

MAGICAL SUPREMACY

'We are the storm and the flame. The blazing comet that strikes from the heavens. Turn now and run, or face your ruin.'

Score this in an end phase if your warband successfully cast two or more spells in the preceding action phase.



HONEST OPPONENT

In a city filled with illusory madness, a straightforward fight can be a refreshing change of pace.

Score this in an end phase if you played no ploy cards during the preceding action phase.



SIDESTEP

Quick footwork can position a warrior for the killing blow.

Choose a friendly fighter and push them one hex.

360/437

FOUNTAIN OF GORE

A cascade of arterial gore splatters across the battlefield, raising the hearts of Khorne's faithful.

Reaction: Play this after an Attack action or ploy that takes a fighter out of action. All friendly fighters have +1 Defence in the next activation.

189/437

RANGERS, ADVANCE

When the time comes for their assault, Stormcast Rangers move with practised cohesion.

Choose two friendly fighters and push them one hex.

218/437

HONED SURVIVAL INSTINCTS

Skritch Spiteclaw and his filthy band are consummate survivors.

Score this in an end phase if no friendly fighter was taken out of action in the preceding action phase.



FLURRY OF BLOWS

When Maegrim erupts in anger, his axe-strokes fall like a rain of flaming boulders.

•1 ✕ 3 ★2

RESTRICTED:
MAEGRIM

KATOPHRANE'S BOOTS

KATOPHRANE RELIC

If this fighter has two or more Katophrane Relics, they gain the following (cumulative) abilities.

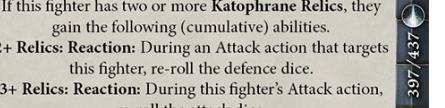
2+ Relics: **Reaction:** During an Attack action that targets this fighter, re-roll the defence dice.

3+ Relics: **Reaction:** During this fighter's Attack action,

re-roll the attack dice.

4+ Relics: **Reaction:** After this fighter's action, draw two power cards.

6+ Relics: **Action:** Gain 4 glory points.

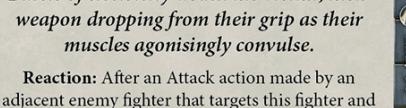


DISARMING BLOW

Bursts of electricity wrack the victim, their weapon dropping from their grip as their muscles agonisingly convulse.

Reaction: After an Attack action made by an adjacent enemy fighter that targets this fighter and fails, roll a defence dice. On a roll of ♦ or ✕, select an Attack action upgrade on the attacking fighter. That upgrade is discarded.

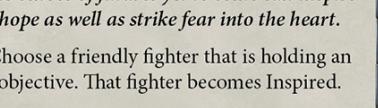
RESTRICTED:
RASTUS, AMMIS



REGAL VISION

The echoes of futures yet to come can inspire hope as well as strike fear into the heart.

Choose a friendly fighter that is holding an objective. That fighter becomes Inspired.



POISED TO STRIKE

The bloody end draws near...

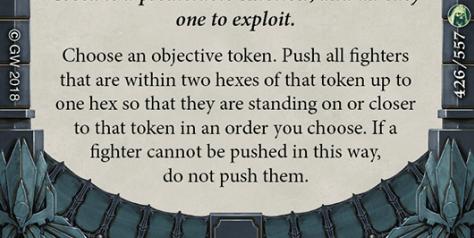
Score this in an end phase if at least three friendly fighters are adjacent to the same enemy fighter.



IRRESISTIBLE PRIZE

Greed is a predictable emotion, and an easy one to exploit.

Choose an objective token. Push all fighters that are within two hexes of that token up to one hex so that they are standing on or closer to that token in an order you choose. If a fighter cannot be pushed in this way, do not push them.



BLOOD FRENZY

The more the blood flows, the faster Blood Warriors lose themselves to the rage of Khorne.

Reaction: Play this after an Attack action or ploy that takes a fighter out of action. Roll one extra attack dice for the first Attack action in the next activation. Both ✕ and ✕ are successes for that Attack action.



SORCEROUS SCOURING

With arcane fire and forbidden lore we shall purge them from our lands.

Score this immediately if your warband takes an enemy fighter out of action with a spell.



HARNESS KNOWLEDGE

The Katophranes left fonts of wisdom and power, for those with the wit to sup from them.

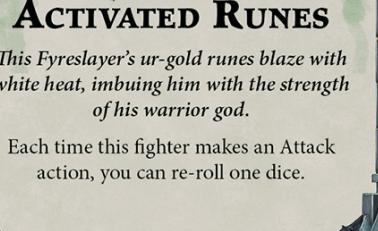
Score this in an end phase if the same friendly fighter has held the same objective at the end of two consecutive action phases.



ACTIVATED RUNES

This Fyreslayer's ur-gold runes blaze with white heat, imbuing him with the strength of his warrior god.

Each time this fighter makes an Attack action, you can re-roll one dice.



SUPERIOR TACTICIAN

'We have achieved much, and victory is within our grasp.' - Severin Steelheart

Score this in the third end phase if you have scored six or more other objective cards.



FURY OF THE LODGE

'For Vostarg! For Grimmir! Let them taste our fyresteel!' - Fjul-Grimmir

Score this in an end phase if all of your surviving fighters (at least three) made a Charge action in the preceding action phase.



