



# BATTLE PROFILES & RULES UPDATES

JULY 2024

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# BATTLE PROFILES & RULES UPDATES

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## 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.

## 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](http://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](http://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; in later versions of this document, the type of change made will be 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

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## CITIES OF SIGMAR

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Alchemite Warforger	1	110	Any HUMAN INFANTRY		32mm
Assassin	1	120	None	This HERO can join an eligible regiment as a <i>Shadow Agent</i> .	25mm
Battlemage	1	110	Any HUMAN INFANTRY		25mm
Battlemage on Celestial Hurricanum	1	240	Any HUMAN INFANTRY, Any HUMAN CAVALRY		120 × 92mm
Battlemage on Griffon	1	280	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.	32mm
Cogsmith	1	130	Any DUARDIN	This HERO can join a Warden King's regiment.	25mm
Dreadlord on Black Dragon	1	290	0-1 <i>Shadow Agent</i> , Any AELF		105 × 70mm
Freeguild Cavalier-Marshal	1	170	0-1 <i>Freeguild Veteran</i> , Any HUMAN		75 × 42mm
Freeguild Marshal and Relic Envoy	1	130	0-1 <i>Freeguild Veteran</i> , Any HUMAN		32mm [1], 28.5mm [1]
Freeguild Marshal on Griffon	1	280	0-1 <i>Freeguild Veteran</i> , Any HUMAN		120 × 92mm
Fusil-Major on Ogor Warhulk	1	180	Any HUMAN	This HERO can join an eligible regiment as a <i>Freeguild Veteran</i> .	50mm
Galen ven Denst	1	210	Doralia ven Denst (required), Any HUMAN INFANTRY		28.5mm
Doralia ven Denst	1	0	None	This unit can only be taken in Galen ven Denst's regiment.	28.5mm
Pontifex Zenestra, Matriarch of the Great Wheel	1	240	Any HUMAN INFANTRY, Any HUMAN CAVALRY		90 × 52mm
Runelord	1	120	Any DUARDIN		25mm
Sorceress	1	120	0-1 <i>Shadow Agent</i> , Any AELF		25mm
Sorceress on Black Dragon	1	300	0-1 <i>Shadow Agent</i> , Any AELF		105 × 70mm
Steam Tank Commander	1	340	Any Steam Tank		120 × 92mm
Tahlia Vedra, Lioness of the Parch	1	310	0-1 <i>Freeguild Veteran</i> , Any HUMAN		100mm
Warden King	1	150	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
Bleakswords	10	100	AELF, INFANTRY		25mm
Celestial Hurricanum	1	180	HUMAN, WAR MACHINE		120 × 92mm
Dark Riders	5	150	AELF, CAVALRY		60 × 35mm
Darkshards	10	140	AELF, INFANTRY		25mm
Drakespawn Chariot	1	120	AELF, WAR MACHINE		120 × 92mm
Drakespawn Knights	5	180	AELF, CAVALRY		60 × 35mm
Dreadspears	10	110	AELF, INFANTRY		25mm
Executioners	10	140	AELF, INFANTRY		25mm
Flagellants	10	100	HUMAN, INFANTRY		25mm
Freeguild Cavaliers	5	170	HUMAN, CAVALRY		60 × 35mm
Freeguild Command Corps	6	190	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	100	HUMAN, INFANTRY		25mm
Gyrobomber	1	180	DUARDIN, WAR MACHINE		50mm
Gyrocopter	1	160	DUARDIN, WAR MACHINE		50mm
Hammerers	10	150	DUARDIN, INFANTRY		25mm



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## CITIES OF SIGMAR

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Ironbreakers	10	130	DUARDIN, INFANTRY		25mm
Irondrakes	10	150	DUARDIN, INFANTRY		25mm
Ironweld Great Cannon	1	130	HUMAN, WAR MACHINE		90mm
Kharibdyss	1	160	AELF, MONSTER		120 × 92mm
Longbeards	10	120	DUARDIN, INFANTRY		25mm
Luminark of Hysh	1	250	HUMAN, WAR MACHINE		120 × 92mm
Scourgerunner Chariot	1	140	AELF, WAR MACHINE		120 × 92mm
Steam Tank	1	300	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	220	AELF, MONSTER		120 × 92mm
Wildercorps Hunters	11	130	HUMAN, INFANTRY	This unit cannot be reinforced.	40mm [2], 28.5mm [3], 25mm [6]



# BATTLE PROFILES

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## DAUGHTERS OF KHAINE

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Bloodwrack Medusa	1	180	0-1 <b>Avatar of Khaine</b> , Any <b>KHINERAI</b> , Any <b>MELUSAI</b>		40mm
Bloodwrack Shrine	1	240	0-1 <b>Avatar of Khaine</b> , Any <b>KHINERAI</b> , Any <b>MELUSAI</b>		120 × 92mm
Hag Queen	1	140	0-1 <i>Coven Matriarch</i> , 0-1 <b>Avatar of Khaine</b> , Any <b>AELF</b>		25mm
Hag Queen on Cauldron of Blood	1	350	0-1 <i>Coven Matriarch</i> , Any <b>AELF</b>		120 × 92mm
High Gladiatrix	1	130	0-1 <b>Avatar of Khaine</b> , Any <b>AELF</b>	This <b>HERO</b> can join an eligible regiment as a <i>Coven Matriarch</i> .	32mm
Krethusa the Croneseer	1	190	0-1 <i>Coven Matriarch</i> , Any <b>AELF</b>		60mm
Melusai Ironscale	1	160	0-1 <b>Avatar of Khaine</b> , Any <b>KHINERAI</b> , Any <b>MELUSAI</b>		40mm
Morathi-Khaine	1	760	<b>The Shadow Queen</b> (required), 0-1 <i>Coven Matriarch</i> , Any <b>DAUGHTERS OF KHAINE</b>		40mm
The Shadow Queen	1	0	None	This unit can only be taken in <b>Morathi-Khaine's</b> regiment.	100mm
Slaughter Queen	1	150	0-1 <i>Coven Matriarch</i> , 0-1 <b>Avatar of Khaine</b> , Any <b>AELF</b>		25mm
Slaughter Queen on Cauldron of Blood	1	350	0-1 <i>Coven Matriarch</i> , Any <b>AELF</b>		120 × 92mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Avatar of Khaine	1	190	<b>MONSTER</b>		40mm
Blood Sisters	5	140	<b>MELUSAI, INFANTRY</b>		40mm
Blood Stalkers	5	140	<b>MELUSAI, INFANTRY</b>		40mm
Doomfire Warlocks	5	150	<b>AELF, CAVALRY</b>		60 × 35mm
Khainite Shadowstalkers	9	110	<b>AELF, INFANTRY</b>	This unit cannot be reinforced.	40mm [1], 28.5mm [8]
Khinerai Heartrenders	5	110	<b>KHINERAI, INFANTRY</b>		40mm
Khinerai Lifetakers	5	100	<b>KHINERAI, INFANTRY</b>		40mm
Sisters of Slaughter with Bladed Bucklers	10	110	<b>AELF, INFANTRY</b>		25mm
Sisters of Slaughter with Sacrificial Knives	10	130	<b>AELF, INFANTRY</b>		25mm
Witch Aelves with Bladed Bucklers	10	110	<b>AELF, INFANTRY</b>		25mm
Witch Aelves with Paired Sciansá	10	110	<b>AELF, INFANTRY</b>		25mm



# BATTLE PROFILES

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## FYRESLAYERS

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Auric Flamekeeper	1	130	Any <b>FYRESLAYERS</b>		32mm
Auric Runefather	1	160	0-1 <i>Grimnir's Chosen</i> , Any <b>FYRESLAYERS</b>		32mm
Auric Runefather on Magmadroth	1	350	0-1 <i>Grimnir's Chosen</i> , Any <b>FYRESLAYERS</b>		120 × 92mm
Auric Runemaster	1	190	0-1 <i>Grimnir's Chosen</i> , Any <b>FYRESLAYERS</b>		32mm
Auric Runesmiter	1	120	Any <b>FYRESLAYERS</b>		32mm
Auric Runesmiter on Magmadroth	1	340	Any <b>FYRESLAYERS</b>		120 × 92mm
Auric Runeson	1	130	0-1 <i>Grimnir's Chosen</i> , Any <b>FYRESLAYERS</b>		32mm
Auric Runeson on Magmadroth	1	300	0-1 <i>Grimnir's Chosen</i> , Any <b>FYRESLAYERS</b>		120 × 92mm
Battlesmith	1	110	Any <b>FYRESLAYERS</b>		32mm
Doomseeker	1	110	Any <b>FYRESLAYERS</b>	This <b>HERO</b> can join an eligible regiment as <i>Grimnir's Chosen</i> .	32mm
Grimhold Exile	1	150	Any <b>FYRESLAYERS</b>		32mm
Grimwrath Berzerker	1	110	Any <b>FYRESLAYERS</b>	This <b>HERO</b> 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	<b>DUARDIN, INFANTRY</b>		32mm
Hearthguard Berzerkers with Berzerker Broadaxes	5	120	<b>DUARDIN, INFANTRY</b>		32mm
Hearthguard Berzerkers with Flamestrike Poleaxes	5	140	<b>DUARDIN, INFANTRY</b>		32mm
Vulkite Berzerkers with Bladed Slingshields	10	150	<b>DUARDIN, INFANTRY</b>		32mm
Vulkite Berzerkers with Fyresteel Weapons	10	140	<b>DUARDIN, INFANTRY</b>		32mm
Vulkyn Flameseekers	9	160	<b>DUARDIN, INFANTRY</b>	This unit cannot be reinforced.	32mm [4], 28.5mm [5]



# BATTLE PROFILES

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## IDONETH DEEPKIN

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Akhelian King	1	200	0-1 <i>Akhelian Raidmaster</i> or <i>Isharann Emissary</i> , Any <b>IDONETH DEEPKIN</b>		60mm
Akhelian Thrallmaster	1	130	Any <b>NAMARTI</b>	This <b>HERO</b> can join an eligible regiment as an <i>Akhelian Raidmaster</i> .	32mm
Eidolon of Mathlann, Aspect of the Sea	1	350	0-1 <i>Isharann Emissary</i> , Any <b>IDONETH DEEPKIN</b>		100mm
Eidolon of Mathlann, Aspect of the Storm	1	330	0-1 <i>Isharann Emissary</i> , Any <b>IDONETH DEEPKIN</b>		100mm
Isharann Soulrender	1	140	0-1 <i>Isharann Emissary</i> , Any <b>NAMARTI</b>		40mm
Isharann Soulscryer	1	120	0-1 <i>Isharann Emissary</i> , Any <b>NAMARTI</b>		32mm
Isharann Tidecaster	1	150	0-1 <i>Isharann Emissary</i> , Any <b>NAMARTI</b>		32mm
Lotann, Warden of the Soul Ledgers	1	110	Any <b>IDONETH DEEPKIN</b>	This <b>HERO</b> can join an eligible regiment as an <i>Isharann Emissary</i> .	40mm
Voltornos, High King of the Deep	1	270	0-1 <i>Akhelian Raidmaster</i> or <i>Isharann Emissary</i> , Any <b>IDONETH DEEPKIN</b>		60mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Akhelian Allopex	1	190	<b>AELF, AKHELIAN, CAVALRY</b>		90 × 52mm
Akhelian Ishlaen Guard	3	180	<b>AELF, AKHELIAN, CAVALRY</b>		60 × 35mm
Akhelian Leviadon	1	500	<b>AELF, AKHELIAN, MONSTER</b>		120 × 92mm
Akhelian Morrarr Guard	3	170	<b>AELF, AKHELIAN, CAVALRY</b>		60 × 35mm
Namarti Reavers	10	130	<b>AELF, NAMARTI, INFANTRY</b>		32mm
Namarti Thralls	10	120	<b>AELF, NAMARTI, INFANTRY</b>		32mm



# BATTLE PROFILES

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## KHARADRON OVERLORDS

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Aether-Khemist	1	140	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	180	0-1 <i>Guild Officer</i> , Any KHARADRON OVERLORDS		32mm
Brokk Grungsson, Lord-Magnate of Barak-Nar	1	290	0-1 <i>Guild Officer</i> , Any KHARADRON OVERLORDS		50mm
Codewright	1	110	0-1 SKYVESSEL, Any INFANTRY	This HERO can join an eligible regiment as a <i>Guild Officer</i> .	32mm
Drekki Flynt	1	180	0-1 <i>Guild Officer</i> , 0-1 Arkanaut Frigate, Any INFANTRY		32mm
Endrinmaster with Dirigible Suit	1	220	0-1 SKYVESSEL, Any INFANTRY	This HERO can join an eligible regiment as a <i>Guild Officer</i> .	40mm
Endrinmaster with Endrinharness	1	130	0-1 SKYVESSEL, Any INFANTRY	This HERO can join an eligible regiment as a <i>Guild Officer</i> .	32mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Arkanaut Company	10	110	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	130	DUARDIN, INFANTRY		32mm
Grundstok Gunhauler	1	200	DUARDIN, SKYVESSEL, WAR MACHINE		105 × 70mm
Grundstok Thunderers	5	140	DUARDIN, INFANTRY		32mm
Skywardens	3	150	DUARDIN, INFANTRY		32mm





# BATTLE PROFILES

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## LUMINETH REALM-LORDS

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Alarith Stonemage	1	150	0-1 Ydrilan Riverblades, Any Vanari Auralan Wardens, Any ALARITH		40mm
Archmage Teclis and Celennar, Spirit of Hysh	1	590	0-1 <i>Lumineth Paragon</i> , Any LUMINETH REALM-LORDS		160mm
Avalenor, the Stoneheart King	1	410	Any Vanari Auralan Wardens, Any ALARITH		100mm
Ellania and Ellathor, Eclipsian Warsages	1	280	0-1 <i>Lumineth Paragon</i> , Any LUMINETH REALM-LORDS		40mm
Hurakan Windmage	1	150	0-1 Ydrilan Riverblades, Any Vanari Auralan Wardens, Any HURAKAN		60 × 35mm
Lyrrior Uthralle, Warden of Ymetrica	1	240	0-1 <i>Lumineth Paragon</i> , Any ALARITH, Any VANARI		90 × 52mm
Scinari Calligrave	1	150	0-1 Ydrilan Riverblades, Any Vanari Auralan Wardens, Any Vanari Bladelords		32mm
Scinari Cathallar	1	120	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	170	0-1 Ydrilan Riverblades, Any Vanari Auralan Wardens, Any Vanari Bladelords		32mm
Sevireth, Lord of the Seventh Wind	1	350	Any Vanari Auralan Wardens, Any HURAKAN		60mm
The Light of Eltharion	1	250	0-1 <i>Lumineth Paragon</i> , Any LUMINETH REALM-LORDS		50mm
Vanari Bannerblade	1	130	Any VANARI	This HERO can join an eligible regiment as a <i>Lumineth Paragon</i> .	40mm
Vanari Lord Regent	1	230	0-1 <i>Lumineth Paragon</i> , 0-1 Ydrilan Riverblades, Any VANARI		90 × 52mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Alarith Spirit of the Mountain	1	330	ALARITH, MONSTER		100mm
Alarith Stoneguard	5	130	AELF, ALARITH, INFANTRY		32mm
Hurakan Spirit of the Wind	1	240	HURAKAN, MONSTER		60mm
Hurakan Windchargers	5	170	AELF, HURAKAN, CAVALRY		60 × 35mm
Vanari Auralan Sentinels	10	150	AELF, VANARI, INFANTRY		32mm
Vanari Auralan Wardens	10	140	AELF, VANARI, INFANTRY		32mm
Vanari Bladelords	5	140	AELF, VANARI, INFANTRY		32mm
Vanari Dawnriders	5	210	AELF, VANARI, CAVALRY		60 × 35mm
Vanari Starshard Ballista	1	130	VANARI, WAR MACHINE		80mm
Ydrilan Riverblades	10	140	AELF, INFANTRY	This unit cannot be reinforced.	32mm [5], 28.5mm [5]



# BATTLE PROFILES

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## SERAPHON

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Lord Kroak	1	460	0-1 <b>Skink Starpriest</b> or <i>Favoured Spawning</i> , Any <b>SERAPHON</b>		80mm
Ripperdactyl Chief	1	150	0-1 <b>MONSTER</b> , 0-1 <b>BEAST</b> , Any <b>SKINK CAVALRY</b>		50mm
Saurus Astrolith Bearer	1	150	Any <b>SAURUS</b>	This <b>HERO</b> can join an eligible regiment as a <i>Favoured Spawning</i> .	40mm
Saurus Oldblood	1	130	0-1 <i>Favoured Spawning</i> , Any <b>SAURUS</b>		32mm
Saurus Oldblood on Carnosaur	1	330	0-1 <i>Favoured Spawning</i> , Any <b>MONSTER</b> , Any <b>SAURUS</b>		120 × 92mm
Saurus Scar-Veteran on Aggradon	1	180	0-1 <i>Favoured Spawning</i> , Any <b>SAURUS</b>		90 × 52mm
Saurus Scar-Veteran on Carnosaur	1	270	0-1 <i>Favoured Spawning</i> , 0-1 <b>MONSTER</b> , Any <b>SAURUS</b>		120 × 92mm
Skink Oracle on Troglodon	1	280	0-1 <b>MONSTER</b> , 0-1 <b>BEAST</b> , Any <b>KROXIGOR</b> , Any non- <b>MONSTER SKINK</b>		120 × 92mm
Skink Starpriest	1	110	0-1 <b>MONSTER</b> , 0-1 <b>BEAST</b> , Any <b>KROXIGOR</b> , Any non- <b>MONSTER SKINK</b>	This <b>HERO</b> can join <b>Lord Kroak's</b> or a <b>Slann Starmaster's</b> regiment.	25mm
Skink Starseer	1	150	0-1 <b>MONSTER</b> , Any <b>BEAST</b> , Any <b>KROXIGOR</b> , Any non- <b>MONSTER SKINK</b>		50mm
Slann Starmaster	1	280	0-1 <b>Skink Starpriest</b> or <i>Favoured Spawning</i> , Any <b>SERAPHON</b>		50mm
Stegadon Chief	1	260	0-1 <b>MONSTER</b> , Any <b>KROXIGOR</b> , Any non- <b>MONSTER SKINK</b>		120 × 92mm
Terradon Chief	1	150	0-1 <b>MONSTER</b> , 0-1 <b>BEAST</b> , Any <b>SKINK CAVALRY</b>		50mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Aggradon Lancers	3	210	<b>SAURUS</b> , <b>CAVALRY</b>		75 × 42mm
Bastiladon with Ark of Sotek	1	270	<b>SKINK</b> , <b>MONSTER</b>		120 × 92mm
Bastiladon with Solar Engine	1	290	<b>SKINK</b> , <b>MONSTER</b>		120 × 92mm
Engine of the Gods	1	210	<b>SKINK</b> , <b>MONSTER</b>		120 × 92mm
Hunters of Huanchi with Dartpipes	5	80	<b>SKINK</b> , <b>INFANTRY</b>	This unit cannot be reinforced.	28.5mm [1], 25mm [4]
Hunters of Huanchi with Starstone Bolas	5	90	<b>SKINK</b> , <b>INFANTRY</b>	This unit cannot be reinforced.	28.5mm [2], 25mm [3]
Kroxigor	3	220	<b>KROXIGOR</b> , <b>INFANTRY</b>		50mm
Kroxigor Warspawnee	3	220	<b>KROXIGOR</b> , <b>INFANTRY</b>		50mm
Raptadon Chargers	5	140	<b>SKINK</b> , <b>CAVALRY</b>		60 × 35mm
Raptadon Hunters	5	140	<b>SKINK</b> , <b>CAVALRY</b>		60 × 35mm
Ripperdactyl Riders	3	120	<b>SKINK</b> , <b>CAVALRY</b>		50mm
Ripperdactyl Riders (2 models)	2	70	<b>SKINK</b> , <b>CAVALRY</b>	You can include 1 unit of this type for each <b>Ripperdactyl Chief</b> in your army. This unit cannot be reinforced.	50mm
Saurus Guard	5	110	<b>SAURUS</b> , <b>INFANTRY</b>		32mm
Saurus Warriors	10	170	<b>SAURUS</b> , <b>INFANTRY</b>		32mm
Skinks	10	100	<b>SKINK</b> , <b>INFANTRY</b>		25mm
Spawn of Chotec	1	170	<b>SKINK</b> , <b>BEAST</b>		90mm [1], 25mm [3]
Stegadon	1	240	<b>SKINK</b> , <b>MONSTER</b>		120 × 92mm
Terradon Riders	3	110	<b>SKINK</b> , <b>CAVALRY</b>		50mm
Terradon Riders (2 models)	2	70	<b>SKINK</b> , <b>CAVALRY</b>	You can include 1 unit of this type for each <b>Terradon Chief</b> in your army. This unit cannot be reinforced.	50mm
Terrawings	3	100	<b>BEAST</b>	This unit cannot be reinforced.	32mm



# BATTLE PROFILES

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## STORMCAST ETERNALS

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Astreia Solbright	1	220	Any <b>STORMCAST ETERNALS</b>	This unit will move to Warhammer Legends on 1 June 2025.	90 × 52mm
Aventis Firestrike, Magister of Hammerhal	1	310	Any <b>STORMCAST ETERNALS</b>	This unit will move to Warhammer Legends on 1 June 2025.	100mm
Celestant-Prime, Hammer of Sigmar	1	360	0-1 <i>Stormcast Exemplar</i> , Any <b>STORMCAST ETERNALS</b>		100mm
Drakesworn Templar	1	460	0-1 <i>Stormcast Exemplar</i> , Any <b>EXTREMIS CHAMBER</b> , Any <b>WARRIOR CHAMBER</b>		170 × 105mm
Gardus Steel Soul	1	200	0-1 <i>Stormcast Exemplar</i> , 0-1 <b>Gryph-hounds</b> , Any <b>WARRIOR CHAMBER</b>		50mm
Gavriel Sureheart	1	140	0-1 <b>Gryph-hounds</b> , Any <b>INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Ionus Cryptborn, Warden of Lost Souls	1	420	0-1 <i>Stormcast Exemplar</i> , Any <b>STORMCAST ETERNALS</b>		100mm
Karazai the Scarred	1	500	0-1 <i>Stormcast Exemplar</i> , Any <b>STORMCAST ETERNALS</b>		160mm
Knight-Arcanum	1	120	0-1 <b>Gryph-hounds</b> , Any <b>WARRIOR CHAMBER</b>		40mm
Knight-Draconis	1	280	Any <b>EXTREMIS CHAMBER</b>		105 × 70mm
Knight-Heraldor	1	110	0-1 <b>Gryph-hounds</b> , Any <b>WARRIOR CHAMBER</b>	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Knight-Incantor	1	140	0-1 <b>Gryph-hounds</b> , Any <b>SACROSANCT CHAMBER INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Knight-Judicator with Gryph-hounds	1	160	Any <b>Gryph-hounds</b> , Any <b>WARRIOR CHAMBER</b>		90 × 52mm [1], 40mm [2]
Knight-Questor	1	150	0-1 <b>Questor Soulsworn</b> , 0-1 <b>Gryph-hounds</b> , Any <b>RUINATION CHAMBER</b>	This <b>HERO</b> can join an eligible regiment as a <i>Stormcast Exemplar</i> .	40mm
Knight-Relictor	1	120	0-1 <b>Gryph-hounds</b> , Any <b>WARRIOR CHAMBER</b>		40mm
Knight-Venator	1	190	0-1 <b>Gryph-hounds</b> , Any <b>WARRIOR CHAMBER INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	50mm
Knight-Vexillor	1	120	0-1 <b>Gryph-hounds</b> , Any <b>WARRIOR CHAMBER</b>	This <b>HERO</b> can join an eligible regiment as a <i>Stormcast Exemplar</i> .	40mm
Knight-Zephyros	1	130	0-1 <b>Gryph-hounds</b> , Any <b>WARRIOR CHAMBER INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Krondys, Son of Dracothion	1	540	0-1 <i>Stormcast Exemplar</i> , Any <b>STORMCAST ETERNALS</b>		160mm
Lord-Aquilor	1	200	Any <b>Gryph-hounds</b> , Any <b>VANGUARD CHAMBER</b>		90 × 52mm
Lord-Arcanum	1	140	Any <b>SACROSANCT CHAMBER INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Lord-Arcanum on Celestial Dracoline	1	210	Any <b>SACROSANCT CHAMBER CAVALRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	90 × 52mm
Lord-Arcanum on Gryph-charger	1	220	Any <b>SACROSANCT CHAMBER</b>	This unit will move to Warhammer Legends on 1 June 2025.	90 × 52mm
Lord-Arcanum on Tauralon	1	280	Any <b>SACROSANCT CHAMBER</b>	This unit will move to Warhammer Legends on 1 June 2025.	100mm
Lord-Castellant	1	150	Any <b>WARRIOR CHAMBER INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Lord-Celestant	1	130	0-1 <i>Stormcast Exemplar</i> , 0-1 <b>Gryph-hounds</b> , Any <b>WARRIOR CHAMBER</b>		40mm
Lord-Celestant on Dracoth	1	190	0-1 <i>Stormcast Exemplar</i> , Any <b>EXTREMIS CHAMBER</b> , Any <b>WARRIOR CHAMBER</b>		90 × 52mm
Lord-Celestant on Stardrake	1	490	0-1 <i>Stormcast Exemplar</i> , Any <b>EXTREMIS CHAMBER</b> , Any <b>WARRIOR CHAMBER</b>		170 × 105mm



# BATTLE PROFILES

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## STORMCAST ETERNALS

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Lord-Commander Bastian Carthalos	1	270	0-1 <i>Stormcast Exemplar</i> , Any <b>STORMCAST ETERNALS</b>		50mm
Lord-Exorcist	1	150	Any <b>SACROSANCT CHAMBER INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Lord-Imperatant	1	160	0-1 <i>Stormcast Exemplar</i> , 0-1 <b>Gryph-hounds</b> , Any <b>WARRIOR CHAMBER</b>		40mm [1], 32mm [1]
Lord-Ordinator	1	120	Any <b>SACROSANCT CHAMBER INFANTRY</b> , Any <b>SACROSANCT CHAMBER WAR MACHINE</b>	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Lord-Relictor	1	130	0-1 <i>Stormcast Exemplar</i> , 0-1 <b>Gryph-hounds</b> , Any <b>RUINATION CHAMBER</b> , Any <b>WARRIOR CHAMBER</b>		40mm
Lord-Terminos	1	170	0-1 <i>Stormcast Exemplar</i> , Any <b>RUINATION CHAMBER</b>		40mm [1], 25mm [1]
Lord-Veritant	1	140	0-1 <i>Stormcast Exemplar</i> , 0-1 <b>Gryph-hounds</b> , Any <b>RUINATION CHAMBER</b> , Any <b>WARRIOR CHAMBER</b>		40mm
Lord-Vigilant on Gryph-stalker	1	210	0-1 <i>Stormcast Exemplar</i> , 0-1 <b>Gryph-hounds</b> , Any <b>RUINATION CHAMBER</b> , Any <b>WARRIOR CHAMBER</b>		90 × 52mm
Neave Blacktalon	1	360	<b>Neave's Companions</b> (required), <b>Lorai</b> (required), Any <b>VANGUARD CHAMBER</b>		40mm
Lorai, Child of the Abyss	1	0	None	This unit can only be taken in <b>Neave Blacktalon's</b> regiment.	40mm
Vandus Hammerhand	1	230	0-1 <i>Stormcast Exemplar</i> , Any <b>EXTREMIS CHAMBER</b> , Any <b>WARRIOR CHAMBER</b>		90 × 52mm
Yndrasta, the Celestial Spear	1	340	0-1 <i>Stormcast Exemplar</i> , Any <b>STORMCAST ETERNALS</b>		60mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Aetherwings	3	90	<b>VANGUARD CHAMBER, BEAST</b>		32mm
Annihilators	3	180	<b>WARRIOR CHAMBER, INFANTRY</b>		40mm
Annihilators with Meteoric Grandhammers	3	220	<b>WARRIOR CHAMBER, INFANTRY</b>		40mm
Castigators	3	130	<b>SACROSANCT CHAMBER, INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Celestar Ballista	1	140	<b>SACROSANCT CHAMBER, WAR MACHINE</b>	This unit will move to Warhammer Legends on 1 June 2025.	60mm [1], 40mm [2]
Decimators	5	240	<b>WARRIOR CHAMBER, INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Dracothian Guard Concussors	2	250	<b>EXTREMIS CHAMBER, CAVALRY</b>		90 × 52mm
Dracothian Guard Concussors (1 model)	1	130	<b>EXTREMIS CHAMBER, CAVALRY</b>	You can include 1 unit of this type for each <b>Lord-Celestant on Dracoth</b> in your army.	90 × 52mm
Dracothian Guard Desolators	2	230	<b>EXTREMIS CHAMBER, CAVALRY</b>		90 × 52mm
Dracothian Guard Desolators (1 model)	1	120	<b>EXTREMIS CHAMBER, CAVALRY</b>	You can include 1 unit of this type for each <b>Lord-Celestant on Dracoth</b> in your army.	90 × 52mm
Dracothian Guard Fulminators	2	230	<b>EXTREMIS CHAMBER, CAVALRY</b>		90 × 52mm
Dracothian Guard Fulminators (1 model)	1	120	<b>EXTREMIS CHAMBER, CAVALRY</b>	You can include 1 unit of this type for each <b>Lord-Celestant on Dracoth</b> in your army.	90 × 52mm
Dracothian Guard Tempestors	2	210	<b>EXTREMIS CHAMBER, CAVALRY</b>		90 × 52mm
Dracothian Guard Tempestors (1 model)	1	110	<b>EXTREMIS CHAMBER, CAVALRY</b>	You can include 1 unit of this type for each <b>Lord-Celestant on Dracoth</b> in your army.	90 × 52mm
Evocators	5	180	<b>SACROSANCT CHAMBER, INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Evocators on Celestial Dracolines	3	240	<b>SACROSANCT CHAMBER, CAVALRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	90 × 52mm



# BATTLE PROFILES

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## STORMCAST ETERNALS

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Gryph-hounds	6	80	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	120	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	140	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	230	WARRIOR CHAMBER, INFANTRY	This unit cannot be reinforced.	40mm
Reclusians	3	150	RUINATION CHAMBER, INFANTRY		40mm
Retributors	5	180	WARRIOR CHAMBER, INFANTRY	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Sequitors	5	170	SACROSANCT CHAMBER, INFANTRY	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Stormdrake Guard	2	360	EXTREMIS CHAMBER, MONSTER		105 × 70mm
Stormdrake Guard (1 model)	1	180	EXTREMIS CHAMBER, MONSTER	You can include 1 unit of this type for each Knight-Draconis in your army.	105 × 70mm
Stormstrike Chariot	1	170	WARRIOR CHAMBER, WAR MACHINE		120 × 92mm
Vanguard-Hunters	5	130	VANGUARD CHAMBER, INFANTRY		40mm
Vanguard-Palladors with Shock Handaxes	3	230	VANGUARD CHAMBER, CAVALRY		75 × 42mm
Vanguard-Palladors with Starstrike Javelins	3	230	VANGUARD CHAMBER, CAVALRY		75 × 42mm
Vanguard-Raptors with Hurricane Crossbows	3	130	VANGUARD CHAMBER, INFANTRY		40mm
Vanguard-Raptors with Longstrike Crossbows	3	170	VANGUARD CHAMBER, INFANTRY		60 × 35mm [2], 40mm [1]
Vanquishers	5	110	WARRIOR CHAMBER, INFANTRY		40mm
Vigilors	5	140	WARRIOR CHAMBER, INFANTRY		40mm
Vindictors	5	110	WARRIOR CHAMBER, INFANTRY		40mm



# BATTLE PROFILES

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## SYLVANETH

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Alarielle the Everqueen	1	680	0-1 <i>Forest Sentinel</i> , Any SYLVANETH		160mm
Arch-Revenant	1	170	Any Gossamid Archers, Any KURNOTHI		40mm
Belthanos, First Thorn of Kurnoth	1	330	Any SYLVANETH		150 × 95mm
Branchwych	1	120	Any INFANTRY		32mm
Drycha Hamadreth	1	310	Any SYLVANETH		105 × 70mm
Spirit of Durthu	1	330	0-1 <i>Forest Sentinel</i> , Any SYLVANETH		105 × 70mm
The Lady of Vines	1	280	Any SYLVANETH		80mm
Treelord	1	260	Any SYLVANETH	This HERO can join an eligible regiment as a <i>Forest Sentinel</i> .	105 × 70mm
Treelord Ancient	1	320	0-1 <i>Forest Sentinel</i> , Any SYLVANETH		105 × 70mm
Warsong Revenant	1	210	Any SYLVANETH		105 × 70mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Dryads	10	110	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 Scythes	3	200	KURNOTHI, INFANTRY		50mm
Revenant Seekers	3	200	CAVALRY		60mm
Spite-Revenants	5	110	INFANTRY		32mm
Spiterider Lancers	3	210	CAVALRY		60mm
The Twistweald	8	130	INFANTRY	This unit cannot be reinforced.	40mm [1], 32mm [4], 28.5mm [3]
Tree-Revenants	5	110	INFANTRY		32mm



# BATTLE PROFILES

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## BEASTS OF CHAOS

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Beastlord	1	170	Any <b>BEASTS OF CHAOS</b>	This unit will move to Warhammer Legends on 1 June 2025.	40mm
Doombull	1	180	Any <b>BEASTS OF CHAOS</b>	This unit will move to Warhammer Legends on 1 June 2025.	50mm
Dragon Ogor Shaggoth	1	260	Any <b>BEASTS OF CHAOS</b>	This unit will move to Warhammer Legends on 1 June 2025.	90 × 52mm
Great Bray-Shaman	1	120	0-1 <b>BEAST</b> , Any <b>BRAYHERD</b>	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	<b>BEAST</b>	This unit will move to Warhammer Legends on 1 June 2025.	50mm
Bestigors	10	200	<b>BRAYHERD, INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	32mm
Bullgors	3	180	<b>INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	50mm
Centigors	5	160	<b>BRAYHERD, CAVALRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	60 × 35mm
Chaos Gargant	1	160	<b>MONSTER</b>	This unit will move to Warhammer Legends on 1 June 2025.	90 × 52mm
Chaos Warhounds	10	130	<b>BEAST</b>	This unit will move to Warhammer Legends on 1 June 2025.	60 × 35mm
Chimera	1	220	<b>MONSTER</b>	This unit will move to Warhammer Legends on 1 June 2025.	120 × 92mm
Cockatrice	1	150	<b>BEAST</b>	This unit will move to Warhammer Legends on 1 June 2025.	60mm
Cygor	1	210	<b>MONSTER</b>	This unit will move to Warhammer Legends on 1 June 2025.	120 × 92mm
Dragon Ogors	3	230	<b>CAVALRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	90 × 52mm
Ghorgon	1	220	<b>MONSTER</b>	This unit will move to Warhammer Legends on 1 June 2025.	120 × 92mm
Gors	10	110	<b>BRAYHERD, INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	32mm
Jabberslythe	1	210	<b>MONSTER</b>	This unit will move to Warhammer Legends on 1 June 2025.	120 × 92mm
Razorgor	1	90	<b>BEAST</b>	This unit will move to Warhammer Legends on 1 June 2025.	75 × 42mm
Tuskgor Chariots	1	120	<b>BRAYHERD, WAR MACHINE</b>	This unit will move to Warhammer Legends on 1 June 2025.	105 × 70mm
Ungor Raiders	10	90	<b>BRAYHERD, INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	25mm
Ungors	10	80	<b>BRAYHERD, INFANTRY</b>	This unit will move to Warhammer Legends on 1 June 2025.	25mm



# BATTLE PROFILES

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## BLADES OF KHORNE

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Aspiring Deathbringer	1	130	Any <b>BLOODBOUND</b>	This <b>HERO</b> can join an eligible regiment as a <i>Bloodbound Warmonger</i> .	40mm
Bloodmaster, Herald of Khorne	1	150	0-1 <i>Slaughter Seeker</i> , Any <b>DAEMON</b>		40mm
Bloodseccrator	1	160	Any <b>BLOODBOUND</b>	This <b>HERO</b> can join an eligible regiment as a <i>Bloodbound Warmonger</i> .	32mm
Bloodstoker	1	110	Any <b>BLOODBOUND</b>	This <b>HERO</b> can join an eligible regiment as a <i>Bloodbound Warmonger</i> .	40mm
Bloodthirster of Insensate Rage	1	470	0-1 <i>Slaughter Seeker</i> , Any <b>DAEMON</b>		120 × 92mm
Bloodthirster of Unfettered Fury	1	440	0-1 <i>Slaughter Seeker</i> , Any <b>DAEMON</b>		120 × 92mm
Exalted Deathbringer	1	130	Any <b>BLOODBOUND</b>	This <b>HERO</b> 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 <b>DAEMON</b>		120 × 92mm
Karanak	1	140	Any <b>Claws of Karanak</b> , Any <b>Flesh Hounds</b>		75 × 42mm
Lord of Khorne on Juggernaut	1	220	Any <b>BLOODBOUND</b>		90 × 52mm
Mighty Lord of Khorne	1	160	Any <i>Bloodbound Warmonger</i> , Any <b>BLOODBOUND</b>		60mm
Realmgore Ritualist	1	120	Any <b>BLOODBOUND</b>		32mm
Skarbrand	1	510	0-1 <i>Slaughter Seeker</i> , Any <b>DAEMON</b>		100mm
Skarr Bloodwrath	1	170	Any <b>BLOODBOUND</b>		40mm
Skullgrinder	1	150	Any <b>BLOODBOUND</b>	This <b>HERO</b> can join an eligible regiment as a <i>Bloodbound Warmonger</i> .	40mm
Skullmaster, Herald of Khorne	1	190	Any <b>DAEMON CAVALRY</b> , Any <b>WAR MACHINE</b>		90 × 52mm
Skulltaker	1	160	Any <b>DAEMON</b>	This <b>HERO</b> can join an eligible regiment as a <i>Slaughter Seeker</i> .	40mm
Slaughterpriest	1	160	Any <b>BLOODBOUND</b>		40mm
Wrath of Khorne Bloodthirster	1	420	0-1 <i>Slaughter Seeker</i> , Any <b>DAEMON</b>		120 × 92mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Blood Warriors	10	210	<b>BLOODBOUND, INFANTRY</b>		32mm
Bloodcrushers	3	200	<b>DAEMON, CAVALRY</b>		90 × 52mm
Bloodletters	10	200	<b>DAEMON, INFANTRY</b>		32mm
Bloodreavers	10	100	<b>BLOODBOUND, INFANTRY</b>		32mm
Claws of Karanak	8	120	<b>BLOODBOUND, INFANTRY</b>	This unit cannot be reinforced.	60 × 35mm [1], 40mm [1], 32mm [2], 28.5mm [4]
Flesh Hounds	5	110	<b>DAEMON, BEAST</b>		60 × 35mm
Khorgorath	1	170	<b>BLOODBOUND, MONSTER</b>		90 × 52mm
Mighty Skullcrushers	3	260	<b>BLOODBOUND, CAVALRY</b>		90 × 52mm
Skull Cannon	1	180	<b>DAEMON, WAR MACHINE</b>		120 × 92mm
Skullreapers	5	220	<b>BLOODBOUND, INFANTRY</b>		40mm
Wrathmongers	5	150	<b>BLOODBOUND, INFANTRY</b>		40mm





# BATTLE PROFILES

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## DISCIPLES OF TZEENTCH

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Changecaster, Herald of Tzeentch	1	140	Any <b>DAEMON</b>	This <b>HERO</b> can join an eligible regiment as a <i>Tzeentchian Deceiver</i> .	32mm
Curseling, Eye of Tzeentch	1	170	Any <b>ARCANITE</b>	This <b>HERO</b> can join an eligible regiment as an <i>Arcanite Cabalist</i> .	32mm
Fateskimmer, Herald of Tzeentch on Burning Chariot	1	170	0-1 <i>Tzeentchian Deceiver</i> , Any <b>DAEMON</b>		120 × 92mm
Gaunt Summoner	1	170	0-1 <i>Tzeentchian Deceiver</i> , Any <b>DISCIPLES OF TZEENTCH</b>		40mm
Gaunt Summoner on Disc of Tzeentch	1	250	0-1 <i>Tzeentchian Deceiver</i> , Any <b>DISCIPLES OF TZEENTCH</b>		40mm
Kairos Fateweaver	1	440	0-1 <i>Tzeentchian Deceiver</i> , Any <b>DISCIPLES OF TZEENTCH</b>		100mm
Lord of Change	1	360	0-1 <i>Tzeentchian Deceiver</i> , Any <b>DISCIPLES OF TZEENTCH</b>		100mm
Magister	1	120	Any <b>ARCANITE</b>	This <b>HERO</b> can join an eligible regiment as an <i>Arcanite Cabalist</i> .	32mm
Magister on Disc of Tzeentch	1	160	0-1 <i>Arcanite Cabalist</i> , Any <b>ARCANITE</b>		50mm
Ogroid Thaumaturge	1	160	Any <b>ARCANITE</b>	This <b>HERO</b> can join an eligible regiment as an <i>Arcanite Cabalist</i> .	50mm
The Changeling	1	160	Any <b>DAEMON</b>	This <b>HERO</b> can join an eligible regiment as a <i>Tzeentchian Deceiver</i> .	40mm
Tzaangor Shaman	1	160	0-1 <i>Arcanite Cabalist</i> , Any <b>ARCANITE</b>		40mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Blue Horrors and Brimstone Horrors	10	120	<b>DAEMON, INFANTRY</b>		25mm
Burning Chariot of Tzeentch	1	140	<b>DAEMON, WAR MACHINE</b>		120 × 92mm
Chaos Spawn of Tzeentch	1	60	<b>BEAST</b>		50mm
Exalted Flamer of Tzeentch	1	130	<b>DAEMON, INFANTRY</b>		75 × 42mm
Flamers of Tzeentch	3	120	<b>DAEMON, INFANTRY</b>		32mm
Jade Obelisk	10	110	<b>ARCANITE, INFANTRY</b>	This unit cannot be reinforced.	32mm [5], 28.5mm [5]
Kairic Acolytes	10	110	<b>ARCANITE, INFANTRY</b>		32mm
Pink Horrors	10	140	<b>DAEMON, INFANTRY</b>		32mm
Screamers of Tzeentch	3	100	<b>DAEMON, BEAST</b>		32mm
Tzaangor Enlightened	3	90	<b>ARCANITE, INFANTRY</b>		40mm
Tzaangor Enlightened on Discs of Tzeentch	3	170	<b>ARCANITE, CAVALRY</b>		40mm
Tzaangor Skyfires	3	170	<b>ARCANITE, CAVALRY</b>		40mm
Tzaangors	10	150	<b>ARCANITE, INFANTRY</b>		32mm



# BATTLE PROFILES

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## HEDONITES OF SLAANESH

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Bladebringer, Herald on Exalted Chariot	1	220	0-1 <i>Slaaneshi Beguiler</i> , Any <b>WAR MACHINE</b>		120 × 92mm
Contorted Epitome	1	200	0-1 <i>Slaaneshi Beguiler</i> , Any <b>DAEMON</b>		75 × 42mm
Dexcessa, the Talon of Slaanesh	1	240	0-1 <b>Synessa</b> or <i>Slaaneshi Beguiler</i> , Any <b>HEDONITES OF SLAANESH</b>	This <b>HERO</b> can join <b>Synessa's</b> regiment.	105 × 70mm
Glutos Orscollion, Lord of Gluttony	1	470	0-1 <i>Dark Egotist</i> , 0-1 <b>DAEMON</b> , Any <b>SYBARITE</b>		170 × 105mm
Infernal Enraptureess, Herald of Slaanesh	1	100	Any <b>DAEMON</b>	This <b>HERO</b> can join an eligible regiment as a <i>Slaaneshi Beguiler</i> .	60 × 35mm
Keeper of Secrets	1	440	0-1 <i>Slaaneshi Beguiler</i> , Any <b>HEDONITES OF SLAANESH</b>		100mm
Lord of Hubris	1	160	Any <b>SYBARITE</b>	This <b>HERO</b> can join an eligible regiment as a <i>Dark Egotist</i> .	40mm
Lord of Pain	1	160	Any <b>SYBARITE</b>	This <b>HERO</b> can join an eligible regiment as a <i>Dark Egotist</i> .	40mm
Shalaxi Helbane	1	490	0-1 <i>Slaaneshi Beguiler</i> , Any <b>HEDONITES OF SLAANESH</b>		100mm
Shardspeaker of Slaanesh	1	130	0-1 <i>Dark Egotist</i> , Any <b>SYBARITE</b>		32mm
Sigvald, Prince of Slaanesh	1	260	0-1 <i>Dark Egotist</i> , 0-1 <b>DAEMON</b> , Any <b>SYBARITE</b>		60mm
Syll'Esske, the Vengeful Allegiance	1	250	0-1 <i>Slaaneshi Beguiler</i> or <i>Dark Egotist</i> , Any <b>HEDONITES OF SLAANESH</b>		50mm
Synessa, the Voice of Slaanesh	1	280	0-1 <b>Dexcessa</b> or <i>Slaaneshi Beguiler</i> , Any <b>HEDONITES OF SLAANESH</b>	This <b>HERO</b> can join <b>Dexcessa's</b> regiment.	105 × 70mm
The Masque	1	150	Any <b>DAEMON</b>	This <b>HERO</b> can join an eligible regiment as a <i>Slaaneshi Beguiler</i> .	32mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Blissbarb Archers	10	140	<b>SYBARITE, INFANTRY</b>		28.5mm [10], 25mm [1]
Blissbarb Seekers	5	160	<b>SYBARITE, CAVALRY</b>		75 × 42mm
Daemonettes	10	110	<b>DAEMON, INFANTRY</b>		25mm
Fiends	3	150	<b>DAEMON, BEAST</b>		75 × 42mm
Hellflayer	1	180	<b>DAEMON, WAR MACHINE</b>		120 × 92mm
Hellstriders	5	150	<b>SYBARITE, CAVALRY</b>		60 × 35mm
Myrmidesh Painbringers	5	130	<b>SYBARITE, INFANTRY</b>		32mm
Seeker Chariot	1	120	<b>DAEMON, WAR MACHINE</b>		120 × 92mm
Seekers	5	140	<b>DAEMON, CAVALRY</b>		60 × 35mm
Slaangor Fiendbloods	3	140	<b>SYBARITE, INFANTRY</b>		40mm
Slickblade Seekers	5	180	<b>SYBARITE, CAVALRY</b>		75 × 42mm
Symbaresh Twinsouls	5	130	<b>SYBARITE, INFANTRY</b>		32mm



# BATTLE PROFILES

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## MAGGOTKIN OF NURGLE

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Bloab Rotspawned	1	320	0-1 <i>Rotbringer Lord</i> , Any <b>MAGGOTKIN OF NURGLE</b>		100mm
Great Unclean One	1	480	Any <b>MAGGOTKIN OF NURGLE</b>		130mm
Gutrot Spume	1	180	0-1 <i>Rotbringer Lord</i> , Any <b>ROTBRINGERS</b>		40mm
Harbinger of Decay	1	200	0-1 <i>Rotbringer Lord</i> , Any <b>ROTBRINGERS</b>		75 × 42mm
Horticultural Slimux	1	150	Any <b>DAEMON</b>		105 × 70mm
Lord of Afflictions	1	220	Any <b>Plague Drones</b> , Any <b>Pusgoyle Blightlords</b>		60mm
Lord of Blights	1	170	Any <b>ROTBRINGERS INFANTRY</b>	This <b>HERO</b> can join an eligible regiment as a <i>Rotbringer Lord</i> .	40mm
Lord of Plagues	1	170	Any <b>ROTBRINGERS INFANTRY</b>	This <b>HERO</b> can join an eligible regiment as a <i>Rotbringer Lord</i> .	40mm
Morbidex Twiceborn	1	320	0-1 <i>Rotbringer Lord</i> , Any <b>MAGGOTKIN OF NURGLE</b>		100mm
Orghotts Daemonspew	1	340	0-1 <i>Rotbringer Lord</i> , Any <b>MAGGOTKIN OF NURGLE</b>		100mm
Poxbringer, Herald of Nurgle	1	130	Any <b>DAEMON</b>		32mm
Rotbringer Sorcerer	1	120	0-1 <i>Rotbringer Lord</i> , Any <b>ROTBRINGERS</b>		32mm
Rotigus	1	500	Any <b>MAGGOTKIN OF NURGLE</b>		130mm
Sloppity Bilepiper, Herald of Nurgle	1	110	Any <b>DAEMON</b>		32mm
Spoilpox Scrivener, Herald of Nurgle	1	100	Any <b>DAEMON</b>		40mm
The Glottkin	1	550	0-1 <i>Rotbringer Lord</i> , Any <b>MAGGOTKIN OF NURGLE</b>		130mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Beasts of Nurgle	1	150	<b>DAEMON, BEAST</b>		60mm
Nurplings	3	110	<b>DAEMON, INFANTRY</b>		40mm
Plague Drones	3	180	<b>DAEMON, CAVALRY</b>		60mm
Plaguebearers	10	140	<b>DAEMON, INFANTRY</b>		32mm
Pusgoyle Blightlords	2	250	<b>ROTBRINGERS, CAVALRY</b>		60mm
Pusgoyle Blightlords (1 model)	1	130	<b>ROTBRINGERS, CAVALRY</b>	You can include 1 unit of this type for each <b>Lord of Afflictions</b> in your army.	60mm
Putrid Blightkings	5	200	<b>ROTBRINGERS, INFANTRY</b>		40mm
Rotmire Creed	10	130	<b>ROTBRINGERS, INFANTRY</b>	This unit cannot be reinforced.	32mm [2], 28.5mm [8]



# BATTLE PROFILES

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## SKAVEN

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Arch-Warlock	1	170	0-1 <b>Clanrats</b> , Any <b>SKRYRE</b>		32mm
Clawlord	1	120	Any <b>VERMINUS</b>	This <b>HERO</b> can join a <b>Verminlord Warbringer's</b> regiment or an eligible regiment as a <i>Skaven Overclaw</i> .	32mm
Clawlord on Gnaw-beast	1	170	Any <b>VERMINUS</b>		90 × 52mm
Deathmaster	1	160	0-1 <b>Clanrats</b> , Any <b>ESHIN</b>	This <b>HERO</b> can join a <b>Verminlord Deceiver's</b> regiment or an eligible regiment as a <i>Skaven Overclaw</i> .	32mm
Grey Seer	1	120	0-1 <i>Skaven Overclaw</i> , Any <b>SKAVEN</b>		32mm
Grey Seer on Screaming Bell	1	350	0-1 <i>Skaven Overclaw</i> , Any <b>SKAVEN</b>		120 × 92mm
Lord Skreech Verminking	1	430	0-1 <i>Skaven Overclaw</i> , Any <b>SKAVEN</b>		120 × 92mm
Master Moulder	1	100	0-1 <b>Clanrats</b> , Any <b>MOULDER</b>		32mm
Plague Priest on Plague Furnace	1	340	0-1 <b>Clanrats</b> , Any <b>PESTILENS</b>		120 × 92mm
Thanquol on Boneripper	1	360	0-1 <i>Skaven Overclaw</i> , Any <b>SKAVEN</b>		90 × 52mm
Verminlord Corruptor	1	360	0-1 <b>Clanrats</b> , Any <b>PESTILENS</b>		120 × 92mm
Verminlord Deceiver	1	410	0-1 <b>Clanrats</b> , 0-1 <b>Deathmaster</b> , Any <b>ESHIN</b>		120 × 92mm
Verminlord Warbringer	1	360	0-1 <b>Clawlord</b> , Any <b>VERMINUS</b>		120 × 92mm
Verminlord Warpseer	1	340	0-1 <i>Skaven Overclaw</i> , Any <b>SKAVEN</b>		120 × 92mm
Warlock Bombardier	1	130	0-1 <b>Clanrats</b> , Any <b>SKRYRE</b>		32mm
Warlock Engineer	1	150	0-1 <b>Clanrats</b> , Any <b>SKRYRE</b>		32mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Acolyte Globadiers	5	130	<b>SKRYRE</b> , <b>INFANTRY</b> , <b>WEAPON TEAM</b>	You cannot include more than 1 <b>SKRYRE WEAPON TEAM</b> in a regiment led by a non- <b>SKRYRE HERO</b> .	28.5mm
Clanrats	20	160	<b>VERMINUS</b> , <b>INFANTRY</b>		25mm
Doom-Flayer	1	80	<b>SKRYRE</b> , <b>WAR MACHINE</b>	You cannot include more than 1 <b>SKRYRE WAR MACHINE</b> in a regiment led by a non- <b>SKRYRE HERO</b> .	50mm
Doomwheel	1	140	<b>SKRYRE</b> , <b>WAR MACHINE</b>	You cannot include more than 1 <b>SKRYRE WAR MACHINE</b> in a regiment led by a non- <b>SKRYRE HERO</b> .	105 × 70mm
Hell Pit Abomination	1	270	<b>MOULDER</b> , <b>MONSTER</b>		120 × 92mm
Night Runners	10	130	<b>ESHIN</b> , <b>INFANTRY</b>		25mm
Plague Monks	20	140	<b>PESTILENS</b> , <b>INFANTRY</b>		25mm
Plagueclaw	1	150	<b>PESTILENS</b> , <b>WAR MACHINE</b>		120 × 92mm
Rat Ogors	3	170	<b>MOULDER</b> , <b>INFANTRY</b>		50mm
Ratling Gun	1	100	<b>SKRYRE</b> , <b>INFANTRY</b> , <b>WEAPON TEAM</b>	You cannot include more than 1 <b>SKRYRE WEAPON TEAM</b> in a regiment led by a non- <b>SKRYRE HERO</b> .	60 × 35mm
Ratling Warpblaster	1	190	<b>SKRYRE</b> , <b>WAR MACHINE</b>	You cannot include more than 1 <b>SKRYRE WAR MACHINE</b> in a regiment led by a non- <b>SKRYRE HERO</b> .	105 × 70mm
Stormfiends	3	260	<b>SKRYRE</b> , <b>MOULDER</b> , <b>INFANTRY</b>		60mm
Stormvermin	10	140	<b>VERMINUS</b> , <b>INFANTRY</b>		25mm
Warp Lightning Cannon	1	180	<b>SKRYRE</b> , <b>WAR MACHINE</b>	You cannot include more than 1 <b>SKRYRE WAR MACHINE</b> in a regiment led by a non- <b>SKRYRE HERO</b> .	120 × 92mm
Warpfire Thrower	1	90	<b>SKRYRE</b> , <b>INFANTRY</b> , <b>WEAPON TEAM</b>	You cannot include more than 1 <b>SKRYRE WEAPON TEAM</b> in a regiment led by a non- <b>SKRYRE HERO</b> .	60 × 35mm
Warlock Jezzails	3	150	<b>SKRYRE</b> , <b>INFANTRY</b>		60 × 35mm



# BATTLE PROFILES

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## SLAVES TO DARKNESS

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Abraxia, Spear of the Everchosen	1	360	0-1 <i>Ruinous Champion</i> , Any <b>SLAVES TO DARKNESS</b>		100mm
Archaon, the Everchosen	1	890	0-1 <i>Ruinous Champion</i> , Any <b>SLAVES TO DARKNESS</b>		160mm
Be'lakor, the Dark Master	1	410	0-1 <i>Eternus</i> or <i>Ruinous Champion</i> , Any <b>SLAVES TO DARKNESS</b>		100mm
Centaurion Marshal	1	180	0-1 <b>MONSTER</b> , Any <b>Chaos Legionnaires</b> , Any <b>DAEMON</b>	This <b>HERO</b> can join an eligible regiment as a <i>Ruinous Champion</i> .	80mm
Chaos Lord	1	140	0-1 <i>Ruinous Champion</i> , 0-1 <b>MONSTER</b> , Any <b>WARRIORS OF CHAOS</b>		40mm
Chaos Lord on Daemonic Mount	1	180	0-1 <i>Ruinous Champion</i> , 0-1 <b>MONSTER</b> , Any <b>WARRIORS OF CHAOS</b>		75 × 42mm
Chaos Lord on Karkadrak	1	250	0-1 <i>Ruinous Champion</i> , 0-1 <b>MONSTER</b> , Any <b>WARRIORS OF CHAOS</b>		90 × 52mm
Chaos Lord on Manticore	1	260	0-1 <i>Ruinous Champion</i> , 0-1 <b>MONSTER</b> , Any <b>WARRIORS OF CHAOS</b>		120 × 92mm
Chaos Sorcerer Lord	1	120	0-1 <i>Ruinous Champion</i> , 0-1 <b>MONSTER</b> , Any <b>WARRIORS OF CHAOS</b>		32mm
Chaos Sorcerer Lord on Manticore	1	280	0-1 <i>Ruinous Champion</i> , 0-1 <b>MONSTER</b> , Any <b>WARRIORS OF CHAOS</b>		120 × 92mm
Chaos Warshrine	1	250	0-1 <i>Ruinous Champion</i> , Any <b>WARRIORS OF CHAOS</b>		120 × 92mm
Daemon Prince	1	280	0-1 <i>Ruinous Champion</i> , Any <b>SLAVES TO DARKNESS</b>		60mm
Darkoath Chieftain	1	120	0-1 <b>MONSTER</b> , Any <b>DARKOATH</b>	This <b>HERO</b> can join an eligible regiment as an <i>Oathsworn</i> .	32mm
Darkoath Chieftain on Warsteed	1	180	0-1 <i>Oathsworn</i> , 0-1 <b>MONSTER</b> , Any <b>DARKOATH</b>		75 × 42mm
Darkoath Warqueen	1	140	0-1 <i>Oathsworn</i> , 0-1 <b>MONSTER</b> , Any <b>DARKOATH</b>		32mm
Eternus, Blade of the First Prince	1	230	0-1 <b>MONSTER</b> , Any <b>WARRIORS OF CHAOS</b>	This <b>HERO</b> can join <b>Be'lakor's</b> regiment.	90 × 52mm
Exalted Hero of Chaos	1	130	0-1 <b>MONSTER</b> , Any <b>WARRIORS OF CHAOS</b>	This <b>HERO</b> can join an eligible regiment as a <i>Ruinous Champion</i> .	32mm
Gaunt Summoner	1	170	Any <b>SLAVES TO DARKNESS</b>		40mm
Gaunt Summoner on Disc of Tzeentch	1	250	Any <b>SLAVES TO DARKNESS</b>		40mm
Gunnar Brand	1	280	<b>Singri Brand</b> (required), <b>The Oathsworn Kin</b> (required), Any <b>DARKOATH</b>		32mm
Singri Brand	1	0	None	This unit can only be taken in <b>Gunnar Brand's</b> regiment.	60 × 35mm
Ogroid Myrmidon	1	190	Any <b>Ogroid Theridons</b> , Any <b>MONSTER</b> , Any <b>DAEMON</b>	This <b>HERO</b> can join an eligible regiment as a <i>Ruinous Champion</i> .	50mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Chaos Chariot	1	110	<b>WARRIORS OF CHAOS</b> , <b>WAR MACHINE</b>		120 × 92mm
Chaos Chosen	5	250	<b>WARRIORS OF CHAOS</b> , <b>INFANTRY</b>		32mm
Chaos Furies	6	100	<b>DAEMON</b> , <b>INFANTRY</b>		32mm
Chaos Knights	5	250	<b>WARRIORS OF CHAOS</b> , <b>CAVALRY</b>		75 × 42mm
Chaos Legionnaires	8	90	<b>INFANTRY</b>	This unit cannot be reinforced.	32mm [5], 28.5mm [3]
Chaos Spawn	1	60	<b>BEAST</b>		50mm
Chaos Warriors	10	200	<b>WARRIORS OF CHAOS</b> , <b>INFANTRY</b>		32mm
Darkoath Fellriders	5	150	<b>DARKOATH</b> , <b>CAVALRY</b>		60 × 35mm
Darkoath Marauders	10	100	<b>DARKOATH</b> , <b>INFANTRY</b>		28.5mm
Darkoath Savagers	10	130	<b>DARKOATH</b> , <b>INFANTRY</b>	This unit cannot be reinforced.	32mm [3], 28.5mm [7]
Darkoath Wilderfiend	1	190	<b>DARKOATH</b> , <b>BEAST</b>		60mm
Fomoroid Crusher	1	150	<b>MONSTER</b>		60mm



# BATTLE PROFILES

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## SLAVES TO DARKNESS

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Gorebeast Chariot	1	120	WARRIORS OF CHAOS, WAR MACHINE		120 × 92mm
Mindstealer Sphiranx	1	170	MONSTER		90 × 52mm
Mutalith Vortex Beast	1	190	DAEMON, MONSTER		120 × 92mm
Ogroid Theridons	3	200	INFANTRY		50mm
Raptoryx	6	90	BEAST		60 × 35mm
Slaughterbrute	1	240	DAEMON, MONSTER		120 × 92mm
Soul Grinder	1	330	DAEMON, MONSTER		160mm
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	310	WARRIORS OF CHAOS, CAVALRY		75 × 42mm



# BATTLE PROFILES

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## FLESH-EATER COURTS

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Abhorrant Archregent	1	190	0-1 <i>Flesh-eater Noble</i> , Any <b>FLESH-EATER COURTS</b>		40mm
Abhorrant Cardinal	1	110	0-1 <i>Flesh-eater Noble</i> , 0-1 <b>KNIGHTS</b> , Any <b>SERFS</b>		32mm
Abhorrant Ghoul King	1	140	0-1 <i>Flesh-eater Noble</i> , Any <b>FLESH-EATER COURTS</b>		32mm
Abhorrant Ghoul King on Royal Terrorgheist	1	380	0-1 <i>Flesh-eater Noble</i> , Any <b>FLESH-EATER COURTS</b>		130mm
Abhorrant Ghoul King on Royal Zombie Dragon	1	380	0-1 <i>Flesh-eater Noble</i> , Any <b>FLESH-EATER COURTS</b>		130mm
Abhorrant Gorewarden	1	160	0-1 <i>Flesh-eater Noble</i> , 0-1 <b>SERFS</b> , Any <b>KNIGHTS</b>		40mm
Crypt Haunter Courtier	1	140	0-1 <b>SERFS</b> , Any <b>Crypt Horrors</b>	This <b>HERO</b> can join an eligible regiment as a <i>Flesh-eater Noble</i> .	50mm
Crypt Infernal Courtier	1	170	0-1 <b>SERFS</b> , Any <b>Crypt Flyers</b>	This <b>HERO</b> can join an eligible regiment as a <i>Flesh-eater Noble</i> .	50mm
Grand Justice Gormayne	1	120	0-1 <b>KNIGHTS</b> , Any <b>SERFS</b>		32mm
Marrowscroll Herald	1	120	Any <b>SERFS</b>	This <b>HERO</b> can join an eligible regiment as a <i>Flesh-eater Noble</i> .	32mm
Nagash, Supreme Lord of the Undead	1	880	0-1 <i>Flesh-eater Noble</i> , Any <b>FLESH-EATER COURTS</b>		130mm
Royal Decapitator	1	110	Any <b>SERFS</b>	This <b>HERO</b> can join an eligible regiment as a <i>Flesh-eater Noble</i> .	32mm
Ushoran, Mortarch of Delusion	1	470	0-1 <i>Flesh-eater Noble</i> , Any <b>FLESH-EATER COURTS</b>		130mm
Varghulf Courtier	1	180	Any <b>KNIGHTS</b> , Any <b>SERFS</b>	This <b>HERO</b> can join an eligible regiment as a <i>Flesh-eater Noble</i> .	90 × 52mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Crypt Flyers	3	170	<b>KNIGHTS</b> , <b>INFANTRY</b>		50mm
Crypt Flyers (2 models)	2	110	<b>KNIGHTS</b> , <b>INFANTRY</b>	You can include 1 unit of this type for each <b>Crypt Infernal Courtier</b> in your army. This unit cannot be reinforced.	50mm
Crypt Ghouls	20	170	<b>SERFS</b> , <b>INFANTRY</b>		25mm
Crypt Horrors	3	150	<b>KNIGHTS</b> , <b>INFANTRY</b>		50mm
Crypt Horrors (2 models)	2	100	<b>KNIGHTS</b> , <b>INFANTRY</b>	You can include 1 unit of this type for each <b>Crypt Haunter Courtier</b> in your army. This unit cannot be reinforced.	50mm
Cryptguard	10	120	<b>SERFS</b> , <b>INFANTRY</b>		25mm
Morbheg Knights	3	170	<b>KNIGHTS</b> , <b>CAVALRY</b>		75 × 42mm
Royal Beastflayers	10	120	<b>SERFS</b> , <b>INFANTRY</b>	This unit cannot be reinforced.	40mm [2], 32mm [2], 28.5mm [3], 25mm [3]
Royal Terrorgheist	1	280	<b>MONSTER</b>		130mm
Royal Zombie Dragon	1	290	<b>MONSTER</b>		130mm



# BATTLE PROFILES

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## NIGHTHAUNT

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Awlrach the Drowner	1	160	0-1 <i>Cursed Soul</i> , Any <b>NIGHTHAUNT</b>		80mm
Cairn Wraith	1	130	0-1 <b>Black Coach</b> , Any <b>INFANTRY</b>	This <b>HERO</b> can join an eligible regiment as a <i>Cursed Soul</i> .	25mm
Guardian of Souls	1	140	0-1 <b>Black Coach</b> , Any <b>INFANTRY</b>		32mm
Knight of Shrouds	1	140	0-1 <i>Cursed Soul</i> , 0-1 <b>Black Coach</b> , Any <b>INFANTRY</b>		32mm
Knight of Shrouds on Ethereal Steed	1	180	0-1 <i>Cursed Soul</i> , 0-1 <b>Black Coach</b> , Any <b>CAVALRY</b>		75 × 42mm
Krulghast Cruciator	1	150	0-1 <b>Black Coach</b> , Any <b>INFANTRY</b>		40mm
Kurdoss Valentian, the Craven King	1	200	0-1 <i>Cursed Soul</i> , Any <b>NIGHTHAUNT</b>		60mm
Lady Olynder, Mortarch of Grief	1	300	0-1 <i>Cursed Soul</i> , Any <b>NIGHTHAUNT</b>		60mm
Lord Executioner	1	150	0-1 <b>Black Coach</b> , Any <b>INFANTRY</b>	This <b>HERO</b> can join an eligible regiment as a <i>Cursed Soul</i> .	40mm
Nagash, Supreme Lord of the Undead	1	880	0-1 <i>Cursed Soul</i> , Any <b>NIGHTHAUNT</b>		130mm
Reikenor the Grimhailer	1	210	0-1 <i>Cursed Soul</i> , Any <b>NIGHTHAUNT</b>		75 × 42mm
Scriptor Mortis	1	140	0-1 <b>Black Coach</b> , Any <b>INFANTRY</b>	This <b>HERO</b> can join an eligible regiment as a <i>Cursed Soul</i> .	40mm
Spirit Torment	1	130	0-1 <b>Black Coach</b> , Any <b>INFANTRY</b>		40mm
Tomb Banshee	1	150	0-1 <b>Black Coach</b> , Any <b>INFANTRY</b>		25mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Black Coach	1	260	<b>WAR MACHINE</b>		170 × 105mm
Bladegheist Revenants	10	150	<b>INFANTRY</b>		32mm
Chainghasts	2	100	<b>INFANTRY</b>	This unit cannot be reinforced.	32mm
Chainrasps	10	100	<b>INFANTRY</b>		25mm
Craventhron Guard	5	100	<b>INFANTRY</b>		32mm
Dreadblade Harrows	2	160	<b>CAVALRY</b>		60 × 35mm
Dreadscythe Harridans	10	150	<b>INFANTRY</b>		32mm
Glaivewraith Stalkers	4	80	<b>INFANTRY</b>		32mm
Grimghast Reapers	10	140	<b>INFANTRY</b>		32mm
Hexwraiths	5	160	<b>CAVALRY</b>		60 × 35mm
Myrmourn Banshees	4	120	<b>INFANTRY</b>		32mm
Pyregheists	8	130	<b>INFANTRY</b>	This unit cannot be reinforced.	40mm [1], 32mm [4], 28.5mm [3]
Spirit Hosts	3	130	<b>INFANTRY</b>		50mm





# BATTLE PROFILES

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## OSSIARCH BONEREAPERS

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Arch-Kavalos Zandtos	1	230	Any <b>OSSIARCH BONEREAPERS</b>		80mm
Arkhan the Black, Mortarch of Sacrament	1	410	0-1 <i>Legion Subcommander</i> , Any <b>OSSIARCH BONEREAPERS</b>		120 × 92mm
Katakros, Mortarch of the Necropolis	1	500	0-1 <i>Legion Subcommander</i> , Any <b>OSSIARCH BONEREAPERS</b>		120 × 92mm
Liege-Kavalos	1	210	Any <b>OSSIARCH BONEREAPERS</b>	This <b>HERO</b> can join an eligible regiment as a <i>Legion Subcommander</i> .	80mm
Mortisan Boneshaper	1	140	0-1 <b>Gothizzar Harvester</b> , Any <b>INFANTRY</b>		32mm
Mortisan Ossifector	1	120	0-1 <b>Gothizzar Harvester</b> , Any <b>INFANTRY</b>		32mm
Mortisan Soulmason	1	160	0-1 <b>Gothizzar Harvester</b> , Any <b>INFANTRY</b>		40mm
Mortisan Soulreaper	1	140	0-1 <b>Gothizzar Harvester</b> , Any <b>INFANTRY</b>		32mm
Nagash, Supreme Lord of the Undead	1	880	0-1 <i>Legion Subcommander</i> , Any <b>OSSIARCH BONEREAPERS</b>		130mm
Vokmortian, Master of the Bone-tithe	1	190	Any <b>OSSIARCH BONEREAPERS</b>		40mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Gothizzar Harvester	1	230	<b>MONSTER</b>		105 × 70mm
Immortis Guard	3	200	<b>INFANTRY</b>		50mm
Kavalos Deathriders	5	180	<b>CAVALRY</b>		60 × 35mm
Morghast Archai	2	270	<b>INFANTRY</b>		60mm
Morghast Harbingers	2	270	<b>INFANTRY</b>		60mm
Mortek Crawler	1	280	<b>WAR MACHINE</b>		170 × 105mm
Mortek Guard	10	130	<b>INFANTRY</b>		25mm
Necropolis Stalkers	3	180	<b>INFANTRY</b>		50mm
Teratic Cohort	8	140	<b>INFANTRY</b>	This unit cannot be reinforced.	60 × 35mm [1], 32mm [2], 28.5mm [5]



# BATTLE PROFILES

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## SOULBLIGHT GRAVELORDS

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Belladamma Volga, First of the Vyrkos	1	230	0-1 <i>Vyrkos Retainer</i> , Any <b>SOULBLIGHT GRAVELORDS</b>		60mm
Bloodseeker Palanquin	1	250	Any <b>SOULBLIGHT GRAVELORDS</b>		120 × 92mm
Cado Ezechiar, the Hollow King	1	180	Any <b>SOULBLIGHT GRAVELORDS</b>		40mm
Coven Throne	1	270	Any <b>SOULBLIGHT GRAVELORDS</b>		120 × 92mm
Gorslav the Gravekeeper	1	120	Any <b>DEADWALKERS</b>	This <b>HERO</b> can join an eligible regiment as a <i>Vyrkos Retainer</i> .	40mm
Ivya Volga, the Outcast	1	190	Any <b>Dire Wolves</b> , Any <b>Fell Bats</b>	This <b>HERO</b> can join an eligible regiment as a <i>Vyrkos Retainer</i> .	32mm
Kritzta, the Rat Prince	1	110	Any <b>SOULBLIGHT GRAVELORDS</b>	This <b>HERO</b> can join an eligible regiment as a <i>Vyrkos Retainer</i> .	60 × 35mm
Lady Annika, the Thirsting Blade	1	150	Any <b>SOULBLIGHT GRAVELORDS</b>	This <b>HERO</b> can join an eligible regiment as a <i>Vyrkos Retainer</i> .	60 × 35mm
Lauka Vai, Mother of Nightmares	1	320	Any <b>SOULBLIGHT GRAVELORDS</b>		80mm
Mannfred von Carstein, Mortarch of Night	1	410	Any <b>SOULBLIGHT GRAVELORDS</b>		120 × 92mm
Mortis Engine	1	240	Any <b>DEADWALKERS</b>		120 × 92mm
Nagash, Supreme Lord of the Undead	1	880	Any <b>SOULBLIGHT GRAVELORDS</b>		130mm
Necromancer	1	140	Any <b>SOULBLIGHT GRAVELORDS</b>		32mm
Neferata, Mortarch of Blood	1	460	Any <b>SOULBLIGHT GRAVELORDS</b>		120 × 92mm
Prince Vhordrai	1	480	Any <b>SOULBLIGHT GRAVELORDS</b>		130mm
Radukar the Beast	1	350	0-1 <i>Vyrkos Retainer</i> , Any <b>SOULBLIGHT GRAVELORDS</b>	You cannot include this unit and <b>Radukar the Wolf</b> in the same army.	60mm
Radukar the Wolf	1	170	0-1 <i>Vyrkos Retainer</i> , Any <b>SOULBLIGHT GRAVELORDS</b>	You cannot include this unit and <b>Radukar the Beast</b> in the same army.	40mm
Sekhar, Fang of Nulahmia	1	260	Any <b>SOULBLIGHT GRAVELORDS</b>		60 × 35mm
Torgillius the Chamberlain	1	180	Any <b>SOULBLIGHT GRAVELORDS</b>	This <b>HERO</b> can join an eligible regiment as a <i>Vyrkos Retainer</i> .	40mm
Vampire Lord	1	160	Any <b>SOULBLIGHT GRAVELORDS</b>		40mm
Vampire Lord on Zombie Dragon	1	400	Any <b>SOULBLIGHT GRAVELORDS</b>		130mm
Vengorian Lord	1	330	Any <b>SOULBLIGHT GRAVELORDS</b>		80mm
Watch Captain Halgrim	1	110	Any <b>DEATHRATTLE</b>	This <b>HERO</b> can join an eligible regiment as a <i>Vyrkos Retainer</i> .	32mm
Wight King	1	140	Any <b>DEATHRATTLE</b>		32mm
Wight King on Skeletal Steed	1	190	Any <b>DEATHRATTLE</b>		75 × 42mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Askurgan Trueblades	8	160	<b>INFANTRY</b>	This unit cannot be reinforced.	40mm [1], 32mm [4], 28.5mm [3]
Black Knights	5	160	<b>DEATHRATTLE, CAVALRY</b>		60 × 35mm
Blood Knights	5	230	<b>CAVALRY</b>		60 × 35mm
Corpse Cart	1	90	<b>DEADWALKERS, WAR MACHINE</b>		105 × 70mm
Deadwalker Zombies	20	150	<b>DEADWALKERS, INFANTRY</b>		25mm
Deathrattle Skeletons	10	100	<b>DEATHRATTLE, INFANTRY</b>		25mm
Dire Wolves	10	140	<b>DEADWALKERS, BEAST</b>		60 × 35mm
Fell Bats	3	90	<b>DEADWALKERS, BEAST</b>		40mm
Grave Guard	10	150	<b>DEATHRATTLE, INFANTRY</b>		25mm
Kosargi Nightguard	2	120	<b>DEADWALKERS, INFANTRY</b>	This unit cannot be reinforced.	40mm
Terrorgeist	1	280	<b>MONSTER</b>		130mm
Vargheists	3	160	<b>INFANTRY</b>		50mm
Vargskyr	1	180	<b>BEAST</b>		50mm
Vyrkos Blood-born	3	150	<b>INFANTRY</b>	This unit cannot be reinforced.	32mm
Zombie Dragon	1	290	<b>MONSTER</b>		130mm



# BATTLE PROFILES

JULY 2024

## BONESPLITTERZ

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

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



# BATTLE PROFILES

JULY 2024

## GLOOMSPITE GITZ

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Dankhold Troggboss	1	220	Any <b>TROGGOTH</b>	This <b>HERO</b> can join <b>Trugg's</b> regiment.	60mm
Fungoid Cave-Shaman	1	100	0-1 <i>Moonclan Agitator</i> , Any <b>MOONCLAN</b>		32mm
Kragnos, the End of Empires	1	680	Any <b>GLOOMSPITE GITZ</b>		130mm
Loonboss	1	130	Any <b>MOONCLAN</b>	This <b>HERO</b> can join an eligible regiment as a <i>Moonclan Agitator</i> .	32mm
Loonboss on Giant Cave Squig	1	130	0-1 <i>Moonclan Agitator</i> , Any <b>MOONCLAN</b>		40mm
Loonboss on Mangler Squigs	1	260	0-1 <i>Moonclan Agitator</i> , Any <b>MOONCLAN</b>		80mm
Rabble-Rowza	1	120	0-1 <b>MONSTER</b> , Any <b>MOONCLAN INFANTRY</b>	This <b>HERO</b> can join an eligible regiment as a <i>Moonclan Agitator</i> .	32mm
Skragrott, the Loonking	1	220	Any <i>Moonclan Agitator</i> , Any <b>GLOOMSPITE GITZ</b>		60 × 35mm
Squigboss with Gnasha-squig	1	110	0-1 <i>Moonclan Agitator</i> , Any <b>MOONCLAN</b>		32mm
Trugg, the Troggoth King	1	360	0-1 <b>Dankhold Troggboss</b> , Any <b>GLOOMSPITE GITZ</b>		100mm
Webspinner Shaman	1	140	Any <b>SPIDERFANG</b>		25mm
Webspinner Shaman on Arachnarok Spider	1	320	Any <b>SPIDERFANG</b>		160mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Arachnarok Spider with Flinger	1	290	<b>SPIDERFANG, MONSTER</b>		160mm
Arachnarok Spider with Spiderfang Warparty	1	280	<b>SPIDERFANG, MONSTER</b>		160mm
Boingrot Bouncerz	5	120	<b>MOONCLAN, CAVALRY</b>		32mm
Dankhold Troggoth	1	180	<b>TROGGOTH, MONSTER</b>		60mm
Fellwater Troggoths	3	180	<b>TROGGOTH, INFANTRY</b>		50mm
Gobbapalooza	5	150	<b>MOONCLAN, INFANTRY</b>	This unit cannot be reinforced.	32mm
Loonsmasha Fanatics	5	140	<b>MOONCLAN, INFANTRY</b>		32mm
Mangler Squigs	1	220	<b>MOONCLAN, MONSTER</b>		80mm
Moonclan Shootas	20	160	<b>MOONCLAN, INFANTRY</b>		25mm
Moonclan Stabbas	20	140	<b>MOONCLAN, INFANTRY</b>		25mm
Rockgut Troggoths	3	170	<b>TROGGOTH, INFANTRY</b>		50mm
Skitterstrand Arachnarok	1	250	<b>SPIDERFANG, MONSTER</b>		160mm
Snarlfang Riders	5	130	<b>GITMOB, CAVALRY</b>		60 × 35mm
Sneaky Snufflers	6	140	<b>MOONCLAN, INFANTRY</b>		32mm
Spider Riders	5	110	<b>SPIDERFANG, CAVALRY</b>		60 × 35mm
Spoesplatta Fanatics	5	120	<b>MOONCLAN, INFANTRY</b>		32mm
Squig Herd	12	100	<b>MOONCLAN, BEAST</b>		25mm
Squig Hoppers	10	170	<b>MOONCLAN, CAVALRY</b>		32mm



# BATTLE PROFILES

JULY 2024

## IRONJAWZ

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Ardboy Big Boss	1	130	Any <b>INFANTRY</b>	This <b>HERO</b> can join an eligible regiment as a <i>Headstompa</i> .	40mm
Gordrakk, the Fist of Gork	1	450	0-1 <i>Headstompa</i> , Any <b>IRONJAWZ</b>		160mm
Kragnos, the End of Empires	1	680	Any <b>IRONJAWZ</b>		130mm
Megaboss	1	230	0-1 <i>Headstompa</i> , Any <b>IRONJAWZ</b>		60mm
Megaboss on Maw-krusha	1	420	0-1 <i>Headstompa</i> , Any <b>IRONJAWZ</b>		160mm
Tuskboss on Maw-grunta	1	300	Any <b>Maw-grunta Gougers</b> , Any <b>Maw-grunta with Hakkin' Krew</b> , Any <b>CAVALRY</b>		120 × 92mm
Warchanter	1	120	Any <b>IRONJAWZ</b>		40mm
Weirdnob Shaman	1	130	Any <b>IRONJAWZ</b>		40mm
Zoggrok Anvilsmasha	1	210	Any <b>IRONJAWZ</b>		50mm [1], 25mm [1]

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Ardboyz	10	180	<b>INFANTRY</b>		32mm
Brute Ragerz	3	140	<b>INFANTRY</b>		40mm
Brutes	5	200	<b>INFANTRY</b>		40mm
Gore-gruntas	3	190	<b>CAVALRY</b>		90 × 52mm
Maw-grunta Gougers	1	220	<b>MONSTER</b>		120 × 92mm
Maw-grunta with Hakkin' Krew	1	270	<b>MONSTER</b>		120 × 92mm
Weirdbrute Wreckaz	3	130	<b>INFANTRY</b>		40mm



# BATTLE PROFILES

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## KRULEBOYZ

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Breaka-boss on Mirebrute Troggoth	1	220	0-1 <i>Mob Wrangler</i> , Any <b>KRULEBOYZ</b>		80mm
Gobsprakk, the Mouth of Mork	1	380	0-1 <i>Mob Wrangler</i> , Any <b>KRULEBOYZ</b>		130mm
Killaboss on Corpse-rippa Vulcha	1	290	0-1 <i>Mob Wrangler</i> , Any <b>KRULEBOYZ</b>		130mm
Killaboss on Great Gnashtoof	1	220	0-1 <i>Mob Wrangler</i> , Any <b>KRULEBOYZ</b>		105 × 70mm
Killaboss with Stab-grot	1	130	Any <b>KRULEBOYZ</b>	This <b>HERO</b> can join an eligible regiment as a <i>Mob Wrangler</i> .	40mm [1], 25mm [1]
Kragnos, the End of Empires	1	680	Any <b>KRULEBOYZ</b>		130mm
Murknob with Belcha-banna	1	120	Any <b>KRULEBOYZ</b>		40mm
Snatchaboss on Sludgeraker Beast	1	320	0-1 <i>Mob Wrangler</i> , Any <b>KRULEBOYZ</b>		120 × 92mm
Swampboss Skumdrekk	1	260	0-1 <i>Mob Wrangler</i> , Any <b>KRULEBOYZ</b>		120 × 92mm
Swampcalla Shaman with Pot-grot	1	120	Any <b>INFANTRY</b>		40mm [1], 25mm [1]

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Beast-skewer Killbow	1	160	<b>WAR MACHINE</b>		90 × 52mm
Gutrippaz	10	170	<b>INFANTRY</b>		32mm
Hobgrot Slittaz	10	100	<b>INFANTRY</b>		25mm
Kruleboyz Monsta-killaz	7	120	<b>INFANTRY</b>	This unit cannot be reinforced.	40mm [1], 32mm [6], 28.5mm [1]
Man-skewer Boltboyz	3	110	<b>INFANTRY</b>		32mm
Marshcrawla Sloggoth	1	190	<b>MONSTER</b>		105 × 70mm



# BATTLE PROFILES

JULY 2024

## OGOR MAWTRIBES

HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Bloodpelt Hunter	1	170	Any <b>GUTBUSTERS</b>	This <b>HERO</b> can join a <b>Tyrant's</b> regiment.	40mm
Butcher	1	140	Any <b>Gorger Mawpack</b> , Any <b>GUTBUSTERS</b>		50mm
Firebelly	1	140	Any <b>GUTBUSTERS</b>		50mm
Frostlord on Stonehorn	1	360	0-1 <b>Icebrow Hunter</b> , Any <b>OGOR MAWTRIBES</b>		120 × 92mm
Frostlord on Thundertusk	1	300	0-1 <b>Icebrow Hunter</b> , Any <b>OGOR MAWTRIBES</b>		120 × 92mm
Huskard on Stonehorn	1	300	Any <b>BEASTCLAW RAIDERS</b>		120 × 92mm
Huskard on Thundertusk	1	270	Any <b>BEASTCLAW RAIDERS</b>		120 × 92mm
Icebrow Hunter	1	130	Any <b>BEASTCLAW RAIDERS</b>	This <b>HERO</b> can join a <b>Frostlord on Stonehorn's</b> or <b>Frostlord on Thundertusk's</b> regiment.	50mm
Kragnos, the End of Empires	1	680	Any <b>OGOR MAWTRIBES</b>		130mm
Slaughtermaster	1	130	Any <b>GUTBUSTERS</b>		105 × 70mm
Tyrant	1	180	0-1 <b>Bloodpelt Hunter</b> , Any <b>OGOR MAWTRIBES</b>		50mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Frost Sabres	2	70	<b>BEASTCLAW RAIDERS</b> , <b>BEAST</b>		60 × 35mm
Gnoblar Scraplauncher	1	180	<b>WAR MACHINE</b>		120 × 92mm
Gnoblars	20	120	<b>INFANTRY</b>		25mm
Gorger Mawpack	5	260	<b>INFANTRY</b>	This unit cannot be reinforced.	50mm
Icefall Yhetees	3	120	<b>BEASTCLAW RAIDERS</b> , <b>INFANTRY</b>		50mm
Ironblaster	1	240	<b>GUTBUSTERS</b> , <b>WAR MACHINE</b>		120 × 92mm
Ironguts	4	240	<b>GUTBUSTERS</b> , <b>INFANTRY</b>		40mm
Leadbelchers	4	150	<b>GUTBUSTERS</b> , <b>INFANTRY</b>		40mm
Maneaters	3	170	<b>INFANTRY</b>		50mm
Mournfang Pack	2	200	<b>BEASTCLAW RAIDERS</b> , <b>CAVALRY</b>		90 × 52mm
Ogor Gluttons	6	220	<b>GUTBUSTERS</b> , <b>INFANTRY</b>		40mm
Stonehorn Beastriders	1	290	<b>BEASTCLAW RAIDERS</b> , <b>MONSTER</b>		120 × 92mm
Thundertusk Beastriders	1	240	<b>BEASTCLAW RAIDERS</b> , <b>MONSTER</b>		120 × 92mm



# BATTLE PROFILES

JULY 2024

## 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 <b>SONS OF BEHEMAT</b>	This <b>HERO</b> can join an eligible regiment as an <i>Eager Lout</i> .	130mm
Gatebreaker Mega-Gargant	1	500	0-1 <i>Eager Lout</i> , Any <b>SONS OF BEHEMAT</b>	This <b>HERO</b> can join an eligible regiment as an <i>Eager Lout</i> .	130mm
King Brodd	1	520	0-1 <i>Eager Lout</i> , Any <b>SONS OF BEHEMAT</b>		130mm
Kragnos, the End of Empires	1	680	0-1 <i>Eager Lout</i> , Any <b>SONS OF BEHEMAT</b>		130mm
Kraken-eater Mega-Gargant	1	470	0-1 <i>Eager Lout</i> , Any <b>SONS OF BEHEMAT</b>	This <b>HERO</b> can join an eligible regiment as an <i>Eager Lout</i> .	130mm
Warstomper Mega-Gargant	1	460	0-1 <i>Eager Lout</i> , Any <b>SONS OF BEHEMAT</b>	This <b>HERO</b> can join an eligible regiment as an <i>Eager Lout</i> .	130mm

UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Mancrusher Gargant	1	160	<b>MONSTER</b>		90 × 52mm
Mancrusher Mob	3	420	<b>MONSTER</b>	This unit cannot be reinforced.	90 × 52mm





# BATTLE PROFILES

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## REGIMENTS OF RENOWN

MERCENARY REGIMENTS	UNIT SUMMARY	POINTS	NOTES
Big Drogg Fort-kicker	• 1 Gatebreaker Mega-Gargant	480	This Regiment of Renown can be included in the following factions: Bonesplitterz, Gloomspite Gitz, Ironjawz, Kruleboyz, Ogor Mawtribes, Flesh-eater Courts, Nighthaunt, Ossiarch Bonereapers, Soulblight Gravelords.
Bundo Whalebiter	• 1 Kraken-eater Mega-Gargant	450	This Regiment of Renown can be included in the following factions: Bonesplitterz, Gloomspite Gitz, Ironjawz, Kruleboyz, Ogor Mawtribes, Cities of Sigmar, Daughters of Khaine, Fyreslayers, Idoneth Deepkin, Kharadron Overlords, Lumineth Realm-lords, Seraphon, Stormcast Eternals, Sylvaneth.
One-eyed Grunnock	• 1 Warstomper Mega-Gargant	440	This Regiment of Renown can be included in the following factions: Bonesplitterz, Gloomspite Gitz, Ironjawz, Kruleboyz, Ogor Mawtribes, Beasts of Chaos, Blades of Khorne, Disciples of Tzeentch, Maggotkin of Nurgle, Hedonites of Slaanesh, Slaves to Darkness, Skaven.

ORDER REGIMENTS	UNIT SUMMARY	POINTS	NOTES
Elthwin's Thorns	• 1 Arch-Revenant • 5 Gossamid Archers	260	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	• 1 Grimhold Exile • 5 Auric Hearthguard • 5 Hearthguard Berzerkers with Flamestrike Poleaxes • 10 Vulkite Berzerkers with Fyresteel Weapons	500	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	• Gotrek Gurnisson	360	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.
Norgrim's Rune Throng	• 1 Runelord • 10 Irondrakes • 10 Longbeards	350	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	• Callis and Toll • Toll's Companions	230	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	• 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.

CHAOS REGIMENTS	UNIT SUMMARY	POINTS	NOTES
Brand's Oathbound	• 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	• 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.
Phulgoth's Shudderhood	• 1 Harbinger of Decay • 5 Putrid Blightkings • 2 Pusgoyle Blightlords	540	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	• 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.



# BATTLE PROFILES

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## REGIMENTS OF RENOWN

DEATH REGIMENTS	UNIT SUMMARY	POINTS	NOTES
Jerrion's Delegation	<ul style="list-style-type: none"> <li>• 1 Marrowscroll Herald</li> <li>• 3 Crypt Flyers</li> <li>• 3 Crypt Horrors</li> <li>• 20 Crypt Ghouls</li> </ul>	520	This Regiment of Renown can be included in the following factions: Nighthaunt, Ossiarch Bonereapers, Soulblight Gravelords.
Neferata's Royal Echelon	<ul style="list-style-type: none"> <li>• Neferata, Mortarch of Blood</li> <li>• 5 Black Knights</li> <li>• 10 Deathrattle Skeletons</li> <li>• 10 Deathrattle Skeletons</li> </ul>	760	This Regiment of Renown can be included in the following factions: Flesh-eater Courts, Nighthaunt, Ossiarch Bonereapers.
Scions of the Necropolis	<ul style="list-style-type: none"> <li>• Katakros, Mortarch of the Necropolis</li> <li>• 3 Immortis Guard</li> <li>• 3 Immortis Guard</li> </ul>	810	This Regiment of Renown can be included in the following factions: Flesh-eater Courts, Nighthaunt, Soulblight Gravelords.
The Liche's Hand	<ul style="list-style-type: none"> <li>• Arkhan the Black</li> <li>• 2 Morghest Archai</li> <li>• 2 Morghest Harbingers</li> </ul>	830	This Regiment of Renown can be included in the following factions: Flesh-eater Courts, Nighthaunt, Soulblight Gravelords.
The Sorrowmourn Choir	<ul style="list-style-type: none"> <li>• Lady Olynder, Mortarch of Grief</li> <li>• 4 Myrmourn Banshees</li> <li>• 4 Myrmourn Banshees</li> <li>• 10 Dreadscythe Harridans</li> </ul>	620	This Regiment of Renown can be included in the following factions: Flesh-eater Courts, Ossiarch Bonereapers, Soulblight Gravelords.
The Sternieste Garrison	<ul style="list-style-type: none"> <li>• Mannfred von Carstein, Mortarch of Night</li> <li>• 3 Fell Bats</li> <li>• 3 Fell Bats</li> <li>• 10 Grave Guard</li> </ul>	700	This Regiment of Renown can be included in the following factions: Flesh-eater Courts, Nighthaunt, Ossiarch Bonereapers.
The Summerking's Entourage	<ul style="list-style-type: none"> <li>• Ushoran, Mortarch of Delusion</li> <li>• 3 Morbheg Knights</li> <li>• 10 Cryptguard</li> </ul>	700	This Regiment of Renown can be included in the following factions: Nighthaunt, Ossiarch Bonereapers, Soulblight Gravelords.
Veremord's Shamblers	<ul style="list-style-type: none"> <li>• 1 Corpse Cart</li> <li>• 20 Deadwalker Zombies</li> </ul>	240	This Regiment of Renown can be included in the following factions: Flesh-eater Courts, Nighthaunt, Ossiarch Bonereapers.

DESTRUCTION REGIMENTS	UNIT SUMMARY	POINTS	NOTES
Big Grikk's Kruleshots	<ul style="list-style-type: none"> <li>• 1 Beast-skewer Killbow</li> <li>• 3 Man-skewer Boltboyz</li> <li>• 3 Man-skewer Boltboyz</li> </ul>	340	This Regiment of Renown can be included in the following factions: Bonesplitterz, Gloomspite Gitz, Ironjawz, Ogor Mawtribes, Sons of Behemat.
Braggit's Bottle-snatchaz	<ul style="list-style-type: none"> <li>• 1 Rabble-Rowza</li> <li>• 1 Gobbapalooza</li> <li>• 12 Squig Herd</li> <li>• 10 Squig Hoppers</li> </ul>	490	This Regiment of Renown can be included in the following factions: Bonesplitterz, Ironjawz, Kruleboyz, Ogor Mawtribes, Sons of Behemat.
Odo Godswallow	<ul style="list-style-type: none"> <li>• 1 Beast-smasher Mega-Gargant</li> </ul>	450	This Regiment of Renown can be included in the following factions: Bonesplitterz, Gloomspite Gitz, Ironjawz, Kruleboyz, Ogor Mawtribes.



# BATTLE PROFILES

JULY 2024

## WARHAMMER LEGENDS – ORDER

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

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

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

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

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

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

SERAPHON					
LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
The 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 Farstriders	3	100	UNIQUE, VANGUARD CHAMBER, INFANTRY	This unit cannot be reinforced.	40mm
Xandire's Truthseekers	3	130	UNIQUE, WARRIOR CHAMBER, INFANTRY	This unit cannot be reinforced.	40mm [3], 25mm [1]

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



# BATTLE PROFILES

JULY 2024

## WARHAMMER LEGENDS – CHAOS

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

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

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

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

LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
Ephelim's Pandaemonium	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 ROTBRINGERS		60mm
Festus the Leechlord	1	100	Any ROTBRINGERS		32mm

LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
The Wurmspat	3	160	UNIQUE, ROTBRINGERS, INFANTRY	This unit cannot be reinforced.	40mm



# BATTLE PROFILES

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## 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	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
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]

SLAVES TO DARKNESS					
LEGENDS UNITS	UNIT SIZE	POINTS	RELEVANT KEYWORDS	NOTES	BASE SIZE
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, WARRIORS 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]
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

JULY 2024

## WARHAMMER LEGENDS – DEATH

FLESH-EATER COURTS					
LEGENDS HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Crypt Ghast Courtier	1	100	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	140	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 Headsmen'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

JULY 2024

## WARHAMMER LEGENDS – DESTRUCTION

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

GLOOMSPITE GITZ					
LEGENDS HEROES	UNIT SIZE	POINTS	REGIMENT OPTIONS	NOTES	BASE SIZE
Loonboss with Giant Cave Squig	1	120	Any MOONCLAN		75 × 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

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



# RULES UPDATES

JULY 2024

## CORE RULES

### ADDENDA

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

#### 2.2 DICE

Add the following:

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

#### 18.3 SLAIN MODELS

Add the following:

- ‘You must remove the fewest models possible to make the unit a single coherent group.’

#### 30.0 ORDER OF EFFECTS

Add the following:

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

### ERRATA

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

#### 14.4 COMBAT PHASE

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

#### 20.0 WEAPON ABILITIES

Change the **Companion** weapon ability to:

- ‘This weapon is not affected by friendly abilities that affect weapon characteristics or the attack sequence.’

#### 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

JULY 2024

## CORE RULES

### FREQUENTLY ASKED QUESTIONS

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

#### 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.*

#### 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.*

#### 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.*

#### 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.*

#### 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.*



# RULES UPDATES

JULY 2024

## ADVANCED RULES

### ADDENDA

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

#### TERRAIN, 1.5 FACTION TERRAIN

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.'

#### 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.'

### ERRATA

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

#### TERRAIN, 1.2 UNIVERSAL TERRAIN ABILITIES

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

#### TERRAIN, 1.5 FACTION TERRAIN

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

#### MAGIC, 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 ½" of an enemy manifestation that has a Move characteristic of 0" ('-') instead of within ½" of an enemy unit.'

#### ARMY COMPOSITION, 1.3 BATTLE PROFILES

Change the final sentence to:

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

#### ARMY COMPOSITION, 3.2 THE GENERAL

Change the first sentence to:

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



# RULES UPDATES

JULY 2024

## ADVANCED RULES

### FREQUENTLY ASKED QUESTIONS

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

#### COMMANDS, 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.

#### 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, not 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.

*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: Both.

#### 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" (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 (e.g. those that give units the **WARD** keyword)?*

A: No.

*Q: Can manifestations use command abilities?*

A: No, not 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.



# RULES UPDATES

JULY 2024

## ADVANCED RULES

*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.

### **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.

### **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

JULY 2024

## GLOSSARY

### ADDENDA

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

Add the following definition:

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

Add the following definition:

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

Add the following definition:

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

Add the following definition:

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

### ERRATA

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

Change the definition of **Champion** to:

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

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.'



# BATTLE PROFILES

JULY 2024

## SPEARHEAD: FIRE AND JADE

### ERRATA

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

#### STORMCAST ETERNALS, VIGILANT BROTHERHOOD

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

#### STORMCAST ETERNALS, YNDRASTA'S SPEARHEAD

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

#### SYLVANETH, BITTERBARK COPSE

Add the following to the effect of the 'Seed of Rebirth' ability:

'This unit cannot use this ability again for the rest of the battle.'

#### FLESH-EATER COURTS, CARRION RETAINERS

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

### 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 Ghyran 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

JULY 2024

## FACTION PACKS

### ERRATA

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

#### CITIES OF SIGMAR

##### HAMMERERS

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

#### DISCIPLES OF TZEENTCH

##### 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.’

#### FLESH-EATER COURTS

##### BATTLE TRAITS

Change the ‘Muster Guard’ ability to:

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

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

##### HEROIC TRAITS

Change the ‘Cruel Taskmaster’ ability to:

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

#### GLOOMSPITE GITZ

##### BATTLE TRAITS

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

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

#### BAD MOON LOONSHRINE

Add the following:

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

#### OGOR MAWTRIBES

##### FROSTLORD ON STONEHORN

Change the timing of the ‘Frost Spear’ ability to ‘Passive’.

#### MAWPIT

In the ‘Step Away from the Maw’ ability, change ‘**Declare:**’ to ‘**Effect:**’.

#### ORRUK WARCLANS

##### KRULEBOYZ HEROIC TRAITS

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

#### OSSIARCH BONEREAPERS

##### 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**.’

#### SERAPHON

##### BASTILADON WITH SOLAR ENGINE

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

#### SLAVES TO DARKNESS

##### CHAOS SORCERER LORD ON MANTICORE

Add the **WARRIORS OF CHAOS** keyword to the keywords bar.

##### CHAOS LORD ON MANTICORE

Add the **WARRIORS OF CHAOS** keyword to the keywords bar.

#### SOULBLIGHT GRAVELORDS

##### VYRKOS 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:**’.