



FACTION PACK

STORMCAST ETERNALS

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.

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.

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 chamber, 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 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 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

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 all friendly **STORMCAST ETERNALS** units contesting that objective.

● Passive

SHOCK AND AWE: When this general and their Stormcasts take to the field, their shining visage strikes fear into the foe.

Effect: 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.

● Once Per Battle, End of Any Turn

NULL 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.

◆ Your Hero Phase

◆ Your Hero Phase

ENVOY OF THE HEAVENS: When a Stormcast Eternal is laid low, the light that carries the warrior's soul back to Azyr invigorates those who fight on.

Declare: If a friendly 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.

ARTEFACTS OF POWER

ARTEFACTS OF THE TEMPEST (HERO only)

● Once Per Battle, Any Combat Phase

● 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.

● Passive

MIRRORSHIELD: This shield reflects the sun's rays 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.

SPELL LORE

LORE OF THE STORM

Your Hero Phase

5

LIGHTNING BLAST: *The wizard releases pent-up storm energy into the foe.*

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

Your Hero Phase

6

THUNDERSHOCK: *The wizard unleashes the power of Sigmar's storm as a roiling wave of pure force.*

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

Your Hero Phase

7

STARFALL: *Gazing towards the heavens, the wizard hurls meteoric rain into the enemy's path.*

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

SPELL



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.*

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

4

Your Hero Phase

BLESS WEAPONS: *The priest imbues weapons of those nearby with the pure essence of the storm.*

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.

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.

KEYWORDS

PRAYER

6

Your Hero Phase

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

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: Remove the target from the battlefield and set it up again on the battlefield more than 9" from all enemy units. In addition, if the chanting roll was 8+, subtract 1 from hit rolls for attacks that target that unit for the rest of the battle round.

KEYWORDS

PRAYER

4

MANIFESTATION LORE

MANIFESTATIONS OF THE STORM

>Your Hero Phase

6

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

Your Hero Phase

6

SUMMON CELESTIAN VORTEX:

The wizard casts 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

Your Hero Phase

7

SUMMON EVERBLAZE COMET:

Reaching an arm to the heavens, the wizard calls down a pure comet of 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

• STORMCAST ETERNALS WARSROLL •
LIBERATORS



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

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.



INfantry, Champion

KEYWORDS

ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER

• STORMCAST ETERNALS WARSROLL •
VANQUISHERS



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

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.



INFANTRY, CHAMPION, MUSICIAN (1/5), STANDARD BEARER (1/5)

KEYWORDS

ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER

• STORMCAST ETERNALS WARSROLL •
VINDICTORS



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

Any Combat Phase

HOLD THE SHIELDWALL: *The Vindictor retinues are the shieldwall 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.



INFANTRY, CHAMPION, STANDARD BEARER (1/5)

KEYWORDS

ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER



• STORMCAST ETERNALS WARSCROLL •
CELESTANT-PRIME
HAMMER OF SIGMAR

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

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.

Passive

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.



• STORMCAST ETERNALS WARSROLL •
GARDUS STEEL SOUL

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

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 WARSROLL •
KNIGHT-ARCANUM

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

⦿ 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**.



HERO, WIZARD (1), INFANTRY

KEYWORDS

ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER



• STORMCAST ETERNALS WARSCROLL •
KNIGHT-DRACONIS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Draconic Flimestream	10"	4	2+	3+	2	1	Shoot in Combat, Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Aeonfire Blade		5	3+	2+	2	2	-
Draconith's Fangs and Talons		4	4+	2+	2	2	Companion

✿ Reaction: Opponent declared a **SPELL** ability

ARCANE HERITAGE: Whether raised within the temple-vessels of the Seraphon or born in the wilds of the realms, every young Draconith has developed a resistance to the arcane.

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.

✿ Once Per Turn (Army), Any Combat Phase

WRATH OF THE DRACONITH: At their champion's command, the Stormdrake Guard loose the searing force 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

✿ 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.

HERO, MONSTER, FLY

KEYWORDS

ORDER, STORMCAST ETERNALS, EXTREMIS CHAMBER



• STORMCAST ETERNALS WARSCROLL •
KNIGHT-JUDICATOR
 WITH GRYPH-HOUNDS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Terminus Greatbow	18"	3	3+	3+	2	3	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
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, Your Movement Phase

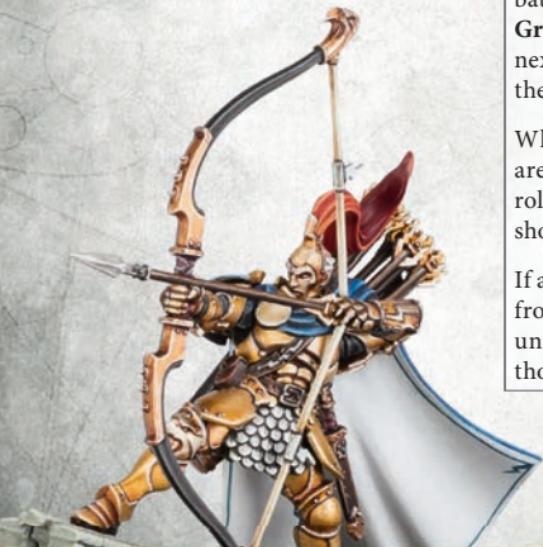
HUNTING HOUNDS: The Knight-Judicator sends one of their Gryph-hounds to harass an enemy unit.

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.



HERO, INFANTRY

KEYWORDS

ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER



• STORMCAST ETERNALS WARSROLL •
KNIGHT-QUESTOR

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

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.

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 (5+)**.



HERO, INFANTRY

KEYWORDS

ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER

• STORMCAST ETERNALS WARSROLL •
KNIGHT-RELICTOR



MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
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 by the target for the rest of the turn.



HERO, PRIEST (1), INFANTRY

KEYWORDS

ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER



• STORMCAST ETERNALS WARSROLL •
KNIGHT-VEXILLOR

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
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.



HERO, INFANTRY

KEYWORDS

ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER



• STORMCAST ETERNALS WARSROLL •
LORD-AQUILOR

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Heavy Boltstorm Pistol	12"	4	3+	3+	1	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Starbound Blade and Shock Handaxe		5	3+	3+	1	2	-
Gryph-charger's Razor Beak	3	4+	3+	1	1		Companion

✖ 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.

↗ 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.



HERO, CAVALRY

KEYWORDS

ORDER, STORMCAST ETERNALS, VANGUARD CHAMBER



• STORMCAST ETERNALS WARSROLL •
LORD-CELESTANT

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

✖ 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.



HERO, INFANTRY

KEYWORDS

ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER



• STORMCAST ETERNALS WARSCROLL •
LORD-CELESTANT
 ON DRACOTH

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Stormblast	10"	1	3+	3+	2	D3	Crit (2 Hits), Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Weapons of Legend		5	3+	3+	1	2	Anti-INFANTRY (+1 Rend)
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.

⚔ 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.



HERO, CAVALRY

KEYWORDS

ORDER, STORMCAST ETERNALS, EXTREMIS CHAMBER

• STORMCAST ETERNALS WARSCROLL •

LORD-COMMANDER

**BASTIAN
CARTHALOS**

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

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.

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.

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.



UNIQUE, HERO, INFANTRY, WARD (5+)

KEYWORDS

ORDER, STORMCAST ETERNALS



• STORMCAST ETERNALS WARSCROLL •
LORD-IMPERATANT

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

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 (Army), 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.



HERO, INFANTRY

KEYWORDS

ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER



• STORMCAST ETERNALS WARSROLL •
LORD-RELICTOR

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

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.



HERO, PRIEST (1), INFANTRY

KEYWORDS

ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER



• STORMCAST ETERNALS WARSCROLL •
LORD-VERITANT

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Staff of Abjuration	1	3+	3+	1	3	-
Judgement Blade	3	3+	3+	1	D3	Anti-PRIEST (+1 Rend), Anti-WIZARD (+1 Rend)

¶ 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

SENSE UNHOLY SORCERY:

Gryph-crows are sensitive to corruption and immediately alert their masters whenever unholy energies are nearby.

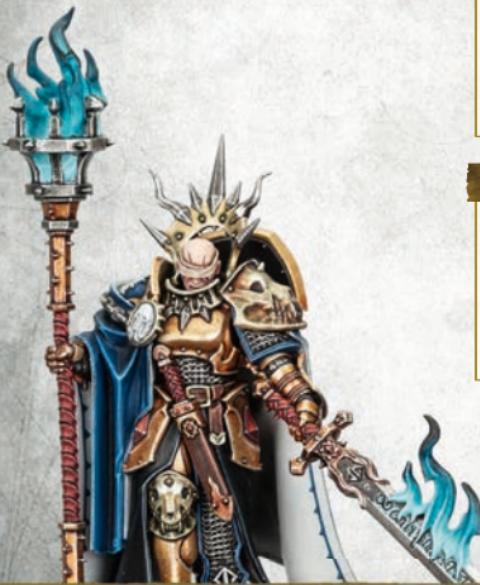
Effect: This unit's **Gryph-crow** is a token. Subtract 1 from casting rolls and chanting rolls for enemy units within 12" of this unit while its **Gryph-crow** is on the battlefield.

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).

Passive

STAFF OF ABJURATION: The blessed light that shines from this staff can banish even the most potent sorceries.

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



HERO, PRIEST (1), INFANTRY

KEYWORDS

ORDER, STORMCAST ETERNALS, RUINATION CHAMBER

• STORMCAST ETERNALS WARSROLL •

NEAVE'S COMPANIONS



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

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.

U Passive

SHIELD OF AZYR: These golden-armoured warriors will 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 •
NEAVE BLACKTALON

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Relic Boltstorm Pistol	10"	3	3+	3+	1	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Whirlwind Axes		7	2+	3+	2	2	Crit (2 Hits)

⚔️ 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 HEROES.

⚙️ 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.

⚔️ 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 a 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 WARSCROLL •

LORAI

CHILD OF THE ABYSS



MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
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.*

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 •

VANDUS HAMMERHAND

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

● 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.



UNIQUE, HERO, CAVALRY

KEYWORDS

ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER

• STORMCAST ETERNALS WARSCROLL •

YNDRASTA

THE CELESTIAL SPEAR



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

⚔ Passive

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

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

🏹 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.

● 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.

KEYWORDS

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

ORDER, STORMCAST ETERNALS



• STORMCAST ETERNALS WARSCROLL •

DRAKESWORN TEMPLAR

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

💀 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: Though not strictly holding the rank of knight, the Drakesworn Templars fulfil a similar role within the Extremis chambers, charging off to face the greatest 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 unit.
- If the target is also a **HERO**, add 1 to the Damage characteristic of this unit's **Templar Weapons** for attacks that target that unit.

KEYWORDS

RAMPAGE

KEYWORDS

HERO, MONSTER, FLY

ORDER, STORMCAST ETERNALS, EXTREMIS CHAMBER



• STORMCAST ETERNALS WARSCROLL •

KARAZAI
THE SCARRED

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Blazing Tempest	12"	1	2+	3+	2	D3+3	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Annihilating Jaws		4	3+	2+	2	4	Anti-INFANTRY (+1 Rend)
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 destructive tail, Karazai can deliver a killing blow to those in his path.

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 soon 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



• STORMCAST ETERNALS WARSCROLL •

KRONDYS

SON OF DRACOTHION

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Blazing Tempest	12"	1	2+	3+	2	D3+3	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
💀 Apex Maw		4	3+	2+	2	4	Anti-INFANTRY (+1 Rend)
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.

⦿ 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.

⦿ 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

⦿ 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

KEYWORDS

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

ORDER, STORMCAST ETERNALS



• STORMCAST ETERNALS WARSCROLL •
LORD-CELESTANT
 ON STARDRAKE

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

💀 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 Battle, Any Combat Phase

LORD OF THE HOST: A Lord-Celestant is a trusted and respected leader. Their presence steels the souls of those 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.

⚔ 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

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

KEYWORDS

HERO, MONSTER, FLY

ORDER, STORMCAST ETERNALS, EXTREMIS CHAMBER



• STORMCAST ETERNALS WARSROLL •
AETHERWINGS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Beak and Claws	2	4+	4+	-	1	Companion

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.

Passive

BEAST

Effect: This unit has a maximum control score of 1.



BEAST, FLY

KEYWORDS

ORDER, STORMCAST ETERNALS, VANGUARD CHAMBER

• STORMCAST ETERNALS WARSCROLL •
ANNIHILATORS



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

U 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.

X Your Movement Phase

BLAZING IMPACT: Annihilators arrive upon the field with devastating force, twin-tailed trails streaking behind them as an earth-shattering shock-wave 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.



INFANTRY, CHAMPION

KEYWORDS

ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER



• STORMCAST ETERNALS WARSCROLL •
GRYPH-HOUNDS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Vicious Beak and Claws	4	4+	4+	-	1	Companion

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.

Passive

BEAST

Effect: This unit has a maximum control score of 1.





• STORMCAST ETERNALS WARSROLL •
ANNIHILATORS
 WITH METEORIC GRANDHAMMERS

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

U 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.

X Your Movement Phase

BLAZING IMPACT: Annihilators arrive upon the field with devastating force, twin-tailed trails streaking behind them as an earth-shattering shock-wave 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.



INFANTRY, CHAMPION

KEYWORDS

ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER

• STORMCAST ETERNALS WARSCROLL •
 DRACOTHIAN GUARD
CONCUSSORS



RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Stormblast	10"	1	3+	3+	2	D3	Crit (2 Hits), Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Lightning Hammer		3	3+	2+	1	2	Crit (Mortal)
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.

✖ 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.



CAVALRY



• STORMCAST ETERNALS WARSCROLL •
DRACOTHIAN GUARD
DESOLATORS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Stormblast	10"	1	3+	3+	2	D3	Crit (2 Hits), Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Thunderaxe		3	3+	3+	1	2	Anti-INFANTRY (+1 Rend)
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.

⚔ 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.



CAVALRY

KEYWORDS

ORDER, STORMCAST ETERNALS, EXTREMIS CHAMBER



• STORMCAST ETERNALS WARSCROLL •
DRACOTHIAN GUARD
FULMINATORS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Stormblast	10"	1	3+	3+	2	D3	Crit (2 Hits), Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
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.



CAVALRY

KEYWORDS

ORDER, STORMCAST ETERNALS, EXTREMIS CHAMBER



• STORMCAST ETERNALS WARSCROLL •
 DRACOTHIAN GUARD
TEMPESTORS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
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	Ability
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.



CAVALRY

KEYWORDS

ORDER, STORMCAST ETERNALS, EXTREMIS CHAMBER

• STORMCAST ETERNALS WARSROLL •
PRAETORS



MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
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. This unit can use this ability while it is in reserve.

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+)**.



INFANTRY, CHAMPION

KEYWORDS

ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER



• STORMCAST ETERNALS WARSROLL •
PROSECUTORS

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

¶ 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

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

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.



INFANTRY, CHAMPION, FLY

KEYWORDS

ORDER, STORMCAST ETERNALS, RUINATION CHAMBER



• STORMCAST ETERNALS WARSCROLL •

STORMDRAKE GUARD

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Draconic Flamestream	10"	4	2+	3+	2	1	Shoot in Combat, Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Drakerider's Lance		3	3+	3+	1	1	Charge (+1 Damage), Anti-INFANTRY (+1 Rend)
Drakerider's Warblade	6	3+	3+	1	1	1	-
Draconith's Fangs and Talons	4	4+	2+	2	2	2	Companion

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

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

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.

KEYWORDS

MONSTER, CHAMPION, FLY

ORDER, STORMCAST ETERNALS, EXTREMIS CHAMBER

• STORMCAST ETERNALS WARSCROLL •

STORMSTRIKE CHARIOT



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

This unit is armed with a Stormstrike Axe, Tempestuous Spear and Great Stormbow and 1 of the following options:

- Tempestuous Spear
- Great Stormbow

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.

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.

• STORMCAST ETERNALS WARSCROLL •

VANGUARD-HUNTERS



RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Boltstorm Pistol	10"	2	4+	4+	1	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
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 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 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.



• 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.

• STORMCAST ETERNALS WARSROLL •

VANGUARD-PALLADORS

WITH STARSTRIKE JAVELINS



RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Boltstorm Pistol	10"	2	4+	4+	1	1	Shoot in Combat
Starstrike Javelin	12"	1	3+	3+	1	2	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Starstrike Javelin		1	3+	3+	1	2	-
Gryph-charger's Razor Beak	3	4+	3+	1	1		Companion

★ 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.

⚡ 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 it must target that enemy unit. This unit's Starstrike Javelins have **Shoot in Combat** this phase.



CAVALRY, CHAMPION

KEYWORDS

ORDER, STORMCAST ETERNALS, VANGUARD CHAMBER, VANGUARD-PALLADORS

• STORMCAST ETERNALS WARSCROLL •

VANGUARD-PALLADORS

WITH SHOCK HANDAXES



RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Boltstorm Pistol	10"	2	4+	4+	1	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Shock Handaxe		2	3+	3+	1	2	Charge (+1 Damage)
Gryph-charger's Razor Beak	3	4+	3+	1	1		Companion

★ 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.

◆ 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

KEYWORDS

ORDER, STORMCAST ETERNALS, VANGUARD CHAMBER, VANGUARD-PALLADORS

• STORMCAST ETERNALS WARSCROLL •

**VANGUARD-
RAPTORS**

WITH HURRICANE CROSSBOWS



RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Hurricane Crossbow	12"	4	3+	3+	-	1	Anti-INFANTRY (+1 Rend), Crit (2 Hits)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Heavy Stock		1	4+	3+	-	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.

⚡ Passive

COORDINATED STRIKE: The warriors of the Vanguard chamber train relentlessly to fight in perfect unison.

Effect: Add 1 to wound rolls for this unit's shooting attacks if the target is in combat with any friendly **VANGUARD CHAMBER** units.



INFANTRY, CHAMPION

KEYWORDS

ORDER, STORMCAST ETERNALS, VANGUARD CHAMBER

• STORMCAST ETERNALS WARSCROLL •

VANGUARD-RAPTORS

WITH LONGSTRIKE CROSSBOWS



RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Longstrike Crossbow	18"	2	3+	3+	2	2	Anti-HERO (+1 Rend), Crit (Auto-wound)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Heavy Stock		1	4+	3+	-	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.

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.

**INFANTRY, CHAMPION****KEYWORDS**

ORDER, STORMCAST ETERNALS, VANGUARD CHAMBER

• STORMCAST ETERNALS WARSROLL •
VIGILORS



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

Passive

NAVIGATORS OF THE STORM:

As the Vigilors move swiftly beneath dark thunderheads, the Grungni-forged arrowheads of their stormcaller bows unleash flickers of lightning that illuminate their target and allow vital reconnaissance.

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 WARSROLL •

QUESTOR SOULSWORN



MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Questor Weapons	3	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.

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

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+)**.



INFANTRY, CHAMPION (1/6)

KEYWORDS

ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER



• STORMCAST ETERNALS WARSROLL •
CELESTIAN VORTEX

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Storm of Vengeance	12	4+	4+	1	1	Crit (Auto-wound)

Passive

TORNADO OF MAGIC: A Celestian Vortex whips the air around it into a tornado that disrupts attacks made with missile weapons.

Effect: Subtract 1 from hit rolls for shooting attacks made by enemy units while they are within 12" of this **MANIFESTATION**.



MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)

KEYWORDS

ORDER, STORMCAST ETERNALS



• STORMCAST ETERNALS WARSCROLL •
DAIS ARCANUM

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+)** and **FLY**.
- 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.
- If that unit is picked to make a pile-in move, move this **MANIFESTATION** instead.
- Instead of measuring range or visibility to that unit, measure to 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 removed from the battlefield, immediately remove this **MANIFESTATION** from play.



KEYWORDS

MANIFESTATION, ENDLESS SPELL, FLY

ORDER, STORMCAST ETERNALS



• STORMCAST ETERNALS WARSCROLL •
EVERBLAZE COMET

X Any Hero Phase

BURNING VENGEANCE: An Everblaze Comet smashes into the battlefield with tremendous force, whereupon it embeds itself into the ground, radiating a corona of deadly Azyrite energies.

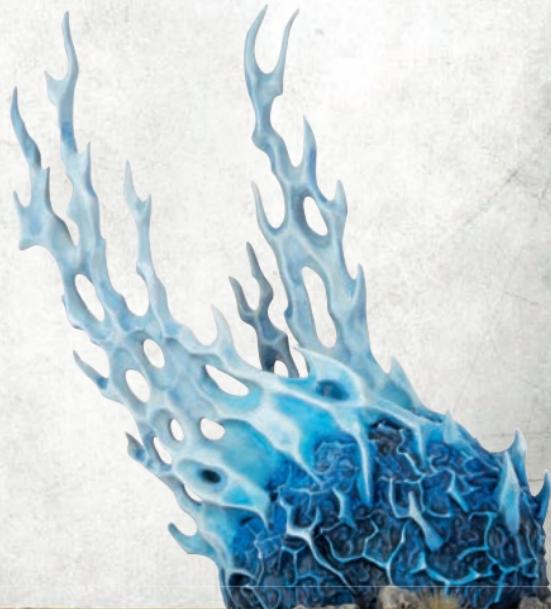
Declare: If this **MANIFESTATION** was summoned this phase, pick any number of enemy units within 6" of it to be the targets.

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**.



MANIFESTATION, ENDLESS SPELL, WARD (6+)

KEYWORDS

ORDER, STORMCAST ETERNALS



• STORMCAST ETERNALS WARSROLL •
LORD-VIGILANT
 ON GRYPH-STALKER

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Hallowed Greataxe	5	3+	3+	2	2	-
Gryph-stalker's Beak and Talons	3	4+	3+	1	2	Companion

¶ 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: This warrior orders Sigmar's wrath to be delivered unto their enemies.

Declare: Pick a friendly non-**HERO RUINATION CHAMBER** unit wholly within 12" of this unit.

Effect: That unit can use 2 **FIGHT** abilities this phase. After the first is used, however, that unit has **STRIKE-LAST** for the rest of the turn.



HERO, CAVALRY

KEYWORDS

ORDER, STORMCAST ETERNALS, RUINATION CHAMBER



• STORMCAST ETERNALS WARSCROLL •
LORD-TERMINOS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
The Blade Terminos	4	3+	2+	2	3	Crit (Mortal)

U 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: 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).

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

EARN AN HONOURABLE DEATH: The Lord-Terminos heads to battle alongside the Ruination chamber, the Stormcasts seeking to earn their final rest by proving themselves 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.

• STORMCAST ETERNALS WARSROLL •
RECLUSIANS



MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Rune-blessed Weapons	3	3+	3+	1	2	Crit (Mortal)

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).



INFANTRY, CHAMPION

KEYWORDS

ORDER, STORMCAST ETERNALS, RUINATION CHAMBER



• STORMCAST ETERNALS WARSCROLL •
IONUS CRYPTBORN
WARDEN OF LOST SOULS

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

💀 Passive

BATTLE DAMAGED

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

⚔ Your Hero Phase

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

PRAAYER

5

⚙ 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.

KEYWORDS

RAMPAGE

⚔ 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.

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

KEYWORDS

ORDER, STORMCAST ETERNALS

SPEARHEAD



STORMCAST ETERNALS YNDRASTA'S SPEARHEAD

This Spearhead army consists of the following units:

GENERAL

- ◆ Yndrasta, the Celestial Spear

UNITS

- ◆ 1 Knight-Vexillor
- ◆ 3 Annihilators
- ◆ 5 Vanquishers
- ◆ 5 Vanquishers
- ◆ Stormstrike Chariot



The warriors under Yndrasta's command ensure that the enemy overextend themselves before the killing strike is dealt. That deadly blow is almost always struck by Sigmar's Huntress herself. It is her spear that plunges into the heart of the enemy's most monstrous champion, and it is her hand that raises their decapitated head to the skies to the thunder of Sigmar's approval.

Yndrasta is one of Sigmar's mightiest champions, her role to hunt down the deadliest and most evil of foes. Her Spearhead formation works in two distinct elements. The first is based around a small force of Vanquishers that strike from the heavens in a blinding column of lightning. At their head, a Knight-Vexillor raises a magical Banner of Apotheosis to heal any wounds they suffer, while a Stormstrike Chariot adds some serious punch to their charge. When the foe musters a counter-attack, its commanders and warbeasts seeking to overrun the Stormcast Eternals infantry, the second part of this dual assault descends in a blaze of force. Here the Annihilators are in their element, their meteoric charge crushing all but the most formidable foes. Yndrasta, waiting for the foe to reveal their hand, is often the last to strike – and when she does so, she is quite capable of slaying even a rampaging gargant with a series of pinpoint spear-thrusts.

'Let the vengeance of the God-King blast these fools from our sight. Attack!'

– Yndrasta, the Celestial Spear

BATTLE TRAITS

SCIONS OF THE STORM

Upon blessed bolts of lightning do the Stormcast Eternals ride to war, the furious rumble of thunder heralding their arrival.

Yndrasta and your **Annihilators** unit are not set up during the deployment phase. Instead, from the third battle round onwards, they can use the following ability:

• Your Movement Phase

LIGHTNING-STRIKE ARRIVAL: *With a clap of thunder, Yndrasta and her allies strike down onto the battlefield.*

Effect: Set up this unit anywhere on the battlefield more than 6" from all enemy units.

KEYWORDS

CORE



Knight-Vexillor

REGIMENT ABILITIES:

Pick 1 of the following regiment abilities.

End of Any Turn

DRIVE THEM BACK: Not an inch is given to the enemies of Sigmar.

Declare: Pick any number of friendly units that are both contesting an objective and in combat.

Effect: Each of those units can make a pile-in move (Core Rules, 15.3). For each unit that did so, pick an enemy unit within 1" of it and roll a dice. On a 4+, inflict 1 mortal damage on that enemy unit.

Passive

DEFEND TO THE LAST: These fearless warriors refuse to fall until their task is completed.

Effect: Friendly units have **WARD (6+)** while they are contesting an objective you control.

ENHANCEMENTS:

Give your general 1 of the following enhancements.

Passive

THE PRIME HUNTRESS: Yndrasta relishes hunting the mightiest and most terrifying quarry.

Effect: The Damage characteristic of **Thengavar** (Yndrasta's spear) is 2D6 for attacks that target a **MONSTER**.

Passive

STRIKE WITH THE TEMPEST'S RAGE: Yndrasta's enemies know that to catch her gaze is to be marked for annihilation.

Effect: Your general has **STRIKE-FIRST** if they charged in the same turn.

Once Per Battle, Your Movement Phase

DAZZLING RADIANCE: Yndrasta's god-touched brilliance can call stranded Stormcast souls into the fray once more.

Declare: Pick your general to use this ability if they were set up this phase.

Effect: You can return 1 slain model to each friendly unit wholly within 12" of your general.

Once Per Battle, Any Combat Phase

HAWK OF THE CELESTIAL SKIES: The sight of Yndrasta's seraphic form inspires her warriors with immeasurable resolve.

Effect: Until the end of the phase, add 1 to hit rolls for attacks made by friendly units while they are wholly within 12" of your general.

MOVE

12"

HEALTH

8

SAVVY

2

CONTROL

Yndrasta is Sigmar's Huntress.

Her spear, Thengavar, is steel-sister to the God-King's own legendary polearm; when hurled, it seeks out her prey, piercing its monstrous heart before returning to Yndrasta's grip. There are those who whisper that lifetimes of battle have hollowed out Yndrasta's soul and replaced it with pitiless starfire, her divine aura so intense it can protect her even from the emanations of Chaos. Even other Stormcasts mutter a prayer as she hunts the deadliest prey in the realms, for her transformation into an unfeeling instrument of vengeance sparks unease. Yet she remains one of Sigmar's greatest champions, and her might is questioned by none.

• SPEARHEAD WARSROLL •

YNDRASTA

THE CELESTIAL SPEAR

	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Thengavar	12"	1	3+	2+	2	4	Shoot in Combat
	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Blade of the High Heavens		5	3+	3+	2	3	-

Once Per Battle, Any Combat Phase

CHAMPION OF SIGMAR: Forged by Sigmar's own hand, Yndrasta is protected by a divine aura so potent that swords and arrows simply rebound off her.

Effect: This unit has **WARD (5+)** this phase.



KEYWORDS

HERO, INFANTRY, FLY, WARD (6+)



Vanquishers bear swords that incorporate shards of celestium, a mineral that radiates the power of foresight. This, combined with their expert bladecraft, makes them deadly fighters indeed. The more foes they face, the higher the toll they take.

• SPEARHEAD WARSCROLL •

VANQUISHERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Celestial Greatsword	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.



KEYWORDS

INFANTRY





• SPEARHEAD WARSROLL •

KNIGHT-VEXILLOR

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Sigmarite Warblade	4	3+	3+	1	2	-

>Your Hero Phase

BANNER OF THE REFORGED: When a Banner of Apotheosis is planted, its energies heal flesh and restore armour.

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

Effect: Heal (D3) the target. In addition, add 3 to that unit's control score until the start of your next turn.



KEYWORDS

HERO, INFANTRY

MOVE

4"

2+ SAVE

HEALTH

3

1
CONTROL

Clad in the thickest plate and wielding weaponry hewn from enchanted celestial rock, Annihilators shrug off bolts and arrows as they charge forward with meteoric force. Those struck by them are bowled over even as the death blows rain down to finish the job.

• SPEARHEAD WARSROLL •

ANNIHILATORS

	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Meteoric Hammer	3	3+	3+	1	2	-

Any Charge Phase

FORCE OF A FALLING STAR: As Annihilators build up momentum, their charge turns the shockwave of their arrival into a deadly bludgeoning assault.

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** this turn.



KEYWORDS

INFANTRY



MOVE

10"

HEALTH

10

3+

SAVE

2

CONTROL

Stormstrike Chariots are potent linebreakers. When the clarion call to attack sounds, they thunder across even the most rugged terrain, with the archer in their carriage sending killing shafts from their great stormbow as they come. The chariot's most devastating weapon, however, is its charge.

As the chariooteers build up speed, they draw the energies of Azyr to themselves until a crackling aurora surrounds them. Upon impact into the enemy lines, the Stormcasts unleash this energy in thunderous blasts even as they strike out with axe and blade.

• SPEARHEAD WARSROLL •

STORMSTRIKE CHARIOT

	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Great Stormbow	18"	2	3+	3+	1	1	-
	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Stormstrike Axe		3	3+	3+	1	1	-
	Gryph-chargers' Beaks and Claws		6	4+	3+	1	1	Companion

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 and roll a dice.

Effect: On a 2+, inflict D3 mortal damage on the target.



KEYWORDS

WAR MACHINE

SPEARHEAD



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.

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 wreaks 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.

MOVE

12"

HEALTH

8

3+ SAVE

2

CONTROL

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

MOVE

5"

HEALTH

6

3+

SAVE

2
CONTROL

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. Blindsight 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 WARSCROLL • LORD-VERITANT

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	1	3+	3+	1	3	-
Staff of Abjuration						
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, INFANTRY

MOVE

12"

HEALTH

2

3+ SAVE

1

CONTROL

Though the Prosecutors once shone with the light of Azyr, Belakor'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 WARSROLL •

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