

April 9th 2024 changes to Legacy Factions.

Because they are not updated with **purple** or **blue** text the Legacy Faction changes are hard to find so I thought I would compile them in a “changelog” format.

If you find something I’ve missed send me an email benmessenger11@gmail.com

Chaos Dwarfs (1 change)

Page 11

	R	S	AP	Special Rules
Steam Cannonade	18"	5	-1	Armour Bane (1), Cannonade, Cumbersome
<i>Notes: When shooting with a steam cannonade, follow the normal Shooting phase sequence. This weapon does not have a 360° line of sight, it can only shoot into the Iron Daemon's front arc.</i>				

Last sentence is new. No 360 degree LoS for the Iron Daemon's Steam Cannonade.

Dark Elves (3 changes)

Page 14

Doomfire Warlocks

	M	WS	BS	S	T	W	I	A	Ld	Points
Doomfire Warlock	-	4	4	4	3	1	5	1	8	22
Master	-	4	4	4	3	1	5	2	8	+6
Dark Steed	9	3	-	3	-	-	4	1	-	-

Troop Type: Light cavalry

Base Size: 30 x 60 mm

Unit Size: 5+

Equipment:

- **Doomfire Warlocks:** Hand weapons
- **Dark Steeds:** Hooves (counts as hand weapons)

Options:

- Any unit may upgrade one model to a Master (champion)..... +6 points per unit
- A Master may purchase magic items up to a total of25 points

Special Rules: Cursed Coven, Dark Runes, Elven Reflexes,
Fast Cavalry, Hatred (High Elves), Open Order,
Poisoned Attacks (Doomfire Warlocks and Master only), Swiftstride

Poisoned Attack (brackets) are new. No poisonous horsies.

Page 20 and 21

Base Size: 60 x 100 mm (War Hydra), 25 x 25 mm (Beastmaster Handlers)

Base Size: 60 x 100 mm (Kharibdyss), 25 x 25 mm (Beastmaster Handlers)

Base sizes for Beastmaster Handlers have been added. Their size and positioning can't matter if I'm reading the Monster Handler rule correctly.

Page 23

Blood Armour 30 points

When anointed with the blood of the foe, this armour becomes ever more durable.

Models whose troop type is 'infantry' or 'cavalry' only. The Blood Armour is a suit of armour that gives its wearer an armour value of 5+. For each unsaved wound the wearer inflicts, this armour value is improved by 1, to a maximum of 2+.

First sentence is new. No Blood Armour on Dragon riders.

Page 26

Cursing Word

As the Sorceress utters a string of forbidden words and curses, the bodies of her enemies bend and buckle, wracked with waves of agony.

Type: Hex

Casting Value: 9+

Range: 12"

Effect: Remains in play. Whilst this spell is in play, the target enemy unit suffers a -1 modifier to either its Weapon skill characteristic, or its Ballistic Skill characteristic (chosen by the casting Wizard's controlling player, to minimum of 1). If this spell is cast, the effects of any other Hex previously cast on the target unit immediately expire.

Now reduces a characteristic *by* 1 instead of *to* 1. Big nerf.

Daemons of Chaos (3 changes)

Page 24

Chaos Armour

Chaos armour is the living gift of the gods. As mortal champions progress towards glory, their armour becomes ever more heavy and baroque as new plates are added, each new piece obscuring more of their humanity.

This model has a 4+ Ward save against any wounds suffered. In addition, a Wizard with this special rule may wear armour without penalty.

Last sentence is a new clarification. Daemons of Chaos Daemon Prince can cast in armour.

Page 27

DAEMONIC GIFTS & ICONS

The pages that follow detail Daemonic Gifts and Icons – unique magic items which can be purchased only by models within a Daemons of Chaos army. These work like Common magic items, as described in the *Warhammer: the Old World* rulebook, however, models within a Daemons of Chaos army cannot purchase Common magic items. Daemonic Gifts do not affect a model's mount (should it have one).

Daemonic Gifts do not affect mounts. Some other wording changed to no mechanical effect.

Page 27

Æther Blade..... 55 points

The Daemon's weapon flickers in and out of reality, slipping through armour and into the soft flesh beneath.

No armour saves are permitted against wounds caused by this Daemon's hand weapon (Ward and Regeneration saves can be attempted as normal).

Hand weapons only! Used to say "Daemon's attack" which could be shooting attacks and all sorts.

Page 27

Old

New

Daemonic Robes.....35 points

The Daemon is clad in shimmering robes that reflect both the colours of the rainbow and the fury of incoming blows.

Daemonic Robes.....35 points

The Daemon is clad in shimmering robes that deflect the fury of incoming blows.

LGBTI+ pride robes cancelled for some reason (no mechanical change)

Lizardmen (5 changes)

Page 3

Slann Mage-Priests

	M	WS	BS	S	T	W	I	A	Ld	Points
Slann Mage-Priest	2	2	3	3	4	5	2	1	9	285

Troop Type: Monstrous creature

Base Size: 50 x 50 mm

Unit Size: 1

Equipment: Hand weapon

Magic: A Slann Mage-Priest is a Level 4 Wizard. Every Slann Mage-Priest knows spells from one of the following Lores of Magic:

- Battle Magic
- Elementalism
- High Magic
- Illusion
- Necromancy

Options:

- May take a single Discipline of the Old Ones..... See page 16
- May purchase magic items up to a total of 100 points

Special Rules: Arcane Shield, Cold Blooded, Close Order, Fly (8), Large Target, Lore of Lustria

Becomes monstrous creature (used to be monstrous infantry). Gained Close Order.

Page 4

• Skink Chief: Aquatic*, Cold Blooded, Poisoned Attacks*
<i>*Note that this special rule does not apply to this model's mount (should it have one).</i>

New asterisk on Poison Attacks. No poisonous terries or stegies.

Page 7

Chameleon Skinks

	M	WS	BS	S	T	W	I	A	Ld	Points
Chameleon Skink	6	2	4	3	2	1	4	1	6	11
Patrol Leader	6	2	5	3	2	1	4	1	6	+6

Chameleon Skink champion was listed as Strength 4, clearly a typo and is now removed

Page 20

Arcane Vassal

Slann Mage-Priests are able to view the world and channel their sorcery through the eyes of their attendant Skink Priests and Oracles.

Once per turn, unless this model is fleeing or engaged in combat, a single friendly Slann Mage-Priest that is within 12" of this model may 'channel' a spell through this model. If they do, the range, targeting restrictions and all effects of the spell are measured from this model, rather than from the caster. If the spell requires a line of sight, it is determined from this model.

Note that spells with a range of 'Self' cannot be channelled in this way.

That last sentence in *italics* is new. Clarifying 'Self' spells cannot use Arcane Vassal.

Page 21

Monsoon

Without warning, an eight-winded storm breaks about the foe. Torrential rain drenches weapons and armour, loosening bowstrings and soaking black powder.

Type: Magical Vortex

Casting Value: 8+

Range: 15"

Effect: Remains in play. Place a large (5") blast template so that its central hole is within 15" of the caster. Whilst in play, the template is treated as dangerous terrain over which no line of sight can be drawn. The template moves D6" in a random direction during every Start of Turn sub-phase. Any enemy unit the moving template touches or moves over becomes 'drenched' for the remainder of the game.

A drenched unit suffers a -1 To Hit modifier during the Shooting phase. A drenched model whose troop type is 'war machine' must roll a D6 before shooting. On a roll of 1, the model fails to shoot this turn.

15" range. 12" was a typo.

Ogre Kingdoms (no changes)

Skaven (5 changes)

Clan Eshin Master Assassins

	M	WS	BS	S	T	W	I	A	Ld	Points
Master Assassin	6	8	7	4	4	2	8	3	7	90

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Two hand weapons and throwing weapons

Options:

- May purchase magic items up to a total of50 points

Special Rules: Ambushers, Eshin Infiltration, Evasive, Feigned Flight, Fire & Flee, Hidden, Move through Cover, Poisoned Attacks, Scurry Away, Verminous Valour, Warpstone Weapons

Used to have Scout

Page 12

Giant Rats

	M	WS	BS	S	T	W	I	A	Ld	Points
Giant Rat	6	2	0	2	3	1	4	1	3	3

Troop Type: War beasts

Base Size: 25 x 25 mm

Unit Size: 10-30

Equipment: Claws and teeth (counts as hand weapons)

Maximum size is 30 instead of unlimited. WS and S reduced by 1! Huge nerf.

Page 20

The Fellblade.....100 points

This most terrible of weapons was forged to slay Nagash himself. No foe can stand before it and even the wielder must eventually succumb to its baleful effects.

	R	S	AP	Special Rules
The Fellblade	Combat	S+3	N/A	Magical Attacks, Multiple Wounds (D3)
Notes: Characters whose Troop Type is 'infantry' only. No armour, Ward or Regeneration saves are permitted against wounds caused by this weapon. However, during the Command sub-phase of their turn, the wielder of the Fellblade must roll a D3. On a roll of 1, they lose a single Wound.				

Strength 10 reduced to S+3. Restricted to infantry only. Command sub-phase self stab a D3 (used to say D6)

Page 21

Warpstone Armour* 25 points

Cunningly wrought of warpstone-infused iron, this heavy suit of armour protects without stifling the Winds of Magic.

The Warpstone Armour is a suit of heavy armour which may be purchased and worn by a Wizard, even if they do not have the option to be equipped with armour, a shield or barding, without penalty.

Text clarified that wizards can purchase it. No mechanical change

Page 23

Verminous Valour

Notorious cowards, Skaven leaders often prefer to lead from the back.

Unless they are engaged in a challenge, a character with this special rule that has joined a unit that has a Unit Strength of 10 or more may voluntarily 'retire' to the rear of the unit at any time, moving through the ranks and taking up a position away from the combat. Should they do so, they are no longer within the fighting rank and cannot make any attacks or have attacks directed against them. However, the unit may still use this character's Leadership.

Can't Verminous Valour in a challenge!

Vampire Counts (4 changes)

Page 23

To represent their varying attributes, some models may be given Vampiric Powers. A Vampiric Power does not affect a model's mount (should it have one). Each Vampiric Power may only be chosen once per army.

The middle sentence is new, Vampiric Powers don't affect mounts.

Page 25

The Accursed Armour..... 30 points

Some strange flaw renders the wearer of this armour resilient beyond measure, yet robs them of dexterity.

Models whose troop type is 'infantry' or 'cavalry' only. The Accursed Armour is a suit of full plate armour. In addition, its wearer has a +1 modifier to their Toughness characteristic, but suffers a -1 modifier to their Weapon Skill and Initiative characteristics (to a minimum of 1).

Those (brackets) are new. Can't go to zero WS or I.

Page 28

The Newly Dead

Those that fall in battle may be compelled by necromantic magic to rise again and fight against their former comrades.

When resurrecting the fallen, a unit with this special rule can be taken beyond its starting size (but not beyond its maximum size).

Those (brackets) are new. Can't grow zombie units to above 40 models.

Page 21

Hellish Vigour

The caster invigorates their ghastly warriors, who advance upon the foe with uncanny vigour.

Type: Enchantment

Casting Value: 7+/10+

Range: Self

Effect: If this spell is cast with a casting result of 7 or more, a single friendly unit that has the Necromantic Undead special rule and is within the caster's Command range gains the Reserve Move special rule. If this spell is cast with a casting result of 10 or more, every friendly unit that has the Necromantic Undead special rule and is within the caster's Command range gains the Reserve Move special rule. This spell lasts until the end of this turn.

7+/10+ to cast, not 9+/12+