

BATTLESCROLL: NULLSTONE CACHE

FEBRUARY 2024

Changes from the previous battlescroll are highlighted in **magenta**.

1.3.3 - UNIT COHERENCY

Change to:

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

7.2 - HERO PHASE COMMAND ABILITIES, RALLY

Add the following text to the end of the rule:

'You can only return models to that unit that have a combined Wounds characteristic of 10 or less. For example, if the unit that received the command has a Wounds characteristic of 2, you can return a maximum of 5 models to that unit.'

10.1.2 - LOOK OUT, SIR!

Change the rule to:

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

27.5.2 - UNIVERSAL ARTEFACTS OF POWER, ARCANIC TOME

Change to:

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

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

GENERAL'S HANDBOOK 2023-24

Realmsphere Magic, Lore of Primal Frost, Rupture:

Change to:

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

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

Realmsphere Magic, Lore of Primal Frost, Merciless Blizzard:

Add the following to the end of the rule:

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

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

Add the following paragraph to the beginning of this ability:

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

Battle Tactics

Add the following battle tactic:

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

Battleplan, Power Flux, Victory Points:

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

Battleplan, No Reward Without Risk, Feedback Overload:

Change to:

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

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GENERAL'S HANDBOOK 2023-24

Endless Spells, Malevolent Maelstrom, Morbid Detonation:

Change the last paragraph to:

'When this endless spell is removed from play, if the dice beside it is a 6, this endless spell explodes. When it explodes, each unit **within 9"** of this endless spell suffers D3 mortal wounds. **WIZARD HEROES** suffer 3 mortal wounds instead of D3.'

Endless Spells, Umbral Spellportal, Arcane Passage:

Change the last sentence to:

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

GRAND ALLIANCE CHAOS

BLADES OF KHORNE

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

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

MAGGOTKIN OF NURGLE

Add the following battle tactic:

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

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

BEASTS OF CHAOS

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

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

SKAVEN

Add the following battle tactic:

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

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

Delete the 'Pushed into Battle' rule.

Pitched Battle Profiles, Plague Monks:

Change the unit size to 20.

SLAVES TO DARKNESS

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

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

DISCIPLES OF TZEENTCH

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

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

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GRAND ALLIANCE ORDER

STORMCAST ETERNALS

Holy Commands: Change the Thunderbolt Volley command ability to:

‘You can use this command ability once per battle in your hero phase. The command can only be issued by a friendly **KNIGHT** to a unit wholly within 12" of them or by a friendly **LORD** or **DRACONITH** to a unit wholly within 18" of them. The unit that receives the command must be a friendly **JUSTICAR** or **ANGELOS** unit that is not reinforced. That unit can shoot in that phase.’

Stormdrake Guard: Change the Draconic Onslaught ability to:

‘Once per battle, in your charge phase, you can say that this unit will unleash its draconic onslaught. If you do so, you can re-roll charge rolls for this unit in that phase.’

Add the following battle tactic:

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

Vanquishers: Increase the Range of Celestial Greatsword to 2".

LUMINETH REALM-LORDS

Great Nation of Helon: Change the Gale of Killing Shafts rule to: ‘In your shooting phase, when you pick a friendly **HELON** unit to shoot, you can say that it will unleash a gale of killing shafts. If you do so, in that phase, you can add 1 to hit rolls and wound rolls for that unit’s missile weapons, but that unit can only target enemy units within 6" of it.’

Great Nation of Ymetrica: Change the Mountain Realm rule to: ‘The Enduring as Rock ability of friendly **YMETRICA ALARITH** units worsens the Rend characteristic of attacks that target those units by 2 instead of 1, to a minimum of 0.’

Enduring as Rock: Change to:

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

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

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

SERAPHON

Starborne Command Traits, Lord of Celestial Resonance:

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

Kroxigor and Kroxigor Warspawnd:

Change the Wounds characteristic from 4 to 5.

CITIES OF SIGMAR

Alchemite Warforger, Blazing Weapons: Change the last

sentence to:

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

DAUGHTERS OF KHAINE

Remove this sentence from the Clash of Arms battle tactic:

‘If 2 or more of those units are **WITCH AELVES** or **SISTERS OF SLAUGHTER**, score 1 additional victory point.’

Remove this sentence from the Tide of Blades battle tactic:

‘If 2 or more of those units are **WITCH AELVES**, score 1 additional victory point.’

IDONETH DEEPKIN

Fuethán: Change the Bloodthirsty Shiver rule to:

‘You can include Bloodthirsty Shivers in your army (pg 96). If the unmodified hit roll for an attack made by a unit in a Bloodthirsty Shiver is a 6, that attack automatically wounds (do not make a wound roll).’

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

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

FYRESLAYERS

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

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

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GRAND ALLIANCE DEATH

NIGHTHAUNT

Fright or Flight: Change to:

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

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

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

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

OSSIARCH BONEREAPERS

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

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

Null Myriad: Change the Eldritch Nulls rule to:

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

SOULBLIGHT GRAVELORDS

Endless Legions: Change the last two paragraphs to:

'If you pick a SUMMONABLE unit that is not a HERO, on a 4+, a new replacement unit with half of the models from the unit that was destroyed (rounding up) is added to your army. That unit must be set up wholly within 12" of a friendly SOULBLIGHT GRAVELORDS HERO or gravesite and more than 3" from all enemy units if it is your turn or more than 9" if it is the enemy turn, and it cannot attempt a charge or make pile-in moves in the same turn. Each destroyed unit can only be replaced once – replacement units cannot themselves be replaced.'

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

Dragged Down and Torn Apart: Change to:

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

Lore of the Vampires: Change Spirit Gale to:

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

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

Battle Tactics, The Grasping Dead: Change to:

'Pick 1 friendly SUMMONABLE unit within 3" of any enemy units. You complete this tactic if any enemy models were slain by that friendly unit this turn, and that friendly unit is within 3" of any enemy units at the end of this turn.'

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GRAND ALLIANCE DESTRUCTION

ORRUK WARCLANS

Add the following battle tactics:

'Sneak Up: You complete this tactic if, at the end of the turn, every friendly **KRULEBOYZ** unit is within 3" of any terrain features and is more than 3" from all enemy units. **You can only pick this tactic if the model picked to be your general has the KRULEBOYZ keyword.'**

'Dat's Our Turf Now!: You complete this tactic if, at the end of the turn, 2 or more friendly **IRONJAWZ** units are within 3" of the centre of the battlefield. **You can only pick this tactic if the model picked to be your general has the IRONJAWZ keyword.'**

Kruleboyz: Change the first sentence of the Dirty Tricks battle trait to:

'After the players have received their starting command points but before the start of the first turn, you can pick 2 different Dirty Tricks to employ during the battle.'

Grinnin' Blades: Change the Out of the Mists ability to: 'Friendly **GRINNIN' BLADES** units are not visible to enemy models that are more than 12" away from them.'

Bonesplitterz: Change the Spirit of Gorkamorka battle trait to: 'If the unmodified hit roll for an attack made with a melee weapon by a friendly **BONESPLITTERZ** unit is 6, that attack scores 2 hits on the target instead of 1 (make a wound roll and save roll for each hit).'

Swampcalla Shaman and Pot-grot: Remove this text from the Poisons and Elixirs ability: ', instead of attempting to dispel an endless spell or cast any spells with this unit in that phase,'

Gutrippaz: Change the Scare Taktikz ability to: 'Subtract 1 from hit rolls for attacks made with melee weapons by enemy units that are not **HEROES** or **MONSTERS** that target this unit.'

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

GLOOMSPITE GITZ

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

SONS OF BEHEMAT

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

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

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

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

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ADDITIONAL PITCHED BATTLE PROFILES

WARSCROLL	POINTS
Aethervoid Pendulum	50 (+10)
Emerald Lifeswarm	50 (-10)
Geminids of Uhl-Gysh	60 (+10)
Prismatic Palisade	30 (-10)
Quicksilver Swords	50 (-10)
Soulsnare Shackles	30 (-10)
The Burning Head	20 (-10)

BEASTS OF CHAOS

WARSCROLL	POINTS
Bestigors	180 (-20)

BLADES OF KHORNE

WARSCROLL	POINTS
Claws of Karanak	120 (+20)

CITIES OF SIGMAR

WARSCROLL	POINTS
Ironweld Great Cannon	140 (-10)
Steam Tank	250 (+20)
Alchemite Warforger	100 (-10)
Fusil-Major on Ogor Warhulk	130 (-20)
Steam Tank Commander	290 (+20)
Tahlia Vedra, Lioness of the Parch	300 (-40)
Freeguild Command Corps	200 (+30)
Wildercorps Hunters	130 (-10)

DAUGHTERS OF KHAINE

WARSCROLL	POINTS
Bloodwrack Shrine	160 (-20)
Hag Queen on Cauldron of Blood	270 (-10)
Morathi-Khaine	680 (-20)
The Shadow Queen	
Slaughter Queen on Cauldron of Blood	290 (-10)
Slythael Shadestalker	
The Shadeborn	200 (-10)

DISCIPLES OF TZEENTCH

WARSCROLL	POINTS
Changecaster, Herald of Tzeentch	140 (-10)
Magister on Disc of Tzeentch	150 (-10)
Ogroid Thaumaturge	160 (-10)
Jade Obelisk	120 (-10)

FLESH-EATER COURTS

WARSCROLL	POINTS
Nagash, Supreme Lord of the Undead	860 (-105)
Royal Terrorgeist	260 (-55)
Royal Zombie Dragon	240 (-70)
Crypt Ghast Courtier	80 (-20)
Crypt Infernal Courtier	140 (-5)
Varghulf Courtier	160 (-5)
Royal Beastflayers	110 (-5)

FYRESLAYERS

WARSCROLL	POINTS
Auric Runefather	110 (-10)
Auric Runefather on Magmadroth	340 (-20)
Auric Runesmiter	110 (-20)
Auric Runesmiter on Magmadroth	310 (-20)
Auric Runeson on Magmadroth	310 (-10)
Battlesmith	140 (-10)
Doomseeker	70 (-10)
Zharrgron Flame-spitter	40 (-10)
Auric Hearthguard	110 (-10)
Hearthguard Berzerkers	150 (-10)

GLOOMSPITE GITZ

WARSCROLL	POINTS
Arachnarok Spider with Spiderfang Warparty	200 (-10)
Loonboss on Mangler Squigs	330 (-10)
Skitterstrand Arachnarok	170 (-10)
Webspinner Shaman	70 (+5)
Webspinner Shaman on Arachnarok Spider	240 (-10)
Boingrot Bouncerz	160 (+10)
Gobbapalooza	180 (+10)
Sneaky Snufflers	150 (+10)
Scuttlelide	70 (-10)

HEDONITES OF SLAANESH

WARSCROLL	POINTS
Dexcessa, the Talon of Slaanesh	230 (-10)
Keeper of Secrets	380 (-20)
Shalaxi Helbane	370 (-20)
Synessa, the Voice of Slaanesh	230 (-10)
The Masque	140 (-10)
Hellstriders with Claw-spears	140 (-10)
Daemonettes	110 (-10)

IDONETH DEEPKIN

WARSCROLL	POINTS
Akhelian Ishlaen Guard	160 (-10)
Akhelian Morrarr Guard	160 (-10)

KHARADRON OVERLORDS

WARSCROLL	POINTS
Aether-Khemist	110 (+10)
Aetheric Navigator	110 (+10)
Arkanaut Admiral	150 (+10)
Arkanaut Frigate	310 (+10)
Arkanaut Ironclad	480 (-20)
Grundstok Gunhauler	180 (+10)
Endrinriggers	130 (+10)
Skywardens	140 (+10)
Grundstok Thunderers	170 (+10)

LUMINETH REALM-LORDS

WARSCROLL	POINTS
Archmage Teclis and Celessar, Spirit of Hysh	720 (-20)
Hurakan Windmage	110 (-10)
Vanari Auralan Sentinels	150 (-10)
Sanctum of Amyntok	20 (-10)

MAGGOTKIN OF NURGLE

WARSCROLL	POINTS
Gutrot Spume	140 (-20)
Harbinger of Decay	170 (-20)
Lord of Plagues	120 (-20)
Morbidx Twiceborn	300 (+10)
Rotbringer Sorcerer (Rot Coven)	330 (-10)
Rotmire Creed	140 (-10)

NIGHTHAUNT

WARSCROLL	POINTS
Awlrach the Drowner	140 (-10)
Nagash, Supreme Lord of the Undead	860 (-40)
Reikenor the Grimhailer	160 (-10)
Scriptor Mortis	100 (-10)

OGOR MAWTRIBES

WARSCROLL	POINTS
Bloodpelt Hunter	130 (-10)
Butcher	130 (-10)
Frostlord on Thundertusk	360 (-20)
Mournfang Pack	150 (-20)
Leadbelchers	150 (-10)

ORRUK WARCLANS

WARSCROLL	POINTS
Ardboy Big Boss	90 (-10)
Gordrakk, the Fist of Gork	440 (-20)
Maw-grunta Gougers	160 (-20)
Maw-grunta with Hakkin' Krew	240 (-30)
Tuskboss on Maw-grunta	350 (-30)
Zoggrok Anvilsmasha	150 (-10)
Weirdbrute Wreckkaz	120 (-5)
Orruk Ardboys	200 (-20)
Killaboss on Great Gnashtooth	110 (-10)
Kruleboyz Monsta-killaz	130 (-5)
Killaboss with Stab-grot	80 (-10)

OSSIARCH BONEREAPERS

WARSCROLL	POINTS
Arch-Kavalos Zandtos	180 (-10)
Mortek Crawler	170 (-10)
Nagash, Supreme Lord of the Undead	860 (-40)
Vokmortian, Master of the Bone-tithe	120 (-20)
Morghast Archai	230 (+10)
Immortis Guard	230 (+10)



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SERAPHON	
WARSCROLL	POINTS
Lord Kroak	440 (+30)
Ripperdactyl Chief	100 (-10)
Saurus Astrolith Bearer	160 (+20)
Saurus Oldblood on Carnosaur	240 (-20)
Saurus Scar-Veteran on Carnosaur	240 (-20)
Skink Starseer	160 (+10)
Slann Starmaster	310 (+20)
Stegadon	240 (-20)
Stegadon Chief	280 (-20)
Terradon Chief	90 (-10)
Ripperdactyl Riders	100 (-10)
Terradon Riders	100 (-10)

SOULBLIGHT GRAVELORDS	
WARSCROLL	POINTS
Corpse Cart	100 (+10)
Ivya Volga, the Outcast	130 (-5)
King Morlak Velmorn The Sons of Velmorn	230 (+10)
Nagash, Supreme Lord of the Undead	860 (-40)
Prince Vhordrai	440 (-30)
Terrorgheist	230 (-10)
Wight King	140 (-10)
Zombie Dragon	250 (-10)
Fell Bats	100 (+10)
Vargheists	130 (-10)
Blood Knights	210 (-20)

SKAVEN	
WARSCROLL	POINTS
Grey Seer	110 (-10)
Grey Seer on Screaming Bell	240 (+20)
Master Moulder	80 (-10)
Plagueclaw	90 (-10)
Thanquol on Boneripper	400 (-30)
Verminlord Corruptor	320 (-10)
Verminlord Deceiver	380 (-20)
Verminlord Warbringer	360 (-20)
Verminlord Warpseer	320 (-10)
Warlock Engineer	90 (-10)
Warp Lightning Cannon	130 (-10)
Rat Ogors	130 (-10)
Plague Censer Bearers	100 (+10)
Plague Monks	180 (+90)

STORMCAST ETERNALS	
WARSCROLL	POINTS
Drakesworn Templar	380 (-20)
Karazai the Scarred	510 (-20)
Krondys, Son of Dracothion	500 (-20)
Lord-Relictor	120 (-10)
Vandus Hammerhand	180 (-10)
Questor Soulsworn	210 (-20)

SYLVANETH	
WARSCROLL	POINTS
Alarielle the Everqueen	800 (-20)
Drycha Hamadreth	300 (-20)
Warsong Revenant	270 (-30)
Gladewyrm	30 (-10)

SLAVES TO DARKNESS	
WARSCROLL	POINTS
Archaon the Everchosen	820 (-40)
Theddra Skull-Scryer	180 (+20)

SONS OF BEHEMAT	
WARSCROLL	POINTS
Mancrusher Gargant	130 (-10)
Warstomper Mega-Gargant	440 (-10)
Mancrusher Mob	390 (-30)