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Most Crucial Changes

Magic

Spell Generation:

Consult the chosen lore and take the spells you want for your wizard, free choice.

Duplicate spells can be taken, but a single wizard cannot cast the same spell twice in a single magic phase.

There is one restriction though, a wizard can only take a spell with a number less than or equal to his wizard level plus 2.

(High Magic: contemplations - changed to choose spell freely instead of randomly)

Signature Spells:

Regardless of wizard lv, a wizard always know the signature spell of their chosen lore. If the wizard has spells from more than one lore, a single signature spell must be chosen.

Power Dice:

Remove limit of 12 power dice.

Base number of power dice for winds of magic is 2D6. The number of dice is increased by +2D6 for each 2000 increase in game size after 2000 points. (at 4000 points the winds of magic then grants 4D6, and at 6000 points it is 6D6).

Dispel Dice:

Remove limit of 12.

Like normally but scales in the same way as power dice, but for each extra 2D6 added to power dice, you have -2 dispel dice.

example: at 4D6 power dice, you have the total of the two highest dice rolls -2 since 2D6 has been added to the total amount of power dice. It would be -4 at 6D6.

Channeling:

Roll a D6 for each friendly wizard lv on the table. On a 5 or 6 add an extra power dice.

Same thing for dispel dice, but only on 6.

Casting:

The number of power dice a can use to cast a spell is equal to his wizard lv plus 2.

Broken Concentration:

If the total score of a casting roll is 1 or 2, the spell is not cast and the wizard cannot cast any more spells that magic phase.

No longer happens if the only thing is that the casting value is not met.

Irresistible Force/Ultimate Power:

for every natural 6 rolled when casting a spell, roll an additional 'free' dice adding to the casting roll.

Miscast:

If two or more unmodified 1's are rolled when casting a spell, it has been miscast. add the total number of dice used to cast the spell to the number rolled on a D6 and consult the miscast table:

Miscast Table

1-3	Broken Concentration
4	Opposing player may cast a spell equal to or less than the attempted spell in casting value. It is automatically cast but can be dispelled by the player whose turn it is.
5	every model, including the wizard, within 12" that can channel power/dispel dice suffer a strength 4 hit. Broken Concentration
6	D3 dice are lost from the power pool
7	The wizard and all models in base contact with him suffer a strength 10 hit.
8	The caster forgets the spell he tried to cast.
9	Centre the small round template above the wizard, everything under takes a strength 10 hit (no look out sir's allowed)
10	Caster suffers a strength 10 hit and loses a wizard level and the spell he tried to cast.
11	Large round template this time, otherwise identical to 9.
12+	The wizard is removed as a casualty.

Duplicate Spells:

A single unit cannot be affected by the same spell more than once each magic phase.

Bound spells:

When casting a bound spell, a free dice is added to the attempt.

Cannons randomize when hitting characters mounted atop monsters.

Cannons either need to double in points or have a change of rules:
Hits at strength 10 where the cannonball first lands, and Strength 7 on the bounce.
Deals D3 wounds.

Dwellers Below: Allows Ward saves.

Purple Sun: Allows War Saves.

Pit of Shades: Instead of initiative test it is a movement test. still no saves allowed and no look out sir, but it will only deal one wound and not kill outright.

Transformation of Kadon:
Instead of literally transforming the caster, they get +2 Strength, +2 Toughness, +2 Wounds, +5 Attacks, and a breath weapon while the spell is in play.

Life Leeching: Works like before, but a maximum of the wizard lv +2 dice can be generated from a single spell.

Ward Saves cannot be better than a 3+

Saurus Warriors: +1 Initiative.

Slann: Focus of Mystery grants loremaster for any lore.

Engine of the Gods can be used on any lore and is -20 points.

Troglodon: -50 points

Carnosaur: -20 points and free upgrades

Scar Veteran: +10 points

Tetto'Eko: +15 points

Chakax: -70 points

Kroq-Gar: -70 points, free bloodroar for grymloq

Mazdamundi: -130 points

Spawnings:

Spawning of Sotek: Devastating Charge (Not Mount)

Spawning of Tepok: Magic Resistance (2).

Spawning of Quetzl: Ignore the first reduction to armor save (strength 4 would not reduce AS, while STR 5 would reduce it by 1 and so forth). (Not Mount)

Spawning of Chotec: +1 WS. (Not Mount)

Spawning of Tzunki: Aquatic and +1 Initiative. (Not Mount)

Spawning of Tlazcotl: Immune to Psychology

Spawning of Huanchi: +1 Movement and Strider (Mount included).

Spawning of Itzl: Any mount ridden by a spawning of Itzl has +1 WS and does not suffer from stupidity.

Blessed Mark of the Old Ones:

Grants +1 to Any Ward save the unit/character has. If the unit/character has none, then it gets a 6+ ward save.

A unit can have more than one spawning, but if it is a core unit, it then moves to special when it takes its second spawning, and moves to Rare with its third.

If a Special unit takes a second spawning to moves to Rare.

If a Rare unit takes a second spawning, this second spawning, and any after, costs double points for each model.

Empire

General of the empire: -10 points

Hellblaster: +20 points

All core infantry (excluding cavalry): -1 PPM

Steamtank: -20 points

Griffon: -15 points

Luminarks: -15 points

Orcs and Goblins

Grimgor: -15 points

Giants: -30 points

Black Orcs: -1 PPM

Orc boar boyz: -1 PPM

FirstSpawn

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Firstspawn	4	7	0	6	6	4	4	6	9	260

Troop Type: Infantry

Special Rules:

- Cold-Blooded.
- Predatory Fighter.
- Scaly skin (3+)

Equipment:

- Hand weapon

May be armed with one of the following:

Additional hand weapon.....3

Halberd.....4

Spear.....2

Great weapon.....7

Light armor.....10

Shield.....5

May be mounted on:

May take magic items up to a total of 150 points.

May take spawnings:

Sotek..... 15 PPM

Tepok.....25 PPM

Quetzl..... 25 PPM

Chotec.....20 PPM

Tzunki.....15 PPM

Tlazcotl..... 35 PPM

Huanchi..... 25 PPM

Itzl..... 25 PPM

Blessed Mark of the Old Ones.....30 points

Lurkerdon Riders

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Saurus	4	4	0	4	4	1	2	2	8	70
Leader	4	4	0	4	4	1	2	3	8	+10
Lurkerdon	6	3	0	5	5	3	2	4	5	

Troop Type: Monstrous Cavalry

Special Rules:

- Cold-Blooded.
- Scaly skin (5+)
- Predatory Fighter (Riders only).
- Fear.
- Stupidity.
- Thick-Skinned (Barding)

Equipment:

- Hand weapon
- Shield
- Light Armor

Ancient Salamander

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Ancient Salamander	6	3	0	5	5	4	2	3	6	200

Troop Type: Monster

Special Rules:

- Cold-Blooded.
- Scaly skin (4+)
- Terror
- Aquatic
- Spout Flames

The Ancient Salamander fires just as a normal salamander with the exception that it hits with strength 5 instead of strength 4 and can re-roll the distance it shoots.

If a misfire is rolled nothing happens but the shot is lost.

Magic

Magic: <https://robhawkinshobby.blogspot.com/2014/12/magic-in-warhammer.html>

Power dice:

~~base amount is 2 and then you get an additional dice for each wizard level you field (a lv1 wizard gives 1 dice while a lv 4 gives 4) so you get 2 + total wizard lv.~~

Dispel Dice:

~~2 is again base and you get half the total wizard lv of wizards fielded, rounded up, (a lv 1 and 2 gives 1 dice, while a lv 3 og 4 gives 2 dice 2 + $\text{ceil}(\text{wizard lv}/2)$). (Dwarves get 4 total dice as standard).~~

Casting a spell:

~~A wizard can use up to his wizard lv +2 die to cast a spell ($\text{max. dice to cast} = \text{wizard lv} + 2$).~~

~~Example: a lv 1 wizard can use up to 3 dice to cast a spell while a lv 3 can use up to 5.~~

Irresistible force:

~~If two 6's are rolled in a casting attempt the spell succeeds regardless of whether the cast value is actually met. The spell cannot be dispelled.~~

Miscast:

~~If two 1's are rolled the spells fails and the wizard loses 1 wound with no saves allowed.~~

~~If both a miscast and irresistible force is rolled, then it is neither cast with irresistible force or a miscast; It is simply cast normally if the casting value is met however the wizard still takes a wound on a roll of 3+.~~

Generating Spells:

~~A wizard know gains a number of spells equal to his wizard lv. Each spell is chosen by the player, no randomization. There can be duplicates of the same spell in the army, but a wizard can only cast a spell they know once each magic phase.~~

Bound Spells:

~~These are cast automatically now, the controlling player decides when in the magic phase they are cast, but no power dice are needed, all the magic needed is stored in the item. They can still be dispelled however just as any other spell, and the casting roll to beat is the bound spell's level.~~

Alternative (does require reevaluation of the points cost for some units):

Each bound spell has a power level between 1 and 6.

In the magic phase you can roll die for each bound spell, possibly get 1+ for the number of friendly wizards. If the die meets the power level of the bound spell it is cast and cannot be dispelled.

Channeling:

~~As before.~~

~~**Magic Resistance:** If the spell is damaging, MR works as usual and gives a ward save. If a spell is not damaging roll a die, if the die is equal to or higher than 7 MR then the spell has no effect on that specific unit.~~

Magic

Spell Generation:

Consult the chosen lore and take the spells you want for your wizard, free choice. Duplicate spells can be taken, but a single wizard cannot cast the same spell twice in a single magic phase.

Signature Spells:

Regardless of wizard lv, a wizard always know the signature spell of their chosen lore. If the wizard has spells from more than one lore, a single signature spell must be chosen.

Power Dice:

Remove limit of 12 power dice.

Base number of power dice for winds of magic is 2D6. The number of dice is increased by +2D6 for each 2000 increase in game size after 2000 points. (at 4000 points the winds of magic then grants 4D6, and at 6000 points it is 6D6).

Dispel Dice:

Remove limit of 12.

Like normally but scales in the same way as power dice.

Channeling:

Roll a D6 for each friendly wizard lv on the table. On a 5 or 6 add an extra power dice.

Same thing for dispel dice, but only on 6.

Casting:

The number of power dice a can use to cast a spell is equal to his wizard lv plus 2.

Broken Concentration:

If the total score of a casting roll is 1 or 2, the spell is not cast and the wizard cannot cast any more spells that magic phase.

No longer happens if the only thing is that the casting value is not met.

Irresistible Force/Ultimate Power:

for every natural 6 rolled when casting a spell, roll an additional 'free' dice adding to the casting roll.

Miscast:

If two or more unmodified 1's are rolled when casting a spell, it has been miscast. add the total number of dice used to cast the spell to the number rolled on a D6 and consult the miscast table:

Miscast Table

1-3	Broken Concentration
4	Opposing player may cast a spell equal to or less than the attempted spell in casting value. It is automatically cast but can be dispelled by the player whose turn it is.
5	every model, including the wizard, within 12" that can channel power/dispel dice suffer a strength 4 hit. Broken Concentration
6	D3 dice are lost from the power pool
7	The wizard and all models in base contact with him suffer a strength 10 hit.
8	The caster forgets the spell he tried to cast.
9	Centre the small round template above the wizard, everything under takes a strength 10 hit (no look out sir's allowed)
10	Caster suffers a strength 10 hit and loses a wizard level and the spell he tried to cast.
11	Large round template this time, otherwise identical to 9.
12+	The wizard is removed as a casualty.

Duplicate Spells:

A single unit cannot be affected by the same spell more than once each magic phase.

Bound spells:

When casting a bound spell, a free dice is added to the attempt.

Charge: If a unit has charged this turn, it recieves +1 Initiative for the forst round of combat.

Cavalry: If successfully making a charge, they get +1 WS in addition to the standard +1 Initiative for charging.

Monstrous Cavalry: If successfully making a charge, they get Impact hits (1) in addition to the standard +1 Initiative for charging.

Regeneration: Instead works at the end of the turn, but can revive fallen models. Instead of making a single save, roll a die for each wound suffered (unless from a flaming attack) on a 5+ it is restored.

Spears (infantry): +1 to hit against cavalry, monstrous cavalry, monstrous beasts and monsters.

Spears (mounted): Additional +1 Initiative when successfully making a charge.

Lance: Additional +2 Initiative when successfully making a charge.

Cannons randomize when hitting characters mounted atop monsters.

Cannons now only deal D6 wounds on the place where the call lands, on the bounce it then deals D3 wounds, in addition the cannon hits with strength 7 on the bounce rather than strength 10.

Warmahcines can at most pivot 90 degrees without it counting as a move.

General: Does need to be the character with highest LD.

Dwellers Below: Now allows Armor Saves.

Purple Sun: Now Allows War Saves.

Pit of Shades: Instead of initiative test it is a movement test. still no saves allowed but characters gets a look out sir.

Life Leeching: Works like before, but a maximum of the wizard lv +2 dice can be generated from a single spell.

Ward Saves cannot be better than a 3+

Magic Resistance: Grants a bonus to ward saves like before, but ward saves can no longer go beyond 3+.

If a unit with magic resistance is the target of an enemy Hex spell, roll a dice, if it is equal to or greater than 7-MR, the spell has no effect.

Lizardmen

Predatory Fighter:

Slann work as skink characters, so that saurus units can take a LD test to restrain from pursuing when the Slann is within 12" (double the range of a Skink).

Spawnings:

Spawning of Sotek: Devastating Charge (Not Mount)

Spawning of Tepok: Magic Resistance (2).

Spawning of Quetzl: Ignore the first reduction to armor save (strength 4 would not reduce AS, while STR 5 would reduce it by 1 and so forth). (Not Mount)

Spawning of Chotec: +1 WS. (Not Mount)

Spawning of Tzunki: Aquatic and +1 Initiative. (Not Mount)

Spawning of Tlazcotl: +1 LD

Spawning of Huanchi: +1 Movement and Strider (Mount included).

Spawning of Itzl: Any mount ridden by a spawning of Itzl has +1 WS and does not suffer from stupidity.

Blessed Mark of the Old Ones:

Grants +1 to Any Ward save the unit/character has. If the unit/character has none, then it gets a 6+ ward save.

A unit can have more than one spawning, but if it is a core unit, it then moves to special when it takes its second spawning, and moves to Rare with its third.

If a Special unit takes a second spawning to moves to Rare.

If a Rare unit takes a second spawning, this second spawning, and any after, costs double points for each model.

Core

Saurus Warriors

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Saurus	4	4	0	4	4	1	2	2	8	12

Leader	4	4	0	4	4	1	2	3	8	+10
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Troop Type: Infantry

Special Rules:

- Cold-Blooded.
- Predatory Fighter.
- Scaly skin (5+)

Equipment:

- Hand weapon
- Shield

May replace hand weapon with spears for free

May take spawnings:

Sotek..... 1 PPM
 Tepok.....1 PPM
 Quetzl..... 2 PPM
 Chotec.....2 PPM
 Tzunki.....1 PPM
 Tlazcotl..... 2 PPM
 Huanchi..... 2 PPM
 Blessed Mark of the Old Ones.....3 PPM

Change:

Spawnings

+1 Initiative

+1 WS

+1 PPM

Skink Cohort

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Skink	6	2	3	3	2	1	4	1	6	5
Leader	6	2	3	3	2	1	4	2	6	+10

Troop Type: Infantry

Special Rules:

- Cold-Blooded.
- Aquatic
- Scaly skin (6+)
- Spawn-Kin

Equipment:

- Hand weapon
- Shield
- Lustrian Javelin

Can swap javelins for short bows.

For every 8 Skinks you can add a Kroxigor for 60 PPM.

When in a combined unit, Kroxigor in the second rank are -1 to hit in close combat.

May take spawnings: (Skinks):

Sotek..... 1 PPM
 Tepok.....1 PPM
 Quetzl..... 1 PPM
 Chotec.....1 PPM
 Tzunki.....1 PPM
 Tlazcotl..... 2 PPM
 Huanchi..... 1 PPM
 Blessed Mark of the Old Ones.....2 PPM

May take spawnings: (Kroxigor):

Sotek..... 5 PPM
 Tepok.....5 PPM
 Quetzl..... 10 PPM
 Chotec.....7 PPM
 Tzunki.....3 PPM
 Tlazcotl..... 10 PPM
 Huanchi..... 7 PPM
 Blessed Mark of the Old Ones.....5 PPM

Change:

Spawnings

Improved combined unit of Skinks and Kroxigor

+1 LD

Skink Skirmishers

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Skink	6	2	3	3	2	1	4	1	5	7
Leader	6	2	4	3	2	1	4	1	5	+10

Troop Type: Infantry

Special Rules:

- Cold-Blooded.
- Aquatic
- Scaly skin (6+)
- Skirmishers

Equipment:

- Hand weapon
- Blowpipe

Can swap javelins for short bows.

May take spawnings:

Sotek..... 1 PPM
 Tepok.....1 PPM

Quetzl..... 1 PPM
 Chotec.....1 PPM
 Tzunki.....1 PPM
 Tlazcotl..... 2 PPM
 Huanchi..... 1 PPM
 Blessed Mark of the Old Ones.....1 PPM

May replace blowpipes with javelins and shields for free

Change:
 Spawnings

Special

Temple Guard

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Temple Guard	4	4	0	4	4	1	2	2	8	15
Leader	4	4	0	4	4	1	2	3	8	+10

Troop Type: Infantry

Special Rules:

- Cold-Blooded.
- Predatory Fighter.
- Scaly Skin (5+)
- **Stubborn**
- Guardians
- Sacred Duty

Guardians:

Give Unbreakable when joined by a Slan instead of Stubborn.

Equipment:

- Halberd
- Light armor
- Shield

May take spawnings:

Sotek..... 2 PPM
 Tepok.....3 PPM
 Quetzl..... 3 PPM
 Chotec.....3 PPM
 Tzunki.....2 PPM
 Tlazcotl..... 2 PPM
 Huanchi..... 1 PPM
 Blessed Mark of the Old Ones.....3 PPM

Change:
 Spawnings
 Stubborn Without Slann
 'Guardians' change
 +1 PPM

Chameleon skinks

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Chameleon Skink	6	2	4	3	2	1	4	1	5	13
Leader	6	2	5	3	2	1	4	1	5	+10

Troop Type: Infantry

Special Rules:

- Cold-Blooded.
- Aquatic
- Scaly skin (6+)
- Skirmishers
- Scouts
- Chameleons

Equipment:

- Hand weapon
- Blowpipe

May take spawnings:

Sotek..... 1 PPM
 Tepok.....2 PPM
 Quetzl..... 1 PPM
 Chotec.....1 PPM
 Tzunki.....1 PPM
 Tlazcotl..... 2 PPM
 Huanchi..... 1 PPM
 Blessed Mark of the Old Ones.....2 PPM

Change:
 Spawnings

Cold One Riders

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Saurus	4	4	0	4	4	1	2	2	8	30
Leader	4	4	0	4	4	1	2	3	8	+10
Cold One	8	3	0	4	4	1	2	2	5	

Troop Type: Cavalry

Special Rules:

- Cold-Blooded.
- Scaly skin (5+)
- Predatory Fighter (Riders only).
- Fear.
- Stupidity.
- Thick-Skinned: Riders gain +2 to their armor save.

Equipment:

- Hand weapon
- Shield
- Spears

May take spawnings:

Sotek..... 4 PPM
 Tepok.....4 PPM
 Quetzl..... 5 PPM
 Chotec.....5 PPM
 Tzunki.....4 PPM
 Tlazcotl..... 3 PPM
 Huanchi..... 7 PPM
 Itzl..... 5 PPM
 Blessed Mark of the Old Ones.....5 PPM

May take spears for 3 PPM

Change:

Spawnings

Cheaper spears (1 point)

+1 Movement

Jungle swarms

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Swarm	5	3	0	2	2	5	1	5	10	25

Troop Type: Swarm

Special Rules:

- Cold-Blooded.
- Aquatic
- Poisoned attacks
- They're everywhere!
- Fear

Change:

-10 PPM

Kroxigor

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Kroxigor	6	3	0	5	5	3	2	3	7	60
Leader	6	3	0	5	5	3	2	4	7	+10

Troop Type: Infantry

Special Rules:

- Cold-Blooded.
- Predatory Fighter.
- Scaly Skin (4+)
- Fear
- Aquatic

Equipment:

- Great Weapon

Sotek..... 5 PPM
 Tepok.....5 PPM
 Quetzl..... 10 PPM
 Chotec.....7 PPM
 Tzunki.....3 PPM
 Tlazcotl..... 10 PPM
 Huanchi..... 7 PPM
 Blessed Mark of the Old Ones.....5 PPM

Change:

Spawnings

+1 Initiative

+1 Toughness

+10 PPM

Terradon Riders

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Skink	6	2	3	3	2	1	4	1	6	35
Leader	6	2	3	3	2	1	4	2	6	+10
Terradon	2	2	0	4	3	2	2	1	3	

Troop Type: Cavalry

Special Rules:

- Cold-Blooded.
- Fear.
- Drop Rocks
- Flying Cavalry
- Forest Strider
- Scaly skin (6+)

Equipment:

- Hand weapon
- Javelin

May take fireleech bolas for 1 points pr. model.

May take spawnings:

Sotek..... 2 PPM

Tepok.....4 PPM

Quetzl..... 5 PPM

Chotec.....4 PPM

Tzunki.....2 PPM

Tlazcotl..... 6 PPM

Huanchi..... 4 PPM

Blessed Mark of the Old Ones.....5 PPM

Change:

Spawnings

+1 LD

Stegadon

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Skink	-	2	3	3	-	-	4	1	-	-
Stegadon	6	3	0	5	6	5	2	4	6	215

Troop Type: Infantry

5 crew

Special Rules:

- Cold-Blooded.
- Immune to psychology
- Scaly skin (4+)
- Stubborn
- Howdah crew
- Large target
- Terror
- Stomped

Equipment (Skinks):

- Hand weapon
- Javelin
- Giant bow

Can be upgraded to have sharpened horns for 25 points.

Stomped:

The stegadon gets an additional 2 attacks if all its attacks are directed against infantry.

Sharpened horns:
gives +1 To wound to Impact hits.

May take spawnings: (Skinks on top, cost is for all 5):

Sotek..... 20 PPM
Tepok.....20 PPM
Chotec.....10 PPM
Tzunki.....10 PPM
Huanchi..... 20 PPM
Itzl..... 20 PPM

Change:
Spawnings
Sharpened Horns nerf
Stomped

Bastiladon

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Skink	-	2	3	3	-	-	4	1	-	-
Bastila don	4	2	0	4	6	4	2	3	6	190

Troop Type: Infantry

4 crew

Special Rules:

- Cold-Blooded.
- Always strikes last (Bastiladon)
- Scaly skin (1+)
- Impervious defence
- Howdah crew
- Large target
- Terror
- Thunderous Bludgeon
- Stubborn

Equipment (Skinks):

- Hand weapon
- Javelin
- Ark of Sotek

May take spawnings (cost is for all skinks):

Sotek..... 15 PPM
Tepok.....15 PPM
Chotec.....10 PPM
Tzunki.....5 PPM
Huanchi..... 15 PPM
Itzl..... 15 PPM

Thunderous Bludgeon: If the Bastiladon attacks anything in the rear it's attacks are resolved at strength 10 dealing D3 wounds.

Can choose to switch to Solar Engine for free, but loses 1 crew.

Solar Engine:

+1 Initiative to any Cold Blooded units within 6". (stacks)

Change:

Spawnings

+1 Toughness

+1 Initiative (Bastiladon)

+1 Armor Save

+40 PPM

Stubborn

Solar Engine Can stack

Thunderous Bludgeon change

Ripperdactyl Riders

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Skink	6	3	0	3	2	1	4	1	6	40
Leader	6	3	0	3	2	1	4	2	6	+10
Ripper dactyl	2	3	0	4	3	2	2	2	3	

Troop Type: Cavalry

Special Rules:

- Cold-Blooded.
- Fear.
- Toad rage
- Flying Cavalry
- Forest Strider
- Scaly skin (6+)
- Armor piercing (Ripperdactyl)
- Killing blow (Ripperdactyl)
- Frenzy (Ripperdactyl)

Equipment:

- Spear
- Shield

May take spawnings:

Sotek..... 4 PPM

Tepok.....6 PPM

Quetzl..... 6 PPM

Chotec.....5 PPM

Tzunki.....3 PPM

Tlazcotl..... 7 PPM
 Huanchi..... 3 PPM
 Itzl..... 5 PPM
 Blessed Mark of the Old Ones.....7 PPM

Change:
 Spawnings
 +1 LD

Rare

Ancient Stegadon

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Skinks	-	3	3	3	-	-	4	1	-	-
Ancient Stegadon	6	3	0	6	6	5	2	4	7	245

Troop Type: Infantry

5 crew

Special Rules:

- Cold-Blooded.
- Immune to psychology
- Scaly skin (3+)
- Stubborn
- Howdah crew
- Large target
- Terror
- stomped

Equipment (Skinks):

- Hand weapon
- Javelin
- Giant Blowpipes

May take spawnings: (Skinks on top, cost is for all 5):

Sotek..... 20 PPM
 Tepok.....20 PPM
 Chotec.....10 PPM
 Tzunki.....10 PPM
 Huanchi..... 20 PPM
 Itzl..... 25 PPM

May replace Giant Blowpipes with Engine of the gods for 40 points.
 Can be upgraded to have sharpened horns for 25 points.

The engine of the gods can now reduce the casting value for any lore in the game, and this reduction also only benefits friendly wizards.

Change:

Spawnings

+1 Attack

+1 Initiative

EOTG can now affect all lores, and only affects friendly mages, also 10 points cheaper

+10 PPM

Salamander

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Skink	6	2	3	3	2	1	4	1	5	80
Salamander	6	3	0	5	4	3	3	2	4	-

Troop Type: Infantry

3 handlers

Special Rules:

- Cold-Blooded.
- Hunting pack
- Scaly Skin (5+)
- Fear
- Aquatic
- Skirmishers
- Spout Flames

May take spawnings: (Skinks on top, cost is for all skinks):

Sotek..... 5 PPM

Tepok..... 10 PPM

Chotec.....5 PPM

Tzunki.....3 PPM

Huanchi..... 5 PPM

Itzl..... 10 PPM

Change:

Spawnings

Razordon

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Skink	6	2	3	3	2	1	4	1	5	60
Razordon	6	3	3	5	4	3	3	2	4	-

Troop Type: Infantry

3 handlers

Special Rules:

- Cold-Blooded.
- Hunting pack
- Scaly Skin (5+)
- Fear
- Aquatic
- Skirmishers
- Shoot barbs
- Instinctive defense

May take spawnings: (Skinks on top, cost is for all skinks):

Sotek..... 5 PPM
 Tepok..... 10 PPM
 Chotec.....5 PPM
 Tzunki.....3 PPM
 Huanchi..... 5 PPM
 Itzl..... 10 PPM

Change:

Spawnings

-5 points

Troglodon

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Oracle	-	2	3	3	-	-	4	1	6	130
Troglodon	7	3	4	5	5	5	2	4	5	-

Troop Type: Infantry

Special Rules:

- Cold-Blooded.
- Large Target
- Scaly Skin (4+)
- Terror
- Aquatic
- Arcane vassal
- Poisoned attacks (Troglodon)
- Predatory fighter (Troglodon)
- Primeval Roar
- Spit venom
- Thunderstomps(D3)

Equipment:

- Diving rod
- Hand weapon

Primeval Roar: If the Troglodon makes a successful charge, every unit within 12" gets +1 to their Predatory fighter.

May take spawnings:

Sotek..... 5 PPM
Tepok.....10 PPM
Quetzl..... 15 PPM
Chotec.....5 PPM
Tzunki.....5 PPM
Tlazcotl..... 15 PPM
Huanchi..... 15 PPM
Itzl..... 15 PPM
Blessed Mark of the Old Ones.....15 PPM

Change:

Spawnings

Free Divining Rod

Fewer Thunderstomps

Primeval roar changed

-70 points

Heroes

Tetto'Eko

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Tetto'Eko	6	2	3	2	2	2	4	1	6	235

Troop Type: Infantry

Special Rules:

- Cold-Blooded.
- Scaly skin (6+)
- Aquatic
- Arcane Vassal
- Lv 2 Wizard
- Herald of Cosmic Events
- Loremaster (Heavens)
- Minor Shield of the Old Ones
- The Palanquin of Constellations
- **Spawning of Tepok**

Equipment:

- The Eye of the Old Ones
- The Stellar Staff

Change:

+50 points

Tiktaq'To

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Tiktaq'To	6	4	5	4	3	2	6	3	7	160
Zwup	2	3	0	4	3	2	1	3		

Troop Type: Monstrous Cavalry

Special Rules:

- Cold-Blooded.
- Scaly skin (6+)
- Ambushers
- Drop Rocks
- Fear
- Flying Cavalry
- Forest Strider
- Master of Skies
- **Spawning of Huanchi**

Equipment:

- Mask of the Heavens
- The Blade of Ancient Skies

Master of Skies:

if your army contains Tiktaq'To, one unit of Terradon riders can be upgraded to have the ambushers special rule.

The Blade of Ancient Skies:

no armor saves can be taken against wounds caused by The Blade of Ancient Skies. In addition when fighting against a model with the fly special rule, **attacks made with The Blade of Ancient Skies receive a +1 bonus to hit and to wound.**

Mask of Heavens:

All Terradons in Tiktaq'To's unit use his Weapon skill instead of their own. In addition, enemy units suffer an additional 1 to hit penalty when shooting Tiktaq'To and his unit.

In addition it gives +1 to Tiktaq'To's armor save.

Change:

-10 points

The Blade of Ancient Skies also gives +1 to wound against flyers

Mask of Heavens also gives +1 to AS

Blessed Mark of the Old Ones.

Oxyotl

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
--	---	----	----	---	---	---	---	---	----	-----

Oxyotl	6	4	6	4	3	2	6	3	7	90
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Troop Type: Infantry

Special Rules:

- Cold-Blooded.
- Aquatic
- Scaly skin (6+)
- Chameleon
- Scouts
- Sniper
- Incorruptible
- Master Predator
- Spawning of Huanchi

Equipment:

- The Golden Blowpipe of P'Toohee

Change:

Spawning of Huanchi

-30 points

Gor-Rok

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Gor-Rok	4	6	0	5	6	4	2	4	9	300

Troop Type: Infantry

Special Rules:

- Cold-Blooded.
- Predatory Fighter.
- Scaly skin (4+)
- Stubborn
- Immune to Psychology
- Resilience
- Instinctive Leader
- Blessed Mark of the Old Ones

Equipment:

- Mace of Ulamak
- Shield of Aeons

Mace of Ulamak:

Gor-Rok re-rolls failed to hit rolls.

Predatory fighter triggers on a 5+.

Shield of Aeons:

+2 to Armor save instead of the usual 1 for a shield.

Any model making a successful charge against Gor-Rok and ends the movement phase in base to base contact with him must immediately take a dangerous terrain test with a -1 penalty.

Resilience:

Immune to killing Blow

Wounds that do multiple wounds only do a single wound to Gor-Rok.

Change:

- 1 Initiative

+1 WS

+2 Wounds

Resilience always works

+115 Points

Chakax

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Chaka x	4	6	0	5	5	2	2	4	8	200

Troop Type: Infantry

Special Rules:

- Cold-Blooded.
- Predatory Fighter.
- Scaly skin (5+)
- Eternity Warden
- Ultimate Bodyguard
- Instinctive Leader
- Spawning of Quetzl (noted in profile)

Equipment:

- Key to the Eternity Chamber
- Great Star-Stone Mace
- Helm of the Prime Guardian
- Light Armor

Eternity Warden:

A character with this special rule must always issue a challenge and can never refuse one. When fighting in a challenge the model re-rolls all failed rolls to hit.

Ultimate Bodyguard:

When in a unit of Temple Guard accompanied by a Slann, the the Temple Guard in the unit gets a 6+ ward save.

The Star-Stone Mace:

Great Weapon

Armor Piercing(1)

Ward Piercing(1)

The Helm of the Prime Guardian:

Magic Armor. Gives +1 to Chakax's Armor save. Enemy units with the scouts special rule may not deploy within 20" of Chakax. In addition, if any hidden models (such as assassins, night goblin fanatics etc.), their presence must be announced as soon as they are within 20" of Chakax.

The Key to the Eternity Chamber:

Chakax has a 5+ Ward save and Magic resistance(2).

In a challenge, the opponent gets -4 Initiative (If this brings the initiative to 0, it grants always strikes last)

Change:

-70 Points

+1 WS

- 1 Initiative

Ultimate Bodyguard - now buffs Temple Guard slightly

The Star-Stone Mace - Cannot destroy magic items and is great weapon anymore, and gives armor piercing and ward piercing.

The Key to the Eternity Chamber - always gives the 5+ ward and also confers magic resistance but does not grant Always strikes last to the opponent but instead gives minus initiative.

Spawning of Quetzl

Saurus Scar Veteran

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
SSV	4	5	0	5	5	3	2	4	8	120

Troop Type: Infantry

Special Rules:

- Cold-Blooded.
- Predatory Fighter.
- Scaly skin (5+)

Equipment:

- Hand weapon

May be armed with one of the following:

Additional hand weapon.....2

Halberd.....3

Spear.....2

Great weapon.....5

Light armor.....7

Shield.....3

May be mounted on:

Cold One.....25
 Carnosaur.....220

May take magic items up to a total of 50 points.

May take spawnings:

Sotek..... 10 PPM
 Tepok.....15 PPM
 Quetzl..... 20 PPM
 Chotec.....15 PPM
 Tzunki.....10 PPM
 Tlazcotl..... 30 PPM
 Huanchi..... 20 PPM
 Itzl..... 20 PPM
 Blessed Mark of the Old Ones.....25 points

Change:

Spawnings

- 1 Initiative

+1 Wound

Slightly more expensive Cold One

Slightly more expensive equipment overall

+40 PPM

Skink Chief

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Chief	6	4	5	4	3	2	6	3	7	50

Troop Type: Infantry

Special Rules:

- Cold-Blooded.
- Aquatic
- Scaly skin (6+)

Equipment:

- Hand weapon

Additional hand weapon.....2
 Blowpipe.....5
 Spear.....2
 Javelin.....3
 Light armor.....5
 Shield.....3

May be mounted on:

Terradon.....30
 Ripperdactyl.....35

Stegadon (Replacing one crew).....200
 Ancient Stegadon (Replacing one crew).....240
 Stegadons can be upgraded as normal

May take magic items up to a total of 50 points.

May take spawnings:

Sotek..... 5 PPM
 Tepok.....10 PPM
 Quetzl..... 10 PPM
 Chotec.....7 PPM
 Tzunki.....5 PPM
 Tlazcotl..... 25 PPM
 Huanchi..... 20 PPM
 Itzl..... 20 PPM
 Blessed Mark of the Old Ones.....20 points

Change:

Spawnings

Slight equipment points changes

Slight points changes to Terradon and Ripperdactyl

+1 LD

+10 Points

Skink Priest

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Priest	6	2	3	3	2	2	4	1	6	65

Troop Type: Infantry

Special Rules:

- Cold-Blooded.
- Aquatic
- Scaly skin (6+)
- Arcane Vassal
- Level 1 wizard (may choose spells from “Heavens” and “Beasts”)

Equipment:

- Hand weapon

Can be upgraded to a lv 2 mage for 35 points.

May be mounted on:

Stegadon (Replacing one crew).....200
 Ancient Stegadon (Replacing one crew).....240

Stegadons can be upgraded as normal

May take magic items up to a total of 50 points.

May take spawnings:

Sotek..... 5 PPM

Tepok.....10 PPM
 Quetzl..... 10 PPM
 Chotec.....5 PPM
 Tzunki.....5 PPM
 Tlazcotl..... 20 PPM
 Huanchi..... 10 PPM
 Itzl..... 20 PPM
 Blessed Mark of the Old Ones.....15 points

Change:
 Spawnings

Lords

Mazdamundi

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Mazda mundi	4	2	3	3	4	4	2	1	10	600
Zlaaq	6	3	0	6	6	5	2	4	6	

Troop Type: Monster

Special Rules:

- Cold-Blooded.
- Mage Lord of Hexoatl
- Shield of the Old Ones
- Stubborn
- +1 To cast
- Telepathic Confabulation
- Immune to Psychology (Zlaaq)
- Impact Hits (D6+1) (Zlaaq)
- Large Target (Zlaaq)
- Scaly Skin 3+ (Zlaaq)
- Terror (Zlaaq)
- Lv 5 Wizard
- Loremaster(Chosen Lore)
- Disciplines:
 - The Focused Rumination
 - Higher State Of Consciousness
 - Soul Of Stone
 - Becalming cogitation

Equipment:

- Cobra Mace of Mazdamundi
- Sunburst standard of Hexoatl

Can be mounted on Zlaaq for 250 points.

If Mazdamundi is part of your army, he must be the main BSB.

Mazdamundi is loremaster for Whichever lore he chooses.

Ruin of Cities - Direct Damage - cast on a 13+:

Range of 18", the target unit suffers 2D6 strength 5 hits. a unit that suffers any wounds has their movement halved for the next turn. If cast on a unit inside a building the unit suffers 3D6 strength 5 hits. Flying models and models that ignore terrain are unaffected by this spell.

Change:

+1 LD

Changed his disciplines

Zlaaq is now optional.

Is now a Lv 5 wizard

(With Zlaaq) +70 points from before

Given his unique spell back from 7th edition

Lord Kroak

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Lord Kroak	4	0	0	0	5	6	1	0	10	500

Troop Type: Infantry

Special Rules:

- Cold-Blooded
- Always Strikes Last
- Eternity Guardians
- Fear
- First Generation Spawning
- Flammable
- Mage-Priest Palanquin
- The Spirit of Lork Kroak
- Supreme Shield of the Old Ones
- Unbreakable
- Lv 5 Wizard

Equipment:

- Golden Death Mask

Lord Kroak only knows one spell: The deliverance of Itza.

Eternity Guardians:

If Lord Kroak joins a unit of Temple Guard, all models in the combined unit gain the Unbreakable special rule.

First Generation Spawning:

Lord Kroak can cast the deliverance of itza as many times per turn as he has sufficient power dice. In addition, if Lord Kroak makes a miscast, do not roll on the miscast table, instead Lord Kroak suffers a Strength 6 hit, and D6 dice are lost from the power pool.

The Spirit of Lord Kroak

Lord Kroak's wizard level cannot be reduced and if Lord Kroak ever forgets, loses or swaps the deliverance of Itza spell by any means, Lord Kroak immediately remembers it again and, if applicable, the wizard that swapped or stole it will immediately forget it.

Supreme Shield of the old Ones:

Lord Kroak has a 3+ ward save, that cannot be improved or decreased in any way.

Golden Death Mask:

All shooting and close combat attacks against Lord Kroak, or any unit he joins suffer a -1 penalty on to hit rolls.

Ceremonial mace of Malachite:

Magic weapons count as mundane weapons of their type when directed against Kroak.

Amulet of Itza:

Grants Kroak Magic Resistance (2).

Change:

+1 LD

-1 WS

- 1 Attack

-3 strength

Slight buff to his ward save and it can't be reduced

Slight buff to 'The spirit of Lord Kroak'

Always Strikes Last

First generation Spawning does not require a 2+ roll and just works.

Now Lv 5 wizard

Given his magic items 'Ceremonial mace of Malachite' and 'Amulet of Itza' back

+100 points

Kroq-Gar

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Kroq-Gar	4	8	0	5	5	4	2	5	10	665
Gryml oq	7	3(4)	0	7	5	5	2	6	6	

Troop Type: Monster

Special Rules:

- Cold-Blooded.
- Predatory Fighter
- Sacred Spawning of Xothl
- Scaly Skin 4+
- Attuned to the Beast (Gryml oq)
- Large Target (Gryml oq)

- Multiple Wounds (D3) (Grymloq)
- Scaly Skin 4+ (Grymloq)
- Loping Stride (Grymloq)
- Thunderstomps(D3)
- Bloodroar (Grymloq)
- Apex Predator (Grymloq)
- Predatory fighter (Grymloq)
- Terror (Grymloq)
- Supreme General of the Lizardmen
- Blessed Mark of the Old Ones
- Spawning of Itzl

Equipment:

- Light Armor
- Hand of the Gods
- Revered Spear of Tlanxla

Sacred Spawning of Xothl:

As long as Kroq-Gar lives, he has a 5+ ward save while Grymloq has a 5+ ward save.

Attuned to the Beast:

If Kroq-Gar is ever killed, Grymloq automatically passes his monster reaction test and immediately becomes subject to Frenzy. In addition, Grymloq never loses his frenzy.

Hand of the Gods:

Enchanted Item -

Grants Kroq-Gar +1 to Armor Save.

Change the bound spell to Soul Quench and it is now innate power level 4.

Revered Spear of Tlanxla:

Magical spear

Any wounds dealt by Kroq-Gar counts as 2 unsaved wounds in Combat Resolution.

Ward Piercing (1)

Armor Piercing (1)

Flaming Attacks

Supreme General of the Lizardmen:

Kroq-Gar must be the army General if included in your army. In addition a single unit of Cold One Riders can be taken as Core.

Change:

+2 LD (Kroq-Gar)

+2 WS (Kroq-Gar)

+1 Attack (Grymloq) - this is just the regular bonus Grymloq gets, he is just adjusted since I already gave the regular Carnosaur +1 attack

Hand of the Gods now contains soul quench and is innate, in addition it increases Kroq-Gar's Armor save.

Revered Spear of Tlanxla additional effects added.

New rule Supreme General of the Lizardmen

Blessed Mark of the Old Ones

Spawning of Itzl

+145 points

Tehenahuin

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Tehen hauin	6	6	5	4	3	3	6	3	8	230

Troop Type: Infantry

Special Rules:

- Cold-Blooded.
- Scaly skin (5+)
- Aquatic
- Arcane Vassal
- Poisoned attacks
- Lv 3 wizard (Lore of Beasts)
- Hatred (Skaven)
- Immune to poison
- Master of Snakes
- Tide of Serpents
- **Spawning of Sotek**

Equipment:

- Blade of the Serpent's Tongue
- Plaque of Sotek

Can be mounted upon and ancient Stegadon with an Engine of the Gods for 315 points.

Plaque of Sotek:

Grants a 5+ Ward save.

Master of Snakes:

Tehenahuin can join Jungle Swarm units. If he does he gains unbreakable and the squish special rule is ignored.

Prophet of sotek:

Skinks in the army can be upgraded to hate skaven.

Tide of Serpents:

In CC Tehenahuin can make an extra 5 poisoned attacks at initiative 1, WS 2 and Strength 2.

Change:

Tide of Serpents always work and with a fixed number of attacks (Made so he does not lose this ability if mounted on a Stegadon)

Spawning of Sotek

Oldblood

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Oldblood	4	6	0	5	5	4	2	5	9	210

Troop Type: Infantry

Special Rules:

- Cold-Blooded.
- Predatory Fighter.
- Scaly skin (4+)

Equipment:

- Hand weapon

May be armed with one of the following:

Additional hand weapon.....3

Halberd.....4

Spear.....2

Great weapon.....7

Light armor.....10

Shield.....5

May be mounted on:

Cold One.....25

Carnosaur.....220

May take magic items up to a total of 100 points.

May take spawnings:

Sotek..... 15 PPM

Tepok.....25 PPM

Quetzl..... 25 PPM

Chotec.....20 PPM

Tzunki.....15 PPM

Tlazcotl..... 35 PPM

Huanchi..... 25 PPM

Itzl..... 25 PPM

Blessed Mark of the Old Ones.....30 points

Change:

Spawnings

+1 LD

- 1 Initiative

+1 Wound

Slightly cheaper Cold One

Slightly more expensive equipment overall

+50 PPM

Slann Mage-Priest

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Slann	4	2	3	3	4	4	2	1	9	275

Troop Type: Infantry

Level 4 wizard

+1 to Cast spells from the lore of High Magic

Disciplines:

The Focused Rumination 40 points:

Once per magic phase, the Slann may add an additional dice, just as if he had rolled a natural 6.

Reservoir of Eldritch Energy 20 points:

The Slann can store a single dispel dice and use it in its own magic phase instead.

Soul Of Stone 50 points:

Ignore the first roll of 1 when determining whether a miscast is made.

Becalming cogitation 30 points:

As in rulebook - The Slann may re-roll one failed dispel attempt in each magic phase.

Wandering deliberations 50 points:

As in rulebook - the Slann does not generate spells normally, but instead has every signature spell of the 8 lores from the rulebook.

Harmonic Convergence 30 points:

As in rulebook - The Slann rolls 3 dice when channeling power dice and dispel dice.

The Harrowing Scrutiny 15 points:

As in rulebook - The Slann Causes Terror.

Transcendent Healing 25 points:

At the start of any friendly magic phase, the Slann heals 1 wound lost earlier in the battle.

Unfathomable Presence 35 points:

Gives the Slann MR(3)

Focus Of Mystery 45 points:

The Slann has Loremaster for whichever lore he chooses.

Higher State Of Consciousness 50 points:

The Slanns shield of the Old Ones is increased to a 3+.

Mastery of the Winds 75 points:

Roll an additional dice when determining the winds of magic and discard the lowest.

Change:

Altered Disciplines

No cap on discipline cost

-1 wound

+1 to for High Magic

-25 points

Mounts

Carnosaur

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Carnosaur	7	3	0	7	5	5	2	5	6	220

Troop Type: Monster

Special Rules:

- Cold-Blooded.
- Large Target
- Scaly Skin (4+)
- Terror
- **Predatory fighter**
- Blood frenzy
- D(3) Multiple Wounds
- **Bloodroar**
- **Loping Stride**
- **Thick Skinned**
- **Apex Predator**
- **Thunderstomps (D3)**

Apex Predator:

The Carnosaur has +1 to hit against large targets.

Change:

+1 Attack

Free Loping Stride

Predatory Fighter

Free Bloodroar

Apex Predator

Fewer Thunderstomps

Magic Items:

Changed - Blade of realities (magic weapon): Change from 100 points to 85.

No Armor saves or Ward saves can be taken against wounds caused by this weapon.

Changed - Cube of Darkness - 40 points:

Does not have to roll a 2+ for the dispel scroll effect, it now works just like a dispel scroll, however it now requires a roll of 4+ to further dispel remaining in play spells rather than 2+. + 5 to the point cost.

Changed - Jaguar Standard:

Grants swiftstride

Also grants +1 Movement.

Changed - Horn of Kygor - 25 points: Every beast (not its rider) unit within 12 inches of the model equipped with the horn of kygor has the devastating charge special rule.

Stegadon War Spear - 50 points:

Increase the stegadon mount's impact hits by an additional D6.

Plaque of Dominion - 60 points:

Bound spell (3) - Hex spell that targets enemy wizards within 18", the wizards has -2 to cast until the start of your next magic phase.

Staff of the Lost Sun - 25 points:

Bound spell (3) - Contains the spell Shem's Burning Gaze.

Scimitar of the Sun Resplendent - 30 points:

Ward Piercing(2)

Dagger of Sotek - 25 points:

Grants the Wearer poisoned attacks and hatred(Skaven)

Sword of the Hornet - 60 points:

The bearer has +1 to hit and any enemy in close combat attempting to hit the bearer has -1 to hit.

Burning Blade of Chotec - 30 points:

Flaming Attacks.

Armor Piercing (2)

Hide of the Cold Ones - 20 points:

Light Armor.

The Wearer Causes Fear, but gain stupidity.

Gets +1 additional Armor save against shooting.

Shield of the mirrored pool - 20 points:

Any magic missile striking the bearer's unit is reflected on a 2+. If the spell is reflected, the magic missile is resolved against the caster's unit.

The Maiming Shield - 10 points:

Grants an additional attack that does not benefit from any special rules or weapons, and is thus resolved at the bearers base WS and Strength; This attack counts as magical.

Divine Plaque of Protection - 50 points:

Grants the Slann a 2+ wards save against shooting.

War Drum of Wahutec- 25 points:

LD tests for running and reforming are automatically passed, even in combat.

Blood Statuette of Spite - 50 points:

Bound Spell (5) - The spell is cast on an unit enemy within 12". The unit then takes a Toughness test; If passed nothing happens, if failed the unit takes D6 hits with strength equal to their toughness, keep doing this until the unit passes their Toughness test.

Charm of the Jaguar - 50 points:

Bound spell (5) - Contains the Walk between worlds spell. Can only be cast on the bearer himself.

Carnosaur Pendant - 10 points:

Grants the wearer the Blood Frenzy rule.

Curse Charm of Tepok - 30 points:

One use only: When an enemy wizard rolls on the miscast table, you can have them re-roll the result.

Bane Head - 15 points:

Nominate an enemy character at the start of the battle. Any wounds deal by the bearer to that character are doubled.

Dragonfly of Quicksilver - 10 points:

Gives MR(1)

Venom of the Firefly Frog- 200 points:

Mundane Weapons get poisoned, magical and flaming attacks.

Cupped Hands of the Old Ones - 40 points:

One use only - Discount a single roll of a one when determining whether a miscast is made.

Rod of the Storm - 20 points:

Contains Urannons thunderbolt as a bound spell at power level 2.

Diadem of Power- 60 points:

Gives the wizard an additional power dice each magic phase

Itxi Grubs - 25 points:

One use only - add 3 to a casting roll. May be used after the roll is made.

Aura of Quetzl - 40 points:

Discard the first penalty to armor save, stacks with spawning of Itzl.

Glyph Necklace - 20 points:

+1 to Scaly Skin save

Amulet of Itzl - 25 points:

The wearer and his unit does not need to take stupidity tests.

Totem of Prophecy - 20 points:

The unit causes fear

Plaque of Dominion - 50 points:

If an enemy wizard makes a miscast within 18" of the banner bearer, you may add or subtract 1 from the result.

Sun Standard of Chotec - 40 points:

Missiles fired at the unit within 12" suffer an additional -2 to hit, or -1 to hit if fired from over 12" away.

Huanchi's Blessed Totem - 00 points:

Add 1" to charge range.

Keep 'Sacred Stegadon Helm of Itza', 'Piranha Blade', Skavenpelt Banner, 'Cloak of Feathers' and 'the egg of Quango' as is.

Empire

Core

Halberdiers

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Halberdier	4	3	0	3	3	1	4	1	7	5
Leader	4	3	0	3	3	1	3	2	7	+10

Troop Type: Infantry

Special Rules:

- Detachment
- Regimental Unit

Equipment:

- Hand weapon
- Light Armor

Upgrades:

- Shields.....1 PPM
- Musician.....10 points
- Standard Bearer.....10 points
- Champion.....10 points

Change:

-1 PPM

Spearmen

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Spearman	4	3	0	3	3	1	4	1	7	5
Leader	4	3	0	3	3	1	3	2	7	+10

Troop Type: Infantry

Special Rules:

- Detachment
- Regimental Unit

Equipment:

- Spear
- Light Armor
- Shield

Upgrades:

- Musician.....10 points
- Standard Bearer.....10 points

- Champion.....10 points

Change:

Free Shields

Swordsmen

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Swordsmen	4	4	0	3	3	1	4	1	7	6
Leader	4	4	0	3	3	1	3	2	7	+10

Troop Type: Infantry

Special Rules:

- Detachment
- Regimental Unit

Equipment:

- Hand weapon
- Light Armor
- Shield

Upgrades:

- Musician.....10 points
- Standard Bearer.....10 points
- Champion.....10 points

Change:

-1 PPM

Crossbowmen

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	3	3	3	1	4	1	7	8
Leader	4	3	4	3	3	1	3	2	7	+10

Troop Type: Infantry

Special Rules:

- Detachment
- Regimental Unit

Equipment:

- Hand weapon
- Crossbow

Upgrades:

- Musician.....10 points
- Standard Bearer.....10 points
- Champion.....10 points

- Light Armor.....1 PPM

Change:

-1 PPM

Option for Light Armor

Handgunners

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Handgunner	4	3	3	3	3	1	4	1	7	8
Leader	4	3	4	3	3	1	3	2	7	+10

Troop Type: Infantry

Special Rules:

- Detachment
- Regimental Unit

Equipment:

- Hand weapon
- Handgun

Upgrades:

- Musician.....10 points
- Standard Bearer.....10 points
- Champion.....10 points
- Light Armor.....1 PPM

Change:

-1 PPM

Option for Light Armor

No additional options champion

Archers

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Archer	4	3	3	3	3	1	3	1	7	6
Leader	4	3	4	3	3	1	3	1	7	+10

Troop Type: Infantry

Special Rules:

- Detachment
- Regimental Unit
- Skirmishers

Equipment:

- Hand weapon
- Bow

Upgrades:

- Musician.....10 points
- Standard Bearer.....10 points
- Champion.....10 points
- Light Armor.....1 PPM

Change:

-1 PPM

Option for Light Armor

Free Company Militia

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Militia	4	3	0	3	3	1	3	1	7	6
Leader	4	3	0	3	3	1	3	2	7	+10

Troop Type: Infantry

Special Rules:

- Detachment
- Regimental Unit

Equipment:

- Two hand Weapons

Upgrades:

- Musician.....10 points
- Standard Bearer.....10 points
- Champion.....10 points
- Light Armor.....1 PPM

Change:

Option for Light Armor

Empire Knights

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Empire Knight	4	4	0	3	3	1	3	1	8	22
Leader	4	4	0	3	3	1	3	2	8	+10
Warhorse	8	3	0	3	3	1	3	1	5	

Troop Type: Cavalry

Special Rules:

- Detachment
- Regimental Unit

Equipment:

- Hand Weapon
- Lance

- Full Plate Armor
- Shield
- Barding

Upgrades:

- Musician.....10 points
- Standard Bearer.....10 points
- Champion.....10 points
- Replace Shields and lances with Great Weapons
- One Knightly Order unit in the army may be upgraded to Inner Circle Knights for 3 PPM (This gives +1 Strength to the rider)

Change:

Special

Greatsword

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Greatsword	4	4	0	3	3	1	3	1	8	11
Leader	4	4	0	3	3	1	3	2	8	+10

Troop Type: Infantry

Special Rules:

- Detachment
- Regimental Unit

Equipment:

- Great Weapons
- Full Plate Armor

Upgrades:

- Musician.....10 points
- Standard Bearer.....10 points
- Champion.....10 points
- May take a magic standard up to 50 points
- May take 2 detachments

Change:

Demigryph Knights

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Knight	4	4	0	4	3	1	3	1	8	48
Leader	4	4	0	3	3	1	3	2	8	+10

Demigryph	8	4	0	5	4	3	4	3	7
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Troop Type: Monstrous Cavalry

Special Rules:

- Armor Piercing (Demigryph only)
- Fear

Equipment:

- Hand Weapon
- Lance
- Full Plate Armor
- Shield
- Barding

Upgrades:

- Musician.....10 points
- Standard Bearer.....10 points
- Champion.....10 points
- Replace Lances with Halberds...free
- May take a magic standard up to 50 points

Change:

-1 toughness

-10 points

Reiksguard Knights

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Reiksguard Knight	4	4	0	4	3	1	3	1	8	27
Leader	4	4	0	4	3	1	3	2	8	+10
Warhorse	8	3	0	3	3	1	3	1	5	

Troop Type: Cavalry

Special Rules:

- Detachment
- Regimental Unit

Equipment:

- Hand Weapon
- Lance
- Full Plate Armor
- Shield
- Barding

Upgrades:

- Musician.....10 points

- Standard Bearer.....10 points
- Champion.....10 points
- Replace Shields and lances with Great Weapons
- May take a magic standard up to 50 points

Huntsmen

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Huntsman	4	3	3	3	3	1	3	1	7	8
Leader	4	3	4	3	3	1	3	1	7	+10

Troop Type: Infantry

Special Rules:

- Detachment
- Regimental Unit
- Skirmishers
- Scouts

Equipment:

- Hand weapon
- Bow
- Light Armor

Upgrades:

- Musician.....10 points
- Standard Bearer.....10 points
- Champion.....10 points
- Light Armor.....1 PPM

Change:

Free Light Armor

Pistoliers

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Pistolier	4	4	3	4	3	1	3	1	7	15
Leader	4	4	4	3	3	1	3	1	7	+10
Warhorse	8	3	0	3	3	1	3	1	5	

Troop Type: Cavalry

Special Rules:

- Fast Cavalry

Equipment:

- Hand Weapon
- Brace of Pistols
- Light Armor

Upgrades:

- Musician.....10 points
- Standard Bearer.....10 points
- Champion.....10 points

Change:

No options for special weapons of routrider

-3 PPM

Outriders

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Outrider	4	4	4	4	3	1	3	1	7	20
Leader	4	4	5	3	3	1	3	1	7	+10
Warhorse	8	3	0	3	3	1	3	1	5	

Troop Type: Cavalry

Special Rules:

- Fast Cavalry

Equipment:

- Hand Weapon
- Light Armor
- Repeater Handgun

Upgrades:

- Musician.....10 points
- Standard Bearer.....10 points
- Champion.....10 points

Change:

No options for special weapons of routrider

-1 PPM

Great Cannon

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Great Cannon	-	-	-	-	7	3	-	-	-	140
Leader	4	3	3	3	3	1	3	1	7	

Troop Type: Warmachine

Special Rules:

Equipment:

- Hand Weapon

When shooting a Grapeshot, it is strength 6 instead of 5.

Upgrades:

- Light Armor for Crew.....5 points

Change:

Option for Light Armor

+20 PPM

Mortar

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Mortar	-	-	-	-	7	3	-	-	-	100
Leader	4	3	3	3	3	1	3	1	7	

Troop Type: Warmachine

Special Rules:**Equipment:**

- Hand Weapon

Upgrades:

- Light Armor for Crew.....5 points

Change:

Option for Light Armor

Flagellants

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Hunts man	4	3	3	3	3	1	3	1	7	11
Leader	4	3	3	3	3	1	3	2	7	+10

Troop Type: Infantry

Special Rules:

- The End is Nigh!
- Frenzy
- Unbreakable

Equipment:

- Flail

Upgrades:

- Champion.....10 points

Change:

-1 PPM

Rare

Hellblaster Volley Gun

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Hellblaster Volley Gun	-	-	-	-	7	3	-	-	-	150
Leader	4	3	3	3	3	1	3	1	7	

Troop Type: Warmachine

Special Rules:

Equipment:

- Hand Weapon

When shooting a Grapeshot, it is strength 6 instead of 5.

Upgrades:

- Light Armor for Crew.....5 points

Change:

Option for Light Armor

+30 PPM

Helstorm Rocket Battery

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Great Cannon	-	-	-	-	7	3	-	-	-	100
Leader	4	3	3	3	3	1	3	1	7	

Troop Type: Warmachine

Special Rules:

- Helstorm Rockets

Equipment:

- Hand Weapon

Upgrades:

- Light Armor for Crew.....5 points

Change:

Option for Light Armor

-20 PPM

Steamtank

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Great Cannon	0/V ar	-	-	6	7	10	-	-	-	250
Leader	-	3	4	3	-	-	3	1	7	

Troop Type: Warmachine

Special Rules:

- Large Target
- Random Movement (variable)
- Steam Points
- Steel Behemoth
- Terror
- Unbreakable

Equipment:

- Hand Weapon (engineer)
- Repeater pistol (engineer)
- Steam Cannon
- Steam Engine
- Steam Gun

Upgrades:

- Engineer may take Hochland Long Rifle.....15 points

Change:

5 points Cheaper Longrifle

+1 Toughness

Celestial Hurricanum

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Celestial Hurricanum	-	-	-	5	5	5	-	-	-	130
Acolyte	-	3	3	3	-	-	3	1	7	

Warhorse	8	3	-	3	-	-	3	1	5
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Troop Type: Cavalry

Special Rules:

- Large Target
- Locus of Azyr
- Portenst of Battle
- Storm of Shentek

Equipment:

- Hand Weapon (Acolytes)

Crew: 2 Acolytes

Drawn by: 2 Warhorses

Change:

Luminark of Hysh

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Luminark of Hysh	-	-	-	5	5	5	-	-	-	130
Acolyte	-	3	3	3	-	-	3	1	7	
Warhorse	8	3	-	3	-	-	3	1	5	

Troop Type: Cavalry

Special Rules:

- Large Target
- Locus of Hysh
- Solheim's Bolt of Illumination
- Aura of Protection

Equipment:

- Hand Weapon (Acolytes)

Crew: 2 Acolytes

Drawn by: 2 Warhorses

Change:

+10 points

Heroes

Ludwig Schwarzhelm, The Emperor's Champion

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Ludwig	4	5	5	4	4	2	4	3	8	165
Warhorse	8	3	0	3	3	1	3	1	5	

Troop Type: Cavalry

Special Rules:

- The Emperor's Bodyguard
- The Emperor's Herald*

Equipment:

- Full Plate Armor
- Sword of Justice
- The Emperor's Standard

Change:

-20 points

Luthor Huss, Prophet of Sigmar

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Ludwig	4	5	4	4	4	2	4	2	8	155
Warhorse	8	3	0	3	3	1	3	1	5	

Troop Type: Cavalry

Special Rules:

- Battle Prayers
- Chosen of Sigmar
- Divine Power
- Fiery Demagogue
- Righteous Fury

Equipment:

- Heavy Armor
- Massive Warhammer (Great Weapon)

All bound spells are lv 4.

The Warrior priest can choose one bound spell each turn to cast.

Change:

-1 Initiative

-1 WS

Markus Wulfhart

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Ludwig	4	4	5	4	4	2	5	3	8	140

Troop Type: Infantry

Special Rules:

- Hatred (Monsters)
- Immune to psychology
- Monster Hunter
- Scouts
- Wulfhart's Hunters

Equipment:

- The Amber Bow

You may upgrade one unit of huntsmen to be Wulfhart's Hunters granting them 'Immune to psychology' and 'Monster hunter'.

Change:

-1 WS

Captain of the Empire

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Captain	4	5	5	4	4	2	4	3	8	60

Troop Type: Infantry

Special Rules:

- Hold the Line

Equipment:

- Hand weapon
- Light Armor

May be armed with one of the following:

Additional hand weapon.....	2
Handgun.....	5
Lance.....	5
Great weapon.....	5
Longbow.....	4
Pistol.....	4
Heavy armor.....	8
Full Plate armor.....	12
Shield.....	3

May be mounted on:

Imperial Pegasus.....	45
Iron hard hooves - 5 points	
Swift as the wind - 5 points	
Warhorse.....	10
Barding - 5 points	

May take magic items up to a total of 50 points.

Change:

Slightly equipment cost changes, overall cheaper

-1 Initiative

Battle Wizard

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Wizard	4	3	3	3	3	2	3	1	7	65

Troop Type: Infantry

Equipment:

- Hand weapon

May be upgraded to a lv 2 wizards for 35 points

May be mounted on:

Warhorse.....10

Barding - 5 points

May take magic items up to a total of 50 points.

Change:

Warrior priest

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Priest	4	4	4	4	4	2	4	2	8	75

Troop Type: Infantry

Special Rules:

- Battle Prayers
- Divine Power
- Righteous Fury

Equipment:

- Hand weapon
- Light Armor

May be armed with one of the following:

Additional hand weapon.....2

Great weapon.....5

Heavy armor.....4

Full Plate armor.....8

May be mounted on:

Warhorse.....10

Barding - 5 points

May take magic items up to a total of 50 points.

All bound spells are lv 4.

The Warrior priest can choose one bound spell each turn to cast.

Change:

Can now take full plate armor

+20 points due to bound spell changes

Master Engineer

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Engineer	4	3	4	3	3	2	3	1	7	65

Troop Type: Infantry

Special Rules:

- Master of Ballistics
- Stand back, sir!

Equipment:

- Hand weapon

May be armed with one of the following:

Grenade launcher blunderbuss.....10

Hochland long rifle.....15

Pigeon bombs.....20

Repeater handgun.....10

Repeater pistol..... 10

Light armor.....2

May be mounted on:

Mechanical steed.....25

Warhorse.....10

Barding - 5 points

May take magic items up to a total of 50 points.

Change:

Wicth Hunter

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Hunter	4	4	4	4	4	2	4	2	8	50

Troop Type: Infantry

Special Rules:

- Accusation
- Grim resolve
- MR(2)
- Tools of judgement

Equipment:

- Hand weapon
- Light Armor
- Pistil

May be armed with one of the following:

Brace of pistols.....5

Great weapon.....5

May take magic items up to a total of 50 points.

Change:

Lords

Karl Franz, the Emperor

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Kalr	4	6	6	4	4	3	5	4	9	300
Deathclaw	8	3	0	3	3	1	3	1	5	
law										

Troop Type: Infantry/Monster

Special Rules:

- Hold the Line!
- Immune to psychology
- Leader of Men
- Bloodroar (Deathclaw)
- Fly (Deathclaw)
- Large Target (Deathclaw)
- Loyal Beast (Deathclaw)
- Terror (Deathclaw)

Equipment:

- The Reikland Runefang
- The Silver Seal
- Full Plate Armor

May replace the runefang with Ghal Maraz.....50 points

May be mounted on:

Deathclaw..... 200 points

Imperial Pegasus.....35 points
 Iron-hard hooves..... 5 points
 Swift as the wind..... 5 points
 Imperial Dragon..... 300 points
 Warhorse..... 20 points
 Barding..... 5 points

Change:

More expensive Ghal Maraz

Cheaper Deathclaw

-1 Initiative

-1 WS

-40 points

Kurt Helborg, Reiksmarshal of the empire

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Kurt	4	6	6	4	4	3	5	4	9	280
Krieglu st (warho rse)	8	3	0	3	3	1	3	2	5	

Troop Type: cavalry

Special Rules:

- The Emperor's chosen
- Immune to psychology
- Stubborn

Equipment:

- Laurels of victory
- The Solland Rune Fang
- Full Plate Armor

The Emperor's Chosen:

If Kurt Helborg joins a unit of Reiksguard the unit gets Devastating Charge.

Change:

-1 Initiative

+1 Attack (warhorse)

The Emperor's Chosen actually does something.

-40 points

Balthazar Gelt, the supreme patriarch

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Gelt	4	3	3	3	4	3	3	1	8	360

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al
Pegas
us

Troop Type: Monstrous cavalry

Special Rules:

- Loremaster (Lore of Metal)
- Fly (Pegasus)
- lv 4 wizard

Equipment:

- Amulet of Sea Gold
- Cloak of Molten Metal
- Staff of Volans

Can upgrade pegasus:

Iron hard hooves.....5 points

Swift as the wind.....5 points

Cloak of Molten Metal:

As usual, but also gives a 5+ Armor save against shooting.

Change:

Pegasus changes

Cloak of Molten Metal buff

Volkmar The Grim

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Volkmar	4	5	4	4	4	3	4	2	9	190

Troop Type: Infantry

Special Rules:

- Battle Prayers
- Divine Power
- Grand Theogonist
- Righteous Fury

Equipment:

- Light Armor
- Jade Griffon
- Staff of Command

May be mounted on the war altar of sigmar.....150 points

All bound spells are lv 4.

Volkmar can choose one bound spell each turn to cast.

Grand Theogonist:

Volkmar's battleprayers cannot be dispelled.

Change:

Grand Theogonist buffed

Marius Leitdorf

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Marius	4	6	5	4	4	3	5	3	9	220
Daisy (Warhorse)	8	3	0	3	3	1	4	1	5	

Troop Type: Cavalry

Special Rules:

- Hold the Line!
- The Mad Count

Equipment:

- Full Plate Armor
- The Averland Runefang

Change:

+1 Initiative (Daisy)

Grandmaster

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Grandmaster	4	5	6	4	4	3	5	4	9	135
Warhorse	8	3	0	3	3	1	3	1	5	

Troop Type: Cavalry

Special Rules:

- Immune to psychology
- Master of battle

Equipment:

- Hand weapon
- Full Plate armor

May be armed with one of the following:

Lance.....6

Great weapon.....7

Shield.....4

May be mounted on:

May take magic items up to a total of 100 points.

Change:

-1 Initiative

-1 WS

-10 points

Arch Lector

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Captain	4	4	4	4	4	3	4	2	9	120

Troop Type: Infantry

Special Rules:

- Battle Prayers
- Divine Power
- Righteous fury

Equipment:

- Hand weapon
- Light Armor

May be armed with one of the following:

Additional hand weapon.....2

Great weapon.....5

Heavy armor.....7

Full Plate armor.....10

Shield.....3

May be mounted on:

War Altar of Sigmar.....150

Warhorse.....10

Barding - 5 points

May take magic items up to a total of 100 points.

All bound spells are lv 3.

The Warrior priest can choose one bound spell each turn to cast.

Change:

Option for full plate

+20 points due to bound spell change

Battle Wizard Lord

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Wizard	4	3	3	3	4	3	3	1	8	165

Troop Type: Infantry

Equipment:

- Hand weapon

May be upgraded to a lv 4 wizards for 35 points

May be mounted on:

Imperial Pegasus.....45

Iron hard hooves - 5 points

Swift as the wind - 5 points

Warhorse.....10

Barding - 5 points

If he chooses lore of heavens he can be mounted on a celestial hurricanum for 125 points

If he chooses lore of light he can be mounted on a luminark of hysh for 120 points

If he chooses lore of beasts he can be mounted on an imperial griffon for 170 points

Swooping Strike - 15 points

Two heads - 30 points

May take magic items up to a total of 100 points.

Change:

General of the Empire

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Captain	4	5	5	4	4	3	4	3	9	70

Troop Type: Infantry

Special Rules:

- Hold the Line

Equipment:

- Hand weapon
- Light Armor

May be armed with one of the following:

Additional hand weapon.....3

Handgun.....6

Lance.....6

Great weapon.....6

Longbow..... 5

Pistol.....5

Heavy armor.....10

Full Plate armor.....15

Shield.....4

May be mounted on:

Imperial Pegasus.....35

Iron hard hooves - 5 points

Swift as the wind - 5 points

Warhorse.....10

Barding - 5 points

Imperial Griffon.....160

Swooping Strike - 15 points

Two heads - 30 points

May take magic items up to a total of 100 points.

Change:

Slightly equipment cost changes

-1 Initiative

-25 points

Mounts

Imperial Griffon

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Griffon	6	5	0	6	5	5	4	4	7	160

Troop Type: Monster

Special Rules:

- Terror
- Large Target
- Fly

Can be upgraded to have swooping strike for 15 points

Swooping Strike:

Gives the griffon Devastating charge and +1 Strength when making a successful charge.

Change:

Swooping Strike instead of Bloodroar

-10 points

Imperial Pegasus

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Griffon	8	3	0	3	3	3	4	1	6	

Troop Type: Monstrous Cavalry

Special Rules:

- Fly

Change:

-1 Strength

-1 Toughness

-1 Attack

Core

Orc Boyz

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Orc Boyz	4	3	2	3	4	1	2	1	7	6
Boss	4	3	2	4	4	1	2	3	7	+10
Big 'Un	4	3	2	4	4	1	2	2	7	

Troop Type: Infantry

Special Rules:

- Animosity
- Choppas
- Size Matters

Equipment:

- Light Armor

Champion....15 points

Standard bearer....10 points

Musician....10 points

Spears.....Free

Additional Hand Weapons.....1 PPM

Shields.....1 PPM

Big Un.....3 PPM

Change:

-1 BS

+1 Attack (Big 'Un)

-1 WS (Big'Un)

Spears free

Champion, -1 WS, +1 Attack

Big'Un +1 PPM

Arrer Boyz

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Arre Boyz	4	3	3	3	4	1	2	1	7	6
Boss	4	3	4	3	4	1	2	2	7	+10

Troop Type: Infantry

Special Rules:

- Animosity
- Choppas

- Size Matters

Equipment:

-

May replace hand weapon with spears for free

Change:

-1 PPM

Savage Orcs

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Savage Orc	4	3	2	3	4	1	2	1	7	8
Big 'Un	4	3	0	4	4	1	2	2	7	+10
Boss	7	3	0	4	4	1	2	3	7	

Troop Type: Infantry

Special Rules:

- Animosity
- Choppas
- Frenzy
- Big Stabbas
- War Paint

Equipment:

Champion....15 points

Standard bearer....10 points

Musician....10 points

Spears.....Free

Additional Hand Weapons.....1 PPM

Bows.....1 PPM

Big Stabbas.....20 points

Shields.....1 PPM

Big Un.....3 PPM

Change:

+1 Attack (Big 'Un)

Champion +1 Attack

Spears free

Big'Un +1 PPM

Goblins

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Goblin	4	2	3	2	2	1	3	1	6	1.5
Boss	4	2	3	2	2	1	3	2	6	+10
Nasty Skulker	4	2	3	2	2	1	3	2	6	

Troop Type: Infantry

Special Rules:

- Animosity
- Fear Elves

Equipment:

- Light Armor

Equipment(Nasty Skulkers):

- Light Armor
- Great Weapons

Champion....10 points

Standard bearer....10 points

Musician....10 points

Spears.....Free

Short Bows.....1/2 PPM

Shields.....1/2 PPM

Additional Hand Weapons.....1/2 PPM

Nasty Skulkers.....1 PPM

Change:

-1 Strength

-1 Toughness

+1 Initiative

-1.5 PPM

Spears free

Goblin Wolf Riders

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Goblin	4	2	3	2	2	1	3	1	6	8
Boss	4	2	3	2	2	1	3	2	6	+10
Giant Wolf	9	3	0	3	3	1	3	1	3	

Troop Type: Infantry

Special Rules:

- Animosity
- Fear Elves
- Fast Cavalry

Equipment:

- Light Armor

Champion....10 points

Standard bearer....10 points

Musician....10 points

Spears.....Free

Short Bows.....1 PPM

Shields.....1 PPM

Additional Hand Weapons.....1/2 PPM

Change:

-1 Strength

-1 Toughness

+1 Initiative

-2 PPM

Spears free

Night Goblins

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Night Goblin	4	2	3	2	2	1	3	1	5	2
Boss	4	2	3	2	2	1	3	2	5	+10
Fanatic	2D6	-	-	5	2	1	3	*	10	

Troop Type: Infantry

Special Rules:

- Animosity
- Fear Elves

Equipment:

- Light Armor
- Shield

Champion....10 points

Standard bearer....10 points

Musician....10 points

Spears.....Free

replace shields with short bows.....Free

Change:

-1 Strength

-1 Toughness

-1 PPM

Forest Goblin Spider Riders

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Goblin	4	2	3	2	2	1	3	1	6	11
Boss	4	2	3	2	2	1	3	2	6	+10
Giant Wolf	7	3	0	3	3	1	4	1	2	

Troop Type: Cavalry

Special Rules:

- Animosity
- Fear Elves
- Fast Cavalry
- Creeping Assault
- Forest Strider

Equipment:

- Shield
- Spear

Champion....10 points

Standard bearer....10 points

Musician....10 points

Short Bows.....1 PPM

Change:

-1 Strength

-1 Toughness

+1 Initiative

-2 PPM

Special

Black Orcs

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Balck Orc	4	4	3	4	4	1	2	2	8	11
Boss	4	4	3	4	4	1	2	3	8	

Troop Type: Infantry

Special Rules:

- Choppas

- Immune To Psychology
- Armed to Da Teef

Equipment:

- Heavy Armor
- A huge array of weapons

Champion....10 points

Standard bearer....10 points

Musician....10 points

Shields.....1 PPM

Change:

+1 Attack

Champion -5 points, -1 WS

-1 PPM

Orc Boar Boyz

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Orc Boar Boy	4	3	2	3	4	1	2	1	7	16
Big 'Un	4	3	2	4	4	1	2	2	7	+10
Boss	4	3	2	4	4	1	2	3	7	
War Boar	7	3	0	3	4	1	2	1	3	

Troop Type: Cavalry

Special Rules:

- Animosity
- Choppas
- Size Matters
- Thick Skinned
- Tusker Charge

Equipment:

- Light Armor

Champion....15 points

Standard bearer....10 points

Musician....10 points

Shields.....2 PPM

Spears.....2 PPM

Big'Uns.....3 PPM

Change:

-1 BS

+ 1 Attack for Big 'Un
 -1 Initiative (War Boar)
 Champion -5 points, -1 WS, +1 Attack
 Big'Un +1 PPM

Savage Orc Boar Boyz

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Orc Boar Boy	4	3	2	3	4	1	2	1	7	17
Big 'Un	4	3	2	4	4	1	2	2	7	+10
Boss	4	3	2	4	4	1	2	3	7	
War Boar	7	3	0	3	4	1	2	1	3	

Troop Type: Cavalry

Special Rules:

- Animosity
- Choppas
- Size Matters
- Thick Skinned
- Tusker Charge
- Warpaint
- Frenzy
- Wild Abandon

Champion....15 points
 Standard bearer....10 points
 Musician....10 points
 Additional Hand Weapon.....2PPM
 Shields.....2 PPM
 Spears.....2 PPM
 Big'Uns.....4 PPM

Change:
 -1 BS
 + 1 Attack for Big 'Un
 -1 Initiative (War Boar)
 Champion -1 WS, +1 attack
 -1 PPM

Orc Boar Chariot

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Chariot	-	-	-	5	5	4	-	-	-	80
Orc Crew	-	3	3	3	-	-	2	1	7	

War Boar	7	3	-	3	-	-	2	1
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Troop Type: Infantry

Special Rules:

-

Equipment:

- Spear (crew)
- Scythed Wheels (Chariot)

Extra crew 5 points

Change:

-1 Initiative (War Boar)

-5 PPM

Goblin Wolf Chariot

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Chariot	-	-	-	5	4	3	-	-	-	45
Goblin n Crew	-	2	3	2	-	-	3	1	6	
Giant Wolf	9	3	-	3	-	-	3	1		

Troop Type: Infantry

Special Rules:

- Fear Elves

Equipment:

- Spear (crew)
- Short Bow (crew)
- Scythed Wheels (Chariot)

Extra crew 5 points

Change:

+1 Initiative (Goblin Crew)

-1 Strength (Goblin Crew)

-1 WS (Goblin Crew)

-5 PPM

Goblin Spear Chucka

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
--	---	----	----	---	---	---	---	---	----	-----

Spar Chuck a	-	-	-	-	7	3	-	-	-	35
Goblin n Crew	4	2	3	2	2	1	3	1	6	
Orc Bully	4	3	2	4	4	1	2	7		

Troop Type: Infantry

Special Rules:

- Fear Elves
- Slipsod
 - Orc
 - Choppa
 - Size Matters

Equipment:

- Light Armor (Orc)

Add orc bully 10 points

Change:

- +1 Initiative (Goblin)
- 1 Strength (Goblin Crew)
- 1 WS (Goblin Crew)
- 1 Toughness (Goblin Crew)
- +1 Strength (orc)
- 1 BS (orc)

Night Goblin Squig Hoppers

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Squig Hoppe r	4	2	3	2	2	1	3	1	5	8
Squig	3D 6	3	0	4	3	1	3	2	3	

Troop Type: Cavalry

Special Rules:

- Extra Boingy
- Hatred (Dwarfs)
- Obnoxious
- Immune to Psychology
- Random Movement
- Skirmishers

Change:

- 1 Strength (Goblin)
- 1 Toughness (Goblin)
- 1 WS (Squig)

-1 Strength (Squig)

-4 PPM

Night Goblin Squig Herd

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Squig Herder	4	2	3	2	2	1	3	1	5	1.5
Squig	4	3	0	4	3	1	3	2	3	5

Troop Type: Cavalry

Special Rules:

- Animosity
- Hatred (Dwarfs)
- Obnoxious
- Immune to Psycholog
- Squig Herd
- Squigs Go Wild

Change:

-1 Strength (Goblin)

-1 Toughness (Goblin)

-1 WS (Squig)

-1 Strength (Squig)

-1.5 PPM Herder

-3 PPM Squig

Snotlings

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Snotlings	4	2	0	2	1	5	3	5	5	15

Troop Type: Swarm

Change:

-1 Toughness

-10 PPM

Trolls

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Snotlings	6	3	1	5	4	3	2	3	4	35

Troop Type: Monstrous Infantry

Special Rules:

- Fear
- Regeneration (4+)
- Stupidity

- Troll Vomit

Change:

+1 Initiative

Rare

Goblin Rock Lobber

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Rock Lobber	-	-	-	-	7	3	-	-	-	85
Goblin Crew	4	2	3	2	2	1	3	1	6	
Orc Bully	4	3	2	4	4	1	2	7		

Troop Type: Infantry

Special Rules:

- Fear Elves
- Slipsod
 - Orc
 - Choppa
 - Size Matters

Equipment:

- Light Armor (Orc)

Add orc bully 10 points

Change:

+1 Initiative (Goblin)

-1 Strength (Goblin Crew)

-1 WS (Goblin Crew)

-1 Toughness (Goblin Crew)

+1 Strength (orc)

-1 BS (orc)

Doom Diver Catapult

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Catapult	-	-	-	-	7	3	-	-	-	75
Goblin Crew	4	2	3	2	2	1	3	1	6	

Troop Type: Cavalry

Special Rules:

- Fear Elves
- Doom Diver Catapult

Change:

-1 Strength (Goblin)

-1 Toughness (Goblin)

+1 Initiative

5 PPM

Snotling Pump Wagon

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Wagon	2D 6	-	-	4	4	3	-	-	-	45
Snotling Crew	-	2	0	2	-	-	3	5	4	

Troop Type: Cavalry

Special Rules:

- Impact Hits (2D6)
- Random Movement (2D6)
- Too Pumped Up
- Pump Harder Ladz!
- Unbreakable
- Unstable

Equipment:

- Explodin' Spores

Spiky roller..... 15 points

Out-rigga..... 10 points

Flappas..... 5 points

Giant Explodin' Spores..... 15 points

Change:

Arachnarok Spider

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Arachnarok Spider	7	4	-	5	5	9	4	8	-	300
Forest Goblin Crew	-	2	2	3	-	-	3	1	6	

Troop Type: Monster

Special Rules:

- Forest Strider
- Howdah Crew
- Immune to psychology
- Large Target
- Natural Armor (3+)
- Obstacle Strider
- Venom Surge
- Poisoned Attacks (all)
- Stubborn
- Swiftstride
- Terror
- Wall-Crawler

Equipment:

- Spears
- Short Bows

Flinger....20 points

Catchweb Spidershrine.....40 points

Venom Surge:

Against any unit that is not infantry or swarms, the Arachnarok can choose to swap out 1 of its attacks for a venom surge attack, this attack has poison that works on a 5+, Armor piercing and deals D3 wounds. If the attack deals a wound, the model that was dealt a wound has -1 WS, BS, Strength until the start of the next turn.

Change:

-1 WS (Goblin)

+1 Initiative (Goblin)

-1 Toughness

+1 Wound

+1 Armor Save

Goblins now have poisoned attacks

-20 points (flinger)

+1 Points

Mangler Squigs

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Mangler Squigs	3D6	-	-	5	4	3	3	*	3	55

Troop Type: Monster

Special Rules:

- Force of Total Destruction*
- Gone Crazy!
- Immune to psychology
- Ker-splat*
- Completely out of control
- Random movement (3D6)
- Watch Out!
- **Devastating Charge**

Change:

Devastating Charge

-1 Strength

10 points

Stone Trolls

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Mangler Squigs	6	3	1	5	5	3	2	3	4	55

Troop Type: Monster

Special Rules:

- Fear
- Regeneration(5+)
- Stone Troll
- Stupidity
- Troll Vomit

Change:

+1 Initiative

+1 Toughness

-1 Regeneration

+10 PPM

River Trolls

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Mangler Squigs	6	3	1	5	4	3	2	3	4	45

Troop Type: Monster

Special Rules:

- Fear
- Regeneration(5+)
- Stone Troll
- Stupidity
- Troll Vomit

Change:

+1 Initiative

Giant

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Mangler Squigs	6	3	1	6	5	6	2	Special	10	190

Troop Type: Monster

Special Rules:

- Large Target
- Fall Over
- Giant Special Attacks
- Stubbron

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Snagla	4	4	3	4	3	2	5	3	7	100
Giant Spider	7	3	0	3	3	1	4	1	2	

Troop Type: Cavalry

Special Rules:

- Creeping Assault
- Deff Creepers
- Fast Cavalry
- Fear Elves
- Forest Strider
- Obstacle Strider
- Hatred (Empire)
- Poisoned Attacks
- Wall Crawler

Equipment:

- Sting of Snagla
- Fangspike
- Shield

If Snagla is taken, a unit of Goblin spider Riders must also be part of the army.

Change:

-1 Toughness (Snagla)

+1 Initiative (Gitilla)

Both get poisoned attacks

-15 points

Orc Big Boss

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Orc Big Boss	4	4	3	5	5	2	3	4	8	65

Troop Type: Monster

Special Rules:

- Choppas
- Size Matters

Equipment:

- Hand Weapon
- Light armor

Great Weapon.....5 points

Additional Hand Weapon.....5 points

Spear.....3 points

Shield.....4 points

Heavy Armor.....10 points

Mount:

War Boar.....20 points
 Boar Chariot.....80 points
 Magic Items.....up to 50 points

Change:
 More expensive equipment
 -1 WS
 +1 Strength
 +1 Attack
 +10 points

Savage Orc Big Boss

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Orc Big Boss	4	4	3	5	5	2	3	4	8	85

Troop Type: Monster

Special Rules:

- Choppas
- Size Matters
- Frenzy
- Warpaint
- Wild Abandon

Equipment:

- Hand Weapon

Great Weapon.....5 points
 Additional Hand Weapon.....5 points
 Spear.....3 points
 Shield.....4 points

Mount:

War Boar.....20 points
 Boar Chariot.....80 points
 Magic Items.....up to 50 points

Change:
 More expensive equipment
 -1 WS
 +1 Strength
 +1 Attack
 +10 points

Black Orc Big Boss

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
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Orc Big Boss	4	5	3	5	5	3	3	4	8	120
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Troop Type: Monster

Special Rules:

- Choppas
- Armed to da teef
- Immune to psychology
- Quell Animosity

Equipment:

- Hand Weapon
- Heavy armor

Shield.....5 points

Mount:

War Boar.....20 points

Boar Chariot.....80 points

Magic Items.....up to 50 points

Change:

More expensive equipment

-1 WS

+1 Strength

+1 Attack

+1 Wound

+30 points

Goblin Big Boss

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Orc Big Boss	4	3	4	3	3	2	4	3	7	25

Troop Type: Monster

Special Rules:

- Fear Elves

Equipment:

- Hand Weapon

Great Weapon.....3 points

Additional Hand Weapon.....2 points

Spear.....2 points

Shield.....2 points

Light Armor....2 points

Heavy Armor.....4 points

Mount:

Giant Wolf.....10 points

Giant spider.....15 points
 Gigantic spiderf.....30 points
 Wolf Chariot.....45 points
 Magic Items.....up to 50 points

Change:
 Less expensive equipment
 -1 WS
 +1 BS
 -1 Strength
 -1 Toughness
 -10 points

Night Goblin Big Boss

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Orc Big Boss	4	3	4	3	3	2	5	3	6	20

Troop Type: Monster

Special Rules:

- Fear Elves
- Hatred(dwarfs)

Equipment:

- Hand Weapon

Great Weapon.....3 points
 Additional Hand Weapon.....2 points
 Spear.....2 points
 Shield.....2 points
 Light Armor....2 points

Mount:

Great Cave Squig.....35 points
 Magic Items.....up to 50 points

Change:
 Less expensive equipment
 -1 WS
 +1 BS
 -1 Strength
 -1 Toughness
 -10 points

Orc Shaman

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Orc Big Boss	4	3	3	3	4	2	2	2	7	65

Troop Type: Monster

Special Rules:

- Choppas
- Size Matters

Equipment:

- Hand Weapon

Lv 235 points

War Boar.....15 points

Magic Items.....up to 50 points

Change:

+1 Attack

Savage Orc Shaman

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Orc Big Boss	4	3	3	3	4	2	2	2	7	70

Troop Type: Monster

Special Rules:

- Choppas
- Size Matters
- War Paint
- Frenzy

Equipment:

- Hand Weapon

Lv 235 points

War Boar.....15 points

Magic Items.....up to 50 points

Change:

+1 Attack

Goblin Shaman

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Orc Big Boss	4	2	3	2	2	2	3	1	6	45

Troop Type: Monster

Special Rules:

- Fear Elves

Equipment:

- Hand Weapon

Lv 235 points

Giant Wolf10 points

Wolf Chariot.....45 points

Magic Items.....up to 50 points

Change:

-1 Strength

-1 Toughness

-10 points

Night Goblin Shaman

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Orc	4	2	3	2	2	2	4	1	5	40
Big Boss										

Troop Type: Monster

Special Rules:

- Fear Elves
- Hatred(Dwarfs)

Equipment:

- Hand Weapon

Lv 235 points

Magic Items.....up to 50 points

Change:

-1 Strength

-1 Toughness

-10 points

Lords

Gorbad Ironclaw

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Gorbad	4	7	3	5	5	4	4	5	10	400
Gnarla	7	3	0	4	4	1	3	2	3	

Troop Type: Cavalry

Special Rules:

- Choppas
- Da Boss 'as a plan!
- Da Great Leader
- Orcs are da best
- Size Matters
- Waagh!
- Thick Skinned (Gnarla)
- Tusker Charge (Gnarla)

Equipment:

- Morglor the Mangler
- Heavy Armor

Morglor the Mangler:

Multiple wounds (2)

+1 Strength

Armor Piercing

Orcs are da best:

As long as Gorbada Ironclaw is alive, all orcs get +1 LD and and Immune to Psychology.

Change:

- 1 Initiative

+1 Wound (Gorbada)

+1 attack (Gorbada)

+1 Attack (Gnarla)

Morglor the mangler changed

Orcs are da best changed

+25 points

Azhag the Slaughterer

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Azhag	4	7	3	5	5	4	4	4	9	600
Skullm uncha	4	5	0	6	5	5	3	4	6	

Troop Type: Monster

Special Rules:

- Choppas (Azhag)
- Waagh! (Azhag)
- Get on Wiv it! (Azhag)
- Size Matters (Azhag)
- Fly (Skullmucha)
- Large target (Skullmucha)

- Poisoned attacks (Skullmucha)
- Scaly Skin (5+) (Skullmucha)
- Terror (Skullmucha)

Equipment:

- Slagga's Slashas
- Azhag's Ard Armor
- The Crown of Sorcery

Slagga's Slashas:

Same as before, besides they always allow Azhag to re-roll failed hit-rolls

Change:

- 1 Initiative

+1 Wound (Azhag)

+1 attack (Skullmuncha)

-1 Armor save (Skullmuncha)

Slagga's slashas upgraded

+50 points

Grimgor Ironhide

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Grimgor	4	7(8)	1	5	5	4	5	5(6)	9	355

Troop Type: Infantry

Special Rules:

- Choppas
- Da Immortulz
- Hatred(Everybody)
- Immune to psychology
- Waagh!

Equipment:

- Gitsnik
- Blood-Forged Armor

Gitsnik:

+1 WS (Noted in profile)

+2 Strength

+1 Attack (Noted in Profile)

Bloodforged armor:

1+ Armor Save

5+ Ward

MR(1)

If Grimgor is taken, then a unit of Black Orcs must be taken, these will be Da Immortulz.

Change:

-1 WS standard

Gitsnik Grants +1 WS and +1 Attack but no longer Always strikes first

Bloodforged Armor also grants MR(1)

points

Wurrzag Da Great Green Prophet

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Wurrzag	4	3	3	4	5	3	2	2	8	350

Troop Type: Infantry

Special Rules:

- Choppas
- Frenzy
- Warpaint of Wurrzag

Equipment:

- Bonewood staff
- Baleful mask
- Squiggly Beast

May be mounted on a boar for 25 points

Wurrzag's Revenge:

Change effect to:

All enemy wizards within 18" roll a die, if it is equal to or lower than their wizard lv, nothing happens, if not they take a strength 10 hit that wounds automatically.

If any wounds are dealt, Wurrzag gets an additional power dice.

Bonewood staff:

MR(3)

Wurrzag has a 4+ save against wounds caused by a miscast, even though no saves are normally allowed.

Change:

+1 Attack

Grom the Paunch of Misty Mountain

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Grom	4	5	3	4	4	3	5	4	8	250
Chariots	-	-	-	5	4	3	-	-	-	
Niblet	-	3	3	3	-	-	2	1		

Giant	9	3	-	3	-	-	3	1	-
Wolves									

Troop Type: Chariot

Special Rules:

- Eats Elves for Breakfast
- Grom's Waagh!
- Regeneration (Grom only)

Equipment:

- Lucky Banner
- Light Armor
- Axe og Grom

If Gitilla is taken, a unit of Goblin Wolf Riders must also be part of the army.

Change:

+1 Initiative (Grom)

- 35 points

Skarsnik, Warlord of the Eight Peaks

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Skarsnik	4	5	3	4	3	5	6	4	8	200
Gobbla	-	4	-	5	-	-	4	4	-	

Troop Type: Infantry

Special Rules:

- Fear Elves
- Hatred (Dwarfs)
- Killing Blow (Gobbla)
- Sneaky Schemes
- Tricky Traps

Equipment:

- Skarnisk's Prodder
- Light Armor

If Gitilla is taken, a unit of Goblin Wolf Riders must also be part of the army.

Change:

-1 Toughness (Gitilla)

+1 Initiative (Gitilla)

-1 Wound

-1 WS (Gobbla)

-1 Strength (Gobbla)
- 75 points

Orc Warboss

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Orc war Boss	4	5	3	5	5	3	4	5	9	125

Troop Type: Monster

Special Rules:

- Choppas
- Size Matters
- Waagh!

Equipment:

- Hand Weapon
- Light armor

Great Weapon.....7 points

Additional Hand Weapon.....6 points

Spear.....5 points

Shield.....5 points

Heavy Armor.....15 points

Mount:

War Boar.....25 points

Boar Chariot.....80 points

Wyvern.....160 points

Magic Items.....up to 100 points

Change:

More expensive equipment

-1 WS

+1 Attack

+10 points

Savage Orc Warboss

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Savage Orc war Boss	4	5	3	5	5	3	4	5	9	140

Troop Type: Monster

Special Rules:

- Choppas
- Size Matters
- Waagh!

- Frenzy
- Warpaint
- Wild Abandon

Equipment:

- Hand Weapon

Great Weapon.....7 points

Additional Hand Weapon.....6 points

Spear.....5 points

Shield.....5 points

Mount:

War Boar.....25 points

Wyvern.....160 points

Magic Items.....up to 100 points

Change:

More expensive equipment

-1 WS

+1 Attack

-15 points

Black Orc Big Boss

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Black Orc Big Boss	4	6	3	5	5	4	4	5	9	200

Troop Type: Monster

Special Rules:

- Choppas
- Armed to da teef
- Immune to psychology
- Quell Animosity
- Waagh!
- Devastating Charge

Equipment:

- Hand Weapon
- Heavy armor

Shield.....5 points

Mount:

War Boar.....20 points

Boar Chariot.....80 points

Wyvern.....160 points

Magic Items.....up to 100 points

Change:

More expensive equipment

-1 WS

+1 Attack

+1 Wound

Devastating Charge

+40 points

Goblin Warboss

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
goblin warboss	4	4	5	4	3	3	5	3	8	50

Troop Type: Monster

Special Rules:

- Fear Elves

Equipment:

- Hand Weapon

Great Weapon.....4 points

Additional Hand Weapon.....3 points

Spear.....3 points

Shield.....3 points

Light Armor....3 points

Heavy Armor.....5 points

Mount:

Giant Wolf.....15 points

Giant spider.....20 points

Gigantic spider.....35 points

Wolf Chariot.....45 points

Magic Items.....up to 100 points

Change:

Less expensive equipment

-1 WS

-1 Attack

+2 BS

+1 Initiative

-1 Toughness

-15 points

Night Goblin Big Boss

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Night Goblin	4	4	5	4	3	2	6	3	7	40

big
boss

Troop Type: Monster

Special Rules:

- Fear Elves
- Hatred(dwarfs)

Equipment:

- Hand Weapon

Great Weapon.....4 points

Additional Hand Weapon.....3 points

Spear.....3 points

Shield.....3 points

Light Armor....3 points

Mount:

Great Cave Squig.....35 points

Magic Items.....up to 100 points

Change:

Less expensive equipment

-1 WS

-1 attack

+1 BS

-1 Strength

-1 Toughness

-15 points

Orc Great Shaman

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Orc great shama n	4	3	3	4	5	3	2	2	8	165

Troop Type: Monster

Special Rules:

- Choppas
- Size Matters

Equipment:

- Hand Weapon

Lv 435 points

War Boar.....20 points

Wyvern.....140 points

Magic Items.....up to 100 points

Change:

Wyvern - 20 points

+1 Attack

Savage Orc Great Shaman

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
savage orc great shama n	4	3	3	4	5	3	2	2	8	170

Troop Type: Monster

Special Rules:

- Choppas
- Size Matters
- War Paint
- Frenzy

Equipment:

- Hand Weapon

Lv 435 points

War Boar.....20 points

Wyvern.....140 points

Magic Items.....up to 50 points

Change:

Wyvern - 20 points

+1 Attack

Goblin Great Shaman

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Goblin great shama n	4	2	3	2	3	3	3	1	7	125

Troop Type: Monster

Special Rules:

- Fear Elves

Equipment:

- Hand Weapon

Lv 435 points

Giant Wolf15 points

Wolf Chariot.....45 points
Magic Items.....up to 100 points

Change:

-1 Strength

-1 Toughness

-20 points

Night Goblin Shaman

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Night Goblin shama n	4	2	3	2	3	2	4	1	6	120

Troop Type: Monster

Special Rules:

- Fear Elves
- Hatred(Dwarfs)

Equipment:

- Hand Weapon

Lv 235 points
Magic Items.....up to 50 points

Change:

-1 Strength

-1 Toughness

-20 points

Mounts

Wyvern

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Wyvern	4	5	0	6	5	5	3	3	6	135

Troop Type: Monster

Special Rules:

- Fly
- Large target
- Terror
- Poisoned Attacks
- Scaly Skin (5+)

Equipment:

- Hand Weapon

Lv 235 points

Magic Items.....up to 50 points

Change:

-1 Scaly Skin

- 25 points

Shiny Things

Magic Weapons

Battleaxe of the last Waagh - 100 points

Basha's Axe of Stunty Smashin - 50 points

Magic Armors

Armor of Gork: - 100 points

Heavy Armor

+2 Toughness

Stubborn

-1 Movement

Arcane Item

Lucky Shrunk Head: - 40 points

Increases ward saves from warpaint by 1.

Magic Banners

Mork's War Banner - 50 points

Spider Banner - 65 points

The Bad Moon Banner - 50 points

Enchanted Items

Skull Wand of Kalothe - 75 points

High elves

Dragon Armor: Goes from 5+ to 4+ armor save.

Core

Spearmen

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Spreaman	5	5	4	3	3	1	5	1	8	9
Sentinel	5	5	4	3	3	1	5	2	8	

Troop Type: Infantry

Special Rules:

- Always Strikes first
- Martial Prowess
- Valour of ages

Equipment:

- Light Armor
- Spear
- Shield

Champion....10 points

Standard bearer....10 points

Musician....10 points

Magic banner up to 25 points.

Change:

+1 WS

Archers

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Archer	5	4	5	3	3	1	5	1	8	10
Hawkeye	5	4	6	3	3	1	5	1	8	

Troop Type: Infantry

Special Rules:

- Always Strikes first
- Martial Prowess

- Valour of ages

Equipment:

- Longbow

Champion....10 points

Standard bearer....10 points

Musician....10 points

Light Armor.....1 PPM

Change:

+1 BS

Lothern Seaguard

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Sea Guardr	5	4	4	3	3	1	5	1	8	12
Sea Master	5	4	4	3	3	1	5	2	8	

Troop Type: Infantry

Special Rules:

- Always Strikes first
- Martial Prowess
- Valour of ages

Equipment:

- bow
- Spear
- Light Armor
- Shield

Champion....10 points

Standard bearer....10 points

Musician....10 points

Change:

Shield incorporated

+1 PPM

Silver Helms

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Silver Helm	5	5	4	3	3	1	5	1	8	22
High Helm	5	5	4	3	3	1	5	2	8	
Elven Steed	9	3	0	3	3	1	4	1	5	

Troop Type: Cavalry

Special Rules:

- Always Strikes first (rider)
- Martial Prowess
- Valour of ages

Equipment:

- Lance
- Heavy Armor
- Ilthimar Barding

Champion....10 points

Standard bearer....10 points

Musician....10 points

Shield2 PPM

Change:

+1 WS

+1 PPM

Ellyrian Reaver

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Reaver	5	4	5	3	3	1	5	1	8	18
Harbin	5	4	6	3	3	1	5	1	8	
ger										
Elven	9	3	0	3	3	1	4	1	5	
Steed										

Troop Type: cavalry

Special Rules:

- Always Strikes first (rider)
- Martial Prowess
- Valour of ages
- Fast Cavalry

Equipment:

- Spear
- Light Armor

Champion....10 points

Standard bearer....10 points

Musician....10 points

Bows3 PPM

Swap spears for bows.....1 PPM

Change:

+1 BS

+2 PPM

Special

Lion Chariot of Chrace

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Chariot	-	-	-	5	4	4	-	-	-	120
Chariot	-	5	4	4	-	-	5	1	8	
eer (2)										
War	8	4	-	5	-	-	4	2	-	
Lion										
(2)										

Troop Type: cavalry

Special Rules:

- Always Strikes first (rider)
- Valour of ages
- Fear
- Stubborn

Equipment:

- Great Weapon (crew)

Change:

-1 WS (War lion)

White Lions of Chrace

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
White	5	5	4	4	3	1	5	2	8	15
Lion										
Guardi	5	5	4	4	3	1	5	3	8	
an										

Troop Type: Infantry

Special Rules:

- Always Strikes first
- Martial Prowess
- Valour of ages
- Stubborn
- Forest Strider

Equipment:

- Great Weapon
- Heavy Armor
- Lion Cloak

Champion....10 points
 Standard bearer....10 points
 Musician....10 points
 Banner up to 50 points

Change:
 +1 attack
 +2 PPM

Swordmasters of Hoeth

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Sword master	5	7	4	3	3	1	5	2	8	14
Bladelord	5	7	4	3	3	1	5	3	8	

Troop Type: Infantry

Special Rules:

- Always Strikes first
- Martial Prowess
- Valour of ages
- Deflect Shots

Equipment:

- Great Weapon
- Heavy Armor

Champion....10 points
 Standard bearer....10 points
 Musician....10 points
 Banner up to 50 points

Change:
 +1 WS
 +1 PPM

Shadow Warriors

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Shadow Warrior	5	5	6	3	3	1	5	1	8	15
Shadow Walker	5	5	6	3	3	1	5	2	8	

Troop Type: Infantry

Special Rules:

- Always Strikes first

- Martial Prowess
- Valour of ages
- Hatred (Dark Elves
- Scouts
- Skirmishers)

Equipment:

- Longbow
- Light Armor

Champion....10 points

Change:

+1 BS

+1 PPM

Phoenix Guard

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Phoenix Guard	5	6	4	3	3	1	6	1	9	19
Keeper of the Flame	5	6	4	3	3	1	6	2	9	

Troop Type: Infantry

Special Rules:

- Always Strikes first
- Martial Prowess
- Valour of ages
- Fear
- Witness to Destiny

Equipment:

- Halberd
- Heavy Armor

Champion....10 points

Standard bearer....10 points

Musician....10 points

Banner up to 50 points

Witness to Destiny:

In addition the unit is unbreakable.

Change:

+1 WS

Unbreakable

+4 PPM

Dragon Princes

	M	Ws	Bs	S	T	W	I	A	Ld	Pts
Dragon Prince	5	6	4	3	3	1	6	2	9	32
Drake master	5	6	4	3	3	1	6	3	9	
Elven Steed	9	3	0	3	3	1	4	1	5	

Troop Type: Cavalry

Special Rules:

- Always Strikes first (rider)
- Martial Prowess
- Valour of ages

Equipment:

- Lance
- Dragon Armor
- Ilthimar Barding
- Shield

Champion....10 points

Standard bearer....10 points

Musician....10 points

Banner up to 75 points

Change:

+1 WS

+3 PPM

Rare

Heroes

Lords

Mounts