

SCOURGE OF GHYRAN

FACTION RULES: STORMCAST ETERNALS

HEROIC TRAITS

You can pick a heroic trait from this table instead of from other Heroic Traits tables available to this faction.

STORMFORGED QUALITIES (HERO only)

U Passive

LEGENDARY TENACITY: *This hero might well be struck down, but there is little in the Mortal Realms that can stop them from rising again, bloodied but unbowed.*

Effect: The first time this unit would be destroyed, before removing it from play, roll a dice. On a 3+, this unit is not destroyed and any remaining damage points inflicted on it have no effect. Then, **Heal (D3)** this unit.

⚙ Passive

HOOR OF GLORY: *This hero's hour has come; their deeds will shatter the wicked, deliver the weak and protect the Mortal Realms themselves from any evil that would see them undone.*

Effect: This unit can be picked to use the 'Their Finest Hour' ability even if it has already used it this battle. In addition, when this unit is picked to use the 'Their Finest Hour' ability, add 5 to its control score for the rest of the turn.

⚙ Your Hero Phase

INTENSE PIETY: *This hero's intense and unwavering devotion to the Sigmar's mission is one of such absolute focus that they can cause the followers of rival gods to hesitate and falter with a few well-chosen words or soul-piercing stare.*

Declare: Pick a visible enemy **PRIEST** or **WIZARD** within 18" of this unit to be the target.

Effect: Roll a dice. On a 3+, subtract 1 from casting rolls and chanting rolls for the target until the start of your next turn.



ARTEFACTS OF POWER

You can pick an artefact from this table instead of from other Artefacts of Power tables available to this faction.

RELICS OF SIGMARON (HERO only)

U Once Per Battle, Your Hero Phase

BANNER OF SIGMAR: *The hero unfurls a mighty banner and plunges its pommel into the earth with the force of a falling comet, where it stands upright and proud, declaring Sigmar's reckoning to all who bear witness to its majesty.*

Declare: Pick an objective within 18" of this unit to be the target.

Effect: Until the start of your next turn, your opponent cannot control the target objective while they have no units contesting it.

⚙ Once Per Turn, Reaction: Opponent declared a command or a RAMPAGE ability for a unit in combat with this unit

SIGIL OF MORRDA: *This sigil is one of the god Morrda, a death god that escaped Nagash's purge of Shyish. Their power, perhaps not what it once was, is still potent and to be rightly feared.*

Effect: Roll a dice. On a 3+, that command or **RAMPAGE** ability has no effect, it still counts as having been used and any command points spent to use that ability are still lost.

U Once Per Battle, Any Hero Phase

BEACON OF AZYR: *This beacon is brimming with the magic of the Celestial Realm. When unleashed, holy lightning surges forth, empowering a nearby Stormcast Eternal who is attuned to the tempest.*

Declare: Pick a visible friendly **STORMCAST ETERNALS WIZARD** or **PRIEST** wholly within 12" of this unit to be the target.

Effect: The next time this turn that the target uses a **PRAYER** or **SPELL** ability, instead of making a casting roll or chanting roll for them, you can use a value of 7 for the roll that cannot be modified. After that ability is resolved, if the target has any ritual points, reset their ritual points total to 0.

Designer's Note: *Ritual points apply modifiers so cannot be used with this ability to increase the chanting roll to more than 7.*

SCOURGE OF GHYRAN

• SCOURGE OF GHYRAN WARSCROLL •

IRIDAN THE WITNESS



The heart and soul of the Ruination chambers is Iridan the Witness, chosen champion of the mysterious death god Morrda. Dispatched to the battlefields of the Everspring Swathe, they lead a great detachment of silent, storm-eyed champions. Iridan rides the Morrgrypth Ariax, a winged menace whose unearthly presence on the battlefield fills the enemies of Order with a bone-deep terror and robs them of their will to fight.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Axe of the Final Threshold Crit (Mortal)	4	3+	3+	2	3
Ariax's Plunging Talons Charge (+1 Damage), Companion	6	4+	2+	2	2

⚙ Passive

THE FLAMES OF HOPE: *The billowing flames borne by Iridan are instantly recognisable by all of Sigmar's greatest warriors, even those who have lost nearly every part of themselves in his name.*

Effect: You can re-roll resistance rolls for friendly **RUINATION CHAMBER** units while they are wholly within 12" of this unit.

🛡 Once Per Turn, Reaction: This unit was picked to be the target of a non-CORE ability

GUARDIAN OF THE FINAL THRESHOLD: *Iridan does battle where others cannot tread, fighting in lands transformed into scenes of apocalypse. Even the most corrosive magics find no purchase on this shepherd of lost souls, their faith granting them near immunity to such impurities.*

Effect: Make a resistance roll of D6. On a 3+, that ability has no effect on this unit.

⚙ Your Hero Phase

DEMANDS OF THE WITNESS: *Iridan understands better than any that the most assured way to avoid the incremental erosion of the flaw in the Reforging process is to avoid being cut down, and so they exhort their charges to vanquish their foes quickly, mercilessly and without hesitation.*

Declare: Pick a visible friendly **RUINATION CHAMBER** unit wholly within 12" of this unit to be the target, then make a chanting roll of D6.

Effect: Until the start of your next turn, add 1 to the Rend characteristic of the target's melee weapons. If the chanting roll was 7+, you can pick another eligible unit to be a second target.

KEYWORDS PRAYER

⚙ Once Per Turn (Army), Any Combat Phase

ON WINGS OF DEATH: *Ariax swoops over the heads of the foe, wrong-footing charging enemies.*

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

Effect: Roll a dice. On a 3+:

- You can remove this unit from the battlefield and set it up again on the battlefield within 1" of the target.
- If the target charged this turn, subtract 1 from hit rolls for the target's attacks for the rest of the turn.

KEYWORDS RAMPAGE

KEYWORDS

UNIQUE, HERO, MONSTER, PRIEST (1), FLY, WARD (6+)

ORDER, STORMCAST ETERNALS, RUINATION CHAMBER