Any <b>SKYRE</b>	This <b>HERO</b> can join an eligible regiment as a <i>Skaven Overclaw</i> .	32mm
⌘ Warlock Galvaneer	1	140	0-1 <b>Clanrats</b> , Any <b>SKYRE</b>	This <b>HERO</b> can join an eligible regiment as a <i>Skaven Overclaw</i> .	32mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
⌘ Acolyte Globadiers	5	100 (-30)	<b>SKYRE</b> , <b>INFANTRY</b> , <b>WEAPON TEAM</b>	You cannot include more than 1 <b>SKYRE WEAPON TEAM</b> in a regiment led by a non- <b>SKYRE HERO</b> .	28.5mm
⌘ Brood Terror	1	260 (-40)	<b>MOULDER</b> , <b>MONSTER</b>		90mm
Clanrats	20	150	<b>VERMINUS</b> , <b>INFANTRY</b>		25mm
Doom-Flayers	2	130	<b>SKYRE</b> , <b>WAR MACHINE</b>	You cannot include more than 1 <b>SKYRE WAR MACHINE</b> in a regiment led by a non- <b>SKYRE HERO</b> .	50mm
⌘ Doomwheel	1	120 (-20)	<b>SKYRE</b> , <b>WAR MACHINE</b>	You cannot include more than 1 <b>SKYRE WAR MACHINE</b> in a regiment led by a non- <b>SKYRE HERO</b> .	105 x 70mm
⌘ Hell Pit Abomination	1	240 (-30)	<b>MOULDER</b> , <b>MONSTER</b>		120 x 92mm
Night Runners	10	130	<b>ESHIN</b> , <b>INFANTRY</b>		25mm
Plague Monks	20	140	<b>PESTILENS</b> , <b>INFANTRY</b>		25mm
⌘ Plagueclaw	1	120 (-20)	<b>PESTILENS</b> , <b>WAR MACHINE</b>		120 x 92mm
Plaguepack	5	140	<b>PESTILENS</b> , <b>INFANTRY</b>		32mm [1], 28.5mm [1], 25mm [4]



# BATTLE PROFILES

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## SKAVEN

UPDATED

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Rat Ogors	3	160	MOULDER, INFANTRY		50mm
✿ Ratling Guns	3	170 (+20)	SKYRE, INFANTRY, WEAPON TEAM	You cannot include more than 1 SKYRE WEAPON TEAM in a regiment led by a non-SKYRE HERO.	60 × 35mm
✿ Ratling Warpblaster	1	150 (-30)	SKYRE, WAR MACHINE	You cannot include more than 1 SKYRE WAR MACHINE in a regiment led by a non-SKYRE HERO.	105 × 70mm
Stormfiends	3	260	SKYRE, MOULDER, INFANTRY		60mm
✿ Stormvermin	10	120 (-20)	VERMINUS, INFANTRY		28.5mm
✿ Warp-Grinder	1	140 (-30)	SKYRE, WAR MACHINE	You cannot include more than 1 SKYRE WAR MACHINE in a regiment led by a non-SKYRE HERO.	90 × 52mm
✿ Warp Lightning Cannon	1	140 (-20)	SKYRE, WAR MACHINE	You cannot include more than 1 SKYRE WAR MACHINE in a regiment led by a non-SKYRE HERO.	120 × 92mm
Warpfire Throwers	3	140	SKYRE, INFANTRY, WEAPON TEAM	You cannot include more than 1 SKYRE WEAPON TEAM in a regiment led by a non-SKYRE HERO.	60 × 35mm
Warplock Jezzails	3	150	SKYRE, INFANTRY		60 × 35mm
Warpvolt Scourgers	3	190	SKYRE, INFANTRY, WEAPON TEAM	You cannot include more than 1 SKYRE WEAPON TEAM in a regiment led by a non-SKYRE HERO.	60 × 35mm



# BATTLE PROFILES

DECEMBER 2024

## SLAVES TO DARKNESS

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Abraxia, Spear of the Everchosen	1	340	0-1 <i>Ruinous Champion</i> , Any <b>SLAVES TO DARKNESS</b>		100mm
Archaon, the Everchosen	1	870	0-1 <i>Ruinous Champion</i> , Any <b>SLAVES TO DARKNESS</b>		160mm
Be'lakor, the Dark Master	1	440	0-1 <i>Eternus</i> or <i>Ruinous Champion</i> , Any <b>SLAVES TO DARKNESS</b>		100mm
Centaurion Marshal	1	160	0-1 <b>MONSTER</b> , Any <b>Chaos Legionnaires</b> , Any <b>DAEMON</b>	This HERO can join an eligible regiment as a <i>Ruinous Champion</i> .	80mm
✿ Chaos Lord	1	100	0-1 <i>Ruinous Champion</i> , 0-1 <b>MONSTER</b> , Any <b>WARRIORS OF CHAOS</b>	This HERO can join an eligible regiment as a <i>Ruinous Champion</i> .	40mm
✿ Chaos Lord on Daemonic Mount	1	160 (-10)	0-1 <i>Ruinous Champion</i> , 0-1 <b>MONSTER</b> , Any <b>WARRIORS OF CHAOS</b>	This HERO can join an eligible regiment as a <i>Ruinous Champion</i> .	90 × 52mm
✿ Chaos Lord on Karkadrak	1	230	0-1 <i>Ruinous Champion</i> , 0-1 <b>MONSTER</b> , Any <b>WARRIORS OF CHAOS</b>	This HERO can join an eligible regiment as a <i>Ruinous Champion</i> .	90 × 52mm
✿ Chaos Sorcerer Lord	1	120	0-1 <i>Ruinous Champion</i> , 0-1 <b>MONSTER</b> , Any <b>WARRIORS OF CHAOS</b>		40mm
Daemon Prince	1	290	0-1 <i>Ruinous Champion</i> , Any <b>SLAVES TO DARKNESS</b>		60mm
✿ Darkoath Chieftain	1	90 (-20)	0-1 <b>MONSTER</b> , Any <b>DARKOATH</b>	This HERO can join an eligible regiment as an <i>Oathsworn</i> .	32mm
✿ Darkoath Chieftain on Warsteed	1	130 (-20)	0-1 <i>Oathsworn</i> , 0-1 <b>MONSTER</b> , Any <b>DARKOATH</b>	This HERO can join an eligible regiment as an <i>Oathsworn</i> .	75 × 42mm
Darkoath Warqueen	1	120	0-1 <i>Oathsworn</i> , 0-1 <b>MONSTER</b> , Any <b>DARKOATH</b>		32mm
Eternus, Blade of the First Prince	1	200	0-1 <b>MONSTER</b> , Any <b>Chaos Furies</b> , Any <b>Chaos Legionnaires</b> , Any <b>WARRIORS OF CHAOS</b>	This HERO can join Be'lakor's regiment.	90 × 52mm
✿ Exalted Hero of Chaos	1	110 (+10)	0-1 <b>MONSTER</b> , Any <b>WARRIORS OF CHAOS</b>	This HERO can join an eligible regiment as a <i>Ruinous Champion</i> .	40mm
Gaunt Summoner	1	170	Any <b>SLAVES TO DARKNESS</b>		40mm
✿ Gaunt Summoner on Disc of Tzeentch	1	210 (-10)	Any <b>SLAVES TO DARKNESS</b>		40mm
✿ Gunnar Brand	1	240 (-20)	Singri Brand (required), The Oathsworn Kin (required), Any <b>DARKOATH</b>		32mm
Singri Brand	1	0	None	This unit can only be taken in Gunnar Brand's regiment.	60 × 35mm
Ogroid Myrmidon	1	150	Any <b>Ogroid Theridons</b> , Any <b>MONSTER</b> , Any <b>DAEMON</b>	This HERO can join an eligible regiment as a <i>Ruinous Champion</i> .	50mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Chaos Chariot	1	80	<b>WARRIORS OF CHAOS</b> , <b>WAR MACHINE</b>		120 × 92mm
Chaos Chosen	5	260	<b>WARRIORS OF CHAOS</b> , <b>INFANTRY</b>		40mm
✿ Chaos Furies	6	120 (+10)	<b>DAEMON</b> , <b>INFANTRY</b>		32mm
Chaos Knights	5	250	<b>WARRIORS OF CHAOS</b> , <b>CAVALRY</b>		75 × 42mm
Chaos Legionnaires	8	80	<b>INFANTRY</b>	This unit cannot be reinforced.	32mm [5], 28.5mm [3]
Chaos Spawn	1	60	<b>BEAST</b>		50mm
Chaos Warriors	10	200	<b>WARRIORS OF CHAOS</b> , <b>INFANTRY</b>		32mm
Darkoath Fellriders	5	150	<b>DARKOATH</b> , <b>CAVALRY</b>		60 × 35mm
✿ Darkoath Marauders	10	80 (-20)	<b>DARKOATH</b> , <b>INFANTRY</b>		28.5mm
✿ Darkoath Savagers	10	100 (-20)	<b>DARKOATH</b> , <b>INFANTRY</b>	This unit cannot be reinforced.	32mm [3], 28.5mm [7]
✿ Darkoath Wilderfiend	1	140 (-10)	<b>DARKOATH</b> , <b>BEAST</b>		60mm
Fomoroid Crusher	1	120	<b>MONSTER</b>		60mm
Gorebeast Chariot	1	100	<b>WARRIORS OF CHAOS</b> , <b>WAR MACHINE</b>		120 × 92mm



# BATTLE PROFILES

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## SLAVES TO DARKNESS

UPDATED

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Legion of the First Prince Beasts of Nurgle	1	150	LEGION OF THE FIRST PRINCE, DAEMON, BEAST	This unit can only be taken in a Legion of the First Prince Army of Renown.	60mm
Legion of the First Prince Bloodcrushers	3	200	LEGION OF THE FIRST PRINCE, DAEMON, CAVALRY	This unit can only be taken in a Legion of the First Prince Army of Renown.	90 x 52mm
Legion of the First Prince Bloodletters	10	200	LEGION OF THE FIRST PRINCE, DAEMON, INFANTRY	This unit can only be taken in a Legion of the First Prince Army of Renown.	32mm
Legion of the First Prince Fiends	3	150	LEGION OF THE FIRST PRINCE, DAEMON, BEAST	This unit can only be taken in a Legion of the First Prince Army of Renown.	75 x 42mm
Legion of the First Prince Flamers of Tzeentch	3	120	LEGION OF THE FIRST PRINCE, DAEMON, INFANTRY	This unit can only be taken in a Legion of the First Prince Army of Renown.	32mm
Legion of the First Prince Hellflayer	1	160	LEGION OF THE FIRST PRINCE, DAEMON, WAR MACHINE	This unit can only be taken in a Legion of the First Prince Army of Renown.	120 x 92mm
Legion of the First Prince Plaguebearers	10	140	LEGION OF THE FIRST PRINCE, DAEMON, INFANTRY	This unit can only be taken in a Legion of the First Prince Army of Renown.	32mm
Legion of the First Prince Screamers of Tzeentch	3	100	LEGION OF THE FIRST PRINCE, DAEMON, BEAST	This unit can only be taken in a Legion of the First Prince Army of Renown.	32mm
Mindstealer Sphiranx	1	170	MONSTER		90 x 52mm
Mutalith Vortex Beast	1	180	DAEMON, MONSTER		120 x 92mm
Ogroid Theridons	3	180	INFANTRY		50mm
✿ Raptoryx	6	100 (+10)	BEAST		60 x 35mm
Slaughterbrute	1	220	DAEMON, MONSTER		120 x 92mm
The Oathsworn Kin	3	0	UNIQUE, DARKOATH, INFANTRY	This unit can only be taken in Gunnar Brand's regiment. This unit cannot be reinforced.	32mm
✿ Varanguard	3	330 (+10)	WARRIORS OF CHAOS, CAVALRY		75 x 42mm



# BATTLE PROFILES

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## FLESH-EATER COURTS

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Abhorrant Archregent	1	180 (-10)	0-1 <i>Flesh-eater Noble</i> , Any <b>FLESH-EATER COURTS</b>		40mm
Abhorrant Cardinal	1	120	0-1 <i>Flesh-eater Noble</i> , 0-1 <b>KNIGHTS</b> , Any <b>SERFS</b>		32mm
Abhorrant Ghoul King	1	120	0-1 <i>Flesh-eater Noble</i> , Any <b>FLESH-EATER COURTS</b>		32mm
Abhorrant Ghoul King on Royal Terrorgeist	1	340 (-40)	0-1 <i>Flesh-eater Noble</i> , Any <b>FLESH-EATER COURTS</b>		130mm
Abhorrant Ghoul King on Royal Zombie Dragon	1	340 (-40)	0-1 <i>Flesh-eater Noble</i> , Any <b>FLESH-EATER COURTS</b>		130mm
Abhorrant Gorewarden	1	140 (-20)	0-1 <i>Flesh-eater Noble</i> , 0-1 <b>SERFS</b> , Any <b>KNIGHTS</b>		40mm
Crypt Haunter Courtier	1	120 (-20)	0-1 <b>SERFS</b> , Any <b>Crypt Horrors</b>	This HERO can join an eligible regiment as a <i>Flesh-eater Noble</i> .	50mm
Crypt Infernal Courtier	1	140 (-30)	0-1 <b>SERFS</b> , Any <b>Crypt Flayers</b>	This HERO can join an eligible regiment as a <i>Flesh-eater Noble</i> .	50mm
Grand Justice Gormayne	1	110	0-1 <b>KNIGHTS</b> , Any <b>SERFS</b>	This HERO can join an eligible regiment as a <i>Flesh-eater Noble</i> .	32mm
Marrowscroll Herald	1	120	Any <b>SERFS</b>	This HERO can join an eligible regiment as a <i>Flesh-eater Noble</i> .	32mm
Nagash, Supreme Lord of the Undead	1	840 (-40)	0-1 <i>Flesh-eater Noble</i> , Any <b>FLESH-EATER COURTS</b>		130mm
Royal Decapitator	1	100	Any <b>SERFS</b>	This HERO can join an eligible regiment as a <i>Flesh-eater Noble</i> .	32mm
Ushoran, Mortarch of Delusion	1	440 (-30)	0-1 <i>Flesh-eater Noble</i> , Any <b>FLESH-EATER COURTS</b>		130mm
Varghulf Courtier	1	160 (-20)	Any <b>KNIGHTS</b> , Any <b>SERFS</b>	This HERO can join an eligible regiment as a <i>Flesh-eater Noble</i> .	90 x 52mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Crypt Flayers	3	150 (-20)	<b>KNIGHTS</b> , <b>INFANTRY</b>		50mm
Crypt Flayers (2 models)	2	80 (-30)	<b>KNIGHTS</b> , <b>INFANTRY</b>	You can include 1 unit of this type for each <b>Crypt Infernal Courtier</b> in your army. This unit cannot be reinforced.	50mm
Crypt Ghouls	20	160 (-10)	<b>SERFS</b> , <b>INFANTRY</b>		25mm
Crypt Horrors	3	140 (-10)	<b>KNIGHTS</b> , <b>INFANTRY</b>		50mm
Crypt Horrors (2 models)	2	90 (-10)	<b>KNIGHTS</b> , <b>INFANTRY</b>	You can include 1 unit of this type for each <b>Crypt Haunter Courtier</b> in your army. This unit cannot be reinforced.	50mm
Cryptguard	10	100 (-20)	<b>SERFS</b> , <b>INFANTRY</b>		25mm
Morbheg Knights	3	160 (-10)	<b>KNIGHTS</b> , <b>CAVALRY</b>		75 x 42mm
Royal Beastflayers	10	100 (-20)	<b>SERFS</b> , <b>INFANTRY</b>	This unit cannot be reinforced.	40mm [2], 32mm [2], 28.5mm [3], 25mm [3]
Royal Terrorgeist	1	240 (-20)	<b>MONSTER</b>		130mm
Royal Zombie Dragon	1	250 (-20)	<b>MONSTER</b>		130mm



# BATTLE PROFILES

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## NIGHTHAUNT

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
★ Awlrach the Drowner	1	170 (+10)	0-1 <i>Cursed Soul</i> , Any <b>NIGHTHAUNT</b>		80mm
Cairn Wraith	1	130	0-1 <b>Black Coach</b> , Any <b>INFANTRY</b>	This <b>HERO</b> can join an eligible regiment as a <i>Cursed Soul</i> .	25mm
★ Guardian of Souls	1	150 (+10)	0-1 <b>Black Coach</b> , Any <b>INFANTRY</b>		32mm
★ Knight of Shrouds	1	120 (-10)	0-1 <i>Cursed Soul</i> , 0-1 <b>Black Coach</b> , Any <b>INFANTRY</b>		32mm
★ Knight of Shrouds on Ethereal Steed	1	190 (+10)	0-1 <i>Cursed Soul</i> , 0-1 <b>Black Coach</b> , Any <b>CAVALRY</b>		75 x 42mm
Krulghast Cruciator	1	150	0-1 <b>Black Coach</b> , Any <b>INFANTRY</b>		40mm
★ Kurdoss Valentian, the Craven King	1	190 (-10)	0-1 <i>Cursed Soul</i> , Any <b>NIGHTHAUNT</b>		60mm
★ Lady Olynder, Mortarch of Grief	1	310 (+10)	0-1 <i>Cursed Soul</i> , Any <b>NIGHTHAUNT</b>		60mm
★ Lord Executioner	1	170 (+20)	0-1 <b>Black Coach</b> , Any <b>INFANTRY</b>	This <b>HERO</b> can join an eligible regiment as a <i>Cursed Soul</i> .	40mm
Nagash, Supreme Lord of the Undead	1	880	0-1 <i>Cursed Soul</i> , Any <b>NIGHTHAUNT</b>		130mm
★ Reikenor the Grimhailer	1	240 (+20)	0-1 <i>Cursed Soul</i> , Any <b>NIGHTHAUNT</b>		75 x 42mm
Scriptor Mortis	1	120	0-1 <b>Black Coach</b> , Any <b>INFANTRY</b>	This <b>HERO</b> can join an eligible regiment as a <i>Cursed Soul</i> .	40mm
★ Spirit Torment	1	130	0-1 <b>Black Coach</b> , Any <b>INFANTRY</b>	This <b>HERO</b> can join an eligible regiment as a <i>Cursed Soul</i> .	40mm
★ Tomb Banshee	1	150	0-1 <b>Black Coach</b> , Any <b>INFANTRY</b>	This <b>HERO</b> can join an eligible regiment as a <i>Cursed Soul</i> .	25mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
★ Black Coach	1	240 (-20)	<b>WAR MACHINE</b>		170 x 105mm
★ Bladegheist Revenants	10	180 (+20)	<b>INFANTRY</b>		32mm
Chainghasts	2	100	<b>INFANTRY</b>	This unit cannot be reinforced.	32mm
Chainrasps	10	100	<b>INFANTRY</b>		25mm
Craventhrone Guard	5	100	<b>INFANTRY</b>		32mm
★ Dreadblade Harrows	2	170 (+10)	<b>CAVALRY</b>		60 x 35mm
★ Dreadscythe Harridans	10	170 (+10)	<b>INFANTRY</b>		32mm
Glaivewraith Stalkers	4	80	<b>INFANTRY</b>		32mm
★ Grimghast Reapers	10	150 (+10)	<b>INFANTRY</b>		32mm
★ Hexwraiths	5	200 (+20)	<b>CAVALRY</b>		60 x 35mm
Myrmourn Banshees	4	120	<b>INFANTRY</b>		32mm
Pyregheists	8	120	<b>INFANTRY</b>	This unit cannot be reinforced.	40mm [1], 32mm [4], 28.5mm [3]
Spirit Hosts	3	130	<b>INFANTRY</b>		50mm



# BATTLE PROFILES

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## OSSIARCH BONEREAPERS

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
★ Arch-Kavalos Zandtos	1	230	Any OSSIARCH BONEREAPERS	This HERO can join an eligible regiment as a Legion Subcommander.	80mm
Arkhan the Black, Mortarch of Sacrament	1	410	0-1 Legion Subcommander, Any OSSIARCH BONEREAPERS		120 x 92mm
★ Katakros, Mortarch of the Necropolis	1	520 (+20)	0-1 Legion Subcommander, Any OSSIARCH BONEREAPERS		120 x 92mm
Liege-Kavalos	1	210	Any OSSIARCH BONEREAPERS	This HERO can join an eligible regiment as a Legion Subcommander.	80mm
★ Mortisan Boneshaper	1	120 (-10)	0-1 Gothizzar Harvester, Any INFANTRY		32mm
Mortisan Ossifector	1	110	0-1 Gothizzar Harvester, 0-1 Morteck Crawler, Any INFANTRY		32mm
Mortisan Soulmasone	1	160	0-1 Gothizzar Harvester, Any INFANTRY		40mm
★ Mortisan Soulreaper	1	110 (-10)	0-1 Gothizzar Harvester, Any INFANTRY		32mm
★ Nagash, Supreme Lord of the Undead	1	900 (+20)	0-1 Legion Subcommander, Any OSSIARCH BONEREAPERS		130mm
Vokmortian, Master of the Bone-tithe	1	170	Any OSSIARCH BONEREAPERS		40mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
★ Gothizzar Harvester	1	200 (-20)	MONSTER		105 x 70mm
Immortis Guard	3	200	INFANTRY		50mm
★ Kavalos Deathriders	5	200 (+20)	CAVALRY		60 x 35mm
Morghast Archai	2	270	INFANTRY		60mm
Morghast Harbingers	2	270	INFANTRY		60mm
Morteck Crawler	1	260	WAR MACHINE		170 x 105mm
Morteck Guard	10	120	INFANTRY		25mm
★ Necropolis Stalkers	3	160 (-10)	INFANTRY		50mm
★ Teratic Cohort	8	150 (+10)	INFANTRY	This unit cannot be reinforced.	60 x 35mm [1], 32mm [2], 28.5mm [5]



# BATTLE PROFILES

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## SOULBLIGHT GRAVELORDS

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
✿ Belladamma Volga, First of the Vyrkos	1	220 (-10)	0-1 <i>Vyrkos Retainer</i> , Any SOULBLIGHT GRAVELORDS		60mm
✿ Bloodseeker Palanquin	1	230 (-20)	Any SOULBLIGHT GRAVELORDS		120 x 92mm
✿ Cado Ezechiar, the Hollow King	1	150 (-20)	Any SOULBLIGHT GRAVELORDS		40mm
✿ Coven Throne	1	250 (-20)	Any SOULBLIGHT GRAVELORDS		120 x 92mm
Gorslav the Gravekeeper	1	120	Any DEADWALKERS	This HERO can join an eligible regiment as a <i>Vyrkos Retainer</i> .	40mm
✿ Ivya Volga, the Outcast	1	120 (-40)	Any Dire Wolves, Any Fell Bats	This HERO can join an eligible regiment as a <i>Vyrkos Retainer</i> .	32mm
✿ Kritza, the Rat Prince	1	70 (-30)	Any SOULBLIGHT GRAVELORDS	This HERO can join an eligible regiment as a <i>Vyrkos Retainer</i> .	60 x 35mm
Lady Annika, the Thirsting Blade	1	130	Any SOULBLIGHT GRAVELORDS	This HERO can join an eligible regiment as a <i>Vyrkos Retainer</i> .	60 x 35mm
✿ Lauka Vai, Mother of Nightmares	1	270 (-50)	0-1 <i>Deathrattle Overseer</i> , Any SOULBLIGHT GRAVELORDS		80mm
✿ Mannfred von Carstein, Mortarch of Night	1	430	0-1 <i>Deathrattle Overseer</i> , Any SOULBLIGHT GRAVELORDS		120 x 92mm
Mortis Engine	1	240	Any DEADWALKERS		120 x 92mm
✿ Nagash, Supreme Lord of the Undead	1	880	0-1 <i>Deathrattle Overseer</i> , Any SOULBLIGHT GRAVELORDS		130mm
Necromancer	1	140	Any SOULBLIGHT GRAVELORDS		32mm
✿ Neferata, Mortarch of Blood	1	460	0-1 <i>Deathrattle Overseer</i> , Any SOULBLIGHT GRAVELORDS		120 x 92mm
✿ Prince Vhordrai	1	480	0-1 <i>Deathrattle Overseer</i> , Any SOULBLIGHT GRAVELORDS		130mm
✿ Radukar the Beast	1	300 (-30)	0-1 <i>Vyrkos Retainer</i> , Any SOULBLIGHT GRAVELORDS	You cannot include this unit and <i>Radukar the Wolf</i> in the same army.	60mm
✿ Radukar the Wolf	1	150 (-20)	0-1 <i>Vyrkos Retainer</i> , Any SOULBLIGHT GRAVELORDS	You cannot include this unit and <i>Radukar the Beast</i> in the same army.	40mm
✿ Sekhar, Fang of Nulahmia	1	210 (-30)	Any SOULBLIGHT GRAVELORDS		60 x 35mm
Torgillius the Chamberlain	1	180	Any SOULBLIGHT GRAVELORDS	This HERO can join an eligible regiment as a <i>Vyrkos Retainer</i> .	40mm
Vampire Lord	1	160	Any SOULBLIGHT GRAVELORDS		40mm
Vampire Lord on Zombie Dragon	1	400	Any SOULBLIGHT GRAVELORDS		130mm
✿ Vengorian Lord	1	250 (-50)	Any SOULBLIGHT GRAVELORDS		80mm
Watch Captain Halgrim	1	110	Any DEATHRATTLE	This HERO can join an eligible regiment as a <i>Vyrkos Retainer</i> .	32mm
✿ Wight King	1	100 (-20)	Any DEATHRATTLE	This HERO can join an eligible regiment as a <i>Deathrattle Overseer</i> .	32mm
✿ Wight King on Skeletal Steed	1	140 (-30)	Any DEATHRATTLE	This HERO can join an eligible regiment as a <i>Deathrattle Overseer</i> .	75 x 42mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
✿ Askurgan Trueblades	8	130 (-20)	INFANTRY	This unit cannot be reinforced.	40mm [1], 32mm [4], 28.5mm [3]
Black Knights	5	180	DEATHRATTLE, CAVALRY		60 x 35mm
Blood Knights	5	230	CAVALRY		75 x 42mm
✿ Corpse Cart	1	70 (-20)	DEADWALKERS, WAR MACHINE		105 x 70mm
Deadwalker Zombies	20	150	DEADWALKERS, INFANTRY		25mm
Deathrattle Skeletons	10	100	DEATHRATTLE, INFANTRY		25mm
Dire Wolves	10	140	DEADWALKERS, BEAST		60 x 35mm
Fell Bats	3	100	DEADWALKERS, BEAST		40mm
Grave Guard	10	160	DEATHRATTLE, INFANTRY		25mm
Kosargi Nightguard	2	120	DEADWALKERS, INFANTRY	This unit cannot be reinforced.	40mm
✿ Terrorgheist	1	240 (-20)	MONSTER		130mm
✿ Vargheists	3	130 (-20)	INFANTRY		50mm
✿ Vargskyr	1	160 (-20)	BEAST		50mm
Vyrkos Blood-born	3	150	INFANTRY	This unit cannot be reinforced.	32mm
✿ Zombie Dragon	1	250 (-20)	MONSTER		130mm



# BATTLE PROFILES

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## BONESPLITTERZ

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Kragnos, the End of Empires	1	580	Any <b>BONESPLITTERZ</b>		130mm
Maniak Weirdnob	1	160	Any <b>BONESPLITTERZ</b>	This unit will move to Warhammer Legends on 1 June 2025.	60 x 35mm
Savage Big Boss	1	130	Any <b>BONESPLITTERZ</b>	This unit will move to Warhammer Legends on 1 June 2025. This <b>HERO</b> can join a <b>Wurrgog Prophet</b> 's regiment.	32mm
Wardokk	1	100	Any <b>BONESPLITTERZ</b>	This unit will move to Warhammer Legends on 1 June 2025.	32mm
Wurrgog Prophet	1	160	0-1 <b>Savage Big Boss</b> , Any <b>BONESPLITTERZ</b>	This unit will move to Warhammer Legends on 1 June 2025.	32mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Savage Big Stabbas	2	130	<b>INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	60 x 35mm
Savage Boarboy Maniaks	5	150	<b>CAVALRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	60 x 35mm
Savage Boarboyz	5	140	<b>CAVALRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	60 x 35mm
Savage Orruk Arrowboys	10	140	<b>INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	32mm
Savage Orruk Morboyz	10	160	<b>INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	32mm
Savage Orruks	10	140	<b>INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	32mm



# BATTLE PROFILES

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## GLOOMSPITE GITZ

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
✿ Dankhold Troggboss	1	240 (+10)	Any TROGGOTH	This HERO can join Trugg's regiment.	60mm
Fungoid Cave-Shaman	1	100	0-1 Moonclan Agitator, Any MOONCLAN		32mm
Kragnos, the End of Empires	1	580	Any GLOOMSPITE GITZ		130mm
✿ Loonboss	1	110 (-20)	Any MOONCLAN	This HERO can join an eligible regiment as a Moonclan Agitator.	32mm
✿ Loonboss on Giant Cave Squig	1	120 (-10)	0-1 Moonclan Agitator, Any MOONCLAN	This HERO can join an eligible regiment as a Moonclan Agitator.	40mm
✿ Loonboss on Mangler Squigs	1	220 (-40)	0-1 Moonclan Agitator, Any MOONCLAN		80mm
Rabble-Rowza	1	120	0-1 MONSTER, Any MOONCLAN INFANTRY	This HERO can join an eligible regiment as a Moonclan Agitator.	32mm
Skragrott, the Loonking	1	230	Any Moonclan Agitator, Any GLOOMSPITE GITZ		60 x 35mm
✿ Squigboss with Gnasha-squig	1	130 (+20)	0-1 Moonclan Agitator, Any MOONCLAN	This HERO can join an eligible regiment as a Moonclan Agitator.	32mm
Trugg, the Troggoth King	1	380	0-1 Dankhold Troggboss, Any GLOOMSPITE GITZ		100mm
✿ Webspinner Shaman	1	120 (-10)	Any SPIDERFANG		25mm
✿ Webspinner Shaman on Arachnarok Spider	1	270 (-20)	Any SPIDERFANG		160mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
✿ Arachnarok Spider with Flinger	1	250 (-20)	SPIDERFANG, MONSTER		160mm
✿ Arachnarok Spider with Spiderfang Warparty	1	240 (-20)	SPIDERFANG, MONSTER		160mm
Boingrot Bounderz	5	120	MOONCLAN, CAVALRY		32mm
Dankhold Troggoth	1	180	TROGGOTH, MONSTER		60mm
Fellwater Troggoths	3	190	TROGGOTH, INFANTRY		50mm
Gobbapalooza	5	150	MOONCLAN, INFANTRY		32mm
✿ Loonsmasha Fanatics	5	130 (-10)	MOONCLAN, INFANTRY		32mm
✿ Mangler Squigs	1	180 (-40)	MOONCLAN, MONSTER		80mm
Moonclan Shootas	20	150	MOONCLAN, INFANTRY		25mm
Moonclan Stabbas	20	140	MOONCLAN, INFANTRY		25mm
Rockgut Troggoths	3	190	TROGGOTH, INFANTRY		50mm
✿ Skitterstrand Arachnarok	1	210 (-20)	SPIDERFANG, MONSTER		160mm
Snarlfang Riders	5	130	GITMOB, CAVALRY		60 x 35mm
Sneaky Snufflers	6	140	MOONCLAN, INFANTRY		32mm
Spider Riders	5	110	SPIDERFANG, CAVALRY		60 x 35mm
✿ Sporesplatta Fanatics	5	100 (-10)	MOONCLAN, INFANTRY		32mm
✿ Squig Herd	12	110 (+10)	MOONCLAN, BEAST		25mm
Squig Hoppers	10	170	MOONCLAN, CAVALRY		32mm



# BATTLE PROFILES

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## IRONJAWZ

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
⌘ Ardboy Big Boss	1	120 (-10)	Any INFANTRY	This HERO can join an eligible regiment as a Headstompa.	40mm
⌘ Gordrakk, the Fist of Gork	1	380 (-50)	0-1 Headstompa, 0-1 Tusk Wrangler, Any IRONJAWZ		160mm
Kragnos, the End of Empires	1	580	Any IRONJAWZ		130mm
⌘ Megaboss	1	190 (-20)	0-1 Headstompa, Any IRONJAWZ	This HERO can join an eligible regiment as a Headstompa.	60mm
⌘ Megaboss on Maw-krusha	1	360 (-40)	0-1 Headstompa, 0-1 Tusk Wrangler, Any IRONJAWZ		160mm
⌘ Tuskboss on Maw-grunta	1	260 (-20)	Any Maw-grunta Gougers, Any Maw-grunta with Hakkin' Krew, Any CAVALRY	This HERO can join an eligible regiment as a Tusk Wrangler.	120 x 92mm
Warchanter	1	120	Any IRONJAWZ		40mm
Weirdnob Shaman	1	130	Any IRONJAWZ		40mm
⌘ Zoggrok Anvilsmasha	1	180	Any IRONJAWZ	This HERO can join an eligible regiment as a Headstompa.	50mm [1], 25mm [1]

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Ardboyz	10	180	INFANTRY		32mm
Brute Ragerz	3	130	INFANTRY		40mm
Brutes	5	200	INFANTRY		40mm
Gore-gruntas	3	180	CAVALRY		90 x 52mm
⌘ Maw-grunta Gougers	1	210 (-10)	MONSTER		120 x 92mm
⌘ Maw-grunta with Hakkin' Krew	1	250 (-20)	MONSTER		120 x 92mm
Weirdbrute Wrekzaz	3	110	INFANTRY		40mm



# BATTLE PROFILES

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## KRULEBOYZ

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
★ Breaka-boss on Mirebrute Troggoth	1	220	0-1 <i>Mob Wrangler</i> , Any KRULEBOYZ	This HERO can join an eligible regiment as a <i>Swamp Beast</i> .	80mm
★ Gobsprakk, the Mouth of Mork	1	330 (-30)	0-1 <i>Mob Wrangler</i> , 0-1 <i>Swamp Beast</i> , Any KRULEBOYZ		130mm
★ Killaboss on Corpse-rippa Vulcha	1	290	0-1 <i>Mob Wrangler</i> , Any KRULEBOYZ	This HERO can join an eligible regiment as a <i>Swamp Beast</i> .	130mm
★ Killaboss on Great Gnashtoof	1	180 (-20)	0-1 <i>Mob Wrangler</i> , Any KRULEBOYZ	This HERO can join an eligible regiment as a <i>Swamp Beast</i> .	105 x 70mm
★ Killaboss with Stab-grot	1	110 (-20)	Any KRULEBOYZ	This HERO can join an eligible regiment as a <i>Mob Wrangler</i> .	40mm [1], 25mm [1]
Kragnos, the End of Empires	1	580	Any KRULEBOYZ		130mm
★ Murknob with Belcha-banna	1	120	Any KRULEBOYZ	This HERO can join an eligible regiment as a <i>Mob Wrangler</i> .	40mm
★ Snatchaboss on Sludgeraker Beast	1	320	0-1 <i>Mob Wrangler</i> , Any KRULEBOYZ	This HERO can join an eligible regiment as a <i>Swamp Beast</i> .	120 x 92mm
★ Swampboss Skumdrekk	1	220 (-20)	0-1 <i>Mob Wrangler</i> , Any KRULEBOYZ		120 x 92mm
Swampcalla Shaman with Pot-grot	1	120	Any INFANTRY		40mm [1], 25mm [1]

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Beast-skewer Killbow	1	160	WAR MACHINE		90 x 52mm
Gutrippaz	10	170	INFANTRY		32mm
★ Hobgrot Slittaz	10	90 (-10)	INFANTRY		25mm
Kruleboyz Monsta-killaz	7	120	INFANTRY	This unit cannot be reinforced.	40mm [1], 32mm [6], 28.5mm [1]
Man-skewer Boltboyz	3	110	INFANTRY		32mm
★ Marshcrawla Sloggoth	1	150 (-20)	MONSTER		105 x 70mm



# BATTLE PROFILES

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## OGOR MAWTRIBES

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
✿ Bloodpelt Hunter	1	130 (-20)	Any GUTBUSTERS	This HERO can join a Tyrant's regiment.	40mm
Butcher	1	150	Any Gorger Mawpack, Any GUTBUSTERS		50mm
Firebelly	1	140	Any GUTBUSTERS		50mm
✿ Frostlord on Stonehorn	1	320	0-1 Voice of the Everwinter, Any OGOR MAWTRIBES		120 x 92mm
✿ Frostlord on Thundertusk	1	300	0-1 Voice of the Everwinter, Any OGOR MAWTRIBES		120 x 92mm
✿ Huskard on Stonehorn	1	280	Any BEASTCLAW RAIDERS	This HERO can join an eligible regiment as a Voice of the Everwinter.	120 x 92mm
✿ Huskard on Thundertusk	1	270	Any BEASTCLAW RAIDERS	This HERO can join an eligible regiment as a Voice of the Everwinter.	120 x 92mm
✿ Icebrow Hunter	1	120 (-10)	Any BEASTCLAW RAIDERS	This HERO can join an eligible regiment as a Voice of the Everwinter.	50mm
Kragnos, the End of Empires	1	580	Any OGOR MAWTRIBES		130mm
Slaughtermaster	1	140	Any GUTBUSTERS		105 x 70mm
✿ Tyrant	1	160 (-20)	0-1 Bloodpelt Hunter, Any OGOR MAWTRIBES		50mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Frost Sabres	2	70	BEASTCLAW RAIDERS, BEAST		60 x 35mm
Gnoblar Scraplauncher	1	160	WAR MACHINE		120 x 92mm
✿ Gnoblars	20	110 (-10)	INFANTRY		25mm
✿ Gorger Mawpack	5	240 (-20)	INFANTRY	This unit cannot be reinforced.	50mm
✿ Icefall Yhetees	3	100 (-20)	BEASTCLAW RAIDERS, INFANTRY		50mm
✿ Ironblaster	1	200 (-20)	GUTBUSTERS, WAR MACHINE		120 x 92mm
Ironguts	4	240	GUTBUSTERS, INFANTRY		40mm
Leadbelchers	4	150	GUTBUSTERS, INFANTRY		40mm
Maneaters	3	160	INFANTRY		50mm
✿ Mournfang Pack	2	180 (-20)	BEASTCLAW RAIDERS, CAVALRY		90 x 52mm
✿ Ogor Gluttons	6	240 (-10)	GUTBUSTERS, INFANTRY		40mm
Stonehorn Beastriders	1	270	BEASTCLAW RAIDERS, MONSTER		120 x 92mm
Thundertusk Beastriders	1	220	BEASTCLAW RAIDERS, MONSTER		120 x 92mm



# BATTLE PROFILES

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## SONS OF BEHEMAT

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Beast-smasher Mega-Gargant	1	470	0-1 <i>Eager Lout</i> , Any <b>SONS OF BEHEMAT</b>	This <b>HERO</b> can join an eligible regiment as an <i>Eager Lout</i> .	130mm
Gatebreaker Mega-Gargant	1	500	0-1 <i>Eager Lout</i> , Any <b>SONS OF BEHEMAT</b>	This <b>HERO</b> can join an eligible regiment as an <i>Eager Lout</i> .	130mm
King Brodd	1	520	0-1 <i>Eager Lout</i> , Any <b>SONS OF BEHEMAT</b>		130mm
Kragnos, the End of Empires	1	580	0-1 <i>Eager Lout</i> , Any <b>SONS OF BEHEMAT</b>		130mm
Kraken-eater Mega-Gargant	1	470	0-1 <i>Eager Lout</i> , Any <b>SONS OF BEHEMAT</b>	This <b>HERO</b> can join an eligible regiment as an <i>Eager Lout</i> .	130mm
Warstomper Mega-Gargant	1	460	0-1 <i>Eager Lout</i> , Any <b>SONS OF BEHEMAT</b>	This <b>HERO</b> can join an eligible regiment as an <i>Eager Lout</i> .	130mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
✳ Mancrusher Gargant	1	130 (-30)	<b>MONSTER</b>		90 x 52mm
✳ Mancrusher Mob	3	390 (-30)	<b>MONSTER</b>	This unit cannot be reinforced.	90 x 52mm



# BATTLE PROFILES

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## REGIMENTS OF RENOWN

UPDATED

MERCENARY REGIMENTS	UNIT SUMMARY	POINTS	NOTES
⌘ Big Drogg Fort-kicker	• 1 Gatebreaker Mega-Gargant	450 (-30)	This Regiment of Renown can be included in the following factions: Bonesplitterz, Flesh-eater Courts, Gloomspite Gitz, Ironjawz, Kruleboyz, Nighthaunt, Ogor Mawtribes, Ossiarch Bonereapers, Soulblight Gravelords.
⌘ Bundo Whalebiter	• 1 Kraken-eater Mega-Gargant	420 (-30)	This Regiment of Renown can be included in the following factions: Bonesplitterz, Cities of Sigmar, Daughters of Khaine, Fyreslayers, Gloomspite Gitz, Idoneth Deepkin, Ironjawz, Kharadron Overlords, Kruleboyz, Lumineth Realm-lords, Ogor Mawtribes, Seraphon, Stormcast Eternals, Sylvaneth.
⌘ One-eyed Grunnock	• 1 Warstomper Mega-Gargant	410 (-30)	This Regiment of Renown can be included in the following factions: Beasts of Chaos, Blades of Khorne, Bonesplitterz, Disciples of Tzeentch, Gloomspite Gitz, Hedonites of Slaanesh, Ironjawz, Kruleboyz, Maggotkin of Nurgle, Ogor Mawtribes, Skaven, Slaves to Darkness.
⌘ Enforcers of the Tithe	• 1 Mortisan Ossifector • 10 Mortek Guard • 10 Mortek Guard • 1 Gothizzar Harvester	510	This Regiment of Renown can be included in the following factions: Cities of Sigmar, Daughters of Khaine, Flesh-eater Courts, Fyreslayers, Gloomspite Gitz, Kharadron Overlords, Kruleboyz, Ogor Mawtribes, Skaven, Sons of Behemat, Soulblight Gravelords.
⌘ Exile Scavengers	• 1 Endrinmaster with Dirigible Suit • 3 Skywardens • 1 Grundstok Gunhauler	460	This Regiment of Renown can be included in the following factions: Beasts of Chaos, Bonesplitterz, Cities of Sigmar, Daughters of Khaine, Fyreslayers, Gloomspite Gitz, Ironjawz, Kruleboyz, Lumineth Realm-lords, Ogor Mawtribes, Ossiarch Bonereapers, Seraphon, Slaves to Darkness, Sons of Behemat, Soulblight Gravelords.
⌘ Goroan Scions	• 1 Ogroid Myrmidon • 1 Ogroid Thaumaturge • 3 Ogroid Theridons	470	This Regiment of Renown can be included in the following factions: Bonesplitterz, Gloomspite Gitz, Ironjawz, Kruleboyz, Ogor Mawtribes, Sons of Behemat.
⌘ Nurgle's Gift	• 3 Nurglings • 3 Nurglings	180	This Regiment of Renown can be included in the following factions: Beasts of Chaos, Bonesplitterz, Cities of Sigmar, Daughters of Khaine, Flesh-eater Courts, Fyreslayers, Gloomspite Gitz, Ironjawz, Kharadron Overlords, Kruleboyz, Lumineth Realm-lords, Ogor Mawtribes, Skaven, Slaves to Darkness, Sons of Behemat, Sylvaneth.
⌘ Snerk's Trogg-Fer-Hire	• 1 Loonboss • 1 Dankhold Troggoth	250	This Regiment of Renown can be included in the following factions: Beasts of Chaos, Blades of Khorne, Bonesplitterz, Cities of Sigmar, Daughters of Khaine, Disciples of Tzeentch, Hedonites of Slaanesh, Idoneth Deepkin, Ironjawz, Kruleboyz, Lumineth Realm-lords, Maggotkin of Nurgle, Ogor Mawtribes, Ossiarch Bonereapers, Seraphon, Skaven, Slaves to Darkness, Soulblight Gravelords, Stormcast Eternals.
⌘ Squires of the Everchosen	• 1 Varghulf Courtier • 3 Morbhег Knights	310	This Regiment of Renown can be included in the following factions: Blades of Khorne, Disciples of Tzeentch, Maggotkin of Nurgle, Hedonites of Slaanesh, Slaves to Darkness.
⌘ Stumblefoot Gargant	• 1 Mancrusher Gargant	180	This Regiment of Renown can be included in the following factions: Beasts of Chaos, Blades of Khorne, Bonesplitterz, Cities of Sigmar, Daughters of Khaine, Disciples of Tzeentch, Flesh-eater Courts, Fyreslayers, Gloomspite Gitz, Hedonites of Slaanesh, Idoneth Deepkin, Ironjawz, Kharadron Overlords, Kruleboyz, Lumineth Realm-lords, Maggotkin of Nurgle, Nighthaunt, Ogor Mawtribes, Ossiarch Bonereapers, Seraphon, Skaven, Slaves to Darkness, Soulblight Gravelords, Stormcast Eternals, Sylvaneth.
⌘ The Lost-Song Spirits	• 1 Treelord • 5 Spite-Revenants • 5 Spite-Revenants	430	This Regiment of Renown can be included in the following factions: Flesh-eater Courts, Idoneth Deepkin, Nighthaunt, Ossiarch Bonereapers, Soulblight Gravelords.



# BATTLE PROFILES

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## REGIMENTS OF RENOWN

UPDATED

ORDER REGIMENTS	UNIT SUMMARY	POINTS	NOTES
Elthwin's Thorns	<ul style="list-style-type: none"> <li>• 1 Arch-Revenant</li> <li>• 5 Gossamid Archers</li> </ul>	260	<p>This Regiment of Renown can be included in the following factions:</p> <p>Cities of Sigmar, Daughters of Khaine, Fyreslayers, Idoneth Deepkin, Kharadron Overlords, Lumineth Realm-lords, Seraphon, Stormcast Eternals.</p>
Fjori's Flamebearers	<ul style="list-style-type: none"> <li>• 1 Grimhold Exile</li> <li>• 5 Auric Hearthguard</li> <li>• 5 Hearthguard Berzerkers with Flamestrike Poleaxes</li> <li>• 10 Vulkite Berzerkers with Fyresteel Weapons</li> </ul>	500	<p>This Regiment of Renown can be included in the following factions:</p> <p>Cities of Sigmar, Daughters of Khaine, Idoneth Deepkin, Kharadron Overlords, Lumineth Realm-lords, Seraphon, Stormcast Eternals, Sylvaneth.</p>
✿ Gotrek Gurnisson	<ul style="list-style-type: none"> <li>• Gotrek Gurnisson</li> </ul>	340 (-20)	<p>Gotrek Gurnisson is on a 32mm base.</p> <p>This Regiment of Renown can be included in the following factions:</p> <p>Cities of Sigmar, Daughters of Khaine, Fyreslayers, Idoneth Deepkin, Kharadron Overlords, Lumineth Realm-lords, Seraphon, Stormcast Eternals, Sylvaneth.</p>
Norgrimm's Rune Throng	<ul style="list-style-type: none"> <li>• 1 Runelord</li> <li>• 10 Irondrakes</li> <li>• 10 Longbeards</li> </ul>	350	<p>This Regiment of Renown can be included in the following factions:</p> <p>Daughters of Khaine, Fyreslayers, Idoneth Deepkin, Kharadron Overlords, Lumineth Realm-lords, Seraphon, Stormcast Eternals, Sylvaneth.</p>
✿ Saviours of Cinderfall	<ul style="list-style-type: none"> <li>• Callis and Toll</li> <li>• Toll's Companions</li> </ul>	270 (+40)	<p>This Regiment of Renown can be included in the following factions:</p> <p>Daughters of Khaine, Fyreslayers, Idoneth Deepkin, Kharadron Overlords, Lumineth Realm-lords, Seraphon, Stormcast Eternals, Sylvaneth.</p>
The Blacktalons	<ul style="list-style-type: none"> <li>• Neave Blacktalon</li> <li>• Neave's Companions</li> <li>• Lorai, Child of the Abyss</li> </ul>	320	<p>This Regiment of Renown can be included in the following factions:</p> <p>Cities of Sigmar, Daughters of Khaine, Fyreslayers, Idoneth Deepkin, Kharadron Overlords, Lumineth Realm-lords, Seraphon, Sylvaneth.</p>
The Horizon Seekers	<ul style="list-style-type: none"> <li>• 1 Lord-Aquilon</li> <li>• 5 Vanguard-Hunters</li> <li>• 3 Vanguard-Palladors</li> </ul>	500	<p>This Regiment of Renown can be included in the following factions:</p> <p>Cities of Sigmar, Daughters of Khaine, Fyreslayers, Idoneth Deepkin, Kharadron Overlords, Lumineth Realm-lords, Seraphon, Sylvaneth.</p>
Valnir's Stormwing	<ul style="list-style-type: none"> <li>• 1 Knight Draconis</li> <li>• 1 Stormdrake Guard</li> </ul>	400	<p>This Regiment of Renown can be included in the following factions:</p> <p>Cities of Sigmar, Daughters of Khaine, Fyreslayers, Idoneth Deepkin, Kharadron Overlords, Lumineth Realm-lords, Seraphon, Sylvaneth.</p>

CHAOS REGIMENTS	UNIT SUMMARY	POINTS	NOTES
Brand's Oathbound	<ul style="list-style-type: none"> <li>• Gunnar Brand</li> <li>• Singri Brand</li> <li>• The Oathsworn Kin</li> </ul>	250	<p>This Regiment of Renown can be included in the following factions:</p> <p>Blades of Khorne, Disciples of Tzeentch, Maggotkin of Nurgle, Hedonites of Slaanesh, Skaven.</p>
Hargax's Pit-beasts	<ul style="list-style-type: none"> <li>• 1 Ogroid Myrmidon</li> <li>• 1 Fomoroid Crusher</li> <li>• 1 Mindstealer Sphiranx</li> </ul>	460	<p>This Regiment of Renown can be included in the following factions:</p> <p>Beasts of Chaos, Blades of Khorne, Disciples of Tzeentch, Maggotkin of Nurgle, Hedonites of Slaanesh, Skaven.</p>
Phulgoth's Shudderhood	<ul style="list-style-type: none"> <li>• 1 Harbinger of Decay</li> <li>• 5 Putrid Blightkings</li> <li>• 2 Pusgoyle Blightlords</li> </ul>	540	<p>This Regiment of Renown can be included in the following factions:</p> <p>Beasts of Chaos, Blades of Khorne, Disciples of Tzeentch, Hedonites of Slaanesh, Slaves to Darkness, Skaven.</p>
The Coven of Thryx	<ul style="list-style-type: none"> <li>• 1 Magister</li> <li>• 10 Pink Horrors</li> <li>• 1 Burning Sigil of Tzeentch</li> <li>• 1 Tome of Eyes</li> <li>• 1 Daemonic Simulacrum</li> </ul>	280	<p>This Regiment of Renown can be included in the following factions:</p> <p>Beasts of Chaos, Maggotkin of Nurgle, Hedonites of Slaanesh, Slaves to Darkness, Skaven.</p>
Krittok's Clawpack	<ul style="list-style-type: none"> <li>• Krittok Foulblade</li> <li>• 10 Stormvermin</li> <li>• 2 Doom-Flayers</li> </ul>	450	<p>This Regiment of Renown can be included in the following factions:</p> <p>Beasts of Chaos, Blades of Khorne, Disciples of Tzeentch, Maggotkin of Nurgle, Hedonites of Slaanesh, Slaves to Darkness.</p>
Volt-Klaw's Enginecoven	<ul style="list-style-type: none"> <li>• 1 Warlock Galvaneer</li> <li>• 3 Warpvolt Scourgers</li> <li>• 1 Ratling Warpblaster</li> </ul>	460	<p>This Regiment of Renown can be included in the following factions:</p> <p>Beasts of Chaos, Blades of Khorne, Disciples of Tzeentch, Maggotkin of Nurgle, Hedonites of Slaanesh, Slaves to Darkness.</p>
Lord Skaldior's Chosen	<ul style="list-style-type: none"> <li>• 1 Chaos Lord on Daemonic Mount</li> <li>• 5 Chaos Knights</li> <li>• 10 Chaos Warriors</li> </ul>	570	<p>This Regiment of Renown can be included in the following factions:</p> <p>Blades of Khorne, Disciples of Tzeentch, Maggotkin of Nurgle, Hedonites of Slaanesh, Skaven.</p>
Godmarked Ascendant	<ul style="list-style-type: none"> <li>• 1 Daemon Prince</li> </ul>	270	<p>This Regiment of Renown can be included in the following factions:</p> <p>Blades of Khorne, Disciples of Tzeentch, Maggotkin of Nurgle, Hedonites of Slaanesh.</p>



# BATTLE PROFILES

DECEMBER 2024

## REGIMENTS OF RENOWN

UPDATED

DEATH REGIMENTS	UNIT SUMMARY	POINTS	NOTES
Jerrion's Delegation	<ul style="list-style-type: none"> <li>• 1 Marrowscroll Herald</li> <li>• 3 Crypt Flayers</li> <li>• 3 Crypt Horrors</li> <li>• 20 Crypt Ghouls</li> </ul>	520	This Regiment of Renown can be included in the following factions: Nighthaunt, Ossiarch Bonereapers, Soulblight Gravelords.
Neferata's Royal Echelon	<ul style="list-style-type: none"> <li>• Neferata, Mortarch of Blood</li> <li>• 5 Black Knights</li> <li>• 10 Deathrattle Skeletons</li> <li>• 10 Deathrattle Skeletons</li> </ul>	760	This Regiment of Renown can be included in the following factions: Flesh-eater Courts, Nighthaunt, Ossiarch Bonereapers.
Scions of the Necropolis	<ul style="list-style-type: none"> <li>• Katakros, Mortarch of the Necropolis</li> <li>• 3 Immortis Guard</li> <li>• 3 Immortis Guard</li> </ul>	810	This Regiment of Renown can be included in the following factions: Flesh-eater Courts, Nighthaunt, Soulblight Gravelords.
The Liche's Hand	<ul style="list-style-type: none"> <li>• Arkhan the Black</li> <li>• 2 Morghast Archai</li> <li>• 2 Morghast Harbingers</li> </ul>	830	This Regiment of Renown can be included in the following factions: Flesh-eater Courts, Nighthaunt, Soulblight Gravelords.
✿ The Sorrowmourn Choir	<ul style="list-style-type: none"> <li>• Lady Olynder, Mortarch of Grief</li> <li>• 4 Myrmourn Banshees</li> <li>• 4 Myrmourn Banshees</li> <li>• 10 Dreadscythe Harridans</li> </ul>	590 (-30)	This Regiment of Renown can be included in the following factions: Flesh-eater Courts, Ossiarch Bonereapers, Soulblight Gravelords.
The Sternieste Garrison	<ul style="list-style-type: none"> <li>• Mannfred von Carstein, Mortarch of Night</li> <li>• 3 Fell Bats</li> <li>• 3 Fell Bats</li> <li>• 10 Grave Guard</li> </ul>	700	This Regiment of Renown can be included in the following factions: Flesh-eater Courts, Nighthaunt, Ossiarch Bonereapers.
✿ The Summerking's Entourage	<ul style="list-style-type: none"> <li>• Ushoran, Mortarch of Delusion</li> <li>• 3 Morbhag Knights</li> <li>• 10 Cryptguard</li> </ul>	660 (-40)	This Regiment of Renown can be included in the following factions: Nighthaunt, Ossiarch Bonereapers, Soulblight Gravelords.
Veremord's Shambler	<ul style="list-style-type: none"> <li>• 1 Corpse Cart</li> <li>• 20 Deadwalker Zombies</li> </ul>	240	This Regiment of Renown can be included in the following factions: Flesh-eater Courts, Nighthaunt, Ossiarch Bonereapers.

DESTRUCTION REGIMENTS	UNIT SUMMARY	POINTS	NOTES
Big Grikk's Kruleshots	<ul style="list-style-type: none"> <li>• 1 Beast-skewer Killbow</li> <li>• 3 Man-skewer Boltboyz</li> <li>• 3 Man-skewer Boltboyz</li> </ul>	340	This Regiment of Renown can be included in the following factions: Bonesplitterz, Gloomspite Gitz, Ironjawz, Ogor Mawtribes, Sons of Behemat.
Braggit's Bottle-snatchaz	<ul style="list-style-type: none"> <li>• 1 Rabble-Rowza</li> <li>• 1 Gobbapalooza</li> <li>• 12 Squig Herd</li> <li>• 10 Squig Hoppers</li> </ul>	490	This Regiment of Renown can be included in the following factions: Bonesplitterz, Ironjawz, Kruleboyz, Ogor Mawtribes, Sons of Behemat.
✿ Odo Godswallow	<ul style="list-style-type: none"> <li>• 1 Beast-smasher Mega-Gargant</li> </ul>	420 (-30)	This Regiment of Renown can be included in the following factions: Bonesplitterz, Gloomspite Gitz, Ironjawz, Kruleboyz, Ogor Mawtribes.



# BATTLE PROFILES

DECEMBER 2024

## WARHAMMER LEGENDS – ORDER

CITIES OF SIGMAR					
LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Brethren of the Bolt	5	100	UNIQUE, HUMAN, INFANTRY	This unit cannot be reinforced.	40mm [1], 32mm [1], 25mm [3]
Hexbane's Hunters	6	120	UNIQUE, HUMAN, INFANTRY	This unit cannot be reinforced.	32mm [1], 28.5mm [3], 25mm [2]

DAUGHTERS OF KHAIN					
LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Gryselle's Arenai	5	70	UNIQUE, INFANTRY	This unit cannot be reinforced.	32mm [1], 28.5mm [4]
Morgwaeth's Blade-coven	5	120	UNIQUE, INFANTRY	This unit cannot be reinforced.	32mm [4], 40mm [1]
The Shadeborn	4	80	UNIQUE, INFANTRY	This unit cannot be reinforced.	40mm [1], 28.5mm [3]

FYRESLAYERS					
LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
The Chosen Axes	4	120	UNIQUE, DUARDIN, INFANTRY	This unit cannot be reinforced.	32mm

IDONETH DEEPKIN					
LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Cyreni's Razors	4	120	UNIQUE, AELF, INFANTRY	This unit cannot be reinforced.	32mm [3], 40mm [1]
Elathain's Soulraids	5	80	UNIQUE, AELF, INFANTRY	This unit cannot be reinforced.	32mm [4], 25mm [1]

KHARADRON OVERLORDS					
LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Thundrik's Profiteers	5	150	UNIQUE, DUARDIN, INFANTRY	This unit cannot be reinforced.	32mm [3], 25mm [2]

LUMINETH REALM-LORDS					
LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Myari's Purifiers	4	130	UNIQUE, AELF, INFANTRY	This unit cannot be reinforced.	32mm

SERAPHON					
LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
The Jaws of Itzl	3	120	UNIQUE, SAURUS, INFANTRY	This unit cannot be reinforced.	40 mm [1], 32mm [2], 25mm [1]
The Starblood Stalkers	6	110	UNIQUE, SKINK, INFANTRY	This unit cannot be reinforced.	32mm [1], 25mm [5]

STORMCAST ETERNALS					
LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Domitan's Stormcovens	3	210	UNIQUE, WARRIOR CHAMBER, INFANTRY	This unit cannot be reinforced.	40mm
Steelheart's Champions	3	110	UNIQUE, WARRIOR CHAMBER, INFANTRY	This unit cannot be reinforced.	40mm
Stormsire's Cursebreakers	3	130	UNIQUE, SACROSANCT CHAMBER, INFANTRY	This unit cannot be reinforced.	40mm
The Emberwatch	3	140	UNIQUE, VANGUARD CHAMBER, INFANTRY	This unit cannot be reinforced.	40mm
The Farstriders	3	100	UNIQUE, VANGUARD CHAMBER, INFANTRY	This unit cannot be reinforced.	40mm
Xandire's Truthseekers	3	130	UNIQUE, WARRIOR CHAMBER, INFANTRY	This unit cannot be reinforced.	40mm [3], 25mm [1]

SYLVANETH					
LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Skaeth's Wild Hunt	5	90	UNIQUE, INFANTRY	This unit cannot be reinforced.	50 x 25mm [1], 32mm [3], 25mm [1]
Ylthari's Guardians	4	140	UNIQUE, INFANTRY	This unit cannot be reinforced.	32mm



# BATTLE PROFILES

DECEMBER 2024

## WARHAMMER LEGENDS – CHAOS

BEASTS OF CHAOS					
LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Grashrak's Despoilers	6	100	UNIQUE, BRAYHERD, INFANTRY	This unit cannot be reinforced.	32mm [2], 25mm [4]

BLADES OF KHORNE					
LEGENDS HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Scyla Anfingrimm	1	130	Any BLOODBOUND		40mm
Valkia the Bloody	1	180	Any BLOODBOUND		32mm

LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Garrek's Reavers	5	70	UNIQUE, BLOODBOUND, INFANTRY	This unit cannot be reinforced.	32mm
Gorechosen of Dromm	3	190	UNIQUE, BLOODBOUND, INFANTRY	This unit cannot be reinforced.	40mm
Magore's Fiends	4	120	UNIQUE, BLOODBOUND, INFANTRY	This unit cannot be reinforced.	32mm

DISCIPLES OF TZEENTCH					
LEGENDS HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Fatemaster	1	160	Any ARCANITE		60mm
Fluxmaster, Herald of Tzeentch on Disc	1	180	Any DAEMON		60mm
The Blue Scribes	1	180	Any DAEMON		60mm

LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Ephilim's Pandemonium	5	100	UNIQUE, DAEMON, INFANTRY	This unit cannot be reinforced.	32mm [3], 25mm [2]
Eyes of the Nine	5	100	UNIQUE, ARCANITE, INFANTRY	This unit cannot be reinforced.	32mm [4], 25mm [2]

HEDONITES OF SLAANESH					
LEGENDS HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Bladebringer, Herald on Hellflayer	1	200	Any WAR MACHINE		120 x 92mm
Bladebringer, Herald on Seeker Chariot	1	170	Any WAR MACHINE		120 x 92mm
Viceleader, Herald of Slaanesh	1	140	Any DAEMON		25mm

LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Exalted Chariot	1	170	DAEMON, WAR MACHINE		120 x 92mm
The Dread Pageant	4	110	UNIQUE, SYBARITE, INFANTRY	This unit cannot be reinforced.	32mm [1], 40mm [1], 25mm [2]
The Thricefold Discord	3	130	UNIQUE, DAEMON, INFANTRY	This unit cannot be reinforced.	40mm [1], 28.5mm [2]

MAGGOTKIN OF NURGLE					
LEGENDS HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Epidemius, Tallyman of Nurgle	1	130	Any DAEMON		60mm
Festus the Leechlord	1	100	Any ROTBRINGERS		32mm

LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Grandfather's Gardeners	5	110	UNIQUE, DAEMON, INFANTRY	This unit cannot be reinforced.	40mm [1], 32mm [3], 25mm [1]
The Wurmspat	3	160	UNIQUE, ROTBRINGERS, INFANTRY	This unit cannot be reinforced.	40mm



# BATTLE PROFILES

DECEMBER 2024

## WARHAMMER LEGENDS – CHAOS

SKAVEN					
LEGENDS HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Plague Priest	1	110	0-1 <b>Clanrats</b> , Any <b>PESTILENS</b>		32mm
LEGENDS UNITS					
Gutter Runners	5	110	<b>ESHIN, INFANTRY</b>		25mm
Plague Censer Bearers	5	160	<b>PESTILENS, INFANTRY</b>		32mm
Skabbik's Plaguepack	5	100	<b>UNIQUE, PESTILENS, INFANTRY</b>	This unit cannot be reinforced.	32mm [1], 28.5mm [1], 25mm [4]
Skittershank's Clawpack	5	100	<b>UNIQUE, ESHIN, INFANTRY</b>	This unit cannot be reinforced.	32mm [2], 25mm [3]
Spiteclaw's Swarm	5	100	<b>UNIQUE, VERMINUS, INFANTRY</b>	This unit cannot be reinforced.	32mm [1], 25mm [4]
Zikkit's Tunnelpack	4	110	<b>UNIQUE, SKYRE, INFANTRY</b>	This unit cannot be reinforced.	32mm [2], 25mm [3]
SLAVES TO DARKNESS					
LEGENDS HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Chaos Lord on Manticore	1	260	0-1 <i>Ruinous Champion</i> , 0-1 <b>MONSTER</b> , Any <b>WARRIORS OF CHAOS</b>		120 x 92mm
Chaos Sorcerer Lord on Manticore	1	280	0-1 <i>Ruinous Champion</i> , 0-1 <b>MONSTER</b> , Any <b>WARRIORS OF CHAOS</b>		120 x 92mm
Chaos Warshrine	1	250	0-1 <i>Ruinous Champion</i> , Any <b>WARRIORS OF CHAOS</b>		120 x 92mm
LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Corvus Cabal	9	100	<b>INFANTRY</b>	This unit cannot be reinforced.	40mm [1], 28.5mm [3], 25mm [5]
Cypher Lords	8	100	<b>INFANTRY</b>	This unit cannot be reinforced.	32mm [1], 28.5mm [4], 25mm [3]
Godsworn Hunt	6	110	<b>UNIQUE, DARKOATH, INFANTRY</b>	This unit cannot be reinforced.	32mm [5], 25mm [1]
Horns of Hashut	10	120	<b>INFANTRY</b>	This unit cannot be reinforced.	32mm [3], 28.5mm [4], 25mm [3]
Iron Golem	8	100	<b>INFANTRY</b>	This unit cannot be reinforced.	40mm [1], 32mm [3], 28.5mm [4]
Khagra's Ravagers	4	170	<b>UNIQUE, WARRIORS OF CHAOS, INFANTRY</b>	This unit cannot be reinforced.	32mm
Scions of the Flame	8	120	<b>INFANTRY</b>	This unit cannot be reinforced.	32mm [3], 28.5mm [3], 25mm [2]
Soul Grinder	1	330	<b>DAEMON, MONSTER</b>		160mm
Spire Tyrants	9	110	<b>INFANTRY</b>	This unit cannot be reinforced.	32mm [3], 28.5mm [4], 25mm [2]
Splintered Fang	9	110	<b>INFANTRY</b>	This unit cannot be reinforced.	32mm [3], 28.5mm [2], 25mm [5]
Tarantulos Brood	13	150	<b>INFANTRY</b>	This unit cannot be reinforced.	32mm [1], 28.5mm [2], 25mm [10]
The Gnarlspirit Pack	4	110	<b>UNIQUE, DARKOATH, INFANTRY</b>	This unit cannot be reinforced.	32mm
The Unmade	9	110	<b>INFANTRY</b>	This unit cannot be reinforced.	40mm [1], 32mm [1], 28.5mm [3], 25mm [4]
Untamed Beasts	9	110	<b>INFANTRY</b>	This unit cannot be reinforced.	40mm [1], 32mm [3], 28.5mm [2], 25mm [3]



# BATTLE PROFILES

DECEMBER 2024

## WARHAMMER LEGENDS – DEATH

UPDATED

FLESH-EATER COURTS					
LEGENDS HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
✿ Crypt Ghast Courtier	1	80 (-20)	Any SERFS	This HERO can join an eligible regiment as a <i>Flesh-eater Noble</i> .	32mm

LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
The Grymwatch	7	80	UNIQUE, SERFS, INFANTRY	This unit cannot be reinforced.	32mm [2], 25mm [5]
The Skinnerkin	5	80	UNIQUE, SERFS, INFANTRY	This unit cannot be reinforced.	32mm [1], 25mm [4]

NIGHTHAUNT					
LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
The Headsman's Curse	4	150	UNIQUE, INFANTRY	This unit cannot be reinforced.	40mm [1], 32mm [2], 25mm [1]
Thorns of the Briar Queen	7	140	UNIQUE, INFANTRY	This unit cannot be reinforced.	32mm [1], 25mm [6]

OSSIARCH BONEREAPERS					
LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Kainan's Reapers	6	140	UNIQUE, INFANTRY	This unit cannot be reinforced.	40mm [1], 25mm [5]

SOULBLIGHT GRAVELORDS					
LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
The Crimson Court	4	210	UNIQUE, INFANTRY	This unit cannot be reinforced.	32mm
The Exiled Dead	7	140	UNIQUE, DEADWALKERS, INFANTRY	This unit cannot be reinforced.	28.5mm [1], 25mm [6]
The Sepulchral Guard	7	110	UNIQUE, DEATHRATTLE, INFANTRY	This unit cannot be reinforced.	25mm
The Sons of Velmorn	5	130	UNIQUE, DEATHRATTLE, INFANTRY	This unit cannot be reinforced.	40mm [1], 32mm [1], 25mm [3]
Zondara's Gravebreakers	5	120	UNIQUE, DEADWALKERS, INFANTRY	This unit cannot be reinforced.	32mm [1], 40mm [1], 25mm [3]



# BATTLE PROFILES

DECEMBER 2024

## WARHAMMER LEGENDS – DESTRUCTION

BONESPLITTERZ					
LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Hedkrakka's Madmob	4	100	UNIQUE, INFANTRY	This unit cannot be reinforced.	32mm [3], 40mm [1]

GLOOMSPITE GITZ					
LEGENDS HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Loonboss with Giant Cave Squig	1	120	Any MOONCLAN		75 x 42mm
Madcap Shaman	1	80	Any MOONCLAN		25mm
Mollog	1	210	Any TROGGOTH		50mm [1], 25mm [3]
Scuttleboss on Gigantic Spider	1	160	Any SPIDERFANG		60mm

LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Aleguzzler Gargant	1	170	MONSTER		90 x 52mm
Grinkrak's Looncourt	7	100	UNIQUE, MOONCLAN, INFANTRY	This unit cannot be reinforced.	32mm [3], 25mm [4]
Rippa's Snarlfangs	3	100	UNIQUE, GITMOB, CAVALRY	This unit cannot be reinforced.	50 x 25mm
Zarbag's Gitz	9	130	UNIQUE, MOONCLAN, INFANTRY	This unit cannot be reinforced.	25mm

IRONJAWZ					
LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Ironskull's Boyz	4	110	UNIQUE, INFANTRY	This unit cannot be reinforced.	32mm
Morgok's Krushas	3	110	UNIQUE, INFANTRY	This unit cannot be reinforced.	40mm

KRULEBOYZ					
LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Da Kunnin' Krew	5	120	UNIQUE, INFANTRY	This unit cannot be reinforced.	40mm [1], 32mm [1], 25mm [3]
Daggok's Stab-ladz	4	120	UNIQUE, INFANTRY	This unit cannot be reinforced.	32mm

OGORMAWTRIBES					
LEGENDS HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Gorlok Blackpowder	1	150	None		50mm [1], 25mm [4]
Hrothgorn Mantrapper	1	120	None		40mm [1], 50 x 25mm [1], 25mm [3]



# RULES UPDATES

DECEMBER 2024

## CORE RULES

### ADDENDA

The following rules updates add text in order to clarify ambiguities and/or avoid unintended interactions.

#### 2.2 DICE

Add the following:

- Some rules allow you to **re-roll** a dice roll, which means you get to roll some or all of the dice again. You cannot re-roll a dice more than once, and re-rolls happen before modifiers to the roll (if any) are applied.

#### 7.0 COMBAT RANGE

Add the following:

'A model is considered to be in combat with an enemy unit if that unit is within the model's combat range and visible to it.'

#### 18.3 SLAIN MODELS

Add the following:

'You must remove the fewest models possible to make the unit a single coherent group.'

#### 27.0 MODIFIER ORDER

Add the following:

'The effects of some abilities (e.g. 'An Excess of Depravity') allow you to replace a roll with a fixed value. When doing so, you must replace the roll before rolling the dice for it.'

#### 30.0 ORDER OF EFFECTS

Add the following:

'Some abilities have a delayed effect (e.g. 'each time a friendly unit uses a **FIGHT** ability, after that ability has been resolved, **Heal (D3)** that unit'). If more than one of these effects would be resolved at the same time, the active player resolves the delayed effects of their abilities first, in an order of their choosing, then their opponent does the same.'

### ERRATA

The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

#### 14.4 COMBAT PHASE

In the declare step of the 'Fight' ability, change '**pile-in move** (see 15.4)' to '**pile-in move** (see 15.3)'.

#### 19.0 STRIKE-FIRST AND STRIKE-LAST

In the first sentence, replace 'at the start of the phase' with 'after any non-**FIGHT** combat phase abilities have been used'.

#### 20.0 WEAPON ABILITIES

Change the **Companion** weapon ability to:

'Unless otherwise specified, this weapon is not affected by friendly abilities that affect weapon characteristics or the attack sequence, except for those that apply negative modifiers to it (e.g. 'Covering Fire')).'

#### 22.0 RETURNING AND ADDING MODELS

Replace:

'In either case, set up those models, one at a time, in coherency (see 15.1) with the model(s) in that unit that were not returned or added this turn.'

with:

'In either case, set up those models, one at a time (see 15.1) within coherency range of the model(s) in that unit that were not returned or added this turn. If that unit has 7 or more models (including the model being set up), it must be set up within coherency range of at least 2 other models in that unit that were not returned or added this turn.'

#### 32.1 CONTESTING OBJECTIVES

Change the second paragraph to:

'Each unit can only count as contesting a single objective for the purposes of determining objective control (see 32.2). Before determining objective control, for each of their units contesting two or more objectives, the active player must pick one of those objectives for it to contest. Then, their opponent does the same.'

**Designer's Note:** For purposes other than determining objective control, a unit can contest more than one objective.'



# RULES UPDATES

DECEMBER 2024

## CORE RULES

### FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

#### 4.0 WARSCROLLS

**Q:** How should I resolve an ability that refers to an enemy's Control characteristic (e.g. Ushoran's 'Shroudage Fragment') if the target does not have a Control characteristic (e.g. a manifestation)?

**A:** The target is treated as having a Control characteristic of 0.

#### 5.0 ABILITIES

**Q:** Some abilities (e.g. 'All-out Attack') have a red timing bar. Can these abilities only be used in the combat phase?

**A:** No. The words in the timing bar or, in the case of reactions and passive abilities, the specific wording of the ability will let you know exactly when you can use it; the colour is just there as a play aid. If a phase is not specified, the colour indicates the most common phase it is used in or, if it is used in multiple phases equally, the timing bar is black.

**Q:** Some abilities have a green timing bar. What does this mean?

**A:** The green timing bar is used to indicate defensive abilities, many of which can be used in multiple phases.

**Q:** Are non-passive abilities such as 'Burning Wyrdflame' optional to use?

**A:** Yes. You must apply the effects of passive abilities and abilities that state that they must be used if it is possible to do so, but all other abilities are optional to use.

#### 5.1 KEYWORDS

**Q:** In 'Pick a friendly non-HERO LEGION OF THE FIRST PRINCE DAEMON INFANTRY or CAVALRY unit that has been destroyed to be the target' (and similar wordings with multiple keywords), does 'CAVALRY unit' mean just that (i.e. with no other keywords) or does it mean 'friendly non-HERO LEGION OF THE FIRST PRINCE DAEMON CAVALRY unit'?

**A:** It means 'friendly non-HERO LEGION OF THE FIRST PRINCE DAEMON CAVALRY unit'.

#### 5.2 USING ABILITIES

**Q:** When resolving the effect of an ability that refers to a Save characteristic of 3+ or better (e.g. the 'Cloying Quagmire' spell), what does 'or better' mean?

**A:** It means any Save characteristic with a lower value than 3+, such as 2+, that better protects against incoming damage.

**Q:** If my opponent uses a reaction (e.g. 'All-out Attack'), I pass on using a reaction, and then my opponent uses a second reaction (e.g. a faction specific ability), could I then use a reaction, or have I missed my chance because I passed the first time?

**A:** You could use a reaction. Even if you passed on using a reaction earlier, you would still have the opportunity to use a reaction after your opponent.

#### 5.3 THE RULES OF ONE

**Q:** Are reaction abilities subject to the Rules of One? For example, if a unit has a reaction ability on their warscroll, could they only use it once per phase?

**A:** Yes.

#### 9.1.1 SETTING UP OBJECTIVES AND TERRAIN FEATURES

**Q:** If a battleplan instructs you to set up an objective on a corner of the battlefield, should you place the entire 40mm objective marker on the battlefield, or should the centre of the objective marker be on the corner?

**A:** The centre of the objective marker should be on the corner.

#### 10.1 UNIVERSAL DEPLOYMENT PHASE ABILITIES

**Q:** Can you choose to deploy units that are in a regiment using the 'Deploy Unit' ability instead of 'Deploy Regiment'?

**A:** Yes. However, once a unit in a regiment has been deployed in this manner, you can no longer use 'Deploy Regiment' to deploy the remaining units in that regiment, since the declare step of that ability specifies that 'No units in that regiment can have already been deployed.'

#### NEW

**Q:** Is it mandatory for players to set up a faction terrain feature (if one is included on their roster) during the deployment phase?

**A:** No. A player can choose not to use the 'Deploy Faction Terrain' ability. However, if both players choose to set up a faction terrain feature, the player who begins deployment must set up their faction terrain features first (as specified in Step 1 of 10.0).

#### 12.0 START OF BATTLE ROUND

**Q:** When determining the active player, how do you determine when a player has 'finished setting up their army'?

**A:** A player has finished setting up their army when all units in their army have been deployed. This means that non-**DEPLOY** Deployment Phase abilities (e.g. The Masque's 'The Endless Dance' ability) happen after your army has 'finished setting up'.



# RULES UPDATES

DECEMBER 2024

## CORE RULES

### 14.3 CHARGE PHASE

**Q:** When using the 'Charge' ability, does my unit need to end the charge move within  $\frac{1}{2}$ " of an enemy unit that was visible to the charging unit at the start of that charge move?

**A:** No. It must end the charge move within  $\frac{1}{2}$ " of an enemy unit that is visible to the charging unit when it finishes that charge move.

### 15.2 MOVING ACROSS TERRAIN

**Q:** The rules for moving across terrain state that a model cannot end a move mid-climb. How can you tell if a model is mid-climb?

**A:** A model is mid-climb if it is not possible to rest it on its base in that location without additional support. As there is a wide variety of terrain and models, it is acceptable for a model to end a move with its base at a slight angle because of uneven terrain beneath it, but at least half of its base must be within 1" of the terrain feature that the model is on or it will be considered mid-climb.

### 15.4 FLYING

**Q:** If an ability that allows a unit to move states that the unit cannot move into combat (e.g. Normal Move), does Fly allow that unit to move across an enemy unit's combat range?

**A:** Yes.

### 16.0 PICKING TARGETS

**Q:** When making shooting attacks, can all models in the attacking unit shoot even if the target unit is not visible to some of those models?

**A:** No, the only models in the attacking unit that can make shooting attacks are those that the target unit is visible to.

### 17.0 THE ATTACK SEQUENCE

**Q:** If an ability allows a unit to score critical hits on unmodified rolls of 5+, but that unit needs a 6 to hit (e.g. as a result of subtracting 1 from hit rolls), would unmodified hit rolls of 5 hit the target? If so, would they still trigger any critical hit effects?

**A:** Although the hits would count as critical hits, the attacks would not score a successful hit. As the attack sequence ends if an attack fails, effects such as Crit (2 Hits) or Crit (Auto-wound) would have no effect. However, effects that are resolved immediately, such as Crit (Mortal), would still be triggered by those critical hits.

### 18.3 SLAIN MODELS

**Q:** Do models removed as a result of a unit being out of coherency count as having been slain?

**A:** Yes.

### 19.0 STRIKE-FIRST AND STRIKE-LAST

**Q:** Can I use an ability that allows a friendly unit that does not have STRIKE-FIRST to fight immediately after a friendly unit that has STRIKE-FIRST if there are one or more enemy units with STRIKE-FIRST that have not yet been picked to fight?

**A:** No. As mentioned in the sidebar next to 19.0, abilities that allow a unit to use a FIGHT ability immediately after another unit do not override the STRIKE-FIRST constraints, so you cannot pick a unit that does not have STRIKE-FIRST to fight until all other units that have STRIKE-FIRST have fought.

**Q:** If a friendly unit is the only unit that has STRIKE-FIRST on the battlefield and it has an ability that allows a friendly unit to fight immediately after it, in what order would units be picked to fight?

**A:** If you are the active player, the unit that has STRIKE-FIRST would fight first, then you could use the ability to allow another friendly unit to fight immediately after it, and then you would pick the next unit to fight (i.e. three friendly units would fight back to back). If your opponent is the active player, the unit that has STRIKE-FIRST would fight first, you could still use the ability to allow another friendly unit to fight, and then your opponent would pick the next unit to fight.

### 20.0 WEAPON ABILITIES

**Q:** Can I combine multiple instances of the same weapon ability? For example, if a weapon already has Anti-INFANTRY (+1 Rend) and it can also gain that ability from another source, would it now have +2 Rend against INFANTRY units?

**A:** No.

**Q:** If a weapon has the Companion weapon ability, would it be affected by friendly abilities that grant new weapon abilities or that modify weapon abilities that the weapon already has?

**A:** No, unless the ability specifically names the weapon or states that it affects Companion weapons.



# RULES UPDATES

DECEMBER 2024

## CORE RULES

### 24.2 REPLACEMENT UNITS

*Q: If a destroyed unit had an enhancement, and an ability allows me to set up a replacement of that unit, would the replacement unit also have that enhancement?*

A: No.

*Q: If an ability allows a replacement unit to be set up with half the models from the original unit, and the original unit has to have a certain proportion of models equipped with specific weapons, does the new unit also need to adhere to the same restrictions?*

A: No. As stated in 24.2, you can pick any models from the original unit to be set up in the replacement unit.

### 25.0 GUARDED HEROES

*Q: If an ability allows me to ignore the effects of the 'Guarded Hero' ability when picking targets (e.g. the Warlock Engineer's 'Sniper-master' ability), would the attacking unit still be affected by the -1 to hit penalty from 'Guarded Hero'?*

A: Yes.

### 28.0 ADVANCED ABILITY RULES

*Q: If a rule says to pick a number of units with one keyword or another (e.g. 'Pick up to 3 friendly SKINK INFANTRY or CAVALRY units'), could you pick a combination of units with either keyword, or do all the units you pick need to have the same keyword?*

A: You can mix and match. In the example given, you could pick 1 SKINK INFANTRY unit and 2 SKINK CAVALRY units.

*Q: If a persisting effect applies to a unit that is destroyed, and another ability allows that unit to return to the battlefield (e.g. the 'Resurrection' prayer from the Path to Glory: Ascension battlepack), does the persisting effect apply to the returned unit?*

A: No.

*Q: If a part of an ability's effect does not state that you 'can' or 'must' do it, is it mandatory to resolve that part of the effect?*

A: Yes. Any part of an effect that is not optional is mandatory. If you cannot resolve one part of an effect, none of it applies. For instance, if a player picked the **WIZARD** casting 'The Hand of Gork' to also be the target of the spell, the effect could not be fully resolved – it would be impossible for the target to be removed from the battlefield and set up again wholly within 24" of the caster – and so the spell would have no effect.

### 28.2 'ONCE PER' TIMINGS

*Q: If an ability that is not on a unit's warscroll has the 'Once Per Turn', 'Once Per Battle' or 'Once Per Battle Round' timing (without '(Army)' afterwards), can multiple friendly units use that ability in that time period?*

A: It depends on who is using the ability (see the sidebar next to 28.2). If a unit is using the ability (i.e. the declare step specifically says to pick a unit to use it), then each unit could use that ability in that time period. If the player is using the ability (i.e. nothing in the ability specifically says that it is used by a unit), it can only be used once in that time period. Note that picking the target of an ability is not the same as picking a unit to use that ability.



# RULES UPDATES

DECEMBER 2024

## ADVANCED RULES

### ADDENDA

The following rules updates add text in order to clarify ambiguities and/or avoid unintended interactions.

#### MAGIC, 7.0 MANIFESTATIONS

Replace:

‘No more than 1 friendly **WIZARD** or **PRIEST** can attempt to summon the same manifestation per turn.’

with:

‘No more than 1 friendly **WIZARD** or **PRIEST** can attempt to summon the same manifestation per turn, and a friendly **WIZARD** or **PRIEST** cannot attempt to summon a friendly manifestation that was removed from play in the same turn.’

#### MAGIC, 7.2 BANISHING MANIFESTATIONS

Add the following to the declare step of ‘Banish Manifestation’: ‘Add 1 to the **banishment roll** for each additional enemy manifestation on the battlefield after the first.’

#### TERRAIN, 1.5 FACTION TERRAIN

Add the following to the bulleted list:

- If a terrain feature has any melee or ranged weapons, it can use the ‘Fight’ and ‘Shoot’ **CORE** abilities as if it were a unit.
- Terrain features that have a Move characteristic of 0" (‘-’) cannot move (note that pile-in moves are a type of move).’

Add the following:

‘Some faction terrain features allow you to place a unit on them (this will be clearly specified in that terrain feature’s rules). When doing so, instead of measuring range or visibility to and from the unit that is on that terrain feature, measure to and from the terrain feature instead. Unless otherwise specified, units on a faction terrain feature cannot use **FIGHT** abilities.

If a unit placed on a terrain feature is removed from it (e.g. if an ability removes them from the battlefield), that unit counts as having left that terrain feature and loses any special role or benefits it had as a result of being placed on it.’

#### ARMY COMPOSITION, 3.5 REGIMENTS OF RENOWN

Add the following:

- You cannot include more than 1 Regiment of Renown in your army unless otherwise specified in the notes column of that regiment’s battle profile.
- Units in a Regiment of Renown cannot use (but can be picked as the target of, if otherwise eligible) any faction rules from the faction they are allied into, including enhancements and lores, unless they have a keyword that matches that faction’s name.
- If an ability allows you to set up a replacement unit (Core Rules, 24.2) for a unit in a Regiment of Renown, that unit also counts as being part of that Regiment of Renown.’



# RULES UPDATES

DECEMBER 2024

## ADVANCED RULES

### ERRATA

The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

#### UPDATED

#### COMMANDS, 4.0 SHOOTING PHASE COMMANDS

Change the 'Covering Fire' declare and effect to:

**Declare:** Pick a friendly unit that did not use a **RUN** ability this turn and that is **not in combat** to use this ability, then pick the closest enemy unit (to that unit) that can be picked as the target of shooting attacks to be the target.

**Effect:** Resolve shooting attacks for the unit using this ability against the target. You must subtract 1 from the hit rolls for those attacks.

#### TERRAIN, 1.2 UNIVERSAL TERRAIN ABILITIES

In the 'Cover' ability, change '**charged**' to '**charged** this turn'.

#### TERRAIN, 1.5 FACTION TERRAIN

In the first bullet point, change 'In the charge phase and the combat phase' to 'In the combat phase'.

#### MAGIC, 2.0 SPELLS

Change the third paragraph to:

'Enemy reactions can only be used if the **casting roll** equals or exceeds the spell's **casting value**. So long as the spell is not **unbound** (see 4.0), then it is **successfully cast**: resolve its **effect**.'

#### MAGIC, 3.0 PRAYERS

In the second paragraph, change 'On a **chanting roll of 2 or more**' to 'On an unmodified **chanting roll of 2 or more**'.

#### MAGIC, 7.0 MANIFESTATIONS

Change the sixth bullet point to:

'Manifestations that have a Move characteristic of 0" ('-') cannot move. For the purposes of movement, combat range, being in combat and setting up other units, they are only treated as if they were units in the combat phase. Units can finish a charge move within  $\frac{1}{2}$ " of an enemy manifestation that has a Move characteristic of 0" ('-') instead of within  $\frac{1}{2}$ " of an enemy unit.'

#### ARMY COMPOSITION, 1.3 BATTLE PROFILES

Change the final sentence to:

'Battle profiles for each unit are available at [warhammer-community.com](http://warhammer-community.com).'

#### ARMY COMPOSITION, 3.2 THE GENERAL

Change the first sentence to:

'You must pick 1 **HERO** in your army that is leading a regiment to be your **general**.'



# RULES UPDATES

DECEMBER 2024

## ADVANCED RULES

### FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

#### COMMANDS, 3.0 MOVEMENT PHASE COMMANDS

**Q:** If an ability modifies a run roll, does that ability modify the roll made in the 'Redeploy' ability, since 'Redeploy' has the **RUN** keyword?

**A:** No, named rolls such as run roll are only modified by abilities that specifically call out that type of roll.

#### COMMANDS, 4.0 SHOOTING PHASE COMMANDS

**Q:** If a friendly unit is in combat and is armed with a weapon that has **Shoot in Combat**, can it use the 'Covering Fire' command?

**A:** No, you can only pick units that are not in combat to use that ability.

**Q:** If a unit cannot be picked to be the target of shooting attacks (e.g. an **INFANTRY HERO** affected by the 'Guarded Hero' ability) but is the closest unit to a friendly unit using the 'Covering Fire' command, do I still have to target that unit?

**A:** No, you must pick the nearest eligible unit that can be picked to be the target of shooting attacks.

**Q:** Can a unit use the 'Covering Fire' command after using the 'Redeploy' command?

**A:** Yes.

#### COMMANDS, 8.0 END OF TURN COMMANDS

**Q:** When using the 'Power Through' command, can my models pass through enemy models in the target unit or only through the target unit's combat range?

**A:** Your models can only pass through the target unit's combat range, unless your unit has **FLY** or is otherwise allowed to pass through models.

#### TERRAIN, 1.1 WHOLLY ON AND BEHIND TERRAIN

**Q:** When checking if a unit is behind a terrain feature, do I need to draw a line from the attacking model's base to the target's base or from any point on the attacking model to any point on the target?

**A:** From any point to any point.

**Q:** If one part of a unit is behind one terrain feature that has the 'Cover' ability, another part of that unit is behind a second terrain feature that has the 'Cover' ability, and it is not possible to draw a line to a model in that unit without that line passing across one of those terrain features, would that unit be affected by the 'Cover' ability?

**A:** Yes.

**Q:** If some but not all of the models in a unit making a shooting attack are within 3" of the outer edge of a terrain feature that has the 'Cover' ability, and it is impossible to draw a line from the attacking unit to the target unit without that line passing across the terrain feature, would the target count as being behind that terrain feature and thus be affected by the 'Cover' ability?

**A:** No. Since you ignore parts of a terrain feature within the attacking unit's combat range when determining if the target is behind that terrain feature, you would be able to draw a line from a model in the attacking unit to a model in the target unit that only passed across the parts of the terrain feature being ignored.

#### TERRAIN, 1.5 FACTION TERRAIN

**Q:** Are faction terrain features still subject to the restrictions in Core Rules, 5.3 The Rules of One?

**A:** Yes.

**Q:** If an ability requires you to set up a unit more than 9" from all enemy units, could you set up a unit within 9" of a faction terrain feature?

**A:** Yes. However, some faction terrain features (such as the Shrine Luminor) allow a unit to be placed on them. Since, in these cases, you measure range and visibility to and from the terrain feature instead of the unit, you would not be able to set up a unit within 9" of a faction terrain feature that has a unit on it.

**Q:** Are faction terrain features affected by friendly abilities (e.g. those that give units the **WARD** keyword)?

**A:** No.

**Q:** Can faction terrain features use command abilities?

**A:** No, unless that command is on the faction terrain feature's warscroll.

**Q:** If a faction terrain feature is closer to a friendly unit using the 'Covering Fire' command than any other units, do I have to target that faction terrain feature? Can I choose to?

**A:** No to both. However, some faction terrain features (such as the Shrine Luminor) allow a unit to be placed on them. Since, in these cases, you measure range and visibility to and from the terrain feature instead of the unit, you would have to target that terrain feature if it was closest.

**Q:** If an ability or battle tactic requires a unit to be destroyed (e.g. 'The Blood Tithe'), does destroying a faction terrain feature count?

**A:** No.



# RULES UPDATES

DECEMBER 2024

## ADVANCED RULES

### NEW

**Q:** Can a unit placed on a faction terrain feature be picked as the target of enemy abilities (as opposed to the target of attacks)? For example, if I were to pick a Shrine Luminor as the target of the Realmshaper Engine's 'Power Unleashed' ability, could I pick the hero placed on the Shrine Luminor as a target of that ability?

**A:** Yes.

**Q:** Do I need to use a **RETREAT** ability to move away from a faction terrain feature that has a Move characteristic of 0"?

**A:** No, you can use any **MOVE** ability. However, some faction terrain features (such as the Shrine Luminor) allow a unit to be placed on them. Since, in these cases, you measure range and visibility to and from the terrain feature instead of the unit, you would have to use a **RETREAT** ability to move away from a terrain feature that has a unit on it.

### MAGIC

**Q:** Can units in my army use the example spell ('Mystic Shield') and example prayer ('Resurrection') from the sidebar?

**A:** These examples are from the *Path to Glory: Ascension* battlepack, so they can be used by players using that battlepack (if they gain the appropriate Path rank). They are not used in other battlepacks unless explicitly stated.

### MAGIC, 1.1 POWER LEVEL

**Q:** If a unit has multiple power levels (e.g. a **HERO** that is both a **WIZARD** and a **PRIEST**), and another ability modifies that unit's power level (e.g. the 'Witchbane Curse' prayer), which power level does it modify?

**A:** If that ability only targets **WIZARDS** or only targets **PRIESTS**, it modifies the corresponding power level. If it could target either or does not specify the target, it modifies both.

**Q:** If a unit has more than one power level (e.g. a **WIZARD** that is also a **PRIEST**) and an enemy ability references that unit's power level, which power level should I use?

**A:** Use whichever power level is higher.

### MAGIC, 2.0 SPELLS

**Q:** Is mortal damage inflicted by a miscast considered to be 'mortal damage inflicted by a **SPELL** ability' for the purposes of abilities like the Tzeentch effect of the 'Marks of Chaos' ability?

**A:** No.

### MAGIC, 7.0 MANIFESTATIONS

**Q:** Are manifestations still subject to the restrictions in Core Rules, 5.3 *The Rules of One*?

**A:** Yes.

**Q:** If an ability requires you to set up a unit more than 9" from all enemy units, does a manifestation count as an enemy unit?

**A:** If the manifestation has a Move characteristic of 0" ('-'), it is only treated as a unit in the combat phase, so it only counts as an enemy unit if you are setting up a unit in that phase. If the manifestation has a Move characteristic of greater than 0", it counts as an enemy unit for the purpose of setting up other units in any phase.

**Q:** Are manifestations affected by friendly abilities that would normally affect units (e.g. those that give units the **WARD** keyword)?

**A:** No, except for those permitted in Magic, 7.0, and those that specifically affect manifestations (such as 'Banish Manifestation').

**Q:** Can manifestations use command abilities?

**A:** No, unless that command is on the manifestation's warscroll.

**Q:** If a manifestation is closer to a friendly unit using the 'Covering Fire' command than any other units, do I have to target that manifestation? Can I choose to?

**A:** No to both.

**Q:** If an ability or battle tactic requires a unit to be destroyed (e.g. 'The Blood Tithe'), does destroying a manifestation count?

**A:** No.

**Q:** Do I need to use a **RETREAT** ability to move away from a manifestation that has a Move characteristic of 0"?

**A:** No, you can use any **MOVE** ability.

**Q:** If a manifestation has a Move characteristic that is greater than 0", can it use **MOVE** abilities in the movement phase of the same turn in which it was set up?

**A:** No.

**Q:** Can a friendly manifestation that has a Move characteristic of greater than 0" be set up within 9" of an enemy manifestation that has a Move characteristic of greater than 0"?

**A:** Yes.

### ARMY COMPOSITION, 2.2 ARMIES OF RENOWN

**Q:** When using an Army of Renown, can I pick a faction terrain feature to include on my roster?

**A:** Yes, unless that Army of Renown's rules specifically state that you cannot include a faction terrain feature.

### ARMY COMPOSITION, 3.1 REGIMENTS

**Q:** If a **HERO** is able to join another **HERO**'s regiment (e.g. The Shadow Queen joining Morathi-Khaine or an Assassin joining a Dreadlord on Black Dragon), do they take the place of a non-**HERO** unit in that regiment?

**A:** Yes.



# RULES UPDATES

DECEMBER 2024

## ADVANCED RULES

**Q: Can I add units from other factions to my HEROES' regiments?**  
A: No. The only way to add units from other factions to your army is by taking an eligible Regiment of Renown.

**Q: If a HERO's regiment options contain multiple excluded keywords (e.g. non-BEAST non-MONSTER), can it include units in its regiment that have only one of those keywords?**  
A: No, it cannot include units with any of those keywords.

### ARMY COMPOSITION, 3.5 REGIMENTS OF RENOWN

**Q: If a Regiment of Renown includes a wizard, could that wizard cast spells from a universal manifestation lore that was picked for that army?**

A: Yes.

**Q: If a Regiment of Renown (e.g. the Coven of Thryx) includes one or more manifestations, do those manifestations replace picking a manifestation lore for my army?**

A: No, they are in addition.

**Q: Does a Regiment of Renown require a HERO to lead it?**  
A: No. As stated in 3.5, Regiments of Renown are pre-built regiments, so they only include the units stated in their unit summary/organisation section.

### BATTLE TACTICS, 2.1 COMPLETING BATTLE TACTICS

**Q: If a battle tactic requires a unit not to be in combat at the end of your turn (e.g. 'Seize the Centre'), can I still complete that tactic if my unit is within 3" of a manifestation or faction terrain feature?**

A: Manifestations that have a Move characteristic of 0" ('-') and faction terrain features only count as being in combat in the combat phase, so if you were within 3" of any of those at the end of your turn (and more than 3" from all other units), you would not be in combat and could complete the battle tactic. If, however, you were within 3" of a manifestation that had a Move characteristic of greater than 0" or a faction terrain feature that had a unit on it, you would be in combat at the end of your turn and could not complete the battle tactic.

## PATH TO GLORY: ASCENSION

NEW

### ERRATA

The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

#### PATH TO GLORY ROSTER, STEP 1

Replace 'It must have a points value of 300 or less' with 'It must have a points value of 350 or less'.



# RULES UPDATES

DECEMBER 2024

## GLOSSARY

### ADDENDA

The following rules updates add text in order to clarify ambiguities and/or avoid unintended interactions.

Add the following definition:

**'drops:** The minimum number of **DEPLOY** abilities that a player can use to set up their army. This is usually equal to the number of regiments in their army plus the number of auxiliary units in their army. (Core Rules, 10.1)'

Add the following definition:

**'fought:** A unit has fought if it used any **FIGHT** abilities in the same turn.'

Add the following definition:

**'removed from play/removed from the battlefield:** When a model or unit is removed from the battlefield, it no longer has any effect on the battle, though it can still be relevant for abilities that allow you to return models or replace units.'

Add the following definition:

**'used:** An ability has been **used** once it has been declared, whether or not its effect was successfully resolved. (Core Rules, 5.2)'

### ERRATA

The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

Change the definition of **Champion** to:

**'Champion:** Model's weapons have +1 to Attacks characteristic. (Command Models, 1.0)'

#### NEW

Change the definition of **contesting** to:

**'contesting:** Models contest objectives within their combat range (3"). When determining objective control, the same unit cannot contest more than 1 objective at the same time; the player must pick 1 if more than 1 is within range. (Core Rules, 32.1)'

#### NEW

Change the definition of **Counter-charge** to:

**'Counter-charge:** Command, 2CP. Charge in enemy charge phase. (Commands, 5.0)'

#### NEW

Remove the following text from **STRIKE-LAST**:

'If both players have units with **STRIKE-LAST**, they alternate fighting with those units after all other eligible units have fought, starting with the active player.'

Change the definition of **underdog** to:

**'underdog:** Player with fewest victory points. If tied, there is no underdog for that battle round.'

## MATCHED PLAY: FIRST BLOOD

### ERRATA

The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

#### BATTLEPLAN 1, BORDER WAR

Change the first sentence of the **Twist** rule to:

'Score 2 additional victory points if you control the objective wholly within enemy territory.'



# RULES UPDATES

DECEMBER 2024

## SPEARHEAD: FIRE AND JADE

### ERRATA

The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

#### STORMCAST ETERNALS, VIGILANT BROTHERHOOD

Add the **INFANTRY** keyword to the keyword bar on the Lord-Veritant's warscroll.

#### STORMCAST ETERNALS, YNDRASTA'S SPEARHEAD

Add the **INFANTRY** keyword to the keyword bar on Yndrasta's warscroll.

#### SYLVANETH, BITTERBARK COPSE

Add the following to the effect of the 'Seed of Rebirth' ability: 'This unit cannot use this ability again for the rest of the battle.'

#### FLESH-EATER COURTS, CARRION RETAINERS

Add the **REINFORCEMENTS** keyword to the keyword bar on the Cryptguard's warscroll.

NEW

#### GLOOMSPIRE GITZ, BAD MOON MADMOB

Change the timing of 'The Hand of Gork' to 'Once Per Battle (Army), Your Movement Phase'.

Add the following to the Battle Traits:

'One of your units of **Squig Hoppers** is not set up during the deployment phase. Instead, from the third battle round onwards, they can use the following ability:

##### >Your Movement Phase

**SQUIGALANCHE:** *A curious, arrhythmic pounding and cackles of wicked glee in the distance signal the approach of a mob of manic Squig Hoppers!*

**Effect:** Set up this unit wholly within your territory, wholly within 3" of a battlefield edge and more than 6" from all enemy units.

NEW

#### KHARADRON OVERLORDS, SKYHAMMER

##### TASK FORCE

Add the **REINFORCEMENTS** keyword (and icon) to the Arkanaut Company and Skywardens warscrolls.

NEW

#### IDONETH DEEPKIN, SOULRAID HUNT

On the Isharann Soulscryer warscroll, change the effect of 'Ritual of the Creeping Mist' to:

'On a 3+, until the start of your next turn, subtract 1 from wound rolls for attacks that target that unit.'

Change the timing of 'Ethersea Predators' to 'Once Per Turn (Army), End of Any Turn'.

NEW

#### CITIES OF SIGMAR, CASTELITE COMPANY

Change the timing of 'The Officar's Order' to 'Once Per Battle Round, Start of Battle Round'.

NEW

#### HEDONITES OF SLAANESH, BLADES OF THE LURID DREAM

Add the **REINFORCEMENTS** keyword (and icon) to the Slaangor Fiendbloods warscroll.

NEW

#### LUMINETH REALM-LORDS, GLITTERING PHALANX

Remove the **Facet of War** keyword from 'Lightning Reactions'.

NEW

#### STORMCAST ETERNALS, VIGILANT BROTHERHOOD

Change the timing of 'Shield of Azyr' to 'Once Per Turn, Your Hero Phase'.

NEW

#### SLAVES TO DARKNESS, BLOODWIND LEGION

Add the following to the Battle Traits:

'Your **Chaos Knights** unit is not set up during the deployment phase. Instead, from the second battle round onwards, they can use the following ability:

##### Your Movement Phase

**DREADED ARRIVAL:** *To the thunderous beating of flame-trailing hooves and clattering Chaos Armour, the knights arrive to shatter the enemy.*

**Effect:** Set up this unit wholly within your territory, within 1" of a battlefield edge and more than 6" from all enemy units.

Also, in 'The Dread Banner', change the declare step to 'Pick a friendly **Chaos Warriors** unit.'

NEW

#### OGOR MAWTRIBES, TYRANT'S BELLOW

Change the 'On the Mawpath' text to:

'Your **Ironblaster, Mournfang Pack** and 1 unit of **Ogor Gluttons** are not set up during the deployment phase. Instead, from the third battle round onwards, they can use the following ability:'

NEW

#### SOULBLIGHT GRAVELORDS, BLOODCRAVE HUNT

Change the timing of the Deathrattle Skeletons ability 'Skeleton Legion' to 'Your Combat Phase'.



# RULES UPDATES

DECEMBER 2024

## SPEARHEAD: FIRE AND JADE

### FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

*Q: If a rule requires more friendly models than enemy models to be contesting a terrain feature (e.g. the Ghyan twist 'Take the Land' or the battle tactic 'Hold Ground'), should I use the control scores of my units contesting that terrain feature?*

*A: Yes. In these cases, the rule should be treated in the same way as determining control of a terrain feature (Core Rules, 32.3).*



# RULES UPDATES

DECEMBER 2024

## GENERAL'S HANDBOOK 2024-25

### ERRATA

The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

#### SEASON RULES 2024-25

##### NEW

All of the 2024-25 Season Rules have had important updates. See page 2 of this document for the changes.

##### DELETED

Change the effect of 'Priority Target' to:

**Effect:** Add 1 to hit rolls and wound rolls for attacks made by models in the honour guard unit that target the enemy general or the enemy honour guard if the target is within 12".

#### MORBID CONJURATION

Increase the casting value of 'Summon Suffocating Gravetide' to 8.

#### LAUCHON THE SOULSEEKER

Change the second sentence of the effect of the 'Traverse the Tides of Death' ability to:

'It can pass through models during that move but cannot end that move in combat.'

#### MALEVOLENT MAELSTROM

Change the declare step of 'Morbid Detonation' to:

**Declare:** You must, and can only, use this ability if this unit has 6 maelstrom points. Pick each unit (friendly and enemy) within 9" of it to be the targets.'

#### SUFFOCATING GRAVETIDE

Change the second sentence of the 'Pulled to the Grave' ability to: 'It can pass through models during that move but cannot end that move in combat.'

#### PURPLE SUN OF SHYISH

Change the second sentence of the 'End Given Form' ability to:

'It can pass through models during that move but cannot end that move in combat.'

Remove the 'Wild Form' ability.

#### AETHERVOID PENDULUM

Change the effect of the 'Scything Blade' ability to:

'This **MANIFESTATION** can move a distance up to its Move characteristic in one direction (see 'The Pendulum Swings'). It can pass through models during that move and can end that move in combat. Then, pick up to 3 enemy units that this **MANIFESTATION** passed across during that move or that are within 1/2" of it to be the targets. Roll a D6 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.'

#### RAVENAK'S GNASHING JAWS

Remove the 'Wild Form' ability.

#### BATTLEPLAN: BORDER WAR

Remove 'The Vice' from the list of battleplans that can use the Border War map layout.

#### BATTLEPLAN: STARSTRIKE

In the twist, replace:

'If an objective would be set up wholly or partially on a terrain feature, do not do so. Instead, inflict D6 mortal damage on each unit wholly or partially on that terrain feature.'

with:

'If an objective would be set up wholly or partially on a faction terrain feature, that terrain feature and any units on it are destroyed, then the objective is set up normally. If the objective would be set up wholly or partially on other terrain features, do not do so. Instead, inflict D6 mortal damage on each unit wholly or partially on that terrain feature.'



# RULES UPDATES

DECEMBER 2024

## FACTION PACKS

### ERRATA

The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

#### BLADES OF KHORNE

**NEW**

##### **BATTLE TRAITS**

In the declare step of all **BLOOD TITHE** abilities, replace:  
'You can only use this ability if you have not used any **BLOOD TITHE** abilities this turn.'  
with:  
'You can only use this ability if you have not used any **BLOOD TITHE** abilities this phase.'

**NEW**

##### **ASPIRING DEATHBRINGER**

In the effect of 'Furious Warleader', replace the last sentence with:  
'Add 1 to wound rolls for attacks made by this unit and the target for the rest of the turn.'

**Designer's Note:** *This clears up a timing issue with the original wording.*

##### **WRATH-AXE**

Change the timing of the 'Hatred's Edge' ability to 'Your Charge Phase' and the timing bar colour to orange.

##### **SKULL ALTAR**

Change the declare step of 'Ascend the Altar' to:

**Declare:** If this terrain feature does not have an Invoker, pick a friendly **BLADES OF KHORNE INFANTRY PRIEST** within 3" of it and not in combat to be the target.

Change the effect of 'Descend the Altar' to:

**Effect:** If this terrain feature has an Invoker that was not placed on it this turn, set up the Invoker on the battlefield wholly within 6" of this terrain feature and not in combat. That unit is no longer an Invoker.

#### CITIES OF SIGMAR

##### **BATTLE TRAITS**

Add the following to the declare step of the 'Advance in Formation' ability:

'You cannot pick the same unit to be a target of this ability more than once per turn.'

**NEW**

##### **FUSIL-MAJOR ON OGOR WARHULK**

In the effect of 'Mark Targets', replace 'Add 1 to hit rolls for shooting attacks' with 'Add 1 to hit rolls for attacks'.

**NEW**

#### TAHLIA VEDRA

Change the effect of 'Lead from the Front' to:

'For each target:  
• Add 1 to wound rolls for combat attacks made by that unit for the rest of the turn.  
• That unit has **WARD (5+)** for the rest of the turn.'

#### FREEGUILD FUSILIERS

Change the effect of the 'Fusiliers, Fire' ability to:

**Effect:** Each time this unit uses a **SHOOT** ability, if it is in a fortified position, it can pick either of the ranged weapon profiles for all the attacks it makes with its **Fusil-cannons**. If it is not in a fortified position, use the **Mobile** weapon characteristics.

#### HAMMERERS

Add the **CHAMPION**, **MUSICIAN (1/10)** and **STANDARD BEARER (1/10)** keywords to the keywords bar.

#### DAUGHTERS OF KHAINE

##### **BATTLE FORMATIONS**

Change the timing of the Shadow Patrol's 'Shadowpaths' ability to 'Once Per Turn (Army), Your Movement Phase' and remove the **CORE** keyword from the ability.

#### DISCIPLES OF TZEENTCH

##### **BATTLE TRAITS**

**NEW**

In the second paragraph of the effect of 'Masters of Destiny', replace:  
'they cannot be modified by other friendly abilities'  
with:

'they cannot be modified by other friendly abilities except for those that apply negative modifiers.'

Change the effect of 'Burning Wyrdflame' to:

**Effect:** Inflict D3 mortal damage on each **BURNING** enemy unit, **MANIFESTATION** and faction terrain feature.

Change the effect of 'Quenching the Flames' to:

**Effect:** If an ability would heal or return slain models to a **BURNING** enemy unit, **MANIFESTATION** or terrain feature, that ability does not heal or return any slain models to it. Instead, it no longer has the **BURNING** keyword.

#### SPELL LORE

Change the declare step of the 'Shield of Fate' spell to:

**Declare:** Pick a friendly **DISCIPLES OF TZEENTCH WIZARD** to cast this spell, pick a visible friendly **DISCIPLES OF TZEENTCH** unit wholly within 18" of them to be the target, then make a casting roll of 2D6.

# RULES UPDATES

DECEMBER 2024

## FACTION PACKS

### CHAOS SPAWN OF TZEENTCH

Remove the declare step from the 'A Twisted Fate' ability. Change the Designer's Note to:

*'Designer's Note: If deployed using this ability, this unit can only be set up on the battlefield using the 'Transformed to Spawn' spell.'*

### BLUE HORRORS AND BRIMSTONE HORRORS

Change the description paragraph to:

'This unit starts the battle with 10 Blue Horror models or, if it is a reinforced unit, 20 Blue Horror models. Each is armed with Spiteful Talons and Arcane Flames.'

Brimstone Horrors models can be added to this unit using the 'Split Again' ability. Each is armed with Impish Talons and Arcane Flames.'

### TZAANGOR SHAMAN

Add the **DISC OF TZEENTCH** keyword to the keywords bar.

### KAIRIC ACOLYTES

Change the first line of this unit's weapon options to:

'Each model in this unit is armed with a Cursed Blade and Sorcerous Bolt.'

### BURNING SIGIL OF TZEENTCH

Change the timing of 'Radiant Transmogrification' to 'Any Hero Phase' and the timing bar colour to gold.

Change the declare step and effect of 'Radiant Transmogrification' to:

**Declare:** This **MANIFESTATION** must use this ability in each hero phase. Pick each unit (friendly and enemy) within 9" of this **MANIFESTATION** to be the targets.

**Effect:** Roll 2 dice, pick either result, then apply the corresponding effect for the rest of the turn:

- 1 No effect.
- 2-3 Add 2" to the Move characteristic of friendly **DISCIPLES OF TZEENTCH** targets and subtract 2" from the Move characteristic of enemy targets.
- 4 Add 1 to hit rolls for friendly **DISCIPLES OF TZEENTCH** targets and subtract 1 from hit rolls for enemy targets.
- 5 Add 1 to wound rolls for friendly **DISCIPLES OF TZEENTCH** targets and subtract 1 from wound rolls for enemy targets.
- 6 Add 1 to the Attacks characteristic of melee weapons used by friendly **DISCIPLES OF TZEENTCH** targets and inflict D3 mortal damage on each enemy target.

### FLESH-EATER COURTS

#### BATTLE TRAITS

**NEW**

Add the following ability:

**Once Per Turn (Army), Your Hero Phase**

**ADDRESS LOYAL SUBJECTS:** Gibbering, growling and wild gesticulations are interpreted by the ghouls as a stirring speech in the midst of battle.

**Declare:** Pick a friendly **FLESH-EATER COURTS HERO** to use this ability.

**Effect:** Roll a dice for each other friendly **FLESH-EATER COURTS** unit wholly within 12" of that **HERO**. For each 5+, give 1 **noble deeds point** to that **HERO**.

Change the 'Muster Guard' ability to:

**Declare:** Pick a friendly **COURTIER HERO** that has 1 or more **noble deeds points** to use this ability, then pick a friendly unit wholly within 12" of it to be the target.

**Effect:** Spend any of that **HERO**'s **noble deeds points**. If the target is a **SERFS** unit, for each **noble deeds point** spent, return 1 slain model to it. If the target is a **KNIGHTS** unit, for every 2 **noble deeds points** spent, return 1 slain model to it.'

#### HEROIC TRAITS

Change the 'Cruel Taskmaster' ability to:

**Effect:** Each time a friendly unit wholly within 12" of this unit uses the 'Rally' command, you can make 3 additional rally rolls of D6.'

**NEW**

### GRAND JUSTICE GORMAYNE

In the effect of 'Delusion of Justice Served', replace: 'On a 3+, pick 1 of the following effects to apply to the target until the start of your next turn:'

with:

'On a 3+, this unit gains 1 **noble deeds point**. Then, pick 1 of the following effects to apply to the target until the start of your next turn:'

### MARROWSCROLL HERALD

In the 'The King's Entreaty' ability, change the second sentence of the 'Welcome the Disciple!' effect to:

'Each time your opponent declares a command, **SPELL** ability or **PRAYER** ability for an **INFECTED** unit, roll a dice as a reaction.'

# RULES UPDATES

DECEMBER 2024

## FACTION PACKS

### CHARNEL THRONE

Change the declare step of 'Reigning Champion' to:  
**Declare:** If this terrain feature does not have a Steward, pick a friendly **FLESH-EATER COURTS INFANTRY HERO** within 3" of it and not in combat to be the target.

Change the effect of 'Duty Calls' to:

**Effect:** If this terrain feature has a Steward that was not placed on it this turn, set up the Steward on the battlefield wholly within 6" of this terrain feature and not in combat. That unit is no longer the Steward.

### FYRESLAYERS

#### BATTLE TRAITS

Change the timing of the 'Rune of Relentless Zeal' ability to 'Once Per Battle (Army), Your Movement Phase' and the timing bar colour to grey.

#### BATTLE FORMATIONS

Change the effect of the 'Bulwark of Molten Stone' ability to:

**Effect:** Add 1 to save rolls for friendly **FYRESLAYERS INFANTRY** units while they are wholly within friendly territory.

### AURIC RUNESON ON MAGMADROTH

Change the effect of 'Vying for Glory' to:

**Effect:** Each time this unit destroys a **MONSTER**, add 1 to the Attacks characteristic of this unit's **Ancestral Weapons** for the rest of the battle. This unit can be affected by this ability multiple times and the effects are cumulative.

### GLOOMSPIRE GITZ

#### BATTLE TRAITS

Add the following to the 'Spiderfang Venom' effect of the 'Under the Light of the Bad Moon' ability:

'This ability also affects **Companion** weapons.'

#### NEW

### LOONBOSS ON MANGLER SQUIGS

Change the beginning of the effect of 'Bite Da Moon' to:

'Add 1 to hit rolls for attacks made with the targets'...

### WEBSPINNER SHAMAN

Change the Control characteristic to 2.

### BAD MOON LOONSHRINE

Add the following:

'The following universal terrain abilities apply to this terrain feature (Terrain, 1.2): Cover, Impassable'

### KRAGNOS

Change the timing of the 'End of Empires' ability to 'Your Charge Phase' and the effect to:

**Effect:** For the rest of the turn, add 1 to the number of dice rolled when making charge rolls for friendly **DESTRUCTION** units while they are wholly within 12" of this unit, to a maximum of 3.'

### HEDONITES OF SLAANESH

#### BATTLE TRAITS

Change the penultimate paragraph of the effect of 'An Excess of Depravity' to:

'Each time your opponent uses a **temptation dice**, they must roll it. On a 1-2, your opponent's roll is replaced by that value instead of a 6, and you must allocate D3 damage points to the unit for which the roll was replaced immediately after the ability used by that unit has been resolved (ward rolls cannot be made for those damage points).'

Change the timing of 'An Excess of Depravity' to 'Once Per Battle Round (Army), Start of Battle Round'.

#### NEW

In the effect of 'Euphoric Killers', replace:

'That unit's weapons have **Crit (2 Hits)**'

with:

'That unit's weapons, including **Companion** weapons, have **Crit (2 Hits)**'

**Designer's Note:** Note that 'Sadistic Spite' does not affect **Companion** weapons.

#### SPELL LORE

Change the effect of 'Phantasmagoria' to:

'Until the start of your next turn, each time the target is picked to use a **FIGHT** ability, you can pick a friendly unit in combat with the target. That friendly unit can move 2D3" after the **FIGHT** ability has been resolved. It can pass through the combat ranges of enemy units and can end that move in combat.'

### SYNESSA, THE VOICE OF SLAANESH

Change the declare step of 'Whispers of Doubt' to:

'Pick a visible enemy **HERO** within 18" of this unit to be the target, then make a casting roll of 2D6'.

### IDONETH DEEPKIN

#### AKHELIAN MORRSARR GUARD

Change the second sentence of the effect of the 'Biovoltaic Blast' ability to:

'For each 6+, inflict D3 mortal damage on the target.'

# RULES UPDATES

DECEMBER 2024

## FACTION PACKS

### KHARADRON OVERLORDS

**NEW**

#### **BATTLE TRAITS**

In the effect of 'Skyvessel Cover', replace:  
 'Subtract 1 from hit rolls for shooting attacks...' with:  
 'Subtract 1 from hit rolls for attacks...'

#### **ARKANAUT ADMIRAL**

Change the declare step of the 'Admiral's Flagship' ability to:  
**Declare:** This unit can use this ability even if it is in reserve. Pick an **Arkanaut Ironclad** or **Arkanaut Frigate** in this unit's regiment to be the target. You can pick a unit that is in reserve.'

#### **DREKKI FLYNT**

Change the declare step of the 'Captain of the Aelsling' ability to:  
**Declare:** This unit can use this ability even if it is in reserve. Pick an **Arkanaut Frigate** in this unit's regiment to be the target. You can pick a unit that is in reserve.'

#### **ARKANAUT IRONCLAD**

Add the following sentence to the effect of the 'Great Endrinworks' ability:  
 'This unit can use this ability even if it is in reserve.'

#### **ARKANAUT FRIGATE**

Change the second sentence of the 'Assault Boat' ability to:  
 'Pick a number of units up to its Transport Capacity that are wholly within 6" of it, are not in combat and have not charged this turn to be the targets.'

### LUMINETH REALM-LORDS

#### **BATTLE TRAITS**

Change the first sentence of the 'Lightning Reactions' ability to:  
 'When players are alternating picking units to use a **FIGHT** ability, when it is your turn to pick a unit, you can pick 2 **LUMINETH REALM-LORDS** units instead of 1.'

#### **BATTLE TRAITS**

Change the second paragraph of the effect of 'Shining Company' to:  
 'For the rest of the battle round, subtract 1 from hit rolls for attacks that target friendly **VANARI** units that have not charged this turn and that have not been picked as the target of the 'Power of Hysh' ability this battle round.'

In the effect of 'Move Like the Wind', replace:

'Each target can move a distance up to its Move characteristic.' with:  
 'Each target can move 2D6'.

### LYRIOR UTHRALLE, WARDEN OF YMETRICA

Change the timing of the 'Voice of Tyrion' ability to 'Passive', change the timing bar colour to black and change the effect to:  
**Effect:** Each time a friendly **LUMINETH REALM-LORDS** unit wholly within 12" of this unit uses the 'All-out Attack' command, no command points are spent.'

### YDRILAN RIVERBLADES

Change the first sentence of the effect of 'Relentless as the Driving Current' to:  
 'If this unit is in combat, it can move 2D6'.

### SHRINE LUMINOR

Change the declare step of 'Enter the Shrine' to:  
**Declare:** If this terrain feature does not have a Shrine Guardian, pick a friendly **LUMINETH REALM-LORDS INFANTRY HERO** within 3" of it and not in combat to be the target.'

Change the effect of 'Exit the Shrine' to:

**Effect:** If this terrain feature has a Shrine Guardian that was not placed on it this turn, set up the Shrine Guardian on the battlefield wholly within 6" of this terrain feature and not in combat. That unit is no longer a Shrine Guardian.'

### MAGGOTKIN OF NURGLE

#### **BATTLE TRAITS**

Change the first sentence of the effect of the 'Blessed by the Plaguefather' ability to:

'You cannot pick **MANIFESTATIONS** or terrain features to be the targets of this ability. Pick 1 of the following effects.'

Add the following ability:

**• Passive**

**BURST PUSTULES:** *As blighted flesh is pierced and hewn, quivering boils erupt, showering all with Nurgle's glistening gifts.*

**Effect:** Each time a **DISEASED** enemy unit would be destroyed, before the last model in the unit is removed from play, roll a dice. On a 3+, pick another enemy unit within 9" of that model to be **DISEASED**.

Change the effect of 'Desperate Remedies' to:

**Effect:** If an ability would heal 1 or more damage points or return 1 or more slain models to a **DISEASED** enemy unit, that ability does not heal any damage points or return any slain models to it. Instead, it no longer has the **DISEASED** keyword.'

**NEW**

Add the following to 'Desperate Remedies':

'**MANIFESTATIONS** and faction terrain features cannot be given the **DISEASED** keyword by any friendly abilities.'

# RULES UPDATES

DECEMBER 2024

## FACTION PACKS

### NEW

#### SPELL LORES, LORE OF MALIGNANCE

Change the effect of 'Fleshy Abundance' to:

'Pick 1 of the following effects:

- Heal (D3) the target.
- Subtract 1 from wound rolls for attacks that target that unit until the start of your next turn.'

### NEW

#### PLAQUE DRONES, PUSGOYLE BLIGHTLORDS

Add the following ability:

##### Passive

##### DISPERSED FORMATION

**Effect:** This unit has a coherency range of 2".

#### BEASTS OF NURGLE

Add the following before the final sentence of the effect of the 'Attention Seekers' ability:

'If it does so, this unit has charged.'

#### BLOAB ROTSPAWNED

Change the effect of 'Miasma of Pestilence' to:

**Effect:** Until the start of your next turn, each time a friendly ability is used that resulted in any damage points being allocated to the target, roll a dice. On a 4+, allocate 1 additional damage point to the target (ward rolls cannot be made for that damage point.)

#### NIGHTHAUNT

### NEW

#### BATTLE TRAITS

Change 'Discorporate' to:

##### Any Hero Phase

**DISCORPORATE:** If given the order, the Nighthaunt can flicker between the realms of the living and dead.

**Declare:** Pick a friendly **NIGHTHAUNT** unit to use this ability.

**Effect:** That unit has **WARD (5+)** for the rest of the turn.

#### BATTLE FORMATIONS

Change the timing of 'There is No Escape' to 'Once Per Turn (Army), Your Movement Phase' and change the declare and effect to:

**Declare:** Pick a friendly **NIGHTHAUNT** unit to be the target.

**Effect:** For the rest of the turn, the target unit can still use **CHARGE** abilities even if it used a **RUN** or **RETREAT** ability in the same turn. In addition, for the rest of the turn, no mortal damage is inflicted on that unit by **RETREAT** abilities.'

### HEROIC TRAITS

Change the effect of 'Terrifying Entity' to:

**Effect:** This unit can use any of the **AURA OF DREAD** abilities, even if it doesn't have the required keyword(s) for that ability.'

#### DREADBLADE HARROWS

Change the timing of 'Phantasmal Discorporation' to 'Your Movement Phase'.

#### HEXWRAITHS

Change the Control characteristic to 1.

#### OGOR MAWTRIBES

### NEW

#### BATTLE TRAITS

Add the following after the first sentence of the effect of 'Trampling Charge':

'Add 2 to the roll if this unit is a **MONSTER**.'

### NEW

#### PRAYER LORE, EVERWINTER PRAYERS

In the effect of 'Call of the Blizzard', replace:

'if the chanting roll was 10+'

with:

'if the chanting roll was 8+'.

Change the chanting value of 'Pulverising Hailstorm' to 4, and in the effect replace:

'If the chanting roll was 10+'

with:

'If the chanting roll was 8+'.

#### FROSTLORD ON STONEHORN

Change the timing of the 'Frost Spear' ability to 'Passive'.

#### MAWPIT

In the 'Step Away from the Maw' ability, change '**Declare:**' to '**Effect:**'

Change the declare step of 'Feed the Maw' to:

**Declare:** If this terrain feature does not have a Head Butcher, pick a friendly **Butcher** or **Slaughtermaster** within 3" of it and not in combat to be the target.'

Change the effect of 'Step Away from the Maw' to:

**Effect:** If this terrain feature has a Head Butcher that was not placed on it this turn, set up the Head Butcher on the battlefield wholly within 3" of this terrain feature and not in combat. That unit is no longer a Head Butcher.'

# RULES UPDATES

DECEMBER 2024

## FACTION PACKS

### KRAGNOS

Change the timing of the 'End of Empires' ability to 'Your Charge Phase' and the effect to:

**Effect:** For the rest of the turn, add 1 to the number of dice rolled when making charge rolls for friendly **DESTRUCTION** units while they are wholly within 12" of this unit, to a maximum of 3.'

### ORRUK WARCLANS

#### IRONJAWZ BATTLE TRAITS

Change the timing of 'Ironjawz Waaagh!' to 'Once Per Turn (Army), Your Charge Phase' and change the declare step to:

**Declare:** Pick a friendly **IRONJAWZ HERO** to be the target. You cannot pick the same **HERO** to be the target of this ability more than once per battle.'

#### NEW

#### MAW-GRUNTA GOUGERS, MAW-GRUNTA WITH HAKKIN' KREW, TUSKBOSS ON MAW-GRUNTA

In the effect of 'Unstoppable Momentum', replace:

'Each time this unit uses a **CHARGE** ability'  
with:  
'Each time this unit has charged as a result of using a **CHARGE** ability'.

### KRULEBOYZ HEROIC TRAITS

Change the timing bar colour of the 'Slippery Skumbag' ability to red.

### KRAGNOS

Change the timing of the 'End of Empires' ability to 'Your Charge Phase' and the effect to:

**Effect:** For the rest of the turn, add 1 to the number of dice rolled when making charge rolls for friendly **DESTRUCTION** units while they are wholly within 12" of this unit, to a maximum of 3.'

### OSSIARCH BONEREAPERS

#### VOKMORTIAN, MASTER OF THE BONE-TITHE

Add the following to the effect of the 'Voice of Nagash' ability:  
'Those abilities do not count as commands.'

#### NEW

#### GOTHIZZAR HARVESTER

In the effect of 'Bone Harvest', replace:

'each time an enemy model in combat with this unit is slain'  
with:  
'each time an enemy model from a unit in combat with this unit is slain'.

### MORGHAST ARCHAI

Change the first sentence of the effect of the 'Ebon-wrought Armour' ability to:

'This unit has **WARD** (3+) against damage points inflicted by **SPELL** abilities, **PRAYER** abilities and abilities used by **MANIFESTATIONS**'.

### MORGHAST ARCHAI, MORGHAST HARBINGERS

Add the **FLY** keyword to the keywords bar.

### IMMORTIS GUARD

In the effect of the 'Soulbound Protectors' ability, change 'ward roll of 1' to 'unmodified ward roll of 1'.

### SERAPHON

#### BATTLE FORMATIONS

Remove the **CORE** keyword from the Eternal Starhost's 'Celestial Translocation' ability.

### BASTILADON WITH SOLAR ENGINE

Add the **SKINK** keyword to the keywords bar.

### LORD KROAK

In the effect of the 'Arcane Vassal' ability:

Replace 'the next **SPELL** ability used by this unit' with 'the next **SPELL** ability used by this unit this phase'.

Add the following:

'The target is treated as the caster for the purpose of other abilities or spell effects, such as 'Unbind' or 'The Earth Trembles'.

#### NEW

In the effect of 'Supreme Master of Order', replace:

'Add 2 to casting rolls for this unit'

with:

'Add 2 to casting rolls, and add 1 to unbinding rolls and banishment rolls for this unit'.

#### NEW

In the declare step of 'Celestial Deliverance', replace '12"' with '18"'. Also, change the effect to 'Inflict D3 mortal damage on each target'.

# RULES UPDATES

DECEMBER 2024

## FACTION PACKS

### SLANN STARMASTER

In the effect of the 'Arcane Vassal' ability:  
Replace 'the next **SPELL** ability used by this unit' with 'the next **SPELL** ability used by this unit this phase'.

Add the following:

'The target is treated as the caster for the purpose of other abilities or spell effects, such as 'Unbind' or 'The Earth Trembles'.

### SAURUS SCAR-VETERAN ON AGGRADON

Change the 'Alpha Roar' ability to:

**Declare:** Pick this unit and each friendly **Aggradon Lancers** unit wholly within 12" of it to be the targets.

**Effect:** Add 1 to the Attacks characteristic of the targets'

**Companion** weapons for the rest of the turn. In addition, place a rage token next to each target, to a maximum of 3 per unit.'

### SAURUS ASTROLITH BEARER

Change the effect of 'Celestial Conduit' to:

**Effect:** If that spell is successfully cast, for the rest of the turn, add 3 to the control scores of friendly **SERAPHON** units while they are wholly within 12" of this unit.'

#### NEW

### RIPPERDACTYL RIDERS, TERRADON RIDERS

Add the following ability:

#### Passive

#### DISPERSED FORMATION

**Effect:** This unit has a coherency range of 2".

### SONS OF BEHEMAT

#### BATTLE TRAITS

Change the declare step of the 'Colossal Slam' ability to:

**Declare:** Pick a friendly **MEGA-GARGANT** that has not used a **RAMPAGE** ability this turn to use this ability, then pick an enemy **MONSTER** or **WAR MACHINE** that has a unit size of 1 and is within 1" of it to be the target.'

#### NEW

Change the 'Gargant Charge' ability to:

#### Once Per Turn (Army), Any Charge Phase

**GARGANT CHARGE:** A charging gargant will flatten anyone in their path.

**Declare:** Pick any number of enemy units within 1" of a friendly **MEGA-GARGANT** or **GARGANT** unit that charged this turn to be the targets.

**Effect:** Inflict D3 mortal damage on each target.

**Designer's Note:** The **RAMPAGE** keyword has been removed from this ability.

### ARTEFACTS OF POWER

Change the timing of 'Glowy Lantern' to 'Passive', change the timing bar colour to gold and change the effect to:

**Effect:** This unit can use **SUMMON** abilities from the manifestation lore you picked during army composition as if it had **WIZARD (1)**.

#### NEW

### ALL MEGA-GARGANT WARSCROLLS

Add 2 to the Attacks characteristic of Almighty Stomp and Almighty Stomp.

### KRAKEN-EATER MEGA-GARGANT

Change the effect of 'Get Orf Me Landl' to:

**Effect:** Roll a dice. On a 2+, move the target 2D6" to a new position on the battlefield more than 1" from all models, terrain features and other objectives. That objective is treated as if it were in the same territories as it was when it was first set up on the battlefield for the purposes of the battleplan.'

#### NEW

### BEAST-SMASHER MEGA-GARGANT

Change the Attacks characteristic of Menhir Club to 5.

### KRAGNOS

Change the timing of the 'End of Empires' ability to 'Your Charge Phase' and the effect to:

**Effect:** For the rest of the turn, add 1 to the number of dice rolled when making charge rolls for friendly **DESTRUCTION** units while they are wholly within 12" of this unit, to a maximum of 3.'



# RULES UPDATES

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## FACTION PACKS

### **SOULBLIGHT GRAVELORDS**

#### **ARTEFACTS OF POWER**

Change the declare step of 'Orb of Enchantment' to:  
**Declare:** Pick an enemy **HERO** in combat with this unit to be the target.

#### **LAUKA VAI, MOTHER OF NIGHTMARES**

In the declare step of 'Impaling Talons', replace 'charged this phase' with 'charged this turn'.

#### **VAMPIRE LORD**

Remove the **CORE** keyword from the 'Sanguine Blur' ability.

#### **BELLADAMMA VOLGA, FIRST OF THE VYRKOS**

In the effect of 'Under a Killing Moon', replace:  
'Add 1 to the Rend characteristic of the targets' melee weapons' with:  
'Add 1 to the Rend characteristic of the targets' melee weapons (including **Companion** weapons)'.

#### **TORGILLIUS THE CHAMBERLAIN**

Change the Attacks characteristic of **Necrotising Bolts** to D6.  
Change the effect of 'Trusted Lieutenant' to:

**Effect:** This unit can use the 'Deathly Invocation' ability even if a different friendly unit has already used it this turn, but units that have already been picked to be targets of that ability this turn cannot be picked to be targets.

#### **YVRKOS BLOOD-BORN**

Change the timing of the 'Cling to the Shadows' ability to 'Passive' and the timing bar colour to green.

#### **KRITZA, THE RAT PRINCE**

In the 'Scurrying Retreat' ability, change 'Declare:' to 'Effect:'.

### **SYLVANETH**

**NEW**

#### **BATTLE TRAITS**

In the declare step of 'Endless Growth', replace:  
'wholly within 6" of a friendly **Awakened Wyldwood**' with:  
'wholly within 6" of any friendly **Awakened Wyldwoods**'.

#### **SPELL LORE**

Change the effect of 'Treesong' to:

**Effect:** If there are fewer than 3 friendly **Awakened Wyldwoods** on the battlefield, you can set up an **Awakened Wyldwood** wholly within 24" of the caster, more than 3" from all objectives and more than 1" from all enemy units and other terrain features. If there are already 3 friendly **Awakened Wyldwoods** on the battlefield, **Heal** (3) each friendly **Awakened Wyldwood**.

### **ALARIELLE THE EVERQUEEN**

Change the timing of 'Rite of Life' to 'Once Per Turn (Army), Your Movement Phase' and change the effect to:

**Effect:** Roll a dice. On a 4+, set up a replacement unit with half the number of models from the target unit (rounding up) wholly within 9" of a friendly **Awakened Wyldwood** and more than 9" from all enemy units. If the target was a **MONSTER**, allocate 6 damage points to the replacement unit (ward rolls cannot be made for those damage points).

### **BELTHANOS, FIRST THORN OF KURNOTH**

Change the effect of the 'Kurnothi War-horn' ability to:

**Effect:** For the rest of the turn, each target can use **CHARGE** abilities even if they used a **RUN** ability in the same turn.

### **THE TWISTWEALD**

Change the timing of the 'Eruption of Thorned Vines' ability to 'Once Per Turn (Army), Any Movement Phase' and the timing bar colour to grey.

### **KURNOTH HUNTERS WITH KURNOTH GREATBOWS**

Change the effect of the 'Steady Aim' ability to:

**Effect:** For the rest of the turn, this unit can ignore the effects of the 'Guarded Hero' ability (Core Rules, 25.0) when picking targets for its shooting attacks.

### **AWAKENED WYLDWOOD**

Add **WARD** (5+) to the keywords bar and change the effect of 'Growing Woods' to:

'Each time you set up an **Awakened Wyldwood**, you can place 1-3 scenery pieces (Terrain, 1.7). If you place more than 1 scenery piece, the tips at the end of each base must touch, forming a circle. For each additional scenery piece in this terrain feature that is placed after the first:

- Add 2 to the Health characteristic of this terrain feature.
- Increase the range of friendly abilities that require friendly models to be wholly within 6" of this terrain feature by 3".

### **VENGEFUL SKULLROOT**

Add the following ability. The timing is 'Passive' and the timing bar colour is black.

### **'CREEPING WILLOW'**

**Effect:** This **MANIFESTATION** counts as an **Awakened Wyldwood** for the purposes of the 'Endless Growth', 'Walk the Hidden Paths' and 'Strike and Fade' abilities.

Change the effect of 'Vengeful Terrors' to:

**Effect:** For the rest of the turn, subtract an amount from the target's control score equal to the number of friendly units that have been destroyed this battle (not including **MANIFESTATIONS** or **FACTION TERRAIN**).



# RULES UPDATES

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## FACTION PACKS

### FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

#### DAUGHTERS OF KHAINE

*Q: Can I use the 'All-out Slaughter' ability once per battle with each eligible unit?*

*A: Yes. This ability is used by the unit, not the player, and it does not have the 'Once Per Battle (Army)' timing, so each eligible unit can use it once per battle.*

*Q: Can a Sisters of Slaughter with Sacrificial Knives unit use the 'Dance of Death' ability to move out of combat?*

*A: Yes.*

#### GLOOMSPIRE GITZ

*Q: Does the 'Bouncing Fury' ability have any effect on Companion weapons?*

*A: Yes, because this ability specifically names which weapons are affected.*

#### LUMINETH REALM-LORDS

*Q: If my battle formation allows me to use a FACET OF WAR ability in addition to the one I pick each battle round, can I pick the same FACET OF WAR ability in order to use it twice that battle round?*

*A: No.*

*Q: If a Scinari Calligrave miscasts a spell when attempting to summon a manifestation, can they use their 'Realmscribe' ability to avoid the miscast?*

*A: No.*

#### NEW

*Q: When Ellania and Ellathor use the 'Total Eclipse' ability, does your opponent need to spend an additional command point for the first command used by any unit or for the first command used by each unit?*

*A: The first command used by any unit.*

#### NIGHTHAUNT

*Q: When using the 'Wave of Terror' ability, can all friendly NIGHTHAUNT units that are in combat use CHARGE abilities or only one?*

*A: All of them (the ability affects 'friendly NIGHTHAUNT units').*

#### OGOR MAWTRIBES

*Q: Does the 'Great Gutlord' heroic trait ignore negative modifiers to hit rolls and wound rolls for attacks made with Companion weapons?*

*A: No.*

# RULES UPDATES

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## OTHER DIGITAL DOWNLOADS

### ERRATA

The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

#### BATTLETOME: BEASTS OF CHAOS

##### SPELL LORE

Change the third bullet point in the effect of the 'Devolve' spell to:

- Each time the target moves, if the caster is on the battlefield, the target must end that move no further from the caster than it was at the start of the move.'

##### BESTIGORS

Replace the effect of the 'Despoilers' ability with:

**Effect:** This unit's attacks score critical hits on unmodified hit rolls of 5+ for the rest of the turn.'

##### UNGOR RAIDERS

Change the third sentence of the effect of the 'Hidden Volley' ability to:

'Then, in your next movement phase, set up this unit on the battlefield using the 'Beastherd Ambush' ability.'

##### CENTIGORS

Add the following weapon profile:

	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
	Gutpiercer Spear	3	4+	3+	1	1
	Anti-CAVALRY (+1 Rend), Charge (+1 Damage)					

#### BATTLETOME: BONESPLITTERZ

##### HEROIC TRAITS

Change the timing of the 'One Wiv Da Beast' ability to 'Once Per Battle (Army), Any Hero Phase' and the effect to:

'The next time this phase that this unit uses a **SPELL** ability, instead of making a casting roll for this unit, you can use a value of 6 for the roll that cannot be modified.'

##### ALL WARSCROLLS

Remove 'ORRUK' from the keywords bar.

##### MANIAK WEIRDNOB

Change the effect of the 'Bone Spirit' ability to:

**Effect:** Roll a dice. On a 3+, add 1 to wound rolls for the target's combat attacks for the rest of the turn. This ability also affects **Companion** weapons.'

##### MANIAK WEIRDNOB, SAVAGE BOARBOYS, SAVAGE BOARBOY MANIAKS

Add 'Companion' to the **War Boar's Tusks and Hooves** weapon profile.

#### KRAGNOS

Change the timing of the 'End of Empires' ability to 'Your Charge Phase' and the effect to:

**Effect:** For the rest of the turn, add 1 to the number of dice rolled when making charge rolls for friendly **DESTRUCTION** units while they are wholly within 12" of this unit, to a maximum of 3.'

#### BATTLETOME SUPPLEMENT: STORMCAST ETERNALS

##### LORD-ARCANUM ON TAURALON

Change the timing of the 'Starlight Mantle' ability to 'Once Per Turn (Army), Any Combat Phase'.

##### AVENTIS FIRESTRIKE

Change the timing of the 'Comet Trail' ability to 'Once Per Turn (Army), Any Combat Phase'.

##### CELESTAR BALLISTA

Change the timing of the 'Stormbolt Tempest' ability to 'Once Per Battle (Army), Any Combat Phase'.

#### LEGENDS WARSCROLLS

##### TARANTULOS BROOD

Add 'Companion' to the **Venomous Bites** weapon profile.

##### FLUXMASTER, FATEMASTER, THE BLUE SCRIBES

Add 'DISC OF TZEENTCH' to the keywords bar.

##### SKAETH'S WILD HUNT

Change the description paragraph to:

'Each model in this unit is armed with Tracker Weapons. The models in this unit are:

- Skaeth the Huntsman (champion, also armed with Wild Hunt Ranged Weapons)
- Karthaen, Huntcaller (musician)
- Althaen (also armed with Wild Hunt Ranged Weapons)
- Sheoch
- Lighaen'

##### THE WURMSPAT

Change 'WARD (6+)' to 'WARD (5+)' in the keywords bar.

##### THE GRYMWATCH

Change the Save characteristic to 6+ and the Health characteristic to 1.



# RULES UPDATES

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## OTHER DIGITAL DOWNLOADS

### **REGIMENTS OF RENOWN**

#### **SAVIOURS OF CINDERFALL**

Change the timing of the 'Sigmar's Justice' ability to 'Once Per Battle (Army), Deployment Phase'.

NEW

### **ARMIES OF RENOWN**

#### **THE ROVING MAW, BATTLE TRAITS**

Rename the 'Gutbuster Charge' ability to 'Trampling Charge'.

#### **THE ROVING MAW, SPELL LORE**

Change the effect of 'Mawmeat' to:

'For the rest of the battle, units on or within 1" of the target are **vulnerable to Mawpits**. This ability had no effect on **ROVING MAW** units or units that have **FLY**.'



# RULES UPDATES

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## BATTLETOME: SKAVEN

### ERRATA

The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

#### PLAGUEPACK

In the effect of the 'Plague Rat' ability, replace 'chanting roll of 1' with 'unmodified chanting roll of 1'.

NEW

#### LORD SKREECH VERMINKING

Replace **WIZARD** (1) with **WIZARD** (2) in the keywords bar.

NEW

#### PLAGUE PRIEST ON PLAGUE FURNACE

In 'Altar of the Great Corruptor' and 'Corrupting Influence', replace 'within 6" with 'within 13".

NEW

#### GREY SEER ON SCREAMING BELL

In the effect of 'Altar of the Horned Rat', replace 'within 6" with 'within 13".

#### ARMY OF RENOWN,

#### THANQUOL'S MUTATED MENAGERIE

Add the following to the beginning of the effect of 'Monstrous Entourage':

'The **Companion** weapon ability has no effect on **MUTATED MENAGERIE** units.'

In 'Rampaging Demise' and 'Spiteful Swarms', replace 'when this unit is destroyed' with 'when this unit would be destroyed'.

### FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

*Q: If I pick a friendly Stormfiends unit as the target of the 'Filth-crust' prayer with a chanting roll of 8+, how would the **Crit (Mortal)** weapon ability interact with the 'Shock Gauntlets' ability?*

*A: The **Crit (Mortal)** weapon ability would inflict mortal damage on the target unit equal to the Damage characteristic and the attack sequence would end, so 'Shock Gauntlets' would have no further effect.*

*Q: If an enemy unit is affected by the 'Gaze of the Gnaw' ability and must attack Vizzik Skour, can the models in that unit that are not within Vizzik Skour's combat range after piling in attack?*

*A: No.*

*Q: If a Warp-Grinder picks another Warp-Grinder unit to be set up in the tunnels below using the 'Tunnel Skulkers' ability, can both of those units use the 'Warp-Ambush' ability to attempt to set up the units on the battlefield?*

*A: Yes.*

NEW

*Q: When using the Grey Seer's 'Warpstone Shards' ability, if the 3D6 casting roll includes 2 or more rolls of 1 (before removing one of the dice), is that spell miscast?*

*A: Yes.*



# RULES UPDATES

DECEMBER 2024

## BATTLETOME: SLAVES TO DARKNESS

### FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

*Q: When using the 'Dark Apotheosis' ability to set up a Daemon Prince, does that Daemon Prince have to be included on my army roster and do I need to spend points on it?*

A: No to both.

*Q: If Archaon the Everchosen uses the 'Eye of Sheerian' ability and, as a result, the Slaves to Darkness player has to take the first turn in a battle round after taking the second turn in the previous battle round (i.e., they end up taking a 'double turn'), can the Slaves to Darkness player still pick a battle tactic?*

A: Yes. The restriction on picking a battle tactic using the 'Tactical Gambit' ability only applies if you 'chose' to go first in the current battle round.



# RULES UPDATES

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## BATTLETOME: STORMCAST ETERNALS

### ERRATA

The following rules updates correct errors in order to clarify ambiguities and/or avoid unintended interactions.

#### NEW

#### IONUS CRYPTBORN

Add the **RUINATION CHAMBER** keyword to the keywords bar.

#### PRAETORS

Change the effect of 'Soul-bonded' to:

**Effect:** Pick a friendly **STORMCAST ETERNALS HERO** to be this unit's soul-bonded charge for the rest of the battle. This unit can use this ability while it is in reserve.'

#### STORMSTRIKE PALLADORS

Change the Hit characteristic of the **Gryph-charger's Talons** weapon to 4+.

#### VANGUARD-RAPTORS WITH

#### HURRICANE CROSSBOWS

Change the timing of 'Coordinated Strike' to 'Your Shooting Phase'.

#### LORD-VIGILANT ON MORRGRYPH

In the effect of 'Vice-like Grip', replace 'The target cannot be picked as the target of commands' with 'The target cannot use commands'.

#### DAIS ARCANUM

In the 'Arcane Enhancement' ability, change the first bullet point to:  
• That unit has **WARD (5+)** and **FLY**.

then add the following bullet point:

• If that unit is picked to make a pile-in move, move this **MANIFESTATION** instead.'

and change the final sentence to:

'If the unit on the platform is removed from the battlefield, immediately remove this **MANIFESTATION** from play.'

#### THE ANVIL OF APOTHEOSIS

In Step 6 – Battle Mount Upgrades, change the effect of 'Rending Claws' to:

**MONSTER** only. Your hero's Mighty Flying Noble Beast's Claws or Flying Noble Beast's Claws have a Damage characteristic of 3.'

#### PATH TO GLORY, PATH OF THE REDEEMER

Change the timing of 'Heralds of the Tempest' to 'Once Per Battle, Your Movement Phase'.

Change the timing of 'Blessed by Azyr' to 'Any Hero Phase' and the timing bar colour to gold.

#### ARMY OF RENOWN, RUINATION BROTHERHOOD

Change the first sentence of the effect of 'Raven's Flight' to:  
'Add 2" to the target's Move characteristic for the rest of the turn'.

#### ARMY OF RENOWN, HEROES OF THE FIRST-FORGED

In the Roster Options box, in the first bullet point, replace '(must be included and must be your general)' with '(this unit gains the **WARMMASTER** keyword, must be included and must be your general)'.

#### REGIMENT OF RENOWN, THE HORIZON SEEKERS

In the Organisation section, change '1 Vanguard-Palladors unit with 3 models' to '1 Vanguard-Palladors with Starstrike Javelins unit with 3 models'.

#### RULES REFERENCE

Change the first sentence of the effect summary of 'Summon Dais Arcanum' to 'targets friendly non-**FLY STORMCAST ETERNALS INFANTRY HERO** wholly within 12".'

### FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

#### NEW

**Q:** Can I use the 'Ruination Chamber' ability to react to enemy abilities that target a friendly unit with that ability if that ability takes place outside of the regular turn sequence (e.g. a Deployment Phase ability)?

**A:** Yes.