

# WARHAMMER® AGE OF SIGMAR



ORDER BATTLETOME

## STORMCAST ETERNALS



Dark and terrible is the hour. The blood-drenched skies vomit forth omens of doom, and the ground writhes as tendrils of a hellish metropolis force their way into reality. Enemies encroach on every front, exulting in destruction and slaughter.

All we have fought and died for, over and over again, now teeters on the edge of a grasping void. The Dark Gods of Chaos – those ageless embodiments of mortal sin – slaver and drool in anticipation of a great victory, one that will unravel all the gains made by the God-King Sigmar and usher in their final triumph.

That will not happen while the Stormcast Eternals hold the line. We battle the monstrous, the twisted and the debased. With hammers in hand and lightning in our souls, we make our stand.

Yet our numbers are few, and the enemy is legion. Comrades perish, stabbed and torn by screeching ratmen, incinerated by arcane fire or overcome by a tide of corruption that twists flesh and turns blood to burning ichor. Those who fall are transformed into spears of celestial energy and sent soaring to the heavens. There they are remade, rearmed and hurled back into the furnace of war to fight and die anew.

This immortality comes at a grievous price. With each Reforging, something irreplaceable is lost forever. Memories, emotions, joy, love and laughter: one by one these things disappear, burned out by the storm.

The same fate awaits all those whose souls degrade beyond repair: ruination. We are the lost ones who dwell in silence. Glory has no hold on us; the salve of comradeship is but a fractured recollection. Yet when war calls, we answer.

Our wrath stirs the heavens, and our foes tremble to behold our righteousness. The hour may be dark, but the fury of the storm still rages. And our fate is not yet written.

# CONTENTS

<b>HERALDS OF THE STORM.....</b>	<b>4</b>
The God-King's Champions .....	8
The Defence of Thryia .....	Foldout
War for the Living City .....	Foldout
The Mandate of Azyr .....	12
The Price of Immortality.....	14
Bastions of the Storm.....	16
The Bleak Raven .....	18
<b>STORMHOSTS.....</b>	<b>20</b>
Hammers of Sigmar .....	22
Hallowed Knights .....	23
Celestial Vindicators .....	24
Anvils of the Heldenhammer .....	25
Livery of the Stormhosts .....	26
<b>THE TEMPEST BREAKS ..</b>	<b>32</b>
Savagery and Strife.....	36
Into the Hour of Ruin.....	38
<b>FORCES OF THE STORMCAST ETERNALS ..</b>	<b>42</b>
<b>THE RULES .....</b>	<b>86</b>
<b>FACTION RULES.....</b>	<b>88</b>
Battle Traits .....	88
Battle Formations .....	89
Heroic Traits .....	90
Artefacts of Power.....	90
Spell Lore .....	91
Prayer Lore .....	92
Manifestation Lore .....	93
<b>WARSCROLLS .....</b>	<b>94</b>
The Celestant-Prime.....	94
Yndrasta, the Celestial Spear .....	95
Karazai, the Scarred .....	96
Krondys, Son of Dracothion.....	97
Iridan the Witness .....	98
Ionus Cryptborn, Warden of Lost Souls .....	99
Neave Blacktalon.....	100
Neave's Companions .....	101
Lorai, Child of the Abyss.....	101
Bastian Carthalos .....	102
Vandus Hammerhand .....	102
Gardus Steel Soul .....	103
Tornus the Redeemed .....	103
Lord-Celestant .....	104
Lord-Celestant on Dracoth .....	104
Lord-Imperatant .....	105
Lord-Relictor .....	105
Knight-Arcanum .....	106
Knight-Judicator with Gryph-hounds .....	106
Knight-Relictor .....	107
Knight-Vexillor .....	107
Knight-Questor .....	108
Praetors .....	109
Prosecutors .....	109
Stormstrike Palladors .....	110
Stormstrike Chariot .....	110
Vigilors .....	112
Liberators .....	112
Vanquishers .....	113
Vindictors .....	113
Questor Soulsworn .....	114
Stormcoven .....	114
Annihilators .....	115
Annihilators with Meteoric Grandhammers .....	115
Lord-Celestant on Stardrake .....	116
Drakesworn Templar .....	117
Concussors .....	118
Desolators .....	118
Fulminators .....	119
Tempestors .....	119
Knight-Draconis .....	120
Stormdrake Guard .....	120
Lord-Aquilon .....	122
Vanguard-Hunters .....	122
Vanguard-Palladors with Shock Handaxes .....	123
Vanguard-Palladors with Starstrike Javelins .....	123
Vanguard-Raptores with Longstrike Crossbows .....	124
Aetherwings .....	124
Vanguard-Raptores with Hurricane Crossbows .....	125
Gryph-hounds .....	125
Lord-Vigilant on Morrgryph .....	126
Knight-Azyros .....	126
Lord-Vigilant on Gryph-stalker .....	127
Lord-Terminos .....	127
Lord-Veritant .....	128
Reclusians .....	128
Celestial Vortex .....	130
Dais Arcanum .....	130
Everblaze Comet .....	131
Stormreach Portal .....	131
<b>SPEARHEAD.....</b>	<b>132</b>
Vigilant Brotherhood .....	132
Painting a Battle Ready Army .....	134
Spearhead Army Rules .....	136
<b>PATH TO GLORY.....</b>	<b>140</b>
The Anvil of Apotheosis .....	140
Path of the Storm .....	146
Path of the Redeemer .....	147
<b>RULES OF RENOWN .....</b>	<b>148</b>
Army of Renown:	
Ruination Brotherhood .....	148
Army of Renown:	
Heroes of the First-Forged .....	150
Regiment of Renown:	
The Horizon Seekers .....	152
Regiment of Renown:	
Valnir's Stormwing .....	153
<b>RULES REFERENCE .....</b>	<b>154</b>

PRODUCED BY THE WARHAMMER DESIGN STUDIO

With thanks to The Faithful and The Loretasters for their invaluable services.

Order Battletome: Stormcast Eternals © Copyright Games Workshop Limited 2024. Order Battletome: Stormcast Eternals, GW, Games Workshop, Warhammer, Warhammer Age of Sigmar, Battletome, Stormcast Eternals, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental.

British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

Games Workshop Ltd., Willow Road, Lenton,  
Nottingham, NG7 2WS, United Kingdom

Games Workshop Limited - Irish branch  
Unit 3, Lower Liffey Street, Dublin 1, D01 K199, Ireland

WARHAMMER.COM





# HERALDS OF THE STORM

They are the bringers of salvation and the bane of tyrants. They are the embodiment of martial excellence and the face of the God-King Sigmar's renewed civilisation. They are the Stormcast Eternals, and none can face their wrath and live.

Each Stormcast was once a mortal who gave their life in the struggle against the Dark Gods of Chaos, those primordial manifestations of sin. At their moment of death, their soul was claimed by Sigmar and carried to the heavens on a bolt of celestial lightning, there to be agonisingly remade upon the Anvil of Apotheosis into a new, enhanced form.

A Stormcast Eternal possesses the strength of half a dozen humans and the endurance of a cave bear. They are skilled in every aspect of war, from single combat to large-scale strategy. Clad in sanctified plate armour and wielding weapons imbued with the fury of the tempest, they are a vision of heavenly power to stir the hearts of Sigmar's faithful. Whether working as lone agents or in concert with a cadre of elite companions, these warriors are the match of any fighting force in the realms – and ever since the God-King unleashed his hosts against the Dark Gods' followers, that supremacy has been proved time and again.

Still, mastery in battle is not the Stormcast Eternals' most potent asset. They are immortal, no longer bound to the cycle of life and death into which all inhabitants of the realms are born. When struck down by a bolt of sorcery or the edge of a blade, a Stormcast's body will transform into pure energy and race back to the heavens in a blinding flash. There the warrior will be reformed once more, their flesh and armour coalescing from this intangible essence so that they can rejoin the great battle for the Mortal Realms.

There is no corner of the realms that the Stormcasts cannot reach, no foe that can evade their retribution. Their war will not cease until every last taint of the Dark Gods' corruption is scoured from reality, and humanity can once more take its place at the forefront of a new era of glory.

## A FLAWED IMMORTALITY

The miraculous ability of the Stormcast Eternals to evade death does not come without cost. The Reforging is a violent process, and even the souls of heroes are not immune to the scars inflicted by a lifetime of ceaseless war. An endless cycle of annihilation and revival erodes one's emotions and sense of self, slowly at first but with increasing intensity. Eventually, a warrior who was once defined by their humanity becomes a solemn avatar of merciless justice, once-precious memories of their former life reduced to nothing but half-remembered echoes. For such stricken individuals, the Ruination chambers beckon: grim brotherhoods of silent champions, all awaiting a final fate that will free them from their moral purgatory.

This tragic phenomenon is spoken of only in hushed tones by the Stormcast Eternals. For many years, Sigmar's greatest scholars of the arcane have striven to find a cure for it, or at least a method of alleviating its worst effects. Thus far, all such attempts have ended in disappointment and failure, much to the God-King's sorrow.





'Sometimes I wonder if the cost is too great,' said Valius, his gaze locked upon the statue, scarred and splintered by war.

'We all pay it,' Callis said, harsher than he had meant to. 'And for us mere mortals there's no immortality to look forward to when the axe falls.'

Valius shook his head. 'I do not mean to denigrate the sacrifices of your comrades.'

Toll studied the Lord-Castellant. He looked tired. Old. Toll had never before thought of him as either.

'We are Stormcast Eternals,' Valius said. 'The champions of Azyr. We ride the tempest to war. We fight longer and harder than any human, facing down horrors that would flay a mortal mind to tatters. But we are not immune to defeat. We fall in battle. We are burned to death. Drowned. Hacked to pieces by orruk axes, our souls sent screaming back to the soul-forges of Azyr. Each time we rise again, recast in the fury of the God-King's storm. Without hesitation, we throw ourselves back into Sigmar's great war.'

I know this,' said Callis. 'Every mortal born under the High Star's light knows it.'

'But each death annihilates another part of the self.' Valius went on, as if he had not heard the man's words. 'The soul rebels. Memories crystallise, then shatter into fragments, never to be recovered. Familiar faces lose their significance. One no longer takes joy in the sound of music, or laughter. Eventually there is nothing left but the cold fury of the storm. And then...'

He shook his head, sighing deeply.

'You have witnessed the last moments of many companions, have you not?' said Valius at last.

'We have,' said Toll.

'You must know it well, then. That ephemeral moment when the spirit flees its mortal cage. When what was once a vibrant living being becomes nothing more than an empty vessel.'

'All too well.'

'Imagine, if you will, that moment lasting forever. You cannot bury your lost comrade. You cannot take solace in grief. In the knowledge that their suffering is at last at an end. No, you must see them every day. You must fight at their side, that silent statue that wears your friend's face. All whilst knowing that when the cycle of death and Reforging finally proves too much for your soul to bear, you will share their fate. That is the fear that every Stormcast Eternal carries in their heart. That is ruination.'

Toll was shocked at the Keeper Aqshian's frankness. He doubted that many other humans had ever been offered such a glimpse into the man's inner thoughts.

After a moment, Valius turned to Toll and Callis, his face once more grim and determined. 'Ah, do not let the burdens of an old warrior concern you. Self-pity is a worthless trait. And we have a war to fight.'





*The Stormcast Eternals wage a war for the future of mortalkind. The Hour of Ruin may yet prove their greatest challenge, as the verminous onslaught of the Skaven and their warped allies coincides with ever more of Sigmar's champions succumbing to the trauma of repeated Reforgings. And yet, it may be those most terribly afflicted by the flaw who prove the key to victory: the solemn, fearsome warriors of the Ruination chambers.*



# THE GOD-KING'S CHAMPIONS

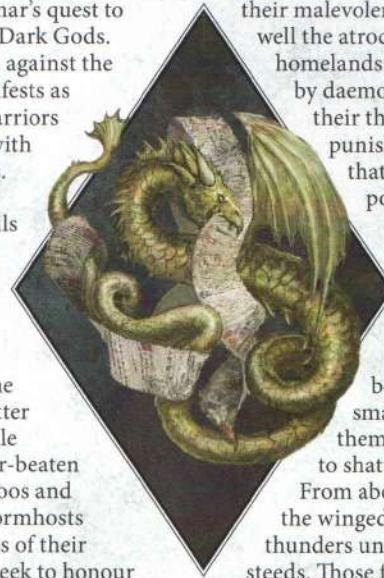
There is no escape from the retribution of the heavenly hosts. Sigmar's storm reaches out across the Mortal Realms, tearing open the skies to let the stark light of Azyr shine through. This fierce purity illuminates lands that have for too long languished in corruption, marking them as the next battleground in Sigmar's quest to reclaim reality from the hands of the Dark Gods. Fulminating columns of energy crash against the earth and an army like no other manifests as if from thin air. Ranks of towering warriors stand clad in gleaming metal, many with faces masked by impassive war-helms. In their fists they clutch swords, hammers and shields aflame with trails of corposant.

At first the Stormcast Eternals appear like automatons, unfeeling and uniform. Yet a closer look reveals symbols of individualism: bone reliquaries and tribal adornments clatter against gleaming Sigmarite plate, while those who fight unhelmed are weather-beaten in aspect, their skin marked with tattoos and warpaint of forgotten provenance. Stormhosts seldom choose to abandon the vestiges of their warriors' lost cultures. Instead, they seek to honour all that has already been lost in the wars against the Dark Gods, even as they fight to ensure a brighter future for humanity.

For all the moral clarity of Sigmar's war, each and every Stormcast Eternal is driven also by a desire for vengeance. There are no foes these warriors hate more than those who worship the Dark Gods – cultists, fiends and heretics who would see the realms delivered unto their malevolent patrons. Sigmar's chosen remember well the atrocities of the Age of Chaos, when their homelands were turned into blasted hellsapes by daemons and those mortals who fell under their thrall. They yearn to deliver a fitting punishment for those despicable crimes now that the God-King has granted them the power to do so.

Tyrants and torturers alike feel cold dread at the sight of the Stormcast Eternals. Many are staggered by the sudden glare of holy light, any cohesion in their ranks faltering. Fear becomes terror as the armoured mass smashes into them, heavy shields driving them to the floor and hammers striking out to shatter knees or turn heads to bloody pulp.

From above come riders soaring into battle atop the winged beasts of High Azyr, while the ground thunders under the claws of fearsome draconic steeds. Those foes who wisely turn to run find no succour: flashing arrows streak from the shadows as grim-faced Stormcast archers unleash pinpoint volleys. Thus are the enemies of the Stormcast Eternals laid low.



They each had their rituals. Myoden recounted the same old tales they'd heard a thousand times or more – past glories, triumphs, fallen comrades. Nyalla sang, softly and to herself, her eyes closed. Lucfen and Caber shared ribald jokes.

Liberator Keneos preferred to look at the stars. They burned brighter than ever, their light soothing him, calming him. He knew he would not see them again for many days. Not where they were headed. Not with the Hour of Ruin bringing everything crashing down in flames.

Thunder rolled. Clouds swirled in broken patterns, parted by colossal bolts of lightning that encircled the waiting Stormcasts. The time had come. "To war!" roared Lord-Celestant Arcus, mounted atop his rearing Dracoth. "To war in Sigmar's name!"

The dancing forks of blue-white energy coalesced into a column of brilliant light. Keneos gritted his teeth as he felt the pull upon his soul, a burning heat that brought both pain and an exultant sense of freedom. The storm seized his body. His body became the storm. Time lost its meaning as he hurtled through the cosmos.

Then once more he felt the presence of his hammer and shield in hand, felt the thudding impact of landfall and the electric thrum of energy coursing through his muscles. Instinct saw him raise his shield, and he sensed the other members of his retinue do the same. He opened his eyes. Strobing images of light and shadow resolved into the form of spiked and savage figures no more than a dozen metres ahead, their blood-splattered faces wide-eyed with shock.

"Forward!" came the Lord-Celestant's cry. "Lay them low!" And Keneos was charging, boots thundering across corpse-strewn ground, a fierce and burning eagerness driving him on as his hammer swept out to deliver Sigmar's judgement.

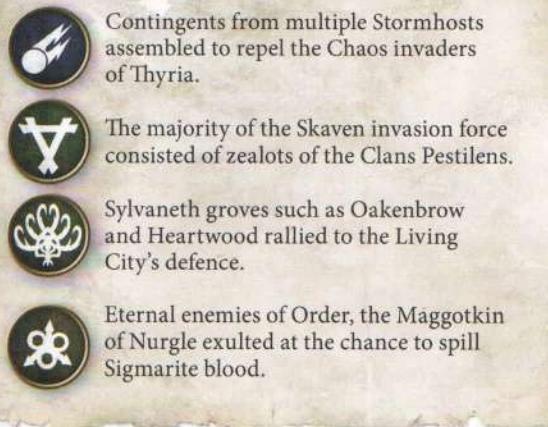


# WAR FOR THE LIVING CITY

As a symbol of the unity between Sigmar and his fellow deity Alarielle, the arboreal metropolis known as the Living City was a prime target for the Chaos forces that surged into Thyria at the onset of the Hour of Ruin. This anarchic horde represented the full spectrum of filth worshippers and pestilential Skaven zealots. It flooded through the outer thorn-forts that defended the Living City in no more than a few hours, heedless of the firepower of their human sentinels, the overlapping layers of traps prepared by Wildercorp Hunters and aelven rangers, and the terrible losses caused by Sylvaneth enchantments that transformed trees and vines into devastating tools of murder.

Each step into the Hollow Forest – Elthwyr in the transliterated Sylvaneth tongue – heralded another attack wave, but so numerous was the enemy that such losses mattered naught to them. At the least, the forward defences delayed the Chaos hosts long enough for the city's complement of Stormcast Eternals to identify the enemy's commanders. Leading the Clans Pestilens was Skrolok Lifebane, a malodorous Verminlord whose mere presence caused trees centuries old to fester and deliquesce. Then there were the Glottkin, the three mythical brothers who were favoured greatly by Nurgle. Together, these champions of decay led an army numbering in the tens of thousands.

They faced a resolute defence. The Stormcasts of the Ghyran Guard, allied with the most potent tree-spirits of Elthwyr, barred the invaders' path. With them stood Warrior chambers of the Hallowed Knights, as well as many Sylvaneth of the Oakenbrow glade. This was a formidable army, but perhaps its greatest weapon was the forest itself. Calling upon the ancient powers of root and vengeful vine, the defenders of the great city prepared to sell their lives dearly.



# THE DEFENCE OF THYRIA

*T*hyria holds, Lord-Commander, though by no more than a thread. Without reinforcements, we risk disaster. The Skaven are filled with some infernal resolve, an animus stronger than anything we have witnessed before. Our usual methods of elimination have proved costly and futile, for the creatures exhibit great focus and coordination – words I seldom associate with the ratmen.

*Would that the Skaven were our only foes. The powers of Chaos seem bound by common purpose. Nurglites advance from the Glott March and Plaguespire without cease, revelling in foulness and engaging us along the front, while the tribes of the Aquian mires have been roused to battle and run rampant through our rear lines.*

*The terrain presents an equal challenge. The effects of the Vermindoom have ravaged Ghyan's western reaches, transforming forests and grassland into wastes saturated with plague-magic. Even we are not immune to the foul energies that infuse air, water and earth. I have seen comrades choke on their own clotting blood and others die in agony as their flesh collapses in upon itself.*

*Were it not for the warriors of the Ruination chambers, our situation would be graver by far. The Reclusians' silence presents a challenge to the command chain, but they are unaffected by all but the most concentrated sources of corruption. We have seven chambers of the soul-stricken deployed in the field. Wherever they fight, they hold. In several places, they have even begun to drive the Skaven back into their warrens.*

*The foe's movements are too erratic for us to divine their objectives beyond universal anarchy, but we believe that they seek to force open a route to the Living City. It is unclear why they have not opened a tunnel directly beneath the stronghold, as they have done at so many other sites. Likely the Everqueen's magic and the roots of the city's elder ironoaks make that a difficult prospect.*

*Time is of the essence, Lord-Commander. We must have reinforcements from every Stormhost. We cannot let the enemy regather their strength unchallenged. Only a counter-attack carried out in depth along the Thyrian front can hope to secure a breakthrough and perhaps check the enemy's momentum.*

*– Lord-Celestant Maxian Gild,  
Hammers of Sigmar*

## • ORDER OF BATTLE •

### THE DEFENCE OF THYRIA

The following deployments were authorised by Command Echelon Varalis and the relevant orders relayed via Angelos herald. Reinforcements were dispatched from Chamon, as were mortal auxiliaries from Greywater Fastness, the Living City and the border strongpoints.

#### CORE CHAMBERS

##### Goldenhearts

Warrior Chamber, Hammers of Sigmar

##### Auric Lions

Warrior Chamber, Hammers of Sigmar

##### Silver Souls

Warrior Chamber, Hallowed Knights

##### The Dutybound

Warrior Chamber, Hallowed Knights

##### Anchorites

Warrior Chamber, Hallowed Knights

##### Excoriators

Warrior Chamber, Knights Excelsior

##### Skyblazers

Harbinger Chamber, Hammers of Sigmar

##### Soaring Spirits

Harbinger Chamber, Hallowed Knights

##### Preyseekers

Harbinger Chamber, Astral Templars

##### Swordborn

Exemplar Chamber, Celestial Vindicators

##### Wardens of Jade

Exemplar Chamber, Ghyan Guard

### AUXILIARY AND SPECIALIST CHAMBERS

#### Hammers Draconis

Extremis Chamber, Hammers of Sigmar

#### Mighty Axes

Vanguard Chamber, Astral Templars

#### Glorious Revenants

Ruination Chamber, Hammers of Sigmar

#### The Marked

Ruination Chamber, Hallowed Knights

# LIGHTNING STRIKES

The Stormcast Eternals are few in number compared to the hordes that serve the Dark Gods. This being so, they do not fight in the manner of a conventional army. Their Sigmar-given power allows them to ride the celestial storm, meaning that entire chambers can travel vast distances in moments to where they can have the greatest impact.

Sigmar's champions strike swiftly and decisively, knowing that few opponents can hope to match their skill in battle. They direct their attacks against their target's vulnerabilities, either attempting to slay the enemy's commanders in the initial assault or causing maximum damage before resistance can stiffen. Each retinue and brotherhood knows its designated role, and each Stormcast is trained to act upon their own initiative should the original plan be rendered obsolete.

*I*t was long thought that in being carried to battle upon Sigmar's lightning, the Stormcast Eternals could reach any location in the cosmos without requiring a land route. The arcane damage wrought upon the realmspheres in recent years has challenged this notion, however. The so-called Cursed Skies conjured by the arch-fiend Be'lakor have proved a deadly impediment to the Stormcasts' primary tactic, for their corrupting currents are capable of scattering entire deployments to the winds. Grungni-forged thunderstrike armour offers some protection against the nightmarish swirl of Chaos energies, but Stormcast forces dispatched to these hotspots of the Dark Gods' influence must expect a portion of their warriors to be slain on the way. Some never return to the Celestial Realm.

—Extract from *Armies of Heaven: A History of the Triumphs of the God-King's Hosts*



# THE FALL OF FORT GARDUS

Perhaps the most devastating defeat in the history of the Hallowed Knights took place at the Stormkeep of Fort Gardus, for so long a bastion of Sigmarite control in Ghyran's Everspring Swathe. It was besieged by a joint force of gargants and grunta-riding orruks, led by the titanic King Brodd. Brodd's hatred of the God-King and his worshippers had seen him embark on a headlong rampage across the Swathe, crushing strongpoints and driving a flood of terrified humans before him. These fleeing mortals sought refuge within Fort Gardus, surely believing that such a shining testament to faith and resolve could never be breached, especially when its defence was overseen by Gardus Steel Soul himself.

Such was the wrath of Brodd and his titanic mob that even the arrival of Freeguild reinforcements – along with Tornus the Redeemed – could not sway the terrible momentum of the battle. The fortress was overwhelmed, and only the desperate bravery of its sentinels allowed the mortals sheltering within to break out and flee. For the Stormcast garrison, there would be no reprieve. Lord-Celestant Gardus led a spirited defence, but in the end, he too would fall before Brodd's maul. Now the gargant prophet claims the shattered strongpoint as his lair, sending out fresh raids across the Verdian continent.



VERDIGRIS

The great venture known as the Twin-Tailed Crusade was launched with staggering ambition, its aim to establish two new cities: one in Aqshy and one in Ghyran. As the Era of the Beast approached a thunderous crescendo, it appeared that the entire gambit might collapse in flames. Yet while its sister-city of Embergard met a grim fate, the Verdian foundation of Verdigris endured a season of hardships and emerged strong. Reeling after the loss of Fort Gardus, its Hallowed Knight guardians would rather condemn themselves to eternal torment than fail the God-King a second time.



# SEA OF ELEMENTAL TRUTHS



## THE EVERSPRING SWATHE

Sigmar's strength in the crucial battleground of Ghyan is concentrated in the Everspring Swathe. In the Hour of Ruin, his holdings here have come under a frenzied assault by Chaos hordes.







# THE MANDATE OF AZYR

The God-King's cosmic labours are on a scale that is beyond any but the divine to comprehend. Since long before his apotheosis, Sigmar has been locked in a death struggle with the Chaos Gods, primordial enemies of mortalkind fuelled by the darkest urges of sentient creatures. Long has he sought to wrench the Mortal Realms from the clutches of these fell powers and usher in an eternity of peace and justice, not only for humanity but for all living beings. In the early days of this conflict, he fought from the front lines, using his strength and skill like a bludgeon to shatter his enemies. In battle, the God-King seemed invincible.

In a war that spanned multiple realms, however, strength alone would not suffice. So it proved when the Dark Gods sent their daemonic legions flooding into reality, heralding the dawn of the damned era known as the Age of Chaos. Sigmar led his armies to victory after victory, but still he could not strike a telling blow against the endless hordes of the enemy. Inevitably he was forced to retreat alongside those of his loyal worshippers whom he could save, sealing the doors of Azyr shut and dooming those left behind.

For all that it grieved him, Sigmar learned much from this disaster. No longer would he fight his campaigns in the manner of a warrior-king, in the furnace of open battle. Instead, he would remain in his palace of Sigmaron and oversee the creation of a grand army: a host of the heavens forged to triumph in a conflict that seemed unwinnable. They would be freed from the shackles of mortality, imbued with the fulminating power of Sigmar's own celestial tempest. They would be known as the Stormcast Eternals.

## EXODUS OF THE SACROSANCT

It was no easy decision for the God-King to deploy his Sacrosanct chambers during the Soul Wars, a time when the arcane trauma of the Necroquake threatened the realms. These were his experts in magic, tasked with overseeing the dangerous Reforging process. With them abroad fighting spectres and daemons, the Anvil of Apotheosis would be protected by a dangerously meagre force of sentinels. Yet the need was great, and the God-King was left with little choice.

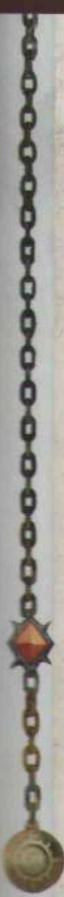
The ramifications of that decision echoed throughout Sigmarite society. The Sacrosanct had performed admirably, yet in their absence, the chambers of Reforging had been sorely tested. So many Stormcasts had died and been remade that ever more were showing signs of spiritual instability. When the Hour of Ruin broke, this became even more pronounced. Lightning-gheists – the volatile spirits of Stormcasts whose Reforging had gone awry – broke loose, running rampant across Azyr. Sigmar was again faced with a stark choice. He could either leave the Sacrosanct in the field in the hope that they might find a cure for the flaw, or he could listen to the advice of Ionus Cryptborn: abandon the search and form the Ruination chambers. Sigmar chose the latter, recalling his Sacrosanct chambers to Azyr and their foremost duties.

With this army, Sigmar sought to crush those who preyed on the innocent once and for all. This would be no grinding war of attrition, no brave but futile display of vainglorious pride. It was to be a campaign planned to the most precise detail, taking advantage of everything that the God-King had learned across millennia of desperate fighting against the fell powers of Chaos, the savage hordes that worshipped Gorkamorka and the undead legions that marched in thrall to tyrannical Nagash.

Sigmar's vision stretched beyond merely retaking his old territories and reigniting the ancient feuds that had occupied his mind for so long. His ambition was to reorder the foundations of the realms themselves, anchoring the disparate worlds together through physical and arcane means. It might take him thousands of years, but the God-King envisioned a great transformation: all eight realmspheres united as a single celestial body, the balance of magic restored and transformed into an arcane barrier that would keep the Dark Gods at bay for evermore. Only Sigmar's most trusted allies were privy to the true scale of his design. Fewer still believed such a thing could be accomplished. But the God-King had achieved the impossible many times before.

The scope of this war would be beyond anything he or indeed any deity had ever attempted. It would fall to the Stormcasts to enact the Mandate of Azyr: the divine will of the heavens.





*'Sigmar is both father and liege-lord to all Stormcasts. He is humanity's saviour, and he will one day break the back of the Dark Gods. It is inevitable. You would know it if you looked upon him - if you saw the strength and purpose that radiates from him like the warmth of a cleansing fire.'*

*I have stood before the God-King's throne only once in my lifetime. Sigmar bade me speak of the wars I had fought and the comrades I had lost to the storm. As I spoke, I saw in his eyes the yearning of a born fighter forced to lay down the sword and allow others to do battle in his stead. I saw sorrow and regret. Yet I also saw unyielding resolve. A warrior-king fights, but a god must lead.*

*Sigmar's war is not some reckless mission of vengeance. The greatest military minds in the heavens have devised a plan of cosmic scale and ambition. Each battle that the Stormhosts fight, each fortress we seize and each foothold we grasp with bloodied gauntlets serves this grand purpose. We advance. We hold. We strengthen. We advance anew. Across all realms, the same brutal pattern plays out. Each victory moves another piece upon the board. The wilds are brought to heel. Connections are restored and bonds strengthened. An alloy is always stronger than its separate elements.*

*The enemy cannot see it. For all their power, they still underestimate him. They see him as the barbarian king of old, capable of seeing no further than the blunt face of his warhammer. In this lies our greatest hope for victory.'*

- Valius, the Keeper Aqshian





# THE PRICE OF IMMORTALITY

**I**t is a question I have been asked many times by wide-eyed mortals. How does it feel, to die and be reborn over and over again? Most often they ask it in a tone of awe, sometimes tinged with jealousy. Those whose time within these realms is all too short are wont to dream of eternal life.

I rarely speak the truth. It is easier, I think, to lie. My questioners do not wish to hear of agony and suffering. They would recoil to know the white-hot torment of the Anvil of Apotheosis, where one's soul is reshaped, where flesh and bone are reconstituted in a cage of crashing lightning. Even less would these mortals want to hear of the poor souls who emerge restored in body but diminished in spirit, haunted by whispers of a past they can no longer recall.

The soul-mages of the Sacrosanct call it the Storm's Eye, that point of calm at which a Stormcast soul can withstand this violent reshaping. Each death takes us a little further from it. Each Reforging burns away a little more of our humanity. Without that essence, we become more automata than thinking beings: avatars of cold and merciless judgement whose first inclination is to eradicate those who display even a flicker of waywardness. The worst afflicted become lightning-gheists, disembodied spirits trapped in a paroxysm of righteous rage, lashing out at anything in sight.

I wonder how the Unforged would look at us, if they knew the scale of the flaw. If they knew of the Ruination chambers, where the stricken live out their existence in solemn isolation. Would that rob our achievements of their glory? Would they fear what we might become? Or would they pity us? I do not know which would pain me more.

—Lord-Celestant Erastion,  
Hammers of Sigmar

With every victory and every defeat, those Stormcasts slain in battle must return to Azyr to be Reforged. The escalating slaughter – especially in the Hour of Ruin – takes an ever greater toll upon warriors who have fought and died for years on end. More and more veterans of Sigmar's wars pass beyond the Storm's Eye, their souls destined to undergo a slow, traumatic decay. These individuals became a danger to their companions as much as their foes, pursuing their nemeses relentlessly without regard for the greater strategic plan.

It was Ionus Cryptborn who would propose a grim solution to this crisis. He argued that it was futile to continue to pour resources and time into finding a cure for the flaw; all such attempts had ended in failure. The only option left was accept the inevitable. The flaw's effects could not be avoided, but they could be lessened if the afflicted were organised into a chamber of their own. There they could be monitored and their souls kept as stable as possible, until the moment they could no longer perform their duty.

It pained Sigmar to admit the truth of Ionus's words, but he saw no other choice. He tasked the Lord-Relictor with overseeing the creation of the Ruination chambers, granting him the new rank of Warden of Lost Souls. To counterbalance Cryptborn's cold pragmatism, Sigmar chose another to ensure that the Ruination chambers did not lose sight of their humanity: Iridan, a

young and forthright warrior whose powers of recall and strong principles had greatly impressed the God-King.

The Ruination chambers would be populated by those who were a handful of Reforgings away from losing their humanity entirely. While they were still rational, they could serve with honour. The chambers would exist within the structure of their parent Stormhost, but in all other respects, they were to be kept separate and observed constantly by carefully selected sentinels.

By the very nature of their condition, the members of the Ruination chambers are true veterans, their souls and muscles hardened over lifetimes of war. The flaw might have burned away much of their past selves, but it has also transformed them into beings redolent with Azyrite energy. Spells sputter and die on contact with their blazing auras, and Chaos corruption washes away like rain upon their shields.

While Memorians – former mortal friends or distant relations – recite their wards' past deeds in order to stir their last fragment of identity, these warriors carve through all in their path. They are determined that their last death will be in service to the cause for which they have already sacrificed so much. Yet when that time comes, it is not the blade of the enemy that delivers them but the axe of a Lord-Terminos – a final oblivion seen as a blessed release rather than a punishment.

# BASTIONS OF THE STORM

No two Stormkeeps are the same, in appearance or atmosphere. There are hundreds of them scattered across the Mortal Realms, each a symbol of the God-King's boundless reach. It would take more than a mortal's lifespan to visit every one of these bastions, but there are those whose sheer magnificence or imposing aspect sets them apart from the rest.

The Perspicarium of Hammerhal Aqsha was intended to bring the glory of Azyrheim to the Mortal Realms. Larger than many free cities, its interior is as intricately fashioned as it is breathtaking in scale. Its towers envelop the mighty Stormrift Realmgate like the jaws of the Great Drake, ensuring that if ever an enemy host attempts to attack through that vast portal, they will be annihilated in a storm of holy fire. The Perspicarium stands as a shining island

amidst the sprawl of Hammerhal Aqsha. It can be seen from almost anywhere in the city, which is not happenstance: no matter where they are, the people of that metropolis can look up and know that the First-Forged Host stands sentinel over them.

By contrast, Fort Venger embodies the Celestial Vindicators in all their wrathful glory. One might liken it to a colossal axehead driven deep into the earth, looming over the famous caldera-city of Vindicarum. Few outside the Stormhost have laid witness to its innermost chambers, but those who have report that its duelling arenas and blade-halls rival those of the Gladitorium itself in scale. This befits the nature of its harsh custodians, who prefer to inspire loyalty through intimidation rather than examples of virtue.

*M*ost of us have no home left. Whatever lands we once sought to protect have long ago fallen to ruin. As Stormcasts, the Stormkeep is the centre of our world. The commonfolk see them only as fortresses that present the enemies of the God-King with an impassable bulwark, but they are far more important. It is true that the Stormkeeps are amongst the most heavily defended structures in all the realms, standing watch over the free cities and safeguarding the arteries through which the lifeblood of trade and produce flows across the God-King's empire. Yet to see these edifices as mere fortifications is to misunderstand their nature. A Stormkeep is a sanctuary and an arming chamber, a reliquary and a place of quiet contemplation. It is here that we Stormcasts share a few, precious moments of companionship beyond the battlefield, before we don our armour and once more ride Sigmar's lightning to war.

*Living quarters and feast halls offer rare comfort between engagements. Though we require only meagre rations of food and drink to sustain us on campaign, when a richer spread is in the offing, we do not hesitate to savour the opportunity. Over horns of Aqshian ale and flame-seared rhinox steaks, we share our tales of battlefield prowess. Of course, carousing is not the cure for all ills – unless, perhaps, you are an Astral Templar. Sanctums offer the blessing of silence and peace for minds scarred by sights no mortal could comprehend.*

*It is easy to forget how vital such simple pleasures are. They connect us to who we once were, and they remind us of what we are fighting for, besides the promise of vengeance.*

*Though Stormcasts are immortal, we can most certainly suffer wounds. Burns, lacerations, broken limbs and blinded eyes – these are the gifts of a life spent in constant battle, and not all are dire enough to cause a warrior's body to erupt into a spear of lightning and flash back to the heavens for Reforging. Within each Stormkeep, there is a chamber known as the Hall of Restoration, where our casualties are treated. Lord-Relictors and specialists of the Sacrosanct chambers seconded from Azyr oversee this convalescence, calling upon powers of storm and spirit in order to close wounds, fuse shattered bones and even fashion replacement limbs from sigmarite.*

*Prayer is important to all Stormhosts, not just those of the Hallowed Knights. Shrines abound in every Stormkeep, dedicated not only to the God-King but also to other deities. The nature of worship amongst my brothers and sisters is as varied as our origins. For instance, those Stormhosts who hail from Chamon often pay reverence to Grungni through rituals of smithing. The Ghyan Guard are said to worship Alarielle with the same intensity that they do Sigmar, whilst the Anvils of the Heldenhammer have always held Morrda in the highest regard. I have heard rumours of even stranger entities venerated by some of my kin, though such is likely hearsay and not to be taken as the God-King's truth.*

*– Valius, the Keeper Aqshian*





# THE BLEAK RAVEN

Morrda is the patron deity of the Memorian order and a figure of the utmost importance to the Ruination chambers. Yet he remains an enigma even to his most fervent worshippers. He was – and perhaps still is – a cold but primarily benevolent steward of souls, a god of death who sought not to rule over the dead but to guide them and protect them against necromancy and corruption.

For the longest time, it was standard Sigmarite doctrine – at least, amongst non-Shyishan peoples – to describe Morrda as extinct, another victim of Nagash's quest to dominate Shyish. He was consumed by the Great Necromancer, so the elder texts say, and his underworld territories were absorbed into the domain of Nagashizzar. The truth of what happened may never be known, but what is certain is that even in defeat, some part of Morrda's essence escaped oblivion. Amongst the Stormcast Eternals, it is a commonly held belief that Sigmar had a role in Morrda's survival, for the two gods had long been respectful allies. Across Azyr and Shyish are scattered shrines and grave-gardens containing braziers that burn with a dark flame. These sacred places are open only to the warriors of the Ruination chambers, in particular to the Lord-Vigilants and members of the Relictor Temples.

Morrda's faithful – not only the lords of the Bleak Citadels but also the mortuary-priests of Lethis – can manifest powers quite unlike those wielded by Sigmarite priests, safeguarding the spirit against malign influence and offering protection against maledictions. The Bleak Raven does not speak to such chosen servants directly, but instead they receive visions and portents in their dreams that fill them with sacred purpose. Perhaps due to their liminal status somewhere between life and waking death, the warriors of the Ruination chambers have a particularly strong connection to Morrda, to whom they pray often for guidance.



*The Bleak Citadels are the dark sisters to the Stormkeeps. Though their design is no less intricate, they were not crafted to inspire awe or wonder amongst a mortal populace. They are not meant to be seen at all, in fact, save by those who must wear the regalia of the Ruination chambers. In his wisdom, Master Ionus ordered their construction in locations far away from prying eyes: canyons, mountain ranges, deep forests and other places rarely touched by the outside world. Here, my kin can exist in isolation and prayer, when they are not called upon to fight.*

*At the core of each Bleak Citadel is a series of seclusion cells, arranged around a central panopticon tower in which the order's Lord-Terminos and Lord-Vigilants reside. From this tower, the chamber's masters can observe their subjects in prayer and meditation, ensuring that they are forewarned if any Reclusian shows signs of succumbing to total degradation of the soul. Further cells line the Citadel's battlements; here dwell the chamber's Prosecutors, maintaining a silent vigil alongside the grimrooks – birds sacred to all-knowing Morrda – that crawl and circle in the gloomy skies.*

*Though isolated in a physical sense, each Bleak Citadel is linked to the blessed Sigmarabulum by a Star-Bridge, allowing the swift deployment of warriors via Sigmar's lightning. The majority of Citadels are large enough to house a population of several hundred brethren, alongside perhaps a thousand acolytes and Memorian attendants. This is meagre when compared to the greatest Stormkeeps, but I thank the God-King that this is the case. When even one stronghold of the Ruination chambers grows to rival the Perspicarium in size, then we will know that we have lost our battle to contain the flaw.*

*– Kadia Morlyss, war-scribe  
of the Memorian Order*



# STORMHOSTS

The Stormhosts are highly regimented military organisations, each with their own proud traditions and heraldry. Most comprise between five and ten thousand warriors, with roughly three quarters of that number deployed in the field at any one time, while the rest are cycled out to a Stormkeep to hasten their recovery and to perform garrison duties.

At the summit of the Stormhosts' hierarchy are the God-King's foremost champions. These beings sit outside the traditional structure of the heavenly armies, but they are granted near-total autonomy to fulfil the God-King's aims in their own fashion. These figures include the legendary Yndrasta, as well as Ionus Cryptborn and the Celestant-Prime. Below these larger-than-life figures, each Stormhost is governed and overseen by a Lord-Commander, a veteran strategist supported by a command echelon of his host's most prestigious officers. Their duty is to mastermind the deployment of their warriors on a realm-wide scale and to lead the assault themselves where necessary.

Occupying the leadership ranks beneath the Lord-Commander are a variety of specialist leaders, including the Lord-Celestants, Lord-Aquiliors and Lord-Relictors. Some of these figures are responsible for leading formations known as 'chambers', which together form the building blocks of a Stormhost's fighting force. Others – such as the Lord-Relictors – have more esoteric duties that rarely involve direct battlefield command.

There are three core chambers in a Stormhost's arsenal: Warrior, Harbinger and Exemplar. Warrior chambers are the most common, combined-arms forces whose role is to seize and hold ground. Harbinger chambers are swifter, more mobile formations, often containing large numbers of airborne troops. Exemplar chambers, meanwhile, are smaller and more elite companies tasked with eliminating specific targets.

Beyond this trio, there are chambers of more unusual provenance that can be fielded to support their frontline kin. Most of these deployments can only be ratified by a direct edict from the God-King, as was the case in the formation of the Ruination chambers, whose vital contributions during the Hour of Ruin came as a complete surprise to the majority of their Stormcast comrades. Other specialist formations include the heavy cavalry of the Extremis chambers and the far-ranging scouts of the Vanguard Auxiliary chambers.

Upon their original Reforging, each Stormcast is assigned to a conclave. It is these formations that prepare and equip Sigmar's warriors to fight among the ranks of the greater chamber, and these are divided in turn into smaller and more specialised retinues that range in number from as few as three warriors to as many as ten. Should the need arise, a Stormcast Lord can gather a number of retinues from various conclaves in order to create an ad-hoc battle company known as a brotherhood, which will disband as soon as its objective has been completed.



## CONCLAVE ICONOGRAPHY

Members of a particular conclave within a Stormhost chamber can be pinpointed by the markings emblazoned upon their pauldrons, which aid in battlefield identification.



Angelos conclaves scout ahead of their brethren, using their superior mobility to harass and thin the enemy's ranks in preparation for the assault proper.



Paladin conclaves can be found wherever the fighting is thickest. They are the strongest of their kind, the bane of the enemy's elites and leaders.



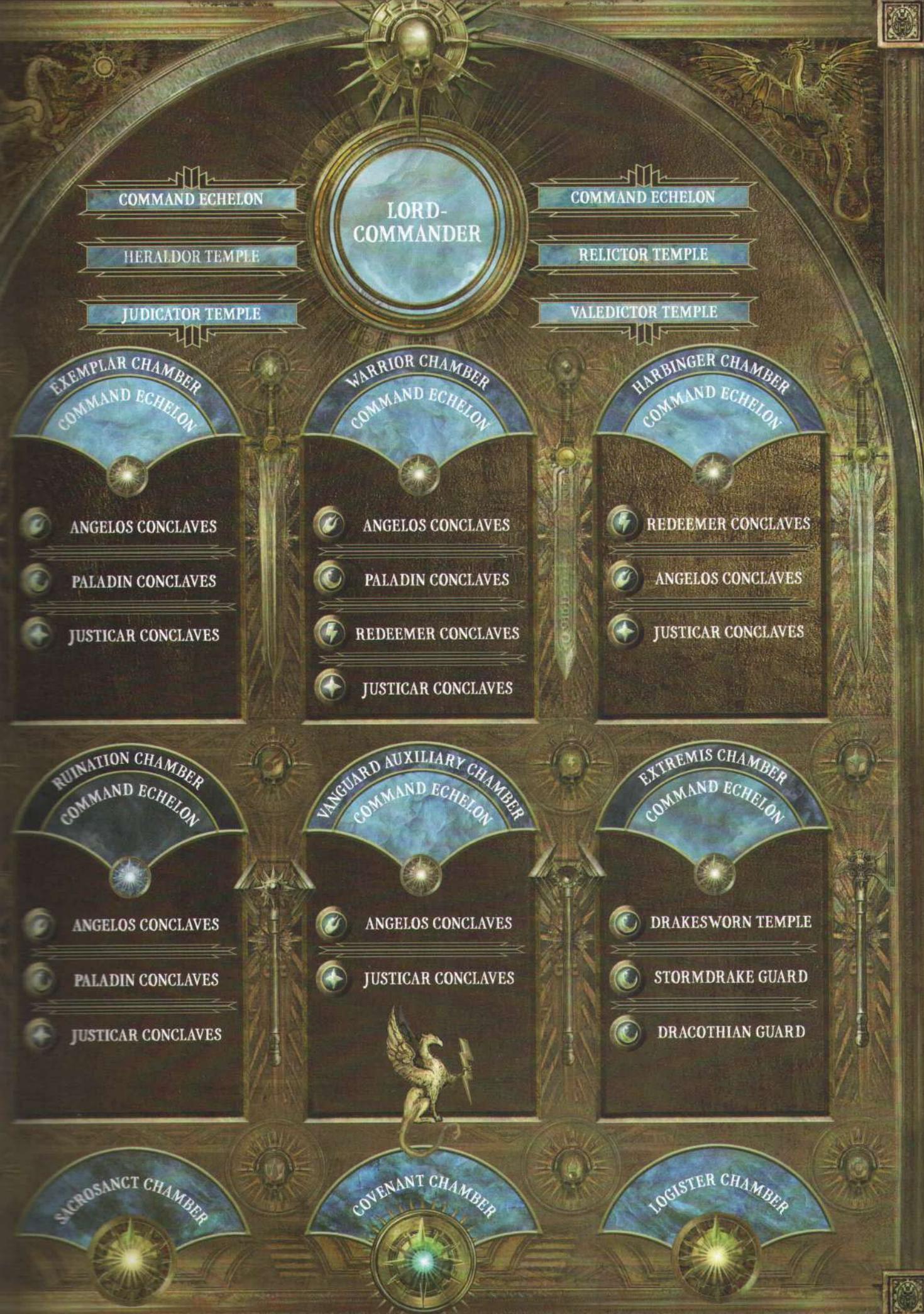
Redeemer conclaves are the soul of the chamber – stalwart, unflinching and relentless. They secure objectives and hold them, often by forming up into shieldwalls.



Justicar conclaves seek out the enemy's weak points and punish them from afar. They are ranged-combat specialists.



Corpuscant conclaves are composed of those who can channel lightning through their bodies at will, usually magical adepts with great martial skill.



# HAMMERS OF SIGMAR

To wear the gold of the Hammers of Sigmar is to embody hope itself. Clad in the mantle of exceptionalism, they strive to be the greatest of the God-King's champions. It is not an easy thing to walk such a path. Those of the First-Forged Host cannot fail, cannot ever show a moment's hesitation or indecisiveness. To do so would be to shatter the faith of so many fervent souls who venerate them as the incarnations of the heavens' might. It would be to dishonour a legacy that was crafted in the very first engagements of Sigmar's rekindled war, when they defeated the bloodthirsty marauders of the Goretide on the ash-plains of the Brimstone Peninsula. They seized the Gates of Azyr in the aftermath of that brutal battle, enabling Sigmar's Tempest to break across the realms. Ever since, their legend has grown over many years of hard-fought victories.

Some amongst the other Stormhosts accuse the Hammers of arrogance, and it is true that Sigmar bestows upon them a great portion of his divine favour.

They boast more Stormkeeps than any other Stormhost, and their numbers are greater also. It is rare that a new front is opened in the war without them leading the way. Their triumphs are too many to recount, though the faithful are regaled with such stories from a young age. These are the glories that Azyrite sculptors and artists choose to memorialise in the grand plazas of Azyrheim, and for good reason. And yet, each of these feats of arms piles ever more pressure upon the Hammers' shoulders. They accept such burdens without question, sometimes testing the boundaries of their demigod gifts to breaking point. Nearly all of their number have known many deaths and many painful Reforgings. Even when they are not on campaign, they train relentlessly in the arming chambers to improve their skill and master the finer points of battlefield tactics.

Defeat, for them, brings both shame and fear – fear that if they show but a flicker of frailty, then a seed of uncertainty will be planted in the souls of Sigmar's mortal flock. That their belief in the inevitable triumph of the God-King's cause will falter, and their shield of faith will begin to splinter. Through such seams of doubt does the vitriol of the Ruinous Powers' corruption seep.

*'We are legends, and legends cannot stumble.  
Not for a single moment.'*

– Orrin Truestrike (former Lord-Celestant,  
re-assigned to the Reclusians)



# HALLOWED KNIGHTS

The Hallowed Knights know that might alone cannot carry mortalkind through the wars to come. Not all of them were warriors before they were gifted the sacred silver and received the blessings of the storm. Amongst their number are former healers and theologians, shrinekeepers and scribes – souls whose minds were defined not by conflict and strategy but by faith: belief in the wisdom and glory of almighty Sigmar made them strong, even when the horrors they faced were beyond imagining. When the time came to take up the sword, all of them did so without hesitation. Though they did not possess the skill of the strongest heroes, their enemies nevertheless cowered before their zeal. Only after the faithless lay scattered around them in their dozens did blessed Sigmar reach down from on high and claim them as his holiest champions.

*'Much is asked of those to whom much is given.  
The Hallowed Knights will endure the most  
hellish trials without complaint if it serves the  
cause of the Almighty One.'*

– Gardus Steel Soul

The Hallowed Knights believe that even the foulest corruption is powerless against those who devote their souls to the God-King. Some amongst them even choose to take up the artefacts of the enemy, items of surpassing foulness rendered harmless by the strength of their sheer conviction. Whenever Sigmar wishes to reclaim a land drenched in the vilest magics, it is the Hallowed Knights he summons. They call the forests and fields of Ghyran their spiritual home, but they have fought the servants of darkness in every realm. Wherever the land is infected by the daemon's touch, they make it pure, each drop of their blood healing the scars of the past. Such is the power of their faith that it has been proved to endure even the horrors of the Realm of Chaos itself. The noble Steel Souls trod the putrid thickets of the Plague God's own Garden and did not succumb to despair, emerging from their hellish odyssey with their souls sorely tested but their duty fulfilled.

The Hallowed Knights do not seek glory. Humility is their greatest virtue, for they believe that the sin of pride leads only to ruin. They accept the martyr's wounds willingly, fighting the battles that others cannot. With their voices joined as one, they chant litanies of warding, their armour of silvered sigmarite proof against unclean energies. Blazing with holy fire, their blades and hammers spill the blood of the profane in great measure, and come battle's end they bow their heads in prayer, offering thanks to the God-King for delivering them victory once more.

'You carry the taint of the great enemy upon you,' said the Knight Excelsior, pointing at Sydara's neck, about which dangled an amulet containing a blackened claw of iron, etched with blood-red runes.

'I do,' she said.

The white-armoured paladin shook his head. 'I do not understand. Why?'

'This is the Talon of Kharraij,' said Sydara. 'A creation of unspeakable horror, forged from the essence of a daemon tyrant. Many have tried to unmake it and failed. Its power has corrupted entire dynasties, sentenced countless thousands to an agonising fate. But around my neck, it is nothing more than a crude shard of metal.'

'To wear such an abomination is blasphemy. Were you a mortal, you would hang for such a crime.'

'But I am not mortal,' Sydara said. 'I am a vessel of the almighty God-King. My soul burns with the sacred fire of Azyr. And in the face of such purity, no weapon of the Ruinous Ones can hope to find purchase.'





# CELESTIAL VINDICATORS

To the Celestial Vindicators, honour and glory are pleasant myths woven for the commonfolk, foolish idealism that offers nothing in the long war against the Dark Gods. They believe that there is only one way to fight against the armies of ruin: with the fires of vengeance and righteous hatred burning in one's heart. For this, they are scorned by many of their fellow Stormhosts as brutish, single-minded killers. Not for them the grandstanding parades of Sigmar's golden champions, nor the self-satisfied preaching of the Hallowed Knights. The artisans of High Azyr rarely depict the Vindicators' greatest triumphs in their monuments and murals, for to do so would challenge their conception of what it means to be a Stormcast.

They care not. Before they were Reforged, each of them died in battle surrounded by the corpses of their foes. In their last moments, they beseeched the God-King to grant them the chance for retribution, and he granted them that wish. The Vindicators' war is not a pretty thing, resplendent in gold and gleaming heraldry. It is a war of hatred, fought amidst the trenches and corpse-strewn mires of the realms' most violent reaches. It is waged in blood and grime and filth. They attack



## FORT VENGER

Few Stormkeeps better embody the nature of their Stormhost than Fort Venger, primary seat of the Celestial Vindicators. This unlovely slab of dark iron looms over the caldera-city of Vindicarum, as imposing as it is impenetrable. Its battlements are thick with mounted ballistae and metal-casters that rain boiling lead over any foe foolish enough to attempt a breach. Its apparently sheer surface conceals countless cunning murderholes and hidden sally-ports, designed to allow Vindicator warriors to launch devastating counter-attacks against a besieging army.

with the full fury of the tempest, striking like a bladed fist, over and over again until the enemy's will to fight is shattered and the ground is drenched in gore. No matter how many they kill, it is never enough to appease them. It is good, then, that there are ample targets for their rage.

In addition to the God-King, the Celestial Vindicators pay homage to an esoteric gestalt they call the Father of Blades. This tempestuous essence – an echo of the World-that-Was – girds their souls and tempers their hearts for war. The Father is not some cruel aspect of Sigmar as the warrior: it is the collective animus of all swords, born from the steel-spirits of weapons crafted in another age, in forges blessed by the Great Maker's mightiest duardin smiths. It is a pure manifestation of battle, stark and merciless. Those among them who venerate the Father most fervently seek to become living weapons, and they willingly embrace Reforging so that they may be stripped of weakness and doubt.

*'Father of Blades, I beseech thee. Grant me the sword-fury, and gird me in the armour of hate. Let my enemies know their doom is near at hand.'*

– War mantra of the Celestial Vindicators

No Stormcasts hold such intense hatred for their enemies as the Vindicators, although they hold a grudging respect for the ruthless purges carried out by the Knights Excelsior. From the moment of their first Reforging, they are marked as different. Not only must a prospective warrior of their Stormhost endure the agonising heat of the Anvil of Apotheosis, but they must also pass the trial of the Sturmdrang Gate. Only those whose souls are utterly consumed by the need for revenge can hope to emerge from the tempestuous clutches of that raging, black-fire portal intact – those whose hate does not burn intensely enough are swiftly condemned to oblivion.

# ANVILS OF THE HELDENHAMMER

The Anvils know how others of their kind see them: sombre and grim warriors, bone-charms rattling against their armour. They are well aware that their customs are held as strange, their fixation upon matters of the afterlife distasteful. Having already passed beyond the final threshold long before the God-King remade them as his champions, they know better. The first of their number were forged not from warriors of flesh and blood, but from the ancient spirits of Shyish. Their essences, centuries dead, possessed wisdom lost to the ages: battle tactics honed over millennia, as well as funerary rites and rituals of exorcism to protect one's spirit on its journey beyond the veil of death.

When their God-King called, they could not refuse him, for they knew that there would be no eternal rest for them with the underworlds at the mercy of hungering gods. This marked them forever as hated foes of Nagash, who claims their souls to be his by right. Many times has the Undying King sought to lay the Anvils low, but they are warriors from another age, masters of strategies perfected over the course of countless years. Silent and

serene, they wait for their enemies to expose their weakness before striking with a precision honed over centuries of conflict.

*'Death has no master. To claim supremacy over the inevitable and eternal is naught but hubris.'*

— Lord-Relictor Tragheist

The Anvils teach that death cannot be outrun, but neither is it to be feared. Perhaps, they say, it is even a weapon to be used against the enemies of civilisation. Many lost secrets of Shyish are kept alive within their order, safeguarded by their Relictor priests. They are Sigmar's soulguards; it falls to them to stand eternal sentinel upon the threshold that all must one day cross and to deny those who would corrupt the sanctity of the grave.

The gheists burst from the flagstones amongst the forward ranks of the Fusiliers, claws and rusted blades raking into flesh. Terrible, insane screams filled the air. Soldiers dropped like puppets with cut strings.

'Flee!' someone was shrieking. 'Flee for your lives!'

A cowled horror with chattering jaws swooped at Fusilier Machsen, whose blood froze in her veins as she stared into the face of death. Training took control of her trembling muscles and she fired her weapon. She could not possibly have missed at this distance, at near point-blank range. But the spectre came on unharmed, stretching out its ragged arms to clutch her in a deadly embrace.

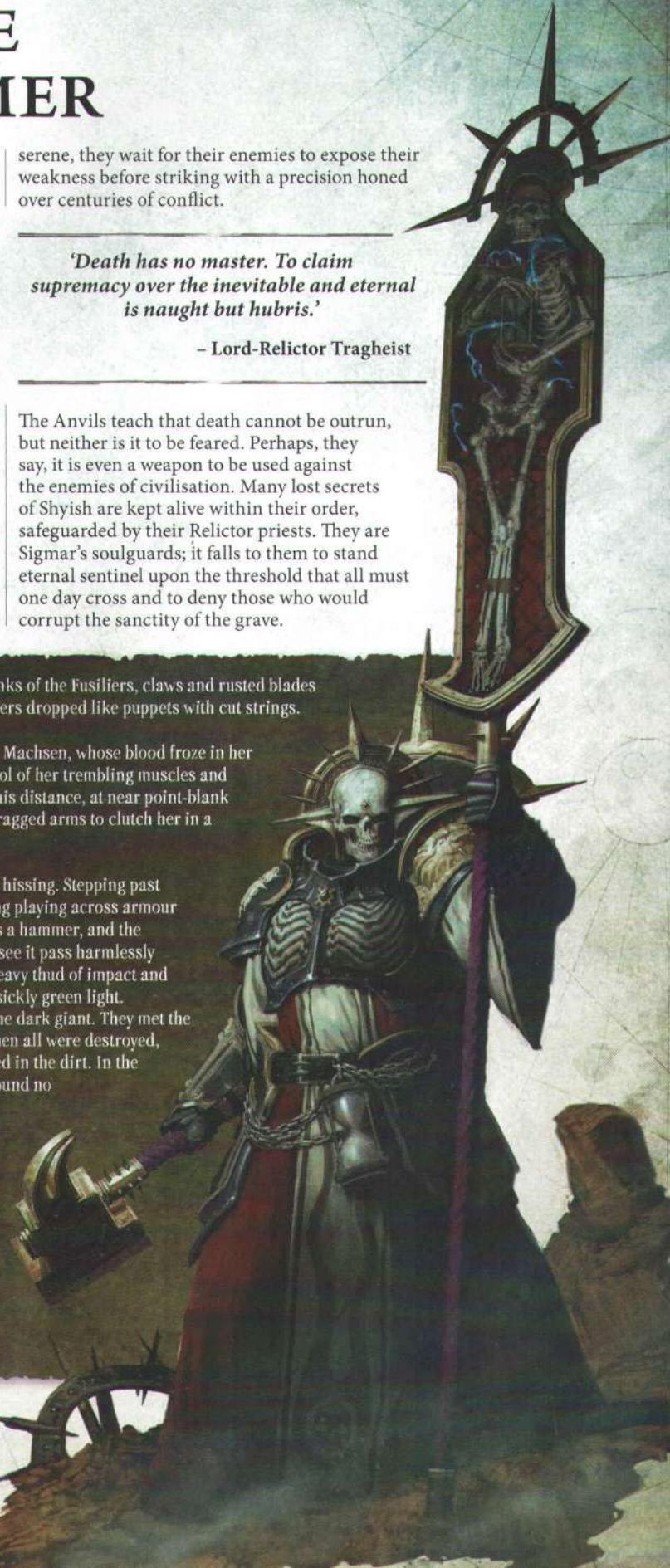
'Sigmar protect me!' she screamed.

There was a flash of amethyst light. The spectre recoiled, hissing. Stepping past Machsen's shield came a towering statue of obsidian, lightning playing across armour littered with scrolls and ivory charms. In the giant's hand was a hammer, and the weapon swept out to strike the spectre. Machsen expected to see it pass harmlessly through the horror's intangible form. Instead she heard the heavy thud of impact and an ear-splitting screech as the gheist exploded into motes of sickly green light.

More of the Nighthaunt came on, seeking to overwhelm the dark giant. They met the same fate as their fellow spirit, smashed aside one by one. When all were destroyed, the figure turned and gazed down upon Machsen, who cowered in the dirt. In the black eye-holes of that impulsive war helm, the Freeguilder found no pity, but no malice either.

'Fear shall be thy ruin,' it said, in a voice like a sword scraping across a gravestone. 'Banish it from your soul, or death shall claim thee. Rise, daughter of Sigmar, and fight.'

Then the Stormcast turned and stalked away into the darkness. Machsen could not banish her dread entirely, but she did as the obsidian figure had said. She rose, made the sign of the twin-tailed comet and rushed forward to retake her position, her face set in an expression of grim resolve.





## LIVERY OF THE STORMHOSTS



### HALLOWED KNIGHTS

Gleaming silver and regal blue are the colours of the Hallowed Knights, shining as radiant and pure as their own fervent souls. It is not long before this armour is splattered and befouled, for these warrior-saints seek out the direst foes and the most unspeakable arenas in which to test their faith. The Stormhost's most zealous champions, however, appear pristine at all times, corruption washing from their holy armour like drops of rain.

### HAMMERS OF SIGMAR

The golden armour of the First-Forged is a symbol of hope and justice to Sigmarites across the Mortal Realms. It intentionally recalls the gleaming splendour of High Azyr, a marked contrast to the filth and corruption of the battlegrounds upon which the Hammers of Sigmar fight. Such is the quality of their warplate that even when smeared with blood and the accumulated grime of a long campaign, the glorious gold still shines strong.



### ANVILS OF THE HELDENHAMMER

The Anvils of the Heldenhammer are a solemn brotherhood, grim in aspect and demeanour. Their onyx war-plate befits their Shyishan heritage and their fixation upon matters of mortality. Often, these archaic figures – many of whom recall a time before the Age of Chaos – will embellish their armour with charms and relics designed to safeguard their souls against the predations of the Great Necromancer.



### CELESTIAL VINDICATORS

Chaos worshippers and other fiends across the Mortal Realms have learned to dread the sight of turquoise armour, for it heralds an onslaught of furious vengeance at the hands of the Celestial Vindicators. No glittering exemplars of humanity are these: warriors of the Celestial Vindicators care nothing for mercy or restraint, desiring only to spill the blood of the enemy in such terrific measure that it splatters them from head to toe.

### TEMPEST LORDS

Rich, deep blues and reds are colours that have oft been associated with the royal houses of the Age of Myth. Thus, it is fitting that the Tempest Lords choose to wear them. These former emperors, monarchs and nobles lead through the sheer force of their charisma. They know well that a faltering soul can often be stirred to acts of astonishing bravery simply by having a shining example to follow – and what better paragon of virtuous duty could there be than themselves?



### CELESTIAL WARBRINGERS

Blessed – or cursed – with the foreknowledge of their true deaths, the Celestial Warbringers are determined to live what remains of their existence without regret. Clad in armour of rich maroon, they seek to inspire their mortal charges with their fearlessness and measured bearing in the face of great adversity. They often wear arcane trinkets and talismans imbued with spells of divination, granting them and their companions good fortune in battle.

### KNIGHTS EXCELSIOR

Many would see the choice of pure white armour as an ironic one for the Knights Excelsior, who are defined by their purges of any who display even the merest flicker of corruption. Yet it is one that reflects the nature of these fearsome warriors; they see themselves as unsullied and untarnished weapons of absolute justice, whose task it is to root out evil before it has the chance to fester. Such thinking has earned them a reputation as ruthless executioners.



### ASTRAL TEMPLARS

The Astral Templars hail from warlike mortal tribes of Ghur and wear a rich burgundy inspired by the bloodstained clay found throughout the Realm of Beasts. Bellicose and braggadocious at heart, Astral Templars often drape themselves in furs and other trophies they have stripped from particularly memorable kills, and it is not uncommon for them to daub their faces or war-masks with symbols relating to the clans to which they belonged before their Reforging.

## SHOWCASE: ANVILS OF THE HELDENHAMMER



Annihilator



Knight-Relictor



Vigilor







*Stormdrake Guard of the Anvils of the Heldenhammer soar over a battlefield in the Prime Innerlands of Shyish, seeking out the enemy's most dangerous warriors.*



Lord-Vigilant on Gryph-stalker

Prosecutor



Lord-Vigilant on Morrgryphe



The Ruination chambers are the bane of unnatural creatures. Those soul-stricken hailing from the Anvils of the Heldenhammer are especially skilled at destroying the Nighthaunt, the spectral shock troops of hated Nagash.



## THE AGE OF SIGMAR

### THE BRIMSTONE PENINSULA

Vandus Hammerhand is granted the honour of leading an assault on the Great Parch of Aqshy, the opening engagement in what will come to be known as the Realmgate Wars. His chamber is charged with seizing the Igneous Gate, one of several portals that link the Realm of Fire to Azyr. There they cross blades with the Goretide of Korghos Khul in a brutal battle of attrition. The Stormcast Eternals score first blood in a conflict that will come to define both armies over the following centuries.

### THE MIDNIGHT TOMB

Lady Olynder, Mortarch of Grief, lays siege to Lethis, seeking to invade the Stormvault that lies buried beneath. The Anvils of the Heldenhammer defend the city bravely, but even their stolid defence cannot hold against the spectral onslaught. The Stormvault is breached, and in the process Orpheon Katakros – one of Nagash's most loyal servants – is set free. Those chambers of the Anvils who fought in the siege mark their faces with lines of ash to signify their quest for redemption.

# THE TEMPEST BREAKS

The Age of Sigmar began with an onslaught from the heavens, as the God-King's masterwork armies finally joined the great battle for which they trained so long and hard. Sigmar's storm rolled across the realms with an unprecedented ferocity, bringing war – and hope – to lands long forsaken.

The coming of Sigmar's Tempest and the cataclysmic battles that followed have long passed into history amongst the followers of the God-King. For the mortal generations that grew up in their wake, these climactic events would form the basis of a new mythology, rooted in true events but embellished over the years by the feverish oratory of priests, demagogues and proselytisers. Many veteran Stormcast Eternals who took part in what historians and skalds would refer to as the Realmgate Wars remember those times all too well, for it was in this era of heroes and godbeasts that the foundations of the God-King's new civilisation were laid down.

The Realmgate Wars were primarily waged for control of the arcane passageways that bind the realms together. These were critical to the God-King's plans, for only by controlling them could any resurgent civilisation hope to expand across the realmspheres whilst maintaining a semblance of internal cohesion. After all, mortal armies and caravans could not simply ride the storm wherever they needed to, in the manner of the Stormcast Eternals. Although the imperative to seize inter-realm pathways was foremost in Sigmar's mind, the Realmgate Wars soon escalated beyond such aims. The violence that shook the cosmos soon saw titans awoken and ancient powers rise. It would culminate with the great armies of the Mortal Realms clashing in a grand struggle to control the fortress-like Allgates that lay on the outskirts of the Eightpoints – the subrealm domain of Archaon the Everchosen, first champion of the Chaos Gods.

From the bloody battles of the Brimstone Peninsula to the awakening of Alarielle the Everqueen by the bold warrior-priests of the Hallowed Knights, the saga of the Realmgate Wars depicts the Stormcast Eternals at the height of their power. Yet not every battle was a victory, and not every hero survived their ordeal. The Dark Gods proved as cunning and malevolent foes as they ever had, and for every alliance restored, a new enemy arose to challenge the might of Azyr. It was largely due to the fury of his newly tested Stormhosts, who had awaited the chance for vengeance for so long, that Sigmar emerged from the Realmgate Wars with a firm foothold in Aqshy and Ghyran, and the prospect of gains further afield.



## THE GOD-KING SEES ALL; THE GOD-KING JUDGES ALL



### THE SHADOW OF DEATH

For Sigmar's folk, the decades that followed the Realmgate Wars were dominated by a long period of consolidation and desperate defensive fighting. The first cities were founded, each of them guarded by a Stormkeep at its centre and defended by both Azyrite soldiers and those known as the Reclaimed – mortals who had somehow survived the Age of Chaos and now sought sanctuary within the borders of the God-King's territories. But even as Sigmar's new civilisation began to reach out tentatively to settle in Ulg, Chamon, Hysh and Ghur, his faithful worshippers who had made their homes in Shyish, Realm of Death, felt the stirrings of a cataclysm.

An ancient and bitter enemy of Sigmar, the Great Necromancer Nagash had long declared dominion over the underworlds of Shyish, and he despised any being who denied his claim. The God-King he hated above all, not only because of their history of hostilities but also because the creation of the Stormcast Eternals had robbed him of souls he considered his property by right. The emergence of Shyishan cities such as Lethis and Glymmsforge hardly eased his ire. Throughout the break of Sigmar's Tempest, he had watched the unfolding conflict from his stygian fastness, refusing all entreaties dispatched from Azyr and awaiting the moment to make his own bid for domination.



His schemes pre-dated Sigmar's own gambit by centuries. Ever since the Age of Myth, he had been laying the foundations for his grand ascension. In secret, he had created an immense inverted pyramid of Shyishan realmstone: a structure that was to become the locus of a spell that would reshape the Realm of Death. When Nagash finally completed his ritual, the results were terrible for his enemies. A gaping abyss was torn open as the Great Black Pyramid plunged through the skin of reality and distorted the Shyishan realmsphere. This reversed the magical polarity of the realm, creating a vortex at its heart that began to draw in the surrounding underworlds.

The colossal violence of this act gave rise to a shockwave of death energy known thereafter as the Necroquake, which awakened numberless hordes of undead.

With his holdings overrun by gheists and walking corpses, Sigmar decreed that the Sacrosanct chambers should be dispatched. His arcane experts made war upon the battlefields of the realms for the first time, their expertise in matters concerning the ethereal and the daemonic proving crucial in the Soul Wars. This conflict raged for many years, and when the after-effects of the Necroquake eventually began to recede, Nagash had conquered swathes of land in Shyish and beyond. Only the Stormcast Eternals had prevented a complete victory, though the strain of the fighting had greatly exacerbated the negative effects of the flaw.

*'He is a thief of souls. A hammer whose blows chase humanity from the steel of our bones. We march to our second deaths in his name. How many more await us? How much more must we give until the realms stand free? What then in victory? What then for the soul-thin warriors of Sigmar?'*

— Ezekiel Stormwalker





## TITAN SLAYERS

The outset of the Era of the Beast sees Sigmarite cities across the realms under threat from rampaging gargants, and the Astral Templars are swift to respond. The Vanguard chamber known as the Titan Slayers face a grave challenge when they battle the Mega-Gargant Pop Grumbo and his stomp atop the Stone Nautilor, a soaring helical mesa. Lord-Aquilon Formoran uses his mastery of the winds aetheric to trick Grumbo into a wayward lunge that sees the brute plunge two thousand feet to his doom, exploding in a wet splatter on the rocks below.

## ANNIHILATION EXPEDITION

Taking advantage of the upheaval during the Era of the Beast, torture-cults of Slaanesh spread throughout the strongpoints of the Ghurish Heartlands. Lord-Commander Vernus Strife of the Knights Excelsior dispatches his three most remorseless chambers – collectively known as the Purifying Trinity – to root out this evil. This they do with customary brutality, committing so many massacres of both innocent and heretic that they are censured by High Azyr and forced to mark their armour with a bloody handprint as a symbol of repentance.

## LORDS OF THE LOST

When the Luminant Crusade disappears in its entirety while traversing the wilds of Xintil, the Patricians chamber of the Tempest Lords is ordered to investigate. They discover that Tzeentchian magic has tricked the Dawnbringers into entering a portal to Ulgu, and they are now lost somewhere in the inky blackness of that realm. Undaunted, the Patricians plunge through the realmgate, determined to rescue the expedition and set it back on course. This they do at heavy cost, defeating the Lord of Change Xy'mtyk'iquil, who had sought to sacrifice the crusaders on a bonfire of black shadowflame.

# SAVAGERY AND STRIFE

Barely had the Mortal Realms left behind the horrors of the Shyish Necroquake when they were thrust into a new age of brutality. The return of a primal deity, Kragnos, caused a chain reaction of amber magic to cascade across Ghur and beyond, stirring the hordes of destruction into a frenzy such as the realms had not seen in generations. This time of violence and atavism came to be known as the Era of the Beast. It saw the rise of the Kruleboyz, the siege of the great port-city of Excelsis, and an unprecedented number of Waaagh!s swept across the realms.

With Ghur in the ascendancy, the power of claw and fang dominated. Perhaps even the Stormcast Eternals would have faltered in the face of Kragnos and his onslaught, had Grungni the Maker not reappeared to take his place in Sigmar's Pantheon. The duardin deity would create a new form of sigmarite armour: the thunderstrike pattern, a more resilient design that could channel the energies of the storm with greater efficiency.

## HOPE ON THE HORIZON

Though the Era of the Beast saw Sigmar's civilisation stricken by ceaseless savagery, it did not halt the pace of the God-King's territorial reclamation. Freeguild armies across the realms were reordered into Dawnbringer Crusades, huge armoured columns dispatched into the wilderness with orders to seize and settle areas of strategic importance. Hundreds of these ambitious undertakings were sent forth from the free cities, making their way through lands saturated with Chaotic energies. Scores ended in failure, overcome by rampaging predators, yet even if only a handful in every dozen campaigns achieved their aims, the sacrifice was deemed acceptable. With Stormcasts leading the way, these successful expeditions laid down the roots of new cities, fortresses and mining towns.

Amongst the Stormcast Eternals, this time was met with enthusiasm despite its dangers, for it represented a chance to once more take the offensive. They set about the task with vigour, their chambers smashing open paths for advancing crusades and preparing the ground for the unwieldy advance of Ironweld tanks, cogforts and heavily laden human soldiers. The Twin-Tailed Crusade, greatest endeavour of them all, ended in both triumph and disaster, with the survival of the city of Verdigris and the doom of its sister-city Embergard. At tremendous cost, the rampage of Kragnos was finally halted, as an alliance between Seraphon, Alarielle and the Draconith princes Krondys and Karazai conspired to trap him in an perpetual battle that his own blind fury would never allow him to escape. Scholars marked this point as the end of the Era of the Beast, as the wrath of Ghur slowly began to ebb.

## CRACKS APPEAR

Still, conflict raged far and wide. The famed Gavriel Sureheart was slain by Korgos Khul, decapitated by a daemonic axe that severed the link between the Lord-Celestant's soul and Azyr. Vandus Hammerhand – who believed his own rivalry with Khul had led to Sureheart's fate – was consumed with guilt. A shadow of the hero he had once been, Vandus was taken by his old friend Ionus Crypborn into the Ruination chambers, where he resides to this day. Tragedies such as these were as nothing in the face of what was to come. The Dawnbringers were not the only ones who had been plotting to manipulate the arcane ley lines for their own ends. In the depths of the realms, another menace prepared the final touches of a scheme that would unleash horrors the likes of which had not been seen since the Age of Chaos.





# INTO THE HOUR OF RUIN

Even as the last tremors of the Era of the Beast rocked the realms, the malevolent ratmen known as the Skaven moved to seize the advantage over their distracted enemies. With reckless abandon, they sabotaged the underpinnings of reality itself, giving rise to a shattering cataclysm known as the Vermindoom and ushering in a new epoch of horrors.

The magnitude of the disaster unleashed upon the already unstable realms by the Skaven cannot be overstated. This was a scheme many years in the making, carried out with the febrile ingenuity that is the hallmark of the Horned Rat's spawn. The Vermindoom – the initial eruption that struck the eastern frontier of Aqshy's Great Parch – instantly obliterated thousands of living beings as the Skaven capital, Blight City, thrust itself into the Mortal Realms. The continent cracked as ramshackle towers of brass and warpstone speared through the fabric of reality, triggering catastrophic earthquakes.

The schemes of the Horned Rat left the realms reeling, stricken from within by subterranean eruptions, fearmongering cults and outbreaks of mutation. The forces of Chaos were once more resurgent, crashing against the faltering frontlines of Sigmar's empire again and again, each onslaught costing ever more lives. The Stormhosts fought desperately to hold the invasions at bay; every available chamber was hurled into the conflict, and those that had been waging war on the farthest frontiers of the God-King's empire were recalled to protect his suddenly embattled heartlands.





## THE DEFENCE OF THE CHAIN

Although the Hour of Ruin has visited every realm, it is across Aqshy and Ghyran that the fighting is fiercest. As the site of the initial Skaven incursion, the Great Parch of Aqshy found itself under the most intense onslaught. The entire eastern flank of this volcanic continent had been transformed into a writhing bed of corruption, an expanse of famine and foul magic that the Skaven had christened the Gnaw. From here, the Great Clans of the ratmen sought to spill across the Parch, spreading anarchy and misery.

All that stood between the Gnaw and the rest of the Parch was the crescent-shaped mountain range known as the Adamantine Chain. This geological barrier formed an obvious natural bulwark, and the region's Stormcast Eternals – commanded by Bastian Carthalos – moved quickly to seize defensive positions along this sweeping front. Carthalos knew that time was of the essence. Every moment of delay aided the enemy, for they were relying upon the shock and terror of their Vermindoom to leave their enemies vulnerable to their swarms.

The Lord-Commander himself dealt the heaviest answering blow against the Skaven. It was at Burningbridge that he decided to strike – a shattered isthmus that was the only major bridge between the Gnaw and the mainland. Though many Stormcasts fell to warp lightning and the sheer numbers of the ratmen, victory of a sort was achieved. It was the first in an attritional conflict that Carthalos knew he could not win without the support of the other Stormhosts. His superlative stratagems might have been for naught, however. So thick was the corruption spreading from the Skaven territories that even Stormcasts were affected by them. Yet the armies of Azyr had a weapon yet to brandish in this conflict: the Ruination chambers. Under the command of Iridan the Witness, the warriors of the Bleak Citadels marched to war, fighting as a unified force for the first time.

## BY HAMMER AND AXE

Stricken by the flaw though they might have been, the armies of Ruination proved formidable in this war of disasters. While their humanity had been eroded by the trauma of Reforging, their souls blazed with a power so pure and intense that even the vilest magics found scant purchase upon them. The warriors of Ruination could fight and endure the horrors of the Gnaw far longer than other Stormcasts, and against their formidable strength, even the overwhelming numbers of the Skaven did not prove decisive.

Working in tandem with Carthalos, Iridan deployed their forces with great skill, employing the Ruination chambers to anchor the fraying battlelines and to strike deadly blows against the Skaven wherever possible. The ratmen were utilising sorcerous bells to shatter the morale of the Sigmarites and to drive their own kind into a ravenous frenzy. These became primary targets for Ruination strike forces, who embarked upon near-suicidal assaults in order to destroy them. The battle of Hel's Claw was just one example of this fighting, a victory for the Stormcasts that nonetheless cost them dearly.

Yet through such bold action – and through the bravery of their allies – Bastian Carthalos and his fellow commanders halted the momentum of the Skaven on the eastern edge of the Adamantine Chain. This has become the final defensive boundary preventing all of the Parch from being overrun. The Skaven can tunnel through, of course, and have done so – but as long as the swarms spilling out of the Gnaw cannot breach the Chain, there remains hope that the Hour of Ruin might not end in triumph for the Dark Gods.

## MOUNTAINS OF DEATH

Ogors of the Meatfist mawtribe assault the icy city of Skyheld, high in the mountains of Thondia. They reckon without the fury of the Iron Thanes, its sentinel Stormhost. Masters of blizzard and crag, these red-armoured warriors launch death-defying charges down Skyheld's steepest slopes, sending hundreds of ogors tumbling to their doom.



## MOLTEN VENGEANCE

Sorcerous shockwaves from the Vermindoom reach Chamon, heralding a new onslaught of Tzeentchian change-cults that threaten the beleaguered city of Vindicarum. Lord-Imperatant Trakos the Ironheart and his Celestial Vindicators fight to repel the invaders. On the verge of being overrun, Trakos orders Vindicarum's geomancers to intentionally cause the volcanoes of the nearby Copperhead Peaks to erupt. He and his warriors are engulfed alongside the enemy by the ensuing flood of boiling metal, fighting until the bitter end.

## GHOSTS OF THE PAST

So suffused with deathly energies that they appear almost spectral, a company of silent warriors clad in black appears across the Prime Innerlands, slaying undead and Chaos besiegers alike before departing into the gloom. These are not ghosts at all but Anvils of the Heldenhammer; they hail from the Ruination chamber known as the Tranquil Ones, and they keep a ceaseless vigil over the Prime Innerlands.

## BASTIAN CARTHALOS

The name of Bastian Carthalos is spoken with awed reverence by Sigmar's folk and hushed fear by the enemies of civilisation. He is the Thunderborn, the Lord-Commander of the Hammers of Sigmar, occupying the highest possible rank in the hierarchy of the Stormhosts.

Carthalos was at his god's side during the legendary Battle of Burning Skies as a mortal general. In that apocalyptic engagement, he led one of the Twelve Tribes of Bellicos in a charge at Archaon, a desperate and brave attack that distracted the Chaos forces long enough for Sigmar to begin the withdrawal back through the Gates of Azyr. Carthalos was sorely wounded by Archaon's mount Dorghar and thought by all to be dead, but just before the realmgates to Azyr were closed for good, he reappeared, having rallied to him a number of survivors.



Since those times, the God-King has held the stubborn and stoic Bastian in the greatest esteem as both a warrior and a friend. It was therefore no surprise that when Sigmar sought individuals for his new armies, it was Carthalos who was chosen to lead his first Stormhost. He called upon the power of the ninth Great Bolt, Skjordamar, to remake Bastian's maimed form and grant him superhuman strength and a voice that could peal like thunder. However, even this could not entirely mend the warrior's wounds – it is said that he endures near-constant pain, for there is a ragged void in his chest held together by raw lightning.



This has not prevented the Lord-Commander from earning victory after victory in the name of the God-King, masterminding some of the most brilliant campaigns in the annals of Sigmaron. As the Hour of Ruin descends across reality, Carthalos takes to the front lines with increasing regularity, knowing his mere presence is a potent defence against despair. Where his booming commands echo, accompanied by the rage of Skjordamar blasting from the heavens, the Stormcast Eternals fight with redoubled fury to honour his legacy.

### THE GREAT BOLTS

Legend has it that there are nine of the Great Bolts – columns of lightning so fierce that Sigmar has used them to level fortresses and slay godbeasts. Each has its own name and effects, ranging from thunderous shockwaves that can bring mountains and cities crumbling down to eruptions of electrical flame that sticks to Chaos-corrupted flesh like burning pitch. Rarely does Sigmar unleash such catastrophic weapons, but during the Realmgate Wars, they were used to slay the titanic Behemat in order to prevent his enslavement by the Chaos Gods.

It is a mark of the soaring esteem in which Bastian Carthalos is held that he was imbued with the power of the Ninth Bolt. No other living being has ever been granted such an honour. Indeed, few would have possessed the strength to contain such furious potential without burning up from the inside out.



## YNDRASTA, THE CELESTIAL SPEAR

Just as the tide of battle seems to turn against the heavenly hosts, the sky is illuminated by a brilliant streak of celestial energy. Yndrasta dives down from on high, hurling the spear Thengavar to impale her mark. The sight of one of Sigmar's inner circle is enough to gird the soul of any warrior, and doubly so when Yndrasta leaps into the melee, her legendary weapon rematerialising in her hand as she carves a bloody swathe through the press.

Yndrasta hails from a Ghurish mountain-clan who were famed for their ability to tame Pegasi and for riding the noble beasts into battle. Yndrasta was particularly skilled in the art of mounted combat, never really feeling at home unless she was in the saddle, spear in hand. Leadership was thrust upon rather than sought by her: at heart she was a huntress, yet duty compelled her to sacrifice personal happiness for the greater good. When the Age of Chaos came, she sought to protect her people by any means necessary, seeking alliance with other peoples threatened with annihilation at the hands of daemons. So powerful was the coalition of tribes formed by Yndrasta that Khorne unleashed one of his mightiest servants – Doombreed – to see it crushed.

Yndrasta confronted Doombreed, beseeching Sigmar to help her banish the ancient daemon even if it meant her own destruction. It is said that the God-King hurled one

of the Great Bolts that day, which blasted Doombreed asunder even as Yndrasta's soul was carried to the heavens. Recast in master-forged armour and blessed with wings that echoed those of the majestic creatures she once rode to battle, Yndrasta was reincarnated as an angel of war. She is Sigmar's Huntress, and her spear Thengavar is steel-sister to the spear in the God-King's personal armoury. When hurled, it seeks out its prey, changing course to find the target's weakness.

However, with Yndrasta's strength comes tragedy. So many times has she given her life for her god's cause that much of her humanity has been sheared away. She rarely smiles, and she converses with her warriors only in short, blunt terms. Some even whisper that Yndrasta teeters upon the precipice of the Storm's Eye, and another death or two might see her consigned to the Ruination chambers.

*'My hunt will never end. There will always be a monster to slay, a tyrant to vanquish. When I took up Thengavar, I accepted this truth: that I will give everything I have to the God-King's cause, until I have nothing left to offer.'*

– Yndrasta, the Celestial Spear



# HEIRS OF DRACOTHION

Fearsome and bold are the spawn of the Great Drake Dracothion, and none more so than the Draconith. Though their history is plagued by strife, these wise reptilian behemoths are still determined to restore the faded glory of their kin and to shatter the Dark Gods' stranglehold upon the Mortal Realms.

## KRONDYS, SON OF DRACOTHION

Few creatures in existence radiate such ancient majesty as the elder drake Krondys. Millennia ago, long before humanity understood the concept of civilisation, he ruled a draconic empire that dominated vast areas of the realms. The Draconith were as wise as they were proud, skilled in the arcane arts and ferocious in battle. Krondys was the greatest of them. He was known – possibly accurately – as the Son of Dracothion, for he embodied the strength and grace of the noble godbeast. Under his guidance, and the relentless drive of his grim brother Karazai, the Draconith empire reached an apex. And then all was cast into ruin.

Kragnos, scion of the belligerent Drogrukh, declared war upon the Draconith, seeing in them a challenge worthy of his might. The horror that followed devastated both cultures, and it ended only when Krondys allied with the Seraphon to seal the Earthquake God in a temporal prison. Victory came too late to save the Draconith empire. It was reduced to no more than a scattering of drakes and a few clutches of eggs, which Krondys bade the Seraphon protect. Weary and stricken by grief, Krondys retreated into the wilds of Azyr, seeking a means of restoring his people to glory.

The rise of Sigmar and the forging of the Stormcast Eternals saw Krondys's hope restored. As the God-King's empire fell to ruin during the Age of Chaos, Krondys watched as Sigmar refused to give in and set about the process of creating an army to recover his lost territories. Such boldness greatly impressed the Son of Dracothion. He observed the growth of Sigmar's new civilisation over the following years, intervening personally at the onset of the Era of the Beast, when Kragnos broke free. It was during this crisis that Krondys agreed to the Pact Draconis – a military alliance sealed between High Azyr and the remaining Draconith.

Calling to his side those young Draconith that the Seraphon had reared on his behalf, Krondys once more took up the panoply of a king. To this day, he leads both Stormcast Eternals and Draconith into battle against the enemies of Order.

## KARAZAI THE SCARRED

The Scarred Prince of the Draconith is a being that inspires fear even amongst those who fight at his side, for he is the embodiment of draconic fury. Karazai has long since abandoned the noble principles of his kind. Overcome by an atavistic hunger for violence, Karazai seeks to eradicate the enemies of the Draconith – and anyone else foolish enough to earn his ire. Always has the brother of Krondys cast a dark shadow.

When the war between the Draconith and Kragnos began, Karazai fought as hard as any of his kin. Many Drogrukh perished in the face of his storm-breath and beneath his raking claws, until eventually he came face to face with Kragnos himself. Seeking to make an example of the Earthquake God, Karazai was instead defeated. The great mace of Kragnos struck him several vicious blows, shattering one of the Draconith prince's horns and horribly marring his once pristine scales. Only Karazai's volcanic rage allowed him to survive.

This experience scoured away the last of Karazai's restraint and reduced him to a life of near-ceaseless violence. Since that fateful battle, not a day has passed without the Scarred Prince coating his talons in blood. Arcane arts that Karazai once skilfully practised have been abandoned in favour of reckless brutality, and he only adheres to the Pact Draconis so long as it aids him in his quest to destroy his enemies.

## DRACOTHION, THE GREAT DRAKE

Perhaps the most beloved of all the God-King's allies is the celestial godbeast Dracothion, the Great Drake, progenitor of all draconids. It was Dracothion who discovered Sigmar lost in the Aetheric Void after the destruction of the World Before Time, and it was he who acted as the god's guide to the Eight Realms. Their bond has deepened ever since, their mutual respect exemplified by the presence of so many draconic creatures in the heavenly armies. The Pact Draconis further cemented these bonds of fellowship, and few doubt that Dracothion will once more descend from his astral homeland to aid the God-King should his friend's need be dire.



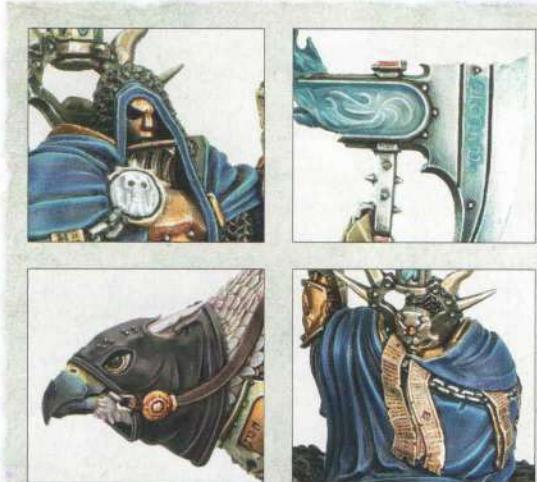


## IRIDAN THE WITNESS

Iridan was the first Stormcast to intentionally end the life of a comrade, an act carried out with a heavy heart by one who could not bear to witness their friend's suffering. A former scholar of Azyrine lineage, Iridan found that upon Reforging, their already remarkable memory had been rendered eidetic. They put this trait to good use in their new role as a Lord-Celestant, absorbing reams of strategic lore dating back to the foundation of Sigmar's empire. Yet these powers of recall proved a curse as well as a blessing. Iridan could never forget the horrors they experienced while fighting Chaos: the screams of the slaughtered, the smell of burning cities and – worst of all – the slowly fading personalities of their fellows as they succumbed to repeated Reforgings.

It is said that Morrda answered the haunted warrior's pleas for a way to release their friends from the worst effects of the flaw, though Iridan seldom speaks of the events that set them on that fateful path. Whatever occurred led Iridan to a shrine of that ancient death god, which was guarded by the Morrgryph Ariax. Within blazed a sacred flame, a remnant of the missing deity's essence. Iridan was overcome by visions of which they have only spoken to Ionus Cryptborn and Sigmar himself. Ariax came to the Lord-Celestant at that time, extending a claw in recognition that the Bleak Raven had chosen Iridan as his vessel. Returning from this odyssey on the Morrgryph's back, Iridan sought out the most gravely afflicted of their companions, one so badly traumatised by Reforging that they were halfway to becoming a lightning-wraith. With flaming axe, Morrda's newfound acolyte released their tormented comrade from the punishing cycle of death and rebirth.

It is said that Iridan was escorted by armed guard to the throne of the God-King for their actions, having contravened laws that even Sigmar had not thought to codify. Yet when questioned, they spoke with such conviction that any thought of punishment was swiftly abandoned. Sigmar saw that Iridan was no kin-slayer but a warrior of rare bravery. He decreed that Iridan could no longer bear the rank of Lord-Celestant but would instead aid Ionus Cryptborn in the creation of the Ruination chambers. It was Iridan who founded the Memorian Order to ensure that Ruination warriors would never lose sight of their heroic past lives. It was Iridan who assumed responsibility for remembering the proud histories of every damaged soul consigned to the Bleak Citadels. Iridan's duty, however, is not merely one of solemn scholarship: when the Ruination chambers march to war, it is with the Witness at their head, riding atop loyal Ariax. They call upon their empathic power and the blessings of Morrda to awaken their companions' memories of past glories, alloying urgency and passion with storm-given strength.



## THE CELESTANT-PRIME

The Celestant-Prime is a nameless hero from a world long lost, an ancient warrior who rarely speaks, save to pronounce stern judgement upon the God-King's enemies. None save Grungni and the God-King know the Celestant-Prime's true identity. Whoever he once was, his legacy must have been unmatched, for the gods strove to imbue him with power beyond that of any other Stormcast Eternal so that he might lead the Stormhosts into battle. Yet despite their divine craft, the Celestant-Prime would not rise. It was only when Sigmar's mythic hammer Ghal Maraz was placed in his hand that the champion stirred, his eyes snapping open, aglow with heavenly energies.

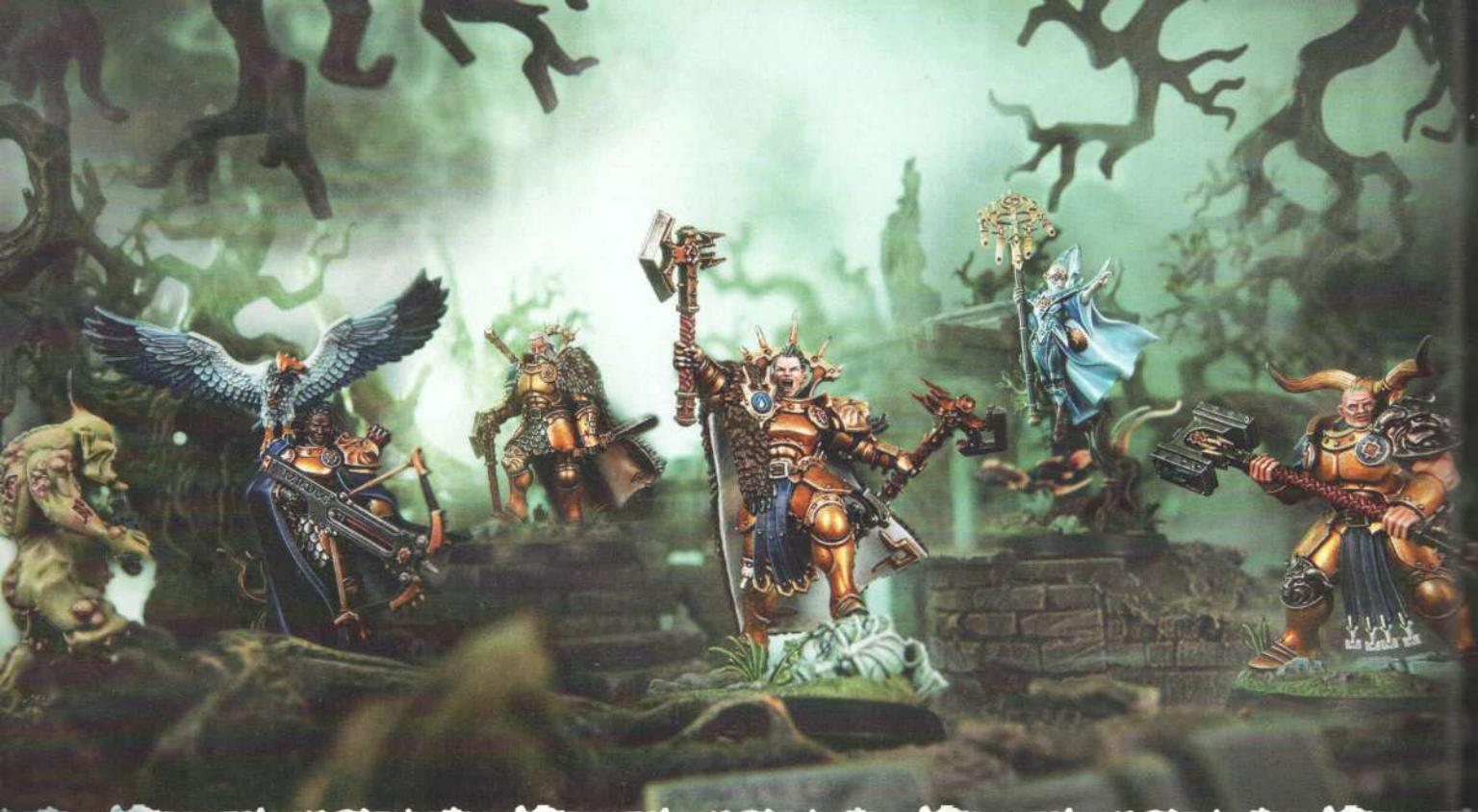
Ever since, the Celestant-Prime has served as Sigmar's strong right hand, travelling amongst the Stormhosts and overseeing battles of the greatest consequence. Bearing Ghal Maraz and the Cometstrike Sceptre, there are few foes in existence that can endure the onslaught of the Celestant-Prime. Sigmar's warhammer caves in chests or shatters skulls even with glancing blows, whilst the Sceptre is a celestial relic capable of snatching shooting stars from the firmament and casting them into the ranks of the foe.

Weapons are not the Celestant-Prime's only gifts. Around him swirls an orrery that bestows prophetic visions, granting him the ability to glimpse potential in the souls of even his most corrupt and vile opponents. Just as the faithful are uplifted by his presence, the damned can barely stand to be close to the Celestant-Prime, and those who do are blasted by arcs of Azyrite lightning. Yet Sigmar's right hand is no merciless persecutor; he slays without rancour. The shattering might of Ghal Maraz does not simply annihilate the impure but – if they have even a flicker of goodness remaining within – breaks the grip that the Ruinous Powers have upon their souls.

### GHAL MARAZ

Sigmar's hammer, Ghal Maraz, was forged in a lost age. When he ascended to godhood, so too did the Skull-Splitter become more than a tool of war: it became a symbol of humanity's defiance and strength in the face of innumerable foes. In Sigmar's hands, it could crack a mountain or sunder the sky. In the grip of the Celestant-Prime, it is still an artefact of awesome power, unmatched by any other weapon created by mortal hands.





## THE BLACKTALONS

When Neave Blacktalon sets her eye upon a target, a countdown to the inevitable begins. Whether it takes her a day or a decade, the Knight-Zephyros will have her kill. Some strange quirk of her Reforging allows her to ride the winds aetheric, enabling her to track her prey and emerge precisely where she can wreak the most damage. She rushes into the attack like a whirlwind of golden sigmarite, her twin axes spinning so fast that her foes can barely trace their path. Enemies topple in her wake, blood gushing from cleaved throats and carved-open chests. In the blink of an eye she is at her quarry's side, and with a single blow, the hunt is brought to a gory end.

Though she has risen to become one of the God-King's most trusted agents, Neave's past remains shrouded in mystery. She recalls only fragmented echoes of tragedy and suffering, the beating of dark, shadowy wings and the screams of the dying. Looming above all is the figure of the Horned Man: a rot-marked champion of Nurgle who haunts her dreams and strikes her with a disturbing sense of familiarity. Seeking some clue to the truth of these visions, Neave has concentrated much of her focus on the Realm of Life, where the Plague God's worshippers reign over sprawling and hideously twisted territories. There she hopes to find some clue to her past. Little does Neave know that her own allies have a vested interest in her past remaining obscured, for the reality is darker and more terrible than she could imagine.



Neave is a supreme warrior, but perhaps her greatest asset is the band of heroes who accompany her on her missions. The most senior of this company is Hendrick, known respectfully as the Silver Wolf by his comrades. Hendrick has seen it all in the course of his long career. His role is now that of Neave's second-in-command, dispensing wise counsel and tempering her aggression as much as he can. Master of two-handed combat with his axe and blade, his gracefully efficient martial form is in sharp contrast to the Knight-Zephyros's explosive fury.

The two warriors Shakana Goldenblade and Rostus Oxenhammer could not be more different in fighting style or demeanour. Accompanied by her Star-eagle Anda, Shakana is a sharpshooter whose cool and pragmatic style of warfare often clashes with Neave's headstrong approach, while the Oxenhammer is an easy-going giant of a man, quick with a joke and deadly with his grandhammer.

Then there is Lorai. This enigmatic aelf of the deep ocean has accompanied the Blacktalons for as long as they can remember, using her mystical powers to track their quarry across vast distances. The true reason for the Soulscryer's presence is known only to Hendrick. She is a master of the Obliviating magic of the Idoneth, able to erase the memories of mortals as easily as she summons crashing waves to annihilate those who threaten the Blacktalons.

## VANDUS HAMMERHAND

First of the Hammers of Sigmar to strike back at the forces of Chaos, Vandus Hammerhand's deeds are near mythical. It was Vandus who led the initial strike against the Brimstone Peninsula, casting back the Goretide of Korgos Khul and earning Sigmar's first great victory in his reignited war against the Dark Gods. None could deny that of all the wise and mighty Lord-Celestants, none were held in greater esteem by the God-King than the Hammerhand. The image of the Lord-Celestant mounted atop Calanax, his loyal Dracoth, has been replicated in tapestry and stone across the realms. Yet behind the legend lies a tale of tragedy. Vandus's obsession with defeating his bloodthirsty nemesis Khul has led him down a dark path indeed.

In his mortal life, Vandus ascended to Azyr only after Khul slaughtered his entire tribe, the Direbrands, including the Hammerhand's beloved sons. This event continued to haunt Vandus even after he was Reforged, filling him with a burning desire for revenge. This vendetta he pursued at the cost of his own well-being, risking the honour of his entire Warrior chamber – the Hammerhands – in the process. After many years of fruitless searching, Vandus thought he had at last

tracked down his quarry amidst the ash-wastes of the Great Parch. Yet while he had been unable to abandon his desperate quest for vengeance, his hated rival had mastered his own ego. Khul had sought another, even bloodier battle, and he used the Lord-Celestant's distraction to claim the final worthy skull required to seal his long-craved rise to daemonhood. The Hammerhand's spirit shattered when he realised the true cost of his obsession.

To most Sigmarites, he is still the same golden demigod of the battlefield, greathammer crackling as he caves in skulls and commands Calanax to wreath foes in scorching Azyrite energies. However, it is within this immortal shell that Vandus's tormented soul is trapped, haunted by visions of a spectre he knows only as the Lightning Man. The last of his identity all but eroded, he now dwells in the cells of the Bleak Citadels between battles, carefully watched by the Ruination chambers' wardens. His friend and former comrade Ionus Cryptborn – and perhaps Sigmar himself – would give anything to see the Hammerhand restored to his former glory, but with every day that passes, this seems less and less likely.



## IONUS CRYPTBORN

Clad in the Mortis armour of his station, his voice no more than a sepulchral rasp due to his many Reforgings, Ionus Cryptborn inspires both awe and dread among Sigmar's ranks. Yet it is not Cryptborn's physical appearance that leaves such an impression upon his fellow Stormcasts but the legends that surround him. He is the mastermind behind the Ruination chambers, and though his motives for creating this solemn institution were never less than heroic, it has caused his comrades to see Ionus in a grim light.

None would deny that the Warden of Lost Souls is one of Sigmar's greatest servants, for only the most renowned Stormcasts are invited into the God-King's inner circle. As such, Cryptborn serves his deity across every realm. Many a time has his arrival reversed the fortunes of an embattled Stormcast army, annihilating the impure with

summoned lightning storms while his Draconith mount exhales gouts of spirit-searing flame. Yet Cryptborn's presence oft heralds tragedy as well as salvation. When the Warden of Lost Souls departs after a battle, those Stormcasts who have been slain too many times, whose Reforgings have left them distant and hollow of eye, always vanish with him. He guides them to the isolated fortresses where they will live out the remainder of their lives serving the God-King as best they can. Ionus has ever had a deep connection with the dead and with souls unable to find peace. He was once Eonid ven Denst, a scion of the Amethyst Prinedoms. This ancient kingdom of Shyish was fiercely opposed to Nagash's slow domination of the underworlds, and that defiance is deeply ingrained in Ionus.

During the fabled years of the Realmgate Wars, Ionus fought side by side with Vandus Hammerhand, that legendary hero of the First-Forged Host. Indeed, it was Ionus's friendship with Vandus that saw him depart the Hammers of Sigmar, unable to watch the Lord-Celestant's slow deterioration with each Reforging. It was while searching in vain for a cure in the depths of Shyish that he met Cthorak, a ragged Draconith once kept safe by the Seraphon but now prematurely aged after years spent too close to the Shyish Nadir. The drake wished not only to find the location of his race's underworld, lost after their era-spanning slumber, but also to learn how to free it from Nagash's grip. These two unyielding souls forged a deep connection, both committed to finding a way to honour their fallen kin. It was Cthorak who helped Cryptborn come to a realisation: no miracle cure for the flaw would fall into his hands. Instead, he – and the Stormcasts as a whole – must make peace with the inevitable and deal with it as best they could.

This acceptance led to the formation of the Ruination chambers, based on contingency plans that Sigmar and his spiritual advisors had theorised many years ago. With the God-King's assent, the Warden of Lost Souls has transformed his soul-stricken kin into a devastating weapon and given them the opportunity to meet destiny on their own terms.

*"The times ahead will test us in ways you cannot imagine. It will not be the great and the bold who lead us through the coming darkness but those who have the inner strength to put aside their honour and embrace reality with clear-eyed clarity. If we cannot do so, I fear we are lost."*

– Ionus Cryptborn, Warden of Lost Souls







## GARDUS STEEL SOUL

Nothing less than a living saint, Gardus Steel Soul has forged a reputation as one of Sigmar's most brilliant Lord-Celestants, leading his chamber to victory after victory in the face of impossible odds. Even amongst the pious Hallowed Knights, Gardus is renowned for his spiritual connection to the God-King. His essence is so pure that daemons recoil in his presence, his faith so intense that a corona of silver light illuminates him as he carves a path across the battlefield at the head of a retinue of awestruck companions.

In mortal life, Gardus was a pious Ghyranite healer known as Garradan. When members of the Skinstearer tribe sought to butcher his people, the quiet and unassuming Garradan faced them armed with only a pair of four-foot iron candlesticks. Yet the strength of his faith saw these weapons imbued with divine power. Garradan struck down many of the crazed invaders before Sigmar's gaze fell upon him from afar, recognising one worthy of bearing weapons and armour of sacred sigmarite. So did the God-King claim the soul of the healer and forge him into a warrior of legend.



Ever humble, Gardus often feels unworthy of the gifts bestowed upon him. Yet his long list of victories and glorious deeds prove that Sigmar's decision was a wise one. From the very first days of the Realmgate Wars, the Steel Soul has served his god faithfully and with supreme skill. He has even ventured into the depths of the Plague God's endless, hideous Garden within the Realm of Chaos and emerged sane and whole – a feat that further cements his renowned status. Yet he has known failure too, and tragedy.

The Lord-Celestant has only recently returned to the battlefields of the Mortal Realms after being crushed in the grip of King Brodd, albeit not before bringing the monstrous Megas Gargant to his knees with a resounding blow from his hammer. Seeking redemption for this failure through honest battle, Gardus hurls himself again and again into the most intense engagements of the Hour of Ruin. In doing so he displays a newfound intensity – perhaps even a recklessness – that has not gone unnoticed by those who know him best.





## TORNUS THE REDEEMED

A symbol of salvation and hope, Tornus the Redeemed soars above the battlefields of the Mortal Realms, his stellar lantern blazing like the light of an Azyrite star. Bathed in that holy radiance, even the warriors of the Ruination chambers feel their burdens eased, their strikes flowing freely as the enemy cowers before them, half-blinded. Where once Tornus brought death to his enemies with bow and arrow, now his weapon is the storm-wreathed spear of a Knight-Azyros. He has abandoned every shred of bitterness and hatred to become a herald and an inspiration, lighting the path forward for his kin.

This is just the latest transformation in the tale of Tornus. Once, he served the cause of ruin as Torglug the Despised, a favoured servant of Nurgle. Yet when struck down by the Celestant-Prime, he felt the scouring force of Sigmar's hammer, Ghal Maraz. Responding to a sliver of nobility in Torglug's withered soul, the legendary weapon burned away the corruption that had overcome him and sent his cleansed spirit racing to Azyr. There, Torglug was Reforged, taking the name Tornus the Redeemed, and given a rare chance to absolve his past sins through loyal service.

For many years, Tornus bore the rank of Knight-Venator and gathered around him a retinue of fellow Redeemed souls. As countless Reforgings began to wear on his comrades, however, Tornus pleaded with Sigmar to let him aid those of his kin who found themselves in their darkest hour, as he himself had once been

rescued. The God-King admired Tornus's empathy and assigned him to the Ruination chambers, granting him the rank of Knight-Azyros so that he might guide the soul-stricken to their destiny. In Tornus, these troubled warriors see a shining reminder of their sacred cause, a light to prevent them becoming lost down the bleak path they tread.

The armoured giant's sword pressed into the man's neck.  
A trickle of blood spilled down the pristine blade, and the human whimpered in terror.

'Corruption,' came the wielder's rasping voice. 'These mortals are rife with it. There must be a cleansing.'

A hand came to rest upon the Stormcast's shoulder.

The warrior turned and blinked as he stared into the war-mask of Tornus the Redeemed. The lantern of the Knight-Azyros bathed them both in soothing golden light. The would-be executioner lowered his sword, overcome by a rush of shame and sorrow.

'There will be no more death today, brother,' Tornus said. 'Only the God-King may judge a soul's worth.'



## LORD-CELESTANT

The frontline chambers of a Stormhost are each commanded by a Lord-Celestant, a veteran and cunning tactician chosen by Sigmar to bear the mantle of leadership. Whether through calm orders or bellowed rhetoric, these officers radiate authority and a confidence hard-earned. Their warriors repeatedly march with them into the most gruelling cauldrons of battle, knowing that their lives will not be squandered. When battle is joined, a Lord-Celestant plunges into the thickest fighting wielding a rune-blessed blade and sigmarite hammer, exhorting their troops to fight all the harder as they strike down enemies in droves.

To be a Lord-Celestant is to bear the immense burden of waging an endless war. It is to lead one's warriors to their deaths again and again, knowing that although Stormcast Eternals are immortal, each Reforging will bleed away a little more of their humanity. It is a duty that demands much of those chosen for it. Yet no Lord-Celestant can afford a moment's doubt. They tirelessly strive to carry out their God-King's will, staying calm and focused no matter what hellscape they find themselves in. Calling upon their tactical acumen they come up with ingenious strategies and battleplans for each engagement, joining the fray in person in order to drive home the decisive assault.

Many Lord-Celestants favour mounted combat, allowing them to survey the fighting from a superior vantage point and to more easily reach sections of the battlefield where their presence can turn the tide. It is common for a Lord-Celestant to form a bond with a proud Azyrite beast, such as a Dracoth. These star-blooded creatures are the spawn of Dracothion and thus natural enemies of aberrations and daemons. Their sturdy frames and utter lack of fear make them the perfect steeds for heavy cavalry. They bound in amongst the enemy, spitting lightning and raking with dagger-sized claws while their rider lays about their flanks with skull-crushing hammer-blows.

*'Hold your ground, Liberator-Prime. Hold at all costs. The enemy is about to place his head between the razorfang's jaws. When the ogors have fully committed themselves, I will send in the Dracothian Guard, and we shall etch a new legend into the annals of Azyr.'*

- Lord-Celestant Stennatus, Tempest Lords



## LORD-IMPERATANT

Lord-Imperatants claim authority over multiple chambers. They are marshals who see war not as a series of isolated engagements but as a grand tapestry that involves the movements, organisation and supply of thousands of warriors. They wield their fighting formations with the same skill that a master duellist swings their blade, directing each echelon and retinue to outmanoeuvre the foe and exploit every conceivable weakness.

To direct such sprawling campaigns as those waged by the Stormcast Eternals requires phenomenal willpower and the ability to make impossible choices each day. Of two encircled and desperate armies, which should be saved at the cost of the other's destruction? Should a city of thousands be allowed to fall so that vital victory might be achieved elsewhere? It is not without good reason that the God-King selects his battlefield commanders with great care, prizes not only strategic acumen but boldness and decisiveness. Perhaps also he prioritises those who are capable of making brutally difficult decisions without hesitation, for with the fate of so many in their hands,



Lord-Imperatants cannot afford to allow emotions to govern their actions. Though much of a Lord-Imperatant's work is conducted in the strategium of a Stormkeep, they are no strangers to the battlefield. Clad in the finest armour and accompanied by a particularly ferocious breed of Gryph-hound, they oversee the most vital operations in person. Their commands roll like thunder above the din of battle as they direct their warriors with their rod of office – the stormcaller baton.

Creations of rare power, stormcaller batons are carried only by Sigmar's most trusted generals. They were forged by the Six Smiths according to the exacting demands of Grungni the Maker, imbued with the same fulminating energies that empower the Star Bridges. They act as portable beacons, summoning down Stormcast reinforcements to the wielder's location with astonishing precision. In a Lord-Imperatant's hands, such a device can change the course of battle in an instant, allowing them to bring in a unit of fresh warriors as the battle reaches its decisive phase.



## LORD-RELICTOR

Clad in macabre regalia and wielding a staff bedecked with the bones of fallen martyrs, a Lord-Relictor cuts a grim sight – one far removed from the shining image of a Stormcast Eternal as they are envisaged by most mortals. Yet these figures are of paramount importance to the Stormhosts. Lord-Relictors are spiritual guardians whose sinister garb represents the cycle of death and resurrection that dominates the existence of Sigmar's warriors. They are the high priests of the Stormcast armies, capable of both wielding the tempest as a weapon and safeguarding the souls of their kin upon death and ensuring that they reach the safety of the heavens.

Lord-Relictors are chosen from those who in mortal life displayed a connection with the underworlds, perhaps through a form of ancestor worship or innate spirit-sight. Reforged with a Stormcast's superhuman powers, they receive further training within the foreboding vaults of the Temple of Ages. There they learn many secrets unknown to their comrades and are taught both how to use Sigmar's storm to rejuvenate their fellows. For this they are held in the highest esteem, seen not as omens of doom but as sombre wardens in whose hands one's soul can be placed without fear.

## KNIGHT-RELICTOR

Striding across the battlefield like a sinister incarnation of death, a Knight-Relictor intones words of divine retribution. From the skull-faced censer borne by this warrior-cleric spill clouds of incense, smoke released by the burning bones of pious Sigmarites and sanctified oils. The prayers of heretical priests are reduced to futile pleas in the midst of these fumes, for within them, the power of rival gods cannot manifest. Satisfied that the arena of war has been purified, the Knight-Relictor joins their comrades in the assault, smashing enemies into broken ruin with their relic mace.

Knight-Relictors learn their art within the Temple of Ages, under the tutelage of the Lord-Relictors. This sepulchral haven contains the accumulated spirit-lore of Sigmar's celestial hosts. It also houses the bodies of some of the God-King's most dedicated mortal servants, saints who fell during the Age of Chaos and whose bones still resonate with divine energies. It is these skeletal remains that are cremated within a Knight-Relictor's censer.

Almost every Dawnbringer Crusade contains at least one Knight-Relictor marching at the head of its vanguard, providing a vital source of purification in lands saturated with corrupting magic. Few of their station relish their duty, for martyrs' bones are not an infinite resource, and to use them in such a fashion feels like sacrilege to many of their number. Yet the act has been decreed by the God-King, and the Knight-Relictors exist to serve his will.



## KNIGHT-ARCANUM

Amongst the most esoteric of all Stormcasts are the Knight-Arcanums. These are the mages of the Valedictor temple, one of the most clandestine of all Sigmar's organisations. When a warrior is promoted to the ranks of the Valedictors, it is an eternal sentence – never shall they rejoin their brethren or form a bond with any outside their insular ranks. Sages and loreseekers, each Knight-Arcanum is the bearer of knowledge both vital and terrible, a custodian of secrets they are forbidden from forgetting.

The esoteric importance of a Knight-Arcanum's duties means that these figures rarely display the same camaraderie as their kin, preferring to spend their time in meditation and study rather than forge close friendships. Most rarely remove their Masks Impassive when in company, for their haunted eyes reflect the many dire truths to which they are privy, radiating an intensity that other Stormcasts find uncomfortable.

To preserve their memories against Reforging, Knight-Arcanums bear artefacts incorporating mnemonic Hyshian gemstones – jewels that can expand the mind and allow almost perfect recall, at the cost of a gradual distortion of the bearer's sense of the present. Knight-Arcanums are typically eccentric, with many wilfully discarding their prior identities to take on appellations such as the Third Thunder or Gilded Rain. Yet the meteorological sorceries they wield are extremely potent, drawing upon the magic of the realmspheres themselves. When one of these mages unleashes a storm of fist-sized hailstones or arcane gales that blast the souls of those caught within them, their comrades are willing to forgive them their peculiarities.

### STORMCOVENS

A Stormcoven is an elite fellowship, sent into the deadliest locations in the Mortal Realms to cauterise impending disasters before they have a chance to damage the God-King's plans. Each member of one of these arcane strike teams has their own area of magical expertise, drawing upon an aspect of Sigmar's holy storm. Some are skilled in electrokinesis, capable of wreathing chunks of earth or stone with deadly lightning before hurling them at their foes. Others focus on enchanting their blades with storm-magic, or channelling the winds aetheric in order to grant themselves supernatural speed whilst slowing enemies to a crawl.

Stormcovens are often assigned to support fighting chambers on the battlefield, where they combine their various disciplines of Azyrite magic to devastating effect. Fighting with a synchronicity honed by years spent campaigning together, they envelop their foes in an arcane tempest while supporting nearby Stormcast formations with protective wards.



## KNIGHT-VEXILLOR

The sacred standards of Azyr are woven from star-silk and imbued with magics of the storm and the heavens. The sight of one fills every Stormcast with fierce pride, and only a great hero can hope to earn the honour of carrying such an artefact into battle. A Knight-Vexillor is a champion who has proved time and again their determination never to give an inch in the face of the enemy. Azyrite standards are bespoke creations, each of them possessing abilities according to the nature of the magic threaded into its heraldry. Some are woven with fragments of celestial bodies, allowing their bearer to call down flaming meteors; others draw to them arcane winds that can transport warriors across the battlefield. The sacred Banners of Apotheosis – creations of Grungni the Maker – are touched by sparks from the Anvil of Apotheosis itself and can release waves of fortifying energy that mend the flesh and armour of Sigmar's champions.

Knight-Vexillors are not assigned their role upon their first Reforging. They must earn their rank by engaging in a series of trials within the Gladitorium that challenge their capacity to withstand extreme hardship as well as their ability to defend the sacred artefact they would carry. Clad in thunderstrike armour and wielding a keen sigmarite blade in one hand, these champions are far from an easy target, despite their burden.



## KNIGHT-QUESTOR

The Knight-Questors occupy a unique role amongst the highly regimented Stormhosts. Theirs is not the burden of mass command but that of a highly specific duty given to them by the God-King himself. They can be selected from any rank of a Stormhost, and they are often singled out for their exceptional martial talents and their ability to think on their feet. Other times they are marked for darker reasons – some are the last survivors of military disasters who have pledged to fulfil a mission on behalf of their deceased fellows. A prospective Knight-Questor's calling often comes to them in a vision or omen, usually of such intensity or stark clarity that the warrior swiftly abandons whatever campaign they are currently embroiled in. They do so with the full blessing of their superiors, for all Stormcast Eternals recognise the fervour of one who has been called upon directly by Sigmar. Indeed, it is forbidden by Azyrite law to impede such individuals.

As well as being masters of the sword, Knight-Questors are granted powerful artefact to aid them in their quest. The Brand of Dawn is a torch laden with symbolism; it is a beacon of hope in the seemingly endless darkness of the realms and a guide leading them towards the object of their ordained quest. Malign beings quail beneath its light, their flesh smouldering and their black hearts overcome with dread.

## KNIGHT-JUDICATOR

When the Stormhosts array for battle, the honour of loosing the first arrow is often given to a Knight-Judicator. Each of these marksmen wields a terminus greatbow, a tool more akin to an artillery piece than a typical ranged weapon. Drawing its string with awesome strength and control, they aim at their mark, commonly an enemy warlord or siege-beast. When the moment is right, they let their arrow fly. It streaks across the battlefield in a blinding flash, striking its target's greatest vulnerability and bringing a swift end to them. To the cheers of their fellows and the approving cries of their Gryph-hound companions, the Knight-Judicator coolly draws a fresh arrow from their quiver and lines up another shot.

Their talent for archery might be peerless, but a Knight-Judicator is more than a sharpshooter. These officers of the Angelos conclaves have a keen sense for Chaos corruption and are able to discern the most intense sources of malignancy amongst an opposing host. These targets are inevitably the enemy's champions, and in eliminating them from afar, the foe is dealt a mortal blow before the battlelines even meet. Knight-Judicators carry with them an array of esoteric ammunition, ranging from arrows tipped with nullstone shards that banish magical manifestations to sanctified bolts that burn away an enemy's soul while leaving the flesh untouched.

In addition to their falcon's eyesight, a Knight-Judicator can call upon the power of the celestial storm. Aiming at the sky, they will utter a wrathful incantation and loose an arrow redolent with the magic of Azyr. The enchanted missile bores a tunnel through the upper realmsphere to the Aetheric Void, marking the path for an enormous spear of arcane lightning. When this bolt strikes the earth, enemies are sent hurtling through the air, their flesh charred and blackened. Should any foe emerge from this blast intact, they will be faced with the shredding beaks and talons of the Knight-Judicator's accompanying Gryph-hounds, ferocious beasts that will fearlessly savage anything marked for death by their master.

### GRYPH-HOUNDS

Swift and unwaveringly loyal, Gryph-hounds are often seen in the company of Stormcast officers and commanders. They come in a bewildering array of shapes and sizes and are very intelligent, possessing the same aversion to Chaos corruption that is common to all Azyrite beasts. Fearsome predators, they are adept at piercing vital organs with their hooked beaks and talons before darting away to let their prey bleed out, but it is perhaps their keen sense of danger that makes them truly invaluable.



THE ARROW OF TRUTH CAN SLAY THE FOULEST FIEND



## LIBERATORS

They are the shining wall upon which the servants of evil break, the hammer raised high in defiance of tyranny and malice. They are Liberators, and when a mortal pictures a Stormcast Eternal in their mind, it is likely one of these warriors whom they envisage. Liberators are the rank and file of the Stormhosts, equipped and trained to fight as the backbone of an army. Their duty is to meet the enemy head-on, withstanding whatever attack their foes can muster whilst dealing out twice the punishment in return. Not for them the glory of the decisive cavalry charge or the freedom to soar the skies on wings of light, but no matter: without the Liberators to anchor the battleline and seize strategic footholds, many of the most famous victories of the Age of Sigmar would instead have ended in disaster and defeat.

Though their role on the battlefield is a straightforward one, Liberators are still among the most skilled warriors in the entire realms. Their most common armaments are a warhammer and heavy shield, ideal tools for breaking the momentum of an incoming charge before delivering a smashing blow to an enemy's chest or skull. Some instead wield two hammers, sacrificing defensive capability for additional killing power, or even a grandhammer – an immense maul capable of shattering a gargant's kneecap. Imbued with storm magic, a grandhammer discharges a blast of electricity with each strike. Even an indirect hit can send an enemy flying backwards with scorched flesh and broken bones.

## VIGILORS

Vigilors act as the Stormhosts' scouts and line archers, practising methods of warfare honed by the Vanguard rangers and exported to the core of Sigmar's armies. Wrapped in starweave cloaks, they often range ahead of the main advance searching for vulnerable targets. Like all within the Justicar conclaves, they are masterful shots, and their armour is ingeniously designed to minimise noise when they are on the move.

Having sighted their prey, Vigilors haul back the strings of their bows. Then, when the enemy approaches a predetermined point, they loose a volley of storm-charged arrows. This sudden display of light and fury is not solely designed to slay their targets: the shots are fired in patterns that send a clear message to nearby Stormcasts, indicating that it is safe to advance under the cover of a searing volley. Thus do the Vigilors have a doubly important role, affecting the manoeuvres of the wider army as well as bringing death from afar.

*'Strike only when your shot will score a clean kill. A Vigilor's duty is to expedite the destruction of the enemy by the most efficient means. Leave the glory-seeking to the Paladins.'*

– Numara Falconis, Vigilor-Prime





## VANQUISHERS

Typically, the most aggressive warriors of the Stormhosts find their place in the ranks of the Vanquishers. These shock infantry carve deep into the flanks of those enemy formations pinned in place by their comrades, slicing off heads and limbs with sweeping blows from their two-handed greatswords. More than mere blades, each of these weapons contains a shard of pure celestium, the realmstone of Azyr, which is highly valued for its prophetic properties. Before battle, a Vanquisher meditates with their weapon in hand, focusing upon the fragmented visions it grants them. Thus, when the killing begins, the Vanquisher seems to move as if they are reading their enemy's mind, avoiding thrusts and clumsy swipes before responding with a perfect counter-blow.

### SIGMARITE

Looming in the firmament of Azyr is a huge, battered orb of metal redolent with arcane energies. This is Mallus, the last remnant of the World-that-Was. It is from this celestial body that sigmarite is mined, the substance from which the duardin deity Grungni fashioned the weapons and armour of the Stormcast Eternals. Stronger than the finest steel and versatile enough to be worked into almost any shape, sigmarite is a wondrous material. In essence it is a physical manifestation of the storms of Azyr, arcane lightning in a metallic state. By forging an alloy of sigmarite and soul-stuff, Grungni the Maker was able to bond each Stormcast's essence to their arms and armour, ensuring that both would be transported back to Azyr upon their death.

## VINDICTORS

Against the monstrous steeds and hulking beasts that thunder across the battlefields of the realms, the spear is a highly effective weapon, granting a Stormcast Eternal both reach and the ability to inflict deep, puncturing wounds. Faced with a wall of gleaming, sword-sized spearpoints that crackle with corposant, a foe must check their charge or be impaled like the prey of a butcherbird. This style of fighting comes naturally to warriors trained in the myriad arts of war, and during the desperate battles of the Era of the Beast, it proved war-winning, especially when combined with flank attacks from heavy cavalry or assault infantry.

Vindictors are Stormcast Eternals equipped to fight in this manner. Their ranks most often comprise those individuals noted for their stoicism and refusal to concede the field even when they have suffered terrible losses. These are tight-knit companions even by the standards of Stormcast formations, and for good reason. Though each Vindictor is an elite warrior, the true strength of any spearwall is in its unity: when one warrior strikes, those on either side must do so in tandem so that the enemy cannot find a gap to exploit.

The signature weapons of the Vindictors are fashioned in the image of the God-King's own spear, the legendary Star Piercer, and like that fabled polearm, they can channel arcs of lightning. By intoning the correct words, the wielder can cause this energy to link with that of their comrades, forming a crackling barrier around their retinue. Enemies who attempt to cross this wall of force are subjected to a powerful shock, their flesh scorched and muscles spasming, rendering them easy targets for the stabbing thrusts of the Vindictors.



## ANNIHILATORS

Only the most resolute souls amongst the Paladin conclaves are chosen to become Annihilators, towering warriors clad in reinforced thunderstrike armour and wielding shields that can turn aside a blow from a gargant. They have a reputation for being unstoppable, and to bear witness to them in battle, it is easy to see why. They were forged beneath the fiery glow of an Azyrite meteor shower, and they fight with the same furious momentum as those hurtling celestial bodies. Instead of descending to battle in a column of lightning, Annihilators burst forth horizontally through crackling rifts, pulverising everything in their path before coming to a halt with their warhammer raised and ready to crush skulls.

An Annihilator's potential to wreak destruction is further increased by eschewing shield and warhammer in favour of a two-handed meteoric grandhammer. Swung in a broad sideways arc as the Annihilator smashes into the thick of combat, these weapons send foes flying with limbs snapped and spines shattered.



## PRAETORS

The leaders of the Stormhosts are often the targets of focused enemy attacks, as their commanding presence draws murderers and glory hunters like moths to a flame. Mighty as they are, these commanders can be overwhelmed if caught on their own. Enter the Praetors, elite bodyguards clad in thunderstrike plate and soul-bound to safeguard their liege at all costs. With cleaving blows from their halberds, they hack advancing enemies down, angling themselves to block incoming strikes and missiles.

Should an assassin's blade slip past the Praetors' wall of sigmarite to wound their charge, their duty demands sacrifice: such is the strength of the spiritual connection between guardian and lord that a Praetor need only lay a hand upon the injury and it will be absorbed into their own flesh. This miraculous ability is a result of the strong bond between souls that have passed across the Anvil of Apotheosis together. The process has some unsettling implications, however. It has been remarked upon that, over time, some Praetors begin to resemble their lords in more ways than one, their pattern of speaking and even physical features changing.

*'I have fought by Lord-Imperant Tyberain's side since the Battle of Amberstone Watch. We are soul-kin. We have shared more wounds and faced more horrors than I could ever relate.'*

— Praetor-Prime Elphos



*'We are the comet and the holy storm. We are  
the strike of Ghal Maraz. We are annihilation.  
Stand in our way and meet your doom.'*

— Goltan the Relentless,  
Annihilator-Prime





## STORMSTRIKE CHARIOT

Speed is the province of the Angelos conclaves, and this is not only exemplified by formations of graceful winged warriors. The deadly war engines known as Stormstrike Chariots are a recent addition to the arsenal of the Stormhosts, hurtling across the battlefield like streaks of lightning and smashing through anything in their path. Once, these vehicles were employed solely within the confines of the Gladitorium and were used to train Stormcasts in the devastating effects of a line-breaking assault. Upon his return to Sigmar's Pantheon, Grungni revised their design so that they could travel by lightning strike, allowing them to join the Stormhosts on the battlefields of the realms.

Foremost amongst these modifications was transforming the chariot into a conduit of celestial power. As a Stormstrike Chariot gathers momentum, it builds up a ferocious energy charge, releasing sparks and giving rise to a shield of storm-magic that turns aside incoming missiles. This same force is channelled into the weapons wielded by the vehicle's crew. Lightning-wreathed javelins and arrows blast enemies to smoking ruin, while the vehicle itself becomes an even deadlier weapon as its grinds foes beneath crackling wheels. A pair of half-avian beasts haul the Stormstrike Chariot. These Azyrite creatures – cousins to the Gryph-charger – are utterly fearless and agile enough to turn on a coin, and their beaks and raking claws provide additional killing power to an already fearsome war machine.

The chariot skidded wildly, and Harca roared in delight as her stomach lurched and a pair of orruks' arrows whipped past her ear less than a knuckle's breadth away.

'Almost there,' she cried, as Biri and Yori scrabbled their way across the frozen lake, the heavily panting gryph-chargers seemingly inches away from losing their footing.

'They're too close!' said Oddo, aiming his warbow.

A glance back told Harca that her companion was right. They were only metres from the marked spot now, and the orruks' monstrous pigs were slathering right at their heels – mountains of metal, fat and muscle with wild-eyed Ironjawz clinging to their flanks. One of these took Oddo's next arrow in the face, though rather than tumble to the ice, its corpse remained tethered to its riding platform by a thick chain, dancing like some ugly marionette.

'Too late now!' she laughed. 'Hold on to your guts, Oddo.'

They swept past the allotted marker, a mound of packed ice containing a half-dozen charges of primed fingerbite.

They were close – far too close – when the payloads detonated, swallowing the pursuing orruks in a great eruption of ice and water. Harca was still laughing as the frozen lake began to splinter beneath them.





## QUESTOR SOULSWORN

Heroism defines the Stormcast Eternals, whether it is the communal resolve of a tight-knit unit or the initiative and boldness of a solitary fighter striving against impossible odds. Such courage reminds Sigmar of his own exploits as a mortal, and he recognises the great impact that even a small company of heroes can have upon the realms. Thus did the God-King create the Questors, who exist outside the traditional chamber structure and are encouraged to enact their orders in whatever manner they choose.

Most often Questors operate alone, but on occasion their sacred mission is of such importance that several gather together to accomplish it: a company of heroes known as Questor Soulsworn. These are ad-hoc formations, bonded by shared visions or a portent witnessed in the same moment rather than rigid military structures. Yet they adopt familiar customs: taking command is a Questor-Prime, a figure possessed of the charisma to unite their disparate and sometimes fractious warriors in common cause. The Prime is chosen to carry the retinue's relic lantern, the symbol of their mission and an invaluable tool in the dark wilds of the realms in which the Questors often find themselves.

Errant-Questors form the core of a Soulsworn band's fighting strength: veteran adventurers who favour heavy weapons such as grandblades or grandhammers for their killing power and Duellists who wield twin blades and seek out enemy champions to slay. A Questor Soulsworn warband operates for days on end in the deadliest territories; consequently each of these groups is accompanied by a Knight-Relictor, who is responsible for healing the wounds of their companions and advising their Questor-Prime with their knowledge of esoteric magic and soul-lore.



## LORD-CELESTANT ON STARDRAKE

Rare and formidable are those Lord-Celestants who ride one of the mythical Stardrakes. These commanders are not content to coordinate the battle from afar: they lead at the tip of the spear, descending from the heavens atop their winged steed, roaring a challenge to any paragon of ruin or savage warlord whose destruction they deem to be of the greatest strategic value. Those who step forward are contemptuously smashed aside, unable to withstand the fearsome power of the draconic beast, let alone the wrath of its rider.

Dracothion's spawn share their progenitor's hatred of Chaos, and this has made them natural allies of the Stormcast Eternals. Even though they hold great respect for the Sigmarites, they do not forge pacts easily. They demand much of those who seek to form a union with them, testing their would-be riders and examining their worthiness. It is a great honour for a Stormcast warrior to pass the Trials of Starwalking and to discover a solargem – the crystallised soul of a Stardrake, cast out into the Mortal Realms during the Age of Chaos. When returned to its ancestral home in the firmament above Azyr, this gem is restored to its true, magnificent form. A bond is immediately sealed between rescuer and Stardrake, one that will only be tempered further in the heat of battle.

From the back of such an imposing creature, the battlefield is the Lord-Celestant's to dominate. Whether laying waste to the enemy at the fore of a draconic spearhead or seeking out the foe's most dangerous warriors to annihilate in a hail of meteors summoned from the heavens, few can withstand their combination of strategic genius and raw might.

## DRAKESWORN TEMPLAR

Drakesworn Templars are fearsome cavaliers, commanded by the God-King to bring his judgement down upon his strongest foes, and even one such warrior and their mount can break the back of an enemy army. These champions often accompany their Lord-Celestant into battle, protecting their commander whilst slaying enemies left and right with bow, hammer, lance or axe.

A Drakesworn Templar forms a close relationship with their Stardrake, in which neither assumes the greater degree of control; after all, these are no common war-steeds but members of a race that thrived long before the rise of humanity. Instead, the skills of each complement those of the other. This accord between Stormcast and Stardrake pre-dates the Pact Draconis, and has proven just as critical to Sigmar's war.

Stardrakes revel in the thick of combat. Their natural instinct in such scenarios is unrestrained aggression, relying upon their massive talons and jaws to deal with any threat. A single swipe from one of their claws can decimate an entire enemy rank, whilst their bite is strong enough to crush an Ossiarch construct to dust.

*'Just like we Stormcasts, Stardrakes are immortal creatures. Their spirits endure beyond death, making the long journey back to Azyr to be reborn amidst the stars. We are bound together on this great journey, Canelexes and I. There could be no finer companion.'*

– Templar Caedus, Hammers Draconis



### LORD-CELESTANT IMPERIUS

A legend of the Extremis chambers and a symbol of the martial peerlessness of the first Stormhost, Lord-Celestant Imperius leads the Hammers Draconis. In mortal life, he was an emperor who waged a bitter war against Chaos before familial betrayal brought his armies low. Beneath the image of a commanding warlord, he conceals a burning need for revenge, an inner fire that has seen him earn hundreds of glorious victories throughout the Realmgate Wars and beyond. Though his relentless offensives have seen Imperius Reforged many times, this does not seem to have tempered the Lord-Celestant's wrath. In the Hour of Ruin, his Hammers Draconis have been sighted at the first and second battles of Burningbridge, crushing Skaven war-swarms attempting to cross this vital isthmus. During the latter of these engagements, Imperius personally slew the Verminlord Klikkerik the Cruel.





Lord-Celestant on Stardrake



Drakesworn Templar



Stardrake





## DRACOTHIAN GUARD

The Dracothian Guard form the core of the Extremis chambers. Armed with a variety of specialist weapons, these heavy cavalry strike in successive waves, sweeping the enemy before them like a solar storm. Fulminators function as the aggressive tip of the spear, their stormstrike glaives punching deep into the enemy's ranks and creating a gaping hole in their line. Tempestors support this shocking charge with blazing bolts from their volleystorm crossbows, while Concussors move in to lock the foe in place, pummelling them with lightning hammers that shatter their cohesion. It is then that the Desolators follow up, their thunderaxes the perfect tools with which to cut down the stunned survivors in droves.

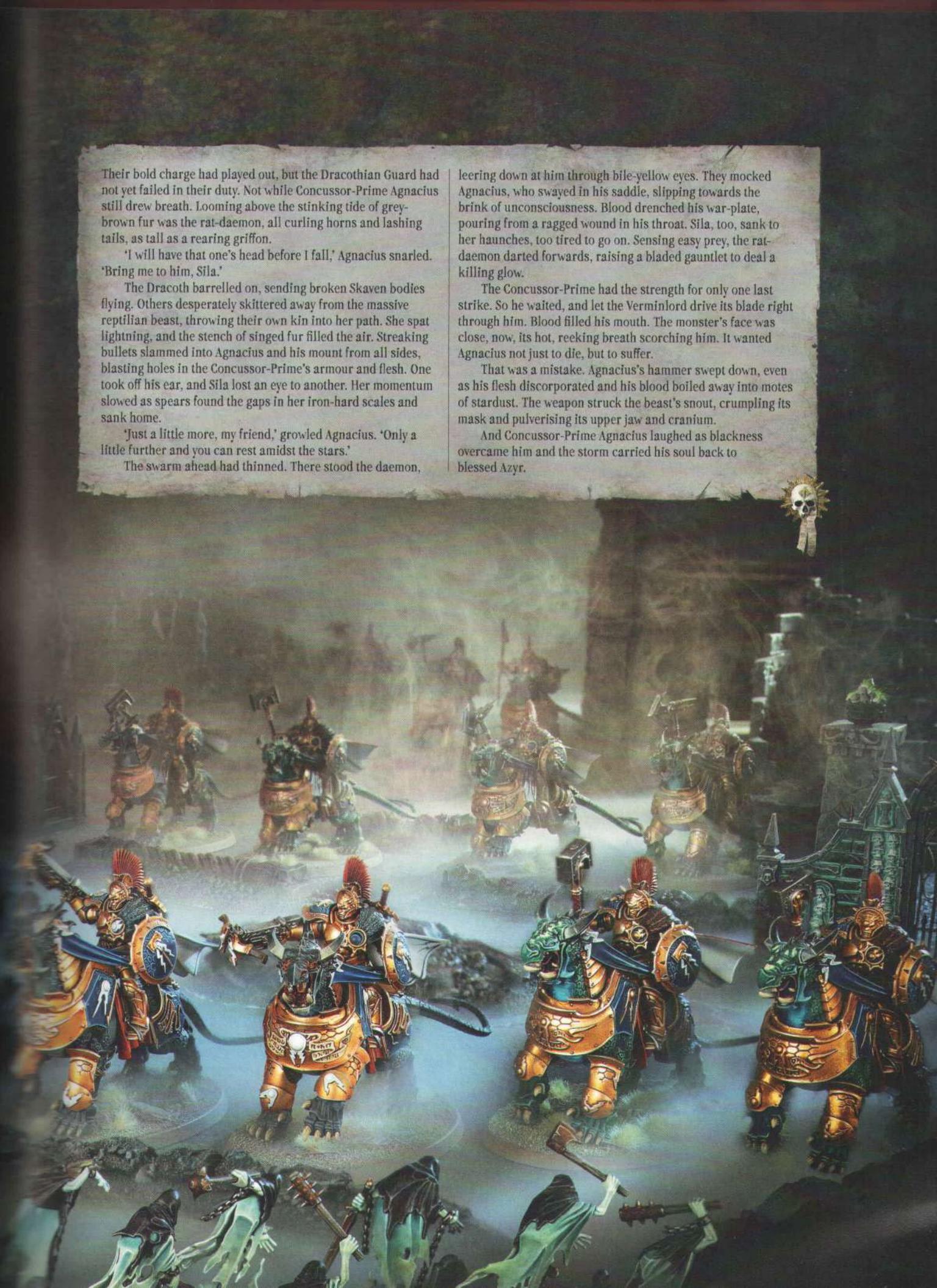
Whilst the Stormcast Eternals' military doctrines focus primarily on the importance of heavy infantry, Sigmar's commanders know that the shock of a massed cavalry charge can break all but the most resilient foes. In such cases, the Dracothian Guard are their battering ram, a wedge of scale and sigmarite that shatters enemy formations, filling the air with screams, hurtling bodies and arcs of crackling lightning.

Dracoths are the perfect mounts for this purpose. They are highly intelligent and possess an innate hatred of disorder and corruption. They are far less patient than their larger kin, the Stardrakes, and much more likely to charge headlong into the enemy, where their massive claws and fangs can wreak carnage. This temperament is fitting, for those Stormcasts who succeed in the Trials of Starwalking required to gain the favour of one of these creatures are also among the bravest of their kind. Upon bonding with their mount, these riders are assigned to whichever Dracothian Guard retinue best befits their skills.

*'They lurked behind their shields and thought that a wall of spears would be enough to save them. Hah! With stormblast and hammer we smote their forward ranks, and then came Desolators with axes swinging, to turn a grievous wound into a mortal one.'*

— Hammalt Hernig, Concussor





Their bold charge had played out, but the Dracothian Guard had not yet failed in their duty. Not while Concussor-Prime Agnacius still drew breath. Looming above the stinking tide of grey-brown fur was the rat-daemon, all curling horns and lashing tails, as tall as a rearing griffon.

'I will have that one's head before I fall,' Agnacius snarled. 'Bring me to him, Sila.'

The Dracoth barrelled on, sending broken Skaven bodies flying. Others desperately skittered away from the massive reptilian beast, throwing their own kin into her path. She spat lightning, and the stench of singed fur filled the air. Streaking bullets slammed into Agnacius and his mount from all sides, blasting holes in the Concussor-Prime's armour and flesh. One took off his ear, and Sila lost an eye to another. Her momentum slowed as spears found the gaps in her iron-hard scales and sank home.

'Just a little more, my friend,' growled Agnacius. 'Only a little further and you can rest amidst the stars.'

The swarm ahead had thinned. There stood the daemon,

leering down at him through bile-yellow eyes. They mocked Agnacius, who swayed in his saddle, slipping towards the brink of unconsciousness. Blood drenched his war-plate, pouring from a ragged wound in his throat. Sila, too, sank to her haunches, too tired to go on. Sensing easy prey, the rat-daemon darted forwards, raising a bladed gauntlet to deal a killing blow.

The Concussor-Prime had the strength for only one last strike. So he waited, and let the Verminlord drive its blade right through him. Blood filled his mouth. The monster's face was close, now, its hot, reeking breath scorching him. It wanted Agnacius not just to die, but to suffer.

That was a mistake. Agnacius's hammer swept down, even as his flesh disorporated and his blood boiled away into motes of stardust. The weapon struck the beast's snout, crumpling its mask and pulverising its upper jaw and cranium.

And Concussor-Prime Agnacius laughed as blackness overcame him and the storm carried his soul back to blessed Azyr.



## STORMDRAKE GUARD

Few weapons in the arsenal of the Stormhosts wreak such devastation as a wing of Stormdrake Guard swooping into battle spitting fire and fury. These are the ultimate expression of the alliance between the Draconith and Sigmar's forces, aerial cavalry that descend upon enemy formations with lightning speed, setting scores of foes aflame before dealing the killing blow with lance and raking talon.

The Draconith are heirs of an ancient empire, raised from those egg clusters that survived the murderous rampage of Kragnos millennia ago. Proud, intrepid and unyielding, they share the same desire as their Stormcast allies to make the realms safe from mindless brutality and cruelty. In order to better take the war to the forces of ruin, they deign to bear a worthy warrior into battle. Draconith tradition dictates that a potential bondmate must be judged carefully, observed in battle to ensure they possess the requisite skill and valour. Only if the chosen Stormcast is witnessed carrying out a particularly glorious deed will the Draconith land before them, sealing the accord in the furnace of battle.

Stormdrake Guard belong to the Paladin conclaves, but they are typically given licence to operate outside the rigid structure of the fighting chambers, instead acting as the wingmates of a Knight-Draconis. Unsurprisingly, amongst the rank-and-file Stormcasts, they have a reputation for glory-seeking and for focusing solely upon those foes they consider worthy. In truth, this is a shrewd approach: the devastating power of Draconith and rider is best employed against the enemy's finest, for even the foulest monsters cannot stand in the face of their blistering firestorms.

### THE PACT DRACONIS

The God-King's vision of the realms and that of the remaining Draconith have always been closely aligned. Both desire order to be restored to the cosmos, the power of Gorkamorka's tribes broken and the Dark Gods banished back to their hellish domain. It was Krondys, Son of Dracothion, who proposed a formal recognition of this common cause, his decision triggered by the return of his ancient enemy Kragnos. After weeks of deliberation between both parties, mediated by elder Stardrakes and conducted in the God-King's own palatial stronghold of Sigmaron, an accord was reached. In addition to its diplomatic repercussions, the Pact Draconis would come to represent a major military evolution for Sigmar's armies. It would lead to the formation of the Stormdrake Guard, the elite Draconith-riding cavalry of the Stormhosts, and it would see Krondys and his ruthless brother Karazai take to the battlefield alongside the Stormcast Eternals, with devastating ramifications for the enemies of Azyr.



## KNIGHT-DRACONIS

A Knight-Draconis and their winged companion soar low over those areas of the battlefield where the enemy is tightly packed, unleashing cascades of wyrmflame that set scores of the foe ablaze before crashing down into the press to scatter the survivors. Then, leathery wings beat, drake and rider rising once more into the sky, roaring in exhilaration. The Knight-Draconises are masters of the Stormdrake Guard, champions of that insular fellowship whose strength of will has seen them bond with a noble descendant of the long-lost Draconith empire.

While they share the same unwavering loyalty to the God-King as any Stormcast Eternal, each Knight-Draconis has a secondary imperative – they seek to reclaim the lost territories of the Draconith and hand these recovered lands back to the next generation of Dracothion's progeny. This goal was ratified by the God-King with the sealing of the Pact Draconis, the solemn oath that sealed the alliance between Sigmar and Krondys. This same covenant gave a huge degree of autonomy to the officers of the Stormdrake Guard, ensuring that they were not answerable to any Stormcast below the rank of Lord-Commander. Their close bond with their Draconith companions has instilled in them a pride that borders on arrogance and ensures that they are always first into the fray when battle is joined.

Nothing exemplifies this draconic spirit more than the aeonfire blade wielded by a Knight-Draconis. The creation of such an artefact is no simple process. The sword is tempered in the heat of a Draconith's blazing breath, held aloft in that burning firestream until their bearer's arm is charred and blackened. The Knight's reward for enduring this agonising ritual is the ability to ignite their blade in battle with a thought, so that each slice and thrust metes out burning devastation.

### ALDUS THE BOLD

Of all the Draconith riders fielded by the Hammers of Sigmar, few boast quite the same martial reputation – and, according to his detractors, ego – as the Knight-Draconis Aldus Valnir. Once tipped for great things as a Decimator-Prime, Valnir was instead censured for tactics his superiors considered reckless and unsanctioned. When the Stormdrake Guard were created, few would have thought this hot-headed warrior would become one of its most formidable champions. Yet Valnir and his steed Zagaras formed an instant bond, both delighting in the freedom and thrill of airborne combat. Here, the maverick Stormcast finally found his true calling. He proved himself during the Siege of Hammerhal Aqsha, dealing the mortal blow to the Bloodthirster An'gakzar and flying almost non-stop sorties against the Bloodbound hordes trying to force their way through the city's bulwarks. For this feat, he was granted the title of Knight-Draconis, and his actions since have proved the God-King's wisdom in that decision.



## LORD-AQUILOR

The commanders of the Vanguard Auxiliary chambers are bold and canny heroes who wage an endless guerrilla war in the God-King's name. Known as Lord-Aquilers, these figures are granted a high degree of autonomy, for their struggle takes place across the wastes and hinterlands of hostile territories, deep behind enemy lines. With ambush, feint and flanking manoeuvre, they orchestrate the annihilation of their foes, leading the most vital assaults personally atop their half-avian steed.

Lord-Aquilers are selected from the most independent and keen-witted of Stormcasts, those whom Sigmar can trust to make difficult decisions without counsel. Many were resistance leaders or freedom fighters in their mortal life, and their survival skills have only been sharpened by their Reforging. These are warriors who would chafe under the rigidity of the Warrior chambers but who thrive when offered the freedom of the open plains and sweeping tundras, confronting an enemy that outnumbers them a hundred times over.

Lord-Aquilers aim to accomplish through cunning that which overwhelming force could seldom achieve. Leading elite formations of rangers, they strike at the enemy's underbelly, destroying supplies, eliminating warlords and otherwise causing as much disruption as possible before retreating into the wilds. When the time for battle comes, a Lord-Aquiler always leads from the front, riding the winds aetheric into the enemy's midst and slaying their quarry with blade and boltstorm pistol.

### BEASTMARKS

Though there are exceptions, the Stormhosts broadly eschew medals, trophies and other symbols of personal valour, feeling little need to advertise their individual achievements amidst a company of other heroes. Instead, they often bear a 'beastmark' upon their armour, the likeness of some Azyrite creature that represents their personality or notable qualities. The mark of a roaring lion might suggest great courage and charisma, for example, while a reptilian brand indicates a connection with the offspring of Dracothion.

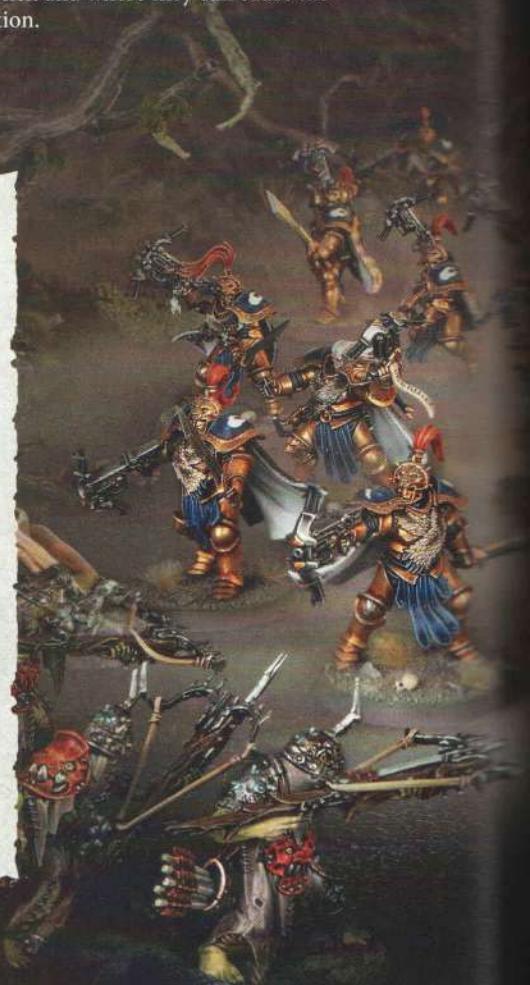
Often certain beastmarks become synonymous with specific chambers, retinues or ranks. The image of the bear is prolific within the Vanguard chambers for its association with endurance and self-sufficiency – traits highly valued among these Stormcast rangers, who spend long periods in the wilds of the realms independent of the greater Stormhost.

## VANGUARD-HUNTERS

The infantry core of the Vanguard chambers are chosen from those amongst the Stormhosts who display rare initiative and an aptitude for unconventional tactics. Reforged in the armour of a Vanguard-Hunter, they join their comrades on the farthest-flung battlegrounds imaginable, exchanging the highly structured formations of the Warrior chambers for the ever-shifting theatres of frontier combat.

Vanguard-Hunters are experts at hit-and-run warfare. Though skilled at traversing the wilderness and stalking enemy armies, their way of war is not that of the shadow-hugging assassin. Instead, they specialise in the sudden and daring raid, utilising their compact boltstorm pistols to stun their foes with a crackling volley of missiles before charging in to dispatch the survivors with axe and falchion.

The secret to the Vanguard-Hunters' success lies not only in their excellent fieldcraft but also in a device known as an astral compass. This strange contraption contains a fragment of celestium and is attuned to the remarkable geometries of the Mortal Realms. It allows the Vanguard-Primes to navigate a path through lands that are all but impassable to conventional forces, appearing when and where they can cause the maximum destruction.



## VANGUARD-PALLADORS

The Vanguard chambers possess elite skirmish cavalry in the form of the Vanguard-Palladors. These rangers ride into battle atop lightning-fast Gryph-chargers, beasts that are intimately connected to the magical winds of the Mortal Realms. These creatures can traverse the battlefield in the blink of an eye, delivering their rider to those critical spots where their intervention is sorely needed. They boldly plunge into the thick of the fighting, kicking out with taloned forelimbs and tearing with powerful beaks as their riders blast away with boltstorm pistols or hurl well-aimed javelins. Before the corpses of their slain foes even strike the floor, the Vanguard-Palladors wheel about, dashing off in search of their next targets.





## VANGUARD-RAPTORS

The Vanguard Auxiliary chambers greatly prize marksmanship, for their asymmetrical style of warfare places heavy emphasis on dealing damage from afar. Few are more accomplished at this than the Vanguard-Raptors, coolly efficient sharpshooters who utilise various ranged weapons to eliminate their targets as swiftly as possible. Of all the Stormcast Eternals, these are the most aloof and distant. It is sometimes said that they share more in common with the Aetherwings they employ as hunting birds than they do with their fellow immortals.

Reserved though they may often be, the Vanguard-Raptors are crucial to their chambers' way of war. Rare is the Vanguard-Hunter who does not recall a moment of long-distance salvation: a charging opponent suddenly hurled to the floor with a perfect smoking crater in their chest, or a rampaging warbeast brought down with precisely delivered bolts.

Depending on the nature of the enemy, Vanguard-Raptor retinues go to battle equipped with one of two main weapon options. The hurricane crossbow has a ferocious rate of fire, allowing its wielder to slay multiple targets with a rapid barrage of missiles. The longstrike crossbow, by contrast, is a marksman's weapon, capable of putting a bolt through an orruk warlord's throat from several hundred metres away. Used in combination, these crossbows can whittle an enemy force down to scraps before it even makes contact with the Stormcast line.

## STORMSTRIKE PALLADORS

The ground trembles and the clear, stirring note of a war horn echoes above the clangour of battle. The ranks of the Stormcast infantry part, and forth charges a gleaming wedge of armoured cataphracts, lances couched and Gryph-charger mounts trilling with fierce battle-joy. With the force of an avalanche, this deadly formation drives into the foe, grinding dozens beneath hooves and ripping talons while others are impaled or hacked down by the Stormcast knights.

The Stormstrike Palladors are a relatively new addition to the Warrior chambers, providing the core fighting formations of the Stormhosts with hard-hitting cavalry. They wear the twin-tailed comet of the Angelos conclaves, a symbol of speed and mobility that befits their Gryph-charger mounts. These are the same Azyrite beasts that serve the Vanguard chambers so faithfully, and although their lightning pace is limited somewhat by the heavy bardings that drapes them from head to flank, this is considered acceptable in exchange for the additional protection it offers them.

Lances and heavy cavalry swords ensure that Stormstrike Palladors can deliver a potent charge, but these warriors are not typically employed as shock troops employed in the opening stages of battle. Instead, they are usually held in reserve as the conflict evolves, ready to strike at a critical juncture. Already, Stormstrike Palladors have developed a reputation amongst the infantry as avenging angels, appearing whenever the battle has shifted against the Stormcasts and turning the tide with a single shattering assault.



Aetherwings



## LORD-VIGILANT ON MORRGYPH

The Lord-Vigilants are grim figures who rule over the Bleak Citadels, acting as both gaolers and commanders of their tormented charges. They themselves passed beyond the Storm's Eye long ago, their souls worn past the point at which most beings would lose their grip on reason. Yet the Lord-Vigilants endure, their liminal existence allowing them to connect spiritually with their afflicted brethren and maintain the sense of self necessary to command them in battle. This inner calm is said to be a gift from Morrda, whom they venerate with the same intensity as they do the God-King.

This is not the only boon bestowed upon the Lord-Vigilants by their mysterious patron. Their weapons are imbued with a spark of the Bleak Raven's sacred crematorial flame, the same fire that burns eternally in the sanctums of the Bleak Citadels and is said to symbolise Morrda's eternal vigil over the dead. These relics can reduce a foe to ashes with a single blow and are particularly effective against those who pervert the natural cycle of death, such as gheists and daemons.

All Lord-Vigilants have a strong connection with Morrda's sacred beasts, but only a rare few can claim the honour of a Morrgypf's companionship. Sleek of wing and sharp of claw, these austere beasts possess a solemn grace and oft-unsettling level of intelligence. They are few in number and largely solitary, making their lairs in high peaks or near sites once dedicated to Morrda. Lord-Vigilants make pilgrimage to these places to conduct rituals in honour of the absent god.

Those who display sufficient piety and strength might gain the favour of a Morrgypf, who will accept them as a rider and carry them to battle in the name of the Raven God.

Though they do not relish combat in the same way as some of their bestial cousins, Morrgypfs are exceptional killers, with dagger-length talons and a darting beak that can find the gaps in a foe's armour. Their affinity with the energies of death is perhaps most apparent in their keening cry: a piercing note with the power to slice through the link between a being's soul and their physical form.



CLAIM THY PLACE AT SIGMAR'S SIDE

## KNIGHT-AZYROS

Few Stormcast Eternals present such a vision of glory as those who hold the rank of Knight-Azyros, winged heralds who bear the light of Sigmar wherever they travel. Though many were Reforged from the souls of diplomats and orators, these officers – like all Stormcasts – are warriors first and foremost. Certainly, it speaks to the God-King's martial intent that his most famous ambassadors are heavily armed angels bathed in haloes of light, as ready to prove their might in battle as they are to carry Sigmar's words far and wide.

Even when not serving as an envoy of the heavens, a Knight-Azyros acts as the God-King's eyes in the Mortal Realms. In part this is because there are few finer scouts to be found among the Stormhosts, but there also is a literal quality to this claim: the lanterns entrusted to each Knight-Azyros are filled with the light of Azyr. Where this illumination falls, it is said that Sigmar's gaze follows. Even when the shutters on these lanterns are closed, the nimbus that surrounds them gives heart to Sigmar's faithful. When the shutters are thrown open, however, it is as a blazing sunrise to his enemies, blinding and burning them to leave them easy targets for the Stormcasts.

*'We bring the light of the God-King wherever it is needed. Foul hearts wither in the face of that pure radiance, while the souls of the faithful are filled with divine wrath.'*

– Knight-Azyros Aelwyld of the Tempest Lords

## PROSECUTORS

The Stormcast way of war emphasises attack both on the ground and from above, in a ceaseless assault that overwhelms the foe. It is the task of the Prosecutors to serve as both airborne strike troops and heralds, identifying where the foe's line is weakest and attacking it with deadly force. The Ruination chambers field a great number of these warriors, for to ply the Chaos-warped skies is a dangerous calling, and repeated Reforgings have taken many far beyond the Storm's Eye.

Where once these warriors took on the image of angelic demigods, now they are more akin to heralds of doom, their countenance silent and their masked visages grim. They make war in much the same way as they always did, summoning stormwrought javelins, hammers and tridents into their hands and hurling them at their enemies before descending to deal the killing blow. Yet gone is the graceful joy of the skyborne warrior. Like their ground-bound kin, the Reclusians, these Prosecutors kill with mechanical efficiency.

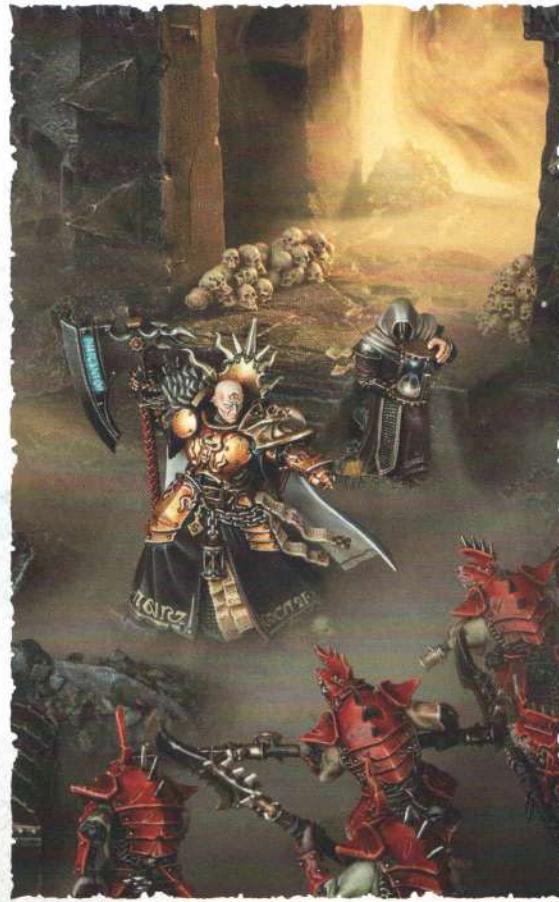
The towers of each Bleak Citadel are lined with cells exposed to the skies, similar to those that line the interior of the panoptic structure. Here, soul-stricken Prosecutors spend their days in sombre meditation when not on campaign, in the company of the large corvids known as grimrooks with whom they share a strange connection. Whenever a Lord-Veritant or Lord-Relictor of the Ruination chambers departs to collect a new batch of Stormcasts destined for the Bleak Citadels, they are accompanied by a wing of Prosecutors, whose mere presence strikes a note of dread into all who witness them.



## LORD-TERMINOS

It is the duty of the Lord-Terminos to offer a final peace to those Stormcasts whose souls have been broken beyond repair, in a sombre ceremony known as the Crossing of the Last Threshold. Only Sigmar knows what happens to the souls of those released from their torment in this way. Many amongst the Ruination chambers believe that Morrda greets them, ushering their tired spirits into merciful oblivion. Certain Stormhosts have different ideas: some believe that they are reincarnated as Azyrite beasts, others that they merge with the radiant essence of the God-King himself. All that is certain is that none who have crossed the Last Threshold have ever returned to Azyr to be Reforged.

A Lord-Terminos often accompanies a Ruination chamber on their missions, ready to grant quietus to any Stormcast who requires it. Perhaps seeking a measure of reprieve from the solemnity of their duty, they are always eager to put their axe to use against worthy enemies, hewing through cultists, daemons and whatever other monstrosities they face with broad sweeps, each victim crumbling to ash as the weapon's enchantment incinerates them. In the aftermath of the fighting, the Lord-Terminos strides across the battlefield, putting an end to incapacitated foes and searching for signs of trauma in their own surviving brethren.



Tiramon approached, parting the censer mists that clung low and thick to the floor of the Chamber of Peace. He noticed that two of the Memorians were weeping, and his brow furrowed.

Did they know him, the man that he had been long ago? An image flashed in his mind: a faraway battlefield, a scared face. It disintegrated in a rush of searing pain.

'Take your place, brother,' came the voice of Lord-Terminos Ulros. His words were soft for such a huge man. He leaned upon the haft of his axe, the blade of which glimmered with the sombre light of the Bleak Raven's flame.

Tiramon knelt. His two palms he placed upon the cool stone, and he closed his eyes. He heard Ulros step forward and raise his weapon.

'Go to your peace, warrior of Sigmar,' said the Lord-Terminos.

Tiramon closed his eyes and breathed free. 'I welcome it.'

There was a rush of air, followed by the fierce, cold heat of a Morrdan axe. For an instant, Tiramon felt the blissful release of all his agony and sorrow. Then he felt nothing at all.

## LORD-VIGILANT ON GRYPH-STALKER

Lord-Vigilants rarely go to battle without an animal companion. One of the most common is the Gryph-stalker, a half-avian steed whose eyes betray a sombre wisdom. These beasts are cousins to the bold Gryph-chargers employed as mounts by some Stormcasts, most famously those of the Vanguard chambers. Unlike their kin, Gryph-stalkers are immersed in the energies of Shyish. Vanishingly rare and believed to be intimately connected to the essence of the lost god Morrda, they are drawn to the sites of the Bleak Citadels. The only sounds they make are rasping echoes of phrases they have heard before – often the last words spoken by the long-dead, recalled in a new context that gives them a dark and sinister meaning.

Gryph-stalkers are ferocious, but they are somewhat fraiser than their more martial cousins. They compensate for this with strange and morbid powers. With the flick of a claw, a Gryph-stalker marks a foe for death, sapping their vitality and siphoning this energy to themselves or to those nearby. This act can appear disturbingly similar to necromancy, and the Lord-Vigilants do not openly speak of it. Some amongst the Memorian order secretly theorise that the process might go some way towards maintaining their rider's lucidity and slowing the erosion of their soul.

### BEASTS OF MORRDA

Even the most enlightened members of the Ruination chambers cannot truly claim to know what has become of the Bleak Raven, for the once-powerful death god retreated from the realms in the wake of Nagash's rise to power. Agents of the Great Necromancer are quick to claim that Morrda was defeated by their master, but it cannot be denied that some fragment of the deity's will endures. How else does one explain the answered prayers of Lethisian morgue-priests or the uncanny abilities of Iridan the Witness and the Lord-Vigilants?

Yet there is perhaps no greater hint of Morrda's lingering presence than the existence of his sombre bestiary: avian creatures of forbidding but noble aspect that maintain a silent and merciless vigil over the god's holy sites. Most numerous are the grimrooks, clever corvids said to appear wherever the attention of the Bleak Raven is directed.

Then there are the more impressive specimens such as Morrgryphs and Gryph-stalkers, beasts of Azyrite stock that migrated to the Realm of Death in the long-distant past and came to be worshipped by those who practised the Morrdan faith. To gain the companionship of such a creature is a rare thing indeed, and clear proof that one has the favour of the Bleak Raven.





## LORD-VERITANT

Once it was the duty of the Lord-Veritants to scour the cities of the God-King for signs of spiritual decay and root it out with fire and fury. For years, their title was synonymous with the dispensation of ruthless justice, but as Sigmar's empire expanded, their role was slowly transferred to the Order of Azyr – those mortals vested with the authority of the heavens. Still, the Lord-Veritants and their skills were an asset that could not be abandoned. They were soon absorbed into the Ruination chambers, where their uncanny ability to detect the merest sliver of degeneracy in a being's soul would prove invaluable.

The Stormcasts of the Ruination chambers are tasked with entering the most warped and mind-assailing battlefields imaginable, marching through waves of Chaos energies that would kill or mutate lesser warriors beyond recognition within minutes. Even with their enhanced resistance to such warping effects, at battle's end, these champions may find they bear some trace of corruption. This cannot be countenanced, for not one iota of the Dark Gods' influence must ever be allowed to enter the sanctums of the lost.



Every Stormcast who returns to one of the Bleak Citadels from such a mission into hostile lands must report in person to a Lord-Veritant. Obscuring their vision so that their physical senses – easily tricked in such matters – do not interfere with their judgement, the Lord-Veritant will examine the soul of each warrior, searching for signs of spiritual infection. Some even go so far as to carry out the Rite of Purgation, burning out their own eyes with a celestium brand so that for evermore they see the world only through the pitiless lens of unwavering justice. Those whom they suspect of exhibiting even a hint of darkness are given over to a Lord-Terminus and are likely to meet their end at the edge of the executioner's axe.

Such incidents are thankfully rare, and the prowess and knowledge of a Lord-Veritant ensures that they are more commonly called upon to take up arms against the enemies of Order. This they do eagerly, striking down the enemies of Sigmar with their judgement blade and brandishing their Staff of Abjuration – a flaming stave that can shatter unholy enchantments in a burst of celestial power.



### THE MEMORIAN ORDER

Few mortals know the truth of the Memorian Order, the robed humans who accompany the Ruination chambers. They appear to possess little affinity for combat, devoting themselves instead to reciting the heroic deeds and accomplishments of the champion to which they have sworn themselves. This connection is a vital one for the soul-stricken Reclusians: a firm link to the person they once were and a reminder of shared humanity that cuts through the deadening influence of the flaw.

Each Memorian shares a deep connection with their charge. Some are distant kin or members of the same dynastic lineage. Others are mortals who owe their lives to the heroism of those who have since fallen into a spirit-torpor. Compelled by a profound sense of obligation, they volunteer to take the vows of the Order, giving up their mortal lives to dedicate themselves to the care of those suffering from the flaw. In a process known as Sublimation, their own soul is bonded to that of their charge, at once strengthened and eroded by exposure to the power of a storm-forged spirit. Some Memorians cannot bear the cost, and decades are shorn from their lifespan. Yet others are able to endure, even drawing upon their master's strength to survive the corruption of the Lands Anathema, when another human might be mutated beyond recognition.



## RECLUSIANS

Though the Stormcast Eternals are granted the 'gift' of immortality, it does not come without a price. Each time they are cut down in battle, their soul returns to Azyr to be Reforged anew, a process that erodes a little more of their humanity each time. Those veterans who have waged war across the Mortal Realms for decades on end have suffered death after violent death, and there comes a time when the soul can take no more. These warriors have long passed beyond the Storm's Eye – that point of equilibrium at which a Stormcast Eternal's soul is relatively stable and can be Reforged without risk of further erosion. Whether it happens after their next death or another further down the path of fate, they are destined to become a merciless automaton of lightning and sigmarite, their spirit and memories erased entirely.

Such warriors are soon identified, isolated and taken away to the Bleak Citadels to join the ranks of the Ruination chambers. The cawing of circling grimrooks – creatures sacred to Morrda – heralds their fate, a sound that many Stormcasts have come to dread. Those taken by Morrda's champions are destined to become Reclusians – revenant knights who knowingly walk the path to oblivion yet are determined to meet their end on their own terms.

Though well past the point of no return, the Reclusians are not yet lost. With the aid of their Memorian squires, they recall flickers of their past lives and are still capable of expressing emotion, even if they struggle to relate to those who are not similarly afflicted. In a cruel irony, it is the very erosion of these warriors' souls that makes them such a potent weapon in Sigmar's war against Chaos. Their spirits radiate intense power, for they are becoming avatars of a greater force, one that is anathema to the corrupting power of the Dark Gods.





*Illuminated by celestial light, Tornus the Redeemed fights to prove that no soul is beyond saving.*

*Arriving in a blinding flash of lightning, the Reclusians fall upon their foes with cold and merciless vigour.*



*A Lord-Vigilant is both general and warden, charged with weaponising the might of his soul-stricken charges.*



*Able to sense any corruption, the Lord-Veritants ensure that the Ruination chambers remain spiritually pure.*

*Revenant angels, the Prosecutors come from on high, impaling the foe with hurled javelins.*





## STORMREACH PORTAL

A far-reaching and complex system of Star Bridges guides the Stormhosts to war. At one end, these arcane paths are connected to the Sigmarabulum, the heart of Sigmar's power and the location of the soul-forging chambers in which Stormcasts are reconstituted after each death. At the other, they are linked to the great Stormkeeps that guard each free city, ensuring that the hosts of the heavens can swiftly channel reinforcements to their primary holdings and to Stormreach Portals assembled in the field.

Constructed in the same fashion as the prefabricated structures deployed around Sigmarite strongpoints, these shrine-like waypoints are connected to the network of Star Bridges, acting as subsidiary links in that realm-wide chain. When a Stormcast chamber is on extended campaign, they will deploy a Stormreach Portal at their forward camp. Channelling Azyrite magic through the globe of pure sigmarite atop its facade, the portal forms a potent connection to High Azyr, ensuring that reinforcements are delivered straight to the battlefield. Moreover, it functions as a gateway in its own right. Stormcasts who enter its glowing interior are transformed into pure energy and sent racing back into the firmament to redeploy anew wherever their fury can be best utilised.

## MAGIC OF THE HIGH HEAVENS

The sorceries of the Stormcast Eternals are drawn from cosmic phenomena. Summoned onto the battlefield by masters of the arcane, many of these concentrated manifestations of celestial magic are capable of laying waste to enemies by the score. Others have a less direct but equally valuable function, wreathing the caster in layers of protective enchantments or granting them enhanced speed, power or magical might.

Of the conjurations most commonly employed by Stormcast wizards, three are preeminent. The Celestian Vortex is a tornado of Azyrite magic within which spin spectral warhammers. This cyclone sweeps across the battlefield leaving a trail of bludgeoned and bleeding corpses. The Everblaze Comet recalls the fiery orb that carried the God-King to the Mortal Realms. It smashes to the ground releasing a devastating shockwave, its smouldering fragments radiating coronas of Azyrite energies that disrupt the motes of magic that enemy wizards rely upon to cast their own spells. Finally, the Dais Arcanum is a floating platform akin to some intricate artefact of astrological divination. A wizard who stands upon it is lifted off the ground, surrounded by a shimmering barrier of cerulean energies that not only protects them but allows them to more readily draw upon the magic of the heavens.

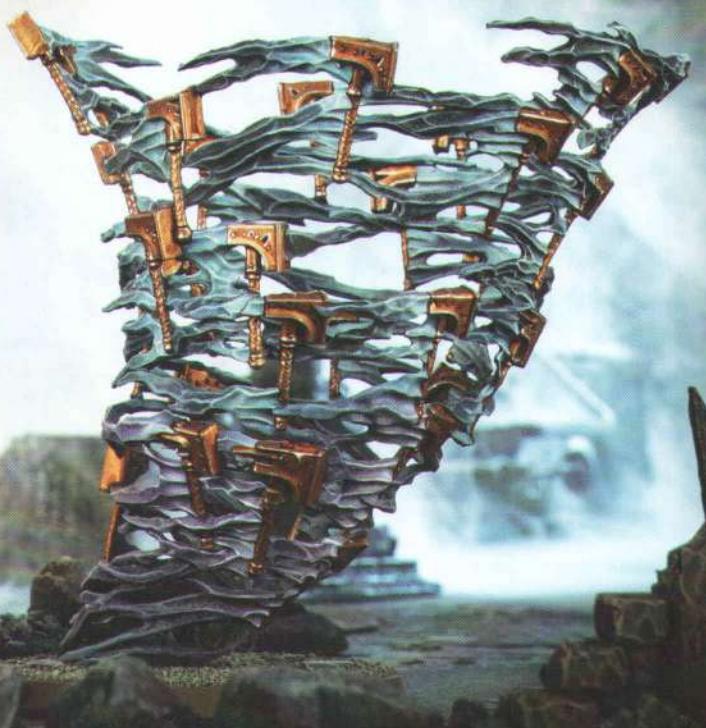


*The Everblaze Comet smashes down upon the battlefield, devastating those caught in the blastwave of its thunderous impact.*



*A Knight-Arcanum soars across the battlefield atop a Dais Arcanum, their arcane power enhanced by the whirling manifestation.*

*The Celestian Vortex whirls across the battlefield, engulfing the corrupted in a storm of crashing hammers.*



# THE RULES

On the following pages, you will find all of the rules you need to field your Stormcast Eternals miniatures in games of Warhammer Age of Sigmar. The rules are divided into the following sections:

## FACTION RULES (pg 88)

These are the main rules for using your Stormcast Eternals collection in games of Warhammer Age of Sigmar.

Battle traits are abilities that can be used across the entire faction. There are also four different Stormcast Eternals battle formations to choose from, each of which grants unique benefits to your army and allows you to focus your force.

You can further customise your army by giving your units enhancements, including heroic traits and artefacts of power, while your **WIZARDS** and **PRIESTS** have access to powerful lores, including a spell lore, prayer lore and manifestation lore.



Lord-Veritant

## WARSCROLLS (pg 94)

Every unit in a Stormcast Eternals army has a warscroll, from the mighty Celestant-Prime to the staunch Liberators. Each warscroll contains the essential rules for a particular unit, including its characteristics, weapons, abilities and keywords.

Stormcast Eternals warscrolls are broadly organised as follows:

- Unique units and **HEROES** (pg 94)
- Warrior Chamber units (pg 110)
- Extremis Chamber units (pg 116)
- Vanguard Chamber units (pg 122)
- Ruination Chamber units (pg 126)
- Stormcast Eternals endless spells and faction terrain (pg 130)



## SPEARHEAD (pg 132)

Spearhead battles are exciting, fast paced and easy to grasp. All you need to play are a Spearhead army, the Core Rules and a Spearhead battlepack.

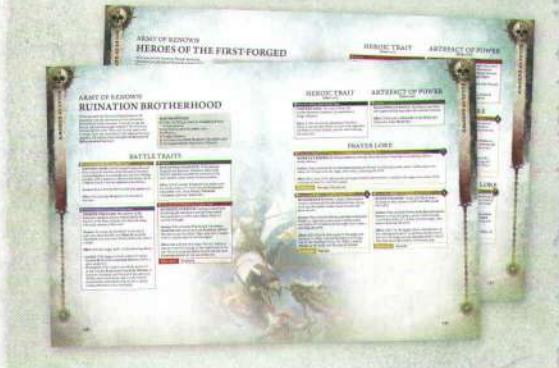
There are two different Stormcast Eternals Spearhead armies to choose from. Rules for the **Vigilant Brotherhood** are included in this battletome, while rules for **Yndrasta's Spearhead** are available for free on warhammer-community.com.



## ARMIES OF RENOWN (pg 148)

Armies of renown are special types of army that are restricted to a subset of units and use different faction rules focused on a particular theme.

This battletome includes two Armies of Renown: the **Ruination Brotherhood**, an army composed entirely of warriors from the Ruination chambers, and **Heroes of the First-forged**, an elite assemblage of some of the mightiest champions of the Hammers of Sigmar.



## PATH TO GLORY (pg 140)

Path to Glory allows you to play through a campaign that links your battles together in an ongoing narrative. As the campaign progresses, your units can earn renown and progress along Paths to unlock additional abilities. The Path to Glory content in this battletome includes the Anvil of Apotheosis and Paths for Stormcast Eternals units.

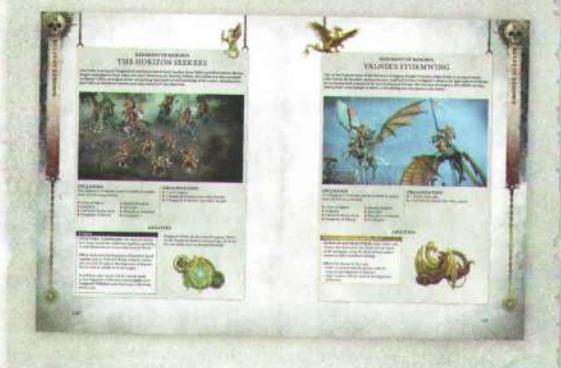
**The Anvil of Apotheosis** provides you with a toolkit for creating your own one-of-a-kind Stormcast Eternals heroes to use in narrative battles, including rules for battle mounts.

There are also two unique **Paths** that can be used instead of the Paths provided in the battlepack you are using: the Path of the Storm, which **STORMCAST ETERNALS HEROES** can follow, and the Path of the Redeemer, for your non-**HERO STORMCAST ETERNALS** units.

## REGIMENTS OF RENOWN (pg 152)

Regiments of Renown are thematic, fixed sets of units that can be included as allies in other Warhammer Age of Sigmar armies and often have special abilities that can be used by them.

This battletome includes two Regiments of Renown: **The Horizon Seekers**, a force of Stormcast rangers who provide mobility and ranged punch to those armies they join, and **Valnir's Stormwing**, a maverick Knight-Draconis and his loyal wingmate.



# FACTION RULES

## BATTLE TRAITS

Stormcast Eternals armies can use the following abilities:

### Deployment Phase

**THE CELESTIAL REALM:** In High Azyr, the Stormcast Eternals await their call to deliver retribution.

**Declare:** If there are more friendly STORMCAST ETERNALS units on the battlefield than there are set up in reserve, pick a friendly STORMCAST ETERNALS unit that has not been deployed.

**Effect:** Set up that unit in reserve in the Celestial Realm. It has now been deployed.

**KEYWORDS** DEPLOY

### Your Movement Phase

**SCIONS OF THE STORM:** Upon blessed bolts of lightning do the Stormcast Eternals ride to war, the furious rumble of thunder heralding their arrival.

**Declare:** Pick a friendly STORMCAST ETERNALS unit that is in the Celestial Realm.

**Effect:** Set up that unit anywhere on the battlefield more than 9" from all enemy units.

### Once Per Battle, Your Movement Phase

**HEAVENS-SENT:** More reinforcements are sent down from Azyr in their fellow warriors' time of need.

**Declare:** Pick a friendly non-UNIQUE STORMCAST ETERNALS INFANTRY or CAVALRY unit that started the battle with 2 or more models and that has been destroyed to be the target.

**Effect:** Set up a replacement unit with half the number of models from the target unit (rounding up) more than 9" from all enemy units.

1

### Once Per Turn (Army), Your Hero Phase

**THEIR FINEST HOUR:** Stormcast Eternals are bastions of hope for the forces of Order. In times of desperate need, each fighter does what is necessary to keep their enemies at bay.

**Declare:** Pick a friendly STORMCAST ETERNALS unit that has not used this ability this battle to use this ability.

**Effect:** For the rest of the turn, add 1 to wound rolls for that unit's combat attacks and add 1 to save rolls for that unit.

The last of the Stormcast Eternals stood alone. Baying killers hissed and jeered at the gold-armoured figure, but none were quite bold enough to step too close – a semi-circle of broken corpses littered the ground at her feet.

The sea of tattooed bodies parted as Vykon the Reaver strode through their midst. The Chaos Lord stabbed the point of his daemonblade into the gore-stained earth and leaned upon its ivory haft.

'Your comrades perished in agony, storm-warrior,' he said. 'Know that they suffered for nothing. Gildharbour will be ours by Hysh's rise.'

The woman spat blood and smiled at him through cracked teeth. She had two arrows embedded in her side. Blood gushed down her right tasset, splattering on the ground.

'Take joy in your petty triumph, damned one,' she said. 'Take joy while you can.'

Vykon snorted. 'You have failed. Every soul you sought to protect, every whelp cowering behind your shields is going to suffer and die. And they will perish in the knowledge that their god has abandoned them. No one is coming to their aid. Or yours.'

The skies roared, and thunderclouds raced across the skies. With a deafening crash, Vykon saw twin forks of lightning rushing low across the ground towards him, sending up a great spray of displaced earth. A dozen of his warriors who stood in the lightning's path simply came apart in explosions of blood, bone and viscera. When the flaring light dimmed, there stood a company of Annihilators, shields and hammers crackling with unrestrained fury.

'You were saying?' said the Stormcast.



## BATTLE FORMATIONS

You can pick 1 of the following battle formations for a Stormcast Eternals army. Each battle formation grants a different ability you can use in the battle.

### SENTINELS OF THE BLEAK CITADELS

Once Per Turn (Army), Any Hero Phase

**ANCIENT AURA:** Storm-charged energy ebbs and flows around the warriors of the Ruination chambers, surrounding them in a scouring aura of power. Finding purchase with a weapon on these ancient heroes can be a difficult task for even the mightiest of mortal foes.

**Declare:** Pick a friendly RUINATION CHAMBER unit.

**Effect:** That unit has WARD (5+) for the rest of the turn.

### THUNDERHEAD HOST

Passive

**SYNCHRONISED STRIKES:** The core of a Thunderhead Host is often made up of fighters from the Warrior chambers; having trained relentlessly with the sworn brethren of their Stormhost, they operate like a well-oiled cogfort.

**Effect:** Add 1 to hit rolls for combat attacks made by friendly WARRIOR CHAMBER units while they are wholly within 12" of any friendly non-HERO non-BEAST STORMCAST ETERNALS units that do not have the WARRIOR CHAMBER keyword.

### VANGUARD WING

Once Per Turn (Army), Your Movement Phase

**PEERLESS MANOEUVRES:** These warriors are the precision weapon of the God-King, skilled at manipulating a battlefield in their favour by feinting from view and reappearing where they are needed most.

**Declare:** Pick a friendly VANGUARD CHAMBER unit that did not use a MOVE ability this turn and is not in combat.

**Effect:** Roll a dice. On a 3+, remove that unit from the battlefield and set it up again anywhere on the battlefield more than 9" from all enemy units.

### LIGHTNING ECHELON

Once Per Turn (Army), Any Combat Phase

**ONCOMING STORM:** First to the fight, the Lightning Echelon is akin to a spear-thrust into the heart of the enemy. Deployed only in times of great need, they smash into the foe's vanguard with the force of an oncoming tempest.

**Declare:** Pick a friendly EXTREMIS CHAMBER unit that charged this turn.

**Effect:** Roll a dice. On a 3+, that unit has STRIKE-FIRST for the rest of the turn.



# HEROIC TRAITS

## ASPECTS OF AZYR (HERO only)

### Passive

**SHOCK AND AWE:** When this warrior and their Stormcasts take to the field, their shining visages strike fear into the foe.

**Effect:** Each time this unit is set up using the 'Scions of the Storm' ability, subtract 1 from hit rolls for attacks that target this unit for the rest of the battle round.

In addition, each time a friendly **STORMCAST ETERNALS** unit is set up wholly within 12" of this unit using the 'Scions of the Storm' ability, subtract 1 from hit rolls for attacks that target that unit for the rest of the battle round.

### Your Hero Phase

**ENVY OF THE HEAVENS:** When a Stormcast is laid low in this champion's presence, the light that carries their soul back to Azyr invigorates those who fight on.

**Declare:** If a friendly **STORMCAST ETERNALS** unit was destroyed in the previous turn, pick a visible friendly **STORMCAST ETERNALS** unit wholly within 12" of this unit to be the target.

**Effect:** The target has **WARD (5+)** until the start of your next turn.

### Passive

**STAUNCH DEFENDER:** To contest the sacred grounds of Sigmar is to invoke the almighty power of Azyr.

**Effect:** While this unit is contesting an objective in friendly territory, add 3 to the control scores of friendly **STORMCAST ETERNALS** units contesting that objective.



# ARTEFACTS OF POWER

## ARTEFACTS OF THE TEMPEST (HERO only)

### Once Per Battle, End of Any Turn

**NUL PENDANT:** This dark amulet holds magic within that can sap the resolve of the enemy.

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Subtract 5 from the target's control score for the rest of the turn.

### Passive

**MIRRORSHIELD:** This shield reflects the rays of Hysh in questing beams that seek out the eyes of enemy marksmen.

**Effect:** This unit cannot be targeted by shooting attacks unless the attacking model is within 9" of it.

### Once Per Battle, Any Combat Phase

**QUICKSILVER DRAUGHT:** This potion lends uncanny speed to the one who imbibes it.

**Effect:** This unit has **STRIKE-FIRST** for the rest of the turn.



## SPELL LORE

## **LORE OF THE STORM**

## Your Hero Phase

5

**LIGHTNING BLAST:** The wizard releases pent-up storm energy into the foe, the tang of ozone and the stench of charred flesh filling the air as their enemies are burned and blasted by crackling arcs of lightning.

**Declare:** Pick a friendly **STORMCAST ETERNALS WIZARD** to cast this spell, then pick the closest visible enemy unit to them that has not been picked to be the target of this ability this turn to be the target. If 2 or more visible enemy units are tied to be the closest, you can pick which is the target. Then, make a casting roll of 2D6.

**Effect:** Inflict D3 mortal damage on the target.

**KEYWORDS**      **SPELL, UNLIMITED**

#### U Your Hero Phase

6

**THUNDERSHOCK:** The wizard unleashes the power of Sigmar's storm as a wave of pure force, leaving the foe stunned and disoriented.

**Declare:** Pick a friendly **STORMCAST ETERNALS WIZARD** to cast this spell, pick a visible enemy unit within 12" of them to be the target, then make a casting roll of 2D6.

**Effect:** Subtract 1 from wound rolls for the target's attacks until the start of your next turn.

## KEYWORDS      SPELL

#### 4 Your Hero Phase

7

**STARFALL:** Gazing towards the heavens, the wizard hurls meteoric rain into the enemy's path, forcing them to turn an aggressive push into a cautious advance.

**Declare:** Pick a friendly **STORMCAST ETERNALS WIZARD** to cast this spell, pick a visible enemy **INFANTRY** or **CAVALRY** unit within 18" of them to be the target, then make a casting roll of 2D6.

**Effect:** Until the start of your next turn, subtract 1 from the number of dice rolled when making charge rolls for the target, to a minimum of 1.

**KEYWORDS**



# PRAYER LORE

## PRAYERS OF THE STORMHOSTS

Your Hero Phase

**HEALING STORM:** *The priest calls down cleansing bolts from the sky, their invigorating energies closing even the most grievous wounds.*

4

**Declare:** Pick a friendly **STORMCAST ETERNALS PRIEST** to chant this prayer, pick a visible friendly **STORMCAST ETERNALS** unit wholly within 12" of them to be the target, then make a chanting roll of D6.

**Effect:** Heal (D3) the target. If the chanting roll was 8+, Heal (D3) each visible friendly **STORMCAST ETERNALS** unit wholly within 12" of the chanter instead.

**KEYWORDS** PRAYER, UNLIMITED

Your Hero Phase

6

**BLESS WEAPONS:** *The priest imbues the weapons of their brethren with the pure essence of the storm.*

Your Hero Phase

4

**Declare:** Pick a friendly **STORMCAST ETERNALS PRIEST** to chant this prayer, pick a visible friendly **STORMCAST ETERNALS INFANTRY** unit wholly within 12" of them to be the target, then make a chanting roll of D6.

**TRANSLOCATION:** *The priest summons bolts of lightning to transport nearby warriors across the battlefield.*

**Effect:** Add 1 to the Attacks characteristic of the target's melee weapons until the start of your next turn. If the chanting roll was 12+, this ability affects all visible friendly **STORMCAST ETERNALS** units wholly within 12" of the chanter.

**Declare:** Pick a friendly **STORMCAST ETERNALS PRIEST** to chant this prayer, pick a visible friendly **STORMCAST ETERNALS** unit wholly within 12" of them to be the target, then make a chanting roll of D6.

**KEYWORDS** PRAYER

**KEYWORDS** PRAYER



# MANIFESTATION LORE

## MANIFESTATIONS OF THE STORM

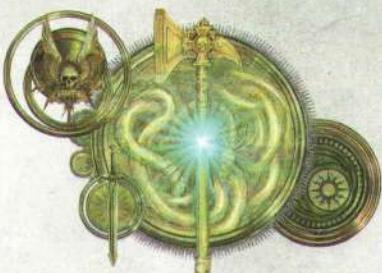
• Your Hero Phase

**SUMMON DAIS ARCANUM:** *The wizard calls down a single bolt of lightning to strike the ground at their feet, leaving behind a perfect sigmarite disc for a chosen Stormcast to mount and be carried into the air.*

**Declare:** If there is not a friendly Dais Arcanum on the battlefield, pick a friendly STORMCAST ETERNALS WIZARD to cast this spell, pick a friendly STORMCAST ETERNALS INFANTRY HERO that does not have FLY and is wholly within 12" of them to be the target, then make a casting roll of 2D6.

**Effect:** Set up a Dais Arcanum within ½" of the target, visible to the caster and not in combat. Then, remove the target from the battlefield and place it on the platform of that Dais Arcanum.

**KEYWORDS** SPELL, SUMMON



6

• Your Hero Phase

**SUMMON CELESTIAN VORTEX:**

*The wizard throws a pair of ensorcelled hammers into the air, which begin to spin. As the vortex gets more intense, the hammers multiply to form a maelstrom of skull-crushing force.*

**Declare:** If there is not a friendly Celestian Vortex on the battlefield, pick a friendly STORMCAST ETERNALS WIZARD to cast this spell, then make a casting roll of 2D6.

**Effect:** Set up a Celestian Vortex wholly within 18" of the caster and more than 9" from all enemy units.

**KEYWORDS** SPELL, SUMMON

6

• Your Hero Phase

**SUMMON EVERBLAZE COMET:** *Reaching an arm to the heavens, the wizard calls down a comet of pure Azyrite energy that crashes into the foe's ranks with devastating effect.*

**Declare:** If there is not a friendly Everblaze Comet on the battlefield, pick a friendly STORMCAST ETERNALS WIZARD to cast this spell, then make a casting roll of 2D6.

**Effect:** Set up an Everblaze Comet wholly within 18" of the caster.

**KEYWORDS** SPELL, SUMMON

8

*'It is true that the threat posed by Chaos stems from its very nature as nightmare made real, though malign conceptions are not the only ones that may be woven from the fabric of the cosmos. Cleave to the texts, acolyte, and you will find that the old maxim "knowledge is power" holds more truth than you could ever have imagined.'*

— The Third Thunder,  
Knight-Arcanum of the Celestial Warbringers





The Celestant-Prime serves as Sigmar's hand. Armed with Ghal Maraz and the Cometstrike Sceptre, a celestial relic capable of snatching meteors from the firmament and hurling them to the battlefield, few can stand before him. When unleashed, the Celestant-Prime is a force of vengeance and redemption alike, guided on his holy mission by a swirling cosmic orrery that offers glimpses of future paths.

### • STORMCAST ETERNALS WARSCROLL •

## CELESTANT-PRIME HAMMER OF SIGMAR

WEAPON	RANGED WEAPONS	Rng	Atk	Hit	Wind	Rnd	Dmg
	Cometstrike Sceptre	18"	1	2+	See below		
WEAPON	MELEE WEAPONS	Atk	Hit	Wind	Rnd	Dmg	
	Ghal Maraz Crit (Mortal)	6	3+	2+	2	4	

Once Per Battle,  
Your Movement Phase

**RETRIBUTION FROM ON HIGH:** The Celestant-Prime descends from Azyr into the thickest fighting. Ghal Maraz glowing with power as it smites the foe.

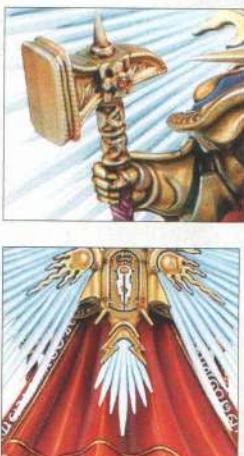
**Declare:** Pick this unit if it is in the Celestial Realm.

**Effect:** Subtract the current battle round number from 10 to determine this unit's strike zone. Set up this unit on the battlefield more than a number of inches equal to its strike zone from all enemy units.

Once Per Battle,  
Your Movement Phase

**COMETSTRIKE SCEPTRE:** Blazing with celestial might, the Celestant-Prime raises his sceptre high before letting it fall, causing comets to rain from above.

**Effect:** Each time this unit attacks with its Cometstrike Sceptre, if the attack scores a hit, inflict D3 mortal damage on the target.



KEYWORDS

WARMASTER, UNIQUE, HERO, INFANTRY, FLY, WARD (5+)

ORDER, STORMCAST ETERNALS



With the resplendent white pinions granted unto her, no beast is beyond Yndrasta's reach. Her spear, Thengavar, relentlessly seeks out its prey when thrown. There are those in the courts of Azyr who observe the cold satisfaction Yndrasta takes in slaughter and whisper that lifetimes of battle have hollowed out her soul.

## • STORMCAST ETERNALS WARSCROLL •

### YNDRASTA THE CELESTIAL SPEAR

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
	Thengavar Anti-MONSTER (+1 Rend)	12"	1	3+	2+	2	4
	MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
	Thengavar Anti-MONSTER (+1 Rend)		2	2+	2+	2	3
	Blade of the High Heavens		5	3+	3+	2	3

#### ✖ Passive

**THE PRIME HUNTRESS:**  
Celestial strength, lifetimes of experience and the power of the spear Thengavar see even the most behemothic of terrors swiftly fall before Yndrasta's fury.

**Effect:** Double the Damage characteristic of this unit's Thengavar for attacks that target MONSTERS.

#### ● Passive

**DAZZLING RADIANCE:**  
Yndrasta's god-touched brilliance casts a protective aura of light around nearby Stormcasts.

**Effect:** Ignore negative modifiers to the control scores of friendly STORMCAST ETERNALS units while they are wholly within 12" of this unit.

#### ↗ Passive

**ON WINGS OF BRILLIANCE:**  
Yndrasta soars across the battlefield to strike at the heart of Sigmar's enemies.

**Effect:** Add 1 to the number of dice rolled when making charge rolls for this unit, to a maximum of 3.



#### KEYWORDS

WARMASTER, UNIQUE, HERO, INFANTRY, FLY, WARD (5+)

ORDER, STORMCAST ETERNALS



Karazai does not so much lead Azyrite armies as simply arrive on the eve of battle. None would ever turn him away, though his draconic kin often find themselves unnerved by his spectacular shows of violence. He is capable of taking on entire enemy detachments alone, attacking without discrimination with jets of flame, cavernous jaws and great lashing tail alike.

### • STORMCAST ETERNALS WARSROLL •

## KARAZAI THE SCARRED

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
	Blazing Tempest Shoot in Combat	12"	1	2+	3+	2	D3+3
	MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
	Annihilating Jaws Anti-INFANTRY (+1 Rend)		4	3+	2+	2	4
	Drake-lord's Talons		6	3+	2+	2	2

#### ✖ Passive

**FIRES OF RETRIBUTION:**  
*Vengeance burns blinding and everlasting in Karazai's soul.*

**Effect:** While this unit has 5-9 damage points, add 1 to the Attacks characteristic of its melee weapons.

While this unit has 10 or more damage points, add 2 to the Attacks characteristic of its melee weapons instead.

#### ✖ Once Per Turn (Army), Any Combat Phase

**CALAMITOUS TAIL SWEEP:**  
*With a sweep of his tail, Karazai can lay waste to enemy formations.*

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll a dice for each model in the target unit. For each 5+, inflict 1 mortal damage on the target.

**KEYWORDS** **RAMPAGE**

#### ✖ Any Combat Phase

**ANCIENT MASTER OF WAR:**  
*Karazai has seen countless battles over the heady span of his life, and the reptilian fury he displays can overpower any foe.*

**Declare:** Pick an enemy unit within this unit's combat range to be the target.

**Effect:** Subtract 1 from the Attacks characteristic of the target's melee weapons for the rest of the turn.



**KEYWORDS**

WARMASTER, UNIQUE, HERO, MONSTER, FLY

ORDER, STORMCAST ETERNALS



Few beings can claim to be as ancient as Krondys. Once ruler of the Draconith empire and now father to a broken race, Krondys is a relic of a time before the gods walked. Aeons ago, he presided over an empire of sorcerer-drakes that spanned much of Ghur. When Kragnos, scion of the equally ancient Drogrukh race, waged war against the Draconith, Krondys was there. It was he who brokered a deal with the Seraphon, seeking their aid in protecting the last eggs of his people in return for helping to stop Kragnos.

## • STORMCAST ETERNALS WARSCROLL •

### KRONDYS SON OF DRACOTHION

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
	Blazing Tempest Shoot in Combat	12"	1	2+	3+	2	D3+3
	MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
	Apex Maw Anti-INFANTRY (+1 Rend)		4	3+	2+	2	4
	Drake-lord's Talons		6	3+	2+	2	2

#### Passive

##### BATTLE DAMAGED

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its Apex Maw is 2.

#### Your Hero Phase

8

##### ATAVISTIC TEMPEST:

*Wielding the power of Azyr alongside the lost magics of the Draconith empire, Krondys barrages the enemy with elemental storms.*

**Declare:** Pick a visible enemy unit within 18" of the caster to be the target, then make a casting roll of 2D6.

**Effect:** Pick 1 of the following effects to apply to the target until the start of your next turn:

**Blinding Gales:** Subtract 1 from hit rolls for the target's attacks.

**Meteor-hail:** Subtract 1 from the Rend characteristic of the target's weapons.

**Flash-freezing Blizzard:** Subtract 1 from save rolls for the target.

**KEYWORDS** SPELL

#### Once Per Turn (Army), Any Combat Phase

##### SOUL-SHAKING ROAR:

*Defiant in the face of any foe, Krondys issues an ear-shattering roar at those who dare face him.*

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll a dice. On a 3+, the target cannot use commands for the rest of the turn.

**KEYWORDS** RAMPAGE

#### Passive

**REGALIA FULMENTARUS:** A symbol of the Draconith-Stormcast alliance, this mastersmithed mantle enhances Krondys's arcane strength to even greater heights.

**Effect:** Add 2 to casting rolls for this unit.



**KEYWORDS**

WARMASTER, UNIQUE, HERO, MONSTER, WIZARD (2), FLY

ORDER, STORMCAST ETERNALS



Iridan the Witness is determined to preserve the memory of the Ruination chambers' warriors as they once were, before the nightmare of the flaw and the slow degradation of their souls. Through the power of remembrance and the shattering power of their martial might, the Witness will fight for those who have sacrificed everything in the name of the God-King. Accompanying them on this sombre journey is the mighty Morrgryphe Ariax, a deadly beast who bears the favour of the

Bleak Raven.



## • STORMCAST ETERNALS WARSROLL •

# IRIDAN THE WITNESS

	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
	Axe of the Final Threshold Crit (Mortal)	4	3+	3+	2	D3
	Ariax's Talons Crit (2 Hits), Companion	6	4+	2+	2	2

### >Your Hero Phase

#### PRAYER OF THE WITNESS:

*Iridan serves as a beacon of light that guides the souls of those in the Ruination chambers, giving their actions purpose and calming the storm that churns within each of them.*

**Declare:** Make a chanting roll of D6.

**Effect:** For the rest of the turn, each time a friendly RUINATION CHAMBER unit uses a FIGHT ability while it is wholly within 18" of this unit, after that ability has been resolved:

- Heal (D3) that unit. If the chanting roll was 8+, Heal (3) that unit instead.
- That unit has WARD (6+) for the rest of the turn.

**KEYWORDS** PRAYER

### 4

#### Once Per Turn (Army), End of Any Turn

**DARK FLIGHT:** A hapless foe is crushed in the talons of Ariax before the Morrgryphe takes flight once more with a beat of their ebon wings.

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll a dice. If the roll exceeds the target's Health characteristic:

- 1 model in the target unit is slain.
- This unit can immediately use the 'Retreat' ability without any mortal damage being inflicted upon it.

**KEYWORDS** RAMPAGE

**Once Per Turn (Army), Reaction:** This unit was picked as the target of a non-CORE ability

#### RUINATION CHAMBER:

*These veterans march where others cannot tread, fighting upon battlefields transformed into scenes of apocalypse. Even the most corrosive magics find no purchase on their souls.*

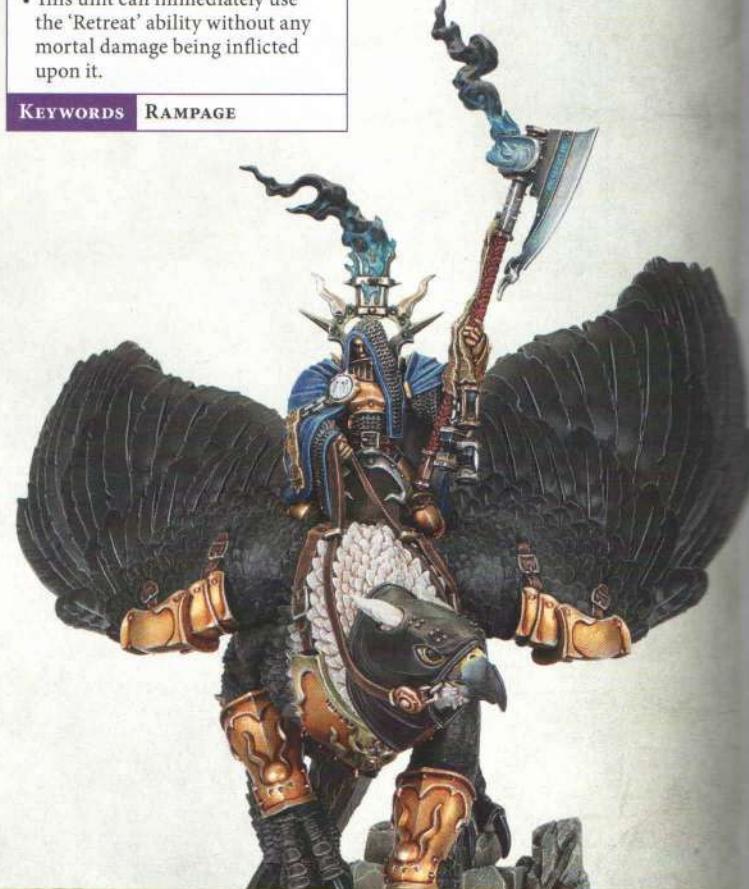
**Effect:** Make a resistance roll of D6. On a 4+, that ability has no effect on this unit.



**KEYWORDS**

UNIQUE, HERO, MONSTER, PRIEST (1), FLY

ORDER, STORMCAST ETERNALS, RUINATION CHAMBER





• STORMCAST ETERNALS WARSROLL •

## IONUS CRYPTBORN WARDEN OF LOST SOULS

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
	Spirit-scouring Flames Shoot in Combat, Companion	10"	9	2+	4+	2	1
	MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
	Soulbreaker		4	3+	3+	1	2
	• Cthorak's Ancient Claws Companion		6	4+	2+	2	3

Passive

BATTLE DAMAGED

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of Cthorak's Ancient Claws is 4.

Once Per Turn (Army), Any Shooting Phase

**SPIRIT-SCOURING FLAMES:** Enemies engulfed by Cthorak's pale-flame breath feel their very souls begin to burn away.

**Declare:** Pick an enemy unit that had any damage points allocated to it this turn by attacks made with this unit's Spirit-scouring Flames to be the target.

**Effect:** The target has the SOULBURNED keyword for the rest of the battle.

Any Shooting Phase

**SOULBURNED:** Once an enemy has been burnt by Cthorak's scouring flames, their soul ignites deep within their body.

**Declare:** This unit can use this ability even if it has been destroyed. Pick any number of SOULBURNED enemy units to be the targets.

**Effect:** Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

KEYWORDS RAMPAGE

Your Hero Phase

5

**LIGHTNING TEMPEST:** Ionus calls upon Sigmar to unleash the wrath of Azyr.

**Declare:** Pick a visible enemy unit within 12" of this unit to be struck by lightning, then make a chanting roll of D6.

**Effect:** Inflict D3 mortal damage on that unit, then roll a dice. On a 1-2, the sequence ends. On a 3+, pick another enemy unit within 3" of that unit to be struck by lightning and inflict D3 mortal damage on it. If the chanting roll was 10+, you can pick another enemy unit within 6" of that unit instead of 3". Keep rolling dice in this way until the sequence ends or there are no other enemy units eligible to be struck by lightning. A unit cannot be struck by lightning more than once per turn.

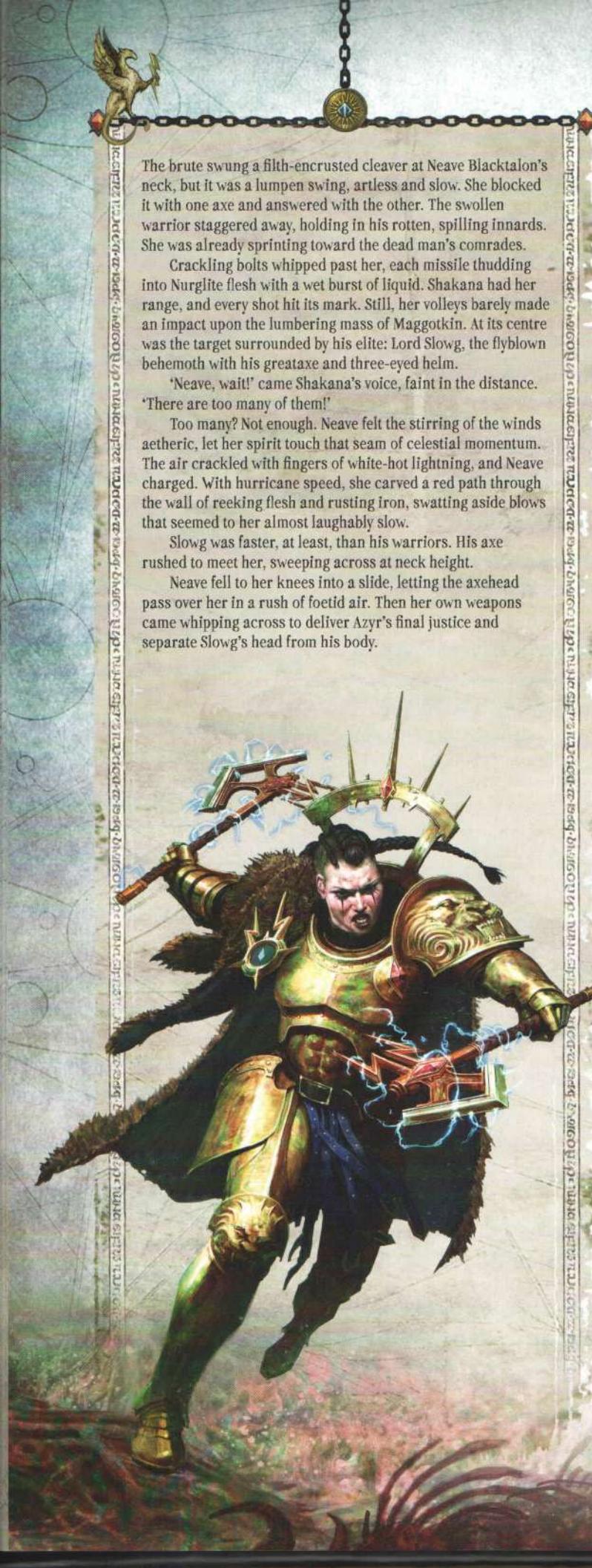
KEYWORDS PRAYER



KEYWORDS

WARMASTER, UNIQUE, HERO, MONSTER, PRIEST (2), FLY

ORDER, STORMCAST ETERNALS



The brute swung a filth-encrusted cleaver at Neave Blacktalon's neck, but it was a lumen swing, artless and slow. She blocked it with one axe and answered with the other. The swollen warrior staggered away, holding in his rotten, spilling innards. She was already sprinting toward the dead man's comrades.

Crackling bolts whipped past her, each missile thudding into Nurgle flesh with a wet burst of liquid. Shakana had her range, and every shot hit its mark. Still, her volleys barely made an impact upon the lumbering mass of Maggotkin. At its centre was the target surrounded by his elite: Lord Slowg, the flyblown behemoth with his greataxe and three-eyed helm.

'Neave, wait!' came Shakana's voice, faint in the distance. 'There are too many of them!'

Too many? Not enough. Neave felt the stirring of the winds aetheric, let her spirit touch that seam of celestial momentum. The air crackled with fingers of white-hot lightning, and Neave charged. With hurricane speed, she carved a red path through the wall of reeking flesh and rusting iron, swatting aside blows that seemed to her almost laughably slow.

Slowg was faster, at least, than his warriors. His axe rushed to meet her, sweeping across at neck height.

Neave fell to her knees into a slide, letting the axehead pass over her in a rush of foetid air. Then her own weapons came whipping across to deliver Azyr's final justice and separate Slowg's head from his body.

## • STORMCAST ETERNALS WARSCROLL •

### NEAVE BLACKTALON



Neave Blacktalon is Sigmar's foremost assassin. With the winds aetheric swirling at her feet, she can move with such speed that she appears to have teleported, sinking her axes into an enemy's neck and darting away before they can react. Having beaten back the forces of Nurgle time and time again, Neave's accolades across Aqshy and Ghyran have seen her ascend into legend.

#### RANGED WEAPONS

	Rng	Atk	Hit	Wnd	Rnd	Dmg
Relic Boltstorm Pistol Shoot in Combat	10"	3	3+	3+	1	1

#### MELEE WEAPONS

	Atk	Hit	Wnd	Rnd	Dmg
Whirlwind Axes Crit (2 Hits)	7	2+	3+	2	2

#### Passive

**JUSTICE FROM AZYR:** When the chance to eliminate her mark presents itself, Neave is merciless in bringing them to justice.

**Effect:** Add 1 to the Damage characteristic of this unit's Whirlwind Axes for attacks that target a HERO.

#### Passive

**VANGUARD CHAMBER:** Through swiftness, guile and more than a hint of savagery, the warriors of the Vanguard chambers are able to outfight forces many times their own limited numbers.

**Effect:** This unit can use SHOOT and/or CHARGE abilities even if it used a RUN or RETREAT ability in the same turn.

#### Your Combat Phase

**WINDRIDER:** Neave Blacktalon has a natural talent at translocating in a blur of lightning to ride the winds aetheric.

**Declare:** If this unit is in combat or charged this turn, this unit can make a pile-in move. Then, if this unit is in combat, you must pick 1 or more enemy units to be the target(s) of this unit's attacks.

**Effect:** Resolve combat attacks against the target unit(s). Then, roll a dice. On a 3+, remove this unit from the battlefield and set it up again on the battlefield more than 3" from all enemy units and wholly within the combat range of another friendly **THE BLACKTALONS** unit that is not in combat.

**KEYWORDS** CORE, ATTACK, FIGHT

**KEYWORDS**

UNIQUE, HERO, INFANTRY

ORDER, STORMCAST ETERNALS,  
VANGUARD CHAMBER, THE BLACKTALONS

• STORMCAST ETERNALS WARSROLL •

## NEAVE'S COMPANIONS



The first iteration of the Blacktalons was formed decades ago by Sigmar for the purpose of slaying an ancient god, though it eventually disbanded and passed into secrecy. Now it has been resurrected with Neave at its helm, with the intention that they will one day slay beings of a more ruinous kind.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Typhoon Crossbow Anti-HERO (+1 Rend)		18"	3	3+	3+	1	2
	MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
Cyclone Sword and Axe		6	3+	3+	1	1	
Stormcharged Warhammer		4	3+	2+	2	2	
Anda's Celestial Talons Companion		2	4+	3+	-	1	

- Hendrick, the Silver Wolf, is armed with a Cyclone Sword and Axe.
- Rostus Oxenhammer is armed with a Stormcharged Warhammer.
- Shakana Goldenblade is armed with a Typhoon Crossbow, and her Star-eagle Anda is armed with Celestial Talons.

Passive

**SHIELD OF AZYR:** These golden-armoured warriors willingly put themselves in mortal danger in order to protect Neave and Lorai.

Effect: While any friendly THE BLACKTALONS HEROES are wholly within this unit's combat range, both this unit and those friendly units have **WARD** (5+).



KEYWORDS

UNIQUE, INFANTRY  
ORDER, STORMCAST ETERNALS, THE BLACKTALONS

• STORMCAST ETERNALS WARSROLL •

## LORAI

CHILD OF THE ABYSS



The elegant Soulscryer known as Lorai has accompanied the Blacktalons for as long as they can remember. As an Idoneth of the deepest seas, she is pallid, constantly cold and somehow seems young and old at the same time. Her ageless looks conceal her long lifespan spent in service to her enclave, of which none save Hendrick is truly aware.

	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Abyssal Touch		3	3+	4+	-	D3

Passive

**AQUATIC ILLUSIONS:** Lorai conjures liquid figures out of the ethersea that mystify and confuse nearby enemies.

Effect: Subtract 1 from hit rolls for attacks that target this unit.

Your Hero Phase

**NEBULOUS SEA-FOG:** A hazy mist coalesces into a thick, obscuring fog around Lorai.

Declare: Make a casting roll of 2D6.

Effect: Until the start of your next turn, while a friendly THE BLACKTALONS unit is wholly within 6" of this unit, if the unmodified hit roll for a shooting attack that targets that unit is 1-5, the attack fails and the attack sequence ends.

KEYWORDS

SPELL



KEYWORDS

UNIQUE, HERO, WIZARD (1), INFANTRY, WARD (5+)  
ORDER, IDONETH DEEPKIN, THE BLACKTALONS

• STORMCAST ETERNALS WARSCROLL •

LORD-COMMANDER  
BASTIAN CARTHALOS



Bastian Carthalos is Lord-Commander of the Hammers of Sigmar. As a mortal, he led his warriors in a daring assault against the Everchosen himself, buying time for the God-King to lead the retreat to Azyr. Sigmar looked upon Bastian's valour with favour, calling on the ninth Great Bolt, Skjordamar, to Reforge his shattered form.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
	Thunderbolts of Azyr	18"	2	2+	2+	2	D3
	MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
	Uskavar, the Sunderer <small>Crit (Auto-wound)</small>		4	3+	2+	2	4

● Passive

**VOICE OF THUNDER:** Lord-Commanders are among the few faithful who can commune with Sigmar in the heat of battle. Their words are like booming thunderclaps, each order ringing across the battlefield.

**Effect:** Each time a friendly STORMCAST ETERNALS unit wholly within 12" of this unit uses the 'All-out Attack' command, no command points are spent.

◆ Deployment Phase

**CASTELLAN OF AZYR:** Centuries spent commanding Sigmar's prime Stormhost have sharpened Bastian's tactical nous to a deadly edge. There are few warlords more adept than he in all the armies of Order.

**Declare:** Pick up to 3 friendly STORMCAST ETERNALS INFANTRY units to be the targets.

**Effect:** Each target can use the 'Normal Move' ability as if it were your movement phase.

◆ End of Any Turn

**MANTLE OF THE FIRST STORM:** Bastian's armour is among the first of its kind, laboured over by Grungni himself and charged with the same holy energies as the Anvil of Apotheosis. It is a symbol of, and potent boon to, the Thunderborn's already legendary willpower.

**Effect:** If any enemy models were slain by this unit's attacks this turn, Heal (4) this unit.

KEYWORDS

UNIQUE, HERO, INFANTRY, WARD (5+)

ORDER, STORMCAST ETERNALS

• STORMCAST ETERNALS WARSCROLL •

VANDUS HAMMERHAND



To Vandus's warriors, he is still the same golden demigod as he was at the dawn of the Age of Sigmar. However, it is within this immortal shell that Vandus's maddened soul is trapped, haunted by endless visions. As countless Reforgings slowly erode the last of his personhood, he dwells in his Stormhost's Bleak Citadel between battles, watched closely by the Ruination chamber's wardens.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
	Stormblast <small>Crit (2 Hits), Companion</small>	10"	1	3+	3+	2	D3
	MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
	Heldensen <small>Crit (Auto-wound)</small>		6	3+	2+	1	2
	Calanax's Claws and Fangs <small>Companion</small>		4	4+	2+	2	2

● Passive

**LORD OF THE HAMMERHANDS:** Vandus is a mighty champion of the Hammers of Sigmar and a consummate commander.

**Effect:** Add 3 to the control scores of friendly WARRIOR CHAMBER units while they are wholly within 12" of this unit.

◆ Reaction: You declared a FIGHT ability for this unit

**VENGEANCE UNLEASHED:** Vandus inspires nearby members of the Warrior chambers to strike forth and deliver justice in the God-King's name.

**Effect:** Pick a friendly non-HERO WARRIOR CHAMBER unit that has not used a FIGHT ability this turn and is within this unit's combat range to be the target. The target can be picked to use a FIGHT ability immediately after the FIGHT ability used by this unit has been resolved. If it is picked to do so, add 1 to hit rolls for the target's attacks for the rest of the turn.



KEYWORDS

UNIQUE, HERO, CAVALRY

ORDER, STORMCAST ETERNALS,  
WARRIOR CHAMBER

• STORMCAST ETERNALS WARSCROLL •

## GARDUS STEEL SOUL



Lord-Celestant Gardus is revered by many mortals as a warrior-saint, and since his second Reforging, a halo of gleaming light has surrounded him. His warriors believe this to be the purity of their Lord-Celestant's spirit made manifest, and they would follow him into the mouth of ruin itself if he so required.

X MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Sigmarite Runeblade and Warhammer Crit (Auto-wound)	5	3+	3+	1	2

Passive

**AURA OF PURITY:** Gardus's faith is so strong when he is in full flow that even Nurgle's Garden was unable to corrupt him.

**Effect:** If this unit charged this turn, for the rest of the turn, friendly STORMCAST ETERNALS units have WARD (5+) while they are wholly within 12" of this unit.

Once Per Battle, Your Charge Phase

**SAINTLY ASSAULT:** Calling upon the celestial grace of Sigmar, the lords of the Steel Souls engage the foe with zealous wrath.

**Declare:** Pick up to 3 visible friendly STORMCAST ETERNALS INFANTRY units wholly within 6" of this unit to be the targets.

**Effect:** For the rest of the turn:

- Add 1 to charge rolls for the targets.
- Add 1 to the Attacks characteristic of the targets' melee weapons.



KEYWORDS

UNIQUE, HERO, INFANTRY, WARD (5+)  
ORDER, STORMCAST ETERNALS,  
WARRIOR CHAMBER

• STORMCAST ETERNALS WARSCROLL •

## TORNUS THE REDEEMED



Tornus the Redeemed is living proof that even the most tainted souls are not beyond salvation. A former devotee of the Plague God, he now serves Sigmar with an unshakeable faith. Reforged as a Knight-Azyros, he has dedicated himself to providing some degree of succour to the troubled warriors of the Ruination chambers.

X RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Hallowed Greatspear Crit (2 Hits)	12"	1	3+	3+	2	D3
X MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
Hallowed Greatspear Crit (2 Hits)	5	3+	3+	2	2	

Passive

**HERALD OF REDEMPTION:** In Tornus, the troubled warriors of the Ruination chambers see a kindred spirit and heed his rallying call in battle.

**Effect:** If a friendly RUINATION CHAMBER unit wholly within 12" of this unit uses the 'Rally' command, you receive 3 additional rally points.

Any Combat Phase

**THE LIGHT OF SIGMAR:** With its shutters closed, the lantern of a Knight-Azyros soothes nearby allies. Opening it wide blinds the enemy with the full majesty of Sigmar's light.

**Effect:** Roll a dice. On a 3+, pick 1 of the following effects:

- For the rest of the turn, subtract 1 from hit rolls for attacks made by enemy units while they are in combat with this unit.
- Heal (D3) each friendly STORMCAST ETERNALS unit within this unit's combat range.

Once Per Turn (Army), Reaction: This unit was picked as the target of a non-CORE ability

**RUINATION CHAMBER:** These veterans march where others cannot tread, fighting upon battlefields transformed into scenes of apocalypse. Even the most corrosive magics find no purchase on their souls.

**Effect:** Make a resistance roll of D6. On a 4+, that ability has no effect on this unit.

KEYWORDS

UNIQUE, HERO, INFANTRY, FLY  
ORDER, STORMCAST ETERNALS,  
RUINATION CHAMBER

• STORMCAST ETERNALS WARSROLL •

## LORD-CELESTANT



The Lord-Celestants are all cunning tacticians, ferocious fighters and formidably effective leaders. To the people of the realms, they are the avenging hand of the heavens walking amongst them; to their warriors, they are lieges who shoulder the unimaginable burden of choosing where their kin shall endure another death.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Weapons of Legend Crit (Auto-wound)	5	3+	3+	1	2

✖ Reaction: You declared a **FIGHT** ability for this unit

**FURIOUS RETRIBUTION:** Lord-Celestants lead their brethren in assaults upon the enemy lines, breaking the foe beneath their immortal fury.

**Effect:** Pick a friendly non-**HERO** **WARRIOR CHAMBER INFANTRY** unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved. If it is picked to do so, add 1 to wound rolls for the target's attacks for the rest of the turn.



KEYWORDS

HERO, INFANTRY

ORDER, STORMCAST ETERNALS,  
WARRIOR CHAMBER

• STORMCAST ETERNALS WARSROLL •

## LORD-CELESTANT ON DRACOTH



Some Lord-Celestants will undergo the Trials of Starwalking, a series of perilous tests that, if passed, earn them the right to ride a Dracoth mount as well as the creature's respect. These storied commanders lead from the front atop their draconic steeds, and they are utterly devastating in combat.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Stormblast Crit (2 Hits), Companion	10"	1	3+	3+	2	D3
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
Weapons of Legend Crit (Auto-wound)	5	3+	3+	1	2	
Dracoth's Claws and Fangs Companion	3	4+	2+	2	2	

✖ Passive

**EXTREMIS CHAMBER:** Most scarce of Sigmar's forces are the Extremis chambers, with each Stormcast mounted on a living weapon. To draw near these warriors is to risk being scoured by lightning or flame.

**Effect:** Each time you make an unmodified save roll of 6 for a combat attack that targets this unit, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

✖ Reaction: You declared a **FIGHT** ability for this unit

**RIGHTEOUS AVENGERS:** Lord-Celestants inspire their brethren to mete out Sigmar's justice; nearby Stormcasts strike the instant they are given the order.

**Effect:** Pick a friendly non-**HERO** **EXTREMIS CHAMBER CAVALRY** unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved.

KEYWORDS

HERO, CAVALRY

ORDER, STORMCAST ETERNALS,  
EXTREMIS CHAMBER

• STORMCAST ETERNALS WARSROLL •

## LORD-IMPERATANT



While the other commanders claim authority over a singular chamber, the Lord-Imperatants are charged with marshalling the combined forces of the Stormhosts. To them, the chambers of the host are as shield and sword, each echelon and conclave a tool to be wielded as necessary.

X MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Blessed Warhammer Crit (Auto-wound)	4	3+	3+	1	2

Passive

**LOYAL GRYPH-HOUND:** The Gryph-hound that accompanies the Lord-Imperatant is the most faithful guard.

**Effect:** This unit's Gryph-hound is a token. This unit has **WARD (5+)** while its Gryph-hound is on the battlefield.

If you make an unmodified save roll of 1 for this unit, remove its Gryph-hound from the battlefield after the **ATTACK** ability has been resolved (the damage point is still inflicted).

Once Per Battle, Your Movement Phase

**GUIDED BY LIGHTNING:** With the aid of their enchanted stormcaller baton, a Lord-Imperatant can direct the arrival of their brethren with the utmost precision.

**Declare:** Pick up to 3 friendly **STORMCAST ETERNALS** units wholly within 12" of this unit that were set up this turn using the 'Scions of the Storm' ability to be the targets.

**Effect:** Each target can immediately move D3". The targets cannot move into combat during any part of that move.



KEYWORDS

HERO, INFANTRY

ORDER, STORMCAST ETERNALS,  
WARRIOR CHAMBER

• STORMCAST ETERNALS WARSROLL •

## LORD-RELICTOR



The high priests of the God-King's legions, Lord-Relictors call upon the fulminating energies of Azyr to annihilate the foe or energise their flagging brethren. As battle rages, these grim champions ward the souls of their kin and use their strange powers to guide them safely back to the Realm of Heavens.

X MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Relic Hammer Crit (Auto-wound)	4	3+	3+	1	2

Passive

**MORTIS PRIEST:** Though all mortals chosen by the God-King demonstrate their martial strength, those selected to become Lord-Relictors possess a rare wisdom that sets them apart.

**Effect:** Add 1 to chanting rolls for this unit.



KEYWORDS

HERO, PRIEST (1), INFANTRY

ORDER, STORMCAST ETERNALS,  
WARRIOR CHAMBER

• STORMCAST ETERNALS WARSROLL •

## KNIGHT-ARCANUM



A Knight-Arcanum is an arcane warrior privy to secrets beyond the ken of their martial-minded comrades. Their consciousness expanded by the Hyshian gemstones embedded in their wargear, the Knight-Arcanums unleash storms of celestial fury upon their foes, slamming them with stunning cosmic winds or deadly hails of razor-sharp ice.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Valedictor's Stave Anti-MANIFESTATION (+1 Rend)	3	3+	3+	1	D3

• Passive

**INDOMITABLE LORESEEKERS:** *The thick tomes carried by Knight-Arcanums are filled with the magical secrets they have learnt, including how to resist the raging sorcerous energies of the realms.*

**Effect:** Add 1 to casting rolls for this unit when it uses a **SUMMON** ability and add 1 to banishment rolls for this unit.

Enemy **MANIFESTATIONS** cannot pass through or end any move within this unit's combat range unless they started that move within this unit's combat range.

This unit has **WARD** (4+) against mortal damage inflicted by **MANIFESTATIONS**.



KEYWORDS

HERO, WIZARD (1), INFANTRY  
ORDER, STORMCAST ETERNALS,  
WARRIOR CHAMBER

• STORMCAST ETERNALS WARSROLL •

## KNIGHT-JUDICATOR WITH GRYPH-HOUNDS



Officers of the Justicar conclaves, the Knight-Judicators are more akin to living artillery pieces than marksmen. One of these Stormcasts typically looses the opening shot of battle, pulling back the string of their colossal terminus greatbow before releasing an arrow that unerringly finds its mark.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Terminus Greatbow	18"	3	3+	3+	2	3
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
Judicator's Warblade	3	3+	3+	1	1	

• Passive

**FAITHFUL GRYPH-HOUNDS:** *A Knight-Judicator is often accompanied into battle by a pair of these loyal beasts of Azyr.*

**Effect:** This unit's **Gryph-hounds** are tokens. After setting up this unit on the battlefield for the first time, place both **Gryph-hounds** next to it.

Once Per Turn (Army), Your Movement Phase

**HUNTING HOUNDS:** *The Knight-Judicator sends one of their Gryph-hounds to harass an enemy unit.*

**Declare:** If this unit was not set up this turn and any of this unit's **Gryph-hounds** are on the battlefield, pick an enemy unit within 12" of this unit to be the target.

**Effect:** Roll a dice. On a 1, remove 1 of this unit's **Gryph-hounds** from the battlefield. On a 2+, pick 1 of this unit's **Gryph-hounds** that is next to this unit or next to an enemy unit and place it next to the target instead.

While any of this unit's **Gryph-hounds** are next to an enemy unit, add 1 to hit rolls and wound rolls for this unit's shooting attacks that target that unit.

If an enemy unit is destroyed or removed from the battlefield while any of this unit's **Gryph-hounds** are next to it, place those **Gryph-hounds** next to this unit.

KEYWORDS

HERO, INFANTRY  
ORDER, STORMCAST ETERNALS,  
WARRIOR CHAMBER

• STORMCAST ETERNALS WARSROLL •

## KNIGHT-RELICTOR



As they chant dolorous lays of retribution, a Knight-Relictor will burn the bones of saints and martyrs in their skull-faced censer. The incense released from this sacrifice is imbued with warding magic that swallows heretical powers and protects their fellow Stormcasts from the imprecations of dark deities.

### MELEE WEAPONS

Atk Hit Wnd Rnd Dmg

Relic Maul	3	3+	3+	1	2
------------	---	----	----	---	---

### Your Shooting Phase

**RELIC CENSER:** The censers of the Relictor temple emanate purifying incense that can burn through the very fabric of heretical falsehoods and mystical hexes.

**Declare:** Pick an enemy unit within 12" of this unit to be the target.

**Effect:** Roll a dice. On a 2+, subtract 1 from ward rolls made for the target for the rest of the turn.



### KEYWORDS

HERO, PRIEST (1), INFANTRY

ORDER, STORMCAST ETERNALS,  
WARRIOR CHAMBER

• STORMCAST ETERNALS WARSROLL •

## KNIGHT-VEXILLOR



Only the Knight-Vexillors are entrusted with the sacred standards of Azyr. Those known as Banners of Apotheosis are imbued with energies drawn from the great artefact upon which the Stormcast Eternals are remade; when such a standard is planted near to them, they are invigorated by the magic of the heavens.

### MELEE WEAPONS

Atk Hit Wnd Rnd Dmg

Sigmarite Warblade	4	3+	3+	1	2
--------------------	---	----	----	---	---

### Any Hero Phase

**THE BANNER OF THE REFORGED:** When the Knight-Vexillor plants their banner, the fortifying energy that emanates from it hardens flesh and seals sundered armour, empowering the faithful with new resolve.

**Declare:** Pick D3 friendly STORMCAST ETERNALS units wholly within 12" of this unit to be the targets.

**Effect:** Add 3 to each target's control score for the rest of the turn. In addition, Heal (D3) each target.



### KEYWORDS

HERO, INFANTRY

ORDER, STORMCAST ETERNALS,  
WARRIOR CHAMBER

• STORMCAST ETERNALS WARSCROLL •

## KNIGHT-QUESTOR



Standing apart from their fellow officers, the Knight-Questors are unburdened by the pressures of command; rather, these errant heroes possess more singular burdens. Each has been chosen by the God-King for a mission of the utmost import, and they will go to any lengths to see it done.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Questor Warblade Anti-Hero (+1 Rend), Crit (Mortal)	5	3+	3+	1	2

Once Per Battle (Army), Deployment Phase

**ORDAINED QUEST:** Questors travel deep into enemy territory to gain control of vital landmarks with hidden secrets.

**Effect:** Pick an objective wholly outside friendly territory. That objective is considered by you to be questmarked.

Reaction: You declared a FIGHT ability for this unit

**HEROIC RETRIBUTION:** Should the need arise, the Knight-Questor will call upon their Soulsworn brethren to make the God-King's justice a reality.

**Effect:** Pick a friendly Questor Soulsworn unit that has not used a FIGHT ability this turn and is within this unit's combat range to be the target. The target can be picked to use a FIGHT ability immediately after the FIGHT ability used by this unit has been resolved.

Passive

**HIS WILL BE DONE:** Questors will stop at nothing to fulfil the sacred task given to them by the God-King himself.

**Effect:** While this unit is contesting a questmarked objective:

- Add 3 to this unit's control score.
- This unit has WARD (5+).



KEYWORDS

HERO, INFANTRY  
ORDER, STORMCAST ETERNALS,  
WARRIOR CHAMBER



Knight-Questor Danica approached the silent fortress, every step bringing a different note of agony.

This journey had been long, and it had cost her. The arrowhead embedded in her side was a swamp-orruks missile: drenched in poison and barbed to prevent a clean extraction. Beneath the Knight-Questor's war-plate, no doubt the flesh was turning ashen, the veins thickening with clotted, oil-black blood.

'No matter,' said Danica through gritted teeth. Pain was no stranger. She could master it until this task was done.

Sheer walls of obsidian rose from the valley floor, disappearing into the heavy banks of cloud above. Ahead was a great gate, limned by braziers that emitted a cold, blue light. Rooks the size of Star-eagles lurked within alcoves set into the stone, peering at her balefully.

Tragedy permeated this place, spilling from every stone, every gleaming metre of those pitch-black ramparts. Danica raised her torch, taking comfort in its soothing heat.

'I call upon thee in the name of Almighty Sigmar,' the Knight-Questor called. 'Come forth, warriors of the Solemn Host.'

For a long while, silence. Then the groan of stone scraping across stone, as the gate yawned open. Figures emerged – cowled humans holding aloft burning brands and censers, murmuring some dirge-like mantra beneath their breath. They filed past Danica on both sides. She stood swaying, trying not to fall to her knees with each wave of torment that spread through her wounded flank.

Then – as one – the cowled ones stopped, still and silent as statues. Bitter-sweet incense drifted on the air. Crows joined their voices in a raucous harangue, more of the large avians descending from the darkening skies to observe proceedings.

Danica was on the verge of collapse when a figure emerged from the entrance. Tall and broad, even by the standards of the Stormcasts, and clad in battle-plate bedecked with scrolls and chains. The familiar gold of the Hammers of Sigmar shone through, but its lustre was diminished by the bleak light of those strange braziers. The warrior was unmasked. His face was thin and pallid, his eyes twin pools of grey that seemed to gaze not at Danica but through her.

'We are summoned,' the warrior said. 'And we shall answer. Speak, sister. Where shall the wrath of Ruination fall?'



• STORMCAST ETERNALS WARSCROLL •

## PRAETORS



The Praetors are the bodyguards of the Stormcast Eternals' commanders. Their souls are practically entwined with those of their designated ward, allowing them to absorb their master's wounds into their own flesh through mere physical contact, selflessly enduring while their lord fights on.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Soulguard's Halberd	3	3+	3+	1	2

Deployment Phase

**SOUL-BONDED:** Praetors are exemplary bodyguards, linked to their assigned wards at an arcane, spiritual level.

**Effect:** Pick a friendly STORMCAST ETERNALS HERO to be this unit's soul-bonded charge for the rest of the battle.

Passive

**SOUL-FORGED GUARDIANS:** Praetors will protect their soul-bonded charges with every ounce of their being.

**Effect:** While this unit's soul-bonded charge is within this unit's combat range, both this unit and that soul-bonded charge have WARD (5+).



KEYWORDS

INFANTRY, CHAMPION  
ORDER, STORMCAST ETERNALS,  
WARRIOR CHAMBER

• STORMCAST ETERNALS WARSCROLL •

## PROSECUTORS



Many legends sing of the shining angels known as Prosecutors. However, long gone are the radiant winged heralds of yore. As the clouds churn with Chaos corruption, ever more Prosecutors have found their sense of self eroding, necessitating their reassignment to the Ruination chambers.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Stormcall Javelin	10"	1	3+	3+	1	D3
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
Stormcall Javelin Charge (+1 Damage)	3	3+	3+	1	1	

Once Per Turn (Army), Reaction: This unit was picked as the target of a non-CORE ability

**RUINATION CHAMBER:** These veterans march where others cannot tread, fighting upon battlefields transformed into scenes of apocalypse. Even the most corrosive magics find no purchase on their souls.

**Effect:** Make a resistance roll of D6. On a 4+, that ability has no effect on this unit.

Passive

**HERALDS OF RIGHTEOUSNESS:** Prosecutors cross the battlefield in a blur of light.

**Effect:** Add 1 to the number of dice rolled when making charge rolls for this unit, to a maximum of 3.

Passive

**DISPERSED FORMATION:** These warriors maintain a wide formation, enabling more precise strikes and greater battlefield control.

**Effect:** This unit has a coherency range of 2".

KEYWORDS

INFANTRY, CHAMPION, FLY  
ORDER, STORMCAST ETERNALS,  
RUINATION CHAMBER

• STORMCAST ETERNALS WARSCROLL •

## STORMSTRIKE PALLADORS



The hard-hitting cavalry of the Warrior chambers, Stormstrike Palladors are outfitted not solely to administer a devastating charge but also to engage in extended periods of melee fighting in which their heavy blades and the talons of their Gryph-chargers prove most effective killing tools.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Stormstrike Lance or Blade Anti-INFANTRY (+1 Rend), Charge (+1 Damage)	3	3+	3+	1	1
Gryph-charger's Talons Companion	3	5+	3+	1	1

• Passive

**RIDE FOR VENGEANCE:** As Stormcast casualties increase and the battle seems poised upon a knife's edge, an armoured wedge of Stormstrike Palladors crashes into the enemy lines. Driven by a desire to avenge their fallen brethren, these warriors and their avian mounts unleash the fury of the storm on the God-King's foes.

**Effect:** If any friendly WARRIOR CHAMBER units have been destroyed this battle:

- You can re-roll charge rolls for this unit.
- This unit has STRIKE-FIRST if it charged in the same turn.



KEYWORDS

CAVALRY, CHAMPION, MUSICIAN (1/3), STANDARD BEARER (1/3)  
ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER

• STORMCAST ETERNALS WARSCROLL •



Swift war-carriages of the Angelos conclaves, Stormstrike Chariots are potent linebreakers. As they build up speed, they draw the energies of Azyr to themselves before unleashing them in thunderous blasts amidst the enemy ranks.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Great Stormbow Anti-INFANTRY (+1 Rend), Crit (2 Hits)	18"	2	3+	3+	1	1
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
Stormstrike Axe Charge (+1 Damage)	3	3+	3+	1	1	
Tempestuous Spear	2	3+	3+	2	1	
Gryph-chargers' Razor Beaks Companion	6	4+	3+	1	1	

This unit is armed with a Stormstrike Axe, Gryph-chargers' Razor Beaks and 1 of the following options:

- Tempestuous Spear
- Great Stormbow

• Passive

**CELESTIAL BLAZE:** The Stormstrike Chariot smashes through lesser foes in a blaze of celestial power.

**Effect:** When this unit uses the 'Power Through' command, inflict an additional D3 mortal damage on the target and add D6" to the distance this unit can move as part of that ability.

• Any Charge Phase

**AZYR UNLEASHED:** The impact of a Stormstrike Chariot on the charge can obliterate even the most durable of shieldwalls.

**Declare:** If this unit charged this phase, pick an enemy unit within 1" of it to be the target.

**Effect:** Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

KEYWORDS

WAR MACHINE  
ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER



*When the battlelines are frayed and exhaustion looms over all, then do the Stormstrike Palladors commit to a glorious charge designed to shatter the enemy's wavering resolve.*



Stormstrike Pallador of the Celestial Vindicators



Pallador-Prime of the Hammers of Sigmar

• STORMCAST ETERNALS WARSCROLL •

## VIGILORS



Clad in thunderstrike armour, Vigilors are skilled archers who fearlessly scout out a path for their brethren. Their arrows conjure brief flashes of lightning upon impact, sending coded signals to their kin and giving away the enemy's position.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
	Stormcaller Bow	18"	2	3+	3+	1	1
	MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
	Stormblade		2	3+	3+	1	1

✖ Passive

**NAVIGATORS OF THE STORM:** As the Vigilors move swiftly beneath dark thunderclouds, the Grungni-forged arrowheads of their stormcaller bows give off flickers of lightning that reveal the location of their targets.

**Effect:** If an enemy unit had any damage points allocated to it this turn by this unit's shooting attacks, add 1 to hit rolls for attacks made by friendly STORMCAST ETERNALS units that target that unit for the rest of the turn.



KEYWORDS

INFANTRY, CHAMPION  
ORDER, STORMCAST ETERNALS,  
WARRIOR CHAMBER

• STORMCAST ETERNALS WARSCROLL •

## LIBERATORS



The Liberators are the backbone of the God-King's battlelines, trained to both enact sudden assaults and form unbreakable shieldwalls. To them falls the duty of casting down the warlords of ruin and stamping Sigmar's claim upon the lands once more.

	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
	Warhammer Crit (Mortal)	2	3+	3+	1	1
	Grandhammer Crit (Mortal)	2	3+	3+	1	2

Each model in this unit is armed with a Warhammer.

- 1/5 models can replace their Warhammer with a Grandhammer.
- The champion cannot replace their weapon.

● Passive

**STALWART DEFENDERS:** Liberators fiercely guard the lands brought into Sigmar's domain.

**Effect:** Add 3 to this unit's control score while it is contesting an objective wholly within friendly territory.



KEYWORDS

INFANTRY, CHAMPION  
ORDER, STORMCAST ETERNALS,  
WARRIOR CHAMBER

• STORMCAST ETERNALS WARSROLL •

## VANQUISHERS



Vanquishers are greatsword-wielding infantry who specialise in carving through formations of numerous foes. The blade of each warrior is inset with a fragment of celestium, over which they will meditate before battle until their spirit is one with that of the sword. So attuned, these Stormcasts use the fragmentary visions provided by the realmstone shard to guide their strikes.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Celestial Greatsword Anti-INFANTRY (+1 Rend)	2	3+	3+	1	1

✖ Passive

**LIGHTNING STRIKES:** Vanquishers utilise a stance that allows them to make a flurry of rapid strikes against a numerous foe.

**Effect:** Add 1 to the Damage characteristic of this unit's **Celestial Greatswords** for attacks that target an enemy unit that has 5 or more models.

• STORMCAST ETERNALS WARSROLL •

## VINDICTORS



Vindictors were amongst the first Stormcasts to be equipped with thunderstrike armour, their wargear designed by Grungni to defend against even the most aggressive enemy assaults. They are the shieldwall upon which the forces of ruin shatter. Forged from the most unrelenting souls, Vindictors will endure come what may and spit defiance until the last.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Stormspear Anti-charge (+1 Rend)	2	3+	3+	1	1

✖ Any Combat Phase

**HOLD THE SHIELDWALL:** The Vindictor retinues form the unyielding shieldwalls upon which the forces of ruin shatter.

**Effect:** If this unit did not charge this turn and is in combat with an enemy unit that charged this turn, roll a dice. On a 4+, this unit has **STRIKE-FIRST** for the rest of the turn.



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/5),  
STANDARD BEARER (1/5)  
ORDER, STORMCAST ETERNALS,  
WARRIOR CHAMBER



KEYWORDS

INFANTRY, CHAMPION, STANDARD BEARER (1/5)  
ORDER, STORMCAST ETERNALS,  
WARRIOR CHAMBER

• STORMCAST ETERNALS WARSROLL •

## QUESTOR SOULSWORN



Stormcast Questors are typically solitary figures, carrying the burden of their divine missions alone, yet there are those labours so vital or challenging that even a Stormcast may not be able to complete them by themselves. In these instances, they are forged into gatherings of might known as Questor Soulsworn.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Questor Weapons	3	3+	3+	1	2

Once Per Battle, Your Movement Phase

**RELICTOR SOULGUIDE:** The Knight-Relictor who accompanies the Soulsworn uses the winds of Sigmar's Tempest to translocate the Questors to where they are most needed.

**Declare:** You can pick a friendly Knight-Questor within this unit's combat range to be the target.

**Effect:** Remove this unit from the battlefield and set it up again on the battlefield more than 9" from all enemy units. Then, if you picked a target, remove it from the battlefield and set it up again within this unit's combat range and more than 9" from all enemy units.

KEYWORDS CORE

Once Per Battle (Army), Deployment Phase

**ORDAINED QUEST:** Questors travel deep into enemy territory to gain control of vital landmarks with hidden secrets.

**Effect:** Pick an objective wholly outside friendly territory. That objective is considered by you to be questmarked.

Passive

**HIS WILL BE DONE:** Questors will stop at nothing to fulfil the sacred task given to them by the God-King himself.

**Effect:** While this unit is contesting a questmarked objective:

- Add 3 to this unit's control score.
- This unit has **WARD** (3+).

KEYWORDS

INFANTRY, CHAMPION

ORDER, STORMCAST ETERNALS,  
WARRIOR CHAMBER

• STORMCAST ETERNALS WARSROLL •

## STORMCOVEN



Stormcovens are elite strike teams of arcane specialists who often find themselves operating as part of a larger Stormcast army. Each of a Stormcoven's Knight-Arcanums has mastered a particular school of celestial sorcery, and when they combine their talents, the effects are truly devastating.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Azyrite Bolts	18"	2	3+	4+	1	D3

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Valedictor Weapons	3	3+	3+	1	D3

Passive

**GATHER THE AETHER:** A Stormcoven can harness the aetheric energies from the ley lines that criss-cross the Mortal Realms, ready to be unleashed at a moment's notice.

**Effect:** Add 1 to this unit's power level while it is contesting an objective.

Your Hero Phase

**AETHERSHOCK:** The Stormcoven unleash their stored energies across the battlefield, bolstering their allies or blasting enemies to the ground.

**Declare:** Pick a visible unit within 12" of the caster to be the target, then make a casting roll of 2D6.

**Effect:** If the target is a friendly unit, it has **STRIKE-FIRST** for the rest of the turn. If the target is an enemy unit, it has **STRIKE-LAST** for the rest of the turn.

KEYWORDS SPELL



KEYWORDS

WIZARD (1), INFANTRY

ORDER, STORMCAST ETERNALS,  
WARRIOR CHAMBER

• STORMCAST ETERNALS WARSROLL •

## ANNIHILATORS



Wielding hammers and shields hewn from enchanted meteoric rock, Annihilators are sometimes held to be unkillable. They do not descend from the heavens but emerge horizontally through rifts of crackling lightning, and their brutal momentum is a weapon in itself.

	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Meteoric Hammer	3	3+	3+	1	2	

### Your Movement Phase

**BLAZING IMPACT:** Annihilators arrive on the battlefield with devastating force, twin-tailed trails streaking behind them as the earth-shattering shockwave that precedes them blasts apart the foes of Sigmar.

**Declare:** If this unit was set up this turn using the 'Scions of the Storm' ability, pick up to 3 enemy units within 10" of it to be the targets.

**Effect:** Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

### Any Charge Phase

**BRACE FOR IMPACT:** Annihilators brace behind their mighty shields to hold off even the most ferocious charge.

**Declare:** Pick an enemy unit that charged this turn and is in combat with this unit to be the target.

**Effect:** Roll a dice for each model in this unit. If any of the rolls are a 6, the target has STRIKE-LAST for the rest of the turn.



#### KEYWORDS

INFANTRY, CHAMPION

ORDER, STORMCAST ETERNALS,  
WARRIOR CHAMBER

• STORMCAST ETERNALS WARSROLL •

## ANNIHILATORS WITH METEORIC GRANDHAMMERS



Only the Annihilators have the physique necessary to wield the meteoric grandhammer, a huge maul inset with a meteor fragment torn from the very firmament by the Six Smiths. Though the warriors' advance is slow, it only takes them one well-placed blow to crush an adversary utterly.

	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Meteoric Grandhammer	3	3+	2+	2	3	

### Your Movement Phase

**BLAZING IMPACT:** Annihilators arrive on the battlefield with devastating force, twin-tailed trails streaking behind them as the earth-shattering shockwave that precedes them blasts apart the foes of Sigmar.

**Declare:** If this unit was set up this turn using the 'Scions of the Storm' ability, pick up to 3 enemy units within 10" of it to be the targets.

**Effect:** Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

### Any Charge Phase

**FORCE OF A FALLING STAR:** As Annihilators build up momentum, their charge carries the same force as the impact of their arrival.

**Declare:** If this unit charged this phase and the unmodified charge roll was 8+, pick an enemy unit within 1" of it to be the target.

**Effect:** The target has STRIKE-LAST for the rest of the turn.



#### KEYWORDS

INFANTRY, CHAMPION

ORDER, STORMCAST ETERNALS,  
WARRIOR CHAMBER



The partnership of Stormcast and Stardrake is a potent force indeed upon the battlefield, both beings committed to holding off the collapse of order and sanity. Even the greater daemons of Chaos must be wary around a Lord-Celestant and their draconic ally, for they can annihilate any foe in a barrage of lightning-charged blows and summoned meteors.

### • STORMCAST ETERNALS WARSROLL •

## LORD-CELESTANT ON STARDRAKE

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
	Rain of Stars Companion	24"	4	3+	2+	2	2
	MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
	Weapons of Legend Crit (Auto-wound)		5	3+	3+	1	2
	Stardrake's Cavernous Jaws Companion		7	4+	2+	2	3

#### 💀 Passive

##### BATTLE DAMAGED

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its Stardrake's Cavernous Jaws is 4.

#### ⚔ Once Per Turn (Army), Any Combat Phase

**CAVERNOUS JAWS:** *The enormous maw of a Stardrake can bite a foe in half.*

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll 3 dice. For each roll that equals or exceeds the target's Health characteristic, 1 model in the target unit is slain.

**KEYWORDS** RAMPAGE

#### ⚔ Passive

**EXTREMIS CHAMBER:** *Most scarce of Sigmar's forces are the Extremis chambers, with each Stormcast mounted on a living weapon. To draw near these warriors is to risk being scorched by lightning or flame.*

**Effect:** Each time you make an unmodified save roll of 6 for a combat attack that targets this unit, inflict 1 mortal damage on the attacking unit after the FIGHT ability has been resolved.

#### ⚔ Once Per Battle, Any Combat Phase

**LORD OF THE HOST:** *Each Lord-Celestant is a renowned and respected leader – their very presence steals the souls of those under their command who fight nearby.*

**Effect:** Add 1 to the Attacks characteristic of other friendly EXTREMIS CHAMBER units wholly within 12" of this unit for the rest of the turn.



**KEYWORDS**

HERO, MONSTER, FLY

ORDER, STORMCAST ETERNALS, EXTREMIS CHAMBER



• STORMCAST ETERNALS WARSROLL •

## DRAKESWORN TEMPLAR

When they are not manning the Drakesworn Temples of their Stormhost, the Drakesworn Templars fight as martial champions alongside their Lord-Celestant. Such is their skill and the cosmic might of their mounts that they are able to overwhelm entire sections of the enemy's battleline on their own, the Stardrakes incinerating foes with cascades of fire and lightning even as their riders send forth celestial blasts from their skybolt bows.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
	Skybolt Bow Crit (Auto-wound)	18"	2	3+	3+	1	1
	Rain of Stars Companion	24"	4	3+	2+	2	2
	MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
	Templar Weapon Anti-HERO (+1 Rend), Anti-MONSTER (+1 Rend)		5	3+	3+	1	2
	Stardrake's Cavernous Jaws Companion		7	4+	2+	2	3

✖ Passive

**BATTLE DAMAGED**

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Stardrake's Cavernous Jaws** is 4.

✖ Passive

**EXTREMIS CHAMBER:**

*Most scarce of Sigmar's forces are the Extremis chambers, with each Stormcast mounted on a living weapon. To draw near these warriors is to risk being scoured by lightning or flame.*

Effect: Each time you make an unmodified save roll of 6 for a combat attack that targets this unit, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

✖ Once Per Turn (Army), Your Combat Phase

**MONSTROUS CHALLENGE:** Drakesworn Templars are tasked with facing the greatest enemy threats in single combat.

Declare: Pick an enemy MONSTER in combat with this unit to be the target.

Effect: Roll a dice. On a 2+, for the rest of the turn:

- Add 1 to the Damage characteristic of this unit's **Stardrake's Cavernous Jaws** for attacks that target that enemy MONSTER.
- If that enemy MONSTER is also a HERO, add 1 to the Damage characteristic of this unit's **Templar Weapon** for attacks that target that unit.

**KEYWORDS** RAMPAGE



HERO, MONSTER, FLY

ORDER, STORMCAST ETERNALS, EXTREMIS CHAMBER

**KEYWORDS**

• STORMCAST ETERNALS WARSCROLL •

## DRACOTHIAN GUARD CONCUSSORS



Thunder cracks with every weighty blow delivered by the Concussors. Those foes not slain outright by bludgeoning strikes are battered into submission, stunned by the azure shockwaves released by those resounding impacts.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Stormblast Crit (2 Hits), Companion	10"	1	3+	3+	2	D3
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
Lightning Hammer Crit (Mortal)		3	3+	2+	1	2
Dracoth's Claws and Fangs Companion		3	4+	2+	2	2

Passive

**EXTREMIS CHAMBER:** Most scarce of Sigmar's forces are the Extremis chambers, with each Stormcast mounted on a living weapon. To draw near these warriors is to risk being scoured by lightning or flame.

**Effect:** Each time you make an unmodified save roll of 6 for a combat attack that targets this unit, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

Once Per Turn (Army), Any Combat Phase

**THUNDERSTRUCK:** When a lightning hammer finds its mark, enemies are paralysed by crackling energy and a flash of blinding light.

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll a dice. On a 3+, the target cannot use commands for the rest of the turn.



KEYWORDS

CAVALRY

ORDER, STORMCAST ETERNALS,  
EXTREMIS CHAMBER

• STORMCAST ETERNALS WARSCROLL •

## DRACOTHIAN GUARD DESOLATORS



Those of the Desolator retinues swing biting greataxes capable of cleaving through multiple enemy footsoldiers at once. These bleak executioners are revered by their kin and feared by the God-King's enemies in equal measure for their sheer power and uncompromising drive.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Stormblast Crit (2 Hits), Companion	10"	1	3+	3+	2	D3
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
Thunderaxe Anti-INFANTRY (+1 Rend)		3	3+	3+	1	2
Dracoth's Claws and Fangs Companion		3	4+	2+	2	2

Passive

**EXTREMIS CHAMBER:** Most scarce of Sigmar's forces are the Extremis chambers, with each Stormcast mounted on a living weapon. To draw near these warriors is to risk being scoured by lightning or flame.

**Effect:** Each time you make an unmodified save roll of 6 for a combat attack that targets this unit, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

Passive

**CLEAVING BLOW:** A single swing of a thunderaxe can carve through several foes.

**Effect:** Add 1 to the Damage characteristic of this unit's Thunderaxes if the target unit has 10 or more models.



KEYWORDS

CAVALRY

ORDER, STORMCAST ETERNALS,  
EXTREMIS CHAMBER

## • STORMCAST ETERNALS WARSCROLL •

### DRACOTHIAN GUARD FULMINATORS



Aggressive and bold, there is no foe the Fulminators dare not charge. A surge of celestial energy builds before the ground-shaking impetus of their onset, a crackling war-cloud that travels like a bow wave before their lowered stormstrike glaives.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
	Stormblast	10"	1	3+	3+	2	D3
Crit (2 Hits), Companion							
	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
	Stormstrike Glaive	3	3+	3+	1	2	
Charge (+1 Damage)							
Dracoth's Claws and Fangs		3	4+	2+	2	2	
Companion							

#### ✖ Passive

**EXTREMIS CHAMBER:** Most scarce of Sigmar's forces are the Extremis chambers, with each Stormcast mounted on a living weapon. To draw near these warriors is to risk being scoured by lightning or flame.

**Effect:** Each time you make an unmodified save roll of 6 for a combat attack that targets this unit, inflict 1 mortal damage on the attacking unit after the FIGHT ability has been resolved.

#### ✖ Any Charge Phase

**IMPALING STRIKES:** On the charge, the blade of a stormstrike glaive can impale several foes.

**Declare:** If this unit charged this phase, pick an enemy unit within 1" of it to be the target.

**Effect:** Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.



#### KEYWORDS

#### CAVALRY

ORDER, STORMCAST ETERNALS,  
EXTREMIS CHAMBER

## • STORMCAST ETERNALS WARSCROLL •

### DRACOTHIAN GUARD TEMPESTORS



While their Dracoths charge forward spitting lightning, the Tempestors unleash the fury of their volleystorm crossbows, loosing a hail of bolts that burn like blazing meteorites. They can concentrate their fire to fell powerful foes or blast holes in enemy lines for other Dracothian Guard to exploit.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
	Stormblast	10"	1	3+	3+	2	D3
Crit (2 Hits), Companion							
Volleystorm Crossbow		12"	3	3+	3+	1	1
Crit (2 Hits)							
	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
	Warblade	2	3+	3+	1	1	
Dracoth's Claws and Fangs		3	4+	2+	2	2	
Companion							

#### ✖ Passive

**EXTREMIS CHAMBER:** Most scarce of Sigmar's forces are the Extremis chambers, with each Stormcast mounted on a living weapon. To draw near these warriors is to risk being scoured by lightning or flame.

**Effect:** Each time you make an unmodified save roll of 6 for a combat attack that targets this unit, inflict 1 mortal damage on the attacking unit after the FIGHT ability has been resolved.

#### ✖ Any Shooting Phase

**OVERWHELMING VOLLEYSTORM:** The Tempestors fire charged crossbow bolts into the foe, weakening their defences and leaving them open to a follow-up assault.

**Declare:** Pick an enemy unit that had any damage points allocated to it this turn by attacks made with this unit's Volleystorm Crossbows to be the target.

**Effect:** Roll a dice. On a 2+, the target cannot use the 'All-out Defence' command in the following combat phase.



#### KEYWORDS

#### CAVALRY

ORDER, STORMCAST ETERNALS,  
EXTREMIS CHAMBER

• STORMCAST ETERNALS WARSCROLL •

## KNIGHT-DRACONIS



Only one who has truly bonded with a Draconith can become a Knight-Draconis. Such unity is symbolised by the flaming blades these champions wield, and they eagerly bring burning death to any foe that stands before them.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Draconic Flamestream Shoot in Combat, Companion	10"	4	2+	3+	2	2	1
	MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
Aeonfire Blade		5	3+	2+	2	2	
Draconith's Fangs and Talons Companion		4	4+	2+	2	2	

⦿ Reaction: Opponent declared a **SPELL** ability

**ARCANE HERITAGE:** Some exceptional Draconith are able to awaken their kind's innate resistance to magic within their broodmates.

**Effect:** If this unit or a friendly **Stormdrake Guard** unit wholly within 12" of this unit was picked to be the target of that spell, roll a dice. On a 4+, ignore the effect of that spell on this unit or that friendly unit. This unit can use this ability more than once per phase but only once per **SPELL** ability.

✖ Passive

**EXTREMIS CHAMBER:** Most scarce of Sigmar's forces are the Extremis chambers, with each Stormcast mounted on a living weapon. To draw near these warriors is to risk being scoured by lightning or flame.

**Effect:** Each time you make an unmodified save roll of 6 for a combat attack that targets this unit, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

✖ Once Per Turn (Army), Any Combat Phase

**WRATH OF THE DRACONITH:** At their champion's command, the Stormdrake Guard bring to bear the full power of their mounts when the foe least expects it.

**Declare:** Pick a friendly **Stormdrake Guard** unit within this unit's combat range to be the target.

**Effect:** Roll a dice. On a 2+, add 1 to the Attacks characteristic of both this unit's and the target's **Draconith's Fangs and Talons** for the rest of the turn.

**KEYWORDS** RAMPAGE

KEYWORDS

HERO, MONSTER, FLY  
ORDER, STORMCAST ETERNALS,  
EXTREMIS CHAMBER

• STORMCAST ETERNALS WARSCROLL •

## STORMDRAKE GUARD



The Stormdrake Guard are the result of the alliance between Azyr and the Draconith. In battle, they are holy terrors, the Stormcasts fighting with consummate skill while the drakes' burning breath and vicious claws annihilate their foes.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Draconic Flamestream Shoot in Combat, Companion	10"	4	2+	3+	2	2	1
	MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
Drakerider's Lance Charge (+1 Damage), Anti-INFANTRY (+1 Rend)		3	3+	3+	1	1	
Drakerider's Warblade		6	3+	3+	1	1	
Draconith's Fangs and Talons Companion		4	4+	2+	2	2	2

Each model in this unit is armed with a Draconic Flamestream, Draconith's Fangs and Talons and 1 of the following options:

- Drakerider's Lance
- Drakerider's Warblade

⦿ Passive

**DISPERSED FORMATION:** These warriors maintain a wide formation, enabling more precise strikes and greater battlefield control.

**Effect:** This unit has a coherency range of 2".

✖ Passive

**EXTREMIS CHAMBER:** Most scarce of Sigmar's forces are the Extremis chambers, with each Stormcast mounted on a living weapon. To draw near these warriors is to risk being scoured by lightning or flame.

**Effect:** Each time you make an unmodified save roll of 6 for a combat attack that targets this unit, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

⦿ Once Per Turn (Army), Any Combat Phase

**DRACONIC ONSLAUGHT:** To reclaim their old empire, the Draconith and their riders fight together as a single furious whole, savaging any who cross their path.

**Effect:** If this unit charged this turn, roll a dice. On a 3+, this unit can move 2D6". It can pass through the combat ranges of enemy units and can end that move in combat. Then, pick an enemy unit that this unit passed across during that move. Inflict D3 mortal damage on that enemy unit.

**KEYWORDS** RAMPAGE

KEYWORDS

MONSTER, CHAMPION, FLY  
ORDER, STORMCAST ETERNALS,  
EXTREMIS CHAMBER



• STORMCAST ETERNALS WARSCROLL •

## LORD-AQUILOR



The Lord-Aquilers are the leaders of the Vanguard Auxiliary chambers, hunters and warriors both who ride ahead of the Stormhosts to deliver an arrow-swift assault. Keen of eye and wits alike, they are capable of enacting blisteringly swift hit-and-run assaults thanks to the winds aetheric, magical currents that surge unseen across the realms.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Heavy Boltstorm Pistol Shoot in Combat	12"	4	3+	3+	1	1	
	MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
Starbound Blade and Shock Handaxe		5	3+	3+	1	2	
Gryph-charger's Razor Beak Companion		3	4+	3+	1	1	

◊ Passive

**VANGUARD CHAMBER:** Through swiftness, guile and more than a hint of savagery, the warriors of the Vanguard chambers are able to outfight forces many times their own limited numbers.

**Effect:** This unit can use SHOOT and/or CHARGE abilities even if it used a RUN or RETREAT ability in the same turn.

>Your Movement Phase

**RIDE THE WINDS AETHERIC:** Gryph-chargers can move faster than the eye can follow along the winds aetheric.

**Declare:** If this unit is not in combat, you can pick up to 2 friendly VANGUARD-PALLADORS units that are not in combat to be the targets.

**Effect:** Remove this unit and the targets (if any) from the battlefield. Set this unit up again on the battlefield more than 9" from all enemy units. Then, set up each target wholly within 12" of this unit and more than 9" from all enemy units.



KEYWORDS

HERO, CAVALRY  
ORDER, STORMCAST ETERNALS,  
VANGUARD CHAMBER

• STORMCAST ETERNALS WARSCROLL •

## VANGUARD-HUNTERS



Vanguard-Hunters are well suited for lifetimes spent in the wilds. Their short handaxes and weighted blades are as ideal for hacking through dense foliage as they are for carving apart flesh, while compact boltstorm pistols allow the Stormcasts to assail their prey even as they close in on them.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Boltstorm Pistol Shoot in Combat	10"	2	4+	4+	1	1	
	MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
Stormwrought Weapon		2	3+	3+	1	1	

◊ Passive

**VANGUARD CHAMBER:** Through swiftness, guile and more than a hint of savagery, the warriors of the Vanguard chambers are able to outfight forces many times their own limited numbers.

**Effect:** This unit can use SHOOT and/or CHARGE abilities even if it used a RUN or RETREAT ability in the same turn.

◊ Passive

**STAR-MARKED:** Those tracked by the Vanguard-Hunters can be sensed from great distances.

**Effect:** Add 2" to this unit's Move characteristic while a HUNTED enemy unit is on the battlefield. In addition, add 1 to hit rolls for this unit's attacks that target a HUNTED enemy unit.

◊ Once Per Battle (Army), Deployment Phase

**ASTRAL COMPASS:** The Vanguard-Hunters use their astral compass to track their enemies across the Mortal Realms.

**Declare:** Pick an enemy unit to be the target.

**Effect:** The target has the HUNTED keyword for the rest of the battle.



KEYWORDS

INFANTRY, CHAMPION  
ORDER, STORMCAST ETERNALS,  
VANGUARD CHAMBER

• STORMCAST ETERNALS WARSROLL •

## VANGUARD-PALLADORS WITH SHOCK HANDAXES



The Vanguard-Palladors are the Stormcast Eternals' elite skirmish cavalry, able to ride the winds aetheric to strike with great swiftness and accuracy. Those among their number who wield the shock handaxe over the starstrike javelin are better equipped for sustained engagements and sudden charges designed to scatter isolated formations.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Boltstorm Pistol Shoot in Combat	10"	2	4+	4+	1	1	
	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
Shock Handaxe Charge (+1 Damage)	2	3+	3+	1		2	
Gryph-charger's Razor Beak Companion	3	4+	3+	1	1		

⦿ Passive

**VANGUARD CHAMBER:** Through swiftness, guile and more than a hint of savagery, the warriors of the Vanguard chambers are able to outfight forces many times their own limited numbers.

**Effect:** This unit can use **SHOOT** and/or **CHARGE** abilities even if it used a **RUN** or **RETREAT** ability in the same turn.

⦿ Passive

**SHOCKING STRIKES:** Enemies struck with shock handaxes reel in pain as electricity courses through their veins.

**Effect:** If any damage points are allocated to an enemy unit by attacks made with this unit's **Shock Handaxes**, subtract 1 from wound rolls for that enemy unit's combat attacks for the rest of the turn.



CAVALRY, CHAMPION

ORDER, STORMCAST ETERNALS,  
VANGUARD CHAMBER, VANGUARD-PALLADORS

KEYWORDS

• STORMCAST ETERNALS WARSROLL •

## VANGUARD-PALLADORS WITH STARSTRIKE JAVELINS



In addition to a boltstorm pistol, some Vanguard-Palladors are equipped with starstrike javelins, weapons that can not only be used in close combat but can also be hurled an impressive distance. Palladors so armed are highly flexible in battle, able to harry a foe's flank from afar or focus fire on enemy leaders caught out of position.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Boltstorm Pistol Shoot in Combat	10"	2	4+	4+	1	1	
Starstrike Javelin	12"	1	3+	3+	1	2	
	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
Starstrike Javelin	1	3+	3+	1		2	
Gryph-charger's Razor Beak Companion	3	4+	3+	1	1		

⦿ Passive

**VANGUARD CHAMBER:** Through swiftness, guile and more than a hint of savagery, the warriors of the Vanguard chambers are able to outfight forces many times their own limited numbers.

**Effect:** This unit can use **SHOOT** and/or **CHARGE** abilities even if it used a **RUN** or **RETREAT** ability in the same turn.

⦿ Your Charge Phase

**CHARGING VOLLEY:** Vanguard-Palladors unleash a deadly volley of missiles as they charge into their foes.

**Declare:** If this unit charged this phase, pick an enemy unit in combat with it to be the target.

**Effect:** This unit can immediately use a **SHOOT** ability as if it were your shooting phase, but all of its attacks must target that enemy unit. In addition, unit's Starstrike Javelins have **Shoot in Combat** this phase.



CAVALRY, CHAMPION

ORDER, STORMCAST ETERNALS,  
VANGUARD CHAMBER, VANGUARD-PALLADORS

KEYWORDS

• STORMCAST ETERNALS WARSCROLL •

## VANGUARD-RAPTORS WITH LONGSTRIKE CROSSBOWS



Raining death upon the enemy from afar, Vanguard-Raptors armed with longstrike crossbows are marksmen with few equals. They often seek to eliminate enemy leaders and champions, spreading panic and disorder through the foe's ranks with carefully chosen kills.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Longstrike Crossbow		18"	2	3+	3+	2	2
Anti-Hero (+1 Rend), Crit (Auto-wound)							
	MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
Heavy Stock			1	4+	3+	-	1

• Passive

**VANGUARD CHAMBER:** Through swiftness, guile and more than a hint of savagery, the warriors of the Vanguard chambers are able to outfight forces many times their own limited numbers.

**Effect:** This unit can use **SHOOT** and/or **CHARGE** abilities even if it used a **RUN** or **RETREAT** ability in the same turn.

• Your Shooting Phase

**HEADSHOT:** When given time to take careful aim, a Vanguard-Raptor can find their mark even amidst the roiling mass of battle.

**Effect:** If this unit has not used a **MOVE** ability this turn and was not set up this turn, for the rest of the turn, this unit can ignore the effects of the 'Guarded Hero' ability (Core Rules, 25.0) when picking targets for its shooting attacks.



KEYWORDS

INFANTRY, CHAMPION  
ORDER, STORMCAST ETERNALS,  
VANGUARD CHAMBER

• STORMCAST ETERNALS WARSCROLL •

## AETHERWINGS



Said to be swifter than the winds themselves, Aetherwings are often found racing across the skies in shimmering flocks or circling above their Vanguard allies, descending upon any who would menace the Stormcasts in a flurry of razor-sharp talons.

	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Beak and Claws		2	4+	4+	-	1
Companion						

• Passive

**BEAST**

**Effect:** This unit has a maximum control score of 1.

• Passive

**MARKED FOR DESTRUCTION:** Those who oppose the masters of these loyal beasts hear doom approaching in the beating of celestial wings.

**Effect:** Add 1 to hit rolls for shooting attacks made by friendly **VANGUARD CHAMBER** units if the target is within 9" of this unit.



KEYWORDS

BEAST, FLY  
ORDER, STORMCAST ETERNALS,  
VANGUARD CHAMBER

• STORMCAST ETERNALS WARSROLL •

## VANGUARD-RAPTORS WITH HURRICANE CROSSBOWS



Vanguard-Raptors are natural hunters, often scouting ahead of the main battle line to harry the enemy with deadly crossbow fire. Those who favour the close-ranged kill form into retinues armed with hurricane crossbows, ferocious weapons capable of stalling the most determined enemy advance with blistering quick-fire volleys.

**RANGED WEAPONS** Rng Atk Hit Wnd Rnd Dmg

Hurricane Crossbow	Anti-INFANTRY (+1 Rend), Crit (2 Hits)	12"	4	3+	3+	-	1
--------------------	--	-----	---	----	----	---	---

**MELEE WEAPONS** Atk Hit Wnd Rnd Dmg

Heavy Stock		1	4+	3+	-	1
-------------	--	---	----	----	---	---

• Passive

**VANGUARD CHAMBER:** Through swiftness, guile and more than a hint of savagery, the warriors of the Vanguard chambers are able to outfight forces many times their own limited numbers.

**Effect:** This unit can use **SHOOT** and/or **CHARGE** abilities even if it used a **RUN** or **RETREAT** ability in the same turn.

• Passive

**COORDINATED STRIKE:** The warriors of the Vanguard chambers train relentlessly to fight in perfect unison.

**Declare:** Pick an enemy unit that had any damage points allocated to it this turn by attacks made with this unit's **Hurricane Crossbows** to be the target.

**Effect:** Add 1 to wound rolls for combat attacks made by friendly **VANGUARD CHAMBER** units that target that enemy unit for the rest of the turn.

• STORMCAST ETERNALS WARSROLL •

## GRYPH-HOUNDS



Gryph-hounds have senses as sharp as their retractable claws and heavy, hooked beaks. These nimble quadrupeds are possessed of a noble disposition and an innate hatred of Chaos, and they will ferociously attack on sight anyone or anything tainted by the Dark Gods.

**RANGED WEAPONS** Atk Hit Wnd Rnd Dmg

Vicious Beak and Claws Companion	4	4+	4+	-	1
----------------------------------	---	----	----	---	---

• Passive

**BEAST**

**Effect:** This unit has a maximum control score of 1.

• Any Shooting Phase

**WARNING CRY:** It is said that it is impossible to sneak up on a Gryph-hound.

**Declare:** Pick an enemy unit within 12" of this unit that was set up this turn. Then, pick up to 3 friendly **STORMCAST ETERNALS** units armed with ranged weapons that are within 12" of that enemy unit to be the targets.

**Effect:** Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on that enemy unit equal to the roll.



INFANTRY, CHAMPION

KEYWORDS

ORDER, STORMCAST ETERNALS,  
VANGUARD CHAMBER



KEYWORDS

BEAST, CHAMPION

ORDER, STORMCAST ETERNALS

• STORMCAST ETERNALS WARSCROLL •

## LORD-VIGILANT ON MORRGYPH



A rare few Lord-Vigilants earn the trust and companionship of a Morrgyph, a creature sacred to the Bleak Raven. Their riders usually wield a long-hafted glaive for the reach it provides from their high saddle and its devastating power on the charge.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Hallowed Glaive Charge (+1 Damage)	5	3+	3+	1	2
Morrgyph's Talons Companion	6	4+	2+	2	2

Once Per Turn (Army), Reaction: This unit was picked as the target of a non-CORE ability

**RUINATION CHAMBER:** These veterans march where others cannot tread, fighting upon battlefields transformed into scenes of apocalypse. Even the most corrosive magics find no purchase on their souls.

**Effect:** Make a resistance roll of D6. On a 4+, that ability has no effect on this unit.

Once Per Turn (Army), Your Hero Phase

**DIRECT THE ASSAULT:** Surveying the battlefield, the Lord-Vigilant perceives a weak point in the enemy lines and orders their brethren to follow them into the breach.

**Declare:** Pick a friendly non-HERO RUINATION CHAMBER unit wholly within 12" of this unit to be the target.

**Effect:** For the rest of the turn, while the target is wholly within 12" of this unit, add 5 to the target's control score.

Once Per Turn (Army), Any Charge Phase

**VICE-LIKE GRIP:** The Morrgyph pounces on an enemy leader, pinning them in the grip of its talons.

**Declare:** Pick an enemy non-MONSTER HERO in combat with this unit to be the target.

**Effect:** Roll 2D6. If the result exceeds the target's Health characteristic, for the rest of the turn:

- The target has STRIKE-LAST.
- The target cannot be picked as the target of commands.

KEYWORDS RAMPAGE

KEYWORDS

HERO, MONSTER, FLY  
ORDER, STORMCAST ETERNALS,  
RUINATION CHAMBER

• STORMCAST ETERNALS WARSCROLL •

## KNIGHT-AZYROS



A winged herald borne aloft on wings of flame, the Knight-Azyros is a symbol of hope and faith to the followers of Sigmar. Each carries a sacred lantern, the light from which guides and heals the righteous even as it sears the eyes of Sigmar's enemies.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Star-blessed Weapon	5	3+	3+	1	2

Once Per Turn (Army), Reaction: This unit was picked as the target of a non-CORE ability

**RUINATION CHAMBER:** These veterans march where others cannot tread, fighting upon battlefields transformed into scenes of apocalypse. Even the most corrosive magics find no purchase on their souls.

**Effect:** Make a resistance roll of D6. On a 4+, that ability has no effect on this unit.

Any Combat Phase

**THE LIGHT OF SIGMAR:** With its shutters closed, the lantern of a Knight-Azyros soothes nearby allies. Opening it wide blinds the enemy with the full majesty of Sigmar's light.

**Effect:** Roll a dice. On a 3+, pick 1 of the following effects:

- For the rest of the turn, subtract 1 from hit rolls for attacks made by enemy units while they are in combat with this unit.
- Heal (D3) each friendly STORMCAST ETERNALS unit within this unit's combat range.

Once Per Turn (Army), End of Any Turn

**LIGHT IN THE DARK:** This warrior's celestial beacon serves as a guiding light to their fellow Prosecutors.

**Declare:** Pick a friendly PROSECUTORS unit wholly within 12" of this unit to be the target.

**Effect:** Roll a dice. On a 3+, pick 1 of the following effects:

- If the target is in combat, the target can immediately use the 'Retreat' ability as if it were your movement phase without any mortal damage being inflicted on it.
- If the target is not in combat, the target can immediately use the 'Normal Move' ability as if it were your movement phase.

KEYWORDS

HERO, INFANTRY, FLY  
ORDER, STORMCAST ETERNALS,  
RUINATION CHAMBER

• STORMCAST ETERNALS WARSCROLL •

## LORD-VIGILANT ON GRYPH-STALKER



The Lord-Vigilants are the commanders and wardens of the Ruination chambers, who sequester their soul-stricken warriors away until the hour of the direst need. Much like their kin, their sense of self has begun to decay, but grim means allow them to maintain enough lucidity to command their brethren in battle.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Hallowed Greataxe	5	3+	3+	2	2
Gryph-stalker's Beak and Talons Companion	3	4+	3+	1	2

Once Per Turn (Army), Reaction: This unit was picked as the target of a non-CORE ability

**RUINATION CHAMBER:** These veterans march where others cannot tread, fighting upon battlefields transformed into scenes of apocalypse. Even the most corrosive magics find no purchase on their souls.

Effect: Make a resistance roll of D6. On a 4+, that ability has no effect on this unit.

Once Per Battle (Army), Any Combat Phase

**DELIVER JUDGEMENT:** The Lord-Vigilant orders their soul-hollowed brethren to deliver Sigmar's wrath unto their enemies.

**Declare:** Pick a friendly non-HERO RUINATION CHAMBER unit wholly within 12" of this unit to be the target.

Effect: The target can use 2 FIGHT abilities this phase. After the first is used, however, the target has STRIKE-LAST for the rest of the turn.



KEYWORDS

HERO, CAVALRY

ORDER, STORMCAST ETERNALS,  
RUINATION CHAMBER

• STORMCAST ETERNALS WARSCROLL •

## LORD-TERMINOS



A Lord-Terminos's axe cuts their enemies in great measure, but so too does it take the heads of fellow Stormcasts. These grim figures do not seek out the afflicted like merciless angels of death, however: these damaged souls come forth willingly, knowing that their time in the Mortal Realms has come to its inevitable end.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
The Blade Terminos Crit (Mortal)	4	3+	2+	2	3

Once Per Turn (Army), Reaction: This unit was picked as the target of a non-CORE ability

**RUINATION CHAMBER:** These veterans march where others cannot tread, fighting upon battlefields transformed into scenes of apocalypse. Even the most corrosive magics find no purchase on their souls.

Effect: Make a resistance roll of D6. On a 4+, that ability has no effect on this unit.

Reaction: You declared a FIGHT ability for this unit

**EARN AN HONOURABLE DEATH:** The Lord-Terminos accompanies their Ruination chamber, the Stormcasts seeking to earn their final rest by proving themselves one last time in battle.

**Effect:** Pick a friendly non-HERO RUINATION CHAMBER INFANTRY unit that has not used a FIGHT ability this turn and is within this unit's combat range to be the target. The target can be picked to use a FIGHT ability immediately after the FIGHT ability used by this unit has been resolved. If it is picked to do so, add 1 to hit rolls for the target's attacks for the rest of the turn.

Passive

**MEMORIAN:** Memorians serve to remind soul-damaged Stormcasts of their humanity.

**Effect:** This unit's **Memorian** is a token. Add 3 to the control scores of friendly RUINATION CHAMBER units wholly within 12" of this unit while its **Memorian** is on the battlefield.

If you make an unmodified save roll of 1 for this unit, remove its **Memorian** from the battlefield after the **ATTACK** ability has been resolved (the damage point is still inflicted).

KEYWORDS

HERO, INFANTRY

ORDER, STORMCAST ETERNALS,  
RUINATION CHAMBER

• STORMCAST ETERNALS WARSCROLL •

## LORD-VERITANT



The Lord-Veritants are chosen from those whose hatred of Chaos eclipses all else. They have the uncanny ability to detect the merest sliver of corruption: a skill that has seen many reassigned to the Ruination chambers, where their assistance in monitoring warriors after exposure to the most hellish environments has proved invaluable.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Staff of Abjuration	1	3+	3+	1	3
Judgement Blade Anti-PRIEST (+1 Rend), Anti-WIZARD (+1 Rend)	3	3+	3+	1	D3

Once Per Turn (Army), Reaction: This unit was picked as the target of a non-CORE ability

**RUINATION CHAMBER:** These veterans march where others cannot tread, fighting upon battlefields transformed into scenes of apocalypse. Even the most corrosive magics find no purchase on their souls.

Effect: Make a resistance roll of D6. On a 4+, that ability has no effect on this unit.

Passive

**STAFF OF ABJURATION:** The blessed light that shines from this lantern can banish even the most potent sorceries.

Effect: This unit can use UNBIND abilities as if it had WIZARD (1).

Passive

**SENSE UNHOLY SORCERY:** Gryph-crows are sensitive to corruption and immediately alert their masters whenever unholy energies are nearby.

Effect: This unit's Gryph-crow is a token. Subtract 1 from casting rolls and chanting rolls for enemy units within 12" of this unit while its Gryph-crow is on the battlefield.

If you make an unmodified save roll of 1 for this unit, remove its Gryph-crow from the battlefield after the ATTACK ability has been resolved (the damage point is still inflicted).

KEYWORDS

HERO, PRIEST (1), INFANTRY  
ORDER, STORMCAST ETERNALS,  
RUINATION CHAMBER

• STORMCAST ETERNALS WARSCROLL •

## RECLUSIANS



The Reclusians are the warriors of the Ruination chambers, their identities eroded by countless Reforgings over centuries in service to the God-King. Though they are close to becoming more engine of war than human, their lightning-scoured souls are extremely resistant to Chaos as a result, allowing them to tread where no other servant of Sigmar could hope to survive.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Rune-blessed Weapons Crit (Mortal)	3	3+	3+	1	2

Once Per Turn (Army), Reaction: This unit was picked as the target of a non-CORE ability

**RUINATION CHAMBER:** These veterans march where others cannot tread, fighting upon battlefields transformed into scenes of apocalypse. Even the most corrosive magics find no purchase on their souls.

Effect: Make a resistance roll of D6. On a 4+, that ability has no effect on this unit.

Passive

**MEMORIAN DESCENDANTS:** Reclusians are accompanied by Memorians, who serve to remind them of their humanity.

Effect: This unit's Memorians are tokens. There are 2 Memorians for every 3 models in this unit. While any of this unit's Memorians are on the battlefield, add 1 to this unit's resistance rolls when using the 'Ruination Chamber' ability.

Each time you make an unmodified save roll of 1 for this unit, remove 1 of its Memorians from the battlefield after the ATTACK ability has been resolved (the damage point is still inflicted).



KEYWORDS

INFANTRY, CHAMPION  
ORDER, STORMCAST ETERNALS,  
RUINATION CHAMBER



• STORMCAST ETERNALS WARSCROLL •

## CELESTIAN VORTEX



A Celestial Vortex is a whirling tornado of Azyrite magic within which swirl a host of spinning arcane hammers. Any caught in the path of this bludgeoning cyclone are swiftly shattered into oblivion.

### MELEE WEAPONS

Storm of Vengeance  
Crit (Auto-wound)

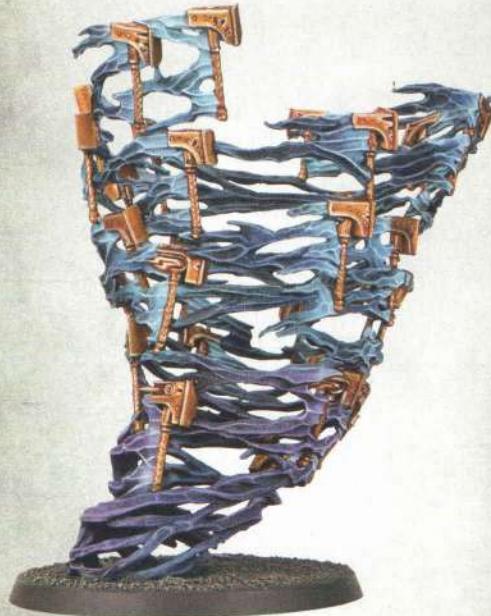
Atk Hit Wnd Rnd Dmg

12	4+	4+	1	1
----	----	----	---	---

### Passive

**TORNADO OF MAGIC:** *The tempestuous air currents that swirl around a Celestial Vortex disrupt the aim of the enemy's ranged troops and the flight of the missiles they loose,*

**Effect:** Subtract 1 from hit rolls for shooting attacks made by enemy units while they are within 12" of this MANIFESTATION.



### KEYWORDS

MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)

ORDER, STORMCAST ETERNALS

• STORMCAST ETERNALS WARSCROLL •

## DAIS ARCANUM



A Dais Arcanum is a machine-like conjuration capable of repelling a realmsphere's gravity and travelling through the air at great speed. Its innate magic is attuned to the soul of the warrior who rides upon it: with a thought they can bid the Dais to glide out of the way of an oncoming attack or draw power from its gleaming wake to augment their spellcraft.

### Passive

**ARCANE ENHANCEMENT:** *A Stormcast blessed to be borne upon a Dais Arcanum feels the celestial energies of Azyr course through them.*

**Effect:** While the unit that was picked to be the target of the 'Summon Dais Arcanum' ability is on the platform of this MANIFESTATION:

- That unit has **WARD (5+)**.
- If that unit is a **WIZARD**, add 1 to that unit's power level.
- That unit cannot use **MOVE** abilities and remains on this MANIFESTATION each time it moves.
- Instead of measuring range or visibility to and from that unit, measure to and from this MANIFESTATION instead.
- This MANIFESTATION cannot be picked to be the target of abilities other than **BANISH** abilities.

If this MANIFESTATION is banished, before removing it from the battlefield, set up the unit on its platform on the battlefield within 3" of it. That unit can only be set up in combat with units it was already in combat with when this MANIFESTATION was banished. If it is not possible to set up that unit, it is destroyed.

If the unit on the platform is destroyed, immediately remove this MANIFESTATION from play.



### KEYWORDS

MANIFESTATION, ENDLESS SPELL, FLY

ORDER, STORMCAST ETERNALS

• STORMCAST ETERNALS WARSCROLL •

## EVERBLAZE COMET



**Everblaze Comets** are nothing less than meteors plucked from the firmament and sent hurtling to the battlefield. They are an awe-inspiring sight to the followers of Sigmar, for they evoke the myth of his arrival in the Mortal Realms, borne through the void upon the core of the World-that-Was.

✖ Any Hero Phase

**BURNING VENGEANCE:** An Everblaze Comet smashes into the battlefield with tremendous force, its glowing remnants radiating a corona of deadly Azyrite energies.

**Declare:** If this **MANIFESTATION** was summoned this phase, pick any number of enemy units within 6" of it to be the targets.

**Effect:** Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

⦿ Passive

**ARCANE DISRUPTION:** The emanations from an Everblaze Comet disrupt the magical abilities of nearby wizards.

**Effect:** Subtract 1 from casting rolls for enemy **WIZARDS** while they are within 12" of this **MANIFESTATION**.



**KEYWORDS**

MANIFESTATION, ENDLESS SPELL, WARD (6+)

ORDER, STORMCAST ETERNALS

• STORMCAST ETERNALS WARSCROLL •

## STORMREACH PORTAL



A masterful example of Azyrite engineering, the **Stormreach Portal** adapts the mystical powers of the Star Bridges for use in the field. Stormcasts that enter its swirling interior can be instantly redeployed via lightning strike to an area within the Portal's vicinity, as if dispatched from Sigmaron itself.

The following universal terrain abilities apply to this terrain feature (Terrain, 1.2):

**Cover, Impassable**

↗ Your Movement Phase

**STEP INTO THE STORM:** *Stormreach Portals are used in battle to redirect the warriors of the Stormcast Eternals to where the fighting is fiercest.*

**Declare:** Pick a friendly non-**MONSTER STORMCAST ETERNALS** unit that is not in combat and is wholly within 6" of this terrain feature to be the target.

**Effect:** Remove the target from the battlefield and set it up again on the battlefield more than 9" from all enemy units.



**KEYWORDS**

FACTION TERRAIN

ORDER, STORMCAST ETERNALS

# SPEARHEAD ARMY

## VIGILANT BROTHERHOOD

Clad in sigmarite armour and wielding gods-wrought weapons, the Vigilant Brotherhood make for a compact and elite army in Spearhead battles. As your numbers are few, you'll need to command your warriors to engage the enemy on your terms if you are to be victorious.

Your battle traits are powerful abilities that you can use once each during the battle. 'Shield of Azyr' bestows **WARD (5+)** on a unit, giving them a chance to survive damage from even the strongest attacks, while 'Storm

**Charge**' enables a unit to charge even if it ran earlier in the turn. If you're up against a highly mobile foe, the 'Strike Where Needed' regiment ability can help you match their speed and manoeuvrability. If you expect the battle to be a bloody affair, opting for the 'Blaze of Glory' regiment ability instead lets your warriors deal damage as their final dying act. Whichever ability you choose, remember that the Stormcasts are among the most powerful fighters in the realms, so do not be afraid to take the fight to your opponent!

### 1 LORD-VIGILANT ON GRYPH-STALKER

In each of your hero phases, your Lord-Vigilant can use the 'Plan the Attack' ability to pick an objective on the battlefield that your warriors will fight all the harder to capture. This ability will be central to your strategy each turn and allow you to shift even the staunchest of foes. At the most crucial point of the battle, this hero's 'Deliver Judgement' ability can turn the tide in your favour, allowing another friendly unit to fight twice in a combat phase.

### 2 LIBERATORS

Liberators make excellent objective defenders due to their high Save characteristic and the ability 'Stalwart Defenders'. They can also be used offensively for great effect. As their weapons have the **Crit (Mortal)** ability, they can deal damage to highly armoured enemies, and they have the **REINFORCEMENTS** keyword, which allows them to return once more to the battlefield after being destroyed.



**3 LORD-VERITANT**

The Lord-Veritant makes an excellent support hero. Not only are they a formidable fighter but their 'Cleansing Fires' ability allows you to deal mortal damage to the enemy at range. As you roll a dice for each model in the target unit for this ability, you'll want to position this fighter so that they can engulf the largest enemy units in holy flame.

**4 PROSECUTORS**

Prosecutors are your most mobile unit, with a Move characteristic of 12" and the ability to fly. You'll want to take advantage of this speed, using them to capture an unguarded objective or to surprise the enemy from an unexpected quarter. The 'Heralds of Righteousness' ability allows them to roll an additional dice as part of their charge roll, which can often catch the unsuspecting foe off guard.



# PAINTING A BATTLE READY ARMY

Towering champions resplendent in gleaming armour, the Stormcast Eternals present an imperious sight as they stride into battle. Painting one of these great hosts could not be easier. Simply follow the clear and easy instructions presented below, which are designed to help you get your models painted to tabletop standard.

The Stormcast Eternals are among the mightiest warriors in the realms, outfitted with arms and armour imbued with the purifying energies of the God-King's storm. Their battle-plate is crafted from polished sigmarite, yet as they fight on campaign, its masterwork perfection soon becomes marred by scratches, scars and the grime of the battlefield. Assembling an army of Stormcast Eternals is fantastically rewarding, and the Citadel paint scheme is designed to make getting your army Battle Ready as simple as possible.

With only a few colours and a handful of simple techniques, you can quickly create a bold and intrepid band of celestial champions, ready to take on the realms' most terrifying monsters and fearsome tyrants. These same techniques can be applied to any model in the Stormcast Eternals range.

## REQUIRED PAINTS

Abaddon Black	Mephiston Red
Retributor Armour	Screamer Pink
Reikland Fleshshade	Nuln Oil
Rhinox Hide	Wraithbone
Leadbelcher	Temple Guard Blue
Kantor Blue	Astrogranite
Grey Seer	Eshin Grey



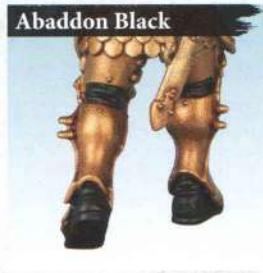
**Abaddon Black**  
Start by undercoating your models with Chaos Black Spray or Abaddon Black. This will give better results for the next stage.



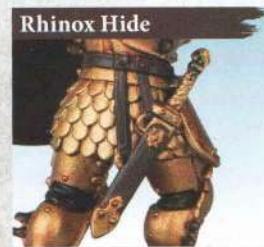
**Retributor Armour**  
Paint the armour using Retributor Armour. Try to get a nice even coat.



**Reikland Fleshshade**  
Cover the armour with Reikland Fleshshade. Soak up any excessive pooling with your brush as needed.



**Abaddon Black**  
Pick out the under-suit areas in Abaddon Black. Do the same for the shoes and the back of the shield.



**Rhinox Hide**  
Now paint the leather straps and scabbards with Rhinox Hide.



**Leadbelcher**  
Pick out the weapons, chains and any scale mail in Leadbelcher.



**Kantor Blue**  
Carefully paint the pauldrons, shields and cloaks with Kantor Blue.



**Grey Seer**  
Basecoat the symbols on the pauldrons and any parchment with Grey Seer.

## SPEARHEAD



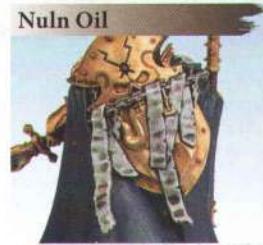
**Mephiston Red**

Basecoat the plumes on the champions and any gems with Mephiston Red.



**Screamer Pink**

Use Screamer Pink for the weapon hafts. Don't forget any spare weapons hanging from the model's belt!



**Nuln Oil**

Shade the red, silver and light-grey areas with Nuln Oil, being careful not to apply too much.



**Wraithbone**

**Reikland Fleshshade**

Basecoat any bare flesh with Wraithbone and apply a wash of Reikland Fleshshade.



**Grey Seer**

Basecoat flames, such as those trailing from the Prosecutors' wings, with Grey Seer.



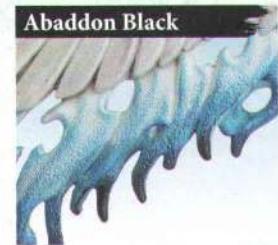
**Temple Guard Blue**

Now give these areas a gentle drybrush of Temple Guard Blue.



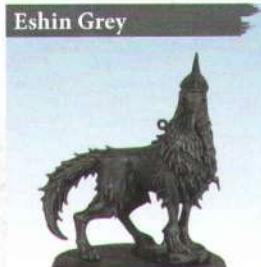
**Kantor Blue**

Now apply an even gentler drybrush of Kantor Blue, focusing on the extremities of the flames.



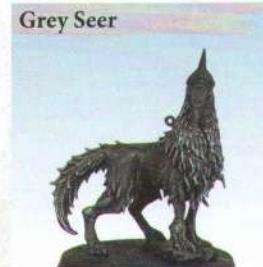
**Abaddon Black**

Finish with a final drybrush of Abaddon Black on the very tips of the flames.



**Eshin Grey**

Drybrush the Gryph-crow's feathers and fur with Eshin Grey.



**Grey Seer**

Brighten the little guy up with a soft drybrush of Grey Seer.



**Astrogranite**

Give the top of the base a generous coat of Astrogranite. It's best to use an older brush for this job to avoid spoiling your favourite brush.



**Nuln Oil**

Once the Astrogranite is dry, wash it with some Nuln Oil and give the base's rim a coat of Eshin Grey to finish it off. Lovely!

## FINISHED MODELS



# STORMCAST ETERNALS

## VIGILANT BROTHERHOOD

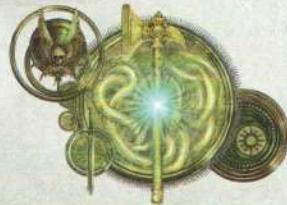
This Spearhead army consists of the following units:

### GENERAL

- ◆ Lord-Vigilant  
on Gryph-stalker

### UNITS

- ◆ 1 Lord-Veritant
- ◆ 3 Prosecutors
- ◆ 5 Liberators

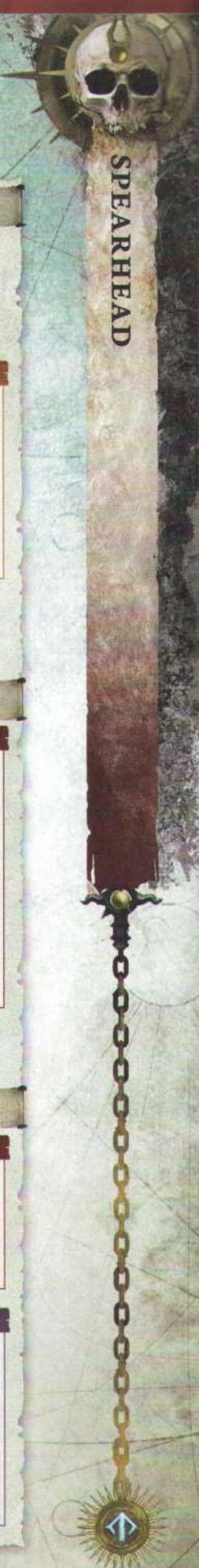


Only when the hordes of Chaos threaten to choke all life from the realms does the God-King call upon the Vigilant Brotherhoods. These are elite formations led by Stormcasts of the Ruination chambers, warriors who have seen battle so many times and whose souls have been so eroded that they are close to pure vessels of Sigmar's will. Though their lack of humanity renders them ruthless, they are nigh incorruptible, their sense of self too diminished for Chaos to find true purchase. This allows them to traverse lands that are so twisted that other warriors would soon wither or mutate upon entering them.

Each Vigilant Brotherhood is led by a Lord-Vigilant. These masterful commanders are hewn from centuries of service, and they tread the thin line between preserving humanity and achieving victory at all costs. Each is chosen by their Gryph-stalker mount, creatures born under the waxing of the fell moon Dharroth and that can detect which Stormcast souls are most resistant to entropy. Swooping above them come Prosecutors wielding flaming sigmarite spears. Though each is an exemplar of Sigmar's creed, their exposure to the Cursed Skies has transformed them into shells of their former selves, leading them to pursue the eradication of Chaos at the expense of all else. A Lord-Veritant always accompanies each Vigilant Brotherhood, keeping watch over the state of their comrades' fading identities whilst adding their considerable might to the force. The final element of the Brotherhood is a core of Liberators, unyielding champions of Order who have perished again and again in defence of the Mortal Realms.



*The Vigilant Brotherhood stands ready to defend the holdings of humanity against the hordes of the Dark Gods, their righteous fury empowered by the white heat of the celestial storm.*



## BATTLE TRAITS

### HOLY ORDERS

*In the years before the Age of Sigmar began, the Stormcast Eternals honed their martial skills and tactical prowess in High Azyr, readying themselves to retake the Mortal Realms. They have fought ever since.*

During the battle, you can use the following abilities:

#### Once Per Battle, Your Hero Phase

**SHIELD OF AZYR:** Roaring oaths to Sigmar, these warriors are surrounded by an aura of divine protection.

**Declare:** Pick a friendly unit.

**Effect:** Until the start of your next turn, that unit has **WARD (5+)**.

#### Once Per Battle, Your Charge Phase

**STORM CHARGE:** These warriors are driven forward by their faith, ever eager to bring Sigmar's holy retribution to his enemies.

**Declare:** Pick a friendly unit that is not in combat.

**Effect:** That unit can use **CHARGE** abilities this turn even if it used a **RUN** ability in the same turn.

## REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

#### Once Per Battle, Reaction: You declared a RETREAT ability

**STRIKE WHERE NEEDED:** Though often outnumbered by their foes, the Stormcast Eternals are accustomed to fighting on many fronts and focusing their efforts where they will have the greatest impact.

**Used By:** The unit using that **RETREAT** ability.

**Effect:** No mortal damage is inflicted on that unit by that **RETREAT** ability. In addition, that unit can still use **CHARGE** abilities this turn even though it used a **RETREAT** ability.

#### Once Per Battle, Any Combat Phase

**BLAZE OF GLORY:** As these warriors are struck down, Sigmar's holy lightning wrecks devastation around them before they are called back to the heavens to be Reforged.

**Declare:** Pick a friendly unit that is in combat.

**Effect:** Until the end of the phase, each time a model in that unit is slain, make a **vengeance roll** of D6. On a 4+, inflict 1 mortal damage on an enemy unit in combat with that unit.

## ENHANCEMENTS: Give your general 1 of the following enhancements.

#### Passive

**HALLOWED SCROLLS:** Sacred parchments inscribed with Sigmarite blessings adorn this warrior.

**Effect:** Your general has **WARD (5+)**.

#### Passive

**MORRDA'S TALON:** Enemies of the God-King know this weapon by name and fear its keen blade.

**Effect:** Your general's **Hallowed Greataxe** has **Crit (Mortal)**.

#### Once Per Battle, Any Combat Phase

**QUICKSILVER DRAUGHT:** This potion lends uncanny speed to the one who imbibes it.

**Effect:** Your general has **STRIKE-FIRST** this phase.

#### Once Per Battle, End of Any Turn

**NULL PENDANT:** This dark amulet holds magic within that can sap the resolve of the enemy.

**Declare:** Roll a dice for each enemy unit contesting the same objective as your general.

**Effect:** On a 2+, subtract the roll from the control score of that enemy unit this turn.



The Lord-Vigilants are the steadfast commanders of the Ruination chambers. They wield not only hallowed greataxes but also centuries of experience, leading the charge in the God-King's name. Like the rest of their chamber, they struggle to maintain their memories and empathy, though the Gryph-stalker mounts ridden by the Lord-Vigilants are rumoured to slow the degradation of their souls. This allows them to strike a careful balance as merciless fighters and shrewd commanders. Their ability to read the tides of battle borders on the prophetic. They use this to great effect in order to deliver the judgement of the God-King, spurring their troops to redouble their efforts against key enemy strongpoints even as they ride hard into the foe.

• SPEARHEAD WARSROLL •						
LORD-VIGILANT						
ON GRYPH-STALKER						
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Hallowed Greataxe	5	3+	3+	2	2	-
Gryph-stalker's Beak and Talons	3	4+	3+	1	2	Companion

#### Once Per Battle, Any Combat Phase

**DELIVER JUDGEMENT:** *This warrior orders Sigmar's wrath to be delivered unto their enemies.*

**Declare:** Pick a friendly non-HERO unit wholly within 12" of this unit to be the target.

**Effect:** The target can use 2 FIGHT abilities this phase. After the first is used, however, the target has STRIKE-LAST for the rest of the phase.

#### Your Hero Phase

**PLAN THE ATTACK:** *With honed tactical skill, the Lord-Vigilant orders a vital position to be taken.*

**Declare:** Pick an objective you do not control.

**Effect:** For the rest of the turn, add 1 to hit rolls for combat attacks made by friendly units that target enemy units contesting that objective.



KEYWORDS

HERO, CAVALRY



Long have the Lord-Veritants been known as the witchfinders of the realms, their bright fires allowing them to judge the spiritual state of mortals – and, in the heat of battle, send forth a blast of cleansing flame into the foe. Those who serve in the Ruination chambers look not only for corruption of the soul but also any kind of spiritual void. Blindfolded to better focus the spirit-sight with which they scry the souls of friend and foe, they are daunting figures known for their lack of mercy.

At their feet bound faithful Gryph-crows, creatures drawn to condemned beings.

• SPEARHEAD WARSROLL •						
LORD-VERITANT						
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Staff of Abjuration	1	3+	3+	1	3	-
Judgement Blade	3	3+	3+	1	D3	Anti-WIZARD (+1 Rend), Anti-PRIEST (+1 Rend)

#### Passive

**SENSE UNHOLY SORCERY:** Gryph-crows are sensitive to spiritual corruption and immediately alert their masters whenever unholy energies are nearby.

**Effect:** This unit's Gryph-crow is a token. This unit has WARD (5+) while its Gryph-crow is on the battlefield.

If you make an unmodified ward roll of 1 for this unit, remove its Gryph-crow from the battlefield.

#### Your Hero Phase

**CLEANSING FIRES:** *Erupting forth from the Lord-Veritant's brazier, a torrent of holy fire engulfs the enemy.*

**Declare:** Pick a visible enemy unit within 12" of this unit to be the target, then make a chanting roll of D6.

**Effect:** On a 3+, roll a dice for each model in the target unit. For each 5+, inflict 1 mortal damage on the target unit.



KEYWORDS

HERO, PRIEST



Though the Prosecutors once shone with the light of Azyr, Bel'akor's fell rituals forced a great many of them to share the skies with billowing clouds of Chaos corruption. Whilst their unshakeable faith in the God-King has afforded them protection against the worst effects of the Cursed Skies, their exposure has left the majority of them hollow-eyed and eerily quiet. Each Reforging claims much more from these warriors than it does their kin. Now they swoop alongside the Ruination Chambers, their crumbling souls watched closely by their Lord-Veritants. To see them vent their righteous fury in a death-defying, breakneck charge is to see something of the simmering anger within.

### • SPEARHEAD WARSCROLL •

## PROSECUTORS

	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Stormcall Javelin	10"	1	3+	3+	1	D3	-
	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Stormcall Javelin		3	3+	3+	1	1	-

#### Passive

**SKIRMISHERS:** These warriors fight in a dispersed formation.

**Effect:** This unit has a coherency range of 2".

#### Passive

**HERALDS OF RIGHTEOUSNESS:**

Prosecutors speed across the battlefield in blurs of light.

**Effect:** When you make a charge roll for this unit, roll 1 additional dice.



#### KEYWORDS

#### INFANTRY, FLY, REINFORCEMENTS



Countless tyrants have fallen to the Liberators. These staunch souls are the most famed warriors of the Redeemer conclaves; whether forming implacable shieldwalls to defend key strongpoints or expertly wielding paired weapons, they are undeniably the soul of their Stormhost made manifest. The iconic line infantry of the Stormcast Eternals, Liberators are depicted in a thousand statues and tapestries, their hammers raised and their Masks Impassive staring down with intimidating intensity. Their appearance has brought hope to countless struggling townships and beleaguered defenders across the realms.

### • SPEARHEAD WARSCROLL •

## LIBERATORS

	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Warhammer	2	3+	3+	1	1	Crit (Mortal)
	Grandhammer	2	3+	3+	1	2	Crit (Mortal)

This unit has 4 Liberators armed with a Warhammer and 1 Liberator armed with a Grandhammer.

#### Passive

**STALWART DEFENDERS:** Liberators fiercely guard the lands brought into Sigmar's domain.

**Effect:** Add 3 to this unit's control score while it contests an objective wholly within friendly territory.



#### KEYWORDS

#### INFANTRY, REINFORCEMENTS

### YOUR HERO'S WARSCROLL

You can download a blank warscroll from warhammer-community.com on which to record all of your hero's details.

The Anvil of Apotheosis is a hero creator. Using the rules in this section, you can create a custom warscroll for a **HERO** to use in your Path to Glory campaign. This can represent any miniature of your choosing, including one you have lovingly kitbashed or converted.

After the Anvil of Apotheosis, you will find 2 Paths for Stormcast Eternals units. These follow the rules outlined for Paths in the Path to Glory battlepack you are using (e.g. *Path to Glory: Ascension* in the Core Book).

# PATH TO GLORY

Here, you will find additional rules to use with a Stormcast Eternals army while playing through a Path to Glory campaign. The Path to Glory content in this book is divided into two parts: the Anvil of Apotheosis and Paths for Stormcast Eternals units.

## THE ANVIL OF APOTHEOSIS

You can have 1 Anvil of Apotheosis hero on your Order of Battle and/or army roster, unless otherwise specified in the battlepack you are using. They can be your warlord.

There are 7 steps to follow to create your hero:

1. Set a destiny point limit.
2. Fill out the starting warscroll.
3. Choose a Chamber.
4. Pick your hero's origin and/or flaw.
5. Choose a Battle Mount.
6. Pick any Battle Mount Upgrades.
7. Pick any other upgrades.

### STEP 1 – SET A DESTINY POINT LIMIT

The Anvil of Apotheosis uses a currency called **destiny points**. First, you need to set a destiny point limit. This will determine how many destiny points you have to spend on your hero, what type of hero they will be and what their battle profile points cost will be.

Pick 1 of the following:

HERO TYPE	DESTINY POINT LIMIT	BATTLE PROFILE POINTS COST
Stormcast Eternals Knight	10	150
Stormcast Eternals Templar	30	250
Stormcast Eternals Lord	50	350

Over the next few steps, you will pick options for your hero. Each option has a destiny point cost, abbreviated as DP. Keep a record of the number of destiny points you have spent. You cannot exceed the limit you have set.

### STEP 2 – FILL OUT THE STARTING WARSCROLL

To begin with, your hero has the following warscroll:

#### • STORMCAST ETERNALS WARSCROLL • STORMCAST ETERNALS HERO

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage
Warblade	4	3+	3+	1	2
<b>KEYWORDS</b>					
<b>HERO, INFANTRY</b>					
<b>ORDER, STORMCAST ETERNALS</b>					

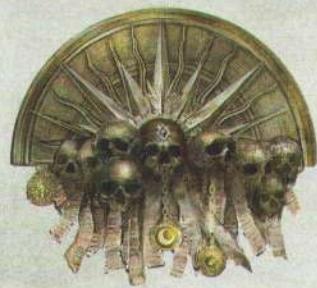
GIVE THY FIRST LIFE AND THY SECOND MAY ABIDE

**STEP 3 – CHOOSE A CHAMBER**

You must pick 1 of the following Chambers for your hero to belong to:

**-4 DP****WARRIOR CHAMBER**

Your hero gains the **WARRIOR CHAMBER** keyword and the following regiment options:

**Regiment Options**Any **WARRIOR CHAMBER** units**-4 DP****EXTREMIS CHAMBER**

Your hero gains the **EXTREMIS CHAMBER** keyword and the following ability and regiment options:

**Passive**

**EXTREMIS CHAMBER:** *Most scarce of Sigmar's forces are the Extremis chambers, with each Stormcast mounted on a living weapon. To draw near these warriors is to risk being scoured by lightning or flame.*

**Effect:** Each time you make an unmodified save roll of 6 for a combat attack that targets this unit, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

**Regiment Options**Any **EXTREMIS CHAMBER** units**-4 DP****VANGUARD CHAMBER**

Your hero gains the **VANGUARD CHAMBER** keyword and the following ability and regiment options:

**Passive**

**VANGUARD CHAMBER:** *Through swiftness, guile and more than a hint of savagery, the warriors of the Vanguard chambers are able to outfight forces many times their own limited numbers.*

**Effect:** This unit can use **SHOOT** and/or **CHARGE** abilities even if it used a **RUN** or **RETREAT** ability in the same turn.

**Regiment Options**Any **VANGUARD CHAMBER** units**-4 DP****RUINATION CHAMBER**

Your hero gains the **RUINATION CHAMBER** keyword and the following ability and regiment options:

**Once Per Turn (Army), Reaction:** This unit was picked as the target of a non-CORE ability

**RUINATION CHAMBER:** *These veterans march where others cannot tread, fighting upon battlefields transformed into scenes of apocalypse. Even the most corrosive magics find no purchase on their souls.*

**Effect:** Make a resistance roll of D6. On a 4+, that ability has no effect on this unit.

**Regiment Options**Any **RUINATION CHAMBER** units

**STEP 4 – PICK YOUR HERO'S ORIGIN AND/OR FLAW**

You can pick up to 1 origin and up to 1 flaw for your hero. Each adds an ability to your hero's warscroll. However, instead of costing destiny points, flaws give you extra destiny points to spend elsewhere.

**ORIGINS****Your Charge Phase****-4 DP**

**TRIBAL WARLEADER:** In their mortal life, this warrior rallied a dozen tribes under their banner to drive back the encroaching Chaos hordes.

**Declare:** Pick up to 2 other friendly units wholly within 12" of this unit to be the targets.

**Effect:** For the rest of the turn, add 1 to charge rolls for this unit and the targets.

**Passive****-2 DP**

**SNATCHED FROM THE GRAVE:** For centuries, this warrior rested as a spirit deep in Shyish, before Sigmar called them to war and clad them in flesh and lightning. Theirs is an unsettling demeanour indeed.

**Effect:** Enemy units cannot use the 'Rally' command while they are within 18" of this unit.

**Passive****-2 DP**

**FRESHLY FORGED:** Only recently uplifted to the Stormhosts, this warrior is determined to prove themselves to their more storied brethren.

**Effect:** When this unit earns the Aspiring rank on its Path, it gets both the abilities for that rank instead of just one of them.

**End of Any Turn****-4 DP**

**REDEEMED:** Once in thrall to the Dark Gods, this warrior has been purified by Sigmar's Storm and is now a tireless adversary of corruption in all its forms.

**Declare:** Pick up to 2 other friendly units wholly within 12" of this unit to be the targets.

**Effect:** Heal (D3) this unit and each target.

**FLAWS****End of Any Turn****+4 DP**

**FRACTURED SOUL:** The excruciating process of Reforging has taken its toll upon this warrior, and now they desperately clutch at what remains of their humanity.

**Declare:** This unit must use this ability at the end of each turn.

**Effect:** Roll a dice. On a 4+, allocate 1 damage point to this unit (a ward roll cannot be made for that damage point).

**Passive****+4 DP**

**FUELLED BY HATRED:** This warrior cannot restrain their fury when faced by their ancestral enemies.

**Effect:** In each combat phase, if this unit is in combat and does not have STRIKE-LAST, after friendly units with STRIKE-FIRST have been picked to use a FIGHT ability, this unit must be the next friendly unit that is picked to use a FIGHT ability.

**Passive****+2 DP**

**UNVANQUISHABLE PRIDE:** This warrior is utterly convinced of their own superiority and considers retreat a great dishonour.

**Effect:** This unit cannot use RETREAT abilities.

**Passive****+4 DP**

**BRASH AND IMPULSIVE:** When the enemy are in this warrior's sights, they show no restraint, even when it would be more tactically sound to fortify their position.

**Effect:** This unit cannot contest objectives.

**STEP 5 – CHOOSE A BATTLE MOUNT**

You can pick up to 1 Battle Mount for your hero. If your hero has the **EXTREMIS CHAMBER** keyword, you must pick a Battle Mount for them.

**BATTLE MOUNTS**

Battle Mount							-5 DP												
<b>NOBLE BEAST:</b> There are many warbeasts employed by the Stormcast Eternals in battle, from Gryph-chargers to Dracoths – or even the rarely seen Dracolines.							In addition, make the following changes to your hero's warscroll:												
Add the following weapon to your hero's warscroll:							<ul style="list-style-type: none"> <li>Change the Move characteristic to 10".</li> <li>Change the Health characteristic to 8.</li> <li>Replace the <b>INFANTRY</b> keyword with the <b>CAVALRY</b> keyword.</li> </ul>												
<table border="1"> <thead> <tr> <th>MELEE WEAPONS</th> <th>Atk</th> <th>Hit</th> <th>Wnd</th> <th>Rnd</th> <th>Dmg</th> </tr> </thead> <tbody> <tr> <td>Noble Beast's Claws Companion</td> <td>3</td> <td>4+</td> <td>3+</td> <td>2</td> <td>1</td> </tr> </tbody> </table>		MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Noble Beast's Claws Companion	3	4+	3+	2	1						
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg														
Noble Beast's Claws Companion	3	4+	3+	2	1														
Battle Mount							-10 DP												
<b>FLYING NOBLE BEAST:</b> Some champions of the Stormcast Eternals take to battle upon a great winged beast such as a Draconith or Tauralon.							In addition, make the following changes to your hero's warscroll:												
Add the following weapon to your hero's warscroll:							<ul style="list-style-type: none"> <li>Change the Move characteristic to 12".</li> <li>Change the Health characteristic to 12.</li> <li>Replace the <b>INFANTRY</b> keyword with the following keywords: <b>MONSTER, FLY</b>.</li> </ul>												
<table border="1"> <thead> <tr> <th>MELEE WEAPONS</th> <th>Atk</th> <th>Hit</th> <th>Wnd</th> <th>Rnd</th> <th>Dmg</th> </tr> </thead> <tbody> <tr> <td>Flying Noble Beast's Claws Companion</td> <td>4</td> <td>4+</td> <td>2+</td> <td>2</td> <td>2</td> </tr> </tbody> </table>		MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Flying Noble Beast's Claws Companion	4	4+	2+	2	2						
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg														
Flying Noble Beast's Claws Companion	4	4+	2+	2	2														
Battle Mount							-20 DP												
<b>MIGHTY FLYING NOBLE BEAST:</b> Some of the greatest leaders of the Stormcasts have bonded with an awe-inspiring creature such as a Stardrake or ominous Morrgryph.							In addition, make the following changes to your hero's warscroll:												
Add the following weapon to your hero's warscroll:							<ul style="list-style-type: none"> <li>Change the Move characteristic to 12".</li> <li>Change the Health characteristic to 16.</li> <li>Change the Control characteristic to 5.</li> <li>Replace the <b>INFANTRY</b> keyword with the following keywords: <b>MONSTER, FLY</b>.</li> </ul>												
<table border="1"> <thead> <tr> <th>MELEE WEAPONS</th> <th>Atk</th> <th>Hit</th> <th>Wnd</th> <th>Rnd</th> <th>Dmg</th> </tr> </thead> <tbody> <tr> <td>Mighty Flying Noble Beast's Claws Companion</td> <td>6</td> <td>4+</td> <td>2+</td> <td>2</td> <td>2</td> </tr> </tbody> </table>		MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Mighty Flying Noble Beast's Claws Companion	6	4+	2+	2	2						
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg														
Mighty Flying Noble Beast's Claws Companion	6	4+	2+	2	2														
Passive																			
<b>BATTLE DAMAGED</b>																			
Effect: While this unit has 10 or more damage points, the Attacks characteristic of its Mighty Flying Noble Beast's Claws is 4.																			



**STEP 6 – BATTLE MOUNT UPGRADES**

If your hero has a Battle Mount, you can pick any number of Battle Mount Upgrades for them. The same upgrade cannot be picked more than once.

**BATTLE MOUNT UPGRADES**

Upgrade	Effect														
Swift -2 DP	CAVALRY only. Add 2" to your hero's Move characteristic.														
Stormblast -3 DP	Add the following ranged weapon to your hero's warscroll. You cannot pick this upgrade if your hero has another Companion ranged weapon. <table border="1"> <thead> <tr> <th>RANGED WEAPONS</th> <th>Range</th> <th>Attacks</th> <th>Hit</th> <th>Wound</th> <th>Rend</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td>Stormblast Crit (2 Hits), Companion</td> <td>10"</td> <td>1</td> <td>3+</td> <td>3+</td> <td>2</td> <td>D3</td> </tr> </tbody> </table>	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Stormblast Crit (2 Hits), Companion	10"	1	3+	3+	2	D3
RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage									
Stormblast Crit (2 Hits), Companion	10"	1	3+	3+	2	D3									
Legendary Beast -4 DP	MONSTER only. Add 2 to your hero's Health characteristic.														
Rending Claws -4 DP	MONSTER only. Your hero's Mighty Flying Noble Beast's Claws have a Damage characteristic of 3.														
Fiery Breath -5 DP	Add the following ranged weapon to your hero's warscroll. You cannot pick this upgrade if your hero has another Companion ranged weapon. <table border="1"> <thead> <tr> <th>RANGED WEAPONS</th> <th>Range</th> <th>Attacks</th> <th>Hit</th> <th>Wound</th> <th>Rend</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td>Fiery Breath Shoot in Combat, Companion</td> <td>10"</td> <td>4</td> <td>2+</td> <td>3+</td> <td>2</td> <td>1</td> </tr> </tbody> </table>	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Fiery Breath Shoot in Combat, Companion	10"	4	2+	3+	2	1
RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage									
Fiery Breath Shoot in Combat, Companion	10"	4	2+	3+	2	1									
Mighty Roar -5 DP	MONSTER only. Add the following ability to your hero's warscroll. You cannot pick this upgrade if your hero has another RAMPAGE ability. <p>Once Per Turn (Army), Any Combat Phase</p> <p><b>MIGHTY ROAR:</b> <i>The ground trembles as a mighty roar is loosed by the hero's mount, drowning out the din of battle for a few moments and leaving the foe stunned.</i></p> <p><b>Declare:</b> Pick up to 3 enemy units in combat with this unit to be the targets.</p> <p><b>Effect:</b> Roll a dice for each target. On a 4+, the target cannot use commands for the rest of the turn.</p> <p><b>KEYWORDS</b>    <b>RAMPAGE</b></p>														
Titanic Duel -5 DP	MONSTER only. Add the following ability to your hero's warscroll. You cannot pick this upgrade if your hero has another RAMPAGE ability. <p>Once Per Turn (Army), Any Combat Phase</p> <p><b>TITANIC DUEL:</b> <i>In a colossal display of strength, the noble beast grapples with a monstrous enemy, eager to prove its dominance.</i></p> <p><b>Effect:</b> Roll a dice. On a 3+, add 1 to the Damage characteristic of this unit's Companion melee weapons for attacks that target enemy MONSTERS for the rest of the turn.</p> <p><b>KEYWORDS</b>    <b>RAMPAGE</b></p>														

**STEP 7 – PICK ANY OTHER UPGRADES**

Pick any number of other upgrades for your hero. The same upgrade cannot be picked more than once.

Upgrade	Effect																
Commanding Presence <span style="background-color: #800000; color: white; padding: 2px 5px;">-1 DP</span>	Add 1 to your hero's Control characteristic.																
Fleet of Foot <span style="background-color: #800000; color: white; padding: 2px 5px;">-1 DP</span>	<b>INFANTRY</b> only. Add 1" to your hero's Move characteristic.																
Incredibly Tough <span style="background-color: #800000; color: white; padding: 2px 5px;">-2 DP</span>	<b>INFANTRY</b> only. Add 1 to your hero's Health characteristic.																
Blessed Sigmarite <span style="background-color: #800000; color: white; padding: 2px 5px;">-2 DP</span>	Your hero has <b>WARD (6+)</b> .																
Masterful Warrior <span style="background-color: #800000; color: white; padding: 2px 5px;">-3 DP</span>	The Hit characteristic of your hero's <b>Warblade</b> is 2+.																
Preferred Enemy <span style="background-color: #800000; color: white; padding: 2px 5px;">-3 DP</span>	Your hero's <b>Warblade</b> has <b>Anti-X (+1 Rend)</b> , where X is 1 of the following keywords: <b>INFANTRY, CAVALRY, MONSTER, WAR MACHINE, WIZARD or PRIEST</b> .																
Heavy Boltstorm Pistol <span style="background-color: #800000; color: white; padding: 2px 5px;">-3 DP</span>	Add the following ranged weapon to your hero's warscroll. You cannot pick this upgrade if your hero has another non- <b>Companion</b> ranged weapon. <table border="1" style="margin-left: 20px;"> <thead> <tr> <th></th> <th>RANGED WEAPONS</th> <th>Range</th> <th>Attacks</th> <th>Hit</th> <th>Wound</th> <th>Rend</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td></td> <td>Heavy Boltstorm Pistol Shoot in Combat</td> <td>12"</td> <td>4</td> <td>3+</td> <td>3+</td> <td>1</td> <td>1</td> </tr> </tbody> </table>		RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage		Heavy Boltstorm Pistol Shoot in Combat	12"	4	3+	3+	1	1
	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage										
	Heavy Boltstorm Pistol Shoot in Combat	12"	4	3+	3+	1	1										
Lancer <span style="background-color: #800000; color: white; padding: 2px 5px;">-4 DP</span>	<b>CAVALRY or MONSTER</b> only. Your hero's <b>Warblade</b> has <b>Charge (+1 Damage)</b> .																
Relic Weapon <span style="background-color: #800000; color: white; padding: 2px 5px;">-4 DP</span>	Your hero's <b>Warblade</b> has <b>Crit (Mortal)</b> .																
Radiant Wings <span style="background-color: #800000; color: white; padding: 2px 5px;">-4 DP</span>	<b>INFANTRY</b> only. Your hero has <b>FLY</b> .																
Loyal Companion <span style="background-color: #800000; color: white; padding: 2px 5px;">-4 DP</span>	<b>INFANTRY</b> only. Your hero has the following ability:  <span style="background-color: #50A050; color: white; padding: 2px 5px;"><b>Passive</b></span> <b>LOYAL COMPANION:</b> From fiercely defiant Gryph-hounds to swift Aetherwings or the sombre Memoriants, many Knights and Lords of the Stormcast Eternals are joined in battle by a companion or retainer.  <b>Effect:</b> This unit's <b>Loyal Companion</b> is a token. This unit has <b>WARD (5+)</b> while its <b>Loyal Companion</b> is on the battlefield. If you make an unmodified save roll of 1 for this unit, remove its <b>Loyal Companion</b> from the battlefield.																
Blade Master <span style="background-color: #800000; color: white; padding: 2px 5px;">-5 DP</span>	Add 2 to the Attacks characteristic of your hero's <b>Warblade</b> .																
Master of the Magical Arts <span style="background-color: #800000; color: white; padding: 2px 5px;">-6 DP</span>	Non- <b>PRIEST</b> only. Your hero is a <b>WIZARD (1)</b> . If this unit is already a <b>WIZARD</b> , add 1 to casting rolls for this unit																
Warrior-cleric <span style="background-color: #800000; color: white; padding: 2px 5px;">-6 DP</span>	Non- <b>WIZARD</b> only. Your hero is a <b>PRIEST (1)</b> . If this unit is already a <b>PRIEST</b> , add 1 to chanting rolls for this unit.																
Terminus Greatbow <span style="background-color: #800000; color: white; padding: 2px 5px;">-6 DP</span>	Add the following ranged weapon to your hero's warscroll. You cannot pick this upgrade if your hero has another non- <b>Companion</b> ranged weapon. <table border="1" style="margin-left: 20px;"> <thead> <tr> <th></th> <th>RANGED WEAPONS</th> <th>Range</th> <th>Attacks</th> <th>Hit</th> <th>Wound</th> <th>Rend</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td></td> <td>Terminus Greatbow</td> <td>18"</td> <td>3</td> <td>3+</td> <td>3+</td> <td>2</td> <td>3</td> </tr> </tbody> </table>		RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage		Terminus Greatbow	18"	3	3+	3+	2	3
	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage										
	Terminus Greatbow	18"	3	3+	3+	2	3										

# PATH OF THE STORM

(STORMCAST ETERNALS HERO only)



**ASPIRING:** When a unit on this Path gains this rank, pick 1 of the following abilities for them:

▢ **Passive**

**INDOMITABLE SOUL:** Reforging has only enhanced this warrior's exceptional toughness.

**Effect:** Add 1 to this unit's Health characteristic.

▢ **Passive**

**STRENGTH OF THE TEMPEST:** Their natural brawn means that this warrior hits harder than most.

**Effect:** Add 1 to wound rolls for this unit's attacks.

**ELITE:** When a unit on this Path gains this rank, pick 1 of the following abilities for them:

▢ **Once Per Battle, Any Hero Phase**

**NOBLE DEFENDER:** This warrior stands at the head of their brethren, inspiring them to stand firm.

**Effect:** For the rest of the turn, if a friendly STORMCAST ETERNALS unit wholly within 12" of this unit uses the 'All-out Defence' command, no command points are spent.

▢ **Passive**

**LIGHTNING-WREADED WEAPONS:** Raw Azyrite energy dances across the weapons of this hero, unleashing the fury of the storm upon their enemies.

**Effect:** This unit's melee weapons have Crit (Mortal).

**MIGHTY:** When a unit on this Path gains this rank, pick 1 of the following abilities for them:

▢ **Passive**

**THE GOD-KING'S FAVOUR:** It is said this warrior has once entered the inner chambers of Sigmaron and knelt in the presence of the God-King. Now, they bear his blessing in battle.

**Effect:** This unit has WARD (5+).

▢ **End of Any Turn**

**CELESTIAL HALO:** Crackling lightning arcs out at enemies who venture close to this warrior.

**Declare:** Pick up to 3 enemy units in combat with this unit to be targets.

**Effect:** Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

**LEGENDARY:** When a unit on this Path gains this rank, pick 1 of the following abilities for them:

▢ **Reaction: You declared the 'Counter-charge' command for this unit**

**BOLD TACTICIAN:** This legendary warrior knows precisely when to signal the charge. For Sigmar!

**Effect:** Pick another friendly unit wholly within 12" of this unit to be the target. After the 'Counter-charge' command for this unit has been resolved, if this unit charged, the target can immediately use the 'Counter-charge' command without any command points being spent.

▢ **Once Per Battle, Any Combat Phase**

**SIGMAR'S JUDGEMENT:** At a critical moment in the battle, this mighty warrior steps up to the challenge and brings the fury of the God-King to the battlefield.

**Effect:** This unit can use 2 FIGHT abilities this phase. After the first is used, however, the target has STRIKE-LAST for the rest of the turn.

# PATH OF THE REDEEMER

(non-HERO STORMCAST ETERNALS unit only)



**ASPIRING:** When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Once Per Battle, Enemy Movement Phase

**HERALDS OF THE TEMPEST:** These warriors are oft among the first to strike down upon the battlefield in bolts of holy lightning, and they waste no time in charging into the fray.

**Effect:** If this unit was set up on the battlefield using the 'Scions of the Storm' ability this turn, add 1 to charge rolls for this unit for the rest of the turn.

Passive

**MIGHTY RECLAIMERS:** With great fury, these warriors drive the enemy back from those lands that once fell within Sigmar's ancient empire.

**Effect:** Add 1 to hit rolls for combat attacks made by this unit that target an enemy unit that is contesting an objective.

**ELITE:** When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Passive

**BLAZE OF GLORY:** As these warriors are struck down, Sigmar's lightning wrecks devastation around them before they return to the heavens to be Reforged.

**Effect:** Each time a model in this unit is slain by a combat attack and that model was in combat with the attacking unit, roll a dice. For each 4+, inflict 1 mortal damage on the attacking unit after the FIGHT ability has been resolved.

Passive

**SPEED OF THE STORM:** Like a flash of lightning, these warriors give their quarry no time to react as they race to deliver the God-King's vengeance.

**Effect:** Add 2" to the Move characteristic of this unit.

**MIGHTY:** When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Passive

**BLESSED BY AZYR:** These warriors exhibit a particular harmony with Azyrite magic and can draw upon its ambient energies to heal their wounds.

**Effect:** Heal (D3) this unit.

Any Combat Phase

**DEFENSIVE MASTERY:** When these warriors resolve to stand firm, they form an unyielding line akin to the soaring mountain ranges of High Azyr.

**Effect:** For the rest of the turn, this unit has STRIKE-LAST and WARD (4+).

**LEGENDARY:** When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Passive

**LIGHTNING-WREATHED WEAPONS:** Raw Azyrite energy dances across the weapons of these warriors.

**Effect:** This unit's melee weapons have Crit (Mortal).

Passive

**INDOMITABLE SOULS:** Reforging has only enhanced the exceptional toughness of these warriors.

**Effect:** Add 1 to this unit's Health characteristic.

# ARMY OF RENOWN

## RUINATION BROTHERHOOD

When you pick the Stormcast Eternals faction for your army, you can choose for it to be a Ruination Brotherhood Army of Renown. If you do so, use the faction rules on these pages instead of the Stormcast Eternals faction rules. Every unit in your army must be drawn from the units listed in the roster options box opposite. All units in your army gain the **RUINATION BROTHERHOOD** keyword.

### ROSTER OPTIONS

- ◆ Iridan the Witness (must be included and must be your general)
- ◆ Any **RUINATION CHAMBER** units
- ◆ Liberators
- ◆ Knight-Questors
- ◆ Any other non-**HERO WARRIOR CHAMBER** units
- ◆ You cannot include Regiments of Renown

## BATTLE TRAITS

### Once Per Turn (Army) Any Hero Phase

**ANCIENT AURA:** *Storm-charged energy ebbs and flows around the warriors of the Ruination chambers, surrounding them in a scouring aura of power. Finding purchase with a weapon on these ancient heroes can be a difficult task for even the mightiest of mortal foes.*

**Declare:** Pick a friendly **RUINATION CHAMBER** unit.

**Effect:** That unit has **WARD (5+)** for the rest of the turn.

### Once Per Turn (Army), End of Any Turn

**TEMPER THE FLAW:** *The warriors of the Ruination chambers must be shepherded by the mentors of the Bleak Citadels, else they risk losing what little remains of their soul.*

**Declare:** You must use this ability at the end of each turn. Each friendly non-**HERO RUINATION CHAMBER** unit that used a **FIGHT** ability this turn is a target.

**Effect:** For each target, pick 1 of the following effects:

- **Guided:** If the target is wholly within 12" of any friendly **RUINATION CHAMBER HEROES**, return 1 slain model to it.
- **Tormented:** If the target is not wholly within 12" of any friendly **RUINATION CHAMBER HEROES**, it becomes tormented until the end of the next turn. While a unit is tormented, add 1 to the Attacks characteristic of its melee weapons but it cannot contest objectives or use commands.

### Passive

**HALLOWED PRESENCE:** *While fighting alongside the Ruination chambers, those of the Warrior chambers are granted a measure of the incorruptible nature of their solemn brethren.*

**Effect:** While friendly **WARRIOR CHAMBER** units are wholly within 12" of any friendly **RUINATION CHAMBER** units, those friendly **WARRIOR CHAMBER** units have **WARD (6+)**.

### Once Per Turn (Army), Any Combat Phase

**ENTROPIC SCREECH:** *Cocking its head back, the Morrgryph unleashes a soul-piercing screech that causes foes to wither and collapse under its necrotic onslaught.*

**Declare:** Pick a friendly **RUINATION CHAMBER MONSTER** that has not used any **RAMPAGE** abilities this turn to use this ability. Then, pick up to 3 enemy units in combat with it to be the targets.

**Effect:** Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll. The unit using this ability cannot use any more **RAMPAGE** abilities for the rest of the turn.

**KEYWORDS**    **RAMPAGE**

## HEROIC TRAIT

(HERO only)

**Once Per Battle, Start of Any Turn**

**CORVEN LORD:** *The souls of those who lead the Ruination chambers are anathema to malign influence.*

**Effect:** If this unit has the 'Ruination Chamber' ability, it can use that ability once per turn regardless of whether another friendly unit has used it during the same turn.

## ARTEFACT OF POWER

(HERO only)

**Passive**

**HALLOWED SCROLLS:** *Parchments inscribed with Sigmarite blessings adorn this warrior's armour.*

**Effect:** If this unit is INFANTRY, it has WARD (5+). Otherwise, it has WARD (6+).

## PRAYER LORE

**Your Hero Phase**

**MORRDA'S EMBRACE:** *Sinister shadows converge above the priest's head before enveloping a foe in a deadly embrace.*

**5**

**Declare:** Pick a friendly RUINATION BROTHERHOOD PRIEST to chant this prayer, pick a visible enemy unit within 18" of them to be the target, then make a chanting roll of D6.

**Effect:** Roll a dice. If the roll exceeds the target's Health characteristic, 1 model in the target unit is slain. If the chanting roll was 10+, roll 2D6 instead.

**KEYWORDS** PRAYER, UNLIMITED

**Your Hero Phase**

**4**

**MURDEROUS FLOCK:** *A flight of phantasmal ravens is summoned from the darkened skies, diving down into the enemy's ranks to peck out eyes and pierce throats.*

**Declare:** Pick a friendly RUINATION BROTHERHOOD PRIEST to chant this prayer, pick a visible enemy unit within 12" of them to be the target, then make a chanting roll of D6.

**Effect:** Roll a dice for each model in the target unit. For each 5+, inflict 1 mortal damage on the target unit. If the chanting roll was 10+, inflict 1 mortal damage on the target unit for each 4+ instead.

**KEYWORDS** PRAYER

**Your Hero Phase**

**4**

**RAVEN'S FLIGHT:** *Wings of jet black frame the priest as they summon a chill wind that speeds their allies.*

**Declare:** Pick a friendly RUINATION BROTHERHOOD PRIEST to chant this prayer, pick a visible friendly unit wholly within 12" of them to be the target, then make a chanting roll of D6.

**Effect:** Add 2" to the target's Move characteristic. If the chanting roll was 8+, in addition, for the rest of the turn, the target can use CHARGE abilities even if they have used a RUN ability in the same turn.

**KEYWORDS** PRAYER

# ARMY OF RENOWN

## HEROES OF THE FIRST-FORGED

When you pick the Stormcast Eternals faction for your army, you can choose for it to be a Heroes of the First-Forged Army of Renown. If you do so, use the faction rules on these pages instead of the Stormcast Eternals faction rules. Every unit in your army must be drawn from the units listed in the roster options box opposite. All units in your army gain the **FIRST-FORGED** keyword.

### ROSTER OPTIONS

- ◆ Lord-Commander Bastian Carthalos (must be included and must be your general)
- ◆ Celestant-Prime, Hammer of Sigmar
- ◆ Karazai the Scarred
- ◆ Krondys, Son of Dracothion
- ◆ Yndrasta, the Celestial Spear
- ◆ **WARRIOR CHAMBER HEROES**
- ◆ Praetors
- ◆ Annihilators
- ◆ Annihilators with Meteoric Grandhammers
- ◆ You cannot include Regiments of Renown

## BATTLE TRAITS

### Deployment Phase

**THE CELESTIAL REALM:** In High Azyr, the Stormcast Eternals await their call to deliver retribution.

**Declare:** If there are more friendly **STORMCAST ETERNALS** units on the battlefield than there are set up in reserve, pick a friendly **STORMCAST ETERNALS** unit that has not been deployed.

**Effect:** Set up that unit in reserve in the Celestial Realm. It has now been deployed.

**KEYWORDS**    **DEPLOY**

### Your Movement Phase

**SCIIONS OF THE STORM:** Upon blessed bolts of lightning do the Stormcast Eternals ride to war, the furious rumble of thunder heralding their arrival.

**Declare:** Pick a friendly **STORMCAST ETERNALS** unit that is in the Celestial Realm.

**Effect:** Set up that unit anywhere on the battlefield more than 9" from all enemy units.

### Once Per Turn (Army) Your Charge Phase

**PUNCH THROUGH:** Like a plated fist, the warriors of the First-Forged drive deep into the enemy's ranks, smashing aside those in their path.

**Declare:** Pick a friendly **INFANTRY** unit in combat that has not charged this turn to use this ability.

**Effect:** That unit can immediately use the 'Charge' ability and can move through enemy models when it does so.

### Once Per Turn (Army), Your Movement Phase

**SUMMON THE STORM:** With a voice of booming thunder, Bastian can call forth his warriors, bringing them down in the heart of the enemy army.

**Declare:** If a friendly **Bastian Carthalos** is on the battlefield and was not set up this turn, you can pick a friendly **STORMCAST ETERNALS** unit that is in the Celestial Realm.

**Effect:** Set up that unit wholly within 6" of a friendly **Bastian Carthalos** and more than 3" from all enemy units. If the target is a unit of **Annihilators** or **Annihilators with Meteoric Grandhammers**, for the rest of the turn, the target counts as having used the 'Scions of the Storm' ability for the purposes of the 'Blazing Impact' ability.

## HEROIC TRAIT

(HERO only)

Passive

**THEGN OF BELLICOS:** In their mortal life, this warrior fought alongside Bastian at the Battle of Burning Skies and still does so after their Reforging.

**Effect:** Add 1 to the Attacks characteristic of this unit's melee weapons while it is wholly within 6" of a friendly **Bastian Carthalos**.

## ARTEFACT OF POWER

(HERO only)

Any Combat Phase

**SHIELD OF SKJORDAMAR:** Said to have been forged with a sliver of the Great Bolt Skjordamar, this shield delivers a blast of celestial energy that can banish the corruption spread by malign magics.

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll a dice. On a 4+, ward rolls cannot be made for the target for the rest of the battle.

## SPELL LORE

Your Hero Phase

**WREATHED IN THE STORM:** Lightning ripples across the armour of these warriors, delivering a lethal shock to enemies who approach them.

**Declare:** Pick a friendly **FIRST-FORGED WIZARD** to cast this spell, pick a visible friendly **STORMCAST ETERNALS** unit wholly within 12" of them to be the target, then make a casting roll of 2D6.

**Effect:** For the rest of the turn, each time you make an unmodified save roll of 6 for a combat attack that targets the target unit, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

**KEYWORDS** SPELL, UNLIMITED

7

Your Hero Phase

**STORM'S WRATH:** The mage calls down a barrage of colossal lightning blasts that boom across the battlefield, blasting to ash clusters of the foe.

**Declare:** Pick a friendly **FIRST-FORGED WIZARD** to cast this spell, pick up to 3 visible enemy units within 9" of them to be the targets, then make a casting roll of 2D6.

**Effect:** Inflict D3 mortal damage on each target.

**KEYWORDS** SPELL

6

## PRAYER LORE

Your Hero Phase

**SPEED OF THE RIGHTEOUS:** The warrior-priest calls upon Sigmar to speed their brethren with the winds aetheric so that they might enact his judgement with greater haste.

**Declare:** Pick a friendly **FIRST-FORGED PRIEST** to chant this prayer, pick a visible friendly **STORMCAST ETERNALS** unit wholly within 12" of them to be a target, then make a chanting roll of D6.

**Effect:** Add 2" to the Move characteristic of the target for the rest of the turn. If the chanting roll was 6+, you can pick another eligible unit to be a second target.

**KEYWORDS** PRAYER, UNLIMITED

4

## MANIFESTATION LORE

Your Hero Phase

**SUMMON EVERBLAZE COMET:** Reaching an arm to the heavens, the wizard calls down a comet of pure Azyrite energy that crashes into the foe's ranks with devastating effect.

**Declare:** If there is not a friendly Everblaze Comet on the battlefield, pick a friendly **FIRST-FORGED WIZARD** to cast this spell, then make a casting roll of 2D6.

**Effect:** Set up an Everblaze Comet wholly within 18" of the caster.

**KEYWORDS** SPELL, SUMMON

8



## REGIMENT OF RENOWN

# THE HORIZON SEEKERS

One of the most famed Vanguard formations is that of Lord-Aquilor Tyran Veld, a grizzled veteran who has fought campaigns in every realm save Azyr. Known as the Horizon Seekers, his retinue are often seconded to Sigmar's allies, serving as scouts and putting their hard-earned knowledge of the realms' hinterlands to good effect as they harry enemies and seize control of vital objectives.



### INCLUSION

This Regiment of Renown can be included in armies from the following factions:

- |                        |                       |
|------------------------|-----------------------|
| ◆ Cities of Sigmar     | ◆ Ideneth Deepkin     |
| ◆ Seraphon             | ◆ Sylvaneth           |
| ◆ Lumineth Realm-lords | ◆ Kharadron Overlords |
| ◆ Daughters of Khaine  | ◆ Fyreslayers         |

### ORGANISATION

- ◆ 1 Lord-Aquilor
- ◆ 1 Vanguard-Hunters unit with 5 models
- ◆ 1 Vanguard-Palladors unit with 3 models

### ABILITIES

**• Passive**

**HUNTERS' COHESION:** *The Horizon Seekers have long roamed the wilderness together, operating in well-honed unison to run circles around the foe.*

**Effect:** Each time this Regiment of Renown's **Lord-Aquilor** uses its 'Ride the Winds Aetheric' ability, you can pick all units in this Regiment of Renown that are not in combat to be the targets.

In addition, add 1 to hit rolls for attacks made by this Regiment of Renown's **Lord-Aquilor** and **Vanguard-Palladors** units that target a **HUNTED** enemy unit.

**Designer's Note:** See the 'Astral Compass' ability on the Vanguard-Hunters warscroll (pg 122) to see how an enemy unit can become **HUNTED**.



## REGIMENT OF RENOWN

# VALNIR'S STORMWING

One of the brightest stars of the Hammers of Sigmar, Knight-Draconis Aldus Valnir is an expert drake-rider known for his death-defying bravery. Lending his lance to Sigmar's allies in the fight against darkness, he is accompanied in battle by his loyal bodyguard Ortana. The two have developed a formidable synergy, timing their aerial charges to deliver a devastating one-two punch to the enemy.



### INCLUSION

This Regiment of Renown can be included in armies from the following factions:

- ◆ Cities of Sigmar
- ◆ Idoneth Deepkin
- ◆ Seraphon
- ◆ Sylvaneth
- ◆ Lumineth Realm-lords
- ◆ Kharadron Overlords
- ◆ Daughters of Khaine
- ◆ Fyreslayers

### ORGANISATION

- ◆ 1 Knight-Draconis
- ◆ 1 Stormdrake Guard unit with 1 model

### ABILITIES

#### Once Per Battle (Army), Your Hero Phase

**HOUR OF RETRIBUTION:** Aldus Valnir and Ortana dive down from the clouds into the midst of the reeling foe, using the shock of their sudden assault to inflict maximum damage.

**Effect:** For the rest of the turn:

- Add 1 to wound rolls for attacks made by units in this Regiment of Renown.
- Add 1 to save rolls for units in this Regiment of Renown.



# RULES REFERENCE

## BATTLE PROFILES

This battletome is supported with live online points values so that you can enjoy the most balanced and exciting games of Warhammer Age of Sigmar. Scan this QR code to see the latest points values for your army.



## CHAMBER ABILITIES

### ✖ Passive

#### EXTREMIS CHAMBER:

**Effect:** Each time you make an unmodified save roll of 6 for a combat attack that targets this unit, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

### ✖ Passive

#### VANGUARD CHAMBER:

**Effect:** This unit can use **SHOOT** and/or **CHARGE** abilities even if it used a **RUN** or **RETREAT** ability in the same turn.

### Once Per Turn (Army), Reaction:

This unit was picked as the target of a non-CORE ability

#### RUINATION CHAMBER:

**Effect:** Make a resistance roll of D6. On a 4+, that ability has no effect on this unit.

### Once Per Turn (Army), Your Movement Phase

#### HEAVENS-SENT:

**Declare:** Pick a friendly non-**UNIQUE STORMCAST ETERNALS INFANTRY** or **CAVALRY** unit that started the battle with 2 or more models and that has been destroyed to be the target.

**Effect:** Set up a replacement unit with half the number of models from the target unit (rounding up) more than 9" from all enemy units.

### Once Per Turn (Army), Your Hero Phase

#### THEIR FINEST HOUR:

**Declare:** Pick a friendly **STORMCAST ETERNALS** unit that has not used this ability this battle to use this ability.

**Effect:** For the rest of the turn, add 1 to wound rolls for that unit's combat attacks and add 1 to save rolls for that unit.

## MAGIC

Lore	Ability	CV	Effect Summary
Lore of the Storm	Lightning Blast	5	<b>UNLIMITED.</b> Targets closest visible enemy unit that has not yet been targeted this turn, inflicts D3 mortal damage.
Lore of the Storm	Thundershock	6	Targets visible enemy unit within 12", -1 from target's wound rolls until the start of your next turn.
Lore of the Storm	Starfall	7	Targets visible enemy <b>INFANTRY</b> or <b>CAVALRY</b> unit within 18", -1 dice to the target's charge rolls until the start of your next turn.
Prayers of the Stormhosts	Healing Storm	4	<b>UNLIMITED.</b> Targets friendly <b>STORMCAST ETERNALS</b> unit wholly within 12", <b>Heal (D3)</b> the target, or the same effect to each friendly unit wholly within 12" if the chanting roll is 8+.
Prayers of the Stormhosts	Bless Weapons	6	Targets friendly <b>STORMCAST ETERNALS INFANTRY</b> unit wholly within 12", +1 Attacks to melee weapons until the start of your next turn, or, the same effect to each friendly <b>STORMCAST ETERNALS</b> units wholly within 12" if the chanting roll is 12+.
Prayers of the Stormhosts	Translocation	4	Targets friendly <b>STORMCAST ETERNALS</b> unit wholly within 12", set up anywhere more than 9" from all enemy units. If the chanting roll is 8+, also -1 to hit rolls for attacks targeting the target for the rest of the battle round.
Manifestations of the Storm	Summon Dais Arcanum	6	Targets friendly <b>STORMCAST ETERNALS HERO</b> wholly within 12". Set up a <b>Dais Arcanum</b> within $\frac{1}{2}$ " of the target and visible to them. Place target on <b>Dais Arcanum</b> .
Manifestations of the Storm	Summon Celestian Vortex	6	Set up a <b>Celestian Vortex</b> wholly within 18" of the caster and more than 9" from all enemy units.
Manifestations of the Storm	Summon Everblaze Comet	8	Set up an <b>Everblaze Comet</b> wholly within 18" of the caster.

## BATTLE TRAITS

### Deployment Phase

#### THE CELESTIAL REALM:

**Declare:** If there are more friendly **STORMCAST ETERNALS** units on the battlefield than there are set up in reserve, pick a friendly **STORMCAST ETERNALS** unit that has not been deployed.

**Effect:** Set up that unit in reserve in the **Celestial Realm**. It has now been deployed.

**KEYWORDS** DEPLOY

### Your Movement Phase

#### SCIIONS OF THE STORM:

**Declare:** Pick a friendly **STORMCAST ETERNALS** unit that is in the **Celestial Realm**.

**Effect:** Set up that unit anywhere on the battlefield more than 9" from all enemy units.

### Once Per Battle, Your Movement Phase

#### HEAVENS-SENT:

**Declare:** Pick a friendly non-**UNIQUE STORMCAST ETERNALS INFANTRY** or **CAVALRY** unit that started the battle with 2 or more models and that has been destroyed to be the target.

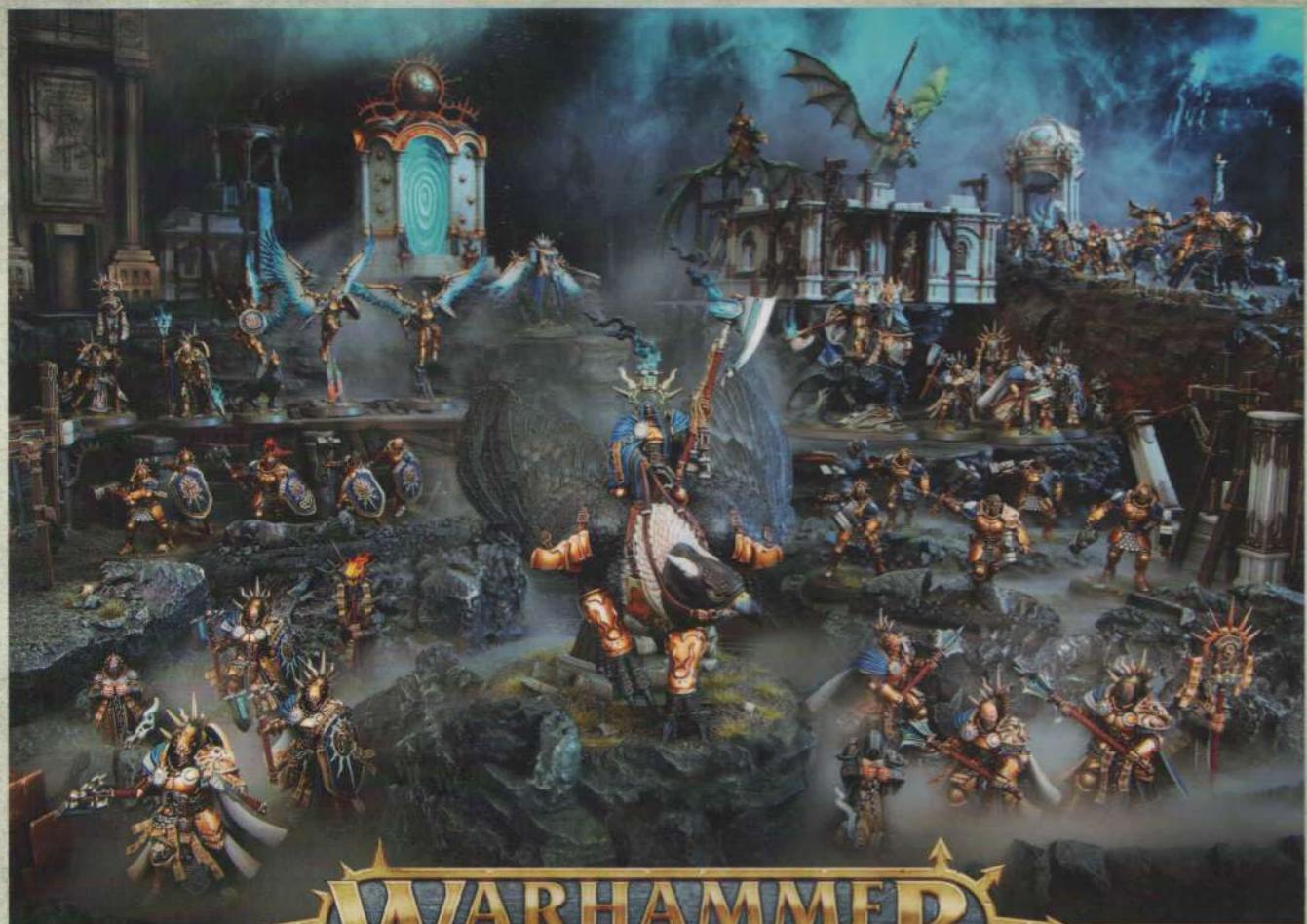
**Effect:** Set up a replacement unit with half the number of models from the target unit (rounding up) more than 9" from all enemy units.

### Once Per Turn (Army), Your Hero Phase

#### THEIR FINEST HOUR:

**Declare:** Pick a friendly **STORMCAST ETERNALS** unit that has not used this ability this battle to use this ability.

**Effect:** For the rest of the turn, add 1 to wound rolls for that unit's combat attacks and add 1 to save rolls for that unit.



# WARHAMMER<sup>®</sup> AGE OF SIGMAR

## ORDER BATTLETOME STORMCAST ETERNALS

The Stormcast Eternals are the champions of Sigmar the God-King, immortal heroes imbued with the power of the celestial tempest. With lightning-wreathed hammers in their hands and a hymn of vengeance on their lips, they defend mortalkind against the tide of darkness that seeks to consume it.

Sigmar created the Stormcast Eternals from the very essence of the realms' mightiest warriors. Now they face their greatest challenge, for a time of untold horror has been let loose upon the realms: the Hour of Ruin. On the precipice of disaster, the Stormhosts unleash the soul-eroded ancients of the Ruination chambers into the fray to devastating effect.



*'Ruination awaits us all. Yet if this is the end of our saga, we shall depart in a crescendo of fury that our foes will not soon forget.'*

- Lord-Vigilant Emerus

Inside this book, you will find:

- ◆ **HEROES OF AZYR:** A history of the Stormcast Eternals, from the Realmgate Wars to the Hour of Ruin, and an in-depth examination of the flaw that bedevils them.
- ◆ **CELESTIAL GLORY:** A study of the battle honours, livery and character of the foremost Stormhosts, as well as painting tips designed to help you assemble your own army of the heavens.
- ◆ **RUINATION UNLEASHED:** Full rules that allow you to field the fearsome sentinels of the Ruination chambers, as well as Path to Glory content, warscrolls and new armies of renown.

ISBN 978-1804574287



9 781804 574287 >



DESIGNED  
IN THE UK

PRINTED IN CHINA

60 03 02 18 008



Manufactured by:  
Games Workshop Limited  
Willow Road, Nottingham,  
NG7 2WS, UK

European address:  
Games Workshop Limited - Irish branch  
Unit 3, Lower Liffey Street,  
Dublin 1, D01 K199, Ireland



WARHAMMER