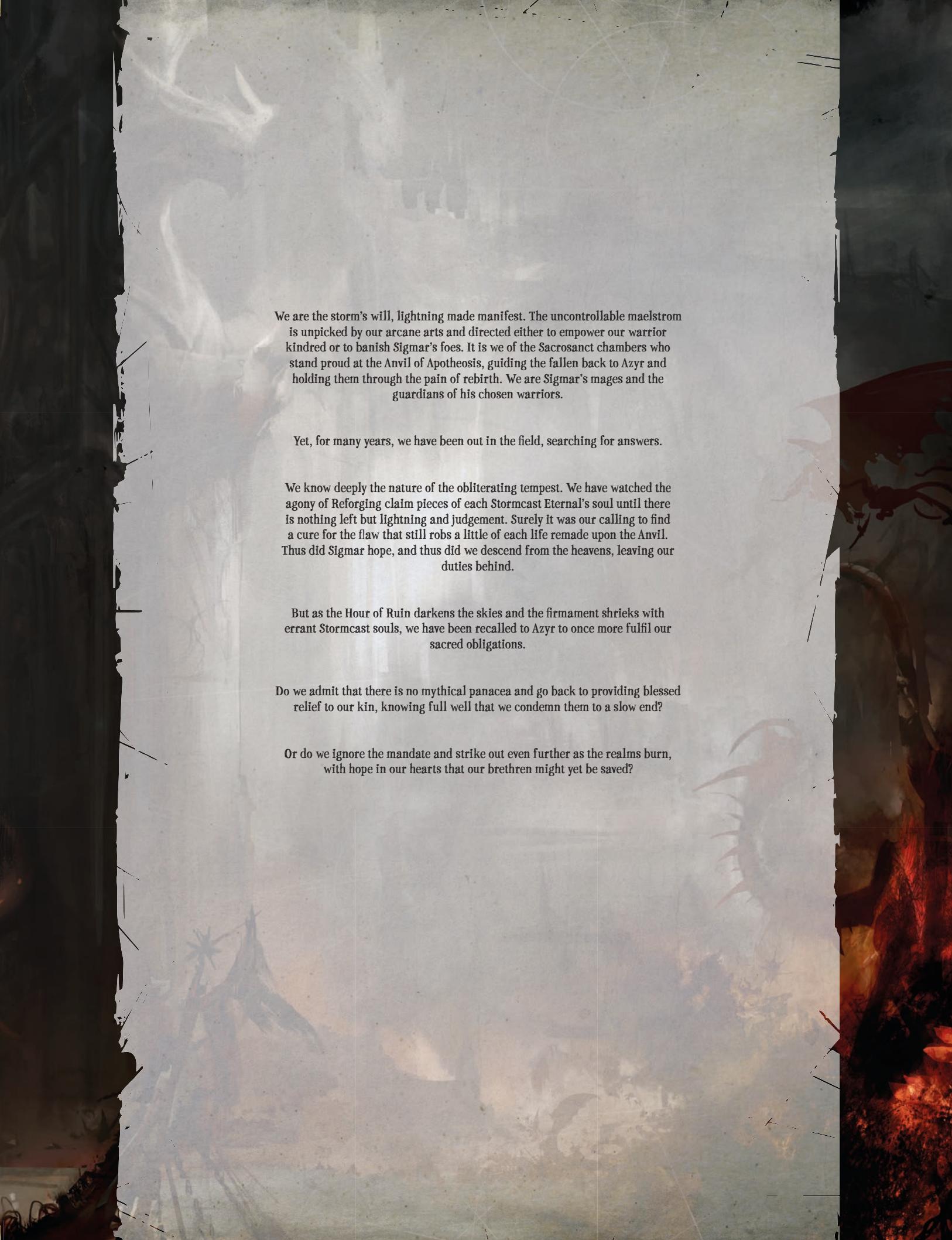


WARHAMMER® AGE OF SIGMAR



BATTLETOME SUPPLEMENT

STORMCAST ETERNALS



We are the storm's will, lightning made manifest. The uncontrollable maelstrom is unpicked by our arcane arts and directed either to empower our warrior kindred or to banish Sigmar's foes. It is we of the Sacrosanct chambers who stand proud at the Anvil of Apotheosis, guiding the fallen back to Azyr and holding them through the pain of rebirth. We are Sigmar's mages and the guardians of his chosen warriors.

Yet, for many years, we have been out in the field, searching for answers.

We know deeply the nature of the obliterating tempest. We have watched the agony of Reforging claim pieces of each Stormcast Eternal's soul until there is nothing left but lightning and judgement. Surely it was our calling to find a cure for the flaw that still robs a little of each life remade upon the Anvil. Thus did Sigmar hope, and thus did we descend from the heavens, leaving our duties behind.

But as the Hour of Ruin darkens the skies and the firmament shrieks with errant Stormcast souls, we have been recalled to Azyr to once more fulfil our sacred obligations.

Do we admit that there is no mythical panacea and go back to providing blessed relief to our kin, knowing full well that we condemn them to a slow end?

Or do we ignore the mandate and strike out even further as the realms burn, with hope in our hearts that our brethren might yet be saved?



WATCHERS OF THE ANVIL

With the crackling storm at their fingertips and a song of spiritual fortitude upon their lips, the Sacrosanct chambers have long kept watch at the Anvil of Apotheosis. It is they who guide the lightning-wreathed souls of their kin back into the world of the living and soothe the agony of Reforging.

Staunch wardens and lightning-mages of unparalleled might, the Sacrosanct chambers have long stood at Sigmar's side in High Azyr. These Stormcasts once spent every waking moment in the Sigmarabulum, the ring of temples that form a corona around the sacred core of Mallus. Here, they watched over the Anvil upon which all Stormcast Eternals are Reforged. It was they who coaxed crackling souls back into human form or, failing that, sealed the charged essence within great mausoleums until they could be restored. But the methods of Reforging were not perfect. Each cycle eroded a little more of the soul being remade, plunging the Stormcast into excruciating agony. It was thanks to the deific chants and arcane ministrations of the Sacrosanct that this flaw of Reforging was stymied to some degree, though it has never truly been cured.

Then came the Necroquake, the reawakening of thousands of unquiet spirits and the flood of arcane power across the Mortal Realms. Souls returned to Azyr stained with death magic and tormented by pain. Some did not return at all, having been hooked by Nagash's servants and gifted to their master, who believed all such anima to be rightfully his.

Sigmar faced a stark choice: deploy the Sacrosanct chambers, and in so doing risk the souls of fallen Stormcasts without the custodians of the Anvil to guide them, or face losing everything he had gained since the Realmgate Wars to Nagash. He chose the former, and thus commenced the Soul Wars, with the storm-wielding mages descending to drive back the gheists and the reanimated dead, all whilst searching for a cure for the gradual deterioration of their brethren. All hope rode on the Sacrosanct. Such hope was to be ill placed.

Though the Soul Wars ebbed, with Nagash banished by Teclis and the deathly miasma of the Necroquake dispersed, the Sacrosanct chambers could not find the panacea they sought. They searched on in the Realm of Death long after relative safety had returned to its mortal cities. All the while, the shortage of sentinels at the Anvil of Apotheosis led more and more Stormcasts to find themselves shorn of memories, emotions or even their physical forms as they transfigured instead into raging lightning-gheists. Yet the Sacrosanct refused to give up; no one wanted to admit that the sacrifice of their duty had been for naught.

Only when Ionus Cryptborn was appointed as a champion of Sigmar did this vicious cycle break. The newly titled Warden of Lost Souls took a more pragmatic approach, advising that the Sacrosanct chambers be recalled to Azyr in order to mitigate the flaw in Reforging once more – and give up the futile

search for a cure. Ionus voiced what no one had so far dared: the Stormcast Eternals were degrading too fast without their Sacrosanct wardens, and the mages could no longer afford to be in the field. This was the push Sigmar needed to return his Sacrosanct chambers to the Sigmarabulum. Those who had passed beyond the Storm's Eye and become more divine weapon than human were instead taken to the Ruination chambers to live out their existence in isolation, only serving in times of utmost need.



Now fewer and fewer lightning-gheists tear through Azyr's firmament, having been guided back to the agonising Anvil by its mage-sacristans. Privately, however, Ionus's 'truth' – that there surely is no cure to be found – is not universally accepted amongst the Sacrosanct. Despite the sentinels' presence, many Stormcasts are still losing emotions and memories like sand through an hourglass, especially now that the Hour of Ruin has come and the golden warriors are overwrought trying to defend Sigmar's cities from the Skaven. Behind closed doors, the Sacrosanct chambers have begun to splinter, divided over the ultimate fate of their brethren. Not all think that their exodus from the wider realms was the right decision to secure their kin's future.

DESCENT OF THE SACROSANCT

The arrival of the Sacrosanct mages at the onset of the Soul Wars was marked by the battle for Glymmsforge, a city in Shyish beneath which lay the Ten Thousand Tombs. Nagash sought to claim the soul-bounty therein for his armies and surge through the city's realmgate into Azyr, taking the God-King's very seat of power for his own.

It was because of the bravery of Lord-Arcanum Balthus Arum and his Grave Brethren chamber that the city still stands. He fought back against a great host led by the Knight of Shrouds known as Pharus Thaum, a former Stormcast corrupted by Nagash. The Grave Brethren helped the citizens to survive safely by shielding them in the Stormcasts' own keep. From this battle on, Sacrosanct chambers became a common sight on the Shyishan battlefield.



The Anvil had always been cold. Astreia was all too familiar with its shining surface. More than once had she been wrought anew from the pieces of her broken animus, feeling the slab frigid beneath her as her new lungs swelled.

As she slid off to steady herself on foreign-feeling feet, broken visions of her death crackled behind her eyelids – a gilded king... a feast... no, had it not been a gibbering crowd of ghouls? Whatever the case, she knew she had been close to finding what she had sought for so long. She could feel it.

Footsteps echoed around her. Her brethren wished to pacify her. She pulled her robe tighter around herself and strode forward, waving them away. If she could reach the armoury, she could go straight to the Star Bridge by—

‘Astreia.’

Her head snapped up. She froze in place. Amongst the many keepers of the Anvil, his was not a voice she had expected to hear.

‘Aventis. What are you doing here, Lord-Arcanum?’ she asked.

Aventis Firestrike tucked his helmet under his arm and gave her a wry smile.

‘It is a relief to see you too, sister.’

‘Listen, there isn’t much time,’ she began. ‘If you have time to be here, you have time to come with me and lend your aid. I found a lead: in Ghyran, there’s a nest of—’

‘I won’t be going anywhere this time, I’m afraid,’ he said.

‘Well, I’m sure even alone, I can get back down there. I—’

‘Neither of us will.’

There was a sudden silence. Astreia finally looked around at the marbled halls of the Sigmarabulum. Dozens of Sacrosanct mages stared back, staves gleaming at their sides.

No longer was the Anvil watched by the skeleton crew they had left behind.

‘We’ve been recalled,’ she breathed. ‘No. We can’t be recalled. I’ve found the answer, Aventis. I’m sure I have.’ She turned a taut face full of panic to her old friend. Her voice grew steadily louder. ‘I only need a bit longer! I can’t stop now!’

‘We have spent so much time away from our true duty, Astreia,’ Aventis replied. His voice was pleading now. ‘It is not my job to hold Hammerhal together, as much as my blood yearns for home. And it is not your job to chase after a cure, not any more. Sigmar has realised the inevitable. This – the flaw – can no longer be stopped, and we must do all we can for our brethren until it claims them.’

Astreia barged past him, catching him by surprise; he stumbled back as she stalked towards the door.

‘Astreia! You would defy Sigmar’s orders and let our kin continue to wear away?’

‘It’s not “inevitable”! She spat the word like a poison upon the tongue, even as treacherous tears beaded upon her lashes. ‘And I will save our kin, with or without you.’

The duty of the Sacrosanct chambers is proving more vital than ever as the Hour of Ruin casts long shadows across the realms. Those lands now touched by Chaos warp and drain the life force of mortals who venture too far into them, and even the golden-clad warriors of Sigmar find themselves degrading in body and soul on the field of battle at an alarming rate. Many slain warriors must be scoured of mutagenic taint before they can be Reforged, and the Sacrosanct must work night and day to ensure the sanctity of their returned souls.

The Sacrosanct are still being sighted upon the battlefield in the most darkly touched areas of the Lands Anathema, though such occurrences are growing rarer. Daemon outbreaks must yet be curbed, and the storm-mages’ soul lanterns are vital in drawing the fell creatures away from mortal settlements. Yet never do they remain longer than necessary, always returning to fulfil their primary duties to their brethren. In such a viciously fought war, where hundreds of strongpoints are overrun and the wilderness is choked by the Horned Rat’s greedy claws, Sigmar cannot afford to be anything less than pragmatic and efficient in his rule. Those Sacrosanct

who have returned to their posts with silent dedication acknowledge that saving more soldiers to win the war is worth the lost battles, the dead villages and fallen outposts.

Yet such a cold sentiment has been fiercely rejected by some. The Shimmersouls chamber, led by the resolute Lord-Arcanum Astreia Solbright, still scours the Mortal Realms for a cure to forever purge the flaw in Reforging. It is no coincidence that the Shimmersouls have swelled in number, with some Sacrosanct warriors even turning their backs on their parent chambers to continue the search. To admit that there is no true cure would be to admit that decades of work has been in vain. Perhaps because of his own guttering hope, Sigmar makes no move to stop them.

Rumours of the Sacrosanct’s departure have already spread into the free cities. The seat of Aventis Firestrike, Magister of Hammerhal, has sat empty since the Hour of Ruin first tolled. Only Lord-Commander Bastian Carthalos is seen in command of that metropolis, overseeing the gleaming ranks of Stormcasts that march out from Hammerhal’s gates day after day.



THE FALL OF HEROES

Throughout Sigmar's many battles and the turbulence brought about by the Era of the Beast, those Stormcasts who had fought on the front lines since the Realmgate Wars found themselves exhausted. No bodily fatigue was this but one of the soul, wearing them down until their very humanity began to suffer.

Centuries have passed since Sigmar's Tempest broke. That first clash for Aqshy's Brimstone Peninsula was cataclysmic in scale, blood staining the lands red. Thereafter, the battlefield would forever be littered with countless splintered skulls. Yet even this was to be but a footnote in the lives of those first Stormcast Eternals.

The enemies of Sigmar's followers are as numerous as the stars, and in the vastness of the Mortal Realms, the Stormcasts are always spread thin. As soon as the curtain falls upon one theatre of battle, there is inevitably more peril, bloodshed and desperation waiting in the wings. Not only are the Stormcasts beacons of hope for the God-King's disparate peoples, they were created to be living weapons in his wars. None understand this better than those fabled veterans that marched into the fray in Aqshy and have never stopped fighting since. Some have lost count of the amount of times they have been Reforged, sent back from the heavens, fought, died, and been Reforged once more.

It was only a matter of time before the soul-eroding flaw in Reforging made itself known. Some first saw it in their bodies. Azyrte history has recorded Lord-Castellants with eyes that crackled with lightning, a Knight-Zephyros whose sprints into battle echoed with thunderclaps, Judicators that could always hear the rushing of the wind, and many more besides. It was as if the tempest itself was interwoven with their flesh.

With each hammer strike upon the anvil, these warriors would only become more removed from humanity. Those elements chipped off as they lived and died were replaced with scouring lightning, cold judgement and undiluted power. Memories fell away like rain from the clouds. Only those endless battles remained: combat

styles, killing strokes, hand signals, orders and training drills. Despite the frantic searching of the Sacrosanct chambers and Sigmar's own investigations, no one can truly say what causes this slow supplanting of memory. This was no corruption – if anything, the affected warriors found it ever easier to resist dark temptations or destructive bloodlust, their souls blindingly bright after decades of tempering upon the Anvil of Apotheosis.

When Ionus Cryptborn began building the Bleak Citadels, Sigmar tasked him with shepherding the souls that were losing sight of themselves. Ionus himself had stood upon the Brimstone Peninsula all those years ago. Many of those he beckoned into the darkness were former comrades, respected fellow leaders and those he had once known in their prime. Yet, for each soldier spirited to the Ruination chambers, there was another that still stood tall amongst their brethren. Though their numbers were diminished, such veterans continued to bring their experience and power to the fore, buoying the spirits of their comrades.

In order to boost morale during the Mortal Realms' darkest time, Ionus commanded many of his fellows from the Realmgate Wars, spreading them throughout the rest of the troops to stiffen the line. Many such continuing veterans have found themselves assigned to different parts of their conclaves in order to be fitted with thunderstrike armour, giving them a better chance to survive against the ever-present Cursed Skies. The corruption that taints certain parts of the realms still crackles with the gheists of former allies long gone. Judicators have been inducted into Vigilor detachments, and old heroes have found themselves appointed Lord-Celestants and assigned their own chambers, amongst many other examples.

Warden of the Lost,

Ionus, old friend, I am at a true loss for what to do. It is my hope that you may guide me in this matter as you have done so many times before. Do you remember, all those years ago, when I fought under your command at the Brimstone Beachhead? I was but a Lord-Castellant then, as was Thaniel Galthan. Galthan and I remained together after the Hammerhands were sent elsewhere, aiding expeditions heading out of Hammerhal Aqsha. Galthan was always a shining presence that befitting his title. He fearlessly guided both Stormcast and mortal through the darkest of places. Should you visit the libraries of the Perspicarium, you can read accounts of his heroism and many victories.

He does not deserve the fate that is to befall him. We can all see it: rarely, now, does he smile; he puts himself forward only for the most ferocious of fights; he can no longer temper his sword-hand in the face of foes, even when strategy may call for a more subtle approach. Most worryingly, Galthan rarely removes his helmet these days – yet I always hear crackling coming from underneath it, as if he is more storm than man within. I must confess that I have delayed contacting you for as long as possible. Yet Galthan is losing himself, faster by the day. Long gone is that beating heart of our detachment. I beg you to aid me before any more of him is taken from us.

Lord-Celestant Carys Goldenhorn



AVENTIS FIRESTRIKE

Famed for his caustic wit as much as the blazing fury of his magics, Aventis Firestrike is the inferno that spreads in the aftermath of the lightning. Many believe that Aqshy's own wrath smoulders within the Lord-Arcanum – and they are right. Once,

Aventis was Avante Fireson of the Agloraxi. This society of magi dwelt in floating towers above the Flamescar Plateau; it is said that they offended Khorne so greatly by repelling his legions that the Blood God took up his own blade against them, carving through reality to near obliterate the Agloraxi in one fell swoop. In the aftermath, Avante and his surviving kin set to harrying the Bloodbound of Khul's Ravage, matching sorcery and scheme against cunning and bloodlust. It was a conflict Avante was ultimately to lose. But with his people slaughtered and their citadels afire, he would not pass gently into history. Overcome with fury, Avante consumed a sphere of raw aqthracite realmstone known as the Everburning Coal, transmuting himself into a being of pure flame. So devastating was his rampage that Sigmar himself claimed the warrior before he burnt away to nothing, Reforging him as a potent Lord-Arcanum.

Since that day, Aventis has known pain. The Everburning Coal rages at his core even as it fuels his spellcraft. Yet for all his passions, he remains pure enough to have forged a close friendship with the Tauralon Loithar and her offspring. Aventis led more than a hundred incursions into the ruins of his old home to prevent Agloraxian treasures from falling into the wrong hands. Such was his valour that the God-King named him Magister of Hammerhal, the highest-ranking Stormcast representative to the Grand Conclave and Sigmar's voice in the city's affairs. It was a position that never failed to keep the fires of frustration simmering in his gut.

ASTREIA SOLBRIGHT

Known as the Lady Arcane, Astreia Solbright is Lord-Arcanum to the Shimmersouls, foremost Sacrosanct chamber of the Hammers of Sigmar. Surrounded by a crackling halo of storm-magic that causes her flaxen locks to stand on end, eyes alight with a celestial glow, Astreia is the very image of a Stormcast mage-lord. Despite her appearance, she is a serene soul by nature, favouring circumspection over grand and loquacious speeches. In battle, however, none can dispute her might. With but a gesture, Astreia summons blasts of annihilating lightning while the talons of her loyal Dracoline, Kazra, tear through the ranks of lesser warriors.

Astreia's sorcery stems from a mix of Azyrite and Hyshian schools. Once, she was a Supplicant of the Great Lens, spending her life within the Pillar of Truths, a colossal crystalline tower that spears from the lands of Xintil and houses the prismatic device. Astreia toiled tirelessly to become a lens magus and wield the power of the Great Lens to scour mutant drakes from the sky. It was these acts that saw her elevated to the ranks of the Stormcasts and that guided her chamber in its mission to halt the Reforging flaw.

Astreia well appreciates the power of magnification and reflection. She is relentless in tracking those entities held to be immortal; by slaying them and studying the process by which they reform, she seeks those who increase in might after passing through the prism of death. Foremost amongst these are the Soulblight vampires. From the Red Brides of van Kiarthus to the Unliving Monks of Dhostos Varne, many have met their end at Astreia's aetherstave. Yet still she has found no creature that becomes truly stronger after each demise – at least, no creature save Nagash himself. Even so, Astreia refuses to relent in her quest.



LORD-ARCANUM

When the Sacrosanct chambers march to war, it is with the Lord-Arcanum at their head. Drawn from the thaumaturge rulers of sorcerer-kingdoms, they are masters of the magical arts. With a few incanted syllables, they can unleash arcane lightning infused with the power of the Prime Electrids – offshoots of the legendary Great Bolts – or even capture a Stormcast soul upon death, rebinding it into mortal form so they may fight on. It was the Lord-Arcanums who grappled with the imperative of finding a cure for the flaw in Reforging, a task that saw them walk in dark places indeed.

Furthermore, Lord-Arcanums are adept at binding the lingering magics of the Arcanum Optimar, be it as the aetheric cyclones known as Celestian Vortexes or by calling down huge Everblaze Comets that pulsate with Azyrite energies. So impressive is their spellcraft that it

has been known to attract the wise beasts of the heavens; Dracolines and Gryph-chargers are amongst the more common mounts chosen by a Lord-Arcanum, but the most powerful are able to form a pact with the celestial Tauralons, winged beasts that dwell amidst the stellar heights of Azyr and whose path is marked by glittering trails of cosmic magic.



CORPUSCANT CONCLAVES

Amongst the Sacrosanct hosts, the Corpuscant conclaves fulfil much the same role as Paladins – small bands of veteran warriors whose unique abilities allow them to contend with the greatest threats an enemy has to offer. These conclaves are typified by the battlemages known as Evocators. Though they are undoubtedly fearsome fighters, capable of wielding both blade and arcane stave simultaneously and to deadly effect, it is not martial capability alone that will see a Stormcast join their number. For the mystical warriors of the Sacrosanct, nothing is ever so straightforward.

Each Evocator is a living conduit of the tempest. Wherever they travel, these champions feel lightning crackle along their flesh. Motes of celestial magic are drawn to them like Aridian tallowflies to a naked lantern until their eyes flash with a storm's rage and their veins glow bright cerulean. Unlike more aggressive mages, Evocators are trained to use this power to bolster their fellow Stormcasts in battle. As the mages chant, focusing the arcane potential that suffuses them, the weapons of the host begin to glow with Azyrite energies, echoing like thunderclaps and burning foes to cinder where they strike. So mighty are these spells that many Lord-Celestants and Lord-Imperatants have requisitioned Evocator retinues to join armies that otherwise lack a Sacrosanct presence, for one can never tell when their magical aid will prove crucial.

To carry the storm within one's soul is no meagre burden; if not bound through rigorous mental discipline, such power may spark and discharge without warning. The results of such unintentional unleashings can prove disastrous, especially if they occur in proximity to mortals not imbued with Sigmar's storm. Evocator retinues are typically cloistered orders, granted their own halls within a Stormkeep and distant from even their fellows until the call to battle is given. On the field of war, the Evocators are given free rein to unleash their potential. To approach an Evocator is to risk annihilation, and legends abound of isolated retinues triumphing over hordes that outnumbered them five or more to one.

When Evocators must take to the field mounted, they turn to the Azyrite predators known as Dracolines. Not only do these half-saurian, half-feline creatures possess an ear-splitting roar, their habit of sharpening their claws on shards of the heavenly realmstone known as celestium ensures that the tempest's rage crackles within them too. Many Dracolines and Evocators thus consider one another to be close allies committed to the same fight. When phalanxes of these beasts and their riders pounce, the enemy is soon scoured from existence in a wave of purifying lightning.



ORDINATOS CONCLAVES

The war machines of the Ordinatos conclaves were originally designed to watch over the Anvil of Apotheosis. Though Azyr had been apparently secured from invasion, the Sacrosanct chambers took their duties of guardianship seriously and sought to prepare for any eventuality. It was not long before the sacred halls and colonnades that surrounded Sigmar's inner sanctums were lined with artillery positions that could both guard against outside attack and also swivel full-circle with ease, so that their fire could be turned upon any aetheric monstrosity that burst from the Anvil itself. When the Sacrosanct were sent to war, the most man-portable of their war engines travelled with them. Many a Sigmarite strongpoint has been protected by a battery of such heavy-duty weapons, carefully aligned by the Lord-Ordinators to bolster the settlement's defences against the arcane.

Celestar Ballistas are the most commonly seen Ordinatos conclave technology. Though compact enough to need only two Sacristan Engineers as crew, one should never confuse their small size for a lack of punch. Even without mystical enhancement, the sigmarite projectiles they fire are capable of hamstringing a Mega-Gargant. Such is not enough for the mage-engineers of the Sacristan order, however. Atop the highest spires of the Sigmarabulum, these studious souls lift rune-etched bolts into the thunderous clouds until they glow with Azyrite potential. The Sacristans must wear thick forge-gauntlets to prevent the enchanted metal from touching their skin, else their hands may be burnt to ash or they may receive blistering star-visions that wrench their minds from reality. Nevertheless, the result is well worth it: the blessed ammunition of a Celestar Ballista induces eruptions of power and chain-lightning bursts that reduce the enemy to charred husks.



LORD-ORDINATOR

Celestial craftsman and arcane engineers, the genius of the Lord-Ordinators underpins much of Sigmar's gains within the realms. Theirs is the task of designing future utopias, ascertaining the dangers facing mortal folk and devising solutions to overcome them. Working alongside the Lord-Castellants, the Ordinators helped to design many of the strongpoints of the Dawnbringer Crusades, their knowledge of metaphysical engineering and the patterns of the heavens allowing them to sew the magics of Azyr into each line of defence. Their keen eye goes beyond the mere present; they are prophets and builders both, using the interplay of the celestial bodies as the raw basis of grand divinatory calculations. On the battlefield, a Lord-Ordinator's prescience is turned to the business of destruction. Their precise minds are well suited to commanding artillery battalions, particularly the Ordinatos conclaves of their own hosts. Should a foe dare too close, the Lord-Ordinators will heft their hammers before striding forth, each blow meticulously angled to reduce the enemies to ruin.



LET THE STORM JUDGE THEIR FLESH

CASTIGATORS

Wielding colossal thunderhead greatbows and clad in the robes of the Sacrosanct chambers, Castigators are the most arcane Justicar conclave warriors yet seen amongst the ranks of Sigmar's chosen. Deployed in small retinues to lend their aid wherever it is needed, they are highly valued by their Lord-Arcanum commanders as a foil to the aetheric foes they are often called upon to face. After all, a bolt of iron or steel will likely pass straight through such an apparition, while the mystic projectiles of the Castigators can visit ruin upon even the ethereal dead.

These projectiles are more akin to spiked maces than bolts, their banded heads filled with Azyrite energies. In solemn ritual, Castigators lay their ammunition before a Stardrake in a twelve-pointed arrangement, bowing as the draconic beasts bathe the bolts in clouds of holy storm-breath. In doing so, they mirror the moment when Dracothion first breathed life back into Sigmar's battered form – symbolism is a potent weapon when one's foes are creatures of soul more than flesh. Castigators then unleash these projectiles to ravage their enemies in explosions of devastating Azyrite energy, channelling their own sorcerous potential in the process to enhance the accuracy or killing potential of their shots.



KNIGHT-INCANTOR

Officers of the Sacrosanct chambers, the Knight-Incantors are formidable soul-mages and summoners of heavenly wrath. Renowned for the power of their stentorian voices, a Knight-Incantor can conjure a storm of chain lightning or loose bolts of glowing brilliance with a single resounding cry. When attending the Anvil of Apotheosis, the Knight-Incantors sing the music of the heavenly spheres, soothing the souls of their brethren as they undergo the agonies of Reforging. It is this same manner of attracting and reshaping arcane motes that the Incantors employ in battle, albeit for the purposes of destruction rather than rehabilitation.

Though most famed for the strength of their boomed invocations, the Knight-Incantors are as adept at dispelling hostile magic as they are at casting their own. The scrolls that hang from their holy panoply are no mere affectations; each is suffused in chilling void magic, able to project a smothering blanket of null-force that can utterly quell enemy sorceries. This served the Knight-Incantors well when, in their quest to discover a solution to the Reforging flaw, they had to travel into areas of utmost arcane peril.



LORD-EXORCIST

The Lord-Exorcists thrive when battling daemons and spirits. Members of the Sacrosanct chambers, they are few in number, but even the great lords of the undead have learnt to be wary of them. Where as mortals they once performed grand rites of banishment, the Lord-Exorcists have now been filled with the purifying light of Order. They are dour folk and are not given to companionship or camaraderie, for they are used to seeing the secret evils of men's souls. Even so, they are widely respected by their brethren, as through their arts, wicked forces without number have been thwarted. As well as using their magics to cast out their foes, Lord-Exorcists are entrusted with ceremonial staves wrought in the Temple of Ages. These redemption staves are crowned by caches lined with celestium slates; should a Lord-Exorcist chance upon a soul they believe could be saved, they will use their spellcraft to rip that spirit from its moorings and draw its ectoplasmic wisps into the strange scales atop these staves. Should the scales weigh favourably, the soul will be taken to High Azyr, the first stage of its redemption begun. Few prove worthy. Still, the Lord-Exorcists never abandon their faith, for to save even one spirit serves to lessen the burden of their relentless fight.

LORD-CASTELLANT

To the Lord-Castellants, defence is the greatest form of attack. Where these champions make their stand, the line does not buckle; they are as the unmoving bulwark, leading through stern command and unflinching example. With long-shafted halberds, they carve open the armoured linebreakers of the enemy, while the light from their warding lanterns – sacred relics for which a Lord-Castellant would sooner endure a dozen Reforgings than lose – bathes fellow Stormcasts in its lambent glow, restoring sigmarite plate and storm-kissed flesh alike. This same light is utterly anathema to the forces of Chaos, for where it falls, tainted hides are roasted and eyes turned into molten slurry.

It is the Lord-Castellants who oversee the construction of the Stormkeeps. From the fortress-chapels of the Hallowed Knights to the brooding halls of the Sons of Mallus, all have been influenced by the keen mind of a Lord-Castellant. Many Lord-Castellants walk these hallowed halls accompanied by a Gryph-hound. Not only is the bond between demigod and beast close, but these creatures make for excellent guards, their piercing shrieks an unmissable warning of danger or intruders.



KNIGHT-HERALDOR



Knight-Heraldors are the anchor around which a Stormcast battleline is formed. Broad-shouldered and redoubtable heroes all, they relish seemingly hopeless battles and insurmountable odds. Other Stormcasts take heart from the presence of a Knight-Heraldor, both because of the bellicose battle joy they display and the enchanted war-horns they bear. The deafening peals released from these gleaming treasures can echo even over the roar of a orruk Waaagh!. The magic of the horns affects the perception of the hearer; while fellow Stormcasts hear crisp clarion calls, the forces of misrule are subjected to terrifying cacophonies that see souls shrivel and sword arms quake. It is when the order to advance upon a fortified enemy position is given, however, that a Knight-Heraldor truly comes into their own. Drawing on their own potent spirit, they channel their fury through great blares of their battle-horn – sonic assaults that roll across the field like a weather front and see the ground shatter and crack. Foes cry out in terror as their strongholds crumble around them, the thunderous fanfare of a Knight-Heraldor reducing their proudest battlements to rubble.

GAVRIEL SUREHEART

Gavriel was born to mortal chattel in the Khornate citadel of Ratspike. Known only as Grub, his existence was a grim one; as a boy, he was tasked with collecting buckets of blood from the troughs of Ratspike's slaughter-pits and pouring them into the fortress walls so the gore flowed from the mouths of daemonic gargoyles. Yet even this could not break his spirit.

Thrust into the arena upon coming of age, armed with only the sharpened handle of his mop, Grub's valour saw him best gladiators twice his size. For a decade, he had secretly and gruellingly trained himself, waiting for the day retribution would be his. In time, other slaves flocked to his side, their beaten souls invigorated by his warrior spirit. Grub proved a revelation in the arena. Within a month, his spear had pierced the throat of Ratspike's warlord-king, and Grub stood at the head of an armed rebellion that saw the fortress toppled. Even as his followers were run down by vengeful Khornates in the aftermath, Grub was taken up to the heavens and remade, where his exceptional prowess in the Gladitorium saw him swiftly elevated to the rank of Lord-Celestant.

For decades, Gavriel led his chamber, the Proudhearted, in the war to liberate the peoples of the Mortal Realms from Chaos oppression. Many hailed him as a hero of the highest order. Tragedy eventually befell the Lord-Celestant when he met his end at the edge of Korghos Khul's reality-cleaving axe – but not before Gavriel thrust a broken blade through the Khornate lord's neck, in a grim echo of his previous life in the fighting pits. Vandus Hammerhand believes himself responsible for the death of Gavriel, his single-minded enmity for Khul having been the main driving force that led to the fateful encounter. Already a tormented soul, Vandus's precarious condition due to the flaw in the Reforging process has only been plunged into further turmoil by these events.



KNIGHT-VENATOR

Soaring upon wings of celestial starfire, the Knight-Venators are sublime archers and amongst the swiftest of their brethren. When they take to the field, it is to rain death from afar, loosing projectiles of condensed Azyrite magic faster than mortal eyes can track. Though ranked as officers of the Vanguard Auxiliary chambers, Knight-Venators are called upon whenever a keen eye and killing arrow is necessary. Their ammunition is as sacred as the realmhunter bows they wield, fashioned by the Six Smiths so that it returns to the Stormcast's quiver almost as soon as it strikes an enemy. One such artefact takes many hours to reform: the fabled star-fated arrow, a weapon attuned to the eddies of fortune itself and capable of slaying even the greatest warlords in a single shot.

To aid in their hunts, Knight-Venators are accompanied by majestic Star-eagles. These celestial raptors dwell near the broken core of Mallus and are able to transmute their bodies into burning spears of force; they lance through the foe with such power it is as if they have been felled by a shooting star.



KNIGHT-ZEPHYROS

Many warriors claim to be 'as swift as the wind', but for a Knight-Zephyros, this is literally the case. With but a thought, these warriors turn themselves to shimmering vapour and traverse the winds aetheric, streaking along currents of raw magic before materialising amidst their enemies and setting about their bloody work. With the exception of the legendary Neave Blacktalon, this gift is no natural construct but instead stems from the God-King's own past. When Sigmar broke the godbeast Uldengnarl, the Great Wolf of the Howling Winds, he trapped its braying cry in a crystal shard. It was this power that he later used in the forging of each Knight-Zephyros, bestowing Uldengnarl's chilling swiftness and predatory certainty upon them.

Armed with tempest axes and a stormshot pistol, these Stormcasts serve as the assassins of the Vanguard Auxiliary chambers. Each is assigned a singular target and charged with running them to the ground. With a ruthless determination, they will fight alongside their brethren until an opportunity arises to make the ordained kill. Then will a Knight-Zephyros strike, setting upon the foe in a maelstrom of blows. Even before their slaughtered target has hit the ground, the Zephyros is already moving, their fellow heavenly rangers capitalising on the panic they spread.



SEQUITORS

Clad in voluminous robes and carrying arcane tools, the Sequitors – dauntless infantry of the Sacrosanct chambers – cut a strange image amongst the serried ranks of the Redeemers. They are, however, just as capable in the arts of war as any of their brethren.



As the least senior Sacrosanct Stormcasts, Sequitors do not yet consider themselves true storm-mages. Rather, their supernatural powers are channelled through their wargear. Through rigorous mental discipline, a Sequitor may aetherically empower their soulshields to endure any blow or they may charge their weapons with such magical force that they can shatter even hellforged armour into scrap. The sorceries wielded by these retinues are particularly inimical to the daemonic and the dead, and a single blow from a Sequitor's stormsmite greatmace – amongst the most potent of their tools of war – can banish a throng of such creatures in a blast of celestial energy.

Sequitor-Primes are entrusted with all manner of arcane devices, the better to aid in the Sacrosanct chamber's mission as soul guardians. From aetheroscopes that track surges of magic to talismans of warding and redemption caches, they are walking repositories of Azyrite treasures.



JUDICATORS

The Warrior chambers were designed to excel in all areas of combat, formations that could be hurled into battle, shatter the ruling tyrants of Chaos and achieve the God-King's objectives with little direct oversight. It is unsurprising, therefore, that these combined-arms hosts should include many retinues of Justicar conclave warriors. Most commonplace are the Judicators.

Drawing up in close-set ranks behind the protective shields of their Redeemer brethren, it is the Judicators' task to deliver swift and clinical death to the many foes of the Stormhost. A single nod from their Prime is enough to see a retinue of Judicators loose a volley of crackling arrows or flurry of crossbow bolts wreathed in potent Azyrite energies. Where these projectiles impact, they explode into chains of sparking ball-lightning. In so doing, the Judicators tear the heart from enemy hordes or reduce the flesh of monsters to a blackened and scarred ruin.

Of all the Justicar warriors, it is the Judicators who can most keenly sense corruption. More than one parley between the Stormcasts and their would-be allies has ended in a storm of sudden arrow fire as the Judicators have detected some form of deception. When faced with the forces of Chaos, their favoured prey, they relish the opportunity to unleash their heaviest-duty weapons: shockbolt bows and thunderbolt crossbows that annihilate foes in blasts of celestial energy.



HAMMER OF THE PALADINS

Three breeds of warrior have traditionally represented the Paladin conclaves. Arguably most iconic are the Retributors. Armed with colossal lightning hammers that crackle with the storm's wrath, it is they who most closely evoke Sigmar's warrior image. That which they strike, be it foe or fortress wall, is reduced to pulp and rubble, but such is not to say that the Retributors are crude brutes. Precision and patience are their watchwords, for when their weighty hammers are swung, it must be at exactly the right moment to cause the most damage.

Protectors are chosen for both their skill at arms and their awareness under pressure. Their retinues train together tirelessly, each warrior learning to predict the others' movements as they wield their long stormstrike glaives. When swung in unison, the enchanted blades of these weapons conjure barriers of protective force that can ward entire swathes of a Stormcast line. That which defends can also be used to attack, however, and Protectors excel in using their piercing polearms to spear the guts of rampaging monsters.

Most dreaded are the Decimators. Though they take to battle as a single retinue, each of these warriors fights virtually alone, for their crackling thunderaxes are most effective when swung in wide and punishing arcs. Entire ranks of enemy infantry are scythed down by these grim harvesters or else blasted apart by starsoul maces – common to all varieties of Paladin, this weapon is capable of unleashing celestial energies that can blast a soul out of synchronicity with its mortal shell, slaying as surely as any blade.









BATTLETOME SUPPLEMENT STORMCAST ETERNALS

Every Citadel Miniature is a unique piece of the ever-evolving narrative of Warhammer. It is, then, an unfortunate truth that we can't continue to sell and support every model we've ever made indefinitely. As we make new models, and new books to explore their background and rules, we have to stop producing and featuring some older models. But just like many of you, we still treasure our collections of older Citadel Miniatures, and we still want to be able to use them in games and forge glorious narratives on the tabletop!

Currently, the rules in this battletome supplement are still legal for use in competitive play. However, on 1st June 2025, these rules will move over to Warhammer Legends. This means that they will no longer be legal for competitive play. When that time comes, we encourage you to continue to use your collection for casual play, and we will continue to support this battletome supplement with rules updates as needed throughout the current edition of Warhammer Age of Sigmar. The battle formation and warscrolls in this battletome supplement are part of the Stormcast Eternals faction.

Rules updated as of September 2024.

BATTLE FORMATION

You can pick the following battle formation for a Stormcast Eternals army instead of picking one from the Stormcast Eternals faction rules.

SACROSANCT CONVOCATION

Once Per Turn (Army), End of Your Turn

CYCLE OF THE STORM: Masters of the Reforging process, the most experienced members of the Sacrosanct chambers can focus their power to restore mortally wounded comrades before they are called back to Azyr, allowing them to continue the fight at hand.

Declare: Pick a friendly **SACROSANCT CHAMBER** unit that had models slain in this turn to be the target.

Effect: Return 1 slain model to the target unit.

• STORMCAST ETERNALS WARSCROLL •

AVENTIS FIRESTRIKE MAGISTER OF HAMMERHAL



Aventis Firestrike, Magister of Hammerhal, is a mage with a heart of flame. In battle, he is a formidable force, channelling the energies of Azyr and Aqshy both as he soars atop the Tauralon Loithar.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Staff of Hammerhal	4	3+	3+	2	2
Loithar's Stamping Hooves Companion	3	4+	3+	1	D3

Your Hero Phase

PYROELECTRIC BLAST: By combining the magic of Aqshy and Azyr, Aventis can channel a blast of power that can melt even solid stone.

Declare: Pick a visible enemy unit within 12" of this unit to be the target.

Effect: Inflict 3 mortal damage on the target, then inflict 1 mortal damage on each other enemy unit within 3" of the target.

KEYWORDS SPELL

6

Your Hero Phase

THUNDERHEAD CROWN: Aventis's helm taps into the Anvil of Apotheosis, renewing him even in the thick of battle.

Effect: Heal (3) this unit.

Once Per Turn (Army), Any Combat Phase

COMET TRAIL: The flight of a Tauralon is accompanied by sparkling Azyrite energies that serve as a beacon to keen-eyed Sigmarite warriors.

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

Effect: For the rest of the phase, add 1 to hit rolls for combat attacks that target that enemy unit.

KEYWORDS RAMPAGE

6

• STORMCAST ETERNALS WARSCROLL •

ASTREIA SOLBRIGHT



Lord-Arcanum Solbright of the Shimmersouls chamber wields the magics of the storm with remarkable proficiency. Mounted atop the Dracoline Kazra, she crackles with static charge, blasting enemies to cinders while leaving her allies unscathed.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Astreia's Aetherstave Crit (Mortal)	4	3+	3+	1	2
Kazra's Monstrous Claws Companion	3	3+	3+	1	2

Your Hero Phase

LIGHTNING PULSE: With electricity pulsing from her eyes, Astreia gathers the power of Azyr into herself and then releases it as a blinding, expanding dome of lightning.

Declare: Pick up to 3 enemy units in combat with this unit to be the targets, then make a casting roll of 2D6.

Effect: If you picked 1 unit, inflict 3 mortal damage on the target. If you picked 2 units, inflict 2 mortal damage on each target. If you picked 3 units, inflict 1 mortal damage on each target.

KEYWORDS SPELL

5

Your Charge Phase

THUNDEROUS POUNCE: After years of commanding Dracolines, Astreia's orders can send an entire pack sprinting into battle without hesitation, her own mount Kazra leading the charge.

Effect: Add 2 to charge rolls for friendly **SACROSANCT CHAMBER CAVALRY** units while they are wholly within 12" of this unit.

Any Combat Phase

SOUL ENERGY OF THE FIRST HOST: Astreia Solbright can enhance the soul energy of nearby Sacrosanct warriors, allowing them to perform extraordinary deeds.

Declare: Pick a visible friendly **SACROSANCT CHAMBER** unit wholly within 12" of this unit to be the target.

Effect: Add 1 to wound rolls for the target's attacks for the rest of the turn.

KEYWORDS

UNIQUE, HERO, MONSTER, WIZARD (2), FLY
ORDER, STORMCAST ETERNALS,
SACROSANCT CHAMBER

KEYWORDS

UNIQUE, HERO, WIZARD (1), CAVALRY
ORDER, STORMCAST ETERNALS,
SACROSANCT CHAMBER

• STORMCAST ETERNALS WARSCROLL •

LORD-ARCANUM ON TAURALON



Lord-Arcanums who ride Tauralons are masters of the heavens. From their lofty vantage point, they unleash a hurricane of Azyrite magics, while those who fight in their wake are invigorated by the magical wake left by the great winged beast.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Aetherstave	4	3+	3+	1	2
Tauralon's Hooves Companion	3	4+	3+	1	D3

✖ Passive

TRAILS OF ASTRAL LIGHT: *The aetheric glow that trails in a Tauralon's wake guides the spells of nearby Stormcasts.*

Effect: Add 1 to casting rolls for friendly **STORMCAST ETERNALS WIZARDS** while they are wholly within 12" of this unit.

✖ Once Per Turn (Army), Enemy Hero Phase

AETHERIC DEFLECTION: *From their high perch, the Lord-Arcanum can locate enemy casters and turn the target's spells back upon them.*

Declare: Pick a visible enemy **WIZARD** that used a **SPELL** ability this phase and is within 30" of this unit to be the target.

Effect: Roll X+1 dice, where X is an amount equal to the target's power level. For each 2+, inflict 1 mortal damage on the target.

✖ Once Per Turn (Army), Any Combat Phase

STARLIGHT MANTLE: *At a command from its rider, the Tauralon spreads its wings to shed celestial motes that settle upon nearby Stormcasts, providing them with a lingering mantle of protective force.*

Declare: If this unit is in combat, pick each visible friendly **STORMCAST ETERNALS** unit within its combat range to be the targets.

Effect: For the rest of the turn, the targets have **WARD (5+)** and this unit has **STRIKE-LAST**.

KEYWORDS RAMPAGE

KEYWORDS

HERO, MONSTER, WIZARD (1), FLY
ORDER, STORMCAST ETERNALS,
SACROSANCT CHAMBER

• STORMCAST ETERNALS WARSCROLL •

LORD-ARCANUM ON CELESTIAL DRACOLINE



Lord-Arcanums who ride Dracolines favour bombastic, aggressive magics above all. They are often found hurling spears of scouring elemental force into the foe's ranks while their bestial companion lopes forward to pounce.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Aetherstave	4	3+	3+	1	2
Celestial Dracoline's Claws Companion	3	3+	3+	1	2

✖ Once Per Turn (Army), Any Charge Phase

STORM WAVE: *The Lord-Arcanum channels thunderous Azyrite force through allied cavalry just as they impact with the foe.*

Declare: Pick a visible friendly **SACROSANCT CHAMBER CAVALRY** unit that charged this phase and is wholly within 12" of this unit to be the target.

Effect: Inflict D3 mortal damage on each enemy unit in combat with the target.

✖ Any Combat Phase

PACK ALPHA: *A Lord-Arcanum on Dracoline can urge their mount to issue a great roar to its loyal pack-mates, stoking their rage and ferocity to untold heights.*

Declare: If this unit is in combat, pick this unit and up to 1 other visible friendly **SACROSANCT CHAMBER CAVALRY** unit within its combat range to be the targets.

Effect: Add 1 to the Attacks characteristic of the targets' Companion melee weapons for the rest of the turn.



KEYWORDS

HERO, WIZARD (1), CAVALRY
ORDER, STORMCAST ETERNALS,
SACROSANCT CHAMBER

• STORMCAST ETERNALS WARSCROLL •

LORD-ARCANUM ON GRYPH-CHARGER



It is not easy for a Lord-Arcanum to earn a Gryph-charger's respect. Those who succeed gain an impossibly fleet mount, ensuring their sorceries can be unleashed wherever they are most needed.

	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Aetherstave		4	3+	3+	1	2
Gryph-charger's Razor Beak Companion		3	4+	3+	1	1

➔ Your Movement Phase

ON THE WINDS AETHERIC: Gryph-chargers can move faster than the eye can follow along the winds aetheric.

Effect: If this unit is not in combat, remove it from the battlefield and set it up again on the battlefield more than 9" from all enemy units.

⌚ End of Any Turn

HEALING LIGHT: A Lord-Arcanum gathers aetheric energy and uses it to revitalise the depleted life energies of nearby Sacrosanct warriors.

Declare: Pick a visible friendly SACROSANCT CHAMBER unit that is not in combat and is within 12" of this unit to be the target.

Effect: If the target is damaged, Heal (D6) the target. If the target is not damaged, return a slain model to it.



KEYWORDS

HERO, WIZARD (1), CAVALRY

ORDER, STORMCAST ETERNALS,
SACROSANCT CHAMBER

• STORMCAST ETERNALS WARSCROLL •

LORD-ARCANUM



Lord-Arcanums are masters of the Sacrosanct chambers. In battle, they unleash storms of celestial force or employ strange spirit-sorceries to rebind the souls of fallen comrades to their bodies, allowing them to fight on.

	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Aetherstave		4	3+	3+	1	2

⌚ Passive

AETHERIC MANIPULATION: This wizard can manipulate the aetheric energies of the realms, channelling them into powerful spells to summon manifestations.

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

⌚ End of Any Turn

MAGICAL MENDING: A Lord-Arcanum can reknit structures formed from magic with their incantations, allowing them to repair nearby arcane conjurations.

Declare: Pick a visible friendly MANIFESTATION wholly within 12" of this unit to be the target.

Effect: Heal (D6) the target.



KEYWORDS

HERO, WIZARD (1), INFANTRY

ORDER, STORMCAST ETERNALS,
SACROSANCT CHAMBER

• STORMCAST ETERNALS WARSCROLL •

EVOCATORS

ON CELESTIAL DRACOLINES



Dracolines are fearsome beasts of Azyr whose roars can unman even the sturdiest foes. When their savagery is allied with the magical prowess of an Evocator, the result is a force to be reckoned with.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Evocator Weapons Crit (Mortal)	3	3+	3+	1	1
Celestial Dracoline's Claws Companion	3	3+	3+	1	2

Passive

WARRIOR MAGES: Evocators are masters of the martial and the arcane.

Effect: This unit can use UNBIND abilities as if it had WIZARD (1).

Passive

DRACOLINE FURY: Predators by nature, Dracolines prefer to roam and hunt rather than be held back in defence, ferociously tearing into those marked as prey.

Effect: While this unit is contesting an objective you do not control, it has STRIKE-FIRST.

• STORMCAST ETERNALS WARSCROLL •

EVOCATORS



Armed with sword and stave, Evocators are masterful warriors. Their true strength, however, lies in harnessing Azyr's mystical energies to infuse their allies with tempestuous strength.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Evocator Weapons Crit (Mortal)	3	3+	3+	1	1

Passive

WARRIOR MAGES: Evocators are masters of the martial and the arcane.

Effect: This unit can use UNBIND abilities as if it had WIZARD (1).

Any Combat Phase

EMPOWER: Evocators can draw magic from the sky itself, charging those around them with Azyr's fulminating lightning and empowering weapons with thunderous energy.

Declare: If this unit is contesting an objective you control, pick a visible friendly non-**HERO STORMCAST ETERNALS INFANTRY** unit within 12" of this unit to be the target.

Effect: Add 1 to wound rolls for the target's combat attacks for the rest of the turn.



KEYWORDS

CAVALRY, CHAMPION

ORDER, STORMCAST ETERNALS,
SACROSANT CHAMBER



KEYWORDS

INFANTRY, CHAMPION

ORDER, STORMCAST ETERNALS,
SACROSANT CHAMBER

• STORMCAST ETERNALS WARSCROLL •

LORD-EXORCIST



The bane of the daemon and the gheist, the mystical Lord-Exorcists hold great power over the cleansing of soul-stuff. With their magics, they banish unclean entities while saving the spirits of any who may prove redeemable.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Redemption Stave	3	3+	3+	1	2

⚑ Passive

REDEMPTOR CASKET: Each redemption stave incorporates a casket for the containment of malicious spirits.

Effect: Models cannot be returned to enemy units within 12" of this unit.

利用您的英雄阶段

PURIFYING BLAST: Lord-Exorcists specialise in the dissolution of fell rituals, disrupting them with the scouring light of Azyr.

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

Effect: Roll a dice. On a 2+:

- If the target has any ritual points, remove a number of ritual points from it equal to the roll.
- If the target has no ritual points, inflict D3 mortal damage on it.



KEYWORDS

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

• STORMCAST ETERNALS WARSCROLL •

KNIGHT-INCANTOR



The Knight-Incantors are veteran mages of the Sacrosant chambers. With their powerful voices, they summon furious tempests and howling gales to unleash against the foe, wielding potent artefacts to nullify enemy sorceries.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Incantor's Staff	3	3+	3+	1	2

⚑ Passive

AETHERIC DESTABILISATION: Expert summoners all, Knight-Incantors can detect and disable similar spells cast by their enemies.

Effect: While they are within 30" of this unit, subtract 1 from casting rolls for enemy units when they use SUMMON abilities.

利用您的英雄阶段, 反应: 对手在30"内对您使用了SPELL能力

VOIDSTORM SCROLL: Each Knight-Incantor bears a scroll infused with potent void magic.

Effect: The spell is unbound and its effect is not resolved.

KEYWORDS UNBIND



KEYWORDS

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

• STORMCAST ETERNALS WARSCROLL •

KNIGHT-HERALDOR



Thunderous notes resounding from their enchanted battle-horn, a Knight-Heraldor is an immovable beacon of defiance. So powerful are the clarion blasts they unleash that the resulting shockwave can topple buildings, uproot trees and shatter monoliths.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Sigmarite Broadsword	3	3+	3+	1	2

Passive

CALL TO BATTLE: The enchanted battle horn of the Knight-Heraldor can be heard in distant Azyr, summoning reinforcements from the storm itself.

Effect: If a friendly WARRIOR CHAMBER unit wholly within 12" of this unit uses the 'Rally' command, you can make 3 additional rally rolls of D6.

Your Shooting Phase

THUNDERBLAST: The strident peal of a battlehorn can summon a localised tempest above an enemy structure, hammering it with repeated lightning strikes and fist-sized hailstones.

Declare: Pick a visible faction terrain feature within 18" of this unit to be the target.

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



KEYWORDS

HERO, INFANTRY
ORDER, STORMCAST ETERNALS,
WARRIOR CHAMBER

• STORMCAST ETERNALS WARSCROLL •

GAVRIEL SUREHEART



Gavriel Sureheart is an unstoppable force of righteousness and liberation. The Lord-Celestant is only satisfied when on the attack, relentlessly leading from the front and cutting down his foes in a whirlwind of blows.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Starbound Blade Crit (Mortal)	5	3+	3+	1	2

Passive

SIGMARITE THUNDERSHIELD: When struck with sufficient force, thundershields unleash stored storm energy to blast those attempting to attack.

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.

Your Charge Phase

ONCE MORE, FOR SIGMAR, CHARGE!: Gavriel's unshakeable devotion to Sigmar sees his warriors charging straight into the front lines, no matter the dangers before them.

Declare: Pick this unit and another visible friendly WARRIOR CHAMBER unit within 3" of it to be the targets.

Effect: For the rest of the phase, when making charge rolls for the targets, add 1 to the number of dice rolled, then remove 1 dice of your choice and use the remaining dice as the charge roll.



KEYWORDS

UNIQUE, HERO, INFANTRY
ORDER, STORMCAST ETERNALS,
WARRIOR CHAMBER



Masters of defensive warfare, the Lord-Castellants oversee the fortification of Sigmar's empire. The mystical lanterns they carry are empowered by celestial energies, bolstering their wounded Stormcast brethren even as they hurl back the tainted foe.

• STORMCAST ETERNALS WARSROLL •

LORD-CASTELLANT

	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
	Castellant's Halberd Crit (Auto-wound)	3	3+	3+	1	2
	Gryph-hound's Beak Companion	4	4+	4+	-	1

⦿ Passive

DUTIFUL GRYPH-HOUND:
Each Lord-Castellant is accompanied by a Gryph-hound trained to fight alongside them.

Effect: This unit's **Gryph-hound** is a token. If this unit's **Gryph-hound** has been removed, it can no longer attack with its **Gryph-hound's Beak** and it cannot use the 'Loyal Companion' ability.

⦿ Once Per Battle, Any Combat Phase

LOYAL COMPANION: A Lord-Castellant's Gryph-hound will protect its master to the bitter end.

Effect: For the rest of the turn, this unit has **WARD (4+)**. Remove this unit's **Gryph-hound** from the battlefield at the end of the turn.

⦿ Your Hero Phase

WARDING LANTERN: Filled with holy energies, a warding lantern either imbues nearby Stormcast Eternals with power or burns their foes.

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

Effect: For the rest of the turn:

- Friendly **STORMCAST ETERNALS** units have **WARD (6+)** while they are contesting the target.
- Ward rolls cannot be made for enemy units while they are contesting the target.



KEYWORDS

HERO, INFANTRY

ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER

• STORMCAST ETERNALS WARSCROLL •

KNIGHT-VENATOR



Not even the mightiest adversaries can escape the vengeance of a Knight-Venator. Accompanied by their faithful Star-eagles, these winged hunters prowl the skies with incredible swiftness, loosing blessed arrows that unerringly seek their targets.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
	Realmhunter's Bow Anti-MONSTER (+1 Rend), Crit (2 Hits)	24"	6	3+	3+	1	1
	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
	Bowstave	3	3+	3+	-	1	
	Star-eagle's Celestial Talons Companion	2	4+	3+	-	1	

Once Per Battle (Army), Your Shooting Phase

STAR-FATED ARROW: Whispering the name of a powerful foe, the Knight-Venator looses an arrow destined to end that enemy's life.

Declare: Pick a visible enemy unit within 24" of this unit to be the target.

Effect: If the target is a non-MONSTER unit, inflict D6 mortal damage on it. If the target is a MONSTER, inflict D6+3 mortal damage on it.

KEYWORDS CORE, ATTACK, SHOOT



KEYWORDS

HERO, INFANTRY, FLY
ORDER, STORMCAST ETERNALS,
WARRIOR CHAMBER

• STORMCAST ETERNALS WARSCROLL •

KNIGHT-ZEPHYROS



A Knight-Zephyros serves as one of Sigmar's assassins. Once a target is marked, they employ their god-wrought blessings to travel the winds aetheric and run down their prey, eventually overcoming them in a flurry of lightning-swift violence.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
	Stormshot Pistol Anti-HERO (+1 Rend)	12"	3	3+	3+	-	1
	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
	Tempest Axes Anti-HERO (+1 Rend), Crit (2 Hits)	6	3+	3+	1	1	

Passive

VANGUARD CHAMBER: Through swiftness, guile and more than a hint of savagery, the warriors of the Vanguard chamber 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.

Once Per Turn (Army), Your Movement Phase

TIRELESS HUNTER: This determined warrior never stops moving in pursuit of their prey.

Effect: Remove this unit from the battlefield and set it up again on the battlefield more than 9" from all enemy units.



KEYWORDS

HERO, INFANTRY
ORDER, STORMCAST ETERNALS,
VANGUARD CHAMBER

• STORMCAST ETERNALS WARSCROLL •

LORD-ORDINATOR



Proficient in arcane engineering and the reading of portents, the Lord-Ordinators are a potent force. Such traits make them excellent artillery commanders, and they expertly direct the war machinery of their allies to annihilate their foes.

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

Once Per Turn (Army), Any Shooting Phase

ARCANE ENGINEER: A Lord-Ordinator is a scryer of possibilities. Those under their command gain insights into the movements of the enemy.

Declare: Pick a visible friendly SACROSANCT CHAMBER WAR MACHINE wholly within 12" of this unit to be the target.

Effect: The target's attacks score critical hits on unmodified hit rolls of 4+ for the rest of the phase.



KEYWORDS

HERO, INFANTRY

ORDER, STORMCAST ETERNALS,
SACROSANCT CHAMBER

• STORMCAST ETERNALS WARSCROLL •

CELESTAR BALLISTA



Mobile artillery of the Ordinatos conclaves, Celestar Ballistas are weapons of terrible power. Their Sacristan operators are skilled combat engineers, and the sigmarite bolts these weapons spit forth explode with the force of the thunderbolt.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Celestar Stormbolts Anti-MONSTER (+1 Rend), Crit (2 Hits)	18"	D6+6	4+	2+	1	1
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
Sacristan Engineers' Blades	2	3+	3+	1	1	

This unit's Sacristan Engineers are tokens.

Once Per Battle (Army), Any Combat Phase

STORMBOLT TEMPEST: Should a foe charge their position, Sacristan Engineers can loose a quick-fire volley at close range.

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

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



KEYWORDS

WAR MACHINE

ORDER, STORMCAST ETERNALS,
SACROSANCT CHAMBER

• STORMCAST ETERNALS WARSCROLL •

CASTIGATORS



When beings born of the aether rear their heads, it is the Castigators who put them down. Channelling celestial powers through their thunderhead greatbows, they provide covering fire to their kindred, projectiles detonating with blazing force.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Thunderhead Greatbow Anti-CAVALRY (+1 Rend), Crit (2 Hits)	15"	3	3+	3+	1	1	
	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
Greatbow Stock		1	3+	3+	-	1	

• Passive

DEPENDABLE GRYPH-HOUND: Some Castigators are accompanied by Gryph-hounds trained to aid them in battle.

Effect: This unit's **Gryph-hound** is a token. If this unit's **Gryph-hound** has been removed, it cannot use the 'Scouting Companion' ability.

• Your Shooting Phase

CASTIGATOR AETHERIC CHANNELLING: Castigators can use their knowledge of the arcane to channel aetheric energy, making their weapons more accurate.

Effect: If this unit has not used a **MOVE** ability this turn and was not set up this turn, this unit's shooting attacks score critical hits on unmodified hit rolls of 5+ for the rest of the turn.

• Reaction: You declared a **SHOOT** ability for this unit

SCOUTING COMPANION: A Castigator's Gryph-hound can be sent out into the fray to identify the enemy's weak points.

Effect: Until the **SHOOT** ability is resolved, add 3" to the Range characteristic of this unit's **Thunderhead Greatbows** and add 1 to hit rolls for this unit's shooting attacks. Remove this unit's **Gryph-hound** from the battlefield after the **SHOOT** ability has been resolved.

• STORMCAST ETERNALS WARSCROLL •

SEQUITORS



Arcane mystery clings to the Sequitors, footsoldiers of the Sacrosanct chambers. By channelling celestial power through their wargear, they can bolster their strength to new heights, all the while carrying out the secretive missions of their hosts.

	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Sacrosanct Weapons Crit (2 Hits)		2	3+	3+	1	1
Stormsmite Greatmace Crit (2 Hits)		2	3+	3+	1	2

Each model in this unit is armed with **Sacrosanct Weapons**.

• 2/5 models can replace their **Sacrosanct Weapons** with a **Stormsmite Greatmace**.

• Any Combat Phase

SEQUITOR AETHERIC CHANNELLING: Sequitors can use their knowledge of the arcane arts to channel aetheric energy into their weapons or shields.

Effect: If this unit is contesting an objective you control, pick 1 of the following effects to apply for the rest of the turn:

- Other than the **Companion** weapon ability, weapon abilities for attacks that target this unit have no effect.
- This unit's combat attacks score critical hits on unmodified hit rolls of 5+.



KEYWORDS

INFANTRY, CHAMPION
ORDER, STORMCAST ETERNALS,
SACROSANCT CHAMBER

KEYWORDS

INFANTRY, CHAMPION
ORDER, STORMCAST ETERNALS,
SACROSANCT CHAMBER

• STORMCAST ETERNALS WARSCROLL •

JUDICATORS WITH SKYBOLT BOWS



No foe can escape the keen gaze of the Judicators. Granted the ability to sense corruption, the storm of arrow fire unleashed by their skybolt bows fells ranks of enemies with relentless and merciless precision.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Skybolt Bow Crit (Auto-wound)	18"	2	3+	3+	1	1	
Shockbolt Bow Anti-MONSTER (+1 Rend)	18"	D3+3	3+	3+	1	1	
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	
Storm Gladius		1	3+	3+	1	1	

Each model in this unit is armed with a Skybolt Bow and Storm Gladius.

• 1/5 models can replace their Skybolt Bow with a Shockbolt Bow.

Once Per Turn (Army), Any Shooting Phase

SUBDUCING SHOTS: With eagle-eyed aim, Judicators can hit enemy beasts exactly where it hurts the most.

Declare: Pick a visible enemy MONSTER that had any damage points allocated to it this phase by this unit's shooting attacks to be the target.

Effect: Roll a dice. On a 3+, the target cannot use RAMPAGE abilities until the start of your next turn.

• STORMCAST ETERNALS WARSCROLL •

JUDICATORS WITH BOLTSTORM CROSSBOWS



Judicators who wield boltstorm crossbows are adept in the culling of enemy hordes. These rapid-firing weapons launch ammunition tipped with blessed sigmarite; by the time these strike home, they are thoroughly enveloped in coruscating storm-energies.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Boltstorm Crossbow Anti-INFANTRY (+1 Rend)	15"	3	3+	3+	-	1	
Thunderbolt Crossbow Anti-INFANTRY (+1 Rend)	15"	3	3+	3+	-	2	
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	
Storm Gladius		1	3+	3+	1	1	

Each model in this unit is armed with a Boltstorm Crossbow and Storm Gladius.

• 1/5 models can replace their Boltstorm Crossbow with a Thunderbolt Crossbow.

Once Per Turn (Army), Any Shooting Phase

HAIL OF BOLTS: After shooting, the area around a Judicator's target is riddled with stray bolts and corpses, creating obstacles for the enemy.

Declare: Pick a visible enemy INFANTRY unit that does not have FLY and that had any models slain this phase by this unit's shooting attacks to be the target.

Effect: Roll a dice. On a 3+, 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

INFANTRY, CHAMPION

ORDER, STORMCAST ETERNALS,
WARRIOR CHAMBER



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• STORMCAST ETERNALS WARSCROLL •

RETRIBUTORS



A Retributor retinue wields crushing lightning hammers, amongst the most uns subtle and devastating weaponry in the Stormhosts' arsenal. By channelling the storm's fury through these fearsome weapons, the Retributors strike the foe with annihilating force.

MELEE WEAPONS

	Atk	Hit	Wnd	Rnd	Dmg
Retributor Lightning Hammer Crit (Mortal)	2	3+	3+	1	2
Starsoul Mace Crit (Mortal)	1	3+	3+	2	3

Each model in this unit is armed with a Retributor Lightning Hammer.

- 2/5 models can replace their Retributor Lightning Hammer with a Starsoul Mace.

Passive

CRUSHING COUNTER-BLOW: Retributors are experts in close combat. Once an enemy has made the fatal mistake of engaging them, they will be shattered by the Paladins' answering blows.

Effect: If this unit is damaged or if any models in this unit were slain this turn, add 1 to hit rolls for this unit's attacks for the rest of the turn.

• STORMCAST ETERNALS WARSCROLL •

DECIMATORS



The advance of the Decimators is marked by piles of butchered corpses. These Paladins are remorseless in eradicating Sigmar's enemies and, armed with their brutal thunderaxes, never tire when cleaving through hordes of the hateful foe.

MELEE WEAPONS

	Atk	Hit	Wnd	Rnd	Dmg
Decimator Thunderaxe Crit (2 Hits)	4	3+	3+	1	1
Starsoul Mace Crit (Mortal)	1	3+	3+	2	3

Each model in this unit is armed with a Decimator Thunderaxe.

- 2/5 models can replace their Decimator Thunderaxe with a Starsoul Mace.

Passive

DECIMATING BLOW: A single swing of a thunderaxe can carve through several foes.

Effect: Add 1 to the Damage characteristic of this unit's Decimator Thunderaxes if the target unit has 10 or more models.



KEYWORDS

INFANTRY, CHAMPION
ORDER, STORMCAST ETERNALS,
WARRIOR CHAMBER



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PROTECTORS



As a Protector retinue advances, they spin their stormstrike glaives in intricate arcs. By doing so, they create shields of celestial force, safeguarding their comrades while the Paladins eagerly put their warrior skills to work.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Protector Stormstrike Glaive	4	3+	3+	1	1
Starsoul Mace Crit (Mortal)	1	3+	3+	2	3

Each model in this unit is armed with a Protector Stormstrike Glaive.

- 2/5 models can replace their Protector Stormstrike Glaive with a Starsoul Mace.

Passive

SHIELD OF THE STORM: Attacks are deflected by the Protectors' weaving glaives.

Effect: While any friendly STORMCAST ETERNALS INFANTRY HEROES are within this unit's combat range, both this unit and those friendly units have WARD (5+).



KEYWORDS

INFANTRY, CHAMPION

ORDER, STORMCAST ETERNALS,
WARRIOR CHAMBER





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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

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