



BATTLE PROFILES & RULES UPDATES

MAY 2025

CONTENTS

INTRODUCTION	2	REGIMENTS OF RENOWN.....	36
BATTLE PROFILES	3	Mercenary	36
ORDER	3	Order.....	37
Cities of Sigmar	3	Chaos.....	37
Daughters of Khaine.....	5	Death.....	38
Fyreslayers	6	Destruction	38
Idoneth Deepkin	7		
Kharadron Overlords.....	8		
Lumineth Realm-lords.....	9		
Seraphon.....	10		
Stormcast Eternals	11		
Sylvaneth	15		
CHAOS	16	WARHAMMER LEGENDS.....	39
Beasts of Chaos	16	Order.....	39
Blades of Khorne.....	17	Chaos.....	41
Disciples of Tzeentch	18	Death.....	43
Hedonites of Slaanesh	19	Destruction	44
Maggotkin of Nurgle	20		
Skaven	21		
Slaves to Darkness.....	23		
DEATH	25	RULES UPDATES	45
Flesh-eater Courts	25	Core Rules	45
Nighthaunt.....	26	Advanced Rules.....	50
Ossiarch Bonereapers.....	27	Path to Glory: Ascension.....	55
Soulblight Gravelords.....	28	Glossary	56
DESTRUCTION	30	Matched Play: First Blood	56
Bonesplitterz	30	Spearhead: Fire and Jade	57
Gloomspite Gitz	31	General's Handbook 2024-25	59
Ironjawz	32	Season Rules 2024-25 Update	60
Kruleboyz	33	Faction Packs	62
Ogor Mawtribes	34	Other Digital Downloads	73
Sons of Behemat	35	Battletome: Gloomspite Gitz	75
		Battletome: Orruk Warclans	76
		Battletome: Skaven	79
		Battletome: Slaves to Darkness	80
		Battletome: Soulblight Gravelords	82
		Battletome: Stormcast Eternals	83
		Path to Glory: Ravaged Coast	85

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BATTLE PROFILES & RULES UPDATES

MAY 2025

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

MAY 2025

CITIES OF SIGMAR

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Alchemite Warforger	1	110	Any HUMAN INFANTRY		32mm
Assassin	1	90	None	This HERO can join an eligible regiment as a <i>Shadow Agent</i> .	25mm
Battlemage	1	100	Any HUMAN INFANTRY		25mm
Battlemage on Celestial Hurricanum	1	240	Any HUMAN INFANTRY, Any HUMAN CAVALRY		120 × 92mm
Battlemage on Griffon	1	260	Any HUMAN		120 × 92mm
Battlemage on Luminark of Hysh	1	280	Any HUMAN INFANTRY, Any HUMAN CAVALRY		120 × 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	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 × 70mm
Freeguild Cavalier-Marshals	1	130	0-1 Freeguild Veteran, Any HUMAN	This HERO can join an eligible regiment as a <i>Freeguild Veteran</i> .	75 × 42mm
Freeguild Marshal and Relic Envoy	1	110	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	260	0-1 Freeguild Veteran, Any HUMAN		120 × 92mm
Fusil-Major on Ogor Warhulk	1	160	Any HUMAN	This HERO can join an eligible regiment as a <i>Freeguild Veteran</i> .	50mm
Galen van Denst	1	170	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	170	Any HUMAN INFANTRY, Any HUMAN CAVALRY		90 × 52mm
Runelord	1	130	Any DUARDIN		25mm
Sorceress	1	130	0-1 Shadow Agent, Any AELF		25mm
Sorceress on Black Dragon	1	280	0-1 Shadow Agent, Any AELF		105 × 70mm
Steam Tank Commander	1	280	Any Steam Tank	This HERO can join an eligible regiment as a <i>Freeguild Veteran</i> .	120 × 92mm
Tahlia Vedra, Lioness of the Parch	1	280	0-1 Freeguild Veteran, Any CITIES OF SIGMAR		100mm
Warden King	1	130	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 × 92mm
Dark Riders	5	170	AELF, CAVALRY		60 × 35mm
Darkshards	10	150	AELF, INFANTRY		25mm
Drakespawn Chariot	1	120	AELF, WAR MACHINE		120 × 92mm
Drakespawn Knights	5	190	AELF, CAVALRY		60 × 35mm
Dreadspears	10	110	AELF, INFANTRY		25mm
Executioners	10	160	AELF, INFANTRY		25mm
Flagellants	10	90	HUMAN, INFANTRY		25mm
Freeguild Cavaliers	5	150	HUMAN, CAVALRY		60 × 35mm
Freeguild Command Corps	6	160	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	HUMAN, INFANTRY		25mm
Gyrobomber	1	140	DUARDIN, WAR MACHINE		50mm
Gyrocopter	1	140	DUARDIN, WAR MACHINE		50mm
Hammerers	10	170	DUARDIN, INFANTRY		25mm



BATTLE PROFILES

MAY 2025

CITIES OF SIGMAR

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Ironbreakers	10	140	DUARDIN, INFANTRY		25mm
Irondrakes	10	140	DUARDIN, INFANTRY		25mm
Ironweld Great Cannon	1	110	HUMAN, WAR MACHINE		90mm
Kharibdyss	1	140	AELF, MONSTER		120 × 92mm
Longbeards	10	110	DUARDIN, INFANTRY		25mm
Luminark of Hysh	1	230	HUMAN, WAR MACHINE		120 × 92mm
Scourgerunner Chariot	1	120	AELF, WAR MACHINE		120 × 92mm
Steam Tank	1	260	HUMAN, WAR MACHINE		120 × 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	AELF, MONSTER		120 × 92mm
Wildercorps Hunters	11	110	HUMAN, INFANTRY	This unit cannot be reinforced.	40mm [2], 28.5mm [3], 25mm [6]



BATTLE PROFILES

MAY 2025

DAUGHTERS OF KHAINE

UPDATED

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

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



BATTLE PROFILES

MAY 2025

FYRESLAYERS

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Auric Flamekeeper	1	100	Any FYRESLAYERS		32mm
Auric Runefather	1	140	0-1 <i>Grimnir's Chosen</i> , Any FYRESLAYERS		32mm
Auric Runefather on Magmadroth	1	330	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 × 92mm
Auric Runemaster	1	180	0-1 <i>Grimnir's Chosen</i> , Any FYRESLAYERS		32mm
Auric Runesmiter	1	120	Any FYRESLAYERS		32mm
Auric Runesmiter on Magmadroth	1	300	Any FYRESLAYERS		120 × 92mm
Auric Runeson	1	100	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	260	0-1 <i>Grimnir's Chosen</i> , Any FYRESLAYERS	This HERO can join an eligible regiment as <i>Vulcatrix's Chosen</i> .	120 × 92mm
Battlesmith	1	100	Any FYRESLAYERS	This HERO can join an eligible regiment as <i>Grimnir's Chosen</i> .	32mm
Doomseeker	1	90	Any FYRESLAYERS	This HERO can join an eligible regiment as <i>Grimnir's Chosen</i> .	32mm
Grimhold Exile	1	120	Any FYRESLAYERS	This HERO can join an eligible regiment as <i>Grimnir's Chosen</i> .	32mm
Grimwrath Berzerker	1	120	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	120	DUARDIN, INFANTRY		32mm
Hearthguard Berzerkers with Flamestrike Poleaxes	5	130	DUARDIN, INFANTRY		32mm
Vulkite Berzerkers with Bladed Slingshields	10	150	DUARDIN, INFANTRY		32mm
Vulkite Berzerkers with Fyresteel Weapons	10	130	DUARDIN, INFANTRY		32mm
Vulkyn Flameseekers	9	160	DUARDIN, INFANTRY	This unit cannot be reinforced.	32mm [4], 28.5mm [5]



BATTLE PROFILES

MAY 2025

IDONETH DEEPKIN

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Akhelian King	1	160	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	0-1 Isharann Emissary, Any NAMARTI	This HERO can join an eligible regiment as an Isharann Emissary.	40mm
Isharann Soulscryer	1	110	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	250	0-1 Akhelian Raidmaster or Isharann Emissary, Any IDONETH DEEPKIN		60mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Akhelian Allopex	1	160	AELF, AKHELIAN, CAVALRY		90 × 52mm
Akhelian Ishlaen Guard	3	180	AELF, AKHELIAN, CAVALRY		60 × 35mm
Akhelian Leviadon	1	490	AELF, AKHELIAN, MONSTER		120 × 92mm
Akhelian Morssarr Guard	3	170	AELF, AKHELIAN, CAVALRY		60 × 35mm
Namarti Reavers	10	130	AELF, NAMARTI, INFANTRY		32mm
Namarti Thralls	10	100	AELF, NAMARTI, INFANTRY		32mm



BATTLE PROFILES

MAY 2025

KHARADRON OVERLORDS

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	140	0-1 <i>Guild Officer</i> , Any KHARADRON OVERLORDS		32mm
Brokk Grungsson, Lord-Magnate of Barak-Nar	1	260	0-1 <i>Guild Officer</i> , Any KHARADRON OVERLORDS		50mm
Codewright	1	80	0-1 SKYVESSEL, Any INFANTRY	This HERO can join an eligible regiment as a <i>Guild Officer</i> .	32mm
Drekki Flynt	1	150	0-1 <i>Guild Officer</i> , 0-1 Arkanaut Frigate, Any INFANTRY		32mm
Endrinmaster with Dirigible Suit	1	180	0-1 SKYVESSEL, Any INFANTRY	This HERO can join an eligible regiment as a <i>Guild Officer</i> .	40mm
Endrinmaster with Endrharness	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 Gun hauler	1	140	DUARDIN, SKYVESSEL, WAR MACHINE		105 × 70mm
Grundstok Thunderers	5	140	DUARDIN, INFANTRY		32mm
Skywardens	3	130	DUARDIN, INFANTRY		32mm



BATTLE PROFILES

MAY 2025

LUMINETH REALM-LORDS

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Alarith Stonemage	1	120	0-1 Ydrilan Riverblades, Any Vanari Auralan Wardens, Any ALARITH		40mm
Archmage Teclis and Celennar, Spirit of Hysh	1	600	0-1 Lumineth Paragon, Any LUMINETH REALM-LORDS		160mm
Avalenor, the Stoneheart King	1	410	0-1 Lumineth Paragon, Any VANARI, Any ALARITH		100mm
Ellania and Ellathor, Eclipsian Warsages	1	280	0-1 Lumineth Paragon, Any LUMINETH REALM-LORDS		40mm
Hurakan Windmage	1	150	0-1 Ydrilan Riverblades, Any Vanari Auralan Wardens, Any HURAKAN		60 × 35mm
Lyrior Uthralle, Warden of Ymetrica	1	220	0-1 Lumineth Paragon, Any LUMINETH REALM-LORDS		90 × 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	180	0-1 Ydrilan Riverblades, Any Vanari Auralan Wardens, Any Vanari Bladelords		32mm
Scinari Loreseeker	1	140	0-1 Ydrilan Riverblades, Any Vanari Auralan Wardens, Any Vanari Bladelords		32mm
Sevireth, Lord of the Seventh Wind	1	330	0-1 Lumineth Paragon, Any VANARI, Any HURAKAN		60mm
The Light of Eltharion	1	210	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 × 52mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Alarith Spirit of the Mountain	1	300	ALARITH, MONSTER		100mm
Alarith Stoneguard	5	120	AELF, ALARITH, INFANTRY		32mm
Hurakan Spirit of the Wind	1	250	HURAKAN, MONSTER		60mm
Hurakan Windchargers	5	170	AELF, HURAKAN, CAVALRY		60 × 35mm
Vanari Auralan Sentinels	10	160	AELF, VANARI, INFANTRY		32mm
Vanari Auralan Wardens	10	150	AELF, VANARI, INFANTRY		32mm
Vanari Bladelords	5	140	AELF, VANARI, INFANTRY		32mm
Vanari Dawnriders	5	230	AELF, VANARI, CAVALRY		60 × 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

MAY 2025

SERAPHON

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Lord Kroak	1	450	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	Any SAURUS	This HERO can join an eligible regiment as a <i>Favoured Spawning</i> .	40mm
Saurus Oldblood	1	110	0-1 Favoured Spawning, Any SERAPHON		32mm
Saurus Oldblood on Carnosaur	1	270	0-1 Favoured Spawning, Any SERAPHON		120 x 92mm
Saurus Scar-Veteran on Aggradon	1	170	0-1 Favoured Spawning, Any SAURUS		90 x 52mm
Saurus Scar-Veteran on Carnosaur	1	230	0-1 Favoured Spawning, 0-1 MONSTER, Any SAURUS		120 x 92mm
⌘ Skink Oracle on Troglodon	1	240	0-1 MONSTER, Any BEAST, Any KROXIGOR, Any non-MONSTER SKINK		120 x 92mm
⌘ Skink Starpriest	1	100	0-1 MONSTER, Any 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	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	0-1 MONSTER, Any BEAST, 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	SKINK, MONSTER		120 x 92mm
Bastiladon with Solar Engine	1	240	SKINK, MONSTER		120 x 92mm
Engine of the Gods	1	180	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	SKINK, INFANTRY	This unit cannot be reinforced.	28.5mm [2], 25mm [3]
Kroxigor	3	210	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	SAURUS, INFANTRY		32mm
Skinks	10	80	SKINK, INFANTRY		25mm
Spawn of Chotec	1	120	SKINK, BEAST		90 x 52mm [1], 25mm [3]
Stegadon	1	180	SKINK, MONSTER		120 x 92mm
Terradon Riders	3	90	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	BEAST	This unit cannot be reinforced.	32mm



BATTLE PROFILES

MAY 2025

STORMCAST ETERNALS

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Astreia Solbright	1	220	Any STORMCAST ETERNALS	This unit will move to Warhammer Legends on 1 June 2025.	90 x 52mm
Aventis Firestrike, Magister of Hammerhal	1	310	Any STORMCAST ETERNALS	This unit will move to Warhammer Legends on 1 June 2025.	100mm
Celestant-Prime, Hammer of Sigmar	1	290	0-1 <i>Stormcast Exemplar</i> , Any STORMCAST ETERNALS		100mm
Drakesworn Templar	1	440	0-1 <i>Stormcast Exemplar</i> , Any EXTREMIS CHAMBER , Any WARRIOR CHAMBER		170 x 105mm
Gardus Steel Soul	1	170	0-1 <i>Stormcast Exemplar</i> , 0-1 Gryph-hounds , Any WARRIOR CHAMBER	This HERO can join an eligible regiment as a <i>Stormcast Exemplar</i> .	50mm
Gavriel Sureheart	1	140	0-1 Gryph-hounds , Any INFANTRY	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
Ionus Cryptborn, Warden of Lost Souls	1	400	0-1 <i>Stormcast Exemplar</i> , Any STORMCAST ETERNALS		100mm
Karazai the Scarred	1	480	0-1 <i>Stormcast Exemplar</i> , Any STORMCAST ETERNALS		160mm
Knight-Arcanum	1	120	0-1 Gryph-hounds , Any WARRIOR CHAMBER		40mm
Knight-Azyros	1	150	0-1 WARRIOR CHAMBER , Any RUINATION CHAMBER	This HERO can join an eligible regiment as a <i>Stormcast Exemplar</i> .	50mm
Knight-Draconis	1	240	Any EXTREMIS CHAMBER		105 x 70mm
Knight-Heraldor	1	110	0-1 Gryph-hounds , Any WARRIOR CHAMBER	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Knight-Incantor	1	140	0-1 Gryph-hounds , Any SACROSANCT CHAMBER INFANTRY	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Knight-Judicator with Gryph-hounds	1	140	Any Gryph-hounds , Any WARRIOR CHAMBER	This HERO can join an eligible regiment as a <i>Stormcast Exemplar</i> . [1], 40mm [2]	90 x 52mm
Knight-Questor	1	120	0-1 Questor Soulsworn , 0-1 Gryph-hounds , Any RUINATION CHAMBER	This HERO can join an eligible regiment as a <i>Stormcast Exemplar</i> .	40mm
Knight-Relictor	1	120	0-1 Gryph-hounds , Any WARRIOR CHAMBER		40mm
Knight-Venator	1	190	0-1 Gryph-hounds , Any WARRIOR CHAMBER INFANTRY	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	0-1 Gryph-hounds , Any WARRIOR CHAMBER	This HERO can join an eligible regiment as a <i>Stormcast Exemplar</i> .	40mm
Knight-Zephyros	1	130	0-1 Gryph-hounds , Any VANGUARD CHAMBER	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 STORMCAST ETERNALS		160mm
Lord-Aqilor	1	160	Any Gryph-hounds , Any VANGUARD CHAMBER		90 x 52mm
Lord-Arcanum	1	140	Any SACROSANCT CHAMBER INFANTRY	This unit will move to Warhammer Legends on 1 June 2025.	40mm



BATTLE PROFILES

MAY 2025

STORMCAST ETERNALS

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Lord-Arcanum on Celestial Dracoline	1	210	Any SACROSANCT CHAMBER CAVALRY	This unit will move to Warhammer Legends on 1 June 2025.	90 × 52mm
Lord-Arcanum on Gryph-charger	1	220	Any SACROSANCT CHAMBER	This unit will move to Warhammer Legends on 1 June 2025.	90 × 52mm
Lord-Arcanum on Tauralon	1	280	Any SACROSANCT CHAMBER	This unit will move to Warhammer Legends on 1 June 2025.	100mm
Lord-Castellant	1	150	Any WARRIOR CHAMBER INFANTRY	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Lord-Celestant	1	130	0-1 <i>Stormcast Exemplar</i> , 0-1 <i>Gryph-hounds</i> , Any WARRIOR CHAMBER		40mm
Lord-Celestant on Dracoth	1	190	0-1 <i>Stormcast Exemplar</i> , Any EXTREMIS CHAMBER , Any WARRIOR CHAMBER		90 × 52mm
Lord-Celestant on Stardrake	1	480	0-1 <i>Stormcast Exemplar</i> , Any STORMCAST ETERNALS		170 × 105mm
Lord-Commander Bastian Carthalos	1	250	0-1 <i>Stormcast Exemplar</i> , Any STORMCAST ETERNALS		50mm
Lord-Exorcist	1	150	Any SACROSANCT CHAMBER INFANTRY	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Lord-Imperatant	1	120	0-1 <i>Stormcast Exemplar</i> , 0-1 <i>Gryph-hounds</i> , Any WARRIOR CHAMBER	This HERO can join an eligible regiment as a <i>Stormcast Exemplar</i> .	40mm [1], 32mm [1]
Lord-Ordinator	1	120	Any SACROSANCT CHAMBER INFANTRY , Any SACROSANCT CHAMBER WAR MACHINE	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Lord-Relictor	1	130	0-1 <i>Stormcast Exemplar</i> , 0-1 <i>Gryph-hounds</i> , Any RUINATION CHAMBER , Any WARRIOR CHAMBER		40mm
Lord-Terminos	1	150	0-1 <i>Stormcast Exemplar</i> , 0-1 <i>Gryph-hounds</i> , Any RUINATION CHAMBER , Any WARRIOR CHAMBER	This HERO can join an eligible regiment as a <i>Stormcast Exemplar</i> .	40mm [1], 25mm [1]
Lord-Veritant	1	110	0-1 <i>Stormcast Exemplar</i> , 0-1 <i>Gryph-hounds</i> , Any RUINATION CHAMBER , Any WARRIOR CHAMBER		40mm
Lord-Vigilant on Gryph-stalker	1	160	0-1 <i>Stormcast Exemplar</i> , 0-1 <i>Gryph-hounds</i> , Any RUINATION CHAMBER , Any WARRIOR CHAMBER		90 × 52mm
Lord-Vigilant on Morrgryph	1	240	Any RUINATION CHAMBER , Any WARRIOR CHAMBER		120 × 92mm
Iridan the Witness	1	290	Any STORMCAST ETERNALS , 0-1 <i>Stormcast Exemplar</i>		120 × 92mm
Neave Blacktalon	1	320	Neave's Companions (required), Lorai (required), Any VANGUARD CHAMBER		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	0-1 <i>Stormcast Exemplar</i> , Any STORMCAST ETERNALS		50mm
Vandus Hammerhand	1	190	0-1 <i>Stormcast Exemplar</i> , Any EXTREMIS CHAMBER , Any WARRIOR CHAMBER		90 × 52mm
Yndrasta, the Celestial Spear	1	310	0-1 <i>Stormcast Exemplar</i> , Any STORMCAST ETERNALS		60mm



BATTLE PROFILES

MAY 2025

STORMCAST ETERNALS

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Aetherwings	3	80	VANGUARD CHAMBER, BEAST		32mm
Annihilators	3	140	WARRIOR CHAMBER, INFANTRY		40mm
Annihilators with Meteoric Grandhammers	3	190	WARRIOR CHAMBER, INFANTRY		40mm
Castigators	3	110	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	EXTREMIS CHAMBER, CAVALRY		90 x 52mm
Dracothian Guard Concussors (1 model)	1	120	EXTREMIS CHAMBER, CAVALRY	You can include 1 unit of this type for each Lord-Celestant on Dracoth in your army.	90 x 52mm
Dracothian Guard Desolators	2	190	EXTREMIS CHAMBER, CAVALRY		90 x 52mm
Dracothian Guard Desolators (1 model)	1	110	EXTREMIS CHAMBER, CAVALRY	You can include 1 unit of this type for each Lord-Celestant on Dracoth in your army.	90 x 52mm
Dracothian Guard Fulminators	2	220	EXTREMIS CHAMBER, CAVALRY		90 x 52mm
Dracothian Guard Fulminators (1 model)	1	110	EXTREMIS CHAMBER, CAVALRY	You can include 1 unit of this type for each Lord-Celestant on Dracoth in your army.	90 x 52mm
Dracothian Guard Tempestors	2	180	EXTREMIS CHAMBER, CAVALRY		90 x 52mm
Dracothian Guard Tempestors (1 model)	1	100	EXTREMIS CHAMBER, CAVALRY	You can include 1 unit of this type for each Lord-Celestant on Dracoth 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



BATTLE PROFILES

MAY 2025

STORMCAST ETERNALS

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



BATTLE PROFILES

MAY 2025

SYLVANETH

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

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Dryads	10	100	INFANTRY		32mm
Gossamid Archers	5	120	INFANTRY		32mm
Kurnoth Hunters with Kurnoth Greatbows	3	200	KURNOTHI, INFANTRY		50mm
Kurnoth Hunters with Kurnoth Greatswords	3	220	KURNOTHI, INFANTRY		50mm
Kurnoth Hunters with Kurnoth Scythe	3	200	KURNOTHI, INFANTRY		50mm
Revenant Seekers	3	200	CAVALRY		60mm
Spite-Revenants	5	80	INFANTRY		32mm
Spite-rider Lancers	3	210	CAVALRY		60mm
The Twistweald	8	110	INFANTRY	This unit cannot be reinforced.	40mm [2], 32mm [3], 28.5mm [3]
Tree-Revenants	5	110	INFANTRY		32mm



BATTLE PROFILES

MAY 2025

BEASTS OF CHAOS

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	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	0-1 <i>Herd Alpha</i> , Any BEASTS OF CHAOS	This unit will move to Warhammer Legends on 1 June 2025.	90 × 52mm
Great Bray-Shaman	1	140	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	220	BRAYHERD, INFANTRY	This unit will move to Warhammer Legends on 1 June 2025.	32mm
Bullgors	3	170	INFANTRY	This unit will move to Warhammer Legends on 1 June 2025.	50mm
Centigors	5	170	BRAYHERD, CAVALRY	This unit will move to Warhammer Legends on 1 June 2025.	60 × 35mm
Chaos Gargant	1	150	MONSTER	This unit will move to Warhammer Legends on 1 June 2025.	90 × 52mm
Chaos Warhounds	10	130	BEAST	This unit will move to Warhammer Legends on 1 June 2025.	60 × 35mm
Chimera	1	200	MONSTER	This unit will move to Warhammer Legends on 1 June 2025.	120 × 92mm
Cockatrice	1	150	BEAST	This unit will move to Warhammer Legends on 1 June 2025.	60mm
Cygor	1	190	MONSTER	This unit will move to Warhammer Legends on 1 June 2025.	120 × 92mm
Dragon Ogors	3	200	CAVALRY	This unit will move to Warhammer Legends on 1 June 2025.	90 × 52mm
Ghorgon	1	200	MONSTER	This unit will move to Warhammer Legends on 1 June 2025.	120 × 92mm
Gors	10	100	BRAYHERD, INFANTRY	This unit will move to Warhammer Legends on 1 June 2025.	32mm
Jabberslythe	1	190	MONSTER	This unit will move to Warhammer Legends on 1 June 2025.	120 × 92mm
Razorgor	1	70	BEAST	This unit will move to Warhammer Legends on 1 June 2025.	75 × 42mm
Tuskgor Chariots	1	110	BRAYHERD, WAR MACHINE	This unit will move to Warhammer Legends on 1 June 2025.	105 × 70mm
Ungor Raiders	10	90	BRAYHERD, INFANTRY	This unit will move to Warhammer Legends on 1 June 2025.	25mm
Ungors	10	90	BRAYHERD, INFANTRY	This unit will move to Warhammer Legends on 1 June 2025.	25mm



BATTLE PROFILES

MAY 2025

BLADES OF KHORNE

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Aspiring Deathbringer	1	90	Any BLOODBOUND	This HERO can join an eligible regiment as a <i>Bloodbound Warmonger</i> .	40mm
Bloodmaster, Herald of Khorne	1	130	0-1 <i>Slaughter Seeker</i> , Any DAEMON		40mm
Bloodsegregator	1	130	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	460	0-1 <i>Slaughter Seeker</i> , Any BLADES OF KHORNE	This HERO can join an eligible regiment as a <i>Baleful Lord</i> .	120 × 92mm
Bloodthirster of Unfettered Fury	1	450	0-1 <i>Slaughter Seeker</i> , Any BLADES OF KHORNE	This HERO can join an eligible regiment as a <i>Baleful Lord</i> .	120 × 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 <i>Slaughter Seeker</i> , Any DAEMON		120 × 92mm
Karanak	1	110	0-1 Mighty Lord of Khorne , Any Claws of Karanak , Any Flesh Hounds		75 × 42mm
Lord of Khorne on Juggernaut	1	220	Any BLOODBOUND		90 × 52mm
Mighty Lord of Khorne	1	130	Any BLOODBOUND , Any <i>Bloodbound Warmonger</i> , 0-1 Karanak , Any BLADES OF KHORNE		60mm
Realmgore Ritualist	1	130	Any BLOODBOUND		32mm
Skarbrand	1	470	0-1 <i>Slaughter Seeker</i> , 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	140	Any DAEMON CAVALRY , Any WAR MACHINE		90 × 52mm
Skulltaker	1	130	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 <i>Slaughter Seeker</i> , 0-1 <i>Baleful Lord</i> , Any BLADES OF KHORNE		120 × 92mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Blood Warriors	10	220	BLOODBOUND, INFANTRY		32mm
Bloodcrushers	3	160	DAEMON, CAVALRY		90 × 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 × 35mm [1], 40mm [1], 32mm [2], 28.5mm [4]
Flesh Hounds	5	110	DAEMON, BEAST		60 × 35mm
Khorgorath	1	130	BLOODBOUND, MONSTER		90 × 52mm
Mighty Skullcrushers	3	220	BLOODBOUND, CAVALRY		90 × 52mm
Skull Cannon	1	170	DAEMON, WAR MACHINE		120 × 92mm
Skullreapers	5	230	BLOODBOUND, INFANTRY		40mm
Wrathmongers	5	130	BLOODBOUND, INFANTRY		40mm



BATTLE PROFILES

MAY 2025

DISCIPLES OF TZEENTCH

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Changecaster, Herald of Tzeentch	1	120	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	0-1 <i>Tzeentchian Deceiver</i> , Any DAEMON		120 × 92mm
Gaunt Summoner	1	180	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	0-1 <i>Tzeentchian Deceiver</i> , Any DISCIPLES OF TZEENTCH		100mm
Lord of Change	1	400	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	0-1 <i>Arcanite Cabalist</i> , Any ARCANITE		50mm
Ogroid Thaumaturge	1	130	Any ARCANITE	This HERO can join an eligible regiment as an <i>Arcanite Cabalist</i> .	50mm
The Changeling	1	160	Any DAEMON	This HERO can join an eligible regiment as a <i>Tzeentchian Deceiver</i> .	40mm
Tzaangor Shaman	1	150	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	DAEMON, INFANTRY		25mm
Burning Chariot of Tzeentch	1	120	DAEMON, WAR MACHINE		120 × 92mm
Chaos Spawn of Tzeentch	1	60	BEAST		50mm
Exalted Flamer of Tzeentch	1	110	DAEMON, INFANTRY		75 × 42mm
Flamers of Tzeentch	3	130	DAEMON, INFANTRY		32mm
Jade Obelisk	10	100	ARCANITE, INFANTRY	This unit cannot be reinforced.	32mm [5], 28.5mm [5]
Kairic Acolytes	10	90	ARCANITE, INFANTRY		32mm
Pink Horrors	10	170	DAEMON, INFANTRY		32mm
Screamers of Tzeentch	3	80	DAEMON, BEAST		32mm
Tzaangor Enlightened	3	90	ARCANITE, INFANTRY		40mm
Tzaangor Enlightened on Discs of Tzeentch	3	140	ARCANITE, CAVALRY		40mm
Tzaangor Skyfires	3	180	ARCANITE, CAVALRY		40mm
Tzaangors	10	150	ARCANITE, INFANTRY		32mm



BATTLE PROFILES

MAY 2025

HEDONITES OF SLAANESH

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Bladebringer, Herald on Exalted Chariot	1	160	0-1 <i>Slaaneshi Beguiler</i> , Any WAR MACHINE		120 × 92mm
Contorted Epitome	1	180	0-1 <i>Slaaneshi Beguiler</i> , Any DAEMON		75 × 42mm
Dexcessa, the Talon of Slaanesh	1	200	0-1 <i>Synessa</i> or <i>Slaaneshi Beguiler</i> , Any HEDONITES OF SLAANESH	This HERO can join <i>Synessa</i> 's regiment.	105 × 70mm
Glutous Orscollion, Lord of Gluttony	1	470	0-1 <i>Dark Egotist</i> , Any HEDONITES OF SLAANESH		170 × 105mm
Infernal Enrapturess, Herald of Slaanesh	1	100	Any DAEMON	This HERO can join an eligible regiment as a <i>Slaaneshi Beguiler</i> .	60 × 35mm
Keeper of Secrets	1	420	0-1 <i>Slaaneshi Beguiler</i> , Any HEDONITES OF SLAANESH		100mm
Lord of Hubris	1	140	Any SYBARITE	This HERO can join an eligible regiment as a <i>Dark Egotist</i> .	40mm
Lord of Pain	1	140	Any SYBARITE	This HERO can join an eligible regiment as a <i>Dark Egotist</i> .	40mm
Shalaxi Helbane	1	460	0-1 <i>Slaaneshi Beguiler</i> , Any HEDONITES OF SLAANESH		100mm
Shardspeaker of Slaanesh	1	130	0-1 <i>Dark Egotist</i> , Any SYBARITE		32mm
Sigvald, Prince of Slaanesh	1	240	0-1 <i>Dark Egotist</i> , Any HEDONITES OF SLAANESH	This HERO can join an eligible regiment as a <i>Dark Egotist</i> .	60mm
Syll'Esske, the Vengeful Allegiance	1	220	0-1 <i>Slaaneshi Beguiler</i> or <i>Dark Egotist</i> , Any HEDONITES OF SLAANESH		50mm
Synessa, the Voice of Slaanesh	1	230	0-1 <i>Dexcessa</i> or <i>Slaaneshi Beguiler</i> , Any HEDONITES OF SLAANESH	This HERO can join <i>Dexcessa</i> 's regiment.	105 × 70mm
The Masque	1	140	Any DAEMON	This HERO can join an eligible regiment as a <i>Slaaneshi Beguiler</i> .	32mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Blissbarb Archers	10	150	SYBARITE, INFANTRY		28.5mm [10], 25mm [1]
Blissbarb Seekers	5	170	SYBARITE, CAVALRY		75 × 42mm
Daemonettes	10	100	DAEMON, INFANTRY		25mm
Fiends	3	150	DAEMON, BEAST		75 × 42mm
Hellflayer	1	160	DAEMON, WAR MACHINE		120 × 92mm
Hellstriders	5	150	SYBARITE, CAVALRY		60 × 35mm
Myrmidesh Painbringers	5	120	SYBARITE, INFANTRY		32mm
Seeker Chariot	1	90	DAEMON, WAR MACHINE		120 × 92mm
Seekers	5	140	DAEMON, CAVALRY		60 × 35mm
Slaangor Fiendbloods	3	120	SYBARITE, INFANTRY		40mm
Slickblade Seekers	5	190	SYBARITE, CAVALRY		75 × 42mm
Symbaresh Twinsouls	5	130	SYBARITE, INFANTRY		32mm



BATTLE PROFILES

MAY 2025

MAGGOTKIN OF NURGLE

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Bloab Rotspawned	1	300	0-1 <i>Rotbringer Lord</i> , Any MAGGOTKIN OF NURGLE		100mm
Great Unclean One	1	480	0-1 <i>Plague Scion</i> , Any MAGGOTKIN OF NURGLE		130mm
Gutrot Spume	1	160	0-1 <i>Rotbringer Lord</i> , Any ROTBINGER		40mm
Harbinger of Decay	1	150	0-1 <i>Rotbringer Lord</i> , Any ROTBINGER		90 x 52mm
Horticulous Slimux	1	150	Any DAEMON		105 x 70mm
Lord of Afflictions	1	200	Any Plague Drones , Any Pusgoyle Blightlords		60mm
Lord of Blights	1	140	Any ROTBINGER INFANTRY	This HERO can join an eligible regiment as a <i>Rotbringer Lord</i> .	40mm
Lord of Plagues	1	120	Any ROTBINGER INFANTRY	This HERO can join an eligible regiment as a <i>Rotbringer Lord</i> .	40mm
Morbidex Twiceborn	1	300	0-1 <i>Rotbringer Lord</i> , Any MAGGOTKIN OF NURGLE		100mm
Orghotts Daemonspew	1	300	0-1 <i>Rotbringer Lord</i> , Any MAGGOTKIN OF NURGLE		100mm
Poxbringer, Herald of Nurgle	1	120	Any DAEMON	This HERO can join an eligible regiment as a <i>Plague Scion</i> .	32mm
Rotbringer Sorcerer	1	120	0-1 <i>Rotbringer Lord</i> , Any ROTBINGER		32mm
Rotigus	1	430	0-1 <i>Plague Scion</i> , Any MAGGOTKIN OF NURGLE		130mm
Sloppity Bilepiper, Herald of Nurgle	1	110	Any DAEMON	This HERO can join an eligible regiment as a <i>Plague Scion</i> .	32mm
Spoilpox Scrivener, Herald of Nurgle	1	100	Any DAEMON	This HERO can join an eligible regiment as a <i>Plague Scion</i> .	40mm
The Glottkin	1	510	0-1 <i>Rotbringer Lord</i> , Any MAGGOTKIN OF NURGLE		130mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Beasts of Nurgle	1	130	DAEMON, BEAST		60mm
Nurglings	3	100	DAEMON, INFANTRY		40mm
Plague Drones	3	180	DAEMON, CAVALRY		60mm
Plaguebearers	10	140	DAEMON, INFANTRY		32mm
Pusgoyle Blightlords	2	220	ROTBINGER, CAVALRY		60mm
Pusgoyle Blightlords (1 model)	1	130	ROTBINGER, CAVALRY	You can include 1 unit of this type for each Lord of Afflictions in your army.	60mm
Putrid Blightkings	5	190	ROTBINGER, INFANTRY		40mm
Rotmire Creed	10	130	ROTBINGER, INFANTRY	This unit cannot be reinforced.	32mm [2], 28.5mm [2], 25mm [6]



BATTLE PROFILES

MAY 2025

SKAVEN

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

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Acolyte Globadiers	5	100	SKYRE, INFANTRY, WEAPON TEAM	You cannot include more than 1 SKYRE WEAPON TEAM in a regiment led by a non-SKYRE HERO.	28.5mm
Brood Terror	1	260	MOULDER, MONSTER		90mm
Clanrats	20	150	VERMINUS, INFANTRY		25mm
Doom-Flayers	2	130	SKYRE, WAR MACHINE	You cannot include more than 1 SKYRE WAR MACHINE in a regiment led by a non-SKYRE HERO.	50mm
Doomwheel	1	120	SKYRE, WAR MACHINE	You cannot include more than 1 SKYRE WAR MACHINE in a regiment led by a non-SKYRE HERO.	105 x 70mm
Hell Pit Abomination	1	220	MOULDER, MONSTER		120 x 92mm
Night Runners	10	130	ESHIN, INFANTRY		25mm
Plague Monks	20	140	PESTILENS, INFANTRY		25mm
Plagueclaw	1	120	PESTILENS, WAR MACHINE		120 x 92mm
Plaguepack	5	140	PESTILENS, INFANTRY		32mm [1], 28.5mm [1], 25mm [4]



BATTLE PROFILES

MAY 2025

SKAVEN

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Rat Ogors	3	150	MOULDER, INFANTRY		50mm
Ratling Guns	3	170	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	140	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	VERMINUS, INFANTRY		28.5mm
Warp-Grinder	1	140	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	130	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	140	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

MAY 2025

SLAVES TO DARKNESS

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Abraxia, Spear of the Everchosen	1	320	0-1 <i>Ruinous Champion</i> , Any SLAVES TO DARKNESS		100mm
Archaon, the Everchosen	1	860	0-1 <i>Ruinous Champion</i> , Any SLAVES TO DARKNESS		160mm
Be'lakor, the Dark Master	1	460	0-1 <i>Eternus</i> or <i>Ruinous Champion</i> , Any SLAVES TO DARKNESS		100mm
Centaurion Marshal	1	160	0-1 MONSTER , Any Chaos Legionnaires , Any DAEMON	This HERO can join an eligible regiment as a <i>Ruinous Champion</i> .	80mm
Chaos Lord	1	100	0-1 <i>Ruinous Champion</i> , Any SLAVES TO DARKNESS	This HERO can join an eligible regiment as a <i>Ruinous Champion</i> .	40mm
Chaos Lord on Daemonic Mount	1	150	0-1 <i>Ruinous Champion</i> , Any SLAVES TO DARKNESS	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> , Any SLAVES TO DARKNESS	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 MONSTER , Any WARRIORS OF CHAOS		40mm
Daemon Prince	1	270	0-1 <i>Ruinous Champion</i> , Any SLAVES TO DARKNESS		60mm
Darkoath Chieftain	1	90	0-1 MONSTER , Any DARKOATH	This HERO can join an eligible regiment as an <i>Oathsworn</i> .	32mm
Darkoath Chieftain on Warsteed	1	130	0-1 <i>Oathsworn</i> , 0-1 MONSTER , Any DARKOATH	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 MONSTER , Any DARKOATH		32mm
Eternus, Blade of the First Prince	1	200	0-1 <i>Ruinous Champion</i> , Any SLAVES TO DARKNESS	This HERO can join Be'lakor's regiment.	90 × 52mm
Exalted Hero of Chaos	1	90	0-1 MONSTER , Any WARRIORS OF CHAOS	This HERO can join an eligible regiment as a <i>Ruinous Champion</i> .	40mm
Gaunt Summoner	1	190	Any SLAVES TO DARKNESS		40mm
Gaunt Summoner on Disc of Tzeentch	1	210	Any SLAVES TO DARKNESS		40mm
Gunnar Brand	1	240	Singri Brand (required), The <i>Oathsworn Kin</i> (required), Any DARKOATH		32mm
Singri Brand	1	0	None	This unit can only be taken in Gunnar Brand's regiment.	60 × 35mm
Ogroid Myrmidon	1	130	Any Ogroid Theridons , Any MONSTER , Any DAEMON	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	WARRIOR OF CHAOS , WAR MACHINE		120 × 92mm
Chaos Chosen	5	280	WARRIOR OF CHAOS , INFANTRY		40mm
Chaos Furies	6	120	DAEMON , INFANTRY		32mm
Chaos Knights	5	250	WARRIOR OF CHAOS , CAVALRY		75 × 42mm
Chaos Legionnaires	8	80	INFANTRY	This unit cannot be reinforced.	32mm [5], 28.5mm [3]
Chaos Spawn	1	60	BEAST		50mm
Chaos Warriors	10	200	WARRIOR OF CHAOS , INFANTRY		32mm
Darkoath Fellriders	5	150	DARKOATH , CAVALRY		60 × 35mm
Darkoath Marauders	10	80	DARKOATH , INFANTRY		28.5mm
Darkoath Savagers	10	100	DARKOATH , INFANTRY	This unit cannot be reinforced.	32mm [3], 28.5mm [7]
Darkoath Wilderfiend	1	140	DARKOATH , BEAST		60mm
Fomoroid Crusher	1	120	MONSTER		60mm
Gorebeast Chariot	1	100	WARRIOR OF CHAOS , WAR MACHINE		120 × 92mm



BATTLE PROFILES

MAY 2025

SLAVES TO DARKNESS

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	160	LEGION OF THE FIRST PRINCE, DAEMON, CAVALRY	This unit can only be taken in a Legion of the First Prince Army of Renown.	90 × 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 × 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 × 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	80	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	160	MONSTER		90 × 52mm
Mutalith Vortex Beast	1	180	DAEMON, MONSTER		120 × 92mm
Ogroid Theridons	3	180	INFANTRY		50mm
Raptoryx	6	100	BEAST		60 × 35mm
Slaughterbrute	1	220	DAEMON, MONSTER		120 × 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	340	WARRIORS OF CHAOS, CAVALRY		75 × 42mm



BATTLE PROFILES

MAY 2025

FLESH-EATER COURTS

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Abhorrant Archregent	1	180	0-1 <i>Flesh-eater Noble</i> , Any FLESH-EATER COURTS		40mm
Abhorrant Cardinal	1	130	0-1 <i>Flesh-eater Noble</i> , 0-1 KNIGHTS , Any SERFS		32mm
Abhorrant Ghoul King	1	120	0-1 <i>Flesh-eater Noble</i> , Any FLESH-EATER COURTS		32mm
Abhorrant Ghoul King on Royal Terrorgheist	1	320	0-1 <i>Flesh-eater Noble</i> , Any FLESH-EATER COURTS		130mm
Abhorrant Ghoul King on Royal Zombie Dragon	1	320	0-1 <i>Flesh-eater Noble</i> , Any FLESH-EATER COURTS		130mm
Abhorrant Gorewarden	1	130	0-1 <i>Flesh-eater Noble</i> , 0-1 SERFS , Any KNIGHTS		40mm
Crypt Haunter Courtier	1	120	0-1 SERFS , Any Crypt Horrors	This HERO can join an eligible regiment as a <i>Flesh-eater Noble</i> .	50mm
Crypt Infernal Courtier	1	140	0-1 SERFS , Any Crypt Flayers	This HERO can join an eligible regiment as a <i>Flesh-eater Noble</i> .	50mm
Grand Justice Gormayne	1	110	0-1 KNIGHTS , Any SERFS	This HERO can join an eligible regiment as a <i>Flesh-eater Noble</i> .	32mm
Marrowscroll Herald	1	130	Any SERFS	This HERO can join an eligible regiment as a <i>Flesh-eater Noble</i> .	32mm
Nagash, Supreme Lord of the Undead	1	840	0-1 <i>Flesh-eater Noble</i> , Any FLESH-EATER COURTS		130mm
Royal Decapitator	1	100	Any SERFS	This HERO can join an eligible regiment as a <i>Flesh-eater Noble</i> .	32mm
Ushoran, Mortarch of Delusion	1	460	0-1 <i>Flesh-eater Noble</i> , Any FLESH-EATER COURTS		130mm
Varghulf Courtier	1	160	Any KNIGHTS , Any SERFS	This HERO can join an eligible regiment as a <i>Flesh-eater Noble</i> .	90 × 52mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Crypt Flayers	3	150	KNIGHTS , INFANTRY		50mm
Crypt Flayers (2 models)	2	80	KNIGHTS , INFANTRY	You can include 1 unit of this type for each Crypt Infernal Courtier in your army. This unit cannot be reinforced.	50mm
Crypt Ghouls	20	160	SERFS , INFANTRY		25mm
Crypt Horrors	3	140	KNIGHTS , INFANTRY		50mm
Crypt Horrors (2 models)	2	90	KNIGHTS , INFANTRY	You can include 1 unit of this type for each Crypt Haunter Courtier in your army. This unit cannot be reinforced.	50mm
Cryptguard	10	100	SERFS , INFANTRY		25mm
Morbhek Knights	3	180	KNIGHTS , CAVALRY		75 × 42mm
Royal Beastflayers	10	100	SERFS , INFANTRY	This unit cannot be reinforced.	40mm [2], 32mm [2], 28.5mm [3], 25mm [3]
Royal Terrorgheist	1	240	MONSTER		130mm
Royal Zombie Dragon	1	250	MONSTER		130mm



BATTLE PROFILES

MAY 2025

NIGHTHAUNT

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Awlrach the Drowner	1	170	0-1 <i>Cursed Soul</i> , Any NIGHTHAUNT		80mm
Cairn Wraith	1	130	0-1 Black Coach , Any INFANTRY	This HERO can join an eligible regiment as a <i>Cursed Soul</i> .	25mm
Guardian of Souls	1	150	0-1 Black Coach , Any INFANTRY		32mm
Knight of Shrouds	1	120	0-1 <i>Cursed Soul</i> , Any NIGHTHAUNT		32mm
Knight of Shrouds on Ethereal Steed	1	190	0-1 <i>Cursed Soul</i> , Any NIGHTHAUNT		75 x 42mm
Krulghast Cruciator	1	150	0-1 Black Coach , Any INFANTRY		40mm
Kurdoss Valentian, the Craven King	1	190	0-1 <i>Cursed Soul</i> , Any NIGHTHAUNT		60mm
Lady Olynder, Mortarch of Grief	1	310	0-1 <i>Cursed Soul</i> , Any NIGHTHAUNT		60mm
Lord Executioner	1	170	0-1 Black Coach , Any INFANTRY	This HERO 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 NIGHTHAUNT		130mm
Reikenor the Grimhailer	1	240	0-1 <i>Cursed Soul</i> , Any NIGHTHAUNT		75 x 42mm
Scriptor Mortis	1	120	0-1 Black Coach , Any INFANTRY	This HERO can join an eligible regiment as a <i>Cursed Soul</i> .	40mm
Spirit Torment	1	130	0-1 Black Coach , Any INFANTRY	This HERO can join an eligible regiment as a <i>Cursed Soul</i> .	40mm
Tomb Banshee	1	150	0-1 Black Coach , Any INFANTRY	This HERO 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	WAR MACHINE		170 x 105mm
Bladegheist Revenants	10	180	INFANTRY		32mm
Chainghasts	2	100	INFANTRY		32mm
Chainrasps	10	100	INFANTRY		25mm
Craventhrone Guard	5	100	INFANTRY		32mm
Dreadblade Harrows	2	170	CAVALRY		60 x 35mm
Dreadscythe Harridans	10	170	INFANTRY		32mm
Glaivewraith Stalkers	4	80	INFANTRY		32mm
Grimghast Reapers	10	150	INFANTRY		32mm
Hexwraiths	5	200	CAVALRY		60 x 35mm
Myrmourn Banshees	4	120	INFANTRY		32mm
Pyregheists	8	120	INFANTRY	This unit cannot be reinforced.	40mm [1], 32mm [4], 28.5mm [3]
Spirit Hosts	3	130	INFANTRY		50mm



BATTLE PROFILES

MAY 2025

OSSIARCH BONEREAPERS

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Arch-Kavalos Zandtos	1	210	Any OSSIARCH BONEREAPERS	This HERO can join an eligible regiment as a Legion Subcommander.	80mm
Arkhan the Black, Mortarch of Sacrament	1	390	0-1 Legion Subcommander, Any OSSIARCH BONEREAPERS		120 x 92mm
Katakros, Mortarch of the Necropolis	1	520	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	110	0-1 Gothizzar Harvester, Any INFANTRY		32mm
Mortisan Ossifector	1	110	0-1 Gothizzar Harvester, 0-1 Morteck Crawler, Any INFANTRY		32mm
Mortisan Soulmaison	1	160	0-1 Gothizzar Harvester, Any INFANTRY		40mm
Mortisan Soulreaper	1	100	0-1 Gothizzar Harvester, Any INFANTRY		32mm
Nagash, Supreme Lord of the Undead	1	900	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	170	MONSTER		105 x 70mm
Immortis Guard	3	200	INFANTRY		50mm
Kavalos Deathriders	5	200	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	INFANTRY		50mm
Teratic Cohort	8	150	INFANTRY	This unit cannot be reinforced.	60 x 35mm [1], 32mm [2], 28.5mm [5]



BATTLE PROFILES

MAY 2025

SOULBLIGHT GRAVELORDS

UPDATED

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Belladamma Volga, First of the Vyrkos	1	220	Any Vyrkos Retainer , Any SOULBLIGHT GRAVELORDS		60mm
* Blades of the Hollow King	3	310	Any SOULBLIGHT GRAVELORDS	You cannot include this unit and Cado Ezechiar, the Hollow King in the same army.	50mm [1], 40mm [2]
Bloodseeker Palanquin	1	220	Any SOULBLIGHT GRAVELORDS	This unit will move to Warhammer Legends on 1 June 2026.	120 × 92mm
* Cado Ezechiar, the Hollow King	1	150	Any SOULBLIGHT GRAVELORDS	This unit will move to Warhammer Legends on 1 June 2026. You cannot include this unit and the Blades of the Hollow King in the same army.	40mm
Coven Throne	1	250	Any SOULBLIGHT GRAVELORDS		120 × 92mm
Gorslav the Gravekeeper	1	120	Any DEADWALKERS	This HERO can join an eligible regiment as a Vyrkos Retainer . This unit will move to Warhammer Legends on 1 June 2026.	40mm
Ivya Volga, the Outcast	1	120	Any SOULBLIGHT GRAVELORDS	This HERO can join an eligible regiment as a Vyrkos Retainer .	32mm
Kritza, the Rat Prince	1	70	Any SOULBLIGHT GRAVELORDS	This HERO can join an eligible regiment as a Vyrkos Retainer .	60 × 35mm
Lady Annika, the Thirsting Blade	1	130	Any SOULBLIGHT GRAVELORDS	This HERO can join an eligible regiment as a Vyrkos Retainer .	60 × 35mm
Lauka Vai, Mother of Nightmares	1	270	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 × 92mm
Mortis Engine	1	240	Any SOULBLIGHT GRAVELORDS		120 × 92mm
Nagash, Supreme Lord of the Undead	1	840	0-1 <i>Deathrattle Overseer</i> , Any SOULBLIGHT GRAVELORDS		130mm
Necromancer	1	140	0-1 <i>Deathrattle Overseer</i> , Any SOULBLIGHT GRAVELORDS		32mm
Neferata, Mortarch of Blood	1	460	0-1 <i>Deathrattle Overseer</i> , Any SOULBLIGHT GRAVELORDS		120 × 92mm
Prince Vhordrai	1	500	0-1 <i>Deathrattle Overseer</i> , Any SOULBLIGHT GRAVELORDS		160mm
Radukar the Beast	1	270	0-1 <i>Vyrkos Retainer</i> , Any SOULBLIGHT GRAVELORDS	You cannot include this unit and Radukar the Wolf in the same army.	60mm
Radukar the Wolf	1	130	0-1 <i>Vyrkos Retainer</i> , Any SOULBLIGHT GRAVELORDS	You cannot include this unit and Radukar the Beast in the same army.	40mm
Sekhar, Fang of Nulahmia	1	210	Any SOULBLIGHT GRAVELORDS		60 × 35mm
Torgillius the Chamberlain	1	180	Any SOULBLIGHT GRAVELORDS	This HERO can join an eligible regiment as a Vyrkos Retainer . This unit will move to Warhammer Legends on 1 June 2026.	40mm
Vampire Lord	1	140	Any SOULBLIGHT GRAVELORDS		40mm
Vampire Lord on Nightmare Steed	1	210	Any SOULBLIGHT GRAVELORDS		80mm
Vampire Lord on Zombie Dragon	1	400	Any SOULBLIGHT GRAVELORDS	This unit will move to Warhammer Legends on 1 June 2026.	130mm
Vengorian Lord	1	220	0-1 <i>Deathrattle Overseer</i> , Any SOULBLIGHT GRAVELORDS		80mm
Watch Captain Halgrim	1	110	Any DEATHRATTLE	This HERO can join an eligible regiment as a Vyrkos Retainer . This unit will move to Warhammer Legends on 1 June 2026.	32mm
Wight King	1	100	Any SOULBLIGHT GRAVELORDS	This HERO can join an eligible regiment as a Deathrattle Overseer .	32mm
Wight King on Skeletal Steed	1	220	0-1 <i>Deathrattle Overseer</i> , Any SOULBLIGHT GRAVELORDS	This HERO can join an eligible regiment as a Deathrattle Overseer .	80mm
Wight Lord on Skeletal Steed	1	120	Any DEATHRATTLE	This HERO can join an eligible regiment as a Deathrattle Overseer .	80mm



BATTLE PROFILES

MAY 2025

SOULBLIGHT GRAVELORDS

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Askurgan Trueblades	8	120	INFANTRY	This unit cannot be reinforced.	40mm [1], 32mm [4], 28.5mm [3]
Barrow Guard	10	160	DEATHRATTLE, INFANTRY		28.5mm
Barrow Knights	5	210	DEATHRATTLE, CAVALRY		60 × 35mm
Blood Knights	5	220	CAVALRY		75 × 42mm
Corpse Cart	1	70	DEADWALKERS, WAR MACHINE		105 × 70mm
Deadwalker Zombies	20	140	DEADWALKERS, INFANTRY		25mm
Deathrattle Skeletons	10	100	DEATHRATTLE, INFANTRY		25mm
Dire Wolves	10	150	DEADWALKERS, BEAST		60 × 35mm
Fell Bats	3	100	DEADWALKERS, BEAST		40mm
Kosargi Nightguard	2	110	DEADWALKERS, INFANTRY	This unit cannot be reinforced. This unit will move to Warhammer Legends on 1 June 2026.	40mm
Revenant Draconith	1	260	MONSTER		160mm
Terrorgheist	1	240	MONSTER	This unit will move to Warhammer Legends on 1 June 2026.	130mm
Vargheists	3	120	INFANTRY		50mm
Vargskyr	1	160	BEAST	This unit will move to Warhammer Legends on 1 June 2026.	50mm
Vyrkos Blood-born	3	150	INFANTRY	This unit cannot be reinforced. This unit will move to Warhammer Legends on 1 June 2026.	32mm

The following units no longer have current warscrolls: Grave Guard; Black Knights; Zombie Dragon. You can use the models in these units to represent the following units as appropriate, provided they are on the listed base sizes:

Grave Guard → Barrow Guard (28.5mm)

Black Knights → Barrow Knights (60 × 35mm)

Zombie Dragon → Revenant Draconith (160mm)



BATTLE PROFILES

MAY 2025

BONESPLITTERZ

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Kragnos, the End of Empires	1	580	Any BONESPLITTERZ		130mm
Maniak Weirdnob	1	160	Any BONESPLITTERZ	This unit will move to Warhammer Legends on 1 June 2025.	60 × 35mm
Savage Big Boss	1	130	Any BONESPLITTERZ	This unit will move to Warhammer Legends on 1 June 2025. This HERO can join a Wurrgog Prophet's regiment.	32mm
Wardokk	1	100	Any BONESPLITTERZ	This unit will move to Warhammer Legends on 1 June 2025.	32mm
Wurrgog Prophet	1	160	0-1 Savage Big Boss , Any BONESPLITTERZ	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	INFANTRY	This unit will move to Warhammer Legends on 1 June 2025.	60 × 35mm
Savage Boarboy Maniaks	5	150	CAVALRY	This unit will move to Warhammer Legends on 1 June 2025.	60 × 35mm
Savage Boarboyz	5	140	CAVALRY	This unit will move to Warhammer Legends on 1 June 2025.	60 × 35mm
Savage Orruk Arrowboys	10	140	INFANTRY	This unit will move to Warhammer Legends on 1 June 2025.	32mm
Savage Orruk Morboyz	10	160	INFANTRY	This unit will move to Warhammer Legends on 1 June 2025.	32mm
Savage Orruks	10	140	INFANTRY	This unit will move to Warhammer Legends on 1 June 2025.	32mm



BATTLE PROFILES

MAY 2025

GLOOMSPITE GITZ

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Dankhold Troggboss	1	240	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	0-1 Top Dog , 0-1 Moonclan Agitator , Any GLOOMSPITE GITZ		130mm
Loonboss	1	110	0-1 Doom Diver Catapult , Any MOONCLAN	This HERO can join an eligible regiment as a <i>Moonclan Agitator</i> .	32mm
Loonboss on Giant Cave Squig	1	120	0-1 Moonclan Agitator , Any MOONCLAN	This HERO can join an eligible regiment as a <i>Moonclan Agitator</i> .	40mm
Loonboss on Mangler Squigs	1	220	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 <i>Moonclan Agitator</i> .	32mm
Skragrott, the Loonking	1	230	0-1 Top Dog , 0-1 Moonclan Agitator , Any GLOOMSPITE GITZ		60 × 35mm
Squigboss with Gnasha-squig	1	130	0-1 Moonclan Agitator , Any MOONCLAN	This HERO can join an eligible regiment as a <i>Moonclan Agitator</i> .	32mm
Trugg, the Troggoth King	1	380	0-1 Dankhold Troggboss , Any GLOOMSPITE GITZ		100mm
Webspinner Shaman	1	120	Any SPIDERFANG		25mm
Webspinner Shaman on Arachnarok Spider	1	270	Any SPIDERFANG		160mm
Droggz Da Sunchompa	1	200	0-1 Top Dog , 0-1 MOONCLAN , 0-1 TROGGOTH , Any GITMOB		60mm
Frazzlegit Shaman on War-Wheela	1	170	Any GITMOB		120 × 92mm
Snarlboss on War-Wheela	1	180	Any GITMOB	This HERO can join an eligible regiment as a <i>Top Dog</i> .	120 × 92mm
Snarlboss	1	130	Any GITMOB	This HERO can join an eligible regiment as a <i>Top Dog</i> .	Use model

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Arachnarok Spider with Flinger	1	250	SPIDERFANG, MONSTER		160mm
Arachnarok Spider with Spiderfang Warparty	1	240	SPIDERFANG, MONSTER		160mm
Boingrot Bounderz	5	120	MOONCLAN, CAVALRY		32mm
Dankhold Troggoth	1	180	TROGGOTH, MONSTER		60mm
Fellwater Troggoths	3	180	TROGGOTH, INFANTRY		50mm
Gobbapalooza	5	150	MOONCLAN, INFANTRY	This unit cannot be reinforced.	32mm
Loonsmasha Fanatics	5	110	MOONCLAN, INFANTRY		32mm
Mangler Squigs	1	180	MOONCLAN, MONSTER		80mm
Moonclan Shootas	20	140	MOONCLAN, INFANTRY		25mm
Moonclan Stabbas	20	130	MOONCLAN, INFANTRY		25mm
Rockgut Troggoths	3	190	TROGGOTH, INFANTRY		50mm
Skitterstrand Arachnarok	1	210	SPIDERFANG, MONSTER		160mm
Snarlfang Riders	5	120	GITMOB, CAVALRY		60 × 35mm
Sneaky Snufflers	6	110	MOONCLAN, INFANTRY		32mm
Spider Riders	5	110	SPIDERFANG, CAVALRY		60 × 35mm
Sporesplatta Fanatics	5	90	MOONCLAN, INFANTRY		32mm
Squig Herd	12	110	MOONCLAN, BEAST		25mm
Squig Hoppers	10	170	MOONCLAN, CAVALRY		32mm
Wolfgit Retinue	2	70	GITMOB, CAVALRY	You can include 1 unit of this type for each Snarlboss in your army. This unit cannot be reinforced.	Use model
Sunsteala Wheelas	2	130	GITMOB, WAR MACHINE		105 × 70mm
Doom Diver Catapult	1	180	GITMOB, WAR MACHINE		170 × 105mm
Snarlpack Cavalry	3	100	GITMOB, CAVALRY		75 × 42mm



BATTLE PROFILES

MAY 2025

IRONJAWZ

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Ardboy Big Boss	1	120	Any INFANTRY	This HERO can join an eligible regiment as a Headstompa.	40mm
Gordrakk, the Fist of Gork	1	380	0-1 Headstompa, 0-1 Tusk Wrangler, Any IRONJAWZ		160mm
Kragnos, the End of Empires	1	580	0-1 Headstompa, 0-1 Tusk Wrangler, Any IRONJAWZ		130mm
Megaboss	1	190	0-1 Headstompa, Any IRONJAWZ	This HERO can join an eligible regiment as a Headstompa.	60mm
Megaboss on Maw-krusha	1	360	0-1 Headstompa, 0-1 Tusk Wrangler, Any IRONJAWZ		160mm
Tuskboss on Maw-grunta	1	260	0-1 Headstompa, Any IRONJAWZ	This HERO can join an eligible regiment as a Tusk Wrangler.	120 × 92mm
Warchanter	1	120	Any IRONJAWZ		40mm
Weirdnob Shaman	1	130	Any IRONJAWZ		40mm
Zoggrok Anvilmasha	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	120	INFANTRY		40mm
Brutes	5	200	INFANTRY		40mm
Gore-gruntas	3	180	CAVALRY		90 × 52mm
Maw-grunta Gougers	1	210	MONSTER		120 × 92mm
Maw-grunta with Hakkin' Krew	1	250	MONSTER		120 × 92mm
Weirdbrute Wrekaz	3	100	INFANTRY		40mm



BATTLE PROFILES

MAY 2025

KRULEBOYZ

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	0-1 <i>Mob Wrangler</i> , 0-1 <i>Swamp Beast</i> , Any KRULEBOYZ		130mm
Hobgrot Slittaboss	1	80	Any INFANTRY, 0-1 MONSTER, 0-1 WAR MACHINE	This HERO can join an eligible regiment as a <i>Mob Wrangler</i> .	32mm
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	160	0-1 <i>Mob Wrangler</i> , Any KRULEBOYZ	This HERO can join an eligible regiment as a <i>Swamp Beast</i> .	105 × 70mm
Killaboss with Stab-grot	1	100	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	0-1 <i>Mob Wrangler</i> , 0-1 <i>Swamp Beast</i> , Any KRULEBOYZ		130mm
Murknob with Belcha-banna	1	100	Any KRULEBOYZ	This HERO can join an eligible regiment as a <i>Mob Wrangler</i> .	40mm
Snatchaboss on Sludgeraker Beast	1	240	0-1 <i>Mob Wrangler</i> , Any KRULEBOYZ	This HERO can join an eligible regiment as a <i>Swamp Beast</i> .	120 × 92mm
Swampboss Skumdrekk	1	220	0-1 <i>Mob Wrangler</i> , 0-1 <i>Swamp Beast</i> , Any KRULEBOYZ		120 × 92mm
Swampcalla Shaman with Pot-grot	1	120	Any KRULEBOYZ		40mm [1], 25mm [1]

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Beast-skewer Killbow	1	160	WAR MACHINE		90 × 52mm
Gutrippaz	10	150	INFANTRY		32mm
Hobgrot Slittaz	10	90	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	WAR MACHINE		105 × 70mm



BATTLE PROFILES

MAY 2025

OGOR MAWTRIBES

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Bloodpelt Hunter	1	130	Any GUTBUSTERS	This HERO can join a Tyrant's regiment.	40mm
Butcher	1	150	Any GUTBUSTERS, Any Gnoblars, Any Gorger Mawpack		50mm
Firebelly	1	140	Any GUTBUSTERS, Any Gnoblars, Any Gorger Mawpack		50mm
Frostlord on Stonehorn	1	330	0-1 Voice of the Everwinter, Any OGOR MAWTRIBES		120 × 92mm
Frostlord on Thundertusk	1	300	0-1 Voice of the Everwinter, Any OGOR MAWTRIBES		120 × 92mm
Huskard on Stonehorn	1	300	Any BEASTCLAW RAIDERS	This HERO can join an eligible regiment as a Voice of the Everwinter.	120 × 92mm
Huskard on Thundertusk	1	270	Any BEASTCLAW RAIDERS	This HERO can join an eligible regiment as a Voice of the Everwinter.	120 × 92mm
Icebrow Hunter	1	120	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, Any Gnoblars, Any Gorger Mawpack		105 × 70mm
Tyrant	1	160	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 × 35mm
Gnoblar Scraplauncher	1	160	WAR MACHINE		120 × 92mm
Gnoblars	20	110	INFANTRY		25mm
Gorger Mawpack	5	240	INFANTRY	This unit cannot be reinforced.	50mm
Icefall Yhetees	3	100	BEASTCLAW RAIDERS, INFANTRY		50mm
Ironblaster	1	200	GUTBUSTERS, WAR MACHINE		120 × 92mm
Ironguts	4	240	GUTBUSTERS, INFANTRY		40mm
Leadbelchers	4	150	GUTBUSTERS, INFANTRY		40mm
Maneaters	3	160	INFANTRY		50mm
Mournfang Pack	2	180	BEASTCLAW RAIDERS, CAVALRY		90 × 52mm
Ogor Gluttons	6	230	GUTBUSTERS, INFANTRY		40mm
Stonehorn Beastriders	1	280	BEASTCLAW RAIDERS, MONSTER		120 × 92mm
Thundertusk Beastriders	1	220	BEASTCLAW RAIDERS, MONSTER		120 × 92mm



BATTLE PROFILES

MAY 2025

SONS OF BEHEMAT

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Beast-smasher Mega-Gargant	1	470	0-1 <i>Eager Lout</i> , Any SONS OF BEHEMAT	This HERO can join an eligible regiment as an <i>Eager Lout</i> .	130mm
Gatebreaker Mega-Gargant	1	500	0-1 <i>Eager Lout</i> , Any SONS OF BEHEMAT	This HERO can join an eligible regiment as an <i>Eager Lout</i> .	130mm
King Brodd	1	540	0-1 <i>Eager Lout</i> , Any SONS OF BEHEMAT		130mm
Kragnos, the End of Empires	1	580	0-1 <i>Eager Lout</i> , Any SONS OF BEHEMAT		130mm
Kraken-eater Mega-Gargant	1	450	0-1 <i>Eager Lout</i> , Any SONS OF BEHEMAT	This HERO can join an eligible regiment as an <i>Eager Lout</i> .	130mm
Warstomper Mega-Gargant	1	460	0-1 <i>Eager Lout</i> , Any SONS OF BEHEMAT	This HERO 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	MONSTER		90 × 52mm
Mancrusher Mob	3	390	MONSTER	This unit cannot be reinforced.	90 × 52mm



BATTLE PROFILES

MAY 2025

REGIMENTS OF RENOWN

MERCENARY REGIMENTS	UNIT SUMMARY	POINTS	NOTES
Big Drogg Fort-kicker	• 1 Gatebreaker Mega-Gargant	450	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	400	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	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	490	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 Gun hauler	430	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	230	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 Morbhug Knights	280	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	140	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

MAY 2025

REGIMENTS OF RENOWN

ORDER REGIMENTS	UNIT SUMMARY	POINTS	NOTES
Elthwin's Thorns	<ul style="list-style-type: none"> • 1 Arch-Revenant • 5 Gossamid Archers 	240	This Regiment of Renown can be included in the following factions: Cities of Sigmar, Daughters of Khaine, Fyreslayers, Idoneth Deepkin, Kharadron Overlords, Lumineth Realm-lords, Seraphon, Stormcast Eternals.
Fjori's Flamebearers	<ul style="list-style-type: none"> • 1 Grimhold Exile • 5 Auric Hearthguard • 5 Hearthguard Berzerkers with Flamestrike Poleaxes • 10 Vulkite Berzerkers with Fyresteel Weapons 	470	This Regiment of Renown can be included in the following factions: Cities of Sigmar, Daughters of Khaine, Idoneth Deepkin, Kharadron Overlords, Lumineth Realm-lords, Seraphon, Stormcast Eternals, Sylvaneth.
Gotrek Gurnisson	<ul style="list-style-type: none"> • Gotrek Gurnisson 	340	Gotrek Gurnisson is on a 32mm base. This Regiment of Renown can be included in the following factions: Cities of Sigmar, Daughters of Khaine, Fyreslayers, Idoneth Deepkin, Kharadron Overlords, Lumineth Realm-lords, Seraphon, Stormcast Eternals, Sylvaneth.
Norgrimm's Rune Throng	<ul style="list-style-type: none"> • 1 Runelord • 10 Irondrakes • 10 Longbeards 	330	This Regiment of Renown can be included in the following factions: Daughters of Khaine, Fyreslayers, Idoneth Deepkin, Kharadron Overlords, Lumineth Realm-lords, Seraphon, Stormcast Eternals, Sylvaneth.
Saviours of Cinderfall	<ul style="list-style-type: none"> • Callis and Toll • Toll's Companions 	270	This Regiment of Renown can be included in the following factions: Daughters of Khaine, Fyreslayers, Idoneth Deepkin, Kharadron Overlords, Lumineth Realm-lords, Seraphon, Stormcast Eternals, Sylvaneth.
The Blacktalons	<ul style="list-style-type: none"> • Neave Blacktalon • Neave's Companions • Lorai, Child of the Abyss 	320	This Regiment of Renown can be included in the following factions: Cities of Sigmar, Daughters of Khaine, Fyreslayers, Idoneth Deepkin, Kharadron Overlords, Lumineth Realm-lords, Seraphon, Sylvaneth.
The Horizon Seekers	<ul style="list-style-type: none"> • 1 Lord-Aquilon • 5 Vanguard-Hunters • 3 Vanguard-Palladors 	500	This Regiment of Renown can be included in the following factions: Cities of Sigmar, Daughters of Khaine, Fyreslayers, Idoneth Deepkin, Kharadron Overlords, Lumineth Realm-lords, Seraphon, Sylvaneth.
Valnir's Stormwing	<ul style="list-style-type: none"> • 1 Knight-Draconis • 1 Stormdrake Guard 	370	This Regiment of Renown can be included in the following factions: Cities of Sigmar, Daughters of Khaine, Fyreslayers, Idoneth Deepkin, Kharadron Overlords, Lumineth Realm-lords, Seraphon, Sylvaneth.

CHAOS REGIMENTS	UNIT SUMMARY	POINTS	NOTES
Brand's Oathbound	<ul style="list-style-type: none"> • Gunnar Brand • Singri Brand • The Oathsworn Kin 	250	This Regiment of Renown can be included in the following factions: Blades of Khorne, Disciples of Tzeentch, Maggotkin of Nurgle, Hedonites of Slaanesh, Skaven.
Hargax's Pit-beasts	<ul style="list-style-type: none"> • 1 Ogroid Myrmidon • 1 Fomoroid Crusher • 1 Mindstealer Sphiranx 	460	This Regiment of Renown can be included in the following factions: Beasts of Chaos, Blades of Khorne, Disciples of Tzeentch, Maggotkin of Nurgle, Hedonites of Slaanesh, Skaven.
Phulgorth's Shudderhood	<ul style="list-style-type: none"> • 1 Harbinger of Decay • 5 Putrid Blightkings • 2 Pusgoyle Blightlords 	530	This Regiment of Renown can be included in the following factions: Beasts of Chaos, Blades of Khorne, Disciples of Tzeentch, Hedonites of Slaanesh, Slaves to Darkness, Skaven.
The Coven of Thryx	<ul style="list-style-type: none"> • 1 Magister • 10 Pink Horrors • 1 Burning Sigil of Tzeentch • 1 Tome of Eyes • 1 Daemonic Simulacrum 	280	This Regiment of Renown can be included in the following factions: Beasts of Chaos, Maggotkin of Nurgle, Hedonites of Slaanesh, Slaves to Darkness, Skaven.
Krittok's Clawpack	<ul style="list-style-type: none"> • Krittok Foulblade • 10 Stormvermin • 2 Doom-Flayers 	390	This Regiment of Renown can be included in the following factions: Beasts of Chaos, Blades of Khorne, Disciples of Tzeentch, Maggotkin of Nurgle, Hedonites of Slaanesh, Slaves to Darkness.
Volt-Klaw's Enginecovens	<ul style="list-style-type: none"> • 1 Warlock Galvaneer • 3 Warpvolt Scourgers • 1 Ratling Warblast 	460	This Regiment of Renown can be included in the following factions: Beasts of Chaos, Blades of Khorne, Disciples of Tzeentch, Maggotkin of Nurgle, Hedonites of Slaanesh, Slaves to Darkness.
Lord Skaldior's Chosen	<ul style="list-style-type: none"> • 1 Chaos Lord on Daemonic Mount • 5 Chaos Knights • 10 Chaos Warriors 	570	This Regiment of Renown can be included in the following factions: Blades of Khorne, Disciples of Tzeentch, Maggotkin of Nurgle, Hedonites of Slaanesh, Skaven.
Godmarked Ascendant	<ul style="list-style-type: none"> • 1 Daemon Prince 	260	This Regiment of Renown can be included in the following factions: Blades of Khorne, Disciples of Tzeentch, Maggotkin of Nurgle, Hedonites of Slaanesh.



BATTLE PROFILES

MAY 2025

REGIMENTS OF RENOWN

DEATH REGIMENTS	UNIT SUMMARY	POINTS	NOTES
The Beast of Castle Sterniente	• 1 Revenant Draconith	240	This Regiment of Renown can be included in the following factions: Flesh-eater Courts, Nighthaunt, Ossiarch Bonereapers.
Blades of the Hollow King	• Blades of the Hollow King	280	This Regiment of Renown can be included in the following factions: Flesh-eater Courts, Nighthaunt, Ossiarch Bonereapers.
Jerrion's Delegation	• 1 Marrowscroll Herald • 3 Crypt Flayers • 3 Crypt Horrors • 20 Crypt Ghouls	480	This Regiment of Renown can be included in the following factions: Nighthaunt, Ossiarch Bonereapers, Soulblight Gravelords.
The Liche's Hand	• Arkhan the Black • 2 Morghast Archai • 2 Morghast Harbingers	830	This Regiment of Renown can be included in the following factions: Flesh-eater Courts, Nighthaunt, Soulblight Gravelords.
Neferata's Royal Echelon	• Neferata, Mortarch of Blood • 5 Black Knights • 10 Deathrattle Skeletons • 10 Deathrattle Skeletons	760	This Regiment of Renown can be included in the following factions: Flesh-eater Courts, Nighthaunt, Ossiarch Bonereapers.
The Scions of the Necropolis	• Katakros, Mortarch of the Necropolis • 3 Immortis Guard • 3 Immortis Guard	810	This Regiment of Renown can be included in the following factions: Flesh-eater Courts, Nighthaunt, Soulblight Gravelords.
The Sorrowmourn Choir	• Lady Olynder, Mortarch of Grief • 4 Myrmourn Banshees • 4 Myrmourn Banshees • 10 Dreadscythe Harridans	590	This Regiment of Renown can be included in the following factions: Flesh-eater Courts, Ossiarch Bonereapers, Soulblight Gravelords.
The Sterniente Garrison	• Mannfred von Carstein, Mortarch of Night • 3 Fell Bats • 3 Fell Bats • 10 Grave Guard	700	This Regiment of Renown can be included in the following factions: Flesh-eater Courts, Nighthaunt, Ossiarch Bonereapers.
The Summerking's Entourage	• Ushoran, Mortarch of Delusion • 3 Morbheg Knights • 10 Cryptguard	640	This Regiment of Renown can be included in the following factions: Nighthaunt, Ossiarch Bonereapers, Soulblight Gravelords.
Veremord's Shamblers	• 1 Corpse Cart • 20 Deadwalker Zombies	220	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	• 1 Beast-skewer Killbow • 3 Man-skewer Boltboyz • 3 Man-skewer Boltboyz	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	• 1 Rabble-Rowza • 1 Gobbapalooza • 12 Squig Herd • 10 Squig Hoppers	490	This Regiment of Renown can be included in the following factions: Bonesplitterz, Ironjawz, Kruleboyz, Ogor Mawtribes, Sons of Behemat.
Da Hurtlin' Hogz	• 1 Tuskboss on Maw-grunta • 1 Maw-grunta Gougers unit	420	This Regiment of Renown can be included in the following factions: Bonesplitterz, Gloomspite Gitz, Kruleboyz, Ogor Mawtribes, Sons of Behemat.
Da Kountin' Krew	• Swampboss Skumdrekk • 10 Hobgrot Slittaz • 10 Hobgrot Slittaz	360	This Regiment of Renown can be included in the following factions: Bonesplitterz, Gloomspite Gitz, Ironjawz, Sons of Behemat.
Odo Godswallow	• 1 Beast-smasher Mega-Gargant	420	This Regiment of Renown can be included in the following factions: Bonesplitterz, Gloomspite Gitz, Ironjawz, Kruleboyz, Ogor Mawtribes.
The Shinestealaz	• 1 Snarlboss • 2 Wolfgit Retinue • 3 Snarlpack Cavalry • 3 Snarlpack Cavalry • 2 Sunsteala Wheelas	500	This Regiment of Renown can be included in the following factions: Ironjawz, Kruleboyz, Ogor Mawtribes, Sons of Behemat.
Skulkrik's Loonladz	• 1 Loonboss • 20 Moonclan Stabbas • 5 Loonsmasha Fanatics	340	This Regiment of Renown can be included in the following factions: Ironjawz, Kruleboyz, Ogor Mawtribes, Sons of Behemat.



BATTLE PROFILES

MAY 2025

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 HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Maleneth Witchblade	1	170	Any DAUGHTERS OF KHAIN AELF		32mm
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, AKHELIAN, NAMARTI, INFANTRY	This unit cannot be reinforced.	32mm [3], 40mm [1]
Elathain's Soulraids	5	80	UNIQUE, AELF, AKHELIAN, NAMARTI, 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, VANARI, ALARITH, INFANTRY	This unit cannot be reinforced.	32mm



BATTLE PROFILES

MAY 2025

WARHAMMER LEGENDS – ORDER

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.	40mm [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 Stormcoven	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, KURNOTHI	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

MAY 2025

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 × 92mm
Bladebringer, Herald on Seeker Chariot	1	170	Any WAR MACHINE		120 × 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 × 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

MAY 2025

WARHAMMER LEGENDS – CHAOS

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



BATTLE PROFILES

MAY 2025

WARHAMMER LEGENDS – DEATH

FLESH-EATER COURTS					
LEGENDS HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Crypt Ghast Courtier	1	80	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

MAY 2025

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 × 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 × 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 × 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

OGORMMAWTRIBES					
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 × 25mm [1], 25mm [3]



RULES UPDATES

MAY 2025

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.

5.2 USING ABILITIES

Change point 2 (Use Reactions) to:

'Starting with the player using the ability, the players alternate using any abilities with an appropriate **Reaction** timing. Players can choose to pass instead of using a reaction, but once both players consecutively pass, no further reactions to that ability can be used.'

6.0 VISIBILITY

Add the following:

'If a rule or ability requires a target to be both within a given range of and visible to the unit using that ability, or to a model in that unit, both conditions must be met by the same model in the target. You could not, for instance, target a unit where one model is within range but not visible and another model is not in range but is visible.'

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, attacks made by this weapon are not affected by friendly abilities that modify hit rolls, wound rolls or weapon characteristics, except for those that apply negative modifiers (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.'



RULES UPDATES

MAY 2025

CORE RULES

25.0 GUARDED HERO

In the effect of 'Guarded Hero', replace:

'If this **HERO** is **INFANTRY**, they cannot be picked as the target of shooting attacks made by units more than 12" from them.'

with:

'If this **HERO** is **INFANTRY**, they cannot be picked as the target of shooting attacks made by models more than 12" from them.'

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

MAY 2025

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 WARSROLLS

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.

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.'

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

MAY 2025

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.

NEW

Q: If an ability adds to or subtracts from the number of dice that make up a charge roll, is that a modifier to the charge roll?

A: No.

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.

NEW

Q: When a unit uses a SHOOT ability, does it have to shoot with all of the ranged weapons that it is armed with?

A: Yes.

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.



RULES UPDATES

MAY 2025

CORE RULES

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.

24.0 SETTING UP UNITS

Q: Can a unit use a MOVE ability and then be affected by an ability which removes them from the battlefield and sets them up again in the same movement phase? For example, could a friendly non-MONSTER STORMCAST ETERNALS unit move to be wholly within 6" of a Stormreach Portal, and then in the same movement phase use the 'Step Into the Storm' ability?

A: Yes. Units cannot use MOVE abilities in the movement phase after being set up on the battlefield that turn, but are able to use MOVE abilities before doing so.

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.

Q: If an ability allows a replacement unit to be set up with half the models from the original unit, could I then use an ability such as 'Rally' to return models to that unit until it reached the unit size of the original unit?

A: No. A replacement unit is treated as a new unit with a new unit size.

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

MAY 2025

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

MAY 2025

ADVANCED RULES

ERRATA

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

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. You cannot pick **MANIFESTATIONS** or faction terrain features as the target of this ability.

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'.

Change 'Obscuring' to:

Obscuring: A unit cannot be targeted by shooting attacks made by enemy units that are not within its combat range if it is behind or wholly on this terrain feature, unless it has the **FLY** keyword.'

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.'

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

MAY 2025

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.

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

MAY 2025

ADVANCED RULES

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.

Q: If a power level 2 or higher wizard miscasts their first spell, could they still use the 'Banish Manifestation' ability in that phase?

A: Yes. Mincasting only prevents that wizard from using any more spells in that phase.



RULES UPDATES

MAY 2025

ADVANCED RULES

Q: If a manifestation has multiple parts (e.g. Geminids of Uhl-Gysh) and is in combat, can one part of the manifestation be 'in combat' while the other is not? If one part is in combat can the other part make a pile-in move?

A: If any part of a manifestation is considered to be in combat, the entire manifestation is considered to be in combat. If one part can pile in, all parts can pile in (but must all pile in towards the same enemy unit as per the rules for piling in).

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.

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.

Q: Can my army include a WARMMASTER (e.g. Sigvald, Prince of Slaanesh) in another hero's regiment?

A: Yes, but only if your army includes another WARMMASTER unit, since your general must lead a regiment, and you must pick a WARMMASTER as your general if there are any WARMMASTER units in your army.

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.



RULES UPDATES

MAY 2025

PATH TO GLORY: ASCENSION

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'.

NEW

PATH OF THE MAGE

Change 'Magical Might' to:

U Reaction: You declared a SPELL ability for this WIZARD

MAGICAL MIGHT: *This wizard is invigorated through the harnessing of magic.*

Effect: If that spell is cast, after resolving the effects of that spell, **Heal (D3)** this **WIZARD**.



RULES UPDATES

MAY 2025

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)'

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)'

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

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

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

MAY 2025

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.

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

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.

GLOOMSPITE 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.

KHARADRON OVERLORDS, SKYHAMMER TASK FORCE

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

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'.

CITIES OF SIGMAR, CASTELITE COMPANY

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

HEDONITES OF SLAANESH, BLADES OF THE LURID DREAM

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

LUMINETH REALM-LORDS, GLITTERING PHALANX

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

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'.

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:'

SOULBLIGHT GRAVELORDS, BLOODCRAVE HUNT

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



RULES UPDATES

MAY 2025

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

MAY 2025

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

See the following page for updates to the 2024-25 Season Rules.

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 ½" 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.'

BATTLE PROFILES

MAY 2025

SEASON RULES 2024-25 UPDATE

TAKING A DOUBLE TURN

If the player who went second in the previous battle round wins the priority roll and chooses to go first, this is called ‘taking a double turn’.

SEIZING THE INITIATIVE

When a player takes a double turn and they are not behind by 6 or more victory points, this is called ‘seizing the initiative’. The first time in a battle that a player seizes the initiative, the rules for determining the underdog change: for the rest of the battle, the underdog is always the opponent of the player who most recently seized the initiative.

BATTLE TACTICS

Players who take a double turn while they are behind by 6 or more victory points can still use the ‘Tactical Gambit’ ability to pick a battle tactic.

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**

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**

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**

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** unit that has not been reinforced, and which is 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 also affects Companion weapons.

KEYWORDS **HONOUR GUARD**

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.

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**. If you chose not to pick an honour guard unit in your general’s regiment, you can still pick an honour guard unit for a different regiment as described above.

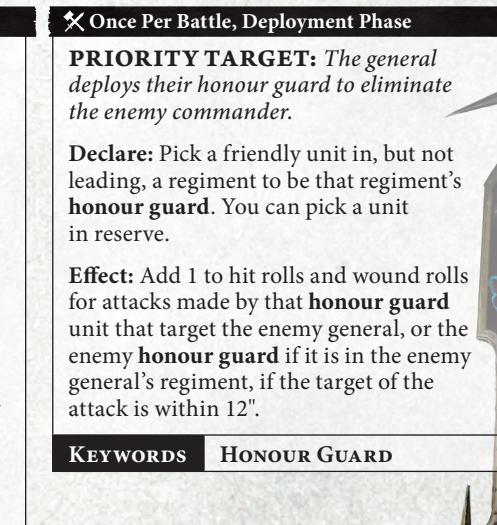
Once Per Battle, Deployment Phase

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

MAY 2025

SEASON RULES 2024-25 UPDATE

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 'Priority Target' ability, does each model in the attacking unit need to be within 12" of the target to benefit from the +1 to hit and wound rolls, or does the attacking unit need to be within 12" of the target unit?

A: The attacking unit needs to be within 12" of the target.



RULES UPDATES

MAY 2025

FACTION PACKS

ERRATA

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

BLADES OF KHORNE

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.'

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.'

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.'

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

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.

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.



RULES UPDATES

MAY 2025

FACTION PACKS

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

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.'

BATTLE FORMATIONS

Change the effect of 'Raise the Banners' to:

'Each time an ability returns at least 1 slain model to a friendly unit that is not in combat, after that ability has been resolved, if that unit is a **SERFS** unit, you can return 1 additional slain model to it, and if it is a **KNIGHTS** unit, roll a dice. On a 4+, you can return 1 additional 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.'



RULES UPDATES

MAY 2025

FACTION PACKS

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:'

MARROWSROLL 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.'

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.

HEDONITES OF SLAANESH

BATTLE TRAITS

Change 'An Excess of Depravity' to:

Once Per Battle Round (Army), Start of Battle Round

AN EXCESS OF DEPRAVITY: Wherever the Hedonites of Slaanesh roam, reality is unmade. Those who stand against them are assailed by titillating phantasms and mind-bending illusions until they become slaves to their own base urges.

Declare: Pick up to 3 friendly **HEDONITES OF SLAANESH** units to be the targets.

Effect: The targets have the **EUPHORIC** keyword for the rest of the battle round.

In addition, for each friendly unit you pick, give your opponent 1 **temptation dice**. During this battle round, instead of making a wound roll, save roll, ward roll or run roll, your opponent can use 1 temptation dice to replace the roll they would have made with a 6, or instead of making a charge roll they can use 2 temptation dice to replace 2 of the dice in a charge roll with two 6s (other dice could then be rolled normally). Rolls that have been replaced count as unmodified rolls and cannot be re-rolled. You cannot use temptation dice to replace a re-roll.

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).

At the end of the battle round, any **temptation dice** that have not been used are lost.

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'.



RULES UPDATES

MAY 2025

FACTION PACKS

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.'

KHARADRON OVERLORDS

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 first bullet point of the effect of 'Shrine Guardian' to:

• This terrain feature has a Move characteristic of 6" and can use non-command non-**CHARGE MOVE** abilities as if it were a unit.'

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.'



RULES UPDATES

MAY 2025

FACTION PACKS

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 or return 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.

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

SPELL LORES, LORE OF MALIGNANCE

Change the effect of 'Fleshy Abundance' to:

Effect: 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.'

ROTIGUS

Change the effect of 'Deluge of Nurgle' to:

Effect: Roll a D3 for each target. On a 2+:

- If the target is an enemy unit, inflict an amount of mortal damage on the target equal to the roll.
- If the target is a friendly unit, **Heal (X)** the target, where X is an amount equal to the roll.'

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).

GUTROT SPUME

Change the declare step of 'Master of the Slime Fleet' to:
'Pick a regiment led by this unit to be the target if no units from that regiment have been deployed.'

FECULENT GNARLMAW

Add the following:

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

NIGHTHAUNT

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.

1

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.'



RULES UPDATES

MAY 2025

FACTION PACKS

DREADBLADE HARROWS

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

HEXWRAITHS

Change the Control characteristic to 1.

OGOR MAWTRIBES

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**'.

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

Change the terrain abilities paragraph to:

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

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.'

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.'

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'.



RULES UPDATES

MAY 2025

FACTION PACKS

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'.

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.'

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

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.'

RIPPERDACTYL RIDERS, TERRADON RIDERS

Add the following ability:

• **Passive**

DISPERSED FORMATION

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



RULES UPDATES

MAY 2025

FACTION PACKS

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.

Change the 'Gargant Charge' ability to:

Any Charge Phase

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

Declare: Pick a friendly **MEGA-GARGANT** or **GARGANT** unit that charged this turn to use this ability, then pick an enemy unit that has not been picked as the target of this ability this turn and that is in combat with that unit to be the target.

Effect: Inflict D3 mortal damage on the target.

Designer's Note: This ability can be used by any number of friendly **MEGA-GARGANT** and **GARGANT** units that charged in each turn.

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)**.

ALL MEGA-GARGANT WARSROLLS

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

KRAKEN-EATER MEGA-GARGANT

Change the effect of 'Get Orf Me Land!' 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.

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."

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)'.

Remove **Vargskyr** from the list of units in 'First of the Vyrkos'.

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:**'.



RULES UPDATES

MAY 2025

FACTION PACKS

SYLVANETH

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 KUNOTH

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.

KUNOTH HUNTERS WITH KUNOTH 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.

GOSSAMID ARCHERS

Change the last sentence of the effect of 'Zephyrspites' to: 'It cannot end that move in combat.'

VENGEFUL SKULLROOT

Add the following ability:

• Passive

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).

AWAKENED WYLDWOOD

Add WARD (5+) to the keywords bar.

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. The area inside this circle is considered to be part of this terrain feature. 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".



RULES UPDATES

MAY 2025

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.

NEW

Q: Can Morathi-Khaine or the Shadow Queen use abilities that would heal them (for example, 'Rally')?

A: Yes. Even though damage points would not be healed by doing so, keywords such as **BURNING** or **DISEASED** would be removed from them by the use of such an ability.

FLESH-EATER COURTS

Q: Can I use the 'Muster Guard' ability, spend 0 noble deeds points to return 0 models to a unit, then use the 'Raise the Banners' ability to return an additional model to that unit?

A: No. The word 'any' means '1 or more'. Therefore, you would have to spend 1 or more noble deeds points to resolve the effect of 'Muster Guard', and an ability would have to have returned 1 or more slain models to a unit for the effect of 'Raise the Banners' to apply. In the case above, neither has happened.

NEW

Q: When the target of 'Glimpse of Delusion' makes combat attacks as a result of the effect of that spell, can the 'All-out Attack' command or the 'All-out Defence' command be used as reactions to those attacks?

A: No.

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.

HEDONITES OF SLAANESH

Q: When using the 'Joyous Battle Fury' ability, does Dexcessa need to have slain any models in a turn in order to add 1 to the Attacks characteristic of their Impaling Talons for each battle fury token they have?

A: No. Battle fury tokens are gained (and Dexcessa can heal) on any turn in which Dexcessa slew any enemy models, but can gain the additional attacks on any turn that they have any battle fury tokens.

KHARADRON OVERLORDS

Q: Can an Arkanaut Frigate use the 'Assault Boat' ability if it used a **RUN** ability in the same turn but was picked as a target of Brokk Grungsson's 'Command the Fleet' ability earlier in the same turn?

A: Yes.

Q: Can I use the 'Assault Boat' ability in combination with 'Counter-charge'?

A: Yes.



RULES UPDATES

MAY 2025

FACTION PACKS

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.

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.

Q: Can models end a move in the open spaces underneath a Shrine Luminor?

A: Yes. However, if the Shrine Luminor has a Shrine Guardian, an enemy unit would need to use an ability that would allow them to move into combat with the Shrine Luminor to do so, such as the 'Charge' ability.

MAGGOTKIN OF NURGLE

Q: Does the 'Disease and Pestilence Personified' ability require at least one mortal damage to be inflicted by the 'Wracked with Disease' ability in order for it to inflict 1 additional mortal damage?

A: Yes, as indicated by 'add 1 to the amount of mortal damage inflicted, if any'.

NEW

Q: If an ability (such as 'Rally') would heal one or more damage points allocated to a unit, but that unit does not have any damage points allocated to it or has an ability that prevents it from healing any damage points, would the **DISEASED** keyword be removed from that unit? Similarly, if an ability would return one or more slain models to a unit, but no models from that unit are slain, would the **DISEASED** keyword be removed from that unit?

A: Yes to both.

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.

Q: 'Trampling Charge' allows **MONSTERS** to add 2 to a D3 roll. How does this work?

A: If a rule requires you to roll a D3, roll a dice and halve the total, rounding up. For example, if the Ogor Mawtribes player rolled a 5 on a regular 6-sided dice, that would result in a D3 roll of 3. Then, if the charging unit was a **MONSTER**, you would add 2 to the roll, and the charging **MONSTER** would inflict 5 mortal damage. Note this means that **MONSTERS** will always inflict some amount of damage when picked as a target of the 'Trampling Charge' ability, as their roll will never be less than a 2.

NEW

OSSIARCH BONEREAPERS

Q: At the 2+ stage of the effect of 'Curse of Years', if I roll 1 or more 2+'s, can I keep rolling extra dice (and inflicting mortal damage on the target) until a 1 is rolled?

A: No.



RULES UPDATES

MAY 2025

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 MANIACKS

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'.



RULES UPDATES

MAY 2025

OTHER DIGITAL DOWNLOADS

LEGENDS WARSCROLLS

THE EMBERWATCH, THE FARSTRIDERS

Change the 'Vanguard Chamber' ability to:

Once Per Turn (Army), Your Hero Phase

VANGUARD CHAMBER: Through swiftness, guile and more than a hint of savagery, the warriors of the Vanguard chambers are able to outfight forces many times their own limited numbers.

Effect: For the rest of the turn, this unit can use SHOOT and/or CHARGE abilities even if it used a RUN or RETREAT ability in the same turn.

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.

DA KUNNIN' KREW

Change 'Easy Meat' to:

Once Per Turn (Army), Enemy Hero Phase

EASY MEAT: Showing weakness to a Kruleboy, even for a moment, is a death sentence.

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. If the roll is at least double the target's Health characteristic, 1 model in the target unit is slain.

MALENETH WITCHBLADE

Add 'Anti-HERO (+1 Rend)' to the Deadly Blades weapon profile.

Add 'Crit (Auto-wound), Shoot in Combat' to the Poisoned Throwing Knives weapon profile.

REGIMENTS OF RENOWN

SAVIOURS OF CINDERFALL

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

NEW

THE STERNIESTE GARRISON

In the Organisation, change 'Grave Guard' to 'Barrow Guard'.

NEW

NEFERATA'S ROYAL ECHELON

In the Organisation, change 'Black Knights' to 'Barrow Knights'.

ARMIES OF RENOWN

TRIBES OF THE SNOW PEAKS, BATTLE TRAITS

Change the effect of the 'Pledges to the Dark Gods' ability to:

Effect: Each time a friendly SNOW PEAKS unit uses 1 of the following abilities and the effect of that ability is resolved, gain 1 oath point.

- 'Oath of Bloodshed'
- 'Oath of Murder'
- 'Oath of Supremacy'
- 'Oath of the Marauder'
- 'Oath of the Raider'
- 'Oath of Conquest'
- 'Oath of Dark Sacrifice'

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 has no effect on ROVING MAW units or units that have FLY.'



RULES UPDATES

MAY 2025

BATTLETOME: GLOOMSPITE GITZ

ERRATA

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

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.'

SKRAGROTT, THE LOONKING

Change 'Babbling Wand' to:

↗ Passive

BABBLING WAND: *This jabbering wand, said to be topped with the skull of the great prophet Kaloth, channels the voices of Skragrott'sa imprisoned scryers through clacking teeth.*

Effect: Each time a friendly **MOONCLAN** unit wholly within 12" of this unit uses the 'Redeploy' command, no command points are spent.

DROGGZ DA SUNCHOMPA

Change 'Time Ta Scarper' to:

↗ Once Per Turn (Army), Reaction: You declared a **FIGHT** ability for a unit wholly within 9" of this unit

TIME TA SCARPER: *Droggz knows exactly when to get his gitz out of a sticky situation so that they can come back for 'anuvver go' once the odds are in their favour again.*

Effect: Roll a dice. On a 4+, the unit using that **FIGHT** ability can move 2D6" after that **FIGHT** ability has been resolved. It can move through the combat ranges of any enemy units but cannot end that move in combat.

TRUGG THE TROGGOTH KING

Add the **GLOOMSPITE GITZ** keyword.

SNARLBOSS ON WAR-WHEELA

Remove 'non-**HERO**' from the first sentence of the effect of 'Keepin' Up Wiv Da Boss'.

SNARLFANG RIDERS

Change the Hit characteristic of **Snarlfang's Slavering Jaws** to 4+.

WEBSPINNER SHAMAN

Change the Control characteristic from 5 to 2.

PATH TO GLORY, ANVIL OF APOTHEOSIS

Change the effect of 'Shroomist' to:

'Roll 2D6. If the total is equal to or lower than this unit's Control characteristic, that **MOVE** ability has no effect.'

ARMY OF RENOWN, DROGGZ'S GITMOB

In the effect of 'Stick 'Em and Run', replace 'Careening Destruction' with 'Frazzlegit's Flame Stream'.

ARMY OF RENOWN, DA KING'S GITZ

In 'The Moon and the Loon', change the first sentence to:

'While a friendly unit is wholly within 9" of a friendly **Skragrott**, a friendly **Malevolent Moon** or a friendly **Bad Moon Loonshrine**:

Change the declare step of 'Da King's Adjutant' to:

Declare: You cannot use this ability and the **Bad Moon Loonshrine's** 'Moonclan Lairs' ability in the same turn. If this unit is within 12" of a friendly **Bad Moon Loonshrine**, pick a friendly non-reinforced, non-**HERO**, non-**MONSTER KING'S GITZ** unit that has been destroyed to be the target.'

Add the following to the effect of 'Moonhoned Shiv':

'This unit can be affected by this ability multiple times and the effects are cumulative.'

In the declare step of 'Da Loonking's Command' and 'Right Gitz in Da Right Place' replace 'within 18"' with 'wholly within 18"'.

SPEARHEAD, SNARLPACK HUNTAZ

Change the timing of 'Sunsteala Shard' to 'Once Per Battle, Enemy Movement Phase'.

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 Lunar Squigs effect of 'Under the Light of the Bad Moon' or the 'The Moon and the Loon' ability to use a value of 4 for the Move characteristic of a friendly **SQUIG** unit, does the 4 replace the entire Move characteristic of the unit with a 4, or just the dice roll?

A: It replaces the dice roll. For example, if a unit of Squig Hoppers (with a Move characteristic of D6+8") were affected by one of these abilities, it could use a value of 4 instead of rolling the D6, resulting in a Move characteristic of 12" (4+8").



RULES UPDATES

MAY 2025

BATTLETOME: ORRUK WARCLANS

ERRATA

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

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.'

UPDATED

KRULEBOYZ BATTLE TRAITS

Change 'Sneaky Sneakin'' to:

Once Per Turn (Army), Your Movement Phase

SNEAKY SNEAKIN': Cloying swamp-mists mask the Kruleboyz' movements.

Declare: Pick a friendly **KRULEBOYZ INFANTRY** unit that has 10 or fewer models, is not in combat and has not been the target of a **DIRTY TRICK** ability this turn to be the target, then make a dirty trick roll.

Effect: Remove the target from the battlefield and set it up again wholly within 3" of a terrain feature and more than 9" from all enemy units.

KEYWORDS

DIRTY TRICK

SNATCHABOSS ON SLUDGERAKER BEAST

Change the declare step of 'Festerling Wounds' to:
'Pick up to 3 enemy units that had any damage points allocated to them this turn by attacks made by this unit or a friendly unit with the **SLUDGERAKER VENOM** keyword to be the targets.'

SKAREGOB TOTEM

UPDATED

Change 'Sinister Stare' to:

Passive

SINISTER STARE: Kruleboyz find it hilarious to subject foes under the insidious influence of a Skaregob Totem's hallucinogenic fogs to a host of nasty surprises.

Effect: Add 1 to dirty trick rolls for friendly **KRULEBOYZ** units wholly within 12" of this terrain feature or for enemy units within 12" of this terrain feature. If this terrain feature has a Shouty Boss, add 1 to dirty trick rolls for friendly **KRULEBOYZ** units wholly within 18" of this terrain feature instead of wholly within 12" or for enemy units within 18" of this terrain feature instead of within 12".

BREAKA-BOSS ON MIREBRUTE TROGGOTH

Change the Control characteristic to 5.

NEW

Change the effect of the 'Breaka-harness' ability to:

Effect: Make a breaka-roll of D3.

- Inflict an amount of mortal damage on this unit equal to the breaka-roll.
- Double the breaka-roll and add that value to the Attacks characteristic of this unit's **Mirebrute's Clubs** for the rest of the turn.

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

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'

GORE-GRUNTAS

Change the Hit characteristic of **Grunta's Tusks** to 4+.



RULES UPDATES

MAY 2025

BATTLETOME: ORRUK WARCLANS

ERRATA

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

ARMY OF RENOWN, BIG WAAAGH!

Add the following to roster options:

KRULEBOYZ HEROES included in this Army of Renown can only include **KRULEBOYZ** units in their regiment, and **IRONJAWZ HEROES** included in this Army of Renown can only include **IRONJAWZ** units in their regiment. If your army includes **Kragnos, the End of Empires**, he can include either **KRULEBOYZ** units or **IRONJAWZ** units in his regiment (but not both), and he counts as a **HERO** from that faction for the purposes of needing to have one regiment led by an **IRONJAWZ HERO** for each regiment led by a **KRULEBOYZ HERO** and vice versa.'

ARMY OF RENOWN, BIG WAAAGH!, SPELL LORE

Add the **UNLIMITED** keyword to the 'Two Headz As One' spell.

GORK-ROARA

Add the following to the effect of 'Bellowing Waaagh!-cries':
'Friendly units can be affected by this ability multiple times and the effects are cumulative.'

REGIMENT OF RENOWN, DA KOUNTIN' KREW

Change 'Snatch 'Em Up' to:

Once Per Turn (Army), Enemy Hero Phase

SNATCH 'EM UP: Skumdrekk and his hobgrot toadies are constantly on the lookout for new victims and beasts to snatch up.

Declare: Pick an enemy unit in combat with this Regiment of Renown's **Swampboss Skumdrekk** to be the target.

Effect: Roll a dice. If the roll is at least double the target's Health characteristic, 1 model in the target unit is slain.

PATH TO GLORY, PATH OF DA MOST KUNNIN'

Change 'Disconcerting Stare' to:

Passive

DISCONCERTING STARE: Something in this boss's evil-eyed glare gives even hardened veterans a moment's pause.

Effect: If this unit is picked as the target of a **FIGHT** ability and this unit's Control characteristic is equal to or higher than the Control characteristic of the enemy unit using that **FIGHT** ability, that enemy unit cannot use commands for the rest of the turn.

NEW

Change the timing of 'Just You Try It' to:

'Once Per Turn (Army), Any Movement Phase'



RULES UPDATES

MAY 2025

BATTLETOME: ORRUK WARCLANS

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 'Notorious Bosses' ability, can I give a target a heroic trait that another unit already has?

A: No.

Q: Can each part of the Foot of Gork use the 'Wandering Destruction' ability each turn?

A: No. This is a single manifestation with multiple parts, so it can only use that ability once in each turn.

Q: In the 'Ironjawz Bigmob' Spearhead army, are the Brute Ragerz set up during the deployment phase?

A: Yes. Only the Brutes are not set up on the battlefield during the deployment phase. The Brute Ragerz are a different unit type, so are set up normally.

ARMY OF RENOWN, ZOGGROK'S IRONMONGERZ

Q: The prayer 'Get 'Em, Gork!' allows a terrain feature to become trampled by Gork. If an enemy unit starts and ends a move within 6" of that terrain feature, would you roll for damage twice? If it ended a move within 6" of two different terrain features that were trampled by Gork, would you roll for damage for each such terrain feature?

A: Yes to both questions.



RULES UPDATES

MAY 2025

BATTLETOME: SKAVEN

ERRATA

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

BATTLE TRAITS

Replace the effect of 'Splinters of the Vermindoom' with:
'Effect: Set up a **Gnawhole** on the battlefield more than 9" from all enemy units, more than 3" from all objectives and more than 1" from all other terrain features.'

PLAGUEPACK

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

LORD SKREECH VERMINGKING

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

PLAGUE PRIEST ON PLAGUE FURNACE

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

GREY SEER ON SCREAMING BELL

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

STORMFIENDS

Change the timing of 'Grinderfist Tunnellers' to 'Once Per Turn (Army), Any Movement Phase'.

WARP LIGHTNING VORTEX

In 'Warp Vortex', replace:
'In addition, if an enemy unit passes across this **MANIFESTATION**' with:
'In addition, if an enemy unit passes across this **MANIFESTATION** and/or the round-cornered triangle formed by drawing a line around all the bases of the **MANIFESTATION**'s parts'.

PATH TO GLORY, ANVIL OF APOTHEOSIS

Change the Regiment Options for the Masterclan Great Clan to 'Any **SKAVEN** units'.

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.

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

MAY 2025

BATTLETOME: SLAVES TO DARKNESS

ERRATA

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

BATTLE TRAITS

Change the third sentence of the ‘Daemonhood’ effect of the ‘Dark Apotheosis’ ability to:

‘If the target is your general, the **Daemon Prince** becomes your general instead and is added to your general’s regiment.’

Change the effect of ‘Pledged to Slaanesh’ to:

‘For the rest of the turn, when making charge rolls for friendly **PLEDGED TO SLAANESH** units, you can roll 1 additional dice (to a maximum of 3), but if you do, you must discard 1 dice of your choice.’

BATTLE FORMATIONS

Change the second sentence of the Godswrath Warband’s ‘Ironclad Onslaught’ ability to:

‘Then, roll a D3 for each enemy unit contesting an objective that has a friendly **defiled token**.’

HEROIC TRAITS

Change the timing of the ‘Favoured of the Pantheon’ ability to ‘Passive’.

ENSORCELLED BANNERS

Change the second sentence of the ‘The Banner of Screaming Flesh’ ability to:

‘In addition, while this unit includes any standard bearers, if this unit charged this turn, add 1 to the Attacks characteristic of this unit’s melee weapons for the rest of the turn.’

SLAUGHTERBRUTE

Change the effect of ‘Sigils of Domination’ to:

‘For the rest of the battle, while this unit is within its master’s combat range:

- Add 1 to the number of dice rolled when making charge rolls for this unit, to a maximum of 3.
- This unit can ignore the effects of the **Companion** weapon ability on its weapons.’

RAPTORYX

Add the following to the ‘Crazed Flock’ ability:

‘This ability also affects **Companion** weapons.’

ARMY OF RENOWN, LEGION OF THE FIRST PRINCE

Change the final sentence of the introductory paragraph to:

‘All units in your army gain the **LEGION OF THE FIRST PRINCE** keyword except for those in a Regiment of Renown.’

Change the second bullet point of the effect of the ‘First-damned Prince’ ability to:

‘In addition, each time you make a successful ward roll for that friendly **Be'lakor**, allocate 1 damage point to a friendly non-**HERO LEGION OF THE FIRST PRINCE DAEMON** unit within **Be'lakor**’s combat range after the damage sequence for **Be'lakor** has been resolved (ward rolls cannot be made for those damage points).’

NEW

PATH TO GLORY, FLAWS

Change the timing of ‘Spurned by the Gods’ to:

‘Passive, **WARRIOR OF CHAOS** or **DARKOATH** only’



RULES UPDATES

MAY 2025

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'), does the Slaves to Darkness player suffer the penalties for taking a 'double turn', for instance not being able to pick a battle tactic or their opponent counting as the underdog for the rest of the battle?

A: No. The penalties for taking a double turn only apply if you 'chose' to go first in the current battle round.

Q: Can a unit use the 'Pledge to Chaos' ability while it is not on the battlefield, e.g. if it is set up in reserve in a Silver Tower?

A: No.

Q: Can a Gaunt Summoner use the 'Minions of the Silver Tower' ability more than once to set up multiple units in a Silver Tower?

A: No, as stated in Core Rules, 5.3.

Q: Can I include more than 1 Ensorcelled Banner in my Slaves to Darkness army?

A: No. Ensorcelled Banners are enhancements, and as stated in Army Composition, 4.1, you can only take 1 enhancement from each enhancement table in your faction rules.

Q: Can Regiments of Renown be included in a Legion of the First Prince army?

A: Yes.

Q: Can a Daemon Prince from the Godmarked Ascendant Regiment of Renown be given enhancements?

A: Yes. In Army Composition 3.5 it states that a unit cannot use faction rules (including enhancements) unless they have a keyword that matches up with the faction's name. Since the Godmarked Ascendant Regiment of Renown adds such a keyword, that unit is eligible to be given enhancements.



RULES UPDATES

MAY 2025

BATTLETOME: SOULBLIGHT GRAVELORDS

ERRATA

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

NEW

SPEARHEAD, DEATHRATTLE TOMB HOST

Change the declare step of 'King of Shambling Bones' to:
Declare: Pick a friendly unit wholly within 12" of this unit to be the target.

NEW

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)'.

NEW

LAUKA VAI, MOTHER OF NIGHTMARES

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



RULES UPDATES

MAY 2025

BATTLETOME: STORMCAST ETERNALS

ERRATA

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

IONUS CRYPTBORN

Add the RUINATION CHAMBER keyword to the keywords bar.

Add the 'Ruination Chamber' ability to the warscroll:

Once Per Turn (Army), Reaction: This unit was picked as the target of a non-CORE ability

RUINATION CHAMBER: These veterans march where others cannot tread, fighting upon battlefields transformed into scenes of apocalypse. Even the most corrosive magics find no purchase on their souls.

Effect: Make a resistance roll of D6. On a 4+, that ability has no effect on this unit.

LORD-IMPERATANT

Change the timing of 'Guided by Lightning' to 'Once Per Battle (Army), Your Movement Phase'.

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'.

VANGUARD CHAMBER WARSROLLS

This update affects the following warscrolls:

- Vanguard-Raptores with Longstrike Crossbows
- Vanguard-Raptores with Hurricane Crossbows
- Vanguard-Palladors with Starstrike Javelins
- Vanguard-Palladors with Shock Handaxes
- Vanguard-Hunters
- Neave Blacktalon
- Lord-Aqilor

Change the 'Vanguard Chamber' ability to:

Once Per Turn (Army), Your Hero Phase

VANGUARD CHAMBER: Through swiftness, guile and more than a hint of savagery, the warriors of the Vanguard chambers are able to outfight forces many times their own limited numbers.

Effect: For the rest of the turn, this unit can use SHOOT and/or CHARGE abilities even if it used a RUN or RETREAT ability in the same turn.

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.'



RULES UPDATES

MAY 2025

BATTLETOME: STORMCAST ETERNALS

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’.

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)’.

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.

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.

Q: If I use the ‘Ruination Chamber’ ability to react to an ability that targets multiple units and/or has multiple effects (e.g. ‘Power Through’), and the roll is successful, should my opponent still resolve the parts of the ability that affect other units?

A: Yes. The ‘Ruination Chamber’ ability only allows you to ignore the effect of that ability on that unit; it does not stop the effect from being resolved for other units.



RULES UPDATES

MAY 2025

PATH TO GLORY: RAVAGED COAST

ADDENDA

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

PATH TO GLORY ROSTER

Add the following:

'Armies of Renown': You can pick an Army of Renown when picking your faction. If you do so, you must use its faction rules. You can still include a Ravaged Coast Regiment of Renown even if the roster options do not allow it, but you cannot include any other units that are not listed in the roster options. Units in the Ravaged Coast Regiment of Renown do not gain your Army of Renown's keyword.'

ERRATA

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

RAVAGED COAST ABILITIES

Change the timing of 'Poisoned Domain' to 'Once Per Turn, End of Your Turn'.

THE AFTERMATH SEQUENCE

EMBERSTONE UPGRADES TABLE

Replace the rows for 'Heroic Trait' and 'Artefact of Power' with 'Enhancement', with a cost of 3 Emberstone Shards.

GAIN AN ENHANCEMENT, SPELL OR PRAYER

Change the first sentence to:

'Emberstone shards can be spent to gain 1 enhancement (e.g. a heroic trait, artefact of power or unique enhancement), 1 spell or 1 prayer for your army.'

PATH OF THE RULER

Change the timing of 'Drillmaster' to 'Any Combat Phase'.

PATH OF THE SORCERER

Change the effect of 'Focused Sorcery' to:

'The first time this unit uses a non-SUMMON SPELL ability each phase, add 2 to the casting roll for that spell.'

PATH OF THE PACK

Add 'This ability also affects Companion weapons' to the effects of 'Hunter's Instinct' and 'Sparking Claws'.

PATH OF THE ARTILLERIST

Change the timing of 'King of the Hill' to 'Passive'.

PATH OF THE BEHEMOTH

Add 'This ability also affects Companion weapons' to the effects of 'Unrestrained Aggression' and 'Burning Bloodlust'.

BATTLEPLAN: RAID ON HEL'S CLAW

Change the timing of 'Ever-burning Coals' to 'Once Per Turn, Your Movement Phase'.

UNIVERSAL ENHANCEMENTS AND LORES

Change the effect of 'Brash and Angry' to:

'If this unit is not in combat, it can immediately use a CHARGE ability as if it were your charge phase, but it must end the move within $\frac{1}{2}$ " of that enemy unit. If it does so, this unit has charged and that enemy unit's CHARGE ability has no effect. This unit has STRIKE-LAST for the rest of the turn.'

Remove the CORE, MOVE and CHARGE keywords from 'Brash and Angry'.



RULES UPDATES

MAY 2025

PATH TO GLORY: RAVAGED COAST

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 building my Path to Glory roster, I can include regiments with units from different factions that are from the same grand alliance as my general. When I do so, can I use the battle traits or enhancements from that other faction?

A: No, you can only use battle traits and enhancements from the faction that you picked for your Path to Glory army or from the universal enhancements included in *Path to Glory: Ravaged Coast*.

Q: Can I add spells or prayers from a manifestation lore to my Arcane Tome when first creating my army roster?

A: No.

Q: Can I add spells from one of the universal manifestation lores (such as *Forbidden Power*) to my Arcane Tome?

A: Yes.

NEW

Q: Do you have to include faction terrain (e.g. *Gnawholes* or *Awakened Wyldwoods*) as part of your roster to use abilities that place them on the battlefield (i.e. '*Splinters of the Vermindoom*' or '*Treesong*')?

A: No.