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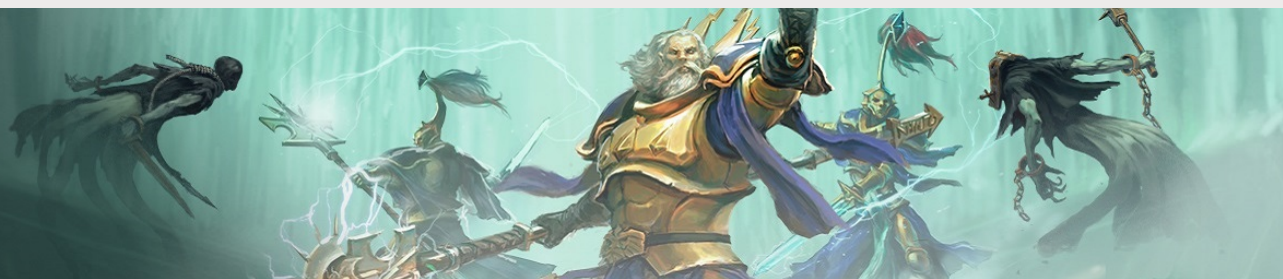
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2020 DIGITAL CARD CHANGES



Full 2020 Digital Card Changes



The day of digital card changes is upon us, with 80+ card changes within Warhammer Age of Sigmar: Champions. These changes have been made after collating a lot of community feedback and working to create a digital experience that is balanced and enjoyable. You can read more about the reasoning behind these changes in our December announcement thread.

Alongside this release we've also brought out the new Warband 3: Seraphon card set, which you can see the [full details of here!](#)

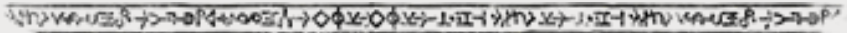
Before we get to the changes, we wanted to take a quick bit of time to explain the reasoning behind the changes.

Let's start off with an overview of what has changed, and why. You will find a lot of Wizard and Warrior-Wizard Champions have changed slightly. With the release of Unleashed, we re-evaluated the power of being a Wizard, and have now taken the opportunity to retrofit this onto Champions released before Unleashed.

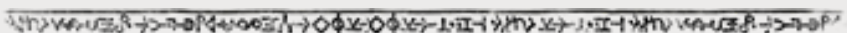
We have also taken a look at a few of the older cards that have been in need of a nerf or buff. Some of these are long-requested improvements, such as a change to Neferata, and some are nerfs to cards that just sat a bit higher than we'd like.

Finally, we've also looked at tags for old Chaos cards and Quests. With the release of Unleashed, we applied 'God tags' to relevant Chaos Units. We have taken this opportunity to adjust some Quests on old Chaos Champions to utilise these tags, instead of just having blanket 'Unit Objectives'.

Now without further ado, let's look at the changes!



Chaos



- **Archaon** – The last two quest corners have swapped around.
- **Aspiring Deathbringer** – Third Quest Objective is now Khorne Unit. Health modifier has been increased to 0, from -1.
- **Beheading Strike** – Now only requires 2 Units to be removed, but damage has been lowered to 5.
- **Blood for the Blood God** – Healing has been reduced to 4, from 5.

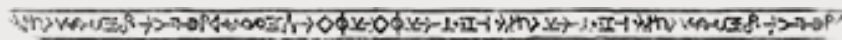
- **Bloodmaster, Herald of Khorne** – Both Unit Objectives have been replaced with Khorne Unit Objectives. Cost has been reduced to 1, from 2.
- **Bloodreaver Chieftain** – Both Unit Objectives have been replaced with Khorne Unit Objectives. Health modifier has been increased to 1, from 0.
- **Curseling** – Health modifier has been increased to 0, from -1.
- **Exalted Death Bringer** – Second Quest Objective is now Damage. Third Quest Objective is now Khorne Unit.
- **Gaunt Summoner** – Health modifier has been increased to 1, from 0.
- **Herald of Nurgle** – Quest updated to include Nurgle Unit Objectives. Health modifier reduced to 1, from 2.
- **Horticultural Slimux** – Last Quest Objective is now a Nurgle Unit.
- **Iridescent Horror** – Health modifier has been increased to 0, from -1.
- **Kairos Fateweaver** – Cost has been reduced to 8, from 9.
- **Lord of Change** – Health modifier has been increased to 1, from 0.
- **Ogroid Thaumaturge** – Cost has been reduced to 4, from 5.
- **Putrid Blightlord** – Third Quest Objective is now a Nurgle Unit. Healing from the passive effect has been increased to 2, from 1. Health modifier has been reduced to -1, from 0.
- **Rotbringers Sorcerer** – Health modifier has been increased to -1, from -2.
- **Skarr Bloodwrath** – Both Unit Objectives are now Khorne Unit Objectives. Health modifier has been increased to 1, from 0.
- **Slaughterpriest** – Last quest corner is now Ability, instead of Remove. Health modifier has been increased to 1, from 0. Third Quest Objective is now a Khorne Unit.
- **Spell Hunting Flesh Hound** – Now also deals damage.
- **The Changeling** – Health modifier has been increased to 1, from 0.
- **Unrivalled Battle-Lust** – The second corner is now a 2, instead of a 3.
- **Valkia the Bloody** – The Heroic Act now only affects Khorne Units.
- **Vortemis the All-Seeing** – Health modifier has been increased to 2, from 0.







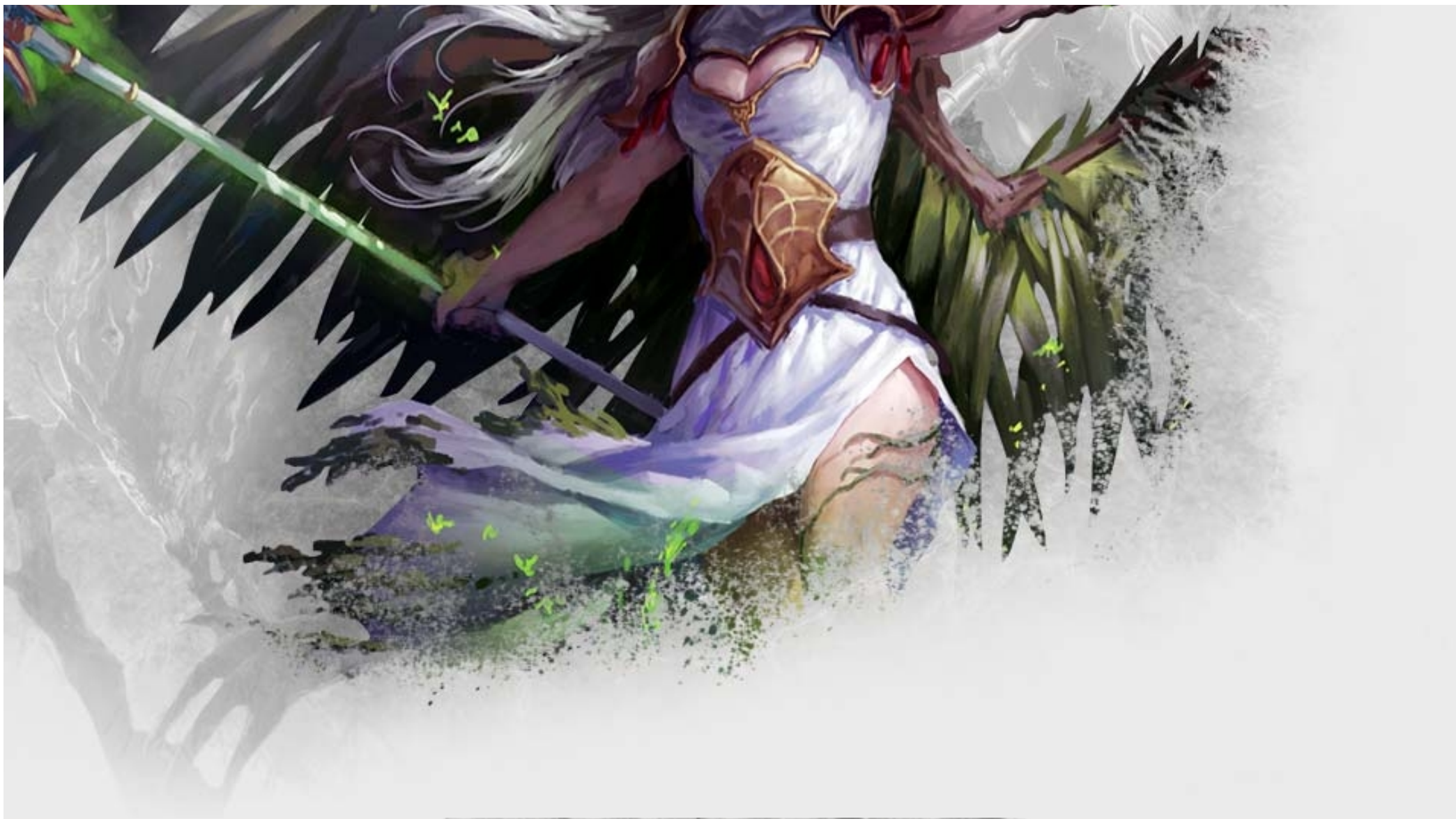
Order



- **Alarielle the Everqueen** – The last two Quest Objectives are now Unit and Damage, instead of Ability and Unit.
- **Aspect of the Sea** – Cost has been reduced to 10, from 11.
- **Aventis, Magister of Hammerhal** – Cost has been reduced to 9, from 10.
- **Averon Stormsire** – Health modifier has been increased to 1, from 0.
- **Celestant-Prime** – Cost has been reduced to 10, from 12.
- **Deathly Descent** – Now deals damage equal to the number of disengaged enemy Champions before it Removes.
- **Devotee of Khaine** – First corner has been removed.
- **Evocator-Prime** – Cost has been reduced to 4, from 5.
- **Isharann Soulscriber** – Health modifier has been increased to 0, from -2.
- **Isharann Tidecaster** – Health modifier has been increased to 1, from 0.
- **Knight-Incantor** – Health modifier has been increased to 1, from -1.

- **Lord-Relictor** – Health modifier has been increased to 0, from -1.
- **Lord-Veritant** – Health modifier has been increased to 0, from -1.
- **Morathi, High Oracle** – The second Quest Objective is now an Ability.
- **Mutilating Witch** – Corners are now o/2/2 (instead of X/o/2/3).
- **Prison of the Gods** – Now has a minimum heal amount of 4.
- **Spiteful Branchwych** – Health modifier has been increased to 0, from -1.
- **Towering Treelord Ancient** – Cost has been reduced to 9, from 10.
- **Zealous Witch Hag** – Quest Objectives two and four have swapped places. Cost has been reduced to 4, from 5. Health modifier has been increased to 0, from -1.





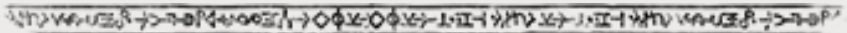
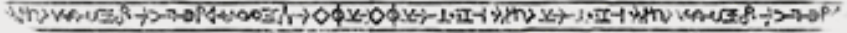
Death

- **Abhorrant Ghoul King** – Health modifier has been increased to 1, from 0.
- **Arkhan, Mortarch of Sacrament** – Health modifier has been increased to -1, from -2.
- **Bloodseeker Sanguinarch** – Cost has been reduced to 8, from 9. Health modifier has been increased to 2, from 1.
- **Bloody Vampire Queen** – Health modifier has been increased to 1, from -1.
- **Coven Throne** – Cost has been reduced to 8, from 10.
- **Death Unabated** – Only the first two corners now restrict actions. Corners three and four now draw 1 and 2 cards instead.
- **Feasting Vargheist** – First corner is now an X.
- **Guardian of Souls** – Health modifier has been increased to -1, from -2.
- **Hungering Vampire Lord** – Health modifier has been increased to 1, from -1.
- **Lady Olynder, Mortarch of Grief** – Health modifier has been increased to 0, from -1.
- **Macabre Ghoul King** – Cost has been reduced to 8, from 9.
- **Nagash, Supreme Lord of the Undead** – Cost has been reduced to 13, from 15. Health modifier has been increased to 2, from 1.
- **Neferata, Mortarch of Blood** – The Vampire Unit can now be deployed onto herself or an adjacent Champion. The removal field has gone down to a cone in front of her.
- **Reikenor the Grimhailer** – Health modifier has been increased to 2, from 1.
- **Skulking Necromancer** – Cost has been reduced to 5, from 6.
- **The Briar Queen** – Health modifier has been increased to 1, from 0.
- **Twisted Necromancer** – Health modifier has been increased to -1, from -2.
- **Vampire Lord of Nightmare** – Cost has been reduced to 3, from 5.





Destruction



- **Aleguzzler Gargant** – Now removes one highlighted Unit, instead of all.
- **Ancient Dankhold Troggboss** – The highlight now only affects Units diagonally across. Cost has been increased to 12, from 11. Health modifier has been reduced to 0, from 1.
- **Bonesplitter Shaman** – Health modifier has been increased to 0, from -1.
- **Cruisin' for a Bruisin'** – Damage has been reduced to 10, from 12. Highlight is now 3-wide, instead of board wide.
- **Flame-Belching Firebelly** – Cost has been reduced to 9, from 10. Health modifier has been increased to 1, from 0.
- **Foul Butcher** – Health modifier has been increased to 1, from 0.
- **Grot Shaman Spider Rider** – Health modifier has been increased to 1, from 0.
- **Hallucinating Shroomancer** – Health modifier has been increased to 0, from -1.
- **Hypnotic Boggleye** – Cost has been reduced to 1, from 2.
- **Kunnin' Grot Shaman** – Health modifier has been increased to 0, from -1.
- **Mosh Pit** – Base damage has been reduced to 2, from 3.

- **Rallying Cry** – Can no longer deploy onto Wizards and now only either on the acting Champion or adjacent Champions (as opposed to any Champion).
- **Repulsive Butcher** – Cost has been reduced to 5, from 6.
- **Skragrott, the Loonking** – Health modifier has been increased to 0, from -1.
- **Smash and Bash** – Highlight is now 3-wide, instead of board wide.
- **Snazzgar Stinkmullet** – Health modifier has been increased to 0, from -1.
- **Sneaky Grot Shaman** – Cost has been reduced to 2, from 3.
- **Squig Lure** – Now has three corners instead of four.
- **Weirdnob Shaman** – Cost has been reduced to 5, from 6.
- **Zarbag the Shaman** – Health modifier has been increased to 1, from 0.





Neutral Cards

- **Choking Vines** – Now only prevents rotations on the first two corners. Third corner is an X, and fourth corner deals 8 damage.
- **Gaze of Vulcatrix** – Damage has been increased to 6, from 4.



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