BATTLESCROLL: GALLET
JUNE 2022

GRAND ALLIANCE ORDER

STORMCAST ETERNALS

Change the Thunderbolt Volley command ability to:
'You can use this command ability once per battle in your hero phase. The command can only be issued by a friendly **Knight** to a unit wholly within 12" of them or by a friendly **Lord** or **Draconith** to a unit wholly within 18" of them. The unit that receives the command must be a friendly **Justicar** or **Angelos** unit that is not reinforced. That unit can shoot in that phase.'

Stormdrake Guard: Change the Draconic Onslaught ability to:
'Once per battle, in your charge phase, you can say that this unit will unleash its draconic onslaught. If you do so, you can re-roll charge rolls for this unit in that phase.'

CITIES OF SIGMAR

Living City: Change the Strike then Melt Away battle trait to:
'You can use this command ability at the end of your shooting phase. If you do so, pick 1 friendly **Living City** unit that shot in that phase, is more than 9" from any enemy units and is wholly within 18" of a friendly **Living City Hero**. That unit can make a normal move (it cannot run), but it cannot finish that move within 9" of any enemy units. A unit cannot benefit from this command ability more than once per phase.'

SERAPHON

Coalesced: Change the Scaly Skin battle trait to:
'Subtract 1 from the damage inflicted by each successful attack that targets a **Coalesced** unit that has the **Saurus**, **Kroxigor** or **Monster** keyword (to a minimum of 1).'

GRAND ALLIANCE CHAOS

BROKEN REALMS: BE'LAKOR

Legion of the First Prince: Change the First-Damned Prince battle trait to:
'Add 1 to hit rolls and wound rolls for attacks made by **Be'lakor** while he is within 18" of at least 1 friendly unit from each of the following warscrolls: Bloodletters, Horrors of Tzeentch, Plaguebearers, Daemonettes.'

HEDONITES OF SLAANESH

Change the points cost for the following units to:

WARSCROLL	POINTS
Sigvald, Prince of Slaanesh	205
Blissbarb Archers	140
Symbaresh Twinsouls	130
Myrmidesh Painbringers	120

BLADES OF KHORNE

Remove this text from the Blood for the Blood God! battle trait:
'If you choose a reward, after resolving its effects your Blood Tithe points total is reset to zero.'

Remove this text from the Summon Daemons of Khorne battle trait:
'If you summon a unit in this manner, your Blood Tithe points total is reset to zero immediately after the unit has been set up (you cannot save any Blood Tithe points you did not use).'

GRAND ALLIANCE DEATH

FLESH-EATER COURTS

Change the Deathless Courtiers battle trait to:
'Friendly **Flesh-eater Courts** units have a ward of 6+.'

OSSIARCH BONEREAPERS

Add the following to the Notes sections of the Necropolis Stalkers and Immortis Guard Pitched Battle profiles:
'Battleline if general is **Mortisan**'

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GRAND ALLIANCE DESTRUCTION

ORRUK WARCLANS

Add the following to the Notes section of the Gutrippaz Pitched Battle profile:

'For each Gutrippaz unit included in your army, you can take 1 Hobgrot Slittaz unit as a Battleline unit.'

Grinnin' Blades: Change the Out of the Mists ability to:

'Friendly **GRINNIN' BLADES** units are not visible to enemy models that are more than 12" away from them.'

Bonesplitterz: Change the Spirit of Gorkamorka battle trait to:

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

GLOOMSPITE GITZ

For the Light of the Bad Moon battle trait, replace the Moonclan Fungus Brew effect with:

'**Frothing Zealots:** If a friendly **MOONCLAN** unit receives the Rally command while it is affected by the light of the Bad Moon, you can return 1 slain model to that unit for each 4+ instead of each 6.'

Replace the Troggoth Renewal effect with:

'**Moonlit Hide:** Add 1 to save rolls for friendly **GLOOMSPITE GITZ TROGGOTH** units while they are affected by the light of the Bad Moon.'

Bad Moon Loonshrine: Add the following ability:

'**Effigy of Da Bad Moon:** *Larger moonstone meteorites are hacked painstakingly into crude but surprisingly lifelike effigies of the Bad Moon, and they hold a sliver of its lunar power.*
GLOOMSPITE GITZ units are affected by the light of the Bad Moon while they are wholly within 12" of this terrain feature.'