

WARHAMMER

AGE OF SIGMAR



ORDER BATTLETOME

STORMCAST ETERNALS



WARHAMMER

AGE OF SIGMAR

From the maelstrom of a sundered world, the Eight Realms were born. The formless and the divine exploded into life. Strange, new worlds appeared in the firmament, each one gilded with spirits, gods and men. Noblest of the gods was Sigmar. For years beyond reckoning he illuminated the realms, wreathed in light and majesty as he carved out his reign. His strength was the power of thunder. His wisdom was infinite. Mortal and immortal alike kneeled before his lofty throne. Great empires rose and, for a while, treachery was banished. Sigmar claimed the land and sky as his own and ruled over a glorious age of myth.

But cruelty is tenacious. As had been foreseen, the great alliance of gods and men tore itself apart. Myth and legend crumbled into Chaos. Darkness flooded the realms. Torture, slavery and fear replaced the glory that came before. Sigmar turned his back on the mortal kingdoms, disgusted by their fate. He fixed his gaze instead on the remains of the world he had lost long ago, brooding over its charred core, searching endlessly for a sign of hope. And then, in the dark heat of his rage, he caught a glimpse of something magnificent. He pictured a weapon born of the heavens. A beacon powerful enough to pierce the endless night. An army hewn from everything he had lost. Sigmar set his artisans to work and for long ages they toiled, striving to harness the power of the stars. As Sigmar's great work neared completion, he turned back to the realms and saw that the dominion of Chaos was almost complete. The hour for vengeance had come. Finally, with lightning blazing across his brow, he stepped forth to unleash his creation.

The Age of Sigmar had begun.





CONTENTS

THE STORMCASTS	4	Prayers of the Stormhosts	99	WARSCROLLS	142
Sigmar Heldenhammer	6	Steeds of the Celestial Realm	100	Celestant-Prime	144
The Dominion of Chaos	8	Battleplan: Avenging Strike	102	Lord-Celestant on Dracoth	145
Roar of the Heavens	10	Battleplan: In Sigmar's Name	104	Lord-Celestant	146
Children of Dracothion	14	Path to Glory Campaigns	106	Lord-Relictor	147
Hunters of the Damned	16	Stormcast Eternals Warband Tables	108	Lord-Castellant	147
Kindred Souls	18	A Storied Chamber	109	Lord-Veritant	148
Beasts of the Celestial Wild	19	Collecting a Stormcast Army	112	Knight-Questor	148
An Age of Ceaseless Battle	20	Strike Chamber	113	Knight-Heraldor	149
Conquest and Hope	24			Knight-Vexillor	149
MAJESTY INCARNATE	26	WARSCROLL BATTALIONS	114	Knight-Azyros	150
Stormhosts	28	Warrior Chamber	115	Knight-Venator	150
Strike Chambers	32	Harbinger Chamber	116	Gryph-hounds	151
Extremis Chambers	34	Exemplar Chamber	117	Judicators	151
Vanguard Auxiliary Chambers	35	Lords of the Storm	118	Liberators	152
Weaponry of the Stormhosts	36	Thunderhead Brotherhood	119	Retributors	152
The Gleaming Raiment of War	38	Hammerstrike Force	120	Protectors	153
The Celestant-Prime	40	Vanguard Wing	121	Decimators	153
Lord-Celestants	41	Devastation Brotherhood	122	Prosecutors with Celestial Hammers	154
Leaders of the Immortal Host	42	Vanguard Auxiliary Chamber	123	Prosecutors with Stormcall Javelins	154
The Wrath of Striking Storms	48	Vanguard Angelos Conclave	124	Lord-Celestant on Stardrake	155
Drakesworn Templars	52	Vanguard Justicar Conclave	125	Drakesworn Templar	156
Dracothian Guard	54	Extremis Chamber	126	Fulminators	157
Lord-Aquilors	56	Drakesworn Temple	127	Tempestors	157
Vanguard-Palladors	57	Lightning Echelon	128	Concussors	158
Vanguard-Hunters	58	Thunderwave Echelon	129	Desolators	158
Vanguard-Raptors	59	Aetherstrike Force	130	Lord-Aquilor	159
HERALDRY OF THE HOSTS	60	Celestial Hunting Pack	131	Vanguard-Raptors with Longstrike Crossbows	160
Marks of the Righteous	62	Storm Vortex Garrison	132	Vanguard-Raptors with Hurricane Crossbows	160
The Stormhosts	64	Storm Herald	133	Vanguard-Hunters	161
The Later Strikings	66	Hammers of Sigmar Warrior Chamber	134	Aetherwings	161
The Marks Extremis	68	Hallowed Knights Warrior Chamber	135	Vanguard-Palladors	162
Riders of Sigmar's Tempest	70	Celestial Vindicators	136		
Heraldry of the Hunter	71	Warrior Chamber	136	THE RULES	164
CALL OF THUNDER	72	Anvils of the Heldenhammer	137	Pitched Battle Profiles	168
A THOUSAND TEMPESTS	92	Warrior Chamber	137		
Forces of Sigmar	94	Knights Excelsior Exemplar Chamber	138		
Allegiance Abilities	95	Celestial Warbringers	139		
Artefacts of Power	96	Harbinger Chamber	139		
		Tempest Lords Harbinger Chamber	140		
		Astral Templars Exemplar Chamber	141		

DESIGNED BY GAMES WORKSHOP IN NOTTINGHAM

Order Battletome: Stormcast Eternals © Copyright Games Workshop Limited 2017. Order Battletome: Stormcast Eternals, GW, Games Workshop, Warhammer, Stormcast Eternals, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

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

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental.
British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision.

Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

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

978-1-78572-591-3

games-workshop.com







THE STORMCASTS

A new breed of hero fights for the Mortal Realms. These souls have been reforged into legends, each the embodiment of a living tempest sent from Azyr by Sigmar himself. They are the Stormcast Eternals, the God-King's wrath made manifest, and they were created for but a single purpose: war!

The heavens roar and the sky crashes, split by searing bolts from above. With a flash of lightning and a rolling thunderclap the forces of the Stormcast Eternals plunge into battle. Borne by the tempest, these gifted warriors launch their assault, weapons wreathed in arcs of celestial energy. The attack is as swift as it is brutal. Razor-edged blades and heavy hammers rise and fall, a shield-shattering onslaught that batters down all before it with the fury of the heavens unleashed.

The armies of the Stormcast Eternals are comprised of the most formidable champions of Order in all the realms. Raised up by the God-King from their former lives, fiery warrior kings fight shoulder to shoulder with stoic castellans and bellicose priests, each hand-chosen for immortality after a lifetime of fighting against the armies of

Chaos. In fair Sigmaron they survived their Reforging upon the Anvil of Apotheosis, leaving their previous incarnations behind, before their tall and broad-shouldered new forms were clad in gleaming sigmarite armour stronger than any steel. The sight of their frowning, impassive masks is known and feared across the Mortal Realms, as are their lightning-charged weapons – tools of war forged by the Six-Smiths that can smash an orruk's bones to pulp. For those saved from disaster by the Stormhosts, it is easy enough to mistake them for avenging angels sent by a stern and vengeful god.

Though the Stormcast Eternals count only heroes amongst their number, they do not fight as individuals, but as a coherent army. They go to battle not only in massed ranks of infantry, but also in echelons of heavy cavalry,

winged hosts and hurricane-swift hunting parties. Each warrior has his own place and specialisation, his skills often enhanced by a loyal beast of Azyr that shares his hatred of Chaos.

In becoming saturated with the magic of the tempest, the Stormcast Eternals can blaze into reality in bolts of celestial force. Once a Stormcast Eternal has taken form upon mortal soil, however, he cannot ascend once more without either passing through a portal to Azyr or dying in battle. When such a warrior is slain he is not truly lost; his body, weapons and armour will disincorporate in a heartbeat, transmuting into a crackling cloud of energy that flashes upwards in a blur. When this soul-stuff reaches Azyr, it is drawn back to Sigmar's vaults, whereupon it is eventually reforged into the Stormcast Eternal that had come before.

THE PRICE OF IMMORTALITY

There is not always time for the Reforging to run smooth; after all, these demigod warriors have no time for respite. Many who undergo the mystical transformation lose a part of themselves in the process; each time they return to Sigmar's forge, there is a higher chance they will emerge altered in mind as well as in body. This is troubling in the extreme for the Stormcast Eternals, for under their shining battle armour they are still in part human, with all the hopes, fears and ambitions that come with that birthright. Some find their flaws rising to the surface – the sudden

destructive impulses of the Blackhammers, for instance, or the Hammers of Sigmar's inability to accept failure. Many Stormhosts, the Celestial Vindicators foremost amongst them, feel a burning need to wreak revenge upon those who enslave the people of the Mortal Realms. Others find lightning crackling from their gaze when their ire is raised, or thunder rumbling under their every word. Some haunted souls whisper that to be reforged too many times is to relinquish one's former existence altogether, becoming a creature of celestial energy that is both less than human and far more at the same time. The truth is not yet known.







SIGMAR HELDENHAMMER

The Lord of the Storms, Sigmar is by far the most powerful of mankind's deities. He is the Great Uniter, the God-King who presided over the Great Alliance. It is Sigmar who rules the Celestial Realm of Azyr, and he who created the Stormhosts as a weapon like no other.

During the cataclysm that shattered the world-that-was, Sigmar fell into darkness. Only by clutching onto the last remnant of his world – the metallic core later named Mallus – did he escape oblivion. He held tight to that vast orb as it span through the void.

Long was Sigmar's journey through the sea of stars. At last he was saved by Dracothion the Great, Father of Stardrakes. Many are the tales that

recount how Dracothion befriended Sigmar, placing the metal core in the firmament above the Realm of Azyr. It was Dracothion that showed Sigmar the Eight Realms, and so began what is now known as the Age of Myth.

Many legends are told of Sigmar's deeds during this period, such as when he felled Ymnog, King of Gargants, hunted down Great Nagendra, the shape-shifting realm serpent, and when he

bested the greenskin god Gorkamorka in feats of strength. Indeed, Sigmar found and awakened many other gods, creating a pantheon over which he ruled. Cities were founded and civilisations flourished. Yet Chaos came, bringing war and plague, corruption and ruin. After long wars and many defeats, Sigmar's pantheon was broken, forcing the God-King to retreat to seclusion in the Realm of Azyr and seal the gates behind him.

The tale of the warhammer Ghal Maraz – meaning 'Skull Splitter' in the ancient tongue – is at the heart of Sigmar's own story. This immense golden artefact hails back to the World Before Time, fashioned for the God-King by devotees of Grungni the Maker and blessed with the most potent rune-magics. Though it was intended to be used as a weapon, over time the Great Shatterer has transcended its material origins to become the symbol of a new era.

During the Age of Myth, Sigmar wielded Ghal Maraz as the warrior king and lord of the godly pantheon. He smote legendary monsters and broke savage champions upon its unyielding golden face. When the legions of Chaos rose ascendant, the first incursions cut deep into the Eight Realms. Cities fell before the daemonic onslaught, and for long years, the blood of evil souls was spilt in such measure the face of Ghal Maraz was never dry. Only when Archaon, the Everchosen, united the four Dark Gods did the tide turn against Sigmar. It was upon the Fireplains of Aqshy the God-King wielded

Ghal Maraz against Archaon and his daemon lords. Their combined armies covered the horizon, reaching into the sky itself – the Chaos legions had torn a rent in reality from which poured warp-spawn beyond count. Thus began the Battle of Burning Skies. During that epic battle the God-King was tricked by Tzeentchian illusion into hurling Ghal Maraz not at Archaon, as he had intended, but into a warp rift. The hammer was lost, and the battle with it. Sigmar retreated, shutting the Gates of Azyr behind him. For long years he dwelt upon his defeat as Chaos ravaged the realms.

After centuries of planning, Sigmar unleashed his Stormcast Eternals. One of their first tasks was to find Ghal Maraz. In the Hanging Valleys of Anvrok the hammer was found, and, after a great battle, returned to Sigmar's grip. But the God-King had transcended the battlefield, instead focusing on masterminding a strategy that encompassed all the realms. He gave Ghal Maraz unto his champion, the Celestant-Prime. Since that day, it has reaped a greater tally than ever before.







THE DOMINION OF CHAOS

Before Sigmar's Tempest broke, Chaos had laid claim to seven of the Eight Realms. Only Azyr is safe from its all-conquering armies, yet the Dark Gods remain unsated. Boundless is their hunger for destruction. All lands and peoples must be corrupted, mercilessly ground beneath their iron tread.

The early Chaos invasions had been horrific, but after Sigmar shut himself within the Realm of Azyr they became far worse. A black and terrible darkness fell over the realms, for truly the Age of Chaos had arrived.

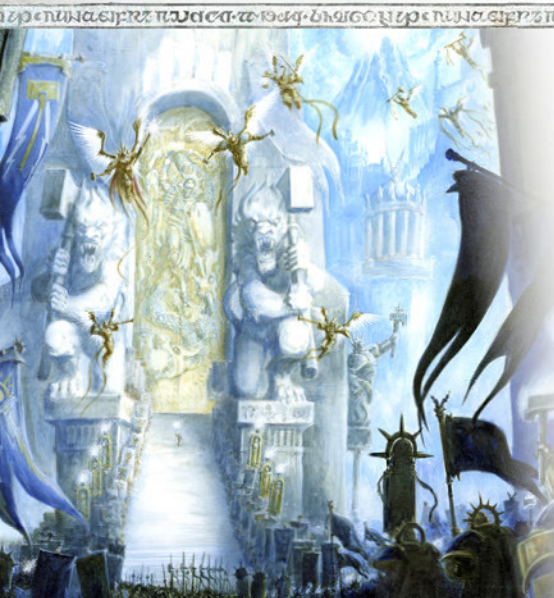
By attacking and controlling the Realmgates – mystic portals that allowed travel between the different realms – the Chaos forces cut off and dominated all who opposed them. One by one, the greatest civilisations were pulled down into ruin. Some fell to sword and fire, others to plague or decadent corruption from within. Warped creatures crept from the shadows to live amongst the rubble-strewn vestiges of what had once

been high and mighty. These foul things whispered to the huddled and desperate survivors, telling them that they had been abandoned by their gods but that there was still a way they could regain their former glory.

Some of the broken bands of people resisted, and the majority of these were hunted down so they might be slain or enslaved. Others began to worship the Chaos Gods, swearing dark vows and joining grotesque rituals. Across the realms abhorrent monuments rose towering to the skies, and fell fortresses were constructed atop the old ruins. The Chaos forces grew so powerful the lands themselves began to warp, changing under their corrupting

influence. The Dark Gods, sure of victory yet always grasping for more, began to fight amongst themselves, each striving to be the sole conqueror.

The gods waxed and waned in power and ascendancy as their plots ripened. Khorne, the Blood God, Nurgle, God of Plagues and Tzeentch, Master of Sorcery – each controlled lands untold. Slaanesh, the Dark Prince of Excess, was missing, although his minions were ruthless in searching for their absent deity. Even the Great Horned Rat, god of the skaven, claimed vast kingdoms. It was Khorne, however, who emerged as the most powerful of all. Everywhere his armies ran rampant, mercilessly slaughtering all they found.



BASTIONS OF ORDER

For centuries the mighty city of Azyrheim stood alone as the last stronghold of Order. A vast metropolis ringed with towering alabaster walls and bathed in the protective light of the High Star Sigendil, it was a refuge into which the fleeing races of the realms gathered. These were the races that had sworn fealty to the God-King in the Age of Myth, and when Sigmar's Tempest broke it was they who followed the Stormcast Eternals out into the Mortal Realms to reclaim their birthright. While the Stormcasts are warriors without peer, they live only to fight, for they are created for this singular and pure purpose. It has fallen to their allies – the humans, duardin, aelves and more – to build new civilisations in the fallow ground left by centuries of occupation. Now the first new cities are rising, slowly but unstoppably, in places where only darkness ruled before. Inspired by the great city of Azyrheim, their spires reach up into skies still aflame with the sorceries of war, while citizens train ceaselessly to defend that which the Stormhosts have won at so high a cost.



Like comets hammering into the boiling tides of Chaos, the Stormcast Eternals struck the minions of the Dark Gods with such force the ripples were felt across the lands. Centuries of torment and torture were ended by their arrival. So a new and righteous chapter began in the history of the Mortal Realms. Just as their foes had done during those first bloody years of the Age of Chaos, the Stormcast Eternals struck at the Realmgates, seeking to divide and conquer. Thus began the Realmgate Wars and the first turnings of the tide against the great enemy. At the Igneous Delta of Aqshy, the Hammers of Sigmar made war against the Goretide, the ringing blows of both sides the tolling of a bell that was heard across the Ashlands. What followed were mighty battles the like

of which had not been seen since the Red Century. In the realm of Chamon, the Stormcast Eternals stormed the Eldritch Fortress and reclaimed Ghal Maraz for their glorious master, Sigmar, who in turn placed it in the hands of the Celestant-Prime and granted his armies a new and bold champion.

As the Realmgate Wars raged, allies thought long lost returned to Sigmar's banner. Among them was Alarielle, the nature goddess of Ghyran, and her arboreal sylvaneth legions. Though Nurgle's cloying grip was suffocating the Realm of Life with decay, with the aid of the Hallowed Knights Alarielle won time enough to assume her war aspect and fight back. This was a turning point in the battle for the Jade Kingdoms and a great blow against the forces of Chaos.

The arrival of the Stormcast Eternals had at first driven the servants of the Dark Gods into disarray, their lords and daemonic masters caught off guard by the fury of Sigmar's wrath. Now the fell armies were gathered for a new crusade under Archaon the Everchosen – greatest general of the Chaos Gods. The war spread to the Heavens as both sides enlisted or enslaved the zodiacal monstrosities known as godbeasts. Ignax the Solar Drake, Behemat the World Titan and even Dracothion himself were all drawn into the fray. Yet this was but the prelude to Sigmar's assault on the Allpoints, a cluster of portals that led to every Mortal Realm. The battle for this magical nexus would define the fate of the Mortal Realms. So it was that the God-King mustered a new army – the Extremis Chambers.





ROAR OF THE HEAVENS

With hurricane force, Drakesworn Templars mounted upon immense Stardrakes descend from on high, waves of celestial energy surging before them. The ground shakes beneath the thunderous charge of the Dracothian Guard. This is the Extremis Chamber, the heavy cavalry of the Heavens.

Every Stormcast Eternal is a hero, a mortal plucked from battle by Sigmar and whisked away to Azyr. There, in the Heavens, aspirants are broken and then reforged, their spirits alloyed with the divine might of the God-King himself. Clad in heavy armour of sigmarite and armed with weapons wreathed in lightning, each Stormcast is more than a match for a dozen mortal warriors. Yet such are the forces arrayed against them – towering monsters, mutated warriors and daemons from the Realm of Chaos – that sometimes even the Warrior Chambers are not enough to prevail. In those direst of circumstances, against the most powerful foes, there is but one recourse: the aid of the Extremis Chambers.

An Extremis Chamber strikes much like a raging tempest, each thunderclap charge preceded by a lightning attack that shatters enemy battle lines just as a bolt from the skies shatters oak. This twofold attack style has wrested victory from defeat on scores of battlefields. The first wave, comprised of Dracothian Guard with line-breaking lances and volley-firing crossbows, splits apart the front ranks of the enemy with bolts of energy. Scant seconds later the second wave hits home with meteoric force, taking their long-hafted axes and hammers to the reeling survivors. A shield of shimmering force precedes each double charge, offering the protection of Sigmar's aura to his finest warriors so they reach their targets

at full strength. Where the vicious champions and lords of their adversaries move in to rally their broken armies, Drakesworn Templars wing down from the skies on Stardrakes, each of the majestic beasts breathing a thunderhead of crackling energy as it crushes, stamps and bites. Any still standing are met blade to blade by the noble rider – and usually beheaded or impaled in the process, no matter how swollen with dark power they may be.

**'Be it man, beast or daemon –
all who face us upon the field
of battle shall learn fear.'**

- Lord-Celestant Imperius



LORD-CELESTANT IMPERIUS

The leader of the Hammers Draconis is Lord-Celestant Imperius, a martial strategist of incomparable skill born to lead in battle. Once a great mortal emperor who gave everything to fight Chaos, his armies were broken after betrayal by his own brother. Reforged, he would see his revenge exacted as the Realmgate Wars raged on. His first great victory came at the Gate of Sigmar, where he vanquished the Bloodthirster Kul'rhax. Driven to fury after the daemon mortally wounded his Stardrake Loxia, the Lord-Celestant landed the blow that saw Kul'rhax sent back to the Realm of Chaos, and took his foe's burning crown. At the head of the Hammers Draconis, Imperius led his echelons against the Spined Hydra horde, and then went on to liberate the mountainous bastions of Yjinxia, long in the thrall of Chaos. His defining moment, however, came in the battle to reclaim the Brimfire All-gate. There he forged a path through the Hell Breach, and though he was finally cut down by the infamous Skarbrand, his sacrifice won the day for the Stormcast Eternals.





Envisioned by Sigmar and Dracothion, the Extremis Chambers were fashioned after their own unique bond – a pairing of man and star-beast, indomitable warrior and creature of great celestial power. Such a formation was seen as Order's answer to the greater daemons – a force that could lead any attack, or

cleanse any battlefield. The deployment of an Extremis Chamber would instil fear in all who opposed the might of the righteous.

Every Stormhost would soon contain at least one Extremis Chamber. Some Stormhosts, like the Hammers

of Sigmar, would have many such formations. However, the undertaking was slow and oft delayed. Not a single Extremis Chamber was battle-ready when Sigmar cast his first lightning bolt into the Mortal Realms, beginning his war to overthrow the cruel tyranny of the Chaos Gods.

It took time to find and reforge the greatest of mankind's heroes, but securing the oaths of Dracoths and Stardrakes proved more difficult still. Those children of Dracothion that died had ever been reincarnated amongst the Heavens, their spirits returning to new forms. However, the influx of Chaos was disrupting this age-old cycle, and the creatures were becoming a dying race.

Dracothion feared the intrigues of the Dark Gods, and so he looked to the future. The Great Drake saw many evil portents, reading signs of a looming disaster hidden in the stars. He saw hints that foretold the machinations of Archagon and the Dark Gods coming to fruition unless the Extremis Chambers could halt them.

Driven by great urgency, the mighty Dracothion visited Sigmaron, speeding the creation of the Extremis Chambers with his own roaring bolts of celestial energy. So did the Extremis Chambers at last join the fray. First were the Hammers Draconis of the Hammers of Sigmar, but even as they were sent to war, other chambers were judged





Lord-Celestant Orrin Truestrike knelt upon the altar directly beneath the zenith of his Extremis Chamber's Drakesworn Temple, a single shaft of starlight throwing the features of his war mask into stark relief. The tip of his blade, Stormshadow, sank a finger's breadth into the ursidont-ivory surface of the altar – over the cycles, as the ritual was repeated, that depth would become a hand's span. But this time was the first.

The chamber's Dracothian Guard were arranged in a wide circle around the foot of the altar's sapphire-veined black marble plinth. The almost inaudible bass rumble emanating from the throats of their mounts reverberated around the Hall of Aeons, lending the rite an otherworldly, trance-like quality. Behind the Dracoth riders, forming a larger triangle, were the chamber's three Templars saddled upon their Stardrakes – pale-scaled Vasithoth, wise Brearn and Ulisherak the Daemonbane. Garidor, mightiest of their number and steed of Lord-Celestant Truestrike, occupied a seat of honour at the far side of the ritual

space. If one drew a line between the elder drake's throne and the central altar, and looked up through the dome's crystal ceiling, they would behold Sigendil, the High Star. But none of the ritual's participants did so, for the gaze of each, both Chosen of Sigmar and Child of Dracothion, was fixed straight ahead.

An observer would have been forgiven for believing that the ceremony was one of mourning, that the burnished giants who stared into no-space were lost in a world of tragic half-memories. Indeed, there were none who could have said that they were not. Then, as if struck by a bolt of inspiration, Lord Orrin rose to his feet, lifting his sword so that its blade was bathed in the column of light. 'Era Draconis!' he bellowed.

'Era Draconis!' the Stormcasts echoed in unison. The Children of Dracothion roared, and as they did so, the Stardrakes unfurled their mighty wings with a boom that caused the crystal panes of the vast dome to flex and shudder. The time had come for the Knights Eternium to prove their worth.

battle-ready. The Blackbolts of the Anvils of the Heldenhammer were grim in deed and aspect; their Dracoths shimmered, darkening like ominous thunderheads. The Hammerclaws – another chamber of the Hammers of Sigmar – were amongst the quickest to claim glory, defeating all in the Gladitorium, while the Chamber Resplendent of the Hallowed Knights brought Sigmar triumph in the Ghurlands. The Stormdrakes of the Tempest Lords laid waste to the dreaded Skullfort, demolishing it so no two stones stood atop each other, whilst the Daughters Draconia crushed the life from the corrupted gargants of the Eversprawl. And so the legends grew.

With the Extremis Chambers now campaigning across every realm, the High Star Sigendil above Sigmaron burned all the brighter, blazing with cold blue light so that it was visible even during daylight hours. All those who opposed the God-King looked up in the skies and cursed the brilliant light above them. To them it was little more than a hateful reminder that one realm still remained to be conquered, that Sigmar had thus far escaped his due. But to the oppressed, the dispossessed, the scattered nomads driven from their homes and pursued by minions of the Dark Gods, the star's beams offered something else altogether – hope.

Already the people whispered that mighty Dracothion had returned, that the night stars rippled with the movements of his massive coils. The knights of Sigmar now rode upon drakes, and it was said by all who witnessed them they could breathe thunderclouds or call down starfire to smite evil. So did Dracothion's roar echo alongside Sigmar's thunder.

'Aye, roar, Dracothion. Let the realms ring to our fury; let worlds shake. I call now for my Extremis Chambers.'

- Sigmar, the God-King





CHILDREN OF DRACOTHION

In the Dracoths and Stardrakes, the Stormcast Eternals found a powerful ally in their battle against Chaos. The children of Dracothion were mighty creatures, saturated with celestial magic and eager to see the Mortal Realms restored to the reign of Order.

Across the realms legends are told of the Great Drake, Dracothion, Ruler of the Night Sky, Hunter of the Azyrite Cosmos. Long before the first cities were raised, people and beasts alike looked skywards. The righteous marvelled at the beauty and order of the stars, while the wicked despised them, wishing to strike down their loathsome light. Many myths sprang up about those heavens, and how the zodiacal godbeasts came to call them home. There dwelt Dracothion, a constellation writ large across the black pall of eternity.

Primitive races across the realms marked the outline of Dracothion amongst the firmament. To prophets, astromancers or those gifted with witchsight, however, something more than clusters of celestial bodies could be discerned. The keenest of observers could pick out scales that glinted like stars, or perceive a sinuous shift that sent ripples across the firmament. More tangible evidence of the Great Drake, however, could be seen throughout the realms themselves.

It was during the most intense starfalls that Dracothion's offspring descended from the heavens. These were the Stardrakes – creatures noble

of aspect and suffused with celestial magic. Although they shared many characteristics with dragons – large reptilian bodies, vast wings and long serpentine necks – the Stardrakes were something altogether different. The beasts shimmered with coruscating energies; one moment they radiated a brilliant light, the next they faded to the colour of the night sky, a flickering iridescence playing over their dusky scales. It was this celestial energy that gave them mystical powers in addition to their great physical strength.

Reclusive creatures, Stardrakes have established scattered strongholds, always choosing the most isolated locations. Most favoured are the realms' highest places, the eldest beasts nestling amidst the peaks of the mightiest mountain ranges. From these lofty perches the Stardrakes hunt the upper aether or bask in starlight. As creatures of celestial magic, they gain sustenance from both flesh and the rays of the firmament itself. With powerful claws and fangs the size of blades, Stardrakes can bring down even the winged stymphalions or zephyrgriffs that dwell within the high atmosphere, or swoop over mountain peaks in pursuit of quarry the size of a Thundertusk or grigordon.



Stardrakes will attack any beast of Chaos upon sight, but will never deign to consume such foul fare. As the offspring of Dracothion, Stardrakes are creatures of Order – the corruptions of Chaos are anathema to them. For those found wanting in purity, Stardrakes can roar forth a devastating thunderhead, or call down blazing starfire.

For fierce temperament and savage instincts, few creatures can match the Dracoth. Looming over even the tallest of men, these quadrupedal beasts absorb celestial energies, spitting them out as bolts of crackling lightning. Dracoths hunt in packs, and share their larger relatives' hatred for Chaos. Unlike Stardrakes, however, Dracoths are primarily encountered in the hinterlands of Azyr, with only rare sightings of the creatures in other realms.

The exact connection between Dracoths and Stardrakes is unknown. Some speculate that Dracoths are distant descendants of the Great Drake, but

there are some scholars of Azyrheim who contend that Dracoths are Stardrake hatchlings, offspring that will one day return to the Heavens to undergo metamorphosis amongst the stars.

It is known that Stardrakes and Dracoths do not die as mortal creatures do, but are instead reincarnated. Their souls return to the stars, and they are born anew from the breath of Dracothion. However, so tainted has the aether become by Chaos that the soul does not always return to the Heavens, and can remain trapped in the high places of the realms.

Highly intelligent, Stardrakes and Dracoths understand the languages of man, duardin and aelf, although they speak exclusively in their own inscrutable tongue. Throughout the ages these celestial creatures did not willingly engage with other races, save only when they were united by a common foe. Once a threat was defeated, alliances were abandoned as

the Dracoths or Stardrakes returned to their isolated ways. That changed with the coming of the Stormcast Eternals.

Sigmar called upon the aid of all creatures and gods of Order to aid his greatest endeavour. It was Dracothion who first charged the Anvil of Apotheosis – for while Vulcatrrix's fire burned hotter, it was the magic of the Great Drake's bolt that ensured her flames would burn for eternity. Reading the future, Dracothion saw that Sigmar's warriors would need more. So it was that Dracothion made a pact with Sigmar, claiming that those who proved themselves worthy might form bonds with his own children. Together, immortal man, Dracoth, and Stardrake could stand against even the mightiest of Chaos champions and greater daemons. Although the plan took many years to bear fruit, it had begun. The Stormcast Eternal known as Vandus Hammerhand was the first to tame a Dracoth, and as the beast bowed before him and became his steed, the realms entered a new era of war.





HUNTERS OF THE DAMNED

The whisper of celestial winds rises to a joyous howl as the Stormcasts' Rangers race across the Mortal Realms. The keen eyes of the Vanguard Auxiliary Chambers guide pinpoint strikes and razored blades, each sudden assault slaying the scions of the darkness with ruthless strength and speed.

The Rangers of the Stormcasts play a vital part in Sigmar's plan for the Mortal Realms. It is they who locate and exploit the weaknesses in the domains of the God-King's foes, they who plunge the blade into the exposed throat of the butcher and the fiend. It is by swiftness of thought and surety of action that they lead the Stormcast Eternals in defeating enemy armies that outnumber them many times over. A barbarian horde harried by these expert trackers will find its rearguard dwindling with every passing night, its own outriders and champions led into ambushes from which there is no escape. When only the veterans at the enemy's front line are left, enraged and all but unsupported, the Rangers will close in for the final assault – for though they fight

with intellect first and blade later, they are all expert combatants well versed in the arts of war.

Though few amongst the budding civilisations of the Mortal Realms are aware of their existence, the Rangers have roamed the lands of men ever since Sigmar's Tempest first brought vengeance to the lands. Theirs is not the bombastic charge of the Extremis Chambers, nor the inviolable shield wall and aerial assault of their kin in the Strike Chambers, but instead

a shifting and fluid style of war designed to confuse and wrong-foot the enemy. Because their ranks include only the brightest and

most self-sufficient of the Stormcast Eternals, the Vanguard are entrusted with more autonomy than any other chamber. Their leadership is a loose structure designed for oversight more than direct command; each Ranger is trusted to know their battle-craft well, and to make the right decision no matter the trials ranged against them. Many of their number are loners or reclusive agents who once fought Chaos on their own, and as a result they can seem aloof to those who do not know their methods. Nonetheless, they are as critical a part of the Stormhosts' mission as the most vaunted Lord-Celestant or Drakesworn Templar.

The Rangers spend little time in the mountain fastnesses near Sigmaron, nor do they attend war councils unless called. Their homes are deep in the wilderness. They roam the hinterlands of shattered civilisations for years, living off the land and resting only when certain the nearest threat is many leagues distant. Since the ascendance of Chaos, such times are few indeed.





The Rangers have many bases of operations, making use of far-flung war lodges and humble way stations more akin to tumbled shrines from the Age of Myth than the towering Stormkeeps that rise up as the Age of Sigmar stamps the God-King's authority upon the realms. In doing so they largely evade detection from those that would hunt them in turn.

Though they place a great value on guile and preparation, when the Stormcast Rangers attack they do so not as the assassin that slinks in the dark, but with the full glory of a raging typhoon. By attacking the enemy from afar, quickly striking down exposed elements, and then moving away as swift as a zephyr, the Rangers spur the enemy commander into revealing their weaknesses – or frittering away their troops in a series of unwinnable fights.

Such is the skill and ferocity of the Rangers that few foes have lived to see them first hand. Among the slave camps and warbands of Chaos, rumours run rife with speculation

about the nature of these elusive and deadly warriors. Some servants of the Dark Gods believe the Rangers to be elemental creatures of lightning and wind – the Wyndstalkers Chamber, for instance, is said to be able to change form before the startled eyes of their prey. Others claim they are an embodiment of the lands tormented by the Dark Gods – that each one is the ghost of a fallen soldier, forged from righteous hatred and risen from the tortured earth to tear apart the invader.

In truth the Rangers are Stormcast Eternals, reformed from mortal clay into the form of great heroes, but they are creatures of sigmarite, flesh and blood all the same. Bonds of kinship have been forged with their fellow chambers – and even between Stormhosts – for victory has a way of binding warriors together, and adversity even more so. When the sworn enemies of Sigmar gather in

great number, these elite pathfinders will fight as Ranger Brotherhoods, or even as part of a wider alliance of chambers. To fight alongside them in battle is seen as a great honour, for of all the Stormcast Eternals, the Rangers have become one with those lands they reclaim, and it makes them deadly warriors indeed.

'The Rangers are the celestial Hurricane of Azyr – they race across the land unheard and unseen, only to strike with tearing, shattering force.'

- Vandus Hammerhand





KINDRED SOULS

Celestial creatures are drawn to the Stormcast Eternals, fighting as kin in the war against Chaos. Windshifting Gryph-chargers act as swift steeds for the Rangers, whereas Aetherwings are exceptional scouts, seeking out those whose auras bear the stain of evil for the Stormhosts to hunt.

The endless landscapes of Azyr are home to all manner of beasts. Many of these, such as the fiercely loyal Dracoths or the terrifyingly potent Stardrakes, are noble creatures that willingly ally themselves with Stormcast Eternals. The Rangers in particular are known for their use of beasts of tempest and hurricane.

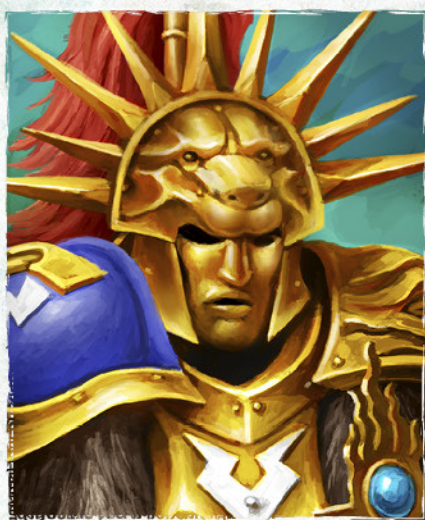
Though fierce indeed, the true strength of these celestial animals is the purity of spirit they embody. Out in the wider realms many creatures have been corrupted by Chaos, and these same fell powers would gladly twist and subvert those of Azyr. However, the creatures that ally themselves with the Rangers are naturally resistant to such malign

forces, and hunt Chaos worshippers across the Mortal Realms without fear. As a torch taken into the depths of a cavern shines all the brighter for the darkness pressing in on all sides, so too do the celestial beasts grow stronger as they take war to the minions of the Dark Gods.

Though the Rangers and their beasts share a common hatred of Chaos, the bonding process between warrior and celestial creature is far from certain. Should a soul fight long and hard enough against the Dark Gods they may draw the attention of a Gryph-charger, and find themselves with an unexpected ally at the last moment – when Raelus Galewalker

lost his sword to a hammer blow from the Black Shaggoth Vokkh, his future steed Lightclaw appeared in a glittering gust of wind to tear open the monster's throat.

Aetherwings and Star-eagles are attracted to the glint in a hunter's steely gaze. They will circle a kindred spirit for weeks before descending. Even after such a hard-won visitation, the bond between man and raptor is not one of master and servant. Rather it is a true alliance, a bond as solid as that which exists between the Stormcast Eternals themselves. Once forged, it is nigh unbreakable, no matter the Chaos-haunted depths they might plumb as they fight for the Mortal Realms.



LORD-AQUILOR RAEUS GALEWALKER

A hero of the Shyish Dustspawl, Rael Thyst was once known as the Gallowghost. He tracked animals as a youth, then criminals as a young man, an inescapable force for justice in a place where little was to be found. Alone he wandered the wastes, keeping them safe for travellers by hunting down and hanging umbral cultists and bandit kings. For his valour, Sigmar snatched him up to Azyr so his skills might be preserved forever. When the armies of Chaos attacked the Dustspawl, Raelus led his Galewalkers by example. His bravery, ever close to foolhardiness, saw him hunt a Shaggoth in its lair; without the intervention of the beast Lightclaw, he would likely have been torn apart. The two proved a potent combination. After recovering from his injuries, Raelus lured the grand army of the Bitterbrass Lord to a haunted village by setting false tracks and lighting campfires amongst its hovels. While the interlopers were assailed by vengeful ghosts, he charged from the mausoleum in which he had been waiting, his blade taking Bitterbrass' head from his neck.



BEASTS OF THE CELESTIAL WILD

The noble beasts of the Heavens have strange magical abilities that aid them in their eternal hunt for the dark creatures befouling the Mortal Realms. These powers are born from the very same celestial energies that empower the Stormcast Eternals – when combined, they become formidable indeed.

Perhaps the swiftest of all earthbound creatures, the Gryph-charger is an exemplar of the celestial beast. Gryph-chargers can channel the magic in their blood to transform into creatures of the aether, performing bursts of speed as swift as the howling gale. In the wilds, the Gryph-chargers use this ability to capture prey, becoming little more than a blur of light and a gust of wind until they reappear with their claws dug into their victim's flesh. Their Stormcast riders, finding the storm-energy that runs through them amplified, change along with their mounts into crackling

ghosts of lightning. Together, rider and steed hurtle onward at the speed of a gale-force wind, making dizzying flanking manoeuvres or closing with the enemy in the blink of an eye. This process is known as windshifting. When crossing the vast expanses of the realms, Vanguard-Palladors use this gift to strike unheralded. As wind picks up before a roiling thunderhead, the Rangers ride in bursts of crackling celestial movement, serried lines of lightning that pass through shadowy valleys and broken wastelands faster than the eye can follow.

The falcon-like Aetherwings rely not just on speed, but a keenness of vision that far surpasses natural eyesight. The layers of stone, earth and sorcery that bind the realms together fall away before their piercing gaze, revealing enemy lairs hidden over far horizons or deep beneath the earth. Magic too is little defence against the perception of these creatures, the veils of illusion as gossamer to be torn aside. When trained to speak the tongues of men, an Aetherwing can reveal the foe's precise location to its Stormcast ally – and in doing so, ensure its demise.



AN AGE OF CEASELESS BATTLE

Every land beset by Chaos has felt the tread of the Stormcast Eternals' armoured feet. A thousand wars and more they have brought to the dominion of Chaos. Even the scribes of Azyrheim cannot number more than a fraction, yet there are those victories so profound they are known throughout the lands.

THE CLEANSING

AFTER THE GATES OF AZYR WERE CLOSED, CAMPAIGNS WERE FOUGHT TO RID THE HEAVENS OF EVIL. ENCLAVES OF ORRUKS AND CREATURES WHICH BORE THE TAIN OF CHAOS WERE HUNTED DOWN, FIRST BY THE ARMIES OF AZYRHEIM AND THEN BY THE NEWLY FORMED STORMHOSTS. MYTHIC BEASTS REMAIN IN AZYR TO THIS DAY, BUT NONE BEAR ANY TRACE OF CORRUPTION.

THE GLADITORIUM

Not all training was monster hunting. A gift from Malerion, the enchanted dome of the Gladitorium enabled the Stormcasts to fight each other, yet arise unharmed when battle was done. In the greatest exercises, entire Stormhosts were pitted against each other in thunderous war drills.

THE FIRST BLOW

Sigmar first struck in the Brimstone Peninsula, where Vandus Hammerhand's Thunderstrike Brotherhood seized the first Gate of Azyr. Now war rages across the realms, the God-King's tempest never tiring.

BESIEGING THE BLACK RIFT OF KLAXUS

SO GREAT WAS THE VILE RITUAL THAT TOOK PLACE IN THE SULPHUR CITADEL THAT OVERLOOKED THE KINGDOM OF KLAXUS THAT IT RIPPED A PASSAGEWAY INTO THE REALM OF CHAOS. TO HALT THE OUTPOURING OF DAEMON LEGIONS FROM THAT WEeping RIFT, SIGMAR HURLED DOWN SCORES OF THUNDERBOLTS. AFTER DAYS OF BATTLE, THE BLACK RIFT WAS FINALLY COLLAPSED.

AZYRHEIM'S REVENGE

With many Gates of Azyr opened, the paths into the Mortal Realms once more lay before the vengeful armies of Azyrheim. Many war hosts issued forth, fighting on their own or aiding the Stormcast Eternals.

A BARGAIN WITH DEATH

The Bloodbound warband of Asavar Skullreaper was annihilated when they were caught between the vast skeletal horde of Neferata and the unyielding shield wall of the Anvils of the Heldenhammer. Hope was renewed for a lasting alliance between the God-King and the Lord of the Dead.

DEBTS TWICE REPAID

The returning Fyreslayers of the Facetforge Lodge were caught in a cunning ambush laid by skaven of the Clans Skryre. As warpfire tore through their ranks they resolved to sell their lives dearly, but then thunderbolts struck, and their one-time employers – the Celestial Warbringers – strode from the lightning to deliver them.

THE SOULHAVEN ESCALATION

As the siege of the Soulhaven Citadel entered its third season, dozens of Varanguard took to the field, tasked by Archaon himself with its destruction. As the dread knights charged, however, stars rained from the sky, and the Dracothian Guard of the Hammerclaws burst out of the meteor strikes to launch a devastating counter-attack.

A RELIC RETURNED

IN THE REALM OF METAL
LAY HIDDEN A MIGHTY SECRET –
GHAL MARAZ. MANY OF THE GOD-KING'S
STORMHOSTS DESCENDED ON TZEENTCH'S
MINIONS IN THE ELDRITCH FORTRESS
TO RECLAIM THE WEAPON. VANDUS
HAMMERHAND, LORD-CELESTANT OF
THE HAMMERS OF SIGMAR, AT LAST
RETURNED THE LEGENDARY SKULL
SPLITTER TO AZYR.

THE STALEMATE SHATTERED

Eleven times lightning struck before the Black Chasm Bridge, each bolt delivering an entire chamber of Stormcasts. Eleven times were they defeated. Upon the twelfth lightning strike came the Celestant-Prime, and none could stay his wrath. Soon, the way was cleared.

LIFE RETURNS TO GHYRAN

HAVING FOUGHT AND DIED TO
PROTECT ALARIELLE'S SOULPOD AGAINST
NURGLE'S FOETID HOSTS, THE HEROIC
MARTYRS OF THE HALLOWED KNIGHTS AND
MANY OTHER STORMHOSTS ARE VINDICATED
WHEN ALARIELLE RE-EMERGES FROM
DORMANCY IN HER WAR FORM. FULL OF
WRATH, SHE LEADS A MERCILESS PURGE
OF HER REALM TO FREE IT FROM
NURGLE'S TAIN.

SAVED BY SWIFT BLADES

Even as the Hallowed Knights bore the soulpod of Alarielle to safety ahead of the Chaos hordes, Lord-Aquilor Sathphren led his Vanguard Auxiliary Chamber, the Swiftblades, in a series of daring hit-and-run attacks that slowed the pursuers and bought time for the goddess' escape.



FEAST OF THE GOD-KING

GREAT DUTY DESERVES GREAT REWARD, AND SO WHEN THE DRAKESWORN TEMPLARS OF THE THUNDERWING CHAMBER RETURNED TRIUMPHANT FROM THE BATTLE OF THE MECH-KRAKEN, THEY WERE SUMMONED TO A GREAT FEAST BY SIGMAR HIMSELF. FOR A DAY AND A NIGHT THEY MADE MERRY, DRAINING THE UNQUENCHABLE CASK DRY THREE TIMES.

VENGEFUL ILLUMINATION

When the Tzeentchian Cult of the Fractal Demise erected a network of gigantic mirrors to bombard the city of Celestrum with mutating light, the Radiant Suns of Sigmar allied with the white Battlemages of the Collegiate Arcane to foil the Arcanites' scheme. As Prosecutor retinues obliterated the mirror crews, a grand battery of Luminarks fired eight rays of purifying light, shattering the strange edifices in a prismatic display ever since remembered as the Radiant Reckoning.

VAMPIRE'S BANE

Vanguard-Raptors of the Knights Excelsior proved their marksmanship to all outside the fortified manse of Harrowbane. While faithful Aetherwings clashed savagely with giant bats flocking their position, the Vanguard-Raptors took aim and fired at the Soulbright vampire Cadavein, who was swooping high above on his zombie dragon. The bolts hit their mark, snuffing out the vampire's wicked essence before his broken body smote the ground.

WAR FOR THE ALLPOINTS

DETERMINED TO STEM THE ENDLESS TIDE OF CHAOS REINFORCEMENTS FLOWING FROM THE ALLPOINTS, SIGMAR UNLEASHED ALL OF HIS AVAILABLE STORMHOSTS IN AN ATTEMPT TO DENY ARCHAON HIS GREATEST ASSET IN THE REALMGATE WARS. AFTER MANY TERRIBLE BATTLES, THE GENESIS GATE AND THE BRIMFIRE GATE WERE WRESTED FROM THE EVERCHOSEN'S GRASP.

HAMMERS AND ANVILS

Lord-Relictor Tharnus Shrinesong hand-picked a force of Lightning Hawks gravely scarred by many Reforgings. Dubbing his unorthodox brotherhood the Black Anvils, Tharnus daubed their argent battle plate black and led them deep into the Silver Tower of a Gaunt Summoner. Each grim warrior proved anathema to sorceries that might have shattered more coherent minds, banishing countless foes with hammer and blade.



LEGEND OF THE WINDRIDERS

A host of thirty Vanguard-Palladors, led by Lord-Aquilor Kraius Windrider, earned a fearsome reputation in the lands of Ulgu. Only dead bodies were left in their wake, the Rangers materialising as if from nowhere to cut down Sigmar's foes before vanishing once more into the cloying mists.

THE SHATTERED SIEGE

When the dreaded siege towers of Dagramm Thule approached the magmahold of the Baeyrd lodge in Aqshy, twenty retinues of Sons of Mallus Decimators arrived by lightning strike within the Chaos horde's midst. Led by Lord-Castellant Selithon Blackstar, the axe-wielding Paladins cleaved their way towards the towering constructs before hacking the legs from the twisted gargants that pushed them, saving the magmahold and forging an unbreakable bond between their Stormhost and the Fyreslayers.

PURITY WITHOUT COMPROMISE

AFTER DESTROYING A TZEENTCHIAN CULT THAT HAD INFILTRATED THE SILVER CITY OF ALSHIME, LORD-VERITANT MATHIUS, DECLARING HIS WORK UNFINISHED AND THE CORRUPTION NOT YET WEEDED OUT, LED A HAMMERSTRIKE FORCE OF THE KNIGHTS EXCELSIOR IN A BLOODY PURGE OF THE CITY'S FREEGUILD AND COLLEGIATE ARCANE LEADERS.

RUNNING WITH THE PACK

Raised by a pack of Gryph-hounds in the lowlands of the Boralis Mountains, Arden Gryphkin became the first mortal to be reforged and inducted into the Vanguard Auxiliary Chambers without prior service in the Strike Chambers. His Vanguard-Hunters, the Goldtalons, became famous for launching ferocious ambushes with the aid of their four-legged companions.

LAITHIREL CLEANSED

Beleaguered by the dreadful war constructs of the Clans Skryre, sylvaneth of the Harvestboon clans welcomed the timely arrival of the Radiant Suns of Sigmar, whose Dracothian Guard descended upon the Vale of Laithirel like a roiling thunderhead. Wiley even in defence, Arch-warlock Gleed signalled a retaliation from warp lightning cannons he thought hidden, but even as he did so the massive shadow of Lord-Celestant Orias' Stardrake engulfed the skaven artillery crews. Their end was swift.

CONQUEST AND HOPE

The Stormcast Eternals have established many sites and strongholds across the Mortal Realms, carving out an empire of optimism and progress from battered lands once in thrall to Chaos. First of these is Hammerhal, a majestic city that dwells both in Aqshy and in Ghyran at the same time.



The lands captured by the Stormcast Eternals in Aqshy harboured several civilisations in the long-forgotten Age of Myth. As the God-King's warriors push back the darkness step by step, the descendants of these ancient peoples emerge to seek shelter in the newly founded cities of Order.





MAJESTY INCARNATE



STORMHOSTS

Stormcast Eternals are organised into a number of separate Stormhosts. They are hand-chosen by Sigmar for reasons and purposes only he knows, and each has a unique name and heraldry. Numbering between five and ten thousand warriors, each Stormhost is a mighty army in its own right.

The exact number of Stormhosts is a mystery to all but the God-King himself, for Sigmaron – the wondrous sky palace that floats high above the sealed realm of Azyr – has been shrouded in a veil of secrecy for hundreds of years. The heroic deeds of dozens of Stormhosts are celebrated throughout the cities and camps of the free peoples, and with each passing season new Stormhosts in glittering armour appear on the battlefields of the Mortal Realms to add their name to the roll call of honour.

Though every Stormcast Eternal is blessed with a portion of Sigmar's divine power, none are imbued so richly with godly might as the Lord-Celestants. Chosen by the God-King personally, they are the greatest of all in a Stormhost. The Lord-Celestants are both field commanders and mighty warriors, equally adept at leadership and facing the enemy themselves. To the greatest of each Stormhost's Lord-Celestants falls the role of Lord-Commander – the supreme leader through whom Sigmar's will is realised.

A Stormhost is organised into several chambers and commanded in war by the Command Echelon – graduates of the temples dedicated to the disciplines of the officer cadre. It is within these temples that the Lord-Celestants, Lord-Relictors and other lords and knights of the Stormhost are trained and equipped before they are assigned to specific chambers. Upon death, reforged lords and knights must pass through the appropriate temple before they are permitted to return to their chamber.



STORMCAST BROTHERHOODS

Stormcast Eternals are not only mighty warriors, they are also tactically astute experts in all of the sciences and crafts of making war. This makes them especially flexible troops, perfectly capable of carrying out the most demanding and testing of missions for their Lord-Commander. It is not unusual for the Stormhost's leader, or indeed for any of their subordinate lords, to muster ad hoc formations designed to complete specific tasks or achieve particular goals.

These temporary bands of warriors are commonly known as Brotherhoods, and they may include units selected from across a number of different chambers. Most often the exact composition of a Brotherhood is carefully planned to ensure its mission has the best chance of success, but there have been many occasions when they have been assembled in the heat of battle – to exploit an unfolding tactical opportunity or to seize the initiative from the foe.



A chamber is the largest tactical formation employed by the Stormcast Eternals – small enough to maintain flexibility and manoeuvrability, but powerful enough to confront most threats. Strike Chambers make up the majority of a Stormhost's fighting strength.

There are three types of Strike Chamber: Warrior, Harbinger and Exemplar. The exact number of these chambers varies from Stormhost to Stormhost, but the well-rounded Warrior Chambers are usually the most predominant. Each chamber is led by a Lord-Celestant and, subordinate to them, a small group of other officers. The rank and file are organised into fighting units called retinues, each consisting of between three and twenty warriors led by a prime.

Retinues are assigned to conclaves – divisions within each chamber that serve to train and equip the warriors, and through which the reformed must pass before they can resume their duties. Each conclave is dedicated to a specific battlefield role. The Redeemer Conclave comprises the main battle line troops, the Justicar Conclave holds the supporting missile troops, the Angelos Conclave is made up of the first-strike units and the Paladin Conclave has the elite reserve.

Next to the Strike Chambers, each Stormhost can call on the Tempest Chambers, which contain many of the more wondrous and outlandish warriors of the Stormhosts. Tempest Chambers are quite varied in function and organisation, but ultimately serve as support to the Strike Chambers.

The two known types of Tempest Chamber are the elite Extremis Chamber and one of the Auxiliary Chambers – namely the independent Vanguard Chamber. The majority of Stormhosts can field but a single Extremis Chamber – such is their rare power – but notably the Hammers of Sigmar boast several full complements of this formation. The number of Auxiliary Chambers available to the Lord-Commander is similarly restricted.

Other Tempest Chambers are named on the Stormhosts' rolls and dedications, but so far nothing is known of their organisation or intended function. These are collectively known as the Unopened Chambers, and one can only guess at Sigmar's plans for them.





STORMHOSTS

The Stormhosts have an underlying structure that unites them one and all. However, the remits Sigmar laid down were designed to be flexible and open-ended, so that his legions might better adapt to the changing face of war. For instance, a great influx of eagle-winged heroes saved from a ravaged sky kingdom might result in a Stormhost with a far larger Harbinger Chamber than usual. The Hammers of Sigmar are known for having an extensive Extremis Chamber; their lords were first to forge the bond between man and Dracoth, and the children of Dracothion trust them implicitly. The Anvils of the Heldenhammer have several Relictor Temples, known informally as black sepulchres, whereas the bombastic Astral Templars are famed for the number of monster-slaying Paladins in their Exemplar Chambers. Differences can manifest even at the chamber level. The Royal Victrians of the Tempest Lords, for instance, fight only with hammers – as they did in mortal life – with the singular exception of the bearer of the chamber's grandblade. Though all Stormhosts pay obeisance to Sigmar's edicts, there is but one core principle they adhere to: that which they find is most effective in the fight against the darkness shall be their guiding light.



**LORD
COMMANDER**

COMMAND ECHELON
RELICTOR TEMPLE
VALEDICTOR TEMPLE

WARRIOR CHAMBER

**CHAMBER
COMMAND**

ANGELOS CONCLAVE
(PROSECUTORS)
THREE RETINUES

PALADIN CONCLAVE
(PALADINS)
SIX RETINUES

REDEEMER CONCLAVE
(LIBERATORS)
NINE RETINUES

JUSTICAR CONCLAVE
(JUDICATORS)
THREE RETINUES

HARBINGER CHAMBER

**CHAMBER
COMMAND**

REDEEMER CONCLAVE
(LIBERATORS)
THREE RETINUES

ANGELOS CONCLAVE
(PROSECUTORS)
NINE RETINUES

JUSTICAR CONCLAVE
(JUDICATORS)
THREE RETINUES

EXTREMIS CHAMBER

**CHAMBER
COMMAND**

DRAKESWORN TEMPLE

DRAKESWORN TEMPLAR

DRAKESWORN TEMPLAR

DRAKESWORN TEMPLAR

DRACOTHIAN GUARD

LIGHTNING ECHELON

DRACOTHIAN GUARD
(TEMPESTORS)

DRACOTHIAN GUARD
(TEMPESTORS)

DRACOTHIAN GUARD
(FULMINATORS)

DRACOTHIAN GUARD
(FULMINATORS)

THUNDERWAVE ECHELON

DRACOTHIAN GUARD
(DESOLATORS)

DRACOTHIAN GUARD
(DESOLATORS)

DRACOTHIAN GUARD
(CONCUSSORS)

DRACOTHIAN GUARD
(CONCUSSORS)

VANGUARD AUXILIARY CHAMBER

**CHAMBER
COMMAND**

ANGELOS CONCLAVE

HUNTER RETINUE

HUNTER RETINUE

HUNTER RETINUE

HUNTER RETINUE

HUNTER RETINUE

HUNTER RETINUE

HUNTER RETINUE

HUNTER RETINUE

HUNTER RETINUE

JUSTICAR CONCLAVE

RAPTOR RETINUE

RAPTOR RETINUE

STRIKE CHAMBERS

Most Stormhosts are organised along the same general chain of command and structure. The organisation of different conclaves and retinues enables the Lord-Commander to deploy the right troops at the right time in order to defeat the enemy.

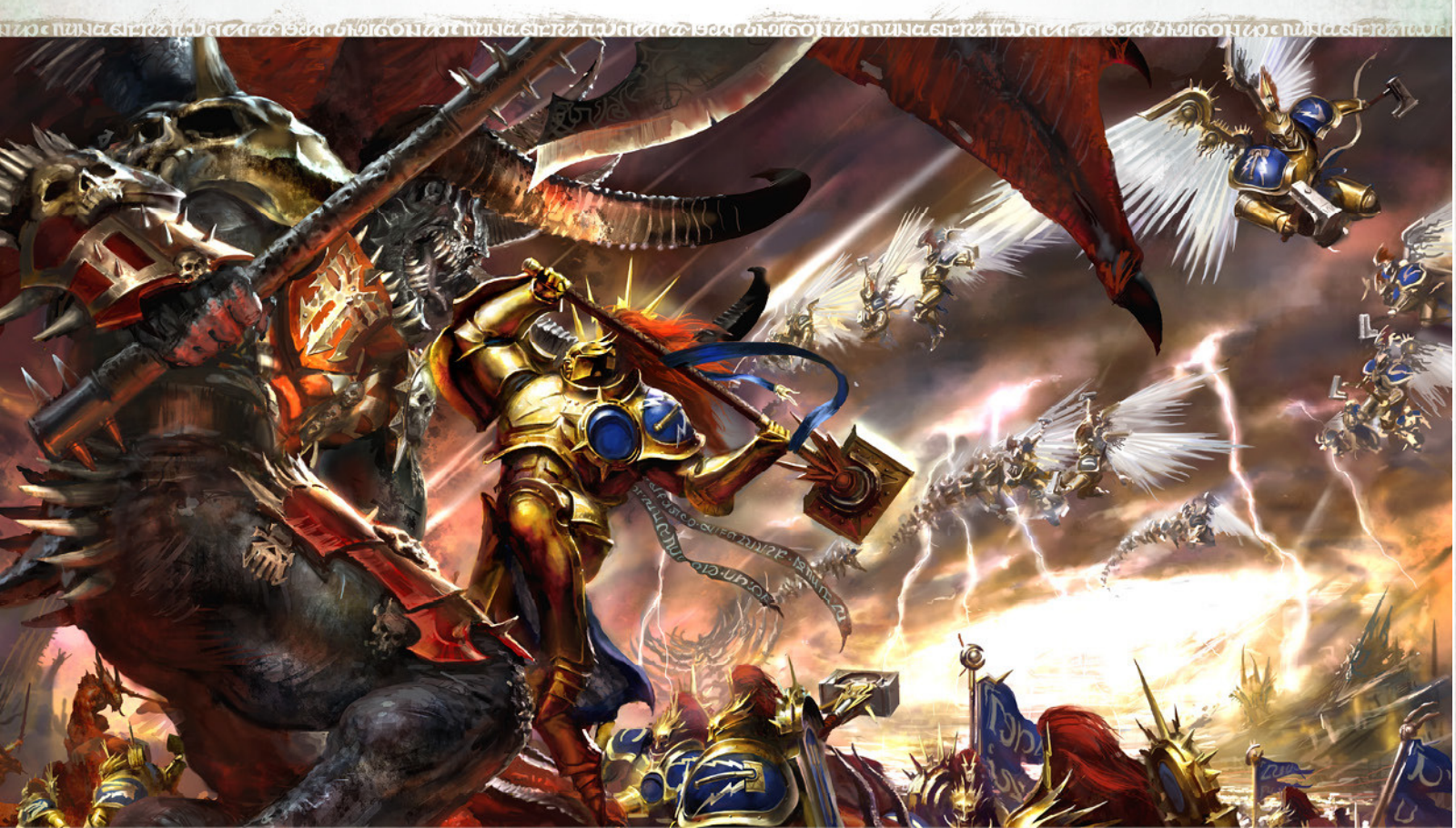
The main fighting component of a Stormhost are its Strike Chambers, semi-autonomous regiments equally able to fight independently or in combination with other forces. At full strength, a Strike Chamber's Lord-Celestant may have as many as five hundred Stormcast Eternals at their command – certainly a force to be reckoned with and more than capable of delivering a telling blow to any they oppose. As war beckons across all of the Mortal Realms, Stormhosts are required to be deployed in many different places simultaneously. The composition of these forces is dependent upon the scale of the task

at hand – an entire Stormhost or more might be required to lay low a vast enemy stronghold. More frequently, however, the individual chambers are hurled into combat, although these too can be divided into smaller fighting formations to carry out specific actions.

The three types of Strike Chamber have different battlefield roles, and this is reflected in their composition. Warrior Chambers are the largest, most numerous and the most tactically flexible Strike Chamber. They form the main battle line, the heart and soul of the Stormhost – as long as the Warrior Chambers prevail, victory

is assured. The Harbinger Chambers are the Stormhost's eyes and ears, fast and manoeuvrable, often the first to confront the enemy. The Exemplar Chambers are the best of the best, an elite reserve consisting mostly of Paladin retinues – the mightiest of all of the Stormhost's infantry.

Each of the three Strike Chambers has a Chamber Command consisting of the Lord-Celestant and their subordinate officers. Every chamber has assigned to it at least one of each of the lord-rank officers and a small cadre of knights. The retinues within each chamber are organised by conclave.





ANGELOS CONCLAVE

Angelos retinues scout ahead of their brethren. They use their superior mobility to harass the enemy and thin their ranks in preparation for an assault by the other conclaves. When battle is properly joined, they can be swiftly deployed to strike wherever they are most needed.

PALADIN CONCLAVE

Wherever the fighting is thickest, there are found the Paladin retinues, strongest of their chamber. Bane of terrors, each the worth of a dozen lesser warriors, there is no foe they cannot face.

REDEEMER CONCLAVE

The Redeemer retinues are the sigmarite soul of the chamber – stalwart, unflinching and relentless. The core of the Stormcast Eternals' battle line, these are Sigmar's hardest fighters.

JUSTICAR CONCLAVE

Justicars seek out the foe's weak points, and punish them from afar with storm-forged weapons. They thin the enemy's ranks and strike at enemy commanders, for none can escape their wrath.

Warriors Chambers have up to twenty-four retinues held in four conclaves – Angelos, Paladin, Redeemer and Justicar. This variety of troops affords the Lord-Celestant the maximum choice when assigning retinues for missions and great tactical flexibility on the battlefield. If the Redeemer Conclave is the anvil, the Paladin Conclave is the hammer, whilst the Angelos and Justicar Conclaves offer their support in the vanguard and the rear respectively.

Harbinger and Exemplar Chambers each hold up to fifteen retinues in three conclaves. The core of a Harbinger

Chamber is a large Angelos Conclave, which is supported by smaller Redeemer and Justicar Conclaves. This chamber is focused on the key speciality of the Prosecutor retinues – they are fast, manoeuvrable and strike quickly to seize the initiative from the enemy. The Liberator and Judicator retinues provide a solid base for the flying troops to operate from but will intervene if necessary to prevent the Prosecutors becoming embroiled in an attritional melee.

Exemplar Chambers are structured around a large Paladin Conclave with ancillary Angelos and Justicar

Conclaves offering support. Elite Paladin retinues are a formidable force in any case, but concentrated en masse they are nigh unstoppable. Exemplar Chambers are among the Stormhost's strongest weapons, and to them fall the most demanding of missions – honours that can be counted in the number of Reforgings these stalwarts undergo.

It is true for all of the Strike Chambers that, under the astute leadership of the Chamber Command, the different conclaves can combine their might and best enemies many times their size. Thus is forged a war machine truly worthy of Sigmar's blessing.



HERALDRY OF THE HOSTS



EXTREMIS CHAMBERS

Each Extremis Chamber was assembled according to the wishes of Sigmar and Dracothion, organised to provide every Stormhost with a breakthrough force. Those founding decrees have been set in stone within the vaults of each Drakesworn Temple, divine edicts for both man and star-made beast.



All Extremis Chambers are composed of three parts: a Lord-Celestant, a trio of Drakesworn Templars, and the warriors of the eight retinues of Dracothian Guard. Regardless of rank, each Extremis warrior is a formidable adversary, having survived not only their Reforging but also the hazardous Trials of Starwalking, during which they find their draconic mount. The most powerful of those in the Extremis Chambers are the Lord-Celestants – only the Stormhost’s Lord-Commander, the Celestant-Prime and the God-King himself rank higher. The Drakesworn Templars are few in number, but each is a mighty champion of their kind. It is the Templars that lead the rites of the Drakesworn Temples, including those of the Warrior Code and Laws of Judgement.

The Dracothian Guard make up the bulk of an Extremis Chamber, and are organised into two divisions: the Lightning Echelon and the Thunderwave Echelon. Each of these cavalry squadrons is composed of two types of retinue, armed and trained to fight in a specific manner. The lance-wielding Fulminators and crossbow-armed Tempestors form the Lightning Echelon – the tip of the spear penetrating the lines of the enemy formation. The second part of the attack is brought by the Thunderwave Echelon, the Concussors’ lightning hammer assault opening the way for the crackling axes of the Desolators and shielding the Lightning Echelon against envelopment from the flanks.

The Dracothian Guard’s charge is bolstered by the might of the Drakesworn Templars and their mighty Stardrakes. Amassing their celestial power, the Drakesworn Templars can unleash a surge of energy like the blast of an exploding star, which can heal comrades or slay foes. At the centre of the charge is the Lord-Celestant, whose mightiest weapon is the Extremis Chamber itself. Through their leadership, the strength of the immortal warriors works in glorious harmony with the star-charged power of Dracothion’s children.



VANGUARD AUXILIARY CHAMBERS

Pathfinders and hunters without peer, the Rangers are the eyes and ears of the heavenly hosts. Since the first Warrior Chamber set foot on the Brimstone Peninsula at Vandus Hammerhand's side, the Vanguard Chambers have prowled the Mortal Realms, clearing the way for the God-King's armies.

As befits their independent role, Vanguard Chambers are more compact than Strike Chambers and have a much simpler organisation. Led by a single Lord-Aquilor with a handful of knights, they comprise fifteen retinues divided across just two conclaves.

The Lord-Aquilor rank is equivalent to that of a Lord-Celestant, and is afforded the same honours within the halls of Sigmaron. As the Vanguard are expected to operate deep within enemy territory and apart from their comrades, they require a high degree of self-sufficiency and fortitude. The Lord-Aquilor must attend to every need of their troops as they may spend months,

even years, fighting their secret war against the forces of darkness. To aid them in their duties, the lord can call upon the services of a small group of dedicated lieutenants – Knights-Azyros and Knights-Venator complete the Chamber Command.

The Vanguard-Pallador and Vanguard-Hunter retinues of the chamber belong to the Angelos Conclave, the main element of the chamber. This conclave defines the character of the Vanguard – fast, highly manoeuvrable and tactically flexible, able to strike at their enemy without warning and then disappear as quickly without trace. The Vanguard-Palladors can outpace most

enemies and are fearsome combatants. The Vanguard-Hunters excel in a variety of battlefield roles, being both deadly missile troops and highly adaptable pathfinders.

Vanguard-Raptor retinues constitute the smaller, supporting Justicar Conclave. The speciality of this conclave is ranged combat, in which they have few peers. Fighting alongside each Vanguard-Raptor retinue is a flight of Aetherwings. Although these do not form part of the formal organisation of the chamber, they are nonetheless an important contributor to its overall fighting strength, and enemies ignore them at their peril.

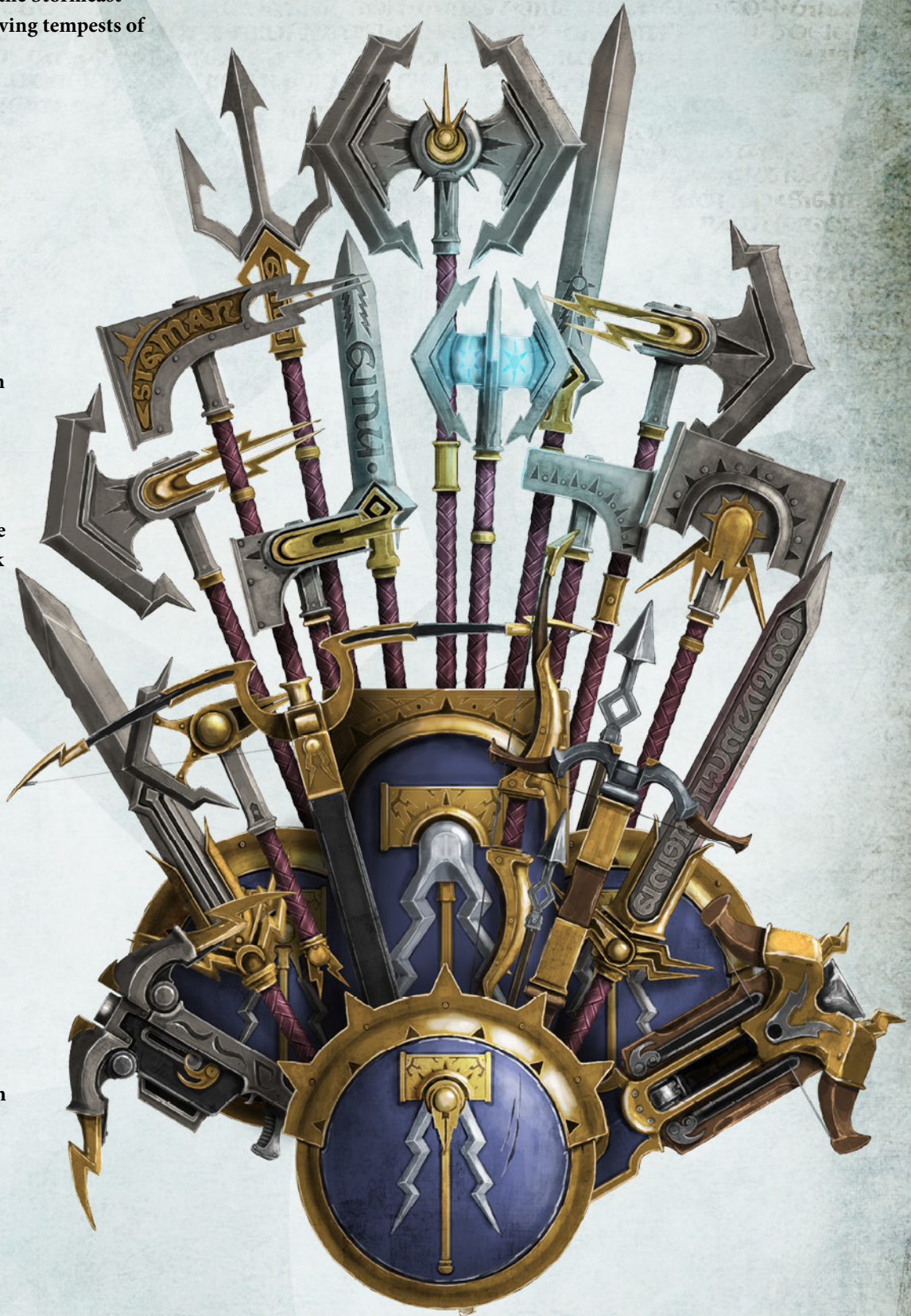


WEAPONRY OF THE STORMHOSTS

The hammers and blades of the Stormcast Eternals are crafted in the living tempests of the Celestial Realm.

Each of the Stormcast Eternals' weapons is forged from the magical metal sigmarite. It is then infused with the energies of one of the sentient storms of Azyr. The weapons retain the aspect of the specific tempest bound to them, even when hammered into their final shape. The Azheden Thunderhead is blunt and pitiless and hence makes good warhammers, while the Ayorrian Maelstrom is quick and restless and so makes excellent skybolts.

Every weapon created for Sigmar's warriors is a potent thing of light and lightning. Transformed from the very stuff of Azyr into hard metallic form, they are forged not unlike the Stormcast Eternals themselves, with all weakness purged from their construction. Therein is founded a kinship between warrior and weapon. These blades, axes and hammers resonate with the power of Sigmar, becoming far more deadly than they ever could in the hands of a mortal soldier.



Scions of the god Grungni, the duardin demigods known as the Six Smiths oversee the great storm-factories and temple-smiths of the Sigmarabulum. Scorch-skinned artisans craft the weapons of thunder and lightning that the Stormcasts use to bring summary justice to the God-King's enemies.

The gilded halls of Sigmar's realm constantly echo to the ring of hammers and the hiss of hot metal quenched in pools of quicksilver. The greatest of these weapons are further enchanted by the blessings of the God-King's mystical artisans, imbued with celestial energy over the course of sacred cycles. These lightning-blessed relics are often given to the greatest heroes of the Stormhosts, such as the Lord-Celestants, Lord-Relictors and primes. Forever alive with crackling cords of energy, a blow from such a weapon can devastate even a fully armoured Chaos warrior, smashing him into a ruined heap of smoking flesh and blackened steel.

Hammers of prodigious size, blades so keen they can carve apart stone-skinned beasts, and arrows so charged with celestial power they can incinerate those they strike true – such are the weapons of the Stormhosts' champions, as vital to their missions of conquest as the strength Sigmar forged into their immortal forms.



THE GLEAMING RAIMENT OF WAR

Every Stormcast Eternal is clad in heavy plates of sigmarite. Gleaming star-metal mined from Mallus, the Broken World, there are few elements in the Mortal Realms as hard or unyielding. When shaped into armour, this substance provides matchless protection.

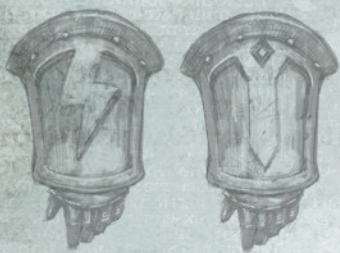
Sigmar was the first to strike shards of metal from the core of the world-that-was. It can be wrought like iron, yet when cooled, it is harder than folded steel. Sigmarite they named it – a material truly fit to craft the weapons and armour the warriors of the Celestial Realm bear to battle.



A creature that has ever been associated with strength and ferocity, the image of the lion features frequently on Stormcast armour, as shown on the vambrace above on the left. The twin-tailed comet displayed on the vambrace above-right is a symbol of the God-King himself.

The armour of the Stormcast Eternals is thrice blessed during its forging. The first blessing involves carving the twelve names of Sigmar into the plate before hammering them smooth. The second is that of Grungni, where runes of protection are inscribed on its surface in sacred oil before being burnt away at the forge. Lastly, one of the Six Smiths will bless the armour with the sweat of his brow, leaning over the anvil as he hammers the sigmarite's final shape.

The helms of a Knight-Venator, Liberator, Liberator-Prime, Vanguard-Hunter, two Judicators and a Judicator-Prime.



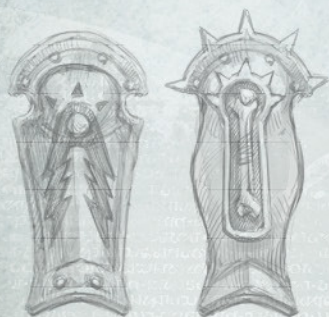
Bastion armour, typically worn by the Paladin Conclaves, is heavier than Aegis armour, as shown by the vambraces above, which are broader than their Aegis counterparts.



The Mortis armour of the Lord-Relictors incorporates a grim skull-faced helm.



Paladin helms are tied to their role; above are those of the Retributor, the Decimator and the Protector. The helms on the right are worn by the prime of each retinue.



The greaves worn by the Paladins and officers of the Stormhosts often bear symbolic ornamentation – or even relics of a mythic age.



Sigmarite armour has an enduring link to Mallus. When a Stormcast is slain, their armour will return to the Heavens with them. Returned to the forges of the Six Smiths, it can then be reforged like the Stormcast themselves, either restored as it was or shaped to fit whatever new role Sigmar might have chosen for the immortal warrior. Rarely, pieces of armour remain in the Mortal Realms, caged by magic or the strength of a potent foe.



The reliquaries borne on the back-plate of Sigmar's finest hold small but potent relics of Azyr. Each is so saturated with celestial energy it lends the wearer spiritual strength.



THE CELESTANT-PRIME

The Celestant-Prime is the very embodiment of the Storm of Sigmar. Those who meet the Celestant-Prime in battle face the full brunt of the God-King's wrath, for he is the Avenging Angel of Azyr, the Bearer of the World-Hammer, and the First Scion of Sigmar.

When Sigmar first reforged a long-forgotten mortal into a Stormcast Eternal, he laboured long and hard. Many were the mysteries employed in the creation of this warrior, one who was to be an answer to the greatest champions of Chaos. When this great work was completed, however, Sigmar's creation would not rise. He simply lay inert, as if in slumber.

Sigmar was not deterred, as he understood that the greatest warrior was simply incomplete without the appropriate weapon. So it was that, when Sigmar's Tempest broke, he sent his warriors to find and retrieve his own hammer, Ghal Maraz, lost in the Age of Myth. The quest was

difficult, and costly for those who bested the lords of Chaos guarding the resting place of the great warhammer. Nonetheless, it was returned to the God-King, and the Heavens thundered in approval. When Sigmar bore the weapon to the Forbidden Vault and placed it in the hand of his creation, the warrior's eyes opened, and he rose on blazing wings to meet his destiny.

From the Celestant-Prime's first strike into the realms, those Chaos warlords that matched themselves against him have been found wanting. Torglug the Despised, Gerhart the Unshriven and Salacia Everseeking were all blessed with great power by their gods. All met their end upon the blunt face of the

warhammer Ghal Maraz – or felt the crushing impact of the Cometstrike Sceptre, a weapon imbued with so much celestial power it can pull meteors from the firmament and send them crashing into the enemy. Around the Celestant-Prime swirl the energies of his creation. These gifts from Sigmar form a mystical orrery that lends him insight into what lies ahead.

Though he does not command any single Stormhost, the Celestant-Prime's armour will appear in the livery of the warriors he aids. Around him the Stormcasts fight all the harder, for they know that Sigmar has sent his mightiest champion to help them accomplish their mission.



GHAL MARAZ, THE GREAT SHATTERER

Ghal Maraz is an icon of divine might as much as a weapon, yet its purpose is not to sit idle. Sigmar has entrusted it to his champion, the Celestant-Prime, as a tool of deliverance as much as of domination. Struck with runes of justice, the hammer is a bane to Chaos, and only the most powerful of the Dark Gods' minions can bear to look upon its radiance. Trailing twin comet-tails of celestial energy when swung with sufficient force, the hammer can blast an evil man to scattering ash. Yet its powers are not merely destructive. At the battle of the Blackstone Summit, the Celestant-Prime struck the warlord Torglug the Despised with a blow that slew his plague-riddled body, but sent his soul – or at least the part of it that was still noble – winging to high Azyr to be reforged. So was Tornus the Redeemed given life. Since that day, the Celestant-Prime has freed many others from the yoke of Chaos, and a new breed of warrior has been introduced into the glorious armies of the Heavens.



LORD-CELESTANTS

Lord-Celestants are born and reborn leaders who are the raging centre of each storm-strike. Thundering commands, it is they who lead entire chambers of Stormcast Eternals into the fray and direct them in battle, their unrelenting fury and unwavering dedication inspiring those around them.

Just as Sigmar once led the pantheon of the Great Alliance, so does the burden of command now fall upon his Lord-Celestants. Storied warlords and warriors all, even before their apotheosis as one of Sigmar's immortal Stormcast Eternals, those that the God-King chooses to lead his mightiest hosts in war are without peer. Upon their shoulders rests the very freedom of the Mortal Realms.

Not idly does mighty Sigmar bestow the title of Lord-Celestant, for into these foremost of his champions does he imbue the greatest portions of his godly power. Not merely by their combat skills are they measured, though their record in the Gladitorium speaks much. To claim such a revered position, a prospective Lord-Celestant must complete a challenge assigned to them by the God-King himself.

These final trials are unique to each aspirant. To succeed they must overcome their innermost fear, for nothing is hidden from the sight of he who remade them. Should they emerge victorious, they will have proven their right, beyond any doubt, to lead a chamber of Stormcast Eternals.

In battle, a Lord-Celestant remains cool and level-headed no matter the extremity of the situation into which Sigmar has hurled this true paragon of war. They smite and hew their foes with finely-wrought runic blades or brutal warhammers, all the while commanding the warriors at their disposal with the skill of a master tactician. Whether fighting at the heart of an infantry advance or riding atop a loyal Dracoth or Stardrake, where a Lord-Celestant fights, the enemy is surely doomed.

Lord-Celestant Thostos Bladestorm's impatience to wreak vengeance upon the forces of the Dark Gods saw him plunge into battle at the siege of the Eldritch Fortress in Anvrok. In the process, he perished in a sorcerous detonation, but not before he espied the light of Ghal Maraz within. After his Reforging, he bore the news to Sigmar, and thereby changed the course of history. Thostos' reincarnation was traumatic. Ever since, his body would transmute to living sigmarite in times of battle, but his mind suffered far worse. In times of peace he was quiescent; in times of war, a being of pure vengeance, his humanity all but lost. In the end, his rage drove him to duel Archaon at the Mercurial Gate. He did not survive.





LEADERS OF THE IMMORTAL HOST

Strength of arms alone is not enough to win a war. The true excellence of the Strike Chambers lies in their disciplined ranks and fearless leadership. Each champion and commander amongst them has been forged for a specific role upon the battlefield, occupying a vital place alongside their brothers.

Each Stormcast Eternals chamber is an independent army unto itself. Its commanders are given authority by Sigmar directly, their remit to wrest victory from the armies of evil warlords and savage chieftains in whatever way they see fit. That said, each Stormhost has similarities in the way it is organised, commonalities of hierarchy that mean a chamber from one Stormhost will appear much like its equivalent in another when a crusade is first gathered in the halls of Sigmaron.

The council of heroes at the head of each Strike Chamber is led by a Lord-Celestant, a gifted warrior and strategist who has as many as three hundred Stormcast Eternals under their command. Each Lord-Celestant answers to their Stormhost's Lord-Commander, who in turn answers to the Celestant-Prime – and ultimately, to Sigmar himself. They are supported by a Lord-Relictor, a priest of Sigmar who guards the chamber in spirit as well as in body by channelling the energy of the storm. Though Strike Chambers may deviate in the precise makeup of their command, they typically include Lord-Castellants, masters of defensive warfare; Knights-Vexillor, who hold the standards of the Stormcast high; and Knights-Heraldor, whose stentorian tones and sonorous war-horns announce the coming of the chamber that marches in their wake.

Other officers, such as the messenger Knights-Azyros and the seekers of evil known as Lord-Veritants, are given leave to pursue their arts on quests that take them far from the main body of their kin, though in times of need they will fight as part of a cogent whole.

These highly-ranked individuals have the right to command the constituent retinues that make up each Strike Chamber, doing so via the unit leaders known as primes. Ultimately, though, a Strike Chamber is a meritocracy. It has been shorn of the politics and backbiting of a mortal institution since inception – such frippery has no place in a shield wall that must stand firm against the hordes of Chaos. If a Stormcast Eternal proves wise in the ways of a particular enemy, or hails from the land in which the chamber seeks to do battle, their superiors will listen closely to them without bias.

It is not the way of a Strike Chamber's commanders to sit back whilst their men fight and die on their behalf. Instead, they lead from the front as the focal points of each thrust and counter-attack, as inspiring to their kin as they are frightening to their enemies. It is they that take on the direst of foes blade to blade, who stand before monsters that shake the earth with their tread, and who plunge fearlessly into the unknown horizons of each Realmgate

or mystical portal. Because of this, it is often the warriors of a chamber's command structure that have been reforged over and over again.

The side effects of this cycle of war, death and rebirth mean the leaders of each Strike Chamber become exemplars of that which their Stormhost embodies, living incarnations of Sigmar's divine will. The officers of the Hallowed Knights, for instance, number amongst them saintly figures that glow with an inner light – this radiance becomes stronger with each martyrdom until it literally shines from within their armour. Many leaders of the Knights Excelsior, near infamous for the obsessive vigour with which they scour the taint of Chaos from the lands, leave scorched footprints wherever they tread. The vengeful lords of the Celestial Vindicators can find their endless ire burning around them in a tangible aura, trailing blue flame like the tail of a meteor as they charge headlong into the enemy. Even then there is no predictable outcome from a warrior's Reforging. All that is known for sure is that these heroes epitomise Sigmar's divine power more than any other; they embody not only the blessings of the tempest's mantle, but also those supernatural side-effects that take the Stormcasts ever further from the simple mortality that was once their birthright.





LORD-RELICTORS

Even amongst the ranks of the Stormcast Eternals, the Lord-Relictors are figures of mystery and awe. Though all mortals chosen by the God-King to undergo the Reforging demonstrate their martial strength and hatred of Chaos, those selected to become Lord-Relictors possess a rare wisdom that sets them apart from their kin. Whether in their past lives they were atavistic shamans or refined masters of the esoteric arts, each Lord-Relictor has demonstrated a strong affinity with the magic that permeates the Mortal Realms. Broken and remade upon the Anvil of Apotheosis, and tested within the spirit-haunted vaults of the Temple of Ages, their powers are magnified a hundredfold. Just as the Liberators wield their hammers or blades with strength and skill, so the Lord-Relictors harness the fulminating energies of Azyr to blast their enemies from existence. At their command, lowering storm clouds gather and Sigmar's foes taste the metallic tang of their impending judgement. Then, blinding bolts of lightning arc down from the skies, hurling smoking warriors into the ozone-laced air and wreaking white-hot devastation.

The Lord-Relictors' skill at meting out death to the enemies of the God-King is borne out by their appearance. Each goes to battle clad in grim Mortis armour adorned with the sacred bones of heroes, and an observer may be forgiven for thinking that their loyalties lie not with Sigmar but with the Great Necromancer, Nagash, were it not for the symbols of Azyr that they also bear. However, the dually morbid

and wondrous aspect of the Lord-Relictors represents a contradiction that lies at the very heart of what it is to be a Stormcast Eternal, for only in embracing their own doom are they able to defy it. It is a dichotomy that the Lord-Relictors not only symbolise, but one in which they perform a vital practical function. Gifted with the

spirit-sight, they are able to guard the souls of their fellow Stormcasts, ensuring that they return safely to the Celestial Realm upon death. Such is the Lord-Relictors' insight into the mystical energies ingrained in the Stormcasts' corporeal forms that they are able to heal fleshly wounds and even restore sigmarite armour and weapons.





LORD-CASTELLANTS

Each of the Stormhosts maintains its own stronghold, whether it be the Heralds of Casandora's fortress-observatory, whose bristling telescopes serve as functioning cannon batteries, or the brooding, monolithic keep of the Sons of Mallus, imbued with as much subtlety as the flat hammer-face of Ghal Maraz. The Lord-Castellants are the ever-vigilant wardens of these mighty edifices, stoic defenders for whom honour demands that they and those under their command take not one step back from the foe. These stubborn officers are by no means beholden to remain behind walls, however, for each Stormcast's reason for existence is to bring the fight to the Chaos invader.

In battle the Lord-Castellants stand with their comrades, fortifying their spirits with bellowed oaths of steadfastness or grim jests in the face of seemingly impossible odds. As the enemy hordes crash against sigmarite shield walls, the Lord-Castellants' halberds arc down at just the right moment, thwarting would-be death blows and cleaving the skulls of fell champions. As the Stormcasts' ranks divide and fresh warriors step forward to take their place on the front line, lambent energies from their warding lanterns play over battered armour and cleaved flesh, miraculously restoring both with the magic of the Heavens. However, just as the lantern's rays heal the wounds of Sigmar's chosen, so do

they prove anathema to the followers of Chaos, liquefying eyeballs in their sockets and roasting mutated hides until a pall of foul-smelling smoke rises above the melee as testament to their grisly retribution.

Charged with the custodianship of static defences, Lord-Castellants are often accompanied by Gryph-hounds. As creatures sensitive to Chaos, they make ideal guard-beasts, alerting their masters to infiltrators, saboteurs, or shape-shifters. Many Lord-Castellants also draw comfort from the Gryph-hounds' companionship, for when all others rely on them to be immovable, there is solace to be found in the creatures' unquestioning loyalty.



Gryph-hounds are nimble quadrupeds with senses as sharp as their retractable claws and heavy, hooked beaks. They are noble creatures possessed of an innate hatred of Chaos, and will ferociously attack on sight anything or anyone tainted by the Dark Gods. Such a temperament makes them natural companions of the Stormcast Eternals, and useful assets when rooting out the more clandestine servants of the Ruinous Powers. The colouration of Gryph-hounds varies greatly, from dun browns to electric blues, though members of any given pack usually display some variation of the same hues and markings.



LORD-VERITANTS

Recruited from those mortals whose antipathy towards the followers of the Dark Gods borders on dangerous obsession, the Lord-Veritants are ruthless seekers and purgators of the more insidious aspects of Chaos. Since the Stormcast Eternals first arrived in the Mortal Realms, the Lord-Veritants have stood with the warriors of the Redeemer Conclaves, banishing dark magics with the holy light of the God-King. Now, however, as the Stormhosts continue to drive the armies of the Ruinous Powers back and civilisations have begun to flourish once more, the skills of the Lord-Veritants are needed more than ever. Dangerous cults look to sink their claws into the fledgling populations of new settlements and the resurgent dynasties of ancient cities, weaving webs of lies and illusion to further the goals of their masters. As well as adding their physical might to the garrisons of these bastions of Order, the Lord-Veritants oversee the inevitable power struggles of their governments, ever vigilant for the influence of Chaos. Should a source of corruption be uncovered, the Lord-Veritants are brazen and merciless in its eradication, so much so that they have come to be regarded by many of the newly liberated peoples of the realms as fearful bringers of Sigmar's justice.

More than once has a wrathful Lord-Veritant burst unheralded into a noble's court or bustling senate house, hurling recriminations at some unseen foe before throwing open the shutters of their lantern. To the horror of those within, trusted allies shriek and recoil before the purifying light, exposed for

the foul agents of the Dark Gods they truly are. Invisible daemonic entities are exposed, along with their teasing, foul, puppet-string tendrils burrowed in the minds of those with temporal power. Declaring the God-King's judgement, the Lord-Veritant hacks down their quarry with zealous fervour, splattering terrified onlookers with tainted blood and reminding them of the fate that awaits any who would treat with Chaos.

On the field, the Lord-Veritants often accompany the firing lines of the Judicators, who share the ability to reveal hidden sources of corruption. Like the Lord-Castellants, the Lord-Veritants are usually followed by loyal Gryph-hounds, though they tend to favour those beasts possessed of a more aggressive temperament to aid them in their Chaos-hunting duties.



KNIGHTS-HERALDOR

When the Stormcast Eternals march to battle, the Knights-Heraldor sound the signals of war for their Strike Chamber. Typically heavy-set, bombastic individuals, they provide a point of stability in even the most fiercely contested areas of a battlefield, and a battle line that is anchored by a Knight-Heraldor is considered by many Lord-Castellants to be a better bulwark than any fortress wall.

Each Knight-Heraldor carries a gleaming battle-horn – it is this divine instrument that they use to signal the warriors of their chamber, and to put the fear of Sigmar into the hearts of their foes. The notes of the battle-horn sound different to every denizen of the Mortal Realms. The Stormcast Eternals hear crisp notes directing them to advance, strike or retreat – the sounds of Order itself. The Chaos-oppressed peoples of the realms hear a clarion call, a blast that dispels despair and brings hope where there was none. The enemies of the Stormcast Eternals, however, hear the wrathful cries of Sigmar, and the roar of thunder clashing in their ears.

The Knights-Heraldor use their horns to exhort the warriors around them to greater efforts, and the celestial energy imbued in each note invigorates their comrades. The trumpeters may instead give voice to an almighty blast that rolls across the battlefield like thunder. When a Knight-Heraldor does so, the ground shakes, and the forces arrayed against them are forced to abandon their positions as fortresses tremble to their foundations.



KNIGHTS-VEXILLOR

Within every Stormhost it is the duty of the Knights-Vexillor to bear the mighty banners of Azyr into battle. None question their right to do so, for it is an honour not predetermined by their Reforging but hard-won in the gruelling arena combats of the Gladitorium, from which only a single champion may emerge. With their martial prowess so proven in the Celestial Realm, the Knights-Vexillor stride mortal battlefields as radiant beacons of Order, stirring their kin to acts of greater valour.

Some Knights-Vexillor choose to carry into battle blazing meteoric standards, twin-tailed icons aflame with the brilliant light of Azyr. Others bear aloft rich heaven-wrought pennants, their proud pageantry untainted by the filth of war. Like sunbeams cutting through dark clouds, Knights-Vexillor blaze a lambent trail through the deepest ranks of the enemy, preferring to bring Sigmar's light to where the din of battle is most fierce.

As heralds of Sigmar's Storm, the Knights-Vexillor are a fearful sight for any adversary, yet their power far exceeds the symbolic. With a sonorous cry a Knight-Vexillor can call upon the Heavens themselves, unleashing furious hurricane winds to rip apart the ranks of the foe, or may even call down fiery comets to impact catastrophically in the enemy's midst. Mortal survivors from these terrible battlefields have said that such events evoke the very lightning bolts Sigmar himself hurls from high Sigendil, far above the sky palaces he raised long ago to spurn the dark.

KNIGHTS-VENATOR

Knights-Venator are masters of the ranged kill, possessed of a swiftness that no mortal can reckon with. In a single blur of movement they can let fly whole flurries of arrows, each volley seizing upon their target's slightest defensive weaknesses with ruthless aquiline instinct.

A Knight-Venator's weapon of choice is the powerful realmlhunter's bow, capable of delivering precise shots at great range. The warnings of such attacks are scant if present at all, killing strikes sometimes preceded by nothing more than the faint sigh of unquiet air. Like the quiver that holds them, each of a Knight-Venator's arrows is a thing of magic crafted by the Six Smiths in the hallowed fletching rooms of the Sigmarabulum. As quickly as it can be emptied the quiver refills, so that a Knight-Venator is never without their heavenly ammunition. But there is one missile that takes many hours to reappear, such is its sacred power – this is the Star-fated Arrow, a deadly artefact that can fell even the mightiest of foes.

Often acting as officers of the Vanguard Chambers, every Knight-Venator must show his mastery over the celestial sphere by seeking out and bonding with a Star-eagle. These predators dwell in the aetheric clouds high above the Broken World, hunting the ethereal things that drift there from far cosmic places. Indeed, it is said by some that the birds themselves are the essences of once-great stars given avian form, heavenly familiars able to commune telepathically with like-minded souls.

KNIGHTS-AZYROS

Starblade in one hand and celestial beacon in the other, a Knight-Azyros is a potent messenger of the heavens, tasked with bringing Sigmar's light to the darkest reaches of the realms. They forge vital alliances in their role as ambassadors, gathering the forces of Order under the God-King's banner. Undaunted by darkness and borne by swift wings, Knights-Azyros are well suited to scouting roles, acting as leading members in both the Vanguard Chambers and Strike Chambers.

Yet it is for their celestial beacons that Knights-Azyros are truly renowned. When these sacred lanterns are unshuttered, the light of Azyr is revealed in a brilliant burst of rays, extending Sigmar's sight even into the tumult of battle. With the way so illumined, the God-King can send his lightning strikes into the thick of the fighting, delivering more Stormcasts where they are needed most. Silhouetted against the beacon's rays, their blades and hammers gleaming like constellations, the very sight of such reinforcements has been known to put enemies to flight.

Those that stand their ground must face not only the fury of Sigmar's warriors, but also the formidable power of the beacon itself, for while the light of Azyr is rapturous to the eyes of the faithful, to Sigmar's enemies it is a glaring sunrise that blinds and burns. This is especially true of the followers of Chaos, who suffer searing agonies when such light falls upon them, spasming in torment before smouldering to nothingness.



KNIGHTS-QUESTOR

Unlike the other officers of the Strike Chambers, the Knights-Questor bear no burden of command. It is not for them to marshal the chambers or lead them to war. Instead, each Knight-Questor carries a far greater weight – a quest bestowed upon them by Sigmar that often impels them to leave their comrades and strike out into the untamed realms, there to find the destiny for which they were chosen.

The geas which so rules them differs from knight to knight. Some will be tasked with the destruction of a particular foe, and will hunt them tirelessly across burning plains, uncharted seas and shattered mountains. Others might have far more esoteric tasks – they might bear a jewelled egg into the heights of the Skybite Mountains of Ghur and leave it atop a lonely peak, or deliver a cryptic message to a Swifthawk Agent outpost in Hysh, never knowing what purpose their quest served. Whatever their task, it rules each Knight-Questor completely. No Stormcast Eternal commander can order a Knight-Questor from their allotted path, though some might be sorely tempted to try, given their strength at arms. Theirs is a holy duty, and they are given free rein to pursue it by whatever means are necessary.

On completing their allotted quest, a Knight-Questor might be placed in a different position within the Stormhost, but more commonly they find themselves once more setting out into the Mortal Realms, the next command of the God-King ringing in their ears.

ERRANTS-QUESTOR

While the Knights-Questor are appointed tasks by Sigmar, the Errants-Questor come to their calling in different ways. The lone survivor of a retinue might desire vengeance for their lost comrades while they undergo the agony of Reforging. Others might receive a vision in which they see themselves defeating some monstrous foe, though none knows from whence these visions come.

Once their purpose is burning inside them like a brand, they fall into a fugue state, whereupon they are placed into a cell. Some will awake and return to their duty within their Stormhost, their yearning diminished. Others, however, awaken to find themselves clad in the armour of the Errant-Questor, a storm gladius strapped to their hip and a rune-etched greatblade lying before them. How these gifts are bestowed is a mystery, as none may enter the cell of an Errant presumptive. What is certain is that though Sigmar himself has never said as much, these individuals are believed to have the God-King's tacit blessing, and are released to pursue their quest.





THE WRATH OF STRIKING STORMS

At the centre of the Stormhosts stand the Strike Chambers – the armoured core of Sigmar’s armies. In a blaze of light they come, each retinue and conclave eager to wreak vengeance against the forces of Chaos. Before their unified front, even the largest and most powerful of foes must fall.

LIBERATORS

Most numerous of the Stormcast Eternals – and the burning soul of the Stormhosts – are the Redeemers. The Redeemer Conclaves are split into retinues, the most common of which are the Liberators. Each warrior of these proud bands fights with the ferocity of a lion, wielding heaven-wrought weapons and wearing burnished armour that is proof against all but the strongest blows.

The Liberators are Sigmar’s foot soldiers, hardy souls with an innate sense for justice. When they march from the lightning strikes, tyrants bar their fortresses and summon their warriors. It avails them not – the Liberators clear the way to their target with holy hammers and keen blades, their sigmarite shield walls deflecting the desperate blows of those

who would maintain dominion over the Mortal Realms. So did the Liberators of the Hammers of Sigmar deliver the Emberkin from the tyranny of the Goretide, while their brethren of the Hallowed Knights slew the skaven warlord Twiskskien, freeing thousands of human slaves to be welcomed into Sigmar’s fledgeling cities in the Realm of Beasts.

When they take to the field of battle as part of their Strike Chambers, Liberators are not only the main strength of their army – they are also its foundation. They exemplify the quest to lay low those who oppress and subjugate the people of the realms. Liberators do not usually hark from the lordly echelons that defied Chaos from a position of privilege, but from the common people, men and women of the moment who, pushed to breaking point, took up arms against their oppressors. They seek to overthrow the rule of Chaos wherever it is to be found.





JUDICATORS

Where the Liberators are Sigmar's swift sword and strong shield, the Judicators are his far-flung lightning bolts. Standing behind the broad shields of the Liberators, These warriors of the Justicar Conclaves loose volleys of crackling arrows and flights of whistling crossbow bolts that hammer the minions of Chaos from their feet. Able to shoot their celestial weapons at great range and with terrifying speed, the numbers of the foe arrayed against the Judicators are immaterial. Judicator retinues have been known to destroy forces ten times their number without suffering a single casualty or showing the slightest remorse.

Judicators are able to sense evil beneath the surface, and their punishment is swift and ruthless. It was Judicators of the Knights Excelsior that suddenly ended a parley with the Soulblight

Lord von Dreht, seeing through his deception and filling the shadows with crackling arrows. As his lurking minions were blasted with the purest light, the vampire was forced to flee, his plans and his armies in tatters.

PROSECUTORS

Streaking into battle on wings of divine light come the Prosecutors, Sigmar's avenging angels. Time and again these highly mobile strike troops have proved themselves invaluable to Lord-Celestants, extending their commander's tactical reach like few others can. As warrior-heralds they frequently form the spear-tip of a Stormcast attack, darting ahead of the vanguard to cast first judgement on the foe, or swooping to engage vulnerable targets on the flanks. It is a testament to their versatility that Prosecutors are the most common of all retinues among the Angelos Conclaves.

The Prosecutors' lightning-fast mobility is well matched by the arcane weaponry wrought for them by the Six Smiths.

While mortal soldiery look to their cumbersome scabbards and quivers for armament, Prosecutors simply reach out to the aether itself, and weapons born of pure energy manifest in their hands. Thus do celestial hammers, stormcall javelins or even mighty two-handed tridents offer themselves to the wielder, coruscating with heavenly power.

Jinking on their wings of light, the Prosecutors hurl their ethereal hammers and javelins at the enemy before boldly plunging downwards to meet them in melee, replacement weapons forming at once in their expectant hands. Like blazing meteors they slash the sky, appearing as portents of great hope to their allies but great doom to their foes.





RETRIBUTORS

Of all the warriors of the Paladin Conclaves, it is perhaps the Retributors who most closely evoke the image of the God-King. The sight of these heroes in battle gives pause to even the most ancient and malevolent of Sigmar's foes, for the devastation wrought by their massive, two-handed lightning hammers stirs in those fiends long-forgotten memories of a bold warrior chieftain whose fury and nobility were both terrible and glorious to behold.

Such is the heft of the Retributors' mauls that only the strongest among the Stormcast Eternals may wield them. These weapons were not designed for the cut and thrust of single combat, but to deliver a single, earth-shaking blow that no armour or unnatural constitution is proof against. Should a lightning hammer strike true, the crackling energies bound within its

head are discharged in a deafening thunderclap, empowering the blow with irresistible force and blasting the target apart in a cloud of glowing white embers. If the members of a Retributor retinue focus their attacks, they can even bring down fortifications, toppling iron-banded watchtowers as a woodsman fells a tree, or pounding smoking breaches in castle walls.

Just as their own hammer-blows require expert timing to cause the greatest ruination, it is not uncommon for Retributors to be held back from the battlefield until the most powerful enemies have been singled out. When it seems as though a rampaging monster or unstoppable siege engine is about to crash into the Stormcasts' ranks, the Retributors strike from the Heavens, their hammer-heads falling like twin-tailed comets to smash the threat into oblivion.

PROTECTORS

Stormcast Eternals who are chosen to be Protectors must demonstrate great skill at arms, cooperation with their retinue comrades and a keen awareness of the flow of battle. The long-bladed stormstrike glaives they wield are difficult weapons to master, but can be used both defensively and offensively to great effect. When swung through the air, the ensorcelled blades of these polearms leave a glowing after-image in their passing. This energy field is far from intangible, however, for before it dissipates it has physicality enough to deflect enemy projectiles mid-flight.

In the deft hands of a Protector, a stormstrike glaive can weave a continuous barrier of protective force, forming a potent shield for themselves and those behind them. Retinues of Protectors train together exhaustively, for when working in unison they can





guard whole sections of a battle line with a screen of repelling magic. The Protectors of some Stormhosts, such as the Knights Excelsior, work in perfect synchronicity, each warrior falling into the same pattern of sweeps and motions that is almost machine-like to behold. Others, like the warriors of the Astral Templars, develop fighting styles that, although unique to each warrior, interlace with a wondrous fluidity.

The role of the Protectors is by no means exclusively defensive, however, for these Paladins are expert monster-slayers. The length of their weapons allows them to drive deep into a hostile beast's hide, piercing a vital organ or severing an artery in a fountain of blood or ichor. Prosecutor-Primes are invariably astute tacticians, and at their signal, the entire retinue will shift stance, moving instantly from noble guardians to vengeful doom-bringers.

DECIMATORS

Where the enemy charges forth in a dense, numberless horde, there can be found the Decimators, plying their bloody trade. Though these Paladins arrive to battle as part of a retinue, each of them knows that they are at their deadliest with room to swing their thunderaxes without fear of hitting their comrades. When battle is joined, the Decimators' training comes into play, and the axe-men exactly keep track how many paces away their comrades are in the confusion of the melee. It is well that they do so, for when the Decimators swing their weapons, all those within reach are cleaved in twain with gruesome ease.

As it dawns upon the enemy forces, hitherto confident in their superiority of numbers, that they are but simple fodder before these masked giants in their midst, doubt sinks its claws into

their craven hearts. Then, what they thought would be an overwhelming raid on an isolated foe turns into an undignified rout. The Decimators care not which way this hostile sea flows, and their reaping strikes do not stop until every single one of the God-King's enemies is added to the mound of dismembered body parts slowly accumulating around each of their positions.

Like their fellow Paladins, some Decimators enter battle bearing colossal starsoul maces. A warrior with such a weapon need not be concerned about striking the enemy directly, for wherever the heavy flanges of the mace land, a shock wave of celestial energy explodes outwards that not only shatters the bones of the foe, but blasts their very souls out of synchronicity with their mortal forms, slaying them as surely as any physical death blow.





DRAKESWORN TEMPLARS

The combination of a Stardrake – a powerfully magical creature of the Heavens – and one of the most skilled fighters of the Stormcast Eternals creates a Drakesworn Templar. These knights of Azyr are celestial judgement made manifest, who exact Sigmar’s vengeance on the deadliest enemies of Order.

A lone Drakesworn Templar can sunder an enemy’s battle line or stave in an entire flank of an army. Propelled by mighty wing-beats, the Stardrake hurtles into the foe, striking with impact enough to splinter hell-forged armour. The Stardrake’s claws rip through steel, raking down whole ranks of victims, while powerful jaws deliver a bite that can shear through a gargant’s leg with ease. From atop his saddle, the Stormcast Eternal swings his lightning-wreathed weapon to smite all about him. When all of an Extremis Chamber’s Drakesworn Templars ride to war, they can level enemy strongholds or devastate entire armies.

All those who seek to become Drakesworn Templars attempt the Trials of Starwalking. Many return empty-handed, haunted by what they have seen, but some of the

bravest encounter Dracoths and join the Dracothian Guard. A smaller percentage still are deemed worthy enough to find a solargem – nothing less than a Stardrake’s trapped soul. Once, before the coming of Chaos, that newborn star material would return to the Heavens to be reincarnated into a newly formed body. Since the great corruption, however, the souls often become trapped in the Mortal Realms. They are protected by enchantments; only the most noble can see a solargem, and only those blessed with divinity can touch such purity. Even other Stormcast Eternals hold Drakesworn Templars in awe, recognising them as mystically pure champions of Order.

By returning a solargem to the Heavens, a Stormcast Eternal forges a bond with a child of Dracothion, much as Sigmar and the Great Drake did in

the Age of Myth. Stardrakes are no mere steeds of war, but an ancient race older and wiser than mankind. Seeing the collapse of reason and the growing menace of Chaos, the Stardrakes wish to do their part to restore the balance of Order. Thus do these celestial creatures willingly join Sigmar’s crusade. After a series of bonding rituals, Stormcast Eternal and immortal star-beast form a rapport where each instinctively understands the will of the other. Together, they seek not only revenge for the wreckage wrought upon the realms, but justice, for the Laws of Judgement demand that the guilty be tried.

When not actively campaigning, the Templars and Stardrakes maintain their Stormhost’s Drakesworn Temple – the great star-dome where their Extremis Chamber train and worship together.

Water drenched Selinor as he powered through the storm cloud, channelled by his scales into a thousand glittering rivulets before streaming from the tip of his tail in a brilliant spectrum. The cumulous mass formed peaks and valleys of a scale and beauty that the Stardrake mused must be beyond the imaginations of the poor creatures who were fated to spend their short lives grubbing around in the earth. He checked himself on the conceit – such thoughts were unbecoming of a warrior. He opened

his maw, savouring the pure, metallic tang of the rain. Streaks of lightning played over the slate-grey skyscape before him. In a heartbeat, one of them reached out to him, arcing between his horns and dancing over his outstretched wings. On his back, his companion bellowed an oath to his human god. Energised and filled with righteous wrath, Selinor plunged out of the thunderhead with a roar, and the barbarians arrayed beneath him looked upwards, terror in their eyes. The Dark Ones would feel the fury of Dracothion this day.





DRACOTHIAN GUARD

The Dracothian Guard are formed of four distinct types of retinue composed into two echelons. Striking in successive waves, they hit swiftly and hard, for every immortal human and celestially empowered beast is selected, equipped, and trained for a specific battlefield role.

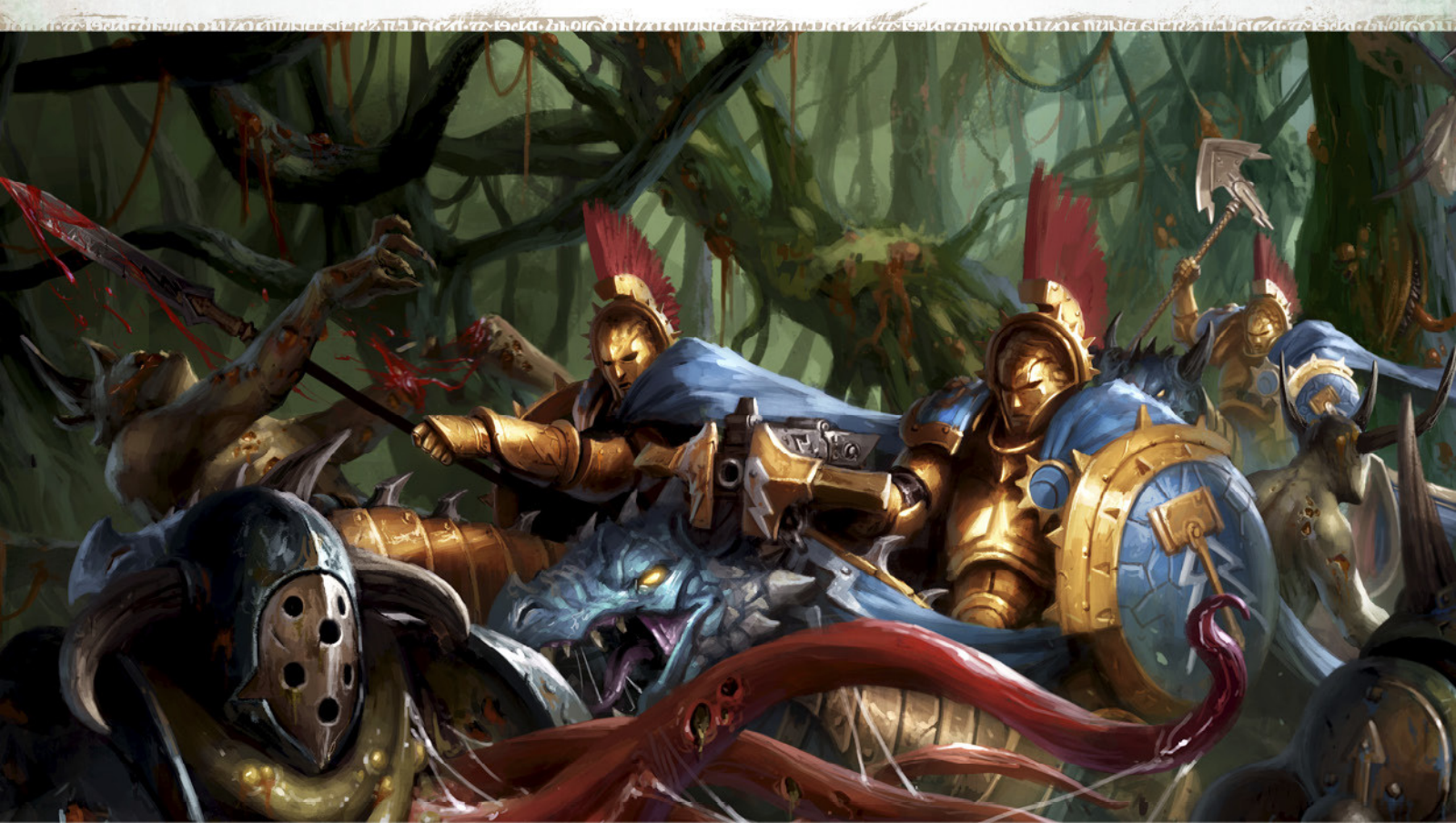
The fighting heart of the Extremis Chamber is composed of the Dracothian Guard – heavily armoured knights mounted atop thickly muscled reptilian beasts, who fulfil the role of the Stormcast Eternals’ shock cavalry. Their charge is a battering ram, a destructive wedge that can splinter apart enemy armies in a wave of claws, crackling weapons and celestial bolts.

Like the elder Stardrakes, the Dracoths too seek to restore order. However, Dracoths are far less patient than their larger kin, being much more apt to charge into battle at the nearest opportunity. Such a temperament

is fitting, for those Stormcasts who succeed in the Trials of Starwalking are also, invariably, the boldest and bravest of their kind. Together, rider and beast are eager to seek out the foe and exact bloody vengeance upon them.

The retinue and echelon to which a Dracoth or Stormcast Eternal is assigned within the Dracothian Guard depends upon their skills and individual traits. The most aggressive of all are destined to be Fulminators – the tip of the spear and the first to lead the Lightning Echelon into combat. No matter the odds, these individuals seek the enemy as soon as

possible. Of all the Dracothian Guard, it is these retinues that are most likely to fight in a fluid style – responding to targets of opportunity, or peeling off to counter threats to the Guard’s flanks. Such adaptability requires the most independently-minded Dracoths. Only the best marksmen become Tempestors, and the Dracoths selected for those retinues are the most quick-witted. It is their task to manoeuvre into position while their rider aims and fires, every movement a balance between lining up the best angles of fire while maintaining proximity to the magical protection offered by the stormstrike glaives of the Fulminators.





The first retinues of the Thunderwave echelon are the Concussors. Their riders and beasts alike are chosen for strength and brawling ability, for it is the savage shock of their attack that sets up their allies for the ultimate strike. Merciless are those in the retinues that follow, for it is their duty to finish off the foe – all of them. The Stormcast Eternals and Dracoths that become Desolators are uncompromising, utterly committed to exacting total retribution. Theirs is the final judgement.

Each time a Stormcast of the Paladin Conclaves is reforged, they must take the Trials of Starwalking. Some warriors that fail in their first venture succeed in later tests. Thus have some Paladins left their old retinues after taming a Dracothe to join an Extremis Chamber, but once assigned to a retinue, a Dracotheian Guard does not change role.

The clatter of armour and the pounding of clawed feet on the hard-packed earth was almost deafening. Meton blocked it out.

All of his attention was focussed on his target – not the orruk directly ahead of him, but the scarred brute to its left. His mount, Gyrak, would make short work of the former. Meton crouched low in the saddle and levelled his glaive, looking the orruk straight in the eyes. Even at this distance, and closing fast, it struck the Stormcast that no fear was in its blood-shot gaze. Indeed, the creature's face was twisted in a cruel grimace. As lightning began to writhe at the back of Gyrak's maw, Meton gave voice to a roar that was taken up by his retinue. The orruks bellowed back, raising their slab-like cleavers to strike. None of them would get the chance. The Fulminators' charge struck home with a crash that was heard by every greenskin for leagues around, causing them to look up from their corpse-looting, pointed ears a-twitch. Meton had aimed his weapon well, angling its blade slightly upwards as it struck the brute between its snub nose and top row of teeth. The blade pierced the creature's brainpan, then punched clean through the gorget that rose over the back of its skull like the shell of some iron-wrought beetle. Gyrak blasted a smoking hole in the barrel chest of his own mark, bowling over the charred corpse of the orruk and three of its fellows. For several heartbeats anarchy reigned as the pair fought to maintain their momentum, but then they were free of the press, already reforming and seeking fresh enemy formations to shatter.





LORD-AQUILORS

The highest-ranking of the Stormcast Eternal Rangers, the Lord-Aquilors lead the Vanguard Auxiliary Chambers. They have waged a shadow war in Sigmar's name, but now they are openly bringing the fight to his enemies.

Proud individuals, the Lord-Aquilors are fiercely independent warriors who nonetheless have a keen aptitude for command and tactics. It is their duty to lead the Vanguard Auxiliary Chambers to war, and to coordinate their many actions across the Mortal Realms.

Much like the Lord-Celestants, Lord-Aquilors are chosen from those warriors destined to lead. Rather than being singled out for standing fast in the face of overwhelming odds, however, the commanders of the

Vanguard Chambers catch Sigmar's eye for their unfettered spirit and keen minds. Some simply awake from their Reforging to find that where they once wore the armour of a Lord-Celestant, they now bear that of their new station. Most chosen in this fashion have been recognised for leading their Strike Chambers in lengthy campaigns far from Azyr, achieving with their dwindling forces what others would have required a full Stormhost to do. Others are created as Lord-Aquilors upon their very first Reforging. These

exceptional individuals, plucked from the realms at the moment of their death by the hand of the God-King, fought their whole mortal lives against hopeless odds to bring destruction to their oppressors. Only after they had exhausted every ploy and trick left to them, expended every resource down to their very lives, did Sigmar take them, reforge them, and then bid them to do with bands of immortal warriors what they were unable to do with all their ingenuity, courage and tenacity.

Their experiences make Lord-Aquilors experts at coordinating guerilla campaigns to achieve by cunning what strength of arms might not accomplish. Each Lord-Aquilor commands the warriors under them according to their own doctrines, and they are given free rein to choose their targets – even Sigmar does not know where all of the Rangers of the Stormcast are. To coordinate the actions of the unorthodox and disparate Rangers is itself no mean feat, but the Lord-Aquilors are also fearsome combatants, riding to battle on Gryph-chargers that strike as hard as any spawn of Chaos and run twice as fast. The Lord-Aquilors wield starbound blades that channel their hatred for Sigmar's enemies, and heavy boltstorm pistols with which they destroy targets of opportunity even as they direct those under their command.





VANGUARD-PALLADORS

Serving as the swiftest and hardest-hitting wings of the Vanguard Chambers are the Vanguard-Palladors. Riding the winds aetheric atop their Gryph-chargers, they appear as if from nowhere to tear the heart from the enemy battle line only to vanish once more before the foe can retaliate.

The chimeric Gryph-chargers ridden by the Vanguard-Palladors are mercurial creatures that ride the magical winds. It is this aspect of these creatures, combined with their hatred of Chaos, that makes the beasts such sought-after mounts. The bond between a would-be Vanguard-Pallador and their mount may be forged in a variety of ways. Sometimes, a Gryph-charger will witness a Vanguard-Hunter fighting against impossible odds, and dive in to fight alongside them when the battle seems all but lost. Should the Stormcast Eternal succeed and acquit themselves with the proper degree of respect, the Gryph-charger will allow

itself to be cleansed by them of blood and dirt. This usually signals the start of a lifelong bond, for Gryph-chargers are drawn to displays of humility and strength of character. At other times, a Vanguard-Hunter, upon locating a prospective steed, will follow it on a long and gruelling hunt; only one with the boundless stamina and resourcefulness of a Stormcast Eternal Ranger could hope to keep pace. At pursuit's end, the shared kill is often enough for the Gryph-charger to finally accept its new companion. Under such circumstances is a deadly new asset to Sigmar's Stormhosts born in the form of a Vanguard-Pallador.

Battles beyond counting have been won when all seemed lost by the sudden arrival of a host of Vanguard-Palladors. They are lightning-fast shock cavalry able to traverse entire battlefields in the blink of an eye, allowing them to react to the ebb and flow of war faster than even the Extremis Chambers. The Gryph-chargers tear at their prey with beak and claw, their blows able to pierce even armour plate, whilst their Stormcast riders level pinpoint attacks with boltstorm pistols and starstrike javelins. Before the slain bodies of their foes even hit the floor, the Vanguard-Palladors are already on the move, seeking fresh quarry.





VANGUARD-HUNTERS

Bold raiders and expert scouts, the Vanguard-Hunters are tireless in their quest to slay the followers of Chaos, always striking from the perfect angle and leaving their quarry reeling in confusion.

The Vanguard-Hunters are the elite infantry of the Vanguard Auxiliary Chambers. Most among their number are battle-hardened veterans, having been honoured with the role of Ranger upon their second Reforging. Unlike the swift Vanguard-Palladors or the sharpshooting Vanguard-Raptors, the Vanguard-Hunters are tactically flexible and experts at utilising the terrain to their advantage. Theirs is not the domain of stealth and subterfuge, however, but of daring raids and brazen guerrilla warfare that requires them to relocate constantly. More than once has a keep's gatehouse been stormed by a unit of Vanguard-Hunters who scaled its walls during the confusion of battle, or an artillery battery been ambushed and destroyed in what its crew believed to be the perfect defensible position.

More so even than the other Rangers, Vanguard-Hunters will often spend prolonged periods of time in any given theatre of war, building up an intimate knowledge of their environment. This alone would make them excellent forward scouts, but there is one curious artefact which elevates their fieldcraft to supernatural levels: the astral compass. Devised by the wizards of the Collegiate Arcane in Azyrheim, this strange contraption allows the bearer to deftly navigate the impossible geometries of the Mortal Realms. In the hands of a Vanguard-Hunter, it

becomes an invaluable tool that enables their unit to attack the enemy from the direction they least expect. The Tzeentch Arcanites in particular have grown wary of the Vanguard-Hunters, for they find that their strongholds – normally unassailable because of their unfathomable design – are penetrated by these Stormcasts with an ease that confounds and infuriates them.



The weapons carried by the Vanguard-Hunters are well suited to their role within the Stormhosts. Heavy-bladed swords and short-hafted axes are as effective at hacking through brush and briar on flanking manoeuvres through dense terrain as they are the flesh of the servants of Chaos. Boltstorm pistols, meanwhile, are ideal for firing on the move, allowing the Rangers to provide supporting fire for their allies while they themselves rapidly get into position, or to run down isolated targets and destroy them in a focussed volley of crackling missiles.

VANGUARD-RAPTORS

With keen and expert aim the Vanguard-Raptors hunt their quarry. Aided by the enigmatic Aetherwings, they loose lethal precision shots from vantage points unseen.

The Justicar Conclave of each Vanguard Auxiliary Chamber is wholly comprised of Vanguard-Raptors; cadres of reclusive marksmen who bring formidable ranged support to the battlefield. The Vanguard-Raptors are the first gust of the hurricane, raining death upon the enemy before the storm winds strike in full.

The Vanguard-Raptors are utterly focussed on their battlefield role, and have honed their skills through tireless campaigning. Yet for each warrior there lies a natural path. For some Vanguard-Raptors, the instinctive hunting mode is close and immediate, supporting their allies with rapid bursts of firepower. These warriors wield hurricane crossbows capable of delivering withering salvos directly into enemy battle lines. Tipped with heavenly sigmarite, their bolts can punch through plate and bone alike, throwing the most disciplined ranks into disarray. For others the favourable strike is that which is well timed and unheralded, and for this role the fearsome longstrike crossbow is the perfect weapon. Poised in remote firing spots, Vanguard-Raptors so armed are easily capable of dispatching priority targets with a single ruinous bolt. So uncanny is their aim that some attribute their preternatural accuracy to the influence of the Aetherwings soaring high overhead.

Wherever a Vanguard-Raptor hunts, a noble Aetherwing is never far away, scouting deftly above the fray or swooping to defend the Stormcasts with beak and rapacious claw. The bond between these birds and the Vanguard-Raptors is truly fraternal, each respecting the other as a natural predator. In temperament too the parallels are great, for like the Vanguard-Raptors, Aetherwings are creatures apart, preferring to keep their own counsel. Their native haunts are the highest crags of the Sidereal Mountains in Azyr, and it is here too that the Vanguard-Raptors make their lodging, farthest of all the Rangers from the lights of Sigmar's greatest cities.



It is a rare thing indeed for Vanguard-Raptors to descend from their high eyries and walk the streets of Azyrheim, and when they do so they carry a distant and mysterious air. But never long do they tarry, as the nesting places of the Aetherwings must always be watched, for reasons no Vanguard-Raptor will tell.





MARKS OF THE RIGHTEOUS

The war panoply of the Stormhosts is replete with iconography, each sculpted armour plate or sigil-emblazoned shield carrying a message that speaks of the wearer's valour and allegiance. Though common themes recur, the heraldry of Sigmar is seen in a thousand variations across the realms.

THE MASK IMPASSIVE

Perhaps the most notable feature of the Stormcast Eternals' sigmarite plate is the armoured mask. By concealing the features of the wearer, such a mask lends them a stoic and daunting mien at all times, its stern yet noble expression as unyielding as the celestial metal from which it is forged.

BURNISHED SIGMARITE

All Stormhosts take pride in their appearance, for they represent Sigmar's divine will made manifest. Armour is dutifully cleansed and repaired after each engagement; the light of a Lord-Castellant's lantern can restore pure sigmarite's lustre, no matter the foulness of the gore that stains it.



HONOUR PARCHMENTS

The parchment scripts that flutter from a Stormcast Eternal's weapons and armour are emblazoned with sigils of victory and conquest.



SHOULDER ICONOGRAPHY

The icon borne on a Stormcast's left shoulder denotes that warrior's battlefield role. The twin-tailed comet identifies the Angelos Conclaves, the crescent moon – worn on the right shoulder – is for Paladin Conclaves, the star is for the Justicar Conclaves, and the lightning bolt is borne by the Redeemer Conclaves.



Gold



Silver



Bronze

TABARDS & BUCKLES

Within each conclave can be found a number of different retinues. Each retinue within a chamber is identified by the colour of the tabard's trim; there can be up to three retinues with the same trim colour. In this case, each is further distinguished by the colour of their buckles – gold, silver, or bronze.

CHAMBER DESIGNATION

Many Stormhosts, including the Hammers of Sigmar, identify their chambers by the colours of their plumes or crests. Each type of retinue has a distinct helm design; in some retinues, all the warriors wear the colour of their chamber, while in others only the prime wears a plume. The chamber's colour is picked by their Lord-Celestant; the Hammerhands display red plumes, echoing that of the famous hero who leads them – Lord-Celestant Vandus Hammerhand, the First to the Fray.



Lion's mark



Eagle's mark



Bear's mark



THE BEASTMARKS

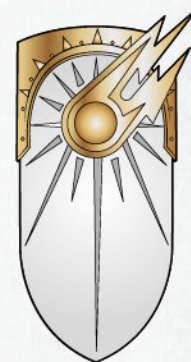
To display the likeness of an Azyrite beast is a mark of honour, testifying to a quality or aspect of the wearer – the might of a cave bear, the swiftness of a star-eagle, or the ferocity of a mighty celestial lion.

SHIELD DEVICES

The shields borne by the Stormcast Eternals display stylised icons. All the Stormhosts of the First Striking – those that Sigmar and the Six Smiths created first – bear the icon of a sacred hammer. This represents both the Stormcast Eternals themselves – they who strike with thunderous force – and also Ghal Maraz, the fabled hammer of Sigmar himself. The twin-tailed comet refers to the tale of how Sigmar entered Azyr, and is the predominant symbol of the God-King, whereas the eclipse represents the light of Sigmar's salvation emerging from the shadow. These are common devices amongst the Stormhosts of subsequent forgings. The colour upon which they are displayed varies from Stormhost to Stormhost.



The Eclipse



The Comet



The Hammer



The Warrior



THE STORMHOSTS

Sigmar only launched his crusade of reconquest after creating hundreds of Stormhosts, each with its own warrior code and distinctive heraldry. Over the generations since the first chambers took the fight to Chaos, the colours and insignia of the Stormhosts have become synonymous with salvation.



HAMMERS OF SIGMAR

As the first Stormhost to be founded, the Hammers of Sigmar have fought, died and been reforged more than any other. They are exemplars in their military order, use of heraldic markings and insignia, and the rigid hierarchy that governs them.



HALLOWED KNIGHTS

The fourth Stormhost to be founded, the Hallowed Knights are Sigmar's rock – unquestioningly loyal and zealously faithful. To them the war against Chaos is a holy crusade, a sacred mission. Their ranks include shining saints and martyrs clad in the white fire of purity.



CELESTIAL VINDICATORS

Stern and single-minded are the sixth of the Stormhosts, for vows of vengeance have they spoken, forming hate-bonds with their comrades. They contain their fury with grim chants and war songs, yet they prefer to let their weapons speak for them. To see this Stormhost fight is to witness a fierce hurricane of metal.

ANVILS OF THE HELDENHAMMER

A sinister Stormhost, the Anvils of the Heldenhammer were reforged as the Broken World spun under a phase of fell magic. Each of their number hails from ancient times, a warrior of antiquity taken up to Azyr from the grave-cold history of realms that once fought to the death against Chaos.



KNIGHTS EXCELSIOR

The Knights Excelsior bring to battle crackling chains of celestial lightnings. 'For the Glory of Sigmar!' is their motto. The battlegrounds in their wake are left scorched and smoking, scoured of all life so that the taint of Chaos is eradicated entirely.

TEMPEST LORDS

The monarchs and aristocrats of the Tempest Lords have earned the right to rule by fighting tirelessly to resist the darkness. Counting a great many winged warriors amongst their number, their valour can inspire mortal men to great feats of heroism.



THE LATER STRIKINGS



CELESTIAL KNIGHTS

The dark blue of the Celestial Knights is reminiscent of the Azyrite gloaming, yet this Stormhost crusades to bring the bright light of hope to benighted lands.



KNIGHTS OF THE AURORA

No Stormcast Eternals strike quicker than the Knights of the Aurora. As swift as lightning bolts, they are masters of rapid assault.



MAELSTROM OF LIGHT

The Maelstrom of Light are daemon-killers supreme. In Ghur, it was they that turned back the daemon legions at the Battle of Verdant Abyss.



LIGHTNING HAWKS

Named after a fierce raptor of Azyr, the Lightning Hawks strike out of blue skies without warning. They are the scourge of Chaos and the bane of the unholy.



CELESTIAL WARBRINGERS

The Celestial Warbringers were the first Stormhost of the Second Striking. They take joy in the clamour of battle, fearless in their belief that fate favours them all.



FISTS OF SIGMARITE

For boldness and surety of action none can best the Fists of Sigmarite. It is their vow to be first in glory, hoping to eclipse all other Stormhosts as the war rages on.



In the generations of war since Sigmar's Tempest broke across the Mortal Realms, many new Stormhosts have been struck. Each has a proud warrior tradition, and each is eager to prove itself the equal of those who have already achieved legendary status over the course of the Realmgate Wars.



SONS OF MALLUS

The Sons of Mallus were forge-struck under the zenith of the caliginous span of Dharroth, the Dark Moon. Their tempers are as black as their lustrous armour.



KNIGHTS OF AZYR

The Knights of Azyr are known well for their motto, 'know thy prey as well as thyself.' Many a foe they have bested before a single blade has been drawn.



RADIANT SUNS OF SIGMAR

In battle, the Radiant Suns of Sigmar gleam with the brilliance of Sigendil, the High Star. Theirs is the purity of justice, the might of the righteous.



THE CRIMSON SERAPHS

The soothsayer rites of the Crimson Seraphs are bloody, yet effective. Though few in number, their mastery of omens sees them strike with great prescience.



THE SILENT HOST

Whether the Silent Host keeps its peace deliberately, or through an accident of Reforging, is immaterial – even in silence they are a potent force indeed.



THE BLOODIED DAWN

The Bloodied Dawn is comprised solely of those who have fought Chaos since they were old enough to hold a weapon – they are highly insular, but deadly indeed.



THE MARKS EXTREMIS

Just as Sigmar gives his warriors a proud heraldic code, Dracothion, the Father of Drakes, blesses his celestial children with hides that show the colours of High Azyr. When rider and beast descend from on high they do so in splendour, unsullied by the dirt and grime that typifies the dominion of Chaos.

THE CHAMBERS UNITED

Extremis Chambers typically wear the same colours as the Strike Chambers they reinforce and the Vanguard Chambers that fight alongside them, giving each Stormhost its own visual identity that marks them out even when battle rages.

WEAPONS OF THE PALADIN

Those Paladins that win the rank of Dracothian Guard will still use the lightning hammers, thunderaxes and stormstrike glaives of their former order.

RAIMENT OF HEROES

The enchanted cloaks worn by the heroes of the Stormhosts billow and snap in the aetheric winds, even when there is not a single zephyr to be felt.





SCALES OF THE DRACOTH

The colouration of a Dracoth can change over the course of its life, the better to bind it with its allies. A Dracoth bound to the service of a warrior from a certain Stormhost will slowly come to resemble the steeds ridden by his fellows until the entire retinue stands united.



CRANIAL MARKINGS

The markings on a Dracoth's scaly crest vary from clutch to clutch, though these too can change over the course of the beast's life. The older and more powerful the Dracoth, the more elaborate the discolourations and patterns he displays upon his brow – in the celestial wild, this establishes dominance without unnecessary displays of bloodshed.

DRACOTH ARMOUR

The breastplate that covers a Dracoth's upper torso has a twofold purpose. First and foremost, it protects the beast's mighty heart and vital organs from the blades of the enemy; though Dracoths disincorporate and return to Azyr to be born anew much like their masters, they are in no hurry to feel death's cold sting. Secondly, the breastplate bears the colours of the Stormhost that the Dracoth serves, re-establishing the bond between warrior and noble steed.



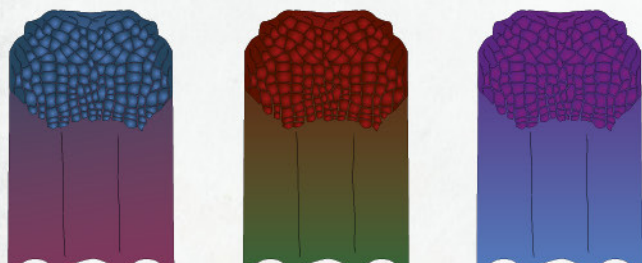
CHAMBER DESIGNATION

Just as with the Strike Chambers, the colouration of a warrior's crest denotes which chamber they belong to. This can bind disparate elements of a Stormhost together. The Hammers Draconis, first of their kind, bear the same red hue upon their helms as the Hammerhands. The white of the Everdrakes, however, binds them to the Annihilators of Lord Andrus Nihilat, and the black of the Scorchsons echoes that of the Fulgurines, a Harbinger Chamber.



HONOUR CLOAKS

Though the warriors of an Extremis Chamber bear cloaks that feature the scales of the drake, they are worn in honour of their steeds – they are not animal skins, but works of artifice, much in the manner of the beast-marks.



SHIELDS

Dracothian Guard bear rounded shields which are decorated with a scale design to match their mount's armour. Their roundels feature the sacred iconography of their Stormhost, often embellished with scrollwork that speaks of the majesty of Sigmar and the blessing of the storm.





RIDERS OF SIGMAR'S TEMPEST



HAMMERS OF SIGMAR

A Lord-Celestant can be identified by his bespoke helm and shield. His chamber is marked by the colour of his plume – in this case the Heavenwrought.



ANVILS OF THE HELDENHAMMER

The Anvils of the Heldenhammer, having a deathly aura, must work hard to win the trust of their Dracoths. Once a bond is forged, however, it is all but unbreakable.



ASTRAL TEMPLARS

A Concussor of the Astral Templars. His retinue's cloaks are partly fashioned from scales shed by their Dracoths, taken up and worn with pride as a sign of their alliance.



CELESTIAL VINDICATORS

Bearing a stormstrike glaive, this Fulminator comes from the Celestial Vindicators Stormhost. His purple plume denotes the Vendetta Chamber.



HERALDRY OF THE HUNTER

The Stormcasts' Rangers make formidable infiltrators, but not through camouflage and skulking temerity – their pageantry of war is every bit as splendid as that of their brethren in more conventional chambers. Instead they rely on speed, wisdom and surety of purpose to make their killing strike.



CELESTIAL WARBRINGERS

The burnished gold armour of this Lord-Aquilor's steed honours his chamber, the Sons of the Tornado. The elaborate relief designs of lightning bolts, suns and moons are a reminder that nothing that lives under the skies can escape Sigmar's judgement.



TEMPEST LORDS

It is said that the Hyshian Dragoons, a Vanguard Chamber of the Tempest Lords, rode Gryph-chargers as mortal men. Though in truth but three of their number achieved such a feat, many more ride to war upon these proud mounts since their Reforging.



KNIGHTS EXCELSIOR

The gleaming white plate armour of this Knight Excelsior stands in stark contrast to the deep aquamarine tones of his Gryph-charger. Belonging to a retinue of the Heavensent, this warrior bears the sea green of his chamber upon his plume.



HALLOWED KNIGHTS

The red feathers and fur of this Vanguard-Pallador's mount are naturally white, but, in memory of those that fell during the Cleansing of Rotwater Blight, it is the custom of the Shining Sons Chamber to dye them red before each battle.



CALL OF THUNDER













The air fills with the screech of Aetherwings and the whip-crack of crossbow bolts as Vanguard-Raptors take a gory toll.





Quick on their feet for such armoured elites, the Vanguard-Hunters are lethal both at range and close quarters.







'EAVY METAL



Lord-Celestant,
Hammers of Sigmar



Knight-Heraldor



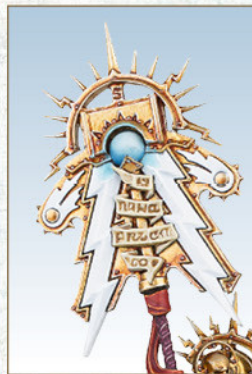
Lord-Castellant with Gryph-hound



Lord-Relictor



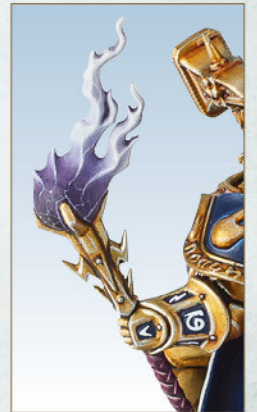
Lord-Veritant



Meteoric Standard



Knight-Vexillor with
Pennant of the Stormbringer



Celestant-Prime, Hammer of Sigmar



Gryph-hound



Gryph-hound Alpha



Gryph-hound

'EAVY METAL



Knight-Azyros



Knight-Questor



Knight-Venator, Hammers of Sigmar



Protector-Prime



Decimator-Prime



Retributor



**Protector with
starsoul mace**



Liberator-Prime



Prosecutor with celestial hammers



Judicator with boltstorm crossbow, Lions of Sigmar



Prosecutor with stormsurge trident, Anvils of the Heldenhammer



Judicator with thunderbolt crossbow



Liberator with grandblade

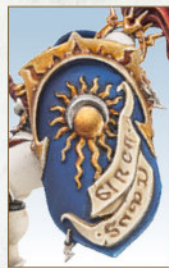
'EAVY METAL



**Liberator-Prime,
Celestial Warbringers**



**Liberator-Prime,
Tempest Lords**



**Liberator-Prime,
Knights Excelsior**



**Prosecutor with
grandblade**

**Judicator with skybolt
bow, Celestial Vindicators**

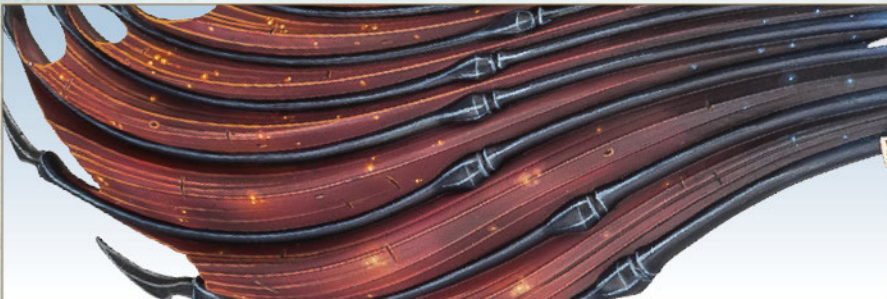


**Liberator with paired
warblades, Astral Templars**

**Prosecutor with
stormcall javelin**



Lord-Celestant on Stardrake





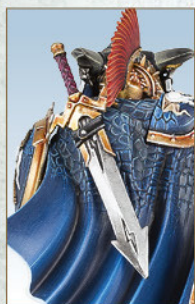
Drakesworn Templar



Lord-Celestant on Dracoth



Dracothian Guard Concussor, Celestial Vindicators

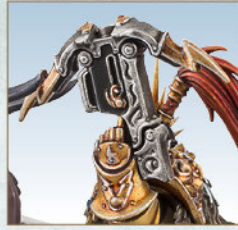


Dracothian Guard Tempestors

'EAVY METAL



Lord-Aquilor



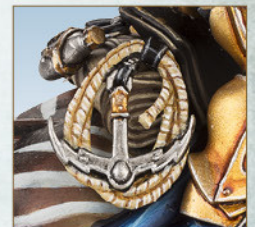
Vanguard-Pallador

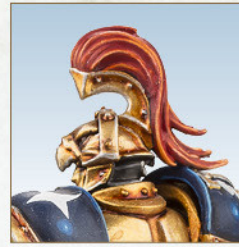


Vanguard-Pallador



Vanguard-Pallador with starstrike javelin





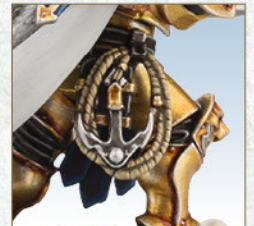
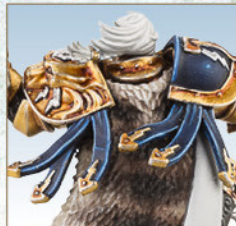
**Raptor-Prime with
longstrike crossbow**



**Vanguard-Raptor with
hurricane crossbow**



**Vanguard-Raptor with longstrike crossbow
and Aetherwing**



Vanguard-Hunter



Hunter-Prime



Vanguard-Hunter with astral compass



A THOUSAND TEMPESTS





FORCES OF SIGMAR

On the following pages you will find rules and abilities for your Stormcast Eternals army. These include powerful allegiance abilities and items, exciting battleplans, and warscrolls and battalions that describe the mighty forces of Sigmar's chosen in games of *Warhammer Age of Sigmar*.

ALLEGIANCE ABILITIES

From potent prayers to enchanted banners of incredible power, this section provides rules and abilities for STORMCAST ETERNALS armies.

ALLEGIANCE

Every unit and warscroll battalion in *Warhammer Age of Sigmar* owes allegiance to one of the Grand Alliances – either ORDER, CHAOS, DEATH or DESTRUCTION. Many units and warscroll battalions also have more specific allegiances – for example, STORMCAST ETERNALS or PALADINS. If all the starting units and warscroll battalions in your army are STORMCAST ETERNALS, then it has the STORMCAST ETERNALS allegiance. An army with the STORMCAST ETERNALS allegiance – sometimes known as a STORMCAST ETERNALS army – can use the potent allegiance abilities found on the following pages.

When your army qualifies for more than one allegiance – e.g. all of the units are STORMCAST ETERNALS and ORDER – you must choose which allegiance your army will use before each game. These restrictions aside, you can use allegiance abilities whenever you play games of *Warhammer Age of Sigmar*.

Battle Traits: An allied army fights with unity and cohesion, granting it additional boons. See opposite for the battle traits available to Stormcast Eternals armies.

Command Traits: Each leader has their own style of command. See opposite for the command traits available to Stormcast Eternals generals.

Artefacts of Power: These arcane treasures are borne to war by the mightiest heroes. See pages 96-98 for the magical artefacts HEROES from your army can possess.

Prayers of the Stormhosts: Those faithful to Sigmar are able to channel some of his power on the battlefield. See page 99 for the potent prayers available to PRIESTS from your army.

Steeds of the Celestial Realm: The fearsome mounts ridden into battle by Sigmar's warriors never fail their masters. See pages 100-101 for the powerful traits available to these brave beasts.

NAMED CHARACTERS

Beings such as the Celestant-Prime are singular and mighty warriors, with their own unique personalities and bespoke items of terrifying power. As such, the Celestant-Prime cannot have a command trait or artefact of power.

BATTLEPLANS

The Stormcast Eternals have their own unique methods and tactics in war – the battles they fight are unlike those of any other army. The battleplans on pages 102-105 allow you to wage war just as the warriors of Sigmar do.

PATH TO GLORY

On pages 106-107 you will find rules for playing a Path to Glory campaign. These enable you to field your Stormcast Eternals miniatures as a formidable warband, and fight an immersive campaign in which your forces grow stronger with each victory. Included are warband tables to help you collect your army, as well as rewards tables for your champion and their followers.

WARSCROLL BATTALIONS

This section describes formations made up of several units that combine their strengths to gain powerful new abilities. By fielding these formations you can muster your own Stormhost on the tabletop. There are rules for fielding chambers from some of the most renowned Stormhosts, each possessing its own strengths and distinct character.

WARSCROLLS

This section describes the characteristics and abilities of the individual Stormcast Eternals models and units.

ALLEGIANCE ABILITIES

A Stormcast Eternals army is an inspiring sight, ranks of warriors in gleaming armour fearlessly advancing to liberate the Mortal Realms from their oppressors. This page describes the battle traits that a Stormcast Eternals army possesses, and the command traits that its general can have.

BATTLE TRAITS

Armies with the STORMCAST ETERNALS allegiance have the following abilities:

Scions of the Storm: Stormcast Eternals are transported into battle by thunderbolts, hurled by Sigmar's own hand.

Instead of setting up a STORMCAST ETERNALS unit on the battlefield, you can place it to one side and say that it is set up in the Celestial Realm. You can do this with as many units as you wish. In each of your movement phases, roll a dice for each of these units.

On a roll of 1 or 2 the unit does not arrive this turn – you can roll for them again in subsequent turns.

On a result of 3 or more, the unit is transported to the battlefield – set up the unit on the battlefield more than 9" from any enemy models. This is their move for that movement phase.

If a unit is still in the Celestial Realm when the battle ends, it is considered to be slain.



COMMAND TRAITS

In addition to their command abilities, if they are a HERO, the general of a STORMCAST ETERNALS army can have a command trait from the list below. Pick the trait that best suits your general's personality. Alternatively, you can roll a dice to randomly determine a trait. If, for any reason, you must select a new general during a battle, immediately generate a trait for them.

D6 Command Trait

- 1 Shielded by Faith:** When your general suffers a mortal wound, roll a dice. On a roll of 5 or more, that mortal wound is ignored.
- 2 Consummate Commander:** Choose one other HERO in your army. While your general is alive, the model you chose can also use any command abilities it may have, as if it were your general.
- 3 Cunning Strategist:** Once both armies are set up, but before the first battle round begins, select D3 friendly STORMCAST ETERNALS units. They can each make a move of up to 5".
- 4 Zealous Crusader:** Your general can re-roll their charge distance.
- 5 Staunch Defender:** Your general and all friendly STORMCAST ETERNALS units within 6" add 1 to their save rolls if they have not charged this turn. This modifier does not stack with the save roll modifier for being within or on a terrain feature.
- 6 Champion of the Realms:** Choose one of your general's weapon profiles (it cannot be a weapon used by a mount if they have one) and increase its Attacks characteristic by 1.



ARTEFACTS OF POWER

These artefacts are crafted in the forges of Sigmaron. They can be blessed weapons, enchanted armour or more esoteric items, from magical potions or charmed trinkets to inspiring banners, but all are potent tools in the hands of the Stormcast Eternals.

If a STORMCAST ETERNALS army includes any HEROES, then one may bear an artefact of power. Declare which HERO has the artefact after picking your general, and then pick which artefact of power the HERO has. Ideally, that artefact should fit the appearance of the model, or the heroic backstory you have given them. Alternatively, pick one of the following tables and roll a dice to randomly select one.

If the HERO is a TOTEM, they may wield an item from the Treasured Standards table instead of any other artefact. If the HERO is a Lord-Castellant, Lord-Veritant or Knight-Azyros, they may bear an item from the Mystic Lights table instead of any other artefact. You may choose one additional HERO to have an artefact of power for each warscroll battalion in your army. The same model cannot have more than one artefact.



BLESSED WEAPONS

Any STORMCAST ETERNALS HERO can be given one of the following blessed weapons.

The weapon picked to be blessed cannot be a weapon used by a mount.

D6 Blessed Weapon

- 1 Strife-ender:** This sigmarite weapon has been energised with runes of emancipation and liberation from evil.

Pick one of this HERO's melee weapons to be a Strife-ender. Add 1 to the Attacks characteristic of this weapon. Add 2 instead if all of the weapon's attacks are directed against a CHAOS unit.

- 2 Blade of Heroes:** This shining blade glows bright in the presence of a truly dire threat, bolstering the warrior spirit of the wielder until no task seems insurmountable.

Pick one of this HERO's melee weapons to be a Blade of Heroes. Re-roll failed hit rolls made with this weapon that target HEROES or MONSTERS.

- 3 Hammer of Might:** When the bearer strikes true, this noble weapon unleashes a thunderclap of energy that can shatter every bone in the victim's body.

Pick one of this HERO's melee weapons to be a Hammer of Might. Wound rolls of 6 or more for this weapon cause double damage.

- 4 Fang of Dracothion:** Blessed by the stormy breath of the zodiacal godbeast Dracothion, this weapon's void-cold bite is so fierce that even a slight slash can be fatal.

Pick one of this HERO's melee weapons to be a Fang of Dracothion. Re-roll any wound rolls of 1 for this weapon.

- 5 Obsidian Blade:** In the lightning-spewing volcanoes of the Sickstar Peaks, the Obsidian Blades are forged. Their edges are so sharp they can cut bone like butter.

Pick one of this HERO's melee weapons to be an Obsidian Blade. Improve the Rend characteristic of this weapon by 1 (if it has a Rend characteristic of '-' it becomes -1).

- 6 Gift of the Six Smiths:** Some Stormcast Eternals, when reforged after a truly valorous death, will find their weapons remade as well, perfect examples of the Six Smiths' craft that guide the bearer to his kill.

Pick one of this HERO's melee weapons to be a Gift of the Six Smiths. In each turn you can re-roll one hit, wound or damage roll for an attack made with this weapon.

ENCHANTED ARMOUR

Any STORMCAST ETERNALS HERO can be given one of the following pieces of enchanted armour. These artefacts confer an additional ability on the HERO – they do not replace any existing abilities.

D6 Enchanted Armour

- 1 **Armour of Destiny:** This plate mail is blessed by fate.

When this HERO suffers an unsaved wound or mortal wound, roll a dice. On a roll of 6 that wound or mortal wound is ignored.

- 2 **Armour of Silvered Sigmarite:** Shining and sacred, this armour gleams so bright it can dazzle the enemy.

Subtract 1 from any hit rolls for melee weapon attacks directed against this HERO.

- 3 **Drakescale Armour:** A guardian spirit lives on in this armour's iron-hard drake scales.

Re-roll failed save rolls for this HERO against weapons with a Damage characteristic greater than 1.

- 4 **Mirrorshield:** This shield reflects the sun's rays in questing beams that seek out the eyes of enemy archers.

Subtract 2 from any hit rolls for missile weapon attacks directed at this HERO.

- 5 **Spellshield:** The bearer of this shield can use it to smash aside eldritch energies as if they were physical blows.

This HERO may attempt to unbind a single spell in each enemy hero phase in the same manner as a Wizard.

- 6 **Featherfoe Torc:** Forged in the image of a coiled raptor-drake, this torc strikes primal fear into winged enemies.

Units that can fly must re-roll successful hit rolls for attacks directed against this HERO.

MAGICAL ARTEFACTS

Any STORMCAST ETERNALS HERO can be given one of the following magical artefacts.

D6 Magical Artefact

- 1 **Talisman of Endurance:** The bearer of this powerful item never tires in the execution of the God-King's will.

Add 1 to this HERO's Wounds characteristic.

- 2 **Obsidian Amulet:** This amulet absorbs magical energy, drinking it in as a surgeon's sponge soaks up blood.

Roll a dice whenever this HERO is affected by a spell. On a roll of 4 or more, ignore the effects of the spell on this HERO. Other units are affected as normal.

- 3 **Luckstone:** Some say the Luckstone is so redolent with fortune it survived the death of the world-that-was.

Once per battle, you can change the result of one hit, wound, damage or save roll for this HERO to the result of your choice.

- 4 **Seed of Rebirth:** A gift from the goddess Alarielle, this seed-shaped gem can heal the bearer, body and soul.

Roll a D6 for this HERO in each of your hero phases. On a roll of 4 or more they heal 1 wound.

- 5 **Sigmarite Pendant:** This pendant is imbued with spells of vengeance – woe betide they who lay low its wielder.

When this HERO is slain, roll a dice. On a 4 or more the unit that slew them suffers D6 mortal wounds.

- 6 **Quicksilver Draught:** Taken from the river of Anvrok, this potion lends uncanny speed to those who imbibe it.

Once per battle, this HERO may pile in and make attacks in the combat phase before any other units, even if it is your opponent's turn.

TREASURED STANDARDS

Any STORMCAST ETERNALS HERO bearing a TOTEM can be given one of the following treasured standards. These standards confer an additional ability on the TOTEM – they do not replace any existing abilities.

D3 Treasured Standard

- 1 **Hurricane Banner:** The bearer of this potent item always has the wind at their back. They and their kin are driven towards victory by the fury of the tempest.

This HERO and friendly STORMCAST ETERNALS units within 12" of them can re-roll all rolls of 1 (on any dice) when running and charging.

- 2 **Lichebone Standard:** Incorporating a femur blessed by the Great Necromancer, this banner can instil vigour in even a mortally wounded warrior.

Friendly STORMCAST ETERNALS units, other than HEROES, within 6" of this HERO heal one wound in each of their hero phases.

- 3 **Pennant of Sigmaron:** The steel in the souls of those near this standard is all but unbending, even in dire peril.

If a friendly STORMCAST ETERNALS unit within 12" of this HERO fails a battleshock test, roll a dice. On a 2 or more, only one model flees from that unit.

MYSTIC LIGHTS

Any Lord-Castellant, Lord-Veritant or Knight-Azyros can be given one of the following mystic lights. These lights confer an additional ability on the HERO – they do not replace any existing abilities.

D3 Mystic Light

- 1 **Shriving Light:** The redemptive light of the High Star Sigendil beams outwards, sapping the will of evil men.

Any enemy units that take a battleshock test within 6" of this HERO add 1 to the result. CHAOS units instead add D3 to the result.

- 2 **Fury Brand:** The fiery light that spills from this item can ignite a deep and righteous rage in those nearby.

In your hero phase, this HERO can infuse themselves or another friendly STORMCAST ETERNALS HERO within 6" with fury – add 1 to the Attacks characteristic of one weapon for that HERO until your next hero phase.

- 3 **Lantern of the Tempest:** This lantern emits the flickering, blinding glare of a caged lightning storm.

Enemy units that direct missile weapon attacks against this HERO or friendly STORMCAST ETERNALS units within 6" of this HERO must re-roll hit rolls of 6 or more.





PRAYERS OF THE STORMHOSTS

The priests of the Stormcast Eternals are in direct communion with their god, and act as conduits for his power on the battlefield. Some beseech Sigmar for the power to heal their brethren, while some seek the strength to smite their foes. Others channel the glory of the God-King himself.

Each PRIEST in a STORMCAST

ETERNALS army knows a prayer chosen from the Prayers of the Stormhosts in addition to any others they know – the better to channel Sigmar's divine might against his enemies or in support of his followers. Pick one that best matches the backstory or Stormhost of your priest. Alternatively, you can roll a dice to randomly determine which extra prayer is known to the priest.

Note that each PRIEST in a STORMCAST ETERNALS army can know a different prayer. If you prefer, you can instead generate (pick or roll) one prayer that will be known by all your STORMCAST ETERNALS PRIESTS.

D6 Prayer

- 1 Divine Light
- 2 Bless Weapons
- 3 Bolster Faith
- 4 Lightning Chariot
- 5 Abjuration
- 6 God-King's Aspect

HINTS & TIPS

Some PRIESTS have more than one ability on their warscroll which lets them pray for a particular effect, and some terrain features grant them extra prayers. These abilities might be mutually exclusive, so that your PRIEST can only use one of these abilities in each of their turns. Prayers of the Stormhosts are not limited in this way – you can always use your PRIEST's extra prayer in addition to any others that they know.



1. DIVINE LIGHT

In your hero phase, you can declare that this model is going to pray for Sigmar to illuminate the battlefield. If you do so, pick a unit within 12" and roll a dice. On a roll of 3 or more the prayer is heard – if you chose an enemy unit, friendly units re-roll hit rolls of 1 when attacking that unit until your next hero phase. If you instead chose a friendly unit, enemy units re-roll hit rolls of 6 or more when attacking that unit until your next hero phase.

2. BLESS WEAPONS

In your hero phase, you can declare that this model is going to pray for Sigmar to bless the weapons of his chosen warriors. If you do so, pick the PRIEST or a unit within 12" of them and roll a dice. On a roll of 4 or more the prayer is heard – until your next hero phase, for any hit rolls of 6 or more made for that unit, you can immediately roll another attack.

3. BOLSTER FAITH

In your hero phase, you can declare that this model is going to pray for courage. If you do so roll a dice. On a roll of 4 or more the prayer is heard – the PRIEST and friendly units within 12" do not have to take battleshock tests until your next hero phase.

4. LIGHTNING CHARIOT

In your hero phase, you can declare that this model is going to pray for Sigmar to transport his warriors across the battlefield. If you do so, pick the PRIEST or a friendly unit within 3" and roll a dice. On a roll of 3 or more the prayer is heard – remove the chosen unit from the table and set it up again anywhere on the table up to 24" from its previous position and more than 9" from the enemy. It may not move in the subsequent movement phase.

5. ABJURATION

In your hero phase, you can declare that this model will pray for Sigmar to banish vile sorceries. If you do so roll a dice. On a roll of 2 or more the prayer is heard – the PRIEST can attempt to unbind a single spell in each enemy hero phase until your next hero phase in the same manner as a Wizard.

6. GOD-KING'S ASPECT

In your hero phase, you can declare that this model is going to pray for Sigmar to open the conduit between them and show forth his true glory. If you do so roll a dice. On a roll of 4 or more the prayer is heard – enemy units within 12" of the PRIEST add 2 to any battleshock tests they have to take until your next hero phase. On a roll of 1 the strain of attempting to channel such might is too great, and the PRIEST suffers a mortal wound.



STEEDS OF THE CELESTIAL REALM

The steeds of the Stormcast Eternals are champions of Order in themselves, staunch allies of the Stormhosts in the fight against Chaos. Though varied in aspect and temperament, there are nevertheless certain traits that can be identified in many of these mounts.

If your STORMCAST ETERNALS army includes any HEROES riding Dracoths, Stardrakes or Gryph-chargers, you can choose to identify the exceptional traits of one of these beasts. Declare which mount is exceptional, and pick a trait that best matches the backstory of your hero from the relevant table below. Alternatively, you can roll a dice on the relevant table to randomly determine which trait the mount has.

You may choose one additional mount to have exceptional traits for each warscroll battalion in your army. The same model cannot have more than one exceptional trait.



DRACOTH TRAITS

1. LITHE-LIMBED

This steed is renowned for its swiftness, and is capable of putting on an incredible burst of speed to take its rider to the foe.

This HERO adds 1 to their Move characteristic.

2. SAVAGE LOYALTY

This mount feels a keen hatred for the enemies of Order, and fights through the most horrendous injuries to wreak its vengeance before death claims it.

Roll a dice if this HERO is slain in the combat phase. On a roll of 4 or more, the unit that slew them suffers D3 mortal wounds.

3. KEEN-CLAWED

Sharp of claw and of fang, this steed is undaunted by the thickest armour.

Any wound rolls of 6 or more in the combat phase for this HERO's mount are resolved with a Rend characteristic of -3.

4. DRAKE-KIN

The Dracoth that bonds with your Stormcast Eternal is a doughty creature, hardy enough to withstand the worst that their enemies can throw at them without once faltering.

If this HERO suffers damage from an attack with a Damage characteristic greater than 1, roll a dice. On a 5 or more the HERO only suffers 1 Damage from the attack.

5. THUNDER CALLER

Lightning crackles in the maw of this ferocious beast even when it is at rest. On the battlefield, it unleashes its storm breath with great thunderclaps.

This HERO's Dracoth's Storm Breath ability has a range of 16" rather than 12".

6. PACK HUNTER

Like the hero that rides it to battle, this Dracoth is stronger when working in concert with its brethren than when it strikes alone at the enemies of Order.

Add 2 to the Attacks characteristic of this HERO's Dracoth's Claws and Fangs if there is another friendly model riding a Dracoth within 6".



STARDRAKE TRAITS

1. LITHE-LIMBED

This steed is renowned for its swiftness, and is capable of putting on an incredible burst of speed to take its rider to the foe.

This **HERO** adds 1 to their Move characteristic.

2. SAVAGE LOYALTY

This mount feels a keen hatred for the enemies of Order, and fights through the most horrendous injuries to wreak its vengeance before death claims it.

Roll a dice if this **HERO** is slain in the combat phase. On a roll of 4 or more, the unit that slew them suffers D3 mortal wounds.

3. KEEN-CLAWED

Sharp of claw and of fang, this steed is undaunted by the thickest armour.

Any wound rolls of 6 or more in the combat phase for this **HERO**'s mount are resolved with a Rend characteristic of -3.

4. STORM-WINGED

When it unfurls its mighty wings, this Stardrake causes the winds to shift, and when it beats them the enemy is buffeted by a powerful gale.

Roll a dice for one enemy unit this **HERO** passes over in the movement phase.

On a 2 or more that unit suffers D3 mortal wounds.

5. THUNDERLORD

This majestic creature is renowned in tales told across the Realm of Heavens, for the storms that accompany it are terrifyingly destructive.

This **HERO**'S Stardrake's Roiling Thunderhead ability has a range of 24" rather than 18".

6. STAR-BRANDED

Though all Stadrakes are incredible creatures capable of turning the tide of battle themselves, this one is marked for some great destiny.

When referring to the Damage table of this **HERO**, treat it as having suffered one fewer wound than it actually has.



GRYPH-CHARGER TRAITS

1. LITHE-LIMBED

This steed is renowned for its swiftness, and is capable of putting on an incredible burst of speed to take its rider to the foe.

This **HERO** adds 1 to their Move characteristic.

2. SAVAGE LOYALTY

This mount feels a keen hatred for the enemies of Order, and fights through the most horrendous injuries to wreak its vengeance before death claims it.

Roll a dice if this **HERO** is slain in the combat phase. On a roll of 4 or more, the unit that slew them suffers D3 mortal wounds.

3. KEEN-CLAWED

Sharp of claw and of fang, this steed is undaunted by the thickest armour.

Any wound rolls of 6 or more in the combat phase for this **HERO**'s mount are resolved with a Rend characteristic of -3.

4. WIND RUNNER

When this Gryph-charger takes to the winds aetheric, it becomes an azure blur, leaving all others in its starry wake.

When this **HERO** Rides the Winds Aetheric, roll an extra dice for the distance they can move.

5. AETHEREAL STALKER

Gryph-chargers have a hatred for the enemies of Order that burns just as hot as that of their riders. This beast is particularly vindictive.

When this **HERO** is set up, choose an enemy **HERO**. This **HERO** can re-roll all failed hit rolls and wound rolls made for its Gryph-charger's Razor Beak and Claws attacks that are directed against the chosen **HERO**.

6. INDEFATIGABLE

This beast and its rider are no stranger to long pursuits, and have hunted together over countless leagues without giving their foe respite.

You can re-roll the dice when this **HERO** runs.

AVENGING STRIKE

HOW TO USE BATTLEPLANS

This book contains two battleplans, each of which enables you to fight a battle that epitomises the Stormcast Eternals' way of war. These battles should be fought using all of the rules on the *Warhammer Age of Sigmar* rules sheet unless the battleplan specifically indicates otherwise. Each of the battleplans includes a map reflecting the landscape on which the battle is fought; these maps usually show a battlefield that is 6 feet by 4 feet in size, but you can use a smaller or larger area if you wish.

As the thunder crashes overhead, the Stormcast Eternals arrive to deliver justice to the oppressors of the Mortal Realms. Striding from the lightning bolts, the shining warriors of the Stormhosts surround their enemies, their objective pure and simple – the annihilation of the enemies of Sigmar. This battleplan enables you to employ this iconic tactic of the Stormcast Eternals, seen in every conflict from the Realmgate Wars to present battles.

THE ARMIES

One player commands the Stormcast Eternals army, and the other commands the army of fiends.

The general of each army has a unique command ability, shown right, in addition to any others they have.

STORMCAST ETERNALS' OBJECTIVES

Sigmar's wrath waxes, and he has sent you to deliver his vengeance to the army of fiends that has rampaged across this land. You must strike swiftly and suddenly, catching the enemy unawares and destroying them utterly – there are to be no survivors.

FIEND'S OBJECTIVES

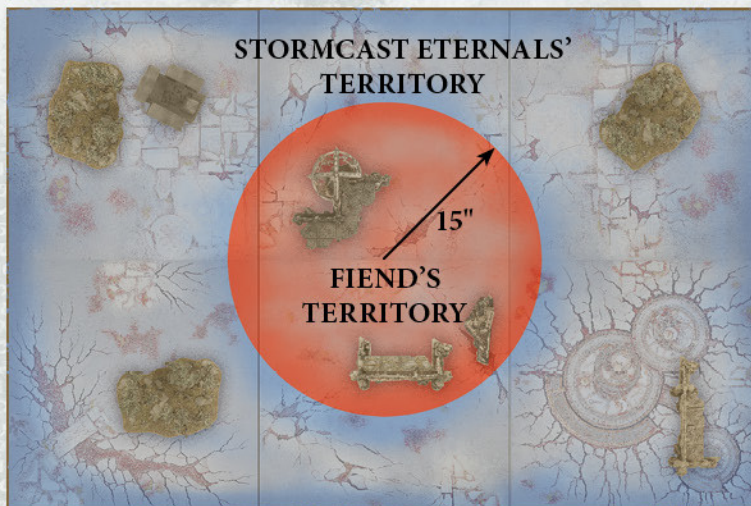
As the thunder rolled overhead, lightning bolts struck the earth all around your triumphant army. At first you took this as a sign of favour from your gods – but then warriors appeared from out of the lightning. You have been surrounded! Your dominance of this land is suddenly imperilled, as are the lives of your minions. You must seek to punish these interlopers if you can, but most of all you must seek to survive.

STORMCAST ETERNALS' COMMAND ABILITY

No Mercy: Your general exhorts their warriors to strike unceasingly, even as the enemy turns tail. If your general uses this ability, until your next hero phase if an enemy unit fails a battleshock test and there is a friendly STORMCAST ETERNALS unit within 3" of that unit, add D3 to the number of models that flee.

FIEND'S COMMAND ABILITY

Flee!: Seeing the turning of the tide, your general makes all haste to escape the sudden ambush, and their warriors follow their lead. If your general uses this ability, until your next hero phase friendly units that retreat can roll two dice if they run and add the highest of the two numbers to the distance they can move.





THE BATTLEFIELD

This battle takes place in the ruins of a settlement, a sorry testament to the depredations of the fiends. Broken masonry and shattered buildings dot the horizon, and the centre of the battlefield is a cluster of abandoned ruins.

You can either generate the rest of the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown on the map opposite.

SET-UP

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. Instead, anything within 15" of the centre of the battlefield is the fiend's territory, and the rest of the battlefield is the Stormcast Eternals' territory. The fiend sets up their army first, anywhere in their territory; the Stormcast Eternals player then sets up their army in their territory, more than 12" from enemy units.

FIRST TURN

If the Stormcast Eternals player set up all of their units in the Celestial Realm, they have the first turn. Otherwise the fiend has the first turn.

SIGMAR'S SWIFT VENGEANCE

The Stormcast Eternals player can add 1 to any rolls made for the Scions of the Storm ability (pg 95).

LIKE CORNERED ANIMALS

The fiend knows that they are trapped, and their peril drives them to strike desperately at their attackers. Each time a model from the fiend's army is slain in the combat phase, roll a dice. On the roll of a 6, the unit that slew that model suffers a mortal wound after all of its attacks have been resolved.

ESCAPE

The fiend can flee the field of battle so that they might live to fight another day. Any unit from the fiend's army that begins their turn within 5" of the edge of the battlefield, and more than

3" from any enemy units, can escape. If they do so, they are removed from the battlefield.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, at the end of a battle round, the fiend wins a **major victory** if none of the Stormcast Eternals' models are on the battlefield.

The Stormcast Eternals player wins a **major victory** if none of the fiend's models are on the battlefield and no more than 3 fiend units escaped (see above). If none of the fiend's models are on the battlefield and between 4 and 6 fiend units escaped, the Stormcast Eternals player wins a **minor victory**. Any other result is a **minor victory** for the fiend.

IN SIGMAR'S NAME

The Stormcast Eternals were not forged for vengeance alone by Sigmar – the God-King meant to create immortal champions who could deliver the innocent from the ravages of Chaos. For every battle fought to exterminate an enemy of Order, another is fought in defence of those scant survivors in the Mortal Realms, or the foundling cities even now spreading out from the Realmgates won by the Stormcast Eternals. This battleplan lets you reenact such a battle, pitting the Stormcast Eternals as a last line of defence against a marauding army intent on the destruction of a bastion of Order. Your enemies could be any of the forces of Chaos, or perhaps a rampaging orruk Waaagh!, or a shambling host of the dead led by an opportunistic Deathmage.

THE ARMIES

One player takes command of the Stormcast Eternals army, and the other represents the army of marauders.

The general of each army has a unique command ability, shown right, in addition to any others they have.

STORMCAST ETERNALS' OBJECTIVES

Your warriors are all that stand between one of Sigmar's foundling cities and destruction at the hands of a marauding army. This is what you were forged for – cleansing the realms of the forces arrayed against Order, and preserving the lives of those who would dwell in them once more. Let none pass!

MARAUDER'S OBJECTIVES

The new-found city raised by the upstart settlers in your territory is a prize rich in materials, wealth and potential slaves. All that remains to prevent you from claiming this bounty is a thin line of armoured warriors, surely too few to defend the city from your army. Overrun their position and fall upon the settlement – those first to do so will claim the richest rewards!

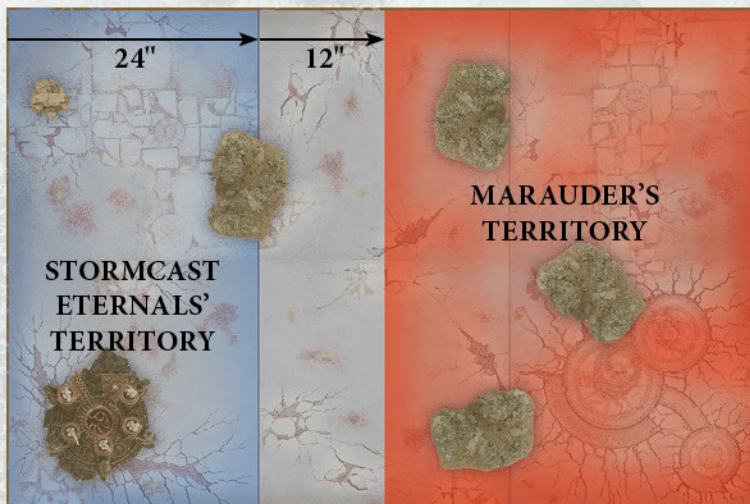


STORMCAST ETERNALS' COMMAND ABILITY

Let None Pass: Your general orders your warriors to stand firm and bar the way for the marauders. If your general uses this ability, until your next hero phase enemy units cannot move within 6" of any of your units, unless they do so as part of a charge move or piling in.

MARAUDER'S COMMAND ABILITY

Brook No Delay: Your general's orders are clear – these warriors are an irrelevance, and should be swept aside so that the plundering might commence. If your general uses this ability, in the following charge phase they and friendly units within 12" can re-roll the dice for their charge moves.





THE BATTLEFIELD

The settlement is just beyond the battlefield. The land surrounding it is vital, a wilderness that promises rich rewards for the settlers making their homes here.

You can either generate the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown on the map opposite.

SET-UP

The players take it in turns to set up units, as described on the *Warhammer Age of Sigmar* rules sheet. The Stormcast Eternals player can set up their units anywhere within 24" of the western edge of the battlefield, and must set up at least half of their units

on the battlefield. The marauder can set up their units anywhere that is more than 36" away from the western edge of the battlefield.

FIRST TURN

The marauder always takes the first turn in the first battle round.

THE PROMISED PRIZE

The marauders intend to overrun the Stormcast Eternals and fall on the helpless settlers they are protecting. Any unit from the marauder's army that begins their turn within 5" of the western edge of the battlefield, and more than 3" from any enemy units, can break through to begin the pillaging. If they do so, they are removed from the battlefield.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, at the end of a battle round, the marauder wins a **major victory** if none of the Stormcast Eternals' models are on the battlefield.

The Stormcast Eternals player wins a **major victory** if none of the marauder's models are on the battlefield and no marauder units broke through their lines (see the Promised Prize, left). If none of the marauder's models are on the battlefield and between 1 and 3 marauder units broke through, the Stormcast Eternals player wins a **minor victory**. Any other result is a **minor victory** for the marauder.



PATH TO GLORY CAMPAIGNS

Path to Glory campaigns centre around collecting and fighting battles with a warband in the Age of Sigmar. Champions fight each other and gather followers to join them in their quest for glory, taking advantage of this age of unending battle to win glory and renown.

In order to take part in a Path to Glory campaign, you will need two or more players. All players will need to have at least one **HERO**, who is their champion, and must then create a warband to follow and fight beside their champion during the campaign.

The players fight battles against each other using the warbands they have created. The results of these battles will gain their warband favour. The warband will swell in numbers as more warriors flock to their banner, while existing troops become more powerful.

After gaining enough favour in the eyes of your patron, your champion will be granted a final test. Succeed at the test, and your champion's glory will be affirmed for all time, and you will be crowned as the victor of the campaign.

CREATING A Warband

When creating a Path to Glory warband, do not select your army in the normal manner. Instead, your army consists of a mighty **HERO** battling to earn the favour of the gods, and their entire band of loyal followers. As you wage war against other warbands, your own warband will grow, and existing units will become grizzled veterans.

Warband Roster

The details and progress of each warband need to be recorded on

a warband roster, which you can download for free from games-workshop.com.

To create a warband, simply follow these steps and record the results on your warband roster:

1. First, pick an allegiance for your warband. Each allegiance has its own set of warband tables that are used to generate the units in the warband and the rewards they can receive for fighting battles. The warband tables included in this battletome let you collect a warband with the **STORMCAST ETERNALS** allegiance, but other *Warhammer Age of Sigmar* publications include warband tables to let you collect warbands from across the grand alliances of **ORDER**, **CHAOS**, **DEATH** and **DESTRUCTION**.
2. Next, choose the champion of your warband by choosing one of the options from your allegiance's champion table (there may be more than one table to choose from). The type of champion you choose will determine the number of rolls you can make for the champion's followers. Give your champion a suitably grand and imposing name, and write this down on your warband roster.
3. Having chosen your champion, the next step is to generate your starting followers. These can be chosen from the followers tables for your allegiance. If your allegiance has more than one followers table you can freely choose which ones you use, selecting all of your followers from a single table or from several. Instead of choosing, you can place your destiny in the hands of fate and roll on the followers tables instead. To make a followers roll, pick a column from one of the followers tables and then roll a dice.
4. Instead of generating a unit of followers, you can choose to gain 1 Glory Point ([pg 107](#)). You can sacrifice any number of your starting units of followers in this way. Taking Glory Points instead of a unit makes it easier to gain the 10 points you need to have a chance of winning, but you will have fewer units with which to fight your battles.
5. Your followers need to be organised into units. The follower table tells you how many models the unit has. Follower units cannot include additional models, but they can otherwise take any options listed on their warscroll. Record all of the information about your followers on your warband roster.



6. Finally, give your warband a name, one that will inspire respect and dread in your rivals. Your warband is now complete, and you can fight your first battle. Good luck!

TO WAR!

Having created a warband, you can now fight battles with it. These battles are fought against other warbands taking part in the campaign.

You can arrange to fight battles as and when you wish, and can use any of the battleplans available for *Warhammer Age of Sigmar*. There are some battleplans, for example in the *General's Handbook*, that are only intended for use in Path to Glory campaigns.

The units you use for a game must be those on your warband's roster. **WIZARDS** can summon other units during the course of a battle, but they will vanish once the battle is over. Units can either be fielded at their full roster strength, or broken down into smaller units, as long as no unit is smaller than the minimum size shown on its warscroll.

Any casualties suffered by a warband are assumed to have been replaced in time for its next battle. If your champion is slain in a battle, it is assumed that they were merely injured or knocked out, and they are back to their full fighting strength for your next game, thirsty for vengeance!

GAINING GLORY

All of the players in the campaign are vying for glory. The amount of glory they have received is represented by the Glory Points that the warband has accumulated. Glory can be increased by fighting and winning battles, as described next. As a warband's glory increases, it will also attract additional followers, and a warband's champion may be granted rewards.

Warbands receive Glory Points after a battle is complete. If the warband tied or lost the battle, it receives 1 Glory Point. If it won the battle, it receives D3 Glory Points. You can re-roll a result of 1 on the D3 roll if the warband won a **major victory**.

Add the Glory Points you scored to the total recorded on your roster. Once you have won 10 Glory Points, you will have a chance to win the campaign, as described below.

REWARDS OF BATTLE

Each allegiance has its own set of rewards tables. After each battle you can take one of the three following options. Alternatively, roll a dice to determine which option to take (1-2 = Additional Followers, 3-4 = Champion's Reward, 5-6 = Follower's Reward).

1 Additional Followers: More followers flock to your champion's banner. Either select a new unit from one of the follower tables, or roll for a random unit from one of those tables, then add them to your warband roster.

2 Champion's Reward: Your champion's prowess continues to grow. Make a roll on the champion rewards table for your allegiance. Make a note of the result on your warband roster. If you roll a result the unit has already received, roll again until you get a different result.

3 Follower's Reward: Those who have stood with your champion become renowned for their mighty deeds. Pick a unit in your warband, then make a roll on the followers rewards table for your allegiance. Make a note of the result on your warband roster. If you roll a result the unit has already received, roll again until you get a different result.

ETERNAL GLORY

In order to win the Path to Glory campaign, your champion must first reach 10 Glory Points. You must then fight and win one more battle in order for you to be affirmed amongst the ranks of the immortals and win the Path to Glory campaign. If the next battle you fight is tied or lost, you do not receive any Glory Points – just keep on fighting battles until you either win the campaign... or another player wins first!

You can shorten or lengthen a campaign by lowering or increasing the number of Glory Points a champion must earn. For example, for a shorter campaign, you could say that a champion only needs 5 or 6 Glory Points before fighting their final battle, or for a longer one, say that the demanding gods require them to score 15 or even 20 points!

STORMCAST ETERNALS WARBAND TABLES

Use the following tables to determine the champion that leads your warband, the followers that make up the units which fight at their side, and the rewards they can receive after battle.

CHAMPION TABLE

Champion	Followers
Lord-Celestant on Stardrake	2 units
Lord-Aquilor or Lord-Celestant on Dracoth	4 units
Lord-Celestant	5 units

INFANTRY FOLLOWERS TABLE

D6 Followers
1 5 Retributors or 10 Liberators
2 3 Prosecutors or 5 Vanguard-Hunters
3-4 10 Liberators
5 5 Judicators or 3 Vanguard-Raptors
6 5 Protectors or 5 Decimators

MOUNTED FOLLOWERS TABLE

D6 Followers
1 3 Gryph-hounds or 6 Aetherwings
2 2 Concussors or 2 Desolators
3-4 3 Vanguard-Palladors
5 2 Fulminators or 2 Tempestors
6 1 Drakesworn Templar

HERO FOLLOWER TABLE

D6 Followers
1 1 Lord-Relictor or Lord-Veritant
2 1 Lord-Castellant
3 1 Knight-Heraldor
4 1 Knight-Vexillor
5 1 Knight-Questor
6 1 Knight-Venator or Knight-Azyros

DESIGNER'S NOTE

The Path to Glory rules presented in this book allow you to play an exciting campaign with your friends. You can use the rules exactly as they are laid out here, and fight your way along your path to glory! However, you can instead look at these rules as a framework that you can tinker with however you like, to play the campaign that works best for you and your gaming group.

For example, if you're starting new armies, you might start the campaign with fewer followers – perhaps your general and just two or three other units – that will allow everyone to start playing battles a bit sooner. If, on the other hand, your gaming group is looking for a new challenge, you could decide to generate all followers randomly, taking away the option to choose each unit.

You can take things further – there's nothing to stop you writing your own battleplans to use in your Path to Glory campaigns, or adapting the rules from the *General's Handbook* to play battles with three or more players in your campaign. Equally, while we've said that you can adjust the number of Glory Points you need to win the campaign, you could decide with your gaming group on a completely different way to win the campaign – the victor could be first player to defeat every other player in the campaign, or the first to amass an army of ten or more units.

Essentially, you should feel free to use these rules in whichever way you and your gaming group agree is best. Your path to glory is limitless!

A STORIED CHAMBER

If you wish, you can choose to use one of the following sets of tables instead of those opposite. If you do so you will find that your options are more limited, but your warband will develop into the makings of a Strike, Extremis or Vanguard Auxiliary Chamber over the course of your campaign!

STRIKE CHAMBER

CHAMPION TABLE

Champion	Followers
Lord-Celestant on Stardrake	2 units
Lord-Celestant on Dracoth	4 units
Lord-Celestant	5 units

FOLLOWERS TABLE

D6 Followers
1 3 Gryph-hounds
2 3 Prosecutors or 10 Liberators
3-4 10 Liberators
5 5 Judicators or 5 Retributors
6 5 Protectors or 5 Decimators

HERO FOLLOWER TABLE

D6 Followers
1 1 Lord-Relictor or Lord-Veritant
2 1 Lord-Castellant
3 1 Knight-Heraldor
4 1 Knight-Vexillor
5 1 Knight-Questor
6 1 Knight-Venator or Knight-Azyros

EXTREMIS CHAMBER

CHAMPION TABLE

Champion	Followers
Lord-Celestant on Stardrake	2 units
Lord-Celestant on Dracoth	4 units

FOLLOWERS TABLE

D6 Followers
1 1 Drakesworn Templar
2 2 Concussors
3 2 Desolators
4 2 Fulminators
5 2 Tempestors
6 1 Drakesworn Templar

VANGUARD AUXILIARY CHAMBER

CHAMPION TABLE

Champion	Followers
Lord-Aquilor	4 units

FOLLOWERS TABLE

D6 Followers
1 6 Aetherwings
2-3 3 Vanguard-Raptors or 5 Vanguard-Hunters
4-5 5 Vanguard-Hunters
6 3 Vanguard-Palladors



FOLLOWERS REWARDS TABLE

As your warband progresses along the Path to Glory, it will attract more followers, and especially favoured units will become renowned across the Mortal Realms.

D6 Reward

- 1 **Lifted by Lightning:** Once per battle, in your hero phase, this unit can be transported across the battlefield by Sigmar's lightning. Remove it from the battlefield and then set it up again anywhere more than 6" from any enemy models. This counts as its move for the following movement phase.
- 2 **Iron Discipline:** This unit never has to take battleshock tests.
- 3 **Furious Avengers:** Once per battle, at the start of your charge phase, you can declare that none will escape this unit's fury. If you do so, the unit can charge up to 12" in that charge phase (you do not have to roll).
- 4 **All-out Defence:** In your hero phase, you can declare that this unit is adopting a defensive formation. If you do so, the unit cannot run or charge, but re-rolls failed save rolls until your next hero phase.
- 5 **Smite:** Once per battle, in your hero phase, you can smite an enemy unit that is within 3" of this unit. Roll a dice for each model from this unit that is within 3" of the enemy unit; the enemy unit suffers 1 mortal wound for each roll of 4 or more.
- 6 **Hardened Veterans:** You can re-roll one failed hit, wound or save roll for this unit each turn.



CHAMPION REWARDS TABLE

As your champion progresses along the Path to Glory, they may be gifted with great rewards by Sigmar – or suffer an altogether more tragic fate...

2D6 Result

- 2 **Dark Destiny:** The champion is fated to die a permanent death. If the champion is ever slain, you lose D3 Glory Points (to a minimum of 0), and must remove all rewards your champion has gained from this table so far from your warband roster. In subsequent battles, the champion is replaced with a new Lord-Aquilor or Lord-Celestant, riding a Stardrake or Dracoth if the original champion had one.
- 3 **Flashbacks:** Roll a dice for the champion in each of their hero phases. On a roll of 1, they suffer terrible flashbacks from their previous life and are filled with despair; you must re-roll hit and wound rolls of 6 for the champion until your next hero phase. On a roll of 4 or more, the memories fill them with a terrible fury; you can re-roll hit and wound rolls of 1 for the champion until your next hero phase.
- 4 **Heroic Battle Cry:** Once per battle, in your hero phase, your champion can make a heroic battle cry. If they do so, add 1 to hit rolls for your champion and all units from their warband for the rest of the turn.
- 5 **Mighty Blow:** You can add 1 to the wounds inflicted by one successful attack made by your champion in each combat phase. Add D3 to the wounds instead if the target is a follower of CHAOS or a MONSTER.
- 6 **Master-crafted Weapon:** Pick one weapon used by the champion (it cannot be a weapon used by a mount if they have one). Add 1 to any hit rolls made for attacks with the weapon that you pick.
- 7 **Extraordinary Endurance:** Add 1 to your champion's Wounds characteristic.
- 8 **Stalwart:** Add 1 to the Bravery of the champion. In addition, add 1 to the Bravery of any units from their warband that are within 8" of the champion in the battleshock phase.
- 9 **Blessed Sigmarite Armour:** You can re-roll failed save rolls for your champion.
- 10 **Bounding Leap:** Add 2 to all run or charge rolls you make for your champion.
- 11 **Noble Blood:** Roll a dice before a wound or mortal wound is inflicted upon the champion. On a roll of 6, the wound is negated and is not applied.
- 12 **Lord of Lightning:** Roll a dice in your hero phase if your champion has been slain. On a roll of 5 or 6, they return to the battle in a blinding flash of lightning. Set up the champion anywhere on the battlefield that is more than 9" from the enemy. This counts as their move for the following movement phase.





COLLECTING A STORMCAST ARMY

Having pored over the rich background and gorgeous artwork in this book, by now you are no doubt keen to start mustering your own Stormhost, if you haven't already. This section of the battletome will provide information and guidance for doing just that.

One of the great things about collecting Citadel Miniatures is that there are so many ways to start new collections and add to existing ones. For many people, the miniatures themselves are their inspiration, and you could do a lot worse than following your instincts and just starting with whichever models you find the most appealing. Are you blown away by the Lord-Celestant on his majestic Stardrake? Pick one up and get painting! Did the pictures of rank after rank of Liberators mustering for war make you want some of your own? If so, that's your starting point. Collecting miniatures that really excite you will make assembling and painting them that much more compelling and enjoyable.

The same goes for how you paint them. Some collectors just choose their favourite colours and paint their models accordingly. Others will decide to use hues and iconography they've seen in books like this one, or in *White Dwarf* magazine, and replicate those. Whatever you choose to do, your paint scheme will unify your collection and represent its unique character and identity, whether the models are in pride of place on a cabinet shelf or rampaging across the tabletop. Whatever the case, a fully painted collection of Citadel Miniatures is a truly satisfying spectacle of which you can be rightly proud.

The various Stormhosts each have their own distinct, bold colours, from the brilliant gold and blue of the Hammers of Sigmar to the deep turquoise and white of the Celestial Vindicators. On pages 62-71 you will find a selection of Stormcast Eternals from different Stormhosts to inspire your own collection. You will also find details of the iconography used by different Stormhosts, and by the different conclaves within the Stormhosts.

Another source of inspiration for many collectors is the rich background presented throughout our range of *Warhammer Age of Sigmar* books. Perhaps your imagination was sparked by the tale of the Hallowed Knights in the Realm of Life, or perhaps you want to delve further into the story of the Astral Templars and their war in Ghur. Maybe another narrative occurred to you, all of your own? All you need is an idea to get started, and there are few things more gratifying than growing a collection based around the story of your army. This can even be carried over onto gaming boards and themed terrain, adding yet another level of dynamism to your collection.

Of course, if an army is meant for one thing, it's war, and the forces of the Stormcast Eternals were created for this sole purpose. They are disciplined warriors organised into various

chambers and brotherhoods with specific roles, which provides many different ways to arrange collections of Stormcast Eternals models for battle. Throughout this battletome is a wealth of information on how the Stormcast Eternals are organised into Stormhosts. You can use this directly – by referring to the charts that follow to guide your collection – or as a starting point for the doctrine your own army will adopt, be it a small number of Liberators making their first strikes into the Mortal Realms or a vast Warrior Chamber led by a Lord-Celestant.

If you want to get the dice rolling and play some games with your Stormcast Eternals collection, the warscroll battalions found on pages 114-141 of this book will be particularly helpful. Each one represents a different element of a Stormhost and provides an easy-to-follow guide to collecting a formation. An army is more than the sum of its parts, and these battalions represent the synergy of units working in concert by granting them powerful abilities that reflect their role within the Stormhost. Using warscroll battalions to build your collection provides escalating benefits and great satisfaction. Each battalion that you complete is its own force, and helps your collection grow into a mighty Stormcast Eternals army capable of bringing the full fury of Sigmar down upon his foes.

STRIKE CHAMBER

LORD-COMMANDER

COMMAND ECHELON

Heraldor Temple

Judicator Temple

Relictor Temple

Valedictor Temple

HARBINGER CHAMBER

CHAMBER COMMAND

Lord-Celestant

Lord-Relictor

1-3 Lords

3-9 Knights

ANGELOS CONCLAVE

9 Prosecutor Retinues

REDEEMER CONCLAVE

3 Liberator Retinues

JUSTICAR CONCLAVE

3 Judicator Retinues

WARRIOR CHAMBER

CHAMBER COMMAND

Lord-Celestant

Lord-Relictor

1-4 Lords

5-15 Knights

ANGELOS CONCLAVE

3 Prosecutor Retinues

PALADIN CONCLAVE

6 Paladin Retinues

REDEEMER CONCLAVE

9 Liberator Retinues

JUSTICAR CONCLAVE

6 Judicator Retinues

EXEMPLAR CHAMBER

CHAMBER COMMAND

Lord-Celestant

Lord-Relictor

1-3 Lords

3-9 Knights

ANGELOS CONCLAVE

3 Prosecutor Retinues

PALADIN CONCLAVE

9 Paladin Retinues

JUSTICAR CONCLAVE

3 Judicator Retinues

WARSCROLL BATTALIONS

The warriors of the Celestial Realm often fight in battalions. Each of these deadly fighting formations consists of several units that are organised and trained to fight alongside each other. The units in warscroll battalions can employ special tactics on the battlefield, making them truly deadly foes.

If you wish, you can organise the units in your army into a warscroll battalion. Doing so will give you access to additional abilities that can be used by the units in the battalion. The information needed to use these powerful formations can be found on the warscroll battalion sheets that we publish for *Warhammer Age of Sigmar*. Each warscroll battalion sheet lists the units that make it up, and the rules for any additional abilities that units from the warscroll battalion can use.

When you are setting up, you can set up all of the units in a warscroll battalion instead of setting up a single unit. Alternatively, you can set up some of the units from a warscroll battalion, and set up any remaining units individually later on, or you can set up all of the units individually. For example, in a battle where each player takes it in turns to set up one unit, you could set up one, some or all of the units belonging to a warscroll battalion in your army.

On the following pages you will find a selection of warscroll battalions. Usually, a unit can only belong to one battalion, and so can only benefit from a single set of battalion abilities. However, some very large battalions include other, smaller battalions, and in this case it is possible for a unit to benefit from the abilities of two different battalions at the same time.



- 1. Title:** The name of the warscroll battalion and a short overview of the background for it and how it fights.
- 2. Organisation:** This section lists the units that make up the warscroll battalion and any restrictions that may apply to the models that you can include.
- 3. Abilities:** Every warscroll battalion includes one or more abilities that some or all of the units from the battalion can use. The abilities listed for a warscroll battalion only apply to the units that make it up (even if there are other units of the same type in your army). These abilities are in addition to the abilities listed on the units' warscrolls.



STORMCAST ETERNALS WARRIOR CHAMBER

Still crackling with energies from their lightning deployment, the retinues of the Warrior Chamber feed off the rampant celestial forces, using them to mete out violent justice upon their enemies.

ORGANISATION

A Warrior Chamber consists of the following warscroll battalions:

- 1 Lords of the Storm
- 3 Thunderhead Brotherhoods
- 3 Hammerstrike Forces

ABILITIES

Lightning Strike: This battalion has the Scions of the Storm ability (pg 95). If your army has the STORMCAST ETERNALS allegiance, you can choose to add 2 to, or subtract 2 from, your rolls for the Scions of the Storm ability for units from this battalion.

Wrath of the Storm: If there are at least 50 models from this battalion on the battlefield, they are all storm-swathed as their celestial auras coalesce into a palpable force. You can re-roll failed wound rolls for attacks made by these models.

WARSCROLL BATTALION



STORMCAST ETERNALS HARBINGER CHAMBER

The Harbinger Chamber uses the might of Sigmar's Tempest to strike deep into the heart of their enemies. Super-charged with celestial energies, the Stormcast Eternals glow with a nimbus of power.

ORGANISATION

A Harbinger Chamber consists of the following warscroll battalions:

- 1 Lords of the Storm
- 3 Vanguard Wings

ABILITIES

Lightning Strike: This battalion has the Scions of the Storm ability (pg 95). If your army has the STORMCAST ETERNALS allegiance, you can choose to add 2 to, or subtract 2 from, your rolls for the Scions of the Storm ability for units from this battalion.

Celestial Nimbus: The warriors that form a Harbinger Chamber are charged with a nimbus of celestial energy that lets them anticipate their opponents' actions with preternatural speed. Add 1 to the result of any hit rolls for models from a Harbinger Chamber.



STORMCAST ETERNALS EXEMPLAR CHAMBER

The Exemplar Chamber strikes with sudden fury, smiting their foes and wreaking a terrible vengeance. None may stay their wrath, any losses only spurring them to yet greater violence.

ORGANISATION

An Exemplar Chamber consists of the following warscroll battalions:

- 1 Lords of the Storm
- 3 Devastation Brotherhoods

ABILITIES

Lightning Strike: This battalion has the Scions of the Storm ability (pg 95). If your army has the STORMCAST ETERNALS allegiance, you can choose to add 2 to, or subtract 2 from, your rolls for the Scions of the Storm ability for units from this battalion.

Martial Bond: If a unit from an Exemplar Chamber is slain in the combat phase, pick another unit from the chamber within 10" of it. That unit harnesses the celestial energy of their slain brethren to enact swift vengeance upon the foe. Add 1 to the Attacks characteristic of all the unit's melee weapons for the remainder of the battle.



STORMCAST ETERNALS LORDS OF THE STORM

The massed energies of the most powerful heroes of a Strike Chamber do more than just boost Stormcast morale; they send a surge of celestial force before them, slaying and driving back their foes.

ORGANISATION

A Lords of the Storm battalion consists of the following units:

- 1 Lord-Celestant, Lord-Celestant on Dracoth or Lord-Celestant on Stardrake
- 1 Lord-Relictor
- 0-1 unit of Gryph-hounds
- 1-4 Lord-Castellants or Lord-Veritants in any combination
- 3-15 Knights-Heraldor, Knights-Vexillor, Knights-Azyros or Knights-Venator in any combination

ABILITIES

Aura of Command: Add 1 to the Bravery of all STORMCAST ETERNAL units from your army that are within 6" of one or more HEROES from this battalion.

Wave of Celestial Might: If at least 3 HEROES from this battalion are within 3" of each other in your opponent's hero phase, roll a dice for each enemy unit that is within 3" of any of them; on a 4+, the enemy unit is battered by a wave of celestial energy and suffers one mortal wound for each STORMCAST ETERNAL HERO within 3" of it. An enemy unit that suffers wounds from the celestial wave must retreat in its subsequent movement phase if possible.



STORMCAST ETERNALS THUNDERHEAD BROTHERHOOD

The Liberators and Judicators of a Thunderhead Brotherhood mesh together in perfect fighting order. Behind a shield wall, the Judicators loose death while the stalwart Liberators hold the line.

ORGANISATION

A Thunderhead Brotherhood consists of the following units:

- 3 units of Liberators
- 2 units of Judicators

ABILITIES

Sigmarite Shield Wall: If an enemy unit attacks a Judicators unit from a Thunderhead Brotherhood, check whether it is possible to draw a straight line from the attacking unit to a model in the target unit without crossing within 1" of any of the brotherhood's Liberators. If it is not possible, add 1 to any save rolls you make for the Judicators unit.

Wellspring of Thunder: Whilst a unit from this battalion is within 8" of at least two others, it is thunder-charged; you can re-roll wound rolls of 1 for models in that unit.



STORMCAST ETERNALS HAMMERSTRIKE FORCE

With great speed the Prosecutors soar into the heart of the foe, before summoning lightning that brings down celestially charged Paladins. Together, they hit with thunderbolt force.

ORGANISATION

A Hammerstrike Force consists of the following units:

- 2 units of PALADINS
- 1 unit of Prosecutors

ABILITIES

Hammerstrike: Instead of setting up the PALADINS on the battlefield, you can place either or both units to one side and say that they are set up in the Celestial Realm. In any of your movement phases, you can transport either or both units to the battlefield. When you do so, set them up on the battlefield within 6" of the Hammerstrike Force's Prosecutors. If the Prosecutors have been slain, set up the PALADINS more than 9" from any enemy models. In either case, this is their move for that movement phase.

Celestial Supercharge: When a unit of PALADINS from the Hammerstrike Force is set up within 6" of its Prosecutors, they are supercharged with celestial energy until the end of your turn. Add 1 to the result of any wound rolls you make for this unit.



STORMCAST ETERNALS VANGUARD WING

The Prosecutors of a Vanguard Wing empower their brethren to strike with uncanny might, or to cross the battlefield in a streak of power to launch a timely attack against a vulnerable foe.

ORGANISATION

A Vanguard Wing consists of the following units:

- 3 units of Prosecutors
- 1 unit of Liberators
- 1 unit of Judicators

ABILITIES

Bearer of the Storm: Liberators and Judicators in a Vanguard Wing are empowered while they are within 8" of the battalion's Prosecutors. If a hit roll for an attack made by these Liberators or Judicators is 6 or higher, make two wound rolls rather than one.

Stormstreak: Instead of moving in their movement phase, a Vanguard Wing's Liberators can vanish with a crash of thunder, travelling at the speed of a thunderbolt to aid their Prosecutor brethren. Remove the unit from the battlefield, then set it up anywhere within 5" of a unit of Prosecutors from the Vanguard Wing.



STORMCAST ETERNALS DEVASTATION BROTHERHOOD

Guided to their foe by the Prosecutors, the Paladins of the Devastation Brotherhood plough into enemy battle lines as the supporting fire of the Judicators hampers the foe's ability to respond.

ORGANISATION

A Devastation Brotherhood consists of the following units:

- 1 unit of Retributors
- 1 unit of Protectors
- 1 unit of Decimators
- 1 unit of Prosecutors
- 1 unit of Judicators

ABILITIES

Crushing Assault: If models from all of the three PALADIN units inflict wounds on the same enemy unit in the same combat phase, that enemy unit suffers a further D6 mortal wounds at the end of the phase as warriors are smashed to the dirt and trampled beneath sigmarite-clad footfalls.

Heralds of Ruin: In your hero phase, you can pick an enemy unit within 9" of the brotherhood's Prosecutors. Until your next hero phase, while the Prosecutors are within 9", that unit subtracts one from its Bravery.

Pinning Fire: Roll a dice for each enemy unit that suffered any wounds caused by the brotherhood's Judicators in the shooting phase. Your opponent must subtract that many inches from the distance the unit can move in their subsequent movement phase.



STORMCAST ETERNALS VANGUARD AUXILIARY CHAMBER

Gale-force winds rise to a howling scream as the Vanguard Auxiliary Chamber springs its assault. Guided by their Aetherwings and the celestial alignments high above, they attack without warning in a storm of bolts. Swift strides and lightning-fast steeds ensure a prime position for the killing strike.

ORGANISATION

A Vanguard Auxiliary Chamber consists of the following units and battalions:

- 1 Lord-Aquilor
- 3-9 Knights-Azyros or Knights-Venator, in any combination
- 1 Vanguard Angelos Conclave
- 1 Vanguard Justicar Conclave

ABILITIES

Guided by the Stars: The Lord-Aquilor guides their chamber unerringly to their quarry, taking the foe unawares. Instead of setting up a unit from this chamber on the battlefield, you can place it to one side and say that it is set up in pursuit. In any of your movement phases, you can summon any of these units to strike at the enemy's flanks. When you do so, set up each unit wholly within 6" of any edge of the battlefield, more than 7" from the enemy. This is their move for that movement phase.

Azyrite Hurricane: When a Vanguard Auxiliary Chamber gathers its full strength, their enemies are caught in a crossfire that fills the skies with lightning and sweeps them away as if by a hurricane. Add 1 to the Attacks characteristic of all missile weapons for units (other than HEROES) from this chamber.



STORMCAST ETERNALS VANGUARD ANGELOS CONCLAVE

The Angelos Conclave of the Vanguard Chamber strikes with the speed of darting lightning. At the fore are the Vanguard-Palladors, borne upon the aetheric winds by their Gryph-charger steeds. In their wake come the Vanguard-Hunters, lent a supernatural speed by the assault of their fellows.

ORGANISATION

A Vanguard Angelos Conclave consists of the following units:

- 1-3 units of Vanguard-Palladors
- 3-9 units of Vanguard-Hunters

ABILITIES

Aetheric Wake: The warriors of this conclave have trained to make the most of their mounts' supernatural abilities. If three units of Vanguard-Palladors from this conclave choose to Ride the Winds Aetheric in the same movement phase, you can roll three additional dice for each unit's distance when they do so. In addition, all other units from this conclave can add an additional D6" to the distance if they run in this movement phase.

The Trap is Sprung: The sudden arrival of a Vanguard Angelos Conclave is devastating in its impact, spelling certain doom for their quarry. If all of the Vanguard-Hunters are set up in pursuit and arrive in the same movement phase, they can immediately attack as if it were the shooting phase.



STORMCAST ETERNALS VANGUARD JUSTICAR CONCLAVE

The keening cries of Aetherwings pierce the air; a heartbeat later the crackling bolts sent from the crossbows of their masters pierce the hearts of evildoers spied from afar. Should an enemy prove hardy enough to survive, the next volley will compound each wound until the foes lie slain.

ORGANISATION

A Vanguard Justicar Conclave consists of the following units:

- 3 units of Vanguard-Raptors
- 3 units of Aetherwings

ABILITIES

Fight in Concert: The Aetherwings and the Stormcast Eternals in this conclave have formed close bonds, and are united in their efforts to destroy the enemies of Order. In their shooting phase, Vanguard-Raptors from this conclave can re-roll hit rolls of 1 for attacks directed against a unit within 12" of any units of Aetherwings from this conclave.

Raptor Strike: The warriors of the Vanguard Justicar Conclave are practised at spotting weaknesses in their foes from afar, and capitalising on them. If a unit from this conclave directs all of its attacks against a unit that includes a model that has suffered one or more wounds but has not been slain, you can add 1 to their wound rolls.



STORMCAST ETERNALS EXTREMIS CHAMBER

When fully assembled, an entire Extremis Chamber can strike into the Mortal Realms upon the beams of the High Star Sigendil. In a scintillating flash, they appear onto the battlefield, sending forth waves of celestial power. Many foes flee rather than face such righteous fury.

ORGANISATION

An Extremis Chamber consists of the following units and battalions:

- 1 Lord-Celestant on Stardrake or Lord-Celestant on Dracoth
- 1 Drakesworn Temple
- 1 Lightning Echelon
- 1 Thunderwave Echelon

ABILITIES

Borne by the High Star: Instead of setting up a unit from an Extremis Chamber on the battlefield, you can place it to one side and say that it is riding the High Star Sigendil. In any of your movement phases, you can transport all units that are riding the star to the battlefield. When you do so, place a dice anywhere on the battlefield to show the epicentre of the star-blast. Set up each of the transported units within 20" of the dice, and more than 6" from the enemy. This is their move for that movement phase. Then, roll a dice for each enemy unit within 15" of the dice. On a result of 4 or more, it suffers D3 mortal wounds from the furious impact.

Celestial Terror: The arrival of an Extremis Chamber on the battlefield is a portent of doom for any who stand against the Stormcasts or their allies. If your opponent makes a battleshock test for an enemy unit that is within 3" of two or more units from an Extremis Chamber, they must roll two dice and use the highest result.



STORMCAST ETERNALS DRAKESWORN TEMPLE

The full assembly of a Drakesworn Temple generates a scintillating pulse of starfire, a wave of cosmic force that ripples outwards. Stormcasts and other celestial creatures are rejuvenated by the nova surge, while foes are scalded by incandescent purity, blasted by the very wrath of the Heavens.

ORGANISATION

A Drakesworn Temple consists of the following units:

- 3 Drakesworn Templars

ABILITIES

Nova Surge: The members of a Drakesworn Temple can summon a Nova Surge, their Stardrakes gleaming with the light of a thousand stars before sending out waves of celestial energy. In your hero phase, if all three models from a Drakesworn Temple are within 10" of each other, they can unleash a Nova Surge. When they do so, roll a dice – each unit within that many inches of any of the Drakesworn Templars is caught in the surge. **STORMCAST ETERNAL** units from your army heal D3 wounds, while enemy units suffer D3 mortal wounds.

Imposing Presence: If the presence of a single Stardrake on the battlefield is enough to give any enemy pause, it would take a herculean effort to stand firm before a Drakesworn Temple. While there are least two models from a Drakesworn Temple on the battlefield, subtract 1 from the Bravery of any enemy units that are within 10" of any of them.



STORMCAST ETERNALS LIGHTNING ECHELON

First to the fight, the Dracothian Guard Lightning Echelon strikes with thunderbolt force. Trusting the righteousness of their celestial shield, the Fulminators boldly penetrate the foe's line while Tempestor volleys clear the path. The Lightning Echelon is a spear thrust into the enemy army's heart.

ORGANISATION

A Lightning Echelon consists of the following units:

- 2 units of Fulminators
- 2 units of Tempestors

ABILITIES

Protection of Azyr: Riding in close formation, the Fulminators of a Lightning Echelon can extend their celestial shield to defend their Tempestor brethren. Add 1 to the result of any save rolls you make for a Tempestors unit from a Lightning Echelon if it is within 2" of any Fulminators from the same battalion.

Linebreaker Assault: Lightning Echelons are known for their devastating headlong charges, never slowing until they have broken the enemy's ranks. Once per battle, in the charge phase, a Lightning Echelon can make a Linebreaker Assault. Each model in the battalion that has already charged this phase inflicts a mortal wound on a unit within $\frac{1}{2}$ " of it. Then, each unit in the battalion can charge again even if it has already charged, and can pass through enemy models when it does so.



STORMCAST ETERNALS THUNDERWAVE ECHELON

Following hard in the wake of their Lightning Echelon brethren, the Thunderwave Echelon has but one task: annihilation. Concussors widen the gap in the enemy line, shock waves stunning those not broken asunder by thunderous hammer blows. Then come the Desolators, cleaving all in their path.

ORGANISATION

A Thunderwave Echelon consists of the following units:

- 2 units of Concussors
- 2 units of Desolators

ABILITIES

Ride of the Annihilators: The warriors of a Thunderwave Echelon revel in riding down the foe with hammer and axe, running down any in reach and breaking the spirit of those that survive. Each time a model flees from an enemy unit that is within 3" of a unit from a Thunderwave Echelon, roll a dice. On a result of 5 or 6, another model from the same unit is run down and removed from play.

Ruinous Assault: The duty of the Thunderwave Echelon is to follow in the wake of the Lightning Echelon, targeting units one at a time and destroying them utterly. Once per battle, in the combat phase, a Thunderwave Echelon can make a Ruinous Assault. Each unit in the battalion can immediately pile in and attack again, in an order of your choice.



STORMCAST ETERNALS AETHERSTRIKE FORCE

When the Stormcast lords mark an especially dangerous enemy as their nemesis, the Aetherstrike Force is sent to slay it from afar. Rampaging berserkers and charging monsters are shot down with merciless surety, the threat they pose to the Mortal Realms eradicated in pinpoint blasts of light.

ORGANISATION

An Aetherstrike Force consists of the following units:

- 1 Knight-Venator
- 1 Knight-Azyros
- 2 units of Judicators
- 2 units of Vanguard-Raptors
- 2 units of Aetherwings

ABILITIES

Marked for Destruction: The enemies of the Aetherstrike Force hear their doom approaching in the beating of celestial wings. In your hero phase, one unit from this force can attack as if it were the shooting phase. All of their attacks must be directed at units within 12" of any units of Aetherwings from this battalion or the Knight-Azyros from this battalion.

Vengeance from Afar: Any who seeks to strike against the comrades of these warriors will find their temerity punished with ice cold efficiency. When a unit from this force is destroyed, another unit from this force can attack as if it were the shooting phase. All of their attacks must be directed at the enemy unit that destroyed the unit from the Aetherstrike Force.



STORMCAST ETERNALS CELESTIAL HUNTING PACK

Like the two-headed gryphons that prowl the Azyrheim peaks, the twin cavalry elements of the Celestial Hunting Pack strike with one accord. Gryph-charger and Dracothe, united in their hatred for Chaos, channel their aetheric might with that of their masters to form a furious storm of power.

ORGANISATION

A Celestial Hunting Pack consists of the following units:

- 1 Lord-Celestant on Dracothe
- 3 units of DRACOTHIAN GUARD
- 1 Lord-Aquilor
- 3 units of Vanguard-Palladors

ABILITIES

Aetheric Storm: The eddies in the aether created by the Gryph-chargers of this pack create channels for the already terrifying storm-powers of the Dracothe that accompany them. If a unit from this pack moves over an enemy unit while Riding the Winds Aetheric, and there is a unit from this battalion with the Storm Breath or Storm Blast ability within 12" of the enemy unit, that enemy unit suffers a mortal wound.

Two-headed Beast: The Lord-Celestant and Lord-Aquilor that lead this pack fight with one accord, directing their units in a two-headed attack that devastates the enemy. If either the Lord-Celestant or the Lord-Aquilor from this pack is your general, the other may also use their own command abilities as if they were your general.



STORMCAST ETERNALS STORM VORTEX GARRISON

When a location critical to Sigmar's plan is seized by the Stormhosts' tempestuous strikes, a Storm Vortex Garrison is sworn to defend it – no matter the cost. Though they may be outnumbered severely, they keep the faith, for by the God-King's own hand their kin will be close behind.

ORGANISATION

A Storm Vortex Garrison consists of the following units:

- 1 Lord-Castellant
- 1 Knight-Heraldor
- 1 Knight-Vexillor
- 2 units of Liberator
- 2 units of PALADINS
- 2 units of Vanguard-Hunters

ABILITIES

In Sigmar's Name: The Storm Vortex Garrison have sworn mighty oaths to hold this ground, no matter the foes they must best to do so. Units from the garrison that are within 8" of any HERO from this garrison do not have to take battleshock tests.

Promised Aid: The warriors of the Storm Vortex Garrison know that if they keep their vows, Sigmar will send reinforcements to aid them. If a unit of Vanguard-Hunters from this garrison is set up in pursuit, when they arrive you may also set up a unit from this garrison that has already been destroyed. This additional unit is added to your army as reinforcements, and is set up wholly within 6" of a table edge, more than 7" from the enemy and within 6" of the Vanguard-Hunters that led them to the battle.



STORMCAST ETERNALS STORM HERALDS

Before the main thunderhead of the Stormhost attack breaks, the Storm Heralds launch their tripartite attack, swift and deadly. These warriors are a tempest unto themselves – the Vanguard-Palladors its raging wind, the Prosecutors its darting sky-bolts, and the Lord-Celestant its thunder.

ORGANISATION

A Storm Heralds battalion consists of the following units:

- 1 Lord-Celestant on Stardrake
- 3 units of Prosecutors
- 3 units of Vanguard-Palladors

ABILITIES

The Howling Gale: The Vanguard-Palladors of the Storm Heralds are the sweeping gale that brings the storm. You can set up any unit from the Storm Heralds in the aetheric currents. When a unit of Vanguard-Palladors from the Storm Heralds Rides the Winds Aetheric, at the end of their move you can set up any units from the Storm Heralds that were waiting in the aetheric currents within 5" of that unit and more than 3" from the enemy. This is their move for that movement phase.

The Piercing Lightning: The Prosecutors strike like lightning in the wake of the Vanguard-Palladors. When they are set up from the aetheric currents, they can add 1 to all of their hit and wound rolls in the subsequent shooting phase.

The Roaring Thunder: The Lord-Celestant arrives with a great roll of thunder on their bellowing mount. Their Stardrake's Roiling Thunderhead ability can be used in your hero phase as well as in your shooting phase.

STORMCAST ETERNALS HAMMERS OF SIGMAR WARRIOR CHAMBER



The first of the Stormhosts to be hurled to the Mortal Realms upon Sigmar's divine lightning, the Hammers of Sigmar bear the responsibility that accompanies such an honour with strength and nobility. As one of the largest of the Stormhosts, the Hammers of Sigmar can call upon almost all of the types of warrior Sigmar has yet devised, and every one of them, from steadfast Liberator to imperious Lord-Celestant, fights with a vengeful determination that fills the servants of the Dark Gods with dread.

ORGANISATION

A Hammers of Sigmar Warrior Chamber must contain the following:

- 1 Thunderhead Brotherhood battalion
(must include 4 units of Liberators, rather than 3)

A Hammers of Sigmar Warrior Chamber may also contain the following:

- 0-1 Lords of the Storm battalion
- 0-2 Thunderhead Brotherhood battalions
- 0-3 Hammerstrike Force battalions
- Any number of additional STORMCAST ETERNALS units

If a Hammers of Sigmar Warrior Chamber contains the maximum number of battalions, it gains the Lightning Strike and Wrath of the Storm abilities (pg 115).

ABILITIES

First to be Forged: The Hammers of Sigmar were the first Stormcast Eternals, the most veteran of Sigmar's superhuman warriors. All units in a Hammers of Sigmar Warrior Chamber increase their Bravery characteristic by 1.

Heralds of the God-King: Sigmar watches the Hammers of Sigmar closely, as he entrusts them with the most crucial missions. When a friendly unit of Liberators is destroyed, roll a dice. On a roll of 6, Sigmar reinforces his chosen warriors: set up that unit, restored to its full strength, in the Celestial Realm, and return it to the battle in your next movement phase as if it had the Lightning Strike ability (pg 115).

COMMAND TRAIT

We Cannot Fail: The Hammers of Sigmar know that if they fail, the task is impossible. A Hammers of Sigmar general can have this command trait instead of one of those listed on page 95. Whenever a friendly Hammers of Sigmar unit within 3" of your general suffers a wound or mortal wound, roll a dice. On the roll of a 6, that wound or mortal wound is ignored.

STORMCAST ETERNALS HALLOWED KNIGHTS WARRIOR CHAMBER

Mortals who followed Sigmar devoutly in life may find themselves reformed to serve him again as Hallowed Knights. Zealous beyond measure, loyal beyond question, the Hallowed Knights consider the war against Chaos to be a sacred crusade for which no sacrifice is too great. Clad in burnished silver armour and filled with holy fervour, they fear no evil, for their trust in the God-King is absolute. 'Only the faithful!' is the war cry of the Hallowed Knights, the words resounding like temple bells wherever they do battle.



ORGANISATION

A Hallowed Knights Warrior Chamber must contain the following:

- 1 Lords of the Storm battalion
(must include at least 6 HEROES)

A Hallowed Knights Warrior Chamber may also contain the following:

- 0-3 Thunderhead Brotherhood battalions
- 0-3 Hammerstrike Force battalions
- Any number of additional STORMCAST ETERNALS units

If a Hallowed Knights Warrior Chamber contains the maximum number of battalions, it gains the Lightning Strike and Wrath of the Storm abilities (pg 115).

ABILITIES

Only the Faithful: The Hallowed Knights are armoured spiritually as much as they are physically. Whenever a friendly Hallowed Knights unit would be affected by an enemy spell, roll a dice. On a roll of 5 or more, ignore the effects of the spell on this unit. Other units are affected as normal.

Holy Crusaders: When the Hallowed Knights sight their enemy, their zeal impels them to take the fight to their foe so that the realms might be saved. Hallowed Knights units can add 1" to their run and charge distances.

A Martyr's Death: When a Hallowed Knights HERO is slain in the combat phase before they have made their attacks, roll a dice. If the result is 2 or more, they are not removed as a casualty until the end of the phase, and in the meantime can still pile in and attack as normal.

STORMCAST ETERNALS CELESTIAL VINDICATORS WARRIOR CHAMBER



The Celestial Vindicators are vengeance incarnate. Stern and unforgiving, their hearts burn with a hatred for Chaos which knows no bounds, born of great losses suffered in their mortal lives. Entry to the Celestial Vindicators depends on this aggrieved inheritance, and each warrior must ask of Sigmar the right to exact their own personal revenge. Only by the chanting of grim war songs are the Celestial Vindicators able to channel their fury, but in the heat of combat their hate becomes a wildfire that cannot be quenched.

ORGANISATION

A Celestial Vindicators Warrior Chamber must contain the following:

- 1 Hammerstrike Force battalion
(must contain 3 units of PALADINS, rather than 2)

A Celestial Vindicators Warrior Chamber may also contain the following:

- 0-1 Lords of the Storm battalion
- 0-3 Thunderhead Brotherhood battalions
- 0-2 Hammerstrike Force battalions
- Any number of additional STORMCAST ETERNALS units

If a Celestial Vindicators Warrior Chamber contains the maximum number of battalions, it gains the Lightning Strike and Wrath of the Storm abilities (pg 115).

ABILITIES

Vows of Vengeance: If any models from a unit of Celestial Vindicators are slain, that unit can re-roll failed hit rolls of 1 until the end of the turn. If the unit is armed with Warblades, Grandblades, Storm Gladii, Stormstrike Glaives or Storm Sabres, it can re-roll all hit rolls for these weapons until the end of the turn.

Bonds of Hatred: The range of the Celestial Supercharge ability of Celestial Vindicator Hammerstrike Forces is 12" rather than 6".

COMMAND ABILITY

Speak With Your Swords: The Celestial Vindicators have no need of threats – their weapons do the talking. A Celestial Vindicators general has this command ability in addition to any others they have. When the general uses this ability, friendly Celestial Vindicators units within 6" add 1 to the Attacks characteristic of their Warblades, Grandblades, Storm Gladii, Stormstrike Glaives and Storm Sabres until your next hero phase.

STORMCAST ETERNALS

ANVILS OF THE HELDENHAMMER WARRIOR CHAMBER

First reforged as the Broken World reeled beneath fell magics, the black-clad warriors of the Anvils of the Heldenhammer are heroes of a distant age. Sinister of aspect and archaic in mindset, they fight like spectres out of legend, preserving practices and rites long lost to mortal memory. As the ancient dead reborn, the Anvils of the Heldenhammer hold in particular dread the prospect of their final demise, and their Lord-Relictors brood long on the subject, trusting ever in Sigmar lest the War of Spirits be lost.



ORGANISATION

An Anvils of the Heldenhammer Warrior Chamber must contain the following:

- 1 Thunderhead Brotherhood battalion (must contain 3 units of Judicators, rather than 2)

An Anvils of the Heldenhammer Warrior Chamber may also contain the following:

- 0-1 Lords of the Storm battalion
- 0-2 Thunderhead Brotherhood battalions
- 0-3 Hammerstrike Force battalions
- Any number of additional STORMCAST ETERNALS units

If an Anvils of the Heldenhammer Warrior Chamber contains the maximum number of battalions, it gains the Lightning Strike and Wrath of the Storm abilities (pg 115).

ABILITIES

Heroes of Another Age: The Anvils of the Heldenhammer fight with tactics not seen for an age and more. In your hero phase, roll a dice for each Anvils of the Heldenhammer unit within 8" of any **HEROES** from an Anvils of the Heldenhammer Lords of the Storm battalion (do not roll for **HEROES**). On a roll of 6, that unit can move as if it were the movement phase, shoot as if it were the shooting phase, or pile in and make attacks as if it were the combat phase. This does not prevent it acting normally for the rest of your turn.

BLESSED WEAPON

One Anvils of the Heldenhammer **HERO** can have the following artefact of power instead of one chosen from pages 96-98:

Soulthief: Pick one of this **HERO**'s melee weapons to be a Soulthief. If a model is wounded but not slain by the Soulthief, roll a dice for that model at the end of the combat phase. If the result is higher than that model's Wounds characteristic, it is immediately slain.

STORMCAST ETERNALS KNIGHTS EXCELSIOR EXEMPLAR CHAMBER



In disciplined lockstep, the Knights Excelsior march to war, an unbroken chain of gleaming white armour and blue shields. The martial philosophy of the Knights Excelsior emphasises the regiment over the individual, favouring proven tactical doctrine over risky experiment. Meticulous to the last, only the utter destruction of the enemy satisfies them in battle. Whatever the dreadful toll of war, the Knights Excelsior are trustworthy to a fault, for they will allow nothing to tarnish Sigmar's glory.

ORGANISATION

A Knights Excelsior Exemplar Chamber must contain the following:

- 1 Devastation Brotherhood battalion

A Knights Excelsior Exemplar Chamber may also contain the following:

- 0-1 Lords of the Storm battalion
- 0-2 Devastation Brotherhood battalions
- Any number of additional STORMCAST ETERNALS units

If a Knights Excelsior Exemplar Chamber contains the maximum number of battalions, it gains the Lightning Strike and Martial Bond abilities (pg 117).

ABILITIES

The Chain Unbroken: While a Knights Excelsior unit is within 3" of two or more other Knights Excelsior units, it can re-roll save rolls of 1. Units bearing Sigmarite Shields can instead re-roll failed save rolls of 1 or 2.

Victory Absolute: Nothing but complete annihilation satisfies these warriors. If a unit of Knights Excelsior destroys an enemy unit in the combat phase, it heals D3 wounds.

MAGICAL ARTEFACT

One Knights Excelsior HERO can have the following artefact of power instead of one chosen from pages 96-98:

Chains of Celestial Lightning: Once per battle, in your hero phase, this HERO may attempt to bind an enemy HERO or MONSTER within 3". To do so, roll 3 dice, while your opponent rolls 2 dice if the target is a HERO or 3 dice if it is a MONSTER. If your total is higher, that model halves the distance it moves, runs or charges and any Attacks characteristics, rounding up, until your next hero phase.

STORMCAST ETERNALS CELESTIAL WARBRINGERS HARBINGER CHAMBER

For the Celestial Warbringers, there is no greater joy than righteous battle. The bond shared by this Stormhost's brethren is second to none, for each of them hails from the same mortal tribe – a clan of bold warriors who claimed to have foresight of their own unique doom. Hurling brazen insults at the foe and laughing as they break heads, their fearlessness and infectious audacity has persisted even after their Reforging, carrying them to glorious victory in the face of seemingly insurmountable odds time and again.



ORGANISATION

A Celestial Warbringers Harbinger Chamber must contain the following:

- 1 Lords of the Storm battalion
(must include 6 HEROES, including at least 2 Knights-Heraldor)

A Celestial Warbringers Harbinger Chamber may also contain the following:

- 0-3 Vanguard Wing battalions
- Any number of additional STORMCAST ETERNALS units

If a Celestial Warbringers Harbinger Chamber contains the maximum number of battalions, it gains the Lightning Strike and Celestial Nimbus abilities (pg 116).

ABILITIES

The Horns of War: When the Celestial Warbringers go to battle, it is to a fanfare of horns. When more than one Celestial Warbringers Knight-Heraldor uses their Battle-horn in a hero or shooting phase (declare which models will do so before resolving any effects), each can pick a target within 25" for their Onwards to Glory or Thunderblast abilities.

Joyous Host: The Celestial Warbringers live to fight – it is something that they do with boundless enthusiasm. If a Celestial Warbringers unit slays an enemy unit in the combat phase, and there is another enemy unit within 3", roll a dice. On a roll of 6 the Celestial Warbringers unit may immediately pile in again and attack with one of their melee weapons.

Unshakeable Confidence: The warriors of the Celestial Warbringers believe that they will be visited by a premonition of their death. If they receive no such premonition, then they go to battle with unshakeable certainty about their victory. Celestial Warbringers units cannot be affected by any rules or abilities that reduce Bravery in any way.

STORMCAST ETERNALS TEMPEST LORDS HARBINGER CHAMBER



The Tempest Lords are noble and courteous in everything they do. Each hails from a dynasty of warrior aristocrats that is accustomed to rulership, and with good reason. Not for these lords of battle the comforts of privilege. Instead they lead by example, winging down from their lofty vantage points to reap their twelve-tally before fighting onwards in Sigmar's name. Their stirring rhetoric has a galvanising effect on those around them; even the downtrodden and oppressed rise up, inspired to follow the Tempest Lords to glory.

ORGANISATION

A Tempest Lords Harbinger Chamber must contain the following:

- 1 Vanguard Wing battalion
(must contain 4 units of Prosecutors, rather than 3)

A Tempest Lords Harbinger Chamber may also contain the following:

- 0-1 Lords of the Storm battalion
- 0-2 Vanguard Wing battalions
- Any number of additional STORMCAST ETERNALS units

If a Tempest Lords Harbinger Chamber contains the maximum number of battalions, it gains the Lightning Strike and Celestial Nimbus abilities (pg 116).

ABILITIES

Masters of the Skies: Tempest Lord units that can fly can make a charge move in the charge phase whether or not an enemy unit is in range, and they can move even if that move would not finish within ½" of an enemy unit.

Take Your Tally: Tempest Lords believe that to fall before they have taken their tally from the foe is a great disgrace. Keep a count of the enemy models slain. Once that number is equal to or more than 12 times the number of **HEROES** in your army (e.g. 24 if you have 2 **HEROES**), each friendly Tempest Lords **HERO** adds 1 to each of their Attacks characteristics and their Wounds characteristic.

COMMAND TRAIT

The Strike Inspired: A Tempest Lords general can have this command trait instead of one of those listed on page 95. In your hero phase, your general can order a strike on an enemy unit within 3". Friendly Tempest Lords units can re-roll hit and wound rolls of 1 for attacks that target that unit until your next hero phase.

STORMCAST ETERNALS ASTRAL TEMPLARS EXEMPLAR CHAMBER

Recruited from the most warlike and barbaric mortal tribes, the Stormcast Eternals of the Astral Templars are warriors born, never more at home than when surrounded by enemies in battle. Their commanders are amongst the most ferocious of their kind, and take great delight in hurling themselves into the most desperate of combats. Such was their feral upbringing that, as mortals, hunting dangerous beasts was a daily necessity for survival – a skill at which the Astral Templars still excel to this day.



ORGANISATION

An Astral Templars Exemplar Chamber must contain the following:

- 1 Lords of the Storm battalion
(must include at least 6 HEROES)

An Astral Templars Exemplar Chamber may also contain the following:

- 0-3 Devastation Brotherhood battalions
- Any number of additional STORMCAST ETERNALS units

If an Astral Templars Exemplar Chamber contains the maximum number of battalions, it gains the Lightning Strike and Martial Bond abilities (pg 117).

ABILITIES

Beast-hunters: The Astral Templars are experienced hunters of the most terrifying beasts the Mortal Realms have to offer. Astral Templars HEROES can add 1 to their hit rolls against MONSTERS.

Dauntless Brawlers: Though they may fight with less discipline than some of Sigmar's Stormhosts, the Astral Templars are matchless warriors when they plunge deep into enemy lines. While there are more enemy models than friendly models within 3" of an Astral Templars HERO, add 1 to all of the HERO'S Attacks characteristics.

COMMAND TRAIT

Veteran of the Gnarlwood: This general is a survivor of the Gnarlwood of Ghur, a veteran who has ended the rampage of many a legendary beast. An Astral Templars general can have this command trait instead of one of those listed on page 95. Re-roll all failed hit and wound rolls for attacks made by the general against MONSTERS.



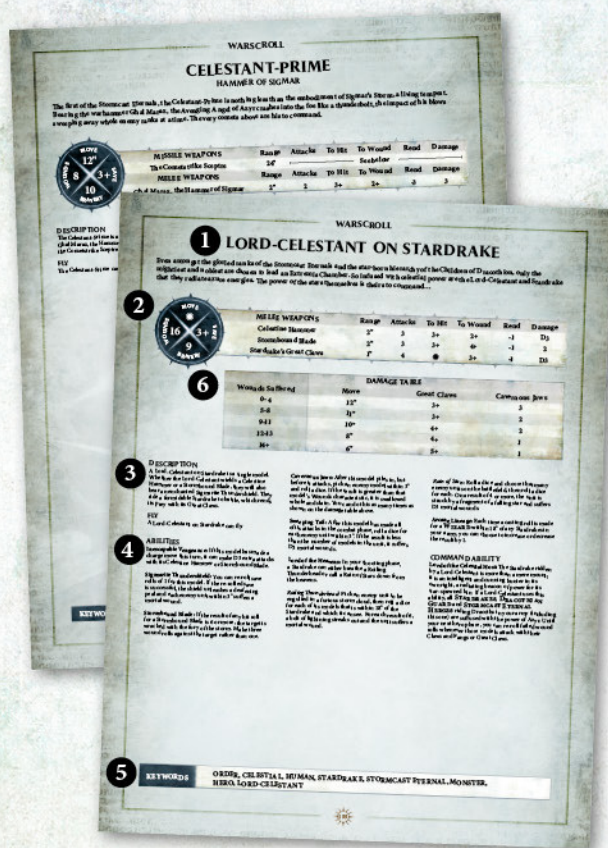
WARSCROLLS

The warriors and creatures that battle in the Mortal Realms are incredibly diverse, each one fighting with their own unique weapons and combat abilities. To represent this, every model has a warscroll that lists the characteristics, weapons and abilities that apply to the model.

Every Citadel Miniature in the Warhammer range has its own warscroll, which provides you with all of the information needed to use that model in a game of *Warhammer Age of Sigmar*. This means that you can use any Citadel Miniatures in your collection as part of an army as long as you have the right warscrolls.

When fighting a battle, simply refer to the warscrolls for the models you are using. Warscrolls for all of the other models in the *Warhammer Age of Sigmar* range are available from Games Workshop. Just visit our website at games-workshop.com for more information on how to obtain them.

The key below explains what you will find on a warscroll, and the *Warhammer Age of Sigmar* rules sheet explains how this information is used in a game. The warscroll also includes a short piece of text explaining the background for the models and how they fight.



- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords :** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.
- 6. Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.



HINTS & TIPS

Modifiers: Many warscrolls include modifiers that can affect characteristics. For example, a rule might add 1 to the Move characteristic of a model, or subtract 1 from the result of a hit roll. Modifiers are cumulative.

Random Values: Sometimes, the Move or weapon characteristics on a warscroll will have random values. For example, the Move characteristic for a model might be 2D6 (two dice rolls added together), whereas the Attacks characteristic of a weapon might be D6.

When a unit with a random Move characteristic is selected to move in the movement phase, roll the indicated number of dice. The total of the dice rolled is the Move characteristic for all models in the unit for the duration of that movement phase.

Generate any random values for a weapon (except Damage) each time it is chosen as the weapon for an attack.

Roll once and apply the result to all such weapons being used in the attack. The result applies for the rest of that phase. For Damage, generate a value for each weapon that inflicts damage.

When to Use Abilities: Abilities that are used at the start of a phase must be carried out before any other actions. By the same token, abilities used at the end of the phase are carried out after all normal activities for the phase are complete.

If you can use several abilities at the same time, you can decide in which order they are used. If both players can carry out abilities at the same time, the player whose turn is taking place uses their abilities first.

Save of ‘-’: Some models have a Save of ‘-’. This means that they automatically fail all save rolls (do not make the roll, even if modifiers apply).

Keywords: Keywords are sometimes linked to (or tagged) by a rule. For example, a rule might say that it applies to ‘all STORMCAST ETERNAL models’. This means that it would apply to models that have the Stormcast Eternal keyword on their warscroll.

Keywords can also be a useful way to decide which models to include in an army. For example, if you want to field a Stormcast Eternal army, just use models that have the Stormcast Eternal keyword.

Minimum Range: Some weapons have a minimum range. For example 6”-48”. The weapon cannot shoot at an enemy unit that is within the minimum range.

Weapons: Some models can be armed with two identical weapons. When the model attacks with these weapons, do not double the number of attacks that the weapons make; usually, the model gets an additional ability instead.

CELESTANT-PRIME

HAMMER OF SIGMAR

The first of the Stormcast Eternals, the Celestant-Prime is nothing less than the embodiment of Sigmar's Storm, a living tempest. Bearing the warhammer Ghal Maraz, the Avenging Angel of Azyr crashes into the foe like a thunderbolt, the impact of his blows sweeping away whole enemy ranks at a time. The very comets above are his to command.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Cometstrike Sceptre	24"	—	—	See below	—	—
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ghal Maraz, the Hammer of Sigmar	2"	2	3+	2+	-3	3

DESCRIPTION

The Celestant-Prime is a single model. He wields Ghal Maraz, the Hammer of Sigmar, and carries the Cometstrike Sceptre.

FLY

The Celestant-Prime can fly.

ABILITIES

Cometstrike Sceptre: In your shooting phase, the Celestant-Prime can hold the Cometstrike Sceptre aloft to seize a comet from the heavens, then send it crashing down amid the enemy. If he does, pick a point on the battlefield within range and roll a dice. Each unit within that many inches of that point suffers D3 mortal wounds.

Retribution from On High: Instead of setting up the Celestant-Prime on the battlefield, you must place him to one side and say that he is set up in the Celestial Realm. In each of your movement phases you must declare whether he will strike from the Heavens or remain in the Celestial Realm imbuing Ghal Maraz with additional energies. For each battle round that he remains in the Celestial Realm, add 2 to the Attacks characteristic of Ghal Maraz until the end of the battle.

When the Celestant-Prime strikes from the Heavens, set him up on the battlefield more than 9" from any enemy models. This is his move for that movement phase. Until your next hero phase, subtract 2 from the Bravery of all models in any enemy unit within 12" of him.

Orrery of Celestial Fates: A storm of celestial energy swirls around the Celestant-Prime's feet, granting him mystic insights that aid him in battle. Once per turn, you can change the roll of one dice for the Celestant-Prime to a roll of your choice, before applying any modifiers.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, CELESTANT-PRIME

LORD-CELESTANT ON DRACOTH

Fuelled by the powers celestial, the Lord-Celestant that leads a Stormcast Eternal chamber is an exceptional warrior, unmatched in martial prowess. Upon a lightning-spitting Dracoth, the gleaming commander bolsters his brethren's resolve while delivering a vengeance that is both violent and inescapable.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stormstrike Glaive	2"	4	3+	4+	-1	1
Lightning Hammer	1"	3	3+	3+	-1	2
Thunderaxe	2"	3	3+	3+	-1	2
Tempestos Hammer	2"	3	3+	2+	-1	D3
Dracoth's Claws and Fangs	1"	3	3+	3+	-1	1

DESCRIPTION

A Lord-Celestant on Dracoth is a single model. It wields either a Tempestos Hammer, a Thunderaxe, a Lightning Hammer or a Stormstrike Glaive. Some also carry a Sigmarite Thundershield. In any case, it rides a Dracoth which fights with its ferocious Claws and Fangs.

ABILITIES

Tempestos Hammer: With the momentum of a charge behind it, few can stand against the impact of a Tempestos Hammer. If this model has made a charge move this turn, it can make D3 extra attacks with its Tempestos Hammer.

Thunderaxe: In the capable hands of a Lord-Celestant, a Thunderaxe draws on the celestial energies of those around them until it is crackling with barely contained power. Add 1 to the Attacks of this model's Thunderaxe for each other **STORMCAST ETERNAL** unit from your army within 5".

Lightning Hammer: If the result of a hit roll for this model's Lightning Hammer is 6 or more, the target unit immediately suffers two mortal wounds as warriors are blasted to ash, before the wound roll is made. If a unit suffers any mortal wounds in this way, it is stunned for the rest of the combat phase and cannot pile in before it attacks.

Stormstrike Glaive: Lowering their Stormstrike Glaive and wielding it as a lance, a Lord-Celestant can bring down the mightiest foes. If this model has made a charge move this turn, its Stormstrike Glaive causes 3 Damage rather than 1, and has a Rend of -2 rather than -1.

Sigmarite Thundershield: You can re-roll save rolls of 1 for this model. If the re-rolled save is successful, the shield unleashes a deafening peal and each enemy unit within 3" suffers a mortal wound.

Intolerable Damage: If the wound roll for the Dracoth's Claws and Fangs attack is 6 or more, then that attack causes D6 Damage rather than 1.

Storm Breath: You can make a storm breath attack with this model in your shooting phase. To do so, pick a point on the battlefield that is within 12" of this model. Roll a dice for each unit (friend or foe) that is within 2" of the point that you picked. On a roll of 4 or more, the unit being rolled for suffers D3 mortal wounds.

COMMAND ABILITY

Lord of the Host: If a Lord-Celestant uses this ability, until your next hero phase you do not have to take battleshock tests for this model or any friendly **STORMCAST ETERNALS** that are within 24" of it at the start of the battleshock phase.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, LORD-CELESTANT

LORD-CELESTANT

Inspiring leaders of the Stormcast chambers, the Lord-Celestants march to war mantled in the might of the tempest. None can escape the vengeful blows of their runeblades and sigmarite hammers – should any try, the Lord-Celestant swirls their armoured cloak, loosing a hurtling cloud of sorcerous hammers that strike down the cowardly foe.



MELEE WEAPONS

Sigmarite Runeblade

Warhammer

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

4

3+

3+

-1

1

1"

2

4+

3+

-

1

DESCRIPTION

A Lord-Celestant is a single model. It is armed with a fearsome Sigmarite Runeblade and a Warhammer, and wears a Sigmarite Warcloak.

ABILITIES

Inescapable Vengeance: If this model has made a charge move this turn, it can make 1 extra attack with each of its melee weapons.

Sigmarite Warcloak: In your shooting phase, you can unleash D6 hammers from this model's Sigmarite Warcloak. Pick an enemy unit within 16" of this model for each hammer that is unleashed, then roll a dice for each unit you picked. On a roll of 4 or more the unit suffers a mortal wound. Note that you can pick the same unit more than once in a phase.

COMMAND ABILITY

Furious Retribution: If this model is your general and uses this ability, then until your next hero phase you can add 1 to the result of any hit rolls in the combat phase for this model and friendly **STORMCAST ETERNAL** units within 9" of this model.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, LORD-CELESTANT

LORD-RELICTOR

Lord-Relictors are noble but sinister figures. Their ritual weapons and armour are replete with icons of death, for these fell guardians keep the warrior souls of the Stormcast Eternals from the gloom of the underworld. Potent healers as well as mighty warriors, their arcane powers channel the glory of Sigmar and call storms from the darkening skies.



MELEE WEAPONS

Relic Hammer

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A Lord-Relictor is a single model. It is armed with a Relic Hammer.

ABILITIES

Lightning Storm: In your hero phase, you can declare that the Lord-Relictor will pray for a lightning storm. If you do so, pick an enemy unit that is within 12" of this model and roll a dice. On a roll of 3 or more, the unit you picked suffers D3 mortal wounds, and your opponent must subtract 1 from all hit rolls for the unit until your next hero phase. A Lord-Relictor cannot pray for a lightning storm and a healing storm in the same turn.

Healing Storm: In your hero phase, you can declare that this model is praying for a healing storm. If you do so, pick a friendly model with the **STORMCAST ETERNAL** keyword that is within 12" of this model and roll a dice. On a roll of 3 or more you can heal up to D3 wounds that have been suffered by the model that you picked. A Lord-Relictor cannot pray for a healing storm and a lightning storm in the same turn.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, PRIEST, LORD-RELICTOR

LORD-CASTELLANT

Masters of defensive warfare, the Lord-Castellants watch over their Stormcast comrades. From their warding lanterns, a glorious golden glow spills forth. This magical light has many uses, from driving back the tainted foe with its purifying aura, to shielding and healing wounded Stormcast Eternals with celestial energy.



MELEE WEAPONS

Castellant's Halberd

Range

2"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-1

Damage

2

DESCRIPTION

A Lord-Castellant is a single model. It is armed with a Castellant's Halberd and carries a Warding Lantern.

ABILITIES

Warding Lantern: In your hero phase the Lord-Castellant may unleash the magical energies of their Warding Lantern. If they do so, pick either a **CHAOS** unit or a **STORMCAST ETERNAL** unit that is within 12" of the Lord-Castellant.

If a **CHAOS** unit is chosen, it is struck by the searing light of the Celestial Realm and suffers a mortal wound. **CHAOS DAEMON** units cannot abide the touch of this light and suffer D3 mortal wounds instead.

If a **STORMCAST ETERNAL** unit is chosen, it is bathed in the healing energies of the lantern and you can add 1 to all save rolls it has to make until your next hero phase. In addition, until your next hero phase, each time you make a save roll of 7 or more for that unit, one model in the unit heals a wound.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, LORD-CASTELLANT

LORD-VERITANT

The Lord-Veritant is the terror of witches and warlocks alike. They are the eye of Sigmar, the inescapable vengeance of the Heavens, and by the searing light of their Lantern of Abjuration they burn away the shadows in which the unclean and the heretical hide. Leading the faithful to battle, the Lord-Veritant cuts a merciless path through cultists and daemons until nothing remains of the foe.



MELEE WEAPONS

Judgement Blade

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	4	3+	3+	-1	2

DESCRIPTION

A Lord-Veritant is a single model. It is armed with a Judgement Blade and carries a Lantern of Abjuration.

ABILITIES

Lantern of Abjuration: A Lantern of Abjuration allows a Lord-Veritant to unbind one spell in each enemy hero phase in the same manner as a wizard.

Sanction: In your hero phase the Lord-Veritant may pray for Sigmar to sanction his sorcerous foes. If they do so, pick an enemy **WIZARD** within 7" and roll a dice. On a roll of 4 or more the prayer is heard, and the **WIZARD** suffers D3 mortal wounds.

Bound in Service: After setting up a Lord-Veritant, you can immediately set up one Gryph-hound within 3" of the model. If you choose to do so, the Gryph-hound is bound to the Lord-Veritant, and makes 4 attacks with its Beak and Claws rather than 2 if the target unit is within 3" of the Lord-Veritant. In addition, you can add 3 to the unbinding roll for the Lord-Veritant's Lantern of Abjuration if the Gryph-hound is within 6" of the enemy **WIZARD**.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, PRIEST, LORD-VERITANT

KNIGHT-QUESTOR

Knights-Questor have vowed to stand as shields between the denizens of the Mortal Realms and the depredations of Chaos. It falls to these heroes to undertake great quests in Sigmar's name. They adventure across the realms and beyond to slay terrible enemies or recover arcane artefacts whose power can turn the tides of war.



MELEE WEAPONS

Warblade

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	4	3+	3+	-1	1

DESCRIPTION

A Knight-Questor is a single model. It is armed with a Warblade and carries a Sigmarite Shield.

ABILITIES

Heroic Challenge: If a Knight-Questor is within 6" of an enemy **HERO** when chosen to fight in the combat phase, they can pile in 6" instead of 3", but must end their pile in move within 1" of that **HERO**. You can re-roll failed hit rolls for a Knight-Questor if the target is a **HERO**.

Sigmarite Shield: You can re-roll failed save rolls for this model.

Thundercharged Strike: Add 1 to the damage inflicted by a Knight-Questor's Warblade if the wound roll for the attack was 6 or more.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, KNIGHT-QUESTOR

KNIGHT-HERALDOR

Onwards to Glory! Forward for Sigmar! With blasts sounded from their battle-horn, a Knight-Heraldor inspires nearby Stormcast Eternals, the instrument's eldritch energies driving them to still greater feats. So powerful are the thunderous calls of the battle-horn that the celestial shock waves can topple buildings, fell trees or cast down the dark idols of the Chaos Gods.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sigmarite Broadsword	1"	4	3+	4+	-1	1

DESCRIPTION

A Knight-Heraldor is a single model. It is armed with a Sigmarite Broadsword, and carries a Battle-horn.

ABILITIES

Onwards to Glory: In your hero phase, you can signal a call to arms with this model's Battle-horn. To do so, pick a **STORMCAST ETERNAL** unit that is within 10". That unit can charge this turn even if it retreats or runs in the movement phase.

Thunderblast: In your shooting phase a Knight-Heraldor can sound a thunderblast with their Battle-horn, shaking buildings to their foundations and causing trees to topple. If they do so, pick a terrain feature within 15" and roll a dice. Each unit within that many inches of the terrain feature suffers D3 mortal wounds.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, KNIGHT-HERALDOR

KNIGHT-VEXILLOR

Blazing with celestial energies, the banners of the Stormcast Eternals are carried proudly into battle by Knights-Vexillor, champions who can always be found in the thick of combat. These standards are more than just proud regalia; they have the power to pull down comets to smite the Stormcasts' foes, or to summon forth the swirling power of a hurricane itself.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warhammer	1"	4	4+	3+	-	1

DESCRIPTION

A Knight-Vexillor is a single model armed with a Warhammer. Some Knights-Vexillor carry a Meteoric Standard, while others carry a Pennant of the Stormbringer.

ABILITIES

Icon of War: You can re-roll charge rolls for **STORMCAST ETERNAL** units in your army that are within 12", as they are inspired to glorious acts of valour.

Meteoric Standard: Once per battle, a Knight-Vexillor carrying a Meteoric Standard can call down a comet in your hero phase. To do so, pick a point on the battlefield within 24" of this model and roll two dice, adding the results together. Each unit that is within that many inches of the point that you picked suffers D3 mortal wounds.

Pennant of the Stormbringer: Once per battle, a Knight-Vexillor carrying a Pennant of the Stormbringer can summon a mighty hurricane in your hero phase. To do so, pick a **STORMCAST ETERNAL** unit in your army and remove it from play, then set it up anywhere more than 9" from the enemy. It cannot move in the following movement phase.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, TOTEM, KNIGHT-VEXILLOR

KNIGHT-AZYROS

At the spear-tip of Sigmar's Tempest come the Knights-Azyros, heralds of the sky. Each bears a celestial beacon, and where a Knight-Azyros shines its light, there too can almighty Sigmar see, casting forth more Stormcast Eternals into battle. That illuminating beam is a boon to allies, and a bane to foes, most especially to the minions of Chaos.



MELEE WEAPONS

Starblade

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

4

3+

3+

-1

1

DESCRIPTION

A Knight-Azyros is a single model. It is armed with a Starblade and carries a Celestial Beacon.

FLY

A Knight-Azyros can fly.

ABILITIES

Illuminator of the Lost: In the shooting phase, you can re-roll hit rolls of 1 for attacks made against enemy units that are within 10" of a Knight-Azyros.

The Light of Sigmar: Once per battle, in your hero phase, you can declare that this model will unleash the searing light of its Celestial Beacon. If you do so, it cannot move, charge or pile in during your turn. However, each enemy unit within 8" of the Knight-Azyros when the searing light is unleashed suffers D3 mortal wounds as they are blinded and driven from the battlefield. The light is anathema to **CHAOS** units, so they suffer D6 mortal wounds instead.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, KNIGHT-AZYROS

KNIGHT-VENATOR

The Knight-Venator is the sky-hunter, a winged archer that rains down death from above. Able to soar into position and loose volleys of precise shots, the Knight-Venator hunts down and eliminates vital targets. Not even large monsters or powerful enemy leaders are safe from the deadly missile fire loosed by this soaring angel of Azyr.



MISSILE WEAPONS

Realmhunter's Bow

Star-eagle's Celestial Talons

MELEE WEAPONS

Bow Stave

Star-eagle's Celestial Talons

Range

Attacks

To Hit

To Wound

Rend

Damage

30"

3

2+

3+

-1

1

30"

3

4+

3+

-

1

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

2

3+

4+

-

1

1"

3

4+

3+

-

1

DESCRIPTION

A Knight-Venator is a single model. It is armed with a Realmhunter's Bow and is accompanied by a vicious Star-eagle that attacks with its Celestial Talons. If the enemy draws too near, the Knight-Venator bludgeons them with its Bow Stave.

FLY

A Knight-Venator can fly.

ABILITIES

Celestial Talons: If the wound roll for the Star-eagle's Celestial Talons is 6 or more, that attack has a Rend of -3.

Star-fated Arrow: Once per battle, in your shooting phase, you can declare that this model will loose a Star-fated Arrow. When you do so, it makes 1 attack with his Realmhunter's Bow rather than 3, but it causes D3+3 Damage. If the target is a **HERO** or **MONSTER**, the Damage is D6+3 instead.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, KNIGHT-VENATOR

GRYPH-HOUNDS

Gryph-hounds are pack-hunting creatures from the realm of Azyr, noble beasts that detest corruption. Their sharp senses pierce deception as easily as their beaks and claws shred the flesh of the unfaithful. Packs of Gryph-hounds are known to ally themselves to those fighting for a just cause, and they offer loyal protection to their companions.



MELEE WEAPONS

Beak and Claws

Range

1"

Attacks

2

To Hit

3+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Gryph-hounds has any number of models. They savage their foe with their razor-sharp Beaks and Claws.

GRYPH-HOUND ALPHA

If a unit of Gryph-hounds has 3 or more models, one Gryph-hound can be a Gryph-hound Alpha. A Gryph-hound Alpha makes 3 attacks rather than 2.

ABILITIES

Loyal Companion: Once a Gryph-hound has bonded with a companion, it will defend it to the death. A Gryph-hound makes 4 attacks with its Beak and Claws rather than 2 if the target unit is within 3" of a Lord-Castellant.

Darting Attacks: Gryph-hounds attack in a series of darting strikes. Immediately after this unit attacks in the combat phase, roll a dice and move each model in the unit up to that many inches.

Warning Cry: It is said that it is impossible to sneak up on a Gryph-hound. If an enemy unit is set up within 10" of this unit, roll two dice. Any unit within that many inches of the Gryph-hounds is alerted to the enemy unit's presence, and can attack it with one of its weapons as though it were your shooting phase.

KEYWORDS

ORDER, CELESTIAL, STORMCAST ETERNAL, GRYPH-HOUNDS

JUDICATORS

Whistling volleys of arrows and bolts herald the attack of the Judicators. Evil men are found wanting in their sight, and fall pierced by crackling arrows of pure lightning, or feathered with dozens of sigmarite crossbow bolts. Rank upon rank of the enemy tumble to the floor as the Judicators ply their deadly trade, until nothing remains of their foe but corpses.



MISSILE WEAPONS

Skybolt Bow

Range

24"

Attacks

1

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

Boltstorm Crossbow

Range

12"

Attacks

2

To Hit

3+

To Wound

4+

Rend

-

Damage

1

Shockbolt Bow

Range

24"

Attacks

1

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

Thunderbolt Crossbow

Range

18"

Attacks

1

To Hit

3+

To Wound

See below

Rend

-

Damage

1

MELEE WEAPONS

Storm Gladius

Range

1"

Attacks

1

To Hit

3+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Judicators has 5 or more models. Units of Judicators are armed with either long-ranged Skybolt Bows or rapid-firing Boltstorm Crossbows. 1 in every 5 models may instead be armed with either a Shockbolt Bow or a Thunderbolt Crossbow. In addition, every model in the unit carries a sharp Storm Gladius.

JUDICATOR-PRIME

A Judicator-Prime leads this unit. Add 1 to the hit rolls for a Judicator-Prime.

ABILITIES

Rapid Fire: If a unit of Judicators does not move in the movement phase, then you can add 1 to the Attacks characteristic of any Boltstorm Crossbows the unit uses in the shooting phase of the same turn.

Chained Lightning: If a Judicator attacking with a Shockbolt Bow scores a hit then the bolt explodes into a storm of lightning. Instead of making a single wound roll, roll a dice and make a number of wound rolls equal to the number scored.

Eternal Judgement: You may re-roll any hit rolls of 1 when a Judicator attacks a **CHAOS** unit in the shooting phase.

Thunderbolt Crossbow: When a model attacks with a Thunderbolt Crossbow the target is struck by a mighty blast of Celestial energy; pick an enemy unit within 18" and roll a dice. Subtract 1 from the roll if the target is a **MONSTER**. If the result is equal to or less than the number of models in the unit, the unit suffers D3 mortal wounds.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, JUSTICAR, JUDICATORS

LIBERATORS

The hosts of the Stormcast Eternals thunder down from the Celestial Realm, intent on laying low the tyrant and the fiend. The core of each Stormhost is comprised of Liberators, heroes who have been magically reformed with the power of a god. In battle, these warriors use weapons of magical sigmarite to smite all enemies of Order.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Warhammer	1"	2	4+	3+	-	1
Warblade	1"	2	3+	4+	-	1
Grandhammer	1"	2	4+	3+	-1	2
Grandblade	1"	2	3+	4+	-1	2

DESCRIPTION

A unit of Liberators has 5 or more models. Some units of Liberators are armed with a Warhammer in each hand, while others wield paired Warblades. Other units enter battle armed with a single Warhammer and carry Sigmarite Shields, and others still pair a Sigmarite Shield with a Warblade. In any case, 1 in every 5 models may instead be armed with either a Grandhammer or a Grandblade.

LIBERATOR-PRIME

The leader of this unit is the Liberator-Prime. A Liberator-Prime makes 3 attacks rather than 2.

ABILITIES

Paired Weapons: An extra weapon allows a Liberator to feint and parry, creating openings in their opponent's guard. You can re-roll hit rolls of 1 for models armed with more than one Warhammer or Warblade.

Lay Low the Tyrants: If any model from this unit selects an enemy unit with a Wounds characteristic of 5 or more as the target for all of its attacks in a combat phase, add 1 to all of that model's hit rolls in that combat phase.

Sigmarite Shields: You can re-roll save rolls of 1 for this unit if any models from the unit are carrying Sigmarite Shields.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, REDEEMER, LIBERATORS

RETRIBUTORS

Retributors are the wrath of the heavens made flesh. They bring swift and deadly justice to the lands of the Mortal Realms. Their lightning hammers are forged from ensorcelled sigmarite, and by channelling the energy of the storm they can release thunderous bursts of sky-magic that blast the foe to ash.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Lightning Hammer	1"	2	3+	3+	-1	2
Starsoul Mace	1"			See below		

DESCRIPTION

A unit of Retributors has 3 or more models. They are armed with Lightning Hammers. 2 in every 5 models may instead be armed with a Starsoul Mace.

RETRIBUTOR-PRIME

The leader of this unit is the Retributor-Prime. A Retributor-Prime makes 3 attacks rather than 2 with a Lightning Hammer.

ABILITIES

Blast to Ashes: If the hit roll for a model attacking with a Lightning Hammer is 6 or more, that blow strikes with a thunderous blast that inflicts 2 mortal wounds instead of its normal damage. Do not make a wound or save roll for the attack.

Starsoul Mace: A model armed with a Starsoul Mace can make a starblast attack in each combat phase. Pick an enemy unit that is within 1" of the model with the Starsoul Mace. That unit suffers D3 mortal wounds.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, PALADIN, RETRIBUTORS

PROTECTOR

Inexorable and relentless, the Protectors advance. Their stormstrike glaives weave in intricate patterns around them, creating a shield of celestial energy which casts incoming missiles aside. When they reach the enemy's lines, their masterful blade-work is turned to a deadlier purpose, dismembering lesser foes and executing leviathans alike.



MELEE WEAPONS

Stormstrike Glaive

Starsoul Mace

Range

3"

1"

Attacks

3

See below

To Hit

3+

See below

To Wound

3+

See below

Rend

-1

See below

Damage

1

See below

DESCRIPTION

A unit of Protectors has 5 or more models. They are armed with Stormstrike Glaives. 2 in every 5 models may instead be armed with a Starsoul Mace.

PROTECTOR-PRIME

The leader of this unit is the Protector-Prime. A Protector-Prime attacking with a Stormstrike Glaive makes 4 attacks rather than 3.

ABILITIES

Deathstrike: A Stormstrike Glaive can slay monstrous foes with a single blow. If the wound roll for a Stormstrike Glaive is 6 or more and the target is a **MONSTER**, it does D6 Damage instead of 1.

Storm-shield: Arrows are deflected by the Protectors' weaving Glaives. Subtract 1 from the hit rolls of enemy shooting attacks that target a unit of Protectors, or which must cross a unit of Protectors to hit a model that lies beyond them.

Starsoul Mace: A model armed with a Starsoul Mace can make a starblast attack in each combat phase. Pick an enemy unit that is within 1" of the model with the Starsoul Mace. That unit suffers D3 mortal wounds.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, PALADIN, PROTECTOR

DECIMATOR

Let the foe come in their teeming hordes, for there to meet them will be the Decimators. With their whirling thunderaxes, these Paladins wade into enemy formations, reaping a bloody toll with every swing. Corpses form grisly piles around the Paladins' feet as these grim destroyers lay low rank after rank, and few foes hold for long in the face of such devastation.



MELEE WEAPONS

Thunderaxe

Starsoul Mace

Range

2"

1"

Attacks

See below

See below

To Hit

3+

See below

To Wound

3+

See below

Rend

-1

See below

Damage

1

See below

DESCRIPTION

A unit of Decimators has 5 or more models. They are armed with Thunderaxes. 2 in every 5 models may instead be armed with a Starsoul Mace.

DECIMATOR-PRIME

The leader of this unit is the Decimator-Prime. Add 1 to the wound rolls for a Decimator-Prime.

ABILITIES

Cleaving Blow: A single swing of a Thunderaxe can carve through several foes. When a model attacks with a Thunderaxe, select a target unit and make one attack against it for each model it has within range.

Grim Harvesters: Fear surrounds Decimators as they set about their gory work. Add 2 to the result of battleshock tests made for enemy units that are within 6" of any Decimators.

Starsoul Mace: A model armed with a Starsoul Mace can make a starblast attack in each combat phase. Pick an enemy unit that is within 1" of the model with the Starsoul Mace. That unit suffers D3 mortal wounds.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, PALADIN, DECIMATOR

PROSECUTORS

WITH CELESTIAL HAMMERS

The warrior-heralds of Sigmar, Prosecutors soar upon the wings of the storm. Many Prosecutor retainues hurl hammers of magical force as they descend upon their prey, each meteoric impact smiting the enemies of the God-King.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestial Hammers	18"	2	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestial Hammers	1"	2	3+	3+	-	1
Grandaxe	1"	See below	3+	3+	-1	1
Grandblade	1"	2	3+	4+	-1	2
Grandhammer	1"	2	4+	3+	-1	2

DESCRIPTION

A unit of Prosecutors has 3 or more models. Some units are armed with a Celestial Hammer in each hand, while others go to battle armed with a single Celestial Hammer and carrying a Sigmarite Shield. 1 in every 3 models may instead be armed with a Grandaxe, Grandblade or Grandhammer.

FLY

Prosecutors can fly.

PROSECUTOR-PRIME

The leader of this unit is the Prosecutor-Prime. Trained for brutal melee, this model makes 3 attacks rather than 2 in the combat phase.

ABILITIES

Heralds of Righteousness: Roll 3 dice instead of 2 when determining the charge move for this unit. In addition, you can declare a charge with this unit if it is within 18" of the enemy rather than 12".

Cleaving Blow: When a model attacks with a Grandaxe, select a target unit and make one attack against it for each model it has within range.

Paired Celestial Hammers: You can re-roll hit rolls of 1 for models armed with more than one Celestial Hammer.

Sigmarite Shields: You can re-roll save rolls of 1 for this unit if any models from the unit are carrying Sigmarite Shields.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, ANGELOS, PROSECUTORS

PROSECUTORS

WITH STORMCALL JAVELINS

Hurling across the battlefield in a blur of sigmarite, Prosecutors are ideally placed to deliver death to their chosen foes with impunity. To this end, many wield stormcall javelins, which strike their victims with the might of Sigmar's Tempest.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stormcall Javelin	18"	1	3+	3+	-	1
Stormsurge Trident	18"	1	3+	3+	-1	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stormcall Javelin	2"	1	4+	4+	-	1
Stormsurge Trident	2"	1	4+	4+	-1	2

DESCRIPTION

A unit of Prosecutors has 3 or more models. They are armed with Stormcall Javelins and carry Sigmarite Shields. 1 in every 3 models may wield a Stormsurge Trident in place of their Stormcall Javelins.

FLY

Prosecutors can fly.

PROSECUTOR-PRIME

The leader of this unit is the Prosecutor-Prime. Raining death from afar, this model makes 2 attacks rather than 1 in the shooting phase.

ABILITIES

Stormcall Javelin: If a Prosecutor throws a Stormcall Javelin at a unit over 9" away, the javelin calls down a bolt of lightning; that attack has Damage 2 instead of 1.

Heralds of Righteousness: Roll 3 dice instead of 2 dice when determining the charge move for this unit. In addition, you can declare a charge with this unit if it is within 18" of the enemy rather than 12".

Sigmarite Shields: You can re-roll save rolls of 1 for this unit if any models from the unit are carrying Sigmarite Shields.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, ANGELOS, PROSECUTORS

LORD-CELESTANT ON STARDRAKE

Even amongst the gloried ranks of the Stormcast Eternals and the star-born hierarchy of the Children of Dracothion, only the mightiest and noblest are chosen to lead an Extremis Chamber. So infused with celestial power are the Lord-Celestant and Stardrake that they radiate azure energies. The power of the stars themselves is theirs to command...



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestine Hammer	2"	3	3+	2+	-1	D3
Stormbound Blade	2"	3	3+	4+	-1	2
Stardrake's Great Claws	1"	4	☀	3+	-1	D3

Wounds Suffered	DAMAGE TABLE		
	Move	Great Claws	Cavernous Jaws
0-4	12"	3+	3
5-8	11"	3+	2
9-11	10"	4+	2
12-13	8"	4+	1
14+	6"	5+	1

DESCRIPTION

A Lord-Celestant on Stardrake is a single model. Whether the Lord-Celestant wields a Celestine Hammer or a Stormbound Blade, they will also bear an enchanted Sigmarite Thundershield. They ride a formidable Stardrake to battle, which rends its prey with its Great Claws.

FLY

A Lord-Celestant on Stardrake can fly.

ABILITIES

Inescapable Vengeance: If this model has made a charge move this turn, it can make D3 extra attacks with its Celestine Hammer or Stormbound Blade.

Sigmarite Thundershield: You can re-roll save rolls of 1 for this model. If the re-rolled save is successful, the shield unleashes a deafening peal and each enemy unit within 3" suffers a mortal wound.

Stormbound Blade: If the result of any hit roll for a Stormbound Blade is 6 or more, the target is wracked with the fury of the storm. Make three wound rolls against the target rather than one.

Cavernous Jaws: After this model piles in, but before it attacks, pick an enemy model within 3" and roll a dice. If the result is greater than that model's Wounds characteristic, it is swallowed whole and slain. You can do this as many times as shown on the damage table above.

Sweeping Tail: After this model has made all of its attacks in the combat phase, roll a dice for each enemy unit within 3". If the result is less than the number of models in the unit, it suffers D3 mortal wounds.

Lord of the Heavens: In your shooting phase, a Stardrake can either breathe a Roiling Thunderhead or call a Rain of Stars down from the heavens.

Roiling Thunderhead: Pick an enemy unit to be engulfed in a furious storm cloud, then roll a dice for each of its models that is within 18" of the Stardrake and which it can see. For each result of 6, a bolt of lightning streaks out and the unit suffers a mortal wound.

Rain of Stars: Roll a dice and choose that many enemy units on the battlefield, then roll a dice for each. On a result of 4 or more, the unit is struck by a fragment of a falling star and suffers D3 mortal wounds.

Arcane Lineage: Each time a casting roll is made for a **WIZARD** within 18" of any Stardrakes in your army, you can choose to increase or decrease the result by 1.

COMMAND ABILITY

Lord of the Celestial Host: The Stardrake ridden by a Lord-Celestant is more than a mere mount; it is an intelligent and cunning hunter in its own right, a radiating beacon of power for its star-spawned kin. If a Lord-Celestant uses this ability, all **STARDRAKES**, **DRACOTHIAN GUARD** and **STORMCAST ETERNAL HEROES** riding Dracoths in your army (including this one) are suffused with the power of Azyr. Until your next hero phase, you can re-roll failed wound rolls whenever those models attack with their Claws and Fangs or Great Claws.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STARDRAKE, STORMCAST ETERNAL, MONSTER, HERO, LORD-CELESTANT

DRAKESWORN TEMPLAR

Drakesworn Templars are the Heavens' might made manifest. A Stardrake can roar forth lightning-charged clouds, summon starfire from the skies, or sweep enemies away with claws, fangs and a tail that strikes like a thunderbolt. From atop his mount, the Templar wields a storm-wrought weapon to smite down all that are judged unworthy.



MISSILE WEAPONS

Skybolt Bow

Range	Attacks	To Hit	To Wound	Rend	Damage
24"	1	3+	3+	-1	1

MELEE WEAPONS

Tempest Axe

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	6	3+	3+	-	1

Arc Hammer

1"	2	3+	3+	-1	3
----	---	----	----	----	---

Stormlance

3"	3	3+	3+	-1	2
----	---	----	----	----	---

Stardrake's Great Claws

1"	4	☀	3+	-1	D3
----	---	---	----	----	----

DAMAGE TABLE			
Wounds Suffered	Move	Great Claws	Cavernous Jaws
0-4	12"	3+	3
5-8	11"	3+	2
9-11	10"	4+	2
12-13	8"	4+	1
14+	6"	5+	1

DESCRIPTION

A Drakesworn Templar is a single model. The Templar wields either a Tempest Axe, an Arc Hammer or a Stormlance, and some also bear a Skybolt Bow. They ride a fearsome Stardrake, which strikes down its prey with its Great Claws.

FLY

A Drakesworn Templar can fly.

ABILITIES

Inspirational Lieutenant: Although Drakesworn Templars do not often lead Sigmar's armies to war, they are held in awe by other Stormcasts for the bond they have forged with a Stardrake. Add 1 to the Bravery of **STORMCAST ETERNAL** units in your army while they are within 10" of any Drakesworn Templars from your army.

Tempest Axe: A hurricane is unleashed each time a Tempest Axe strikes the foe. After this model attacks with its Tempest Axe, roll a dice for each unit that suffered any wounds from it. If the result is higher than the unit's Wounds characteristic, its models move 1" rather than 3" when they pile in until the end of the phase.

Arc Hammer: The static hum of an Arc Hammer rises to an almighty concussive crescendo as it strikes. If the hit roll for an Arc Hammer is 6 or more, make two wound rolls instead of one.

Stormlance: If the hit roll for a Stormlance is 6 or more and the target is a **MONSTER**, lightning surges forth and the attack inflicts D6 mortal wounds instead of its normal damage.

Skybolt Bow: Drakesworn Templars often direct attacks with well-placed skybolts. If this model scores a hit on an enemy unit with a Skybolt Bow, that unit is illuminated by a blazing bolt of lightning. In the next combat phase, you can add 1 to the result of any hit rolls for **DRACOTHIAN GUARD** that attack that unit.

Cavernous Jaws: After this model piles in, but before it attacks, pick an enemy model within 3" and roll a dice. If the result is greater than that model's Wounds characteristic, it is swallowed whole and slain. You can do this as many times as shown on the damage table above.

Sweeping Tail: After this model has made all of its attacks in the combat phase, roll a dice for each enemy unit within 3". If the result is less than the number of models in the unit, it suffers D3 mortal wounds.

Lord of the Heavens: In your shooting phase, a Stardrake can either breathe a Roiling Thunderhead or call a Rain of Stars down from the heavens.

Roiling Thunderhead: Pick an enemy unit to be engulfed in a furious storm cloud, then roll a dice for each of its models that is within 18" of the Stardrake and which it can see. For each result of 6, a bolt of lightning streaks out and the unit suffers a mortal wound.

Rain of Stars: Roll a dice and choose that many enemy units on the battlefield, then roll a dice for each. On a result of 4 or more, the unit is struck by a fragment of a falling star and suffers D3 mortal wounds.

Arcane Lineage: Each time a casting roll is made for a **WIZARD** within 18" of any Stardrakes in your army, you can choose to increase or decrease the result by 1.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STARDRAKE, STORMCAST ETERNAL, MONSTER, HERO, DRAKESWORN TEMPLAR

FULMINATORS

Aggressive and bold, there is no foe the Fulminators dare not charge. A surge of celestial energy builds before the ground-shaking impetus of their onset, a crackling war-cloud that travels like a bow wave before their lowered stormstrike glaives. They are the tip of the Dracothian Guard spear, and they clear a path for all who follow.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lightning Surge	6"	D3	3+	See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stormstrike Glaive	2"	3	3+	3+	-1	1
Dracoth's Claws and Fangs	1"	3	3+	3+	-1	1

DESCRIPTION

A unit of Fulminators has any number of models. They bear gleaming Stormstrike Glaives and Sigmarite Shields, and ride ferocious Dracoths which unleash a Lightning Surge as they close in to attack with their enormous Claws and Fangs.

ABILITIES

Glaivewall: Fulminators swing their glaives in great arcs as they advance, projecting a barrier of Azryite force. Add 1 to the result of any save rolls you make for this unit during the shooting phase.

Impaling Strikes: This unit's Stormstrike Glaives cause 3 Damage rather than 1 if it charged in the same turn.

Sigmarite Shields: You can re-roll save rolls of 1 for this unit.

Intolerable Damage: If the wound roll for a Dracoth's Claws and Fangs is 6 or more, then that attack causes D6 Damage rather than 1.

Lightning Surge: Some Dracoths, trained for line breaking, spit a crackling torrent of energy at enemies that come too close. When a unit is hit by a Lightning Surge, do not make a wound roll; instead, the unit suffers a mortal wound, or two mortal wounds if it is within 3" of the attacking model.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, DRACOTHIAN GUARD, FULMINATORS

TEMPESTORS

While their Dracoths charge forward spitting sizzling bolts of lightning, the Tempestors unleash the fury of their volleystorm crossbows, loosing a hail of bolts that burn like blazing meteorites. Tempestors can concentrate their fire to fell the most powerful of foes, or blast holes in enemy lines for other Dracothian Guard to exploit.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Volleystorm Crossbow	12"	4	3+	4+	-	1
Lightning Surge	6"	D3	3+	See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warblade	1"	3	3+	4+	-	1
Dracoth's Claws and Fangs	1"	3	3+	3+	-1	1

DESCRIPTION

A unit of Tempestors has any number of models. They are armed with rapid-firing Volleystorm Crossbows and bear lethal Warblades across their back, ready to face the foe at close quarters. They also carry Sigmarite Shields, and ride ferocious Dracoths which unleash a Lightning Surge as they close in to attack with their enormous Claws and Fangs.

ABILITIES

Disruptive Fire: At the start of your shooting phase, you can declare that this unit will concentrate its fire on an enemy unit within 12". All models from this unit must attack that unit with their Volleystorm Crossbows. Until your next hero phase, your opponent must subtract 1 from the result of any hit rolls made for that unit.

Sigmarite Shields: You can re-roll save rolls of 1 for this unit.

Intolerable Damage: If the wound roll for a Dracoth's Claws and Fangs is 6 or more, then that attack causes D6 Damage rather than 1.

Lightning Surge: Some Dracoths, trained for line breaking, spit a crackling torrent at enemies that come too close. When a unit is hit by a Lightning Surge, do not make a wound roll; instead, the unit suffers a mortal wound, or two mortal wounds if it is within 3" of the attacking model.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, DRACOTHIAN GUARD, TEMPESTORS

CONCUSSORS

Thunder cracks with every weighty blow delivered by the Concuassors. Those foes not slain outright by bludgeoning strikes are battered into submission, stunned by the azure shock waves released by those resounding impacts. Thus do the Concuassors dispense justice upon the unworthy, leaving the enemy hordes ripe for the killing blow.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Storm Blast	12"	1	4+	See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lightning Hammer	1"	3	3+	3+	-1	2
Dracoth's Claws and Fangs	1"	3	3+	3+	-1	1

DESCRIPTION

A unit of Concuassors has any number of models. They wield sparking Lightning Hammers and carry Sigmarite Shields. They ride ferocious Dracoths which spit deadly Storm Blasts at their victims before attacking with their enormous Claws and Fangs.

ABILITIES

Thunderstrike: If the result of a hit roll for this unit's Lightning Hammers is 6 or more, the attack inflicts a mortal wound in addition to any other damage it causes. If a unit suffers any mortal wounds in this way, it is stunned for the rest of the combat phase and cannot pile in before it attacks.

Intolerable Damage: If the wound roll for a Dracoth's Claws and Fangs is 6 or more, then that attack causes D6 Damage rather than 1.

Sigmarite Shields: You can re-roll save rolls of 1 for this unit.

Storm Blast: Dracoths can spit devastating bolts of lightning which blast open amid the enemy ranks, leaving warriors maimed and reeling. When a unit is hit by a Storm Blast, do not make a wound roll; instead, the unit suffers D3 mortal wounds.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, DRACOTHIAN GUARD, CONCUASSORS

DESOLATORS

The Desolators form the ultimate attack wave of the Dracothian Guard. It is their task to finish the battle, for they are the final judgement of the Heavens. Lightning arcs between the Desolators' axe strokes, a cumulative fury that scythes down all who have not fallen before the burning bolts spat by the Dracoths. Against their celestial reckoning, none may escape.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Storm Blast	12"	1	4+	See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Thunderaxe	2"	3	4+	3+	-1	2
Dracoth's Claws and Fangs	1"	3	3+	3+	-1	1

DESCRIPTION

A unit of Desolators has any number of models. They bear keen-edged Thunderaxes for scything down entire ranks of the foe, and carry Sigmarite Shields. They ride ferocious Dracoths which spit deadly Storm Blasts at their victims before attacking with their enormous Claws and Fangs.

ABILITIES

Fury of the Storm: Lightning crackles between the heads of the Desolators' axes when they attack as one. A Desolator makes 4 attacks with their Thunderaxe rather than 3 if there are at least 4 models in its unit, or 6 attacks if there are at least 6 models in its unit.

Intolerable Damage: If the wound roll for a Dracoth's Claws and Fangs is 6 or more, then that attack causes D6 Damage rather than 1.

Sigmarite Shields: You can re-roll save rolls of 1 for this unit.

Storm Blast: Dracoths can spit devastating bolts of lightning which blast open amid the enemy ranks, leaving warriors maimed and reeling. When a unit is hit by a Storm Blast, do not make a wound roll; instead, the unit suffers D3 mortal wounds.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, DRACOTHIAN GUARD, DESOLATORS

LORD-AQUILOR

Commanders of the Vanguard Auxiliary Chambers, the Lord-Aquilors are masters of the hunt, tracking their foes across the Mortal Realms as they ride the winds aetheric. When the foe is cornered, the Lord-Aquilor will strike with their starbound blade, channelling their hatred of the enemies of Order into every blow as their Gryph-charger savages the opponent with beak and claws.



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Heavy Boltstorm Pistol		9"	4	3+	3+	-	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Starbound Blade		1"	3	3+	3+	-1	2
Shock Handaxe		1"	2	3+	3+	-	1
Gryph-charger's Razor Beak and Claws		1"	3	3+	3+	-2	1

DESCRIPTION

A Lord-Aquilor is a single model armed with a Starbound Blade, a Shock Handaxe and a Heavy Boltstorm Pistol. They also bear an Astral Compass, and ride a fearsome Gryph-charger that lashes out with its Razor Beak and Claws.

ABILITIES

Astral Compass: The Astral Compass shows the Lord-Aquilor the best route to strike at their foe, no matter the terrain or the distance they must travel. Instead of setting up a Lord-Aquilor on the battlefield, you can place the model to one side and say that it is set up in pursuit. In any of your movement phases, you can summon the Lord-Aquilor to strike at the enemy's flanks. When you do so, set up the Lord-Aquilor wholly within 6" of any edge of the battlefield, more than 7" from the enemy. This is their move for that movement phase.

Ride the Winds Aetheric: Gryph-chargers can move faster than the eye can follow along the winds aetheric, though the shifting of these winds makes such movement perilous at times. In his movement phase, a Lord-Aquilor can choose to Ride the Winds Aetheric instead of moving normally. If they do so, choose the direction in which they will move, and then roll six dice. The Lord-Aquilor can move up to a number of inches equal to the result in the direction chosen, moving over terrain and other models as if they could fly. They must end their movement more than 3" from enemy models – if this is impossible, they cannot move at all. The Lord-Aquilor cannot run or charge in a turn in which they Ride the Winds Aetheric.

Aethereal Strike: Any rolls to hit of 6 or more with the Gryph-charger's Razor Beak and Claws cause a mortal wound instead of their normal damage.

COMMAND ABILITY

Lord of the Azyrite Hurricane: If a Lord-Aquilor uses this ability, they direct their warriors to fade and strike from an unexpected direction, whirling around the enemy like a cyclone. You can remove the Lord-Aquilor and/or a friendly unit of Vanguard-Hunters, Vanguard-Palladors, Vanguard-Raptors or Aetherwings within 24" of them from the battlefield and set them up in your subsequent movement phase as if they had been set up in pursuit (see Astral Compass, left).

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, LORD-AQUILOR

VANGUARD-RAPTORS

WITH LONGSTRIKE CROSSBOWS

Raining death upon the enemy from afar, Vanguard-Raptors armed with longstrike crossbows are marksmen with few equals. Poised in well-chosen vantage points they wait with bolts loaded, reading the ebb and flow of battle until the perfect prey appears. When it comes their retribution is swift, loosing deadly missiles to despatch even the most resilient targets.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Longstrike Crossbow	24"	1	2+	3+	-2	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Heavy Stock	1"	1	4+	3+	-	1
Aetherwing's Beak and Claws	1"	2	4+	3+	-	1

DESCRIPTION

A unit of Vanguard-Raptors with Longstrike Crossbows has 3 or more models. Each Vanguard-Raptor strikes at priority targets from afar with their Longstrike Crossbow, and in extremis will strike at foes with its Heavy Stock.

RAPTOR-PRIME

The leader of this unit is the Raptor-Prime. A Raptor-Prime is accompanied by an Aetherwing, which aids them in battle and savages enemies with its Beak and Claws.

ABILITIES

Longshot: If a unit of Vanguard-Raptors does not move in the movement phase, then you can add 6" to the Range characteristic of any Longstrike Crossbows the unit uses in the shooting phase of the same turn.

Headshot: If the hit roll for a Longstrike Crossbow is a 6 or more, it causes 2 mortal wounds instead of its normal damage.

Warning Cry: If an enemy unit makes a charge move that ends within 1" of a unit that includes a Raptor-Prime with an Aetherwing, roll a dice for each Vanguard-Raptor in the unit. Any rolls of 6 inflict 2 mortal wounds on the charging unit.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, JUSTICAR, VANGUARD-RAPTORS

VANGUARD-RAPTORS

WITH HURRICANE CROSSBOWS

Vanguard-Raptors are natural hunters, often scouting ahead of the main battle line to harry the enemy with deadly crossbow fire. Those who favour the close-ranged kill form into retinues armed with hurricane crossbows, ferocious weapons capable of stalling the most determined enemy advance with withering quick-fire volleys.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hurricane Crossbow	18"	6	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Heavy Stock	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Vanguard-Raptors with Hurricane Crossbows has 3 or more models. Each Vanguard-Raptor lays down covering fire for their brethren with their Hurricane Crossbow, and at close quarters will strike at foes with its Heavy Stock.

RAPTOR-PRIME

The leader of this unit is the Raptor-Prime. A Raptor-Prime's weapons have a To Hit characteristic of 3+.

ABILITIES

Rapid Fire: If a unit of Vanguard-Raptors does not move in the movement phase, then you can add 3 to the Attacks characteristic of any Hurricane Crossbows the unit uses in the shooting phase of the same turn.

Suppressing Fire: If a unit of Vanguard-Raptors with Hurricane Crossbows directs all of its shooting attacks at a single unit in the shooting phase, that unit must subtract 2 from any charge move they make until your next hero phase.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, JUSTICAR, VANGUARD-RAPTORS

VANGUARD-HUNTERS

The Vanguard-Hunters are daring raiders and expert scouts who prosecute the war against Chaos in even the most challenging environments. Whether running down pockets of the foe and wiping them out in a sudden barrage of crackling bolts, or storming exposed positions in lightning assaults, these veterans can turn the tide of battle in one bold action.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boltstorm Pistol	9"	2	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Shock Handaxe	1"	2	4+	3+	-	1
Storm Sabre	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Vanguard-Hunters has 5 or more models. Some Vanguard-Hunters are armed with a Shock Handaxe, while others wield a Storm Sabre. All Vanguard-Hunters also wield a Boltstorm Pistol. In addition, 1 in every 5 models may carry an Astral Compass.

HUNTER-PRIME

The leader of this unit is the Hunter-Prime. A Hunter-Prime makes 3 attacks rather than 2.

ABILITIES

Astral Compass: The Astral Compass shows the Vanguard-Hunters the best route to strike at their foe, no matter the terrain or the distance they must travel. Instead of setting up a unit of Vanguard-Hunters that includes any models with an Astral Compass on the battlefield, you can place it to one side and say that it is set up in pursuit. In any of your movement phases, you can summon the Vanguard-Hunters to strike at the enemy's flanks. When you do so, set up the unit wholly within 6" of any edge of the battlefield, more than 7" from the enemy. This is their move for that movement phase.

Tireless Hunters: Vanguard-Hunters can run and shoot in the same turn.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, ANGELOS, VANGUARD-HUNTERS

AETHERWINGS

Native to the mountainous heights of Azyr, the mysterious Aetherwings frequently ally with Vanguard-Raptors in battle, a strange and powerful bond existing between the two. Fierce and loyal, these creatures hunt in close concert with their Stormcast allies, soaring high above the fray before diving to savage their foes with beak and claw.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Beak and Claws	1"	2	4+	3+	-	1

DESCRIPTION

A unit of Aetherwings has 3 or more models, each of which savages the enemy with their razor-sharp Beak and Claws.

FLY

Aetherwings can fly.

ABILITIES

Watchful Guardians: Aetherwings form close bonds with Vanguard-Raptors, and defend them from their enemies even as the Vanguard-Raptors destroy threats from afar. At the beginning of your opponent's charge phase, any friendly unit of Aetherwings within 12" of a friendly unit of Vanguard-Raptors can immediately move. Roll two dice – the Aetherwings can move up to this distance in inches. They can retreat with this move, but cannot run, and this move cannot take them further than 12" from the Vanguard-Raptors.

Swooping Hunters: Units of Aetherwings can retreat and charge in the same turn.

KEYWORDS

ORDER, CELESTIAL, STORMCAST ETERNAL, AETHERWINGS

VANGUARD-PALLADORS

The Vanguard-Palladors of the Vanguard Chambers are without doubt the fastest ground elements of the Stormhosts. By transmuting into wind-borne lightning atop their Gryph-chargers, they can ride the celestial hurricane to circumvent the enemy army's defences, before reassuming their corporeal forms to strike at the foe's exposed throat with bolt, javelin, axe and claw.



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Boltstorm Pistol		9"	2	3+	4+	-	1
Starstrike Javelin		18"	1	3+	3+	-1	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Shock Handaxe		1"	2	3+	3+	-	1
Starstrike Javelin		2"	1	4+	3+	-1	1
Gryph-charger's Razor Beak and Claws		1"	3	3+	3+	-2	1

DESCRIPTION

A unit of Vanguard-Palladors has 3 or more models. Some Vanguard-Palladors are armed with a Shock Handaxe, while others wield a Starstrike Javelin. All Vanguard-Palladors also wield a Boltstorm Pistol, and ride a fearsome Gryph-charger that lashes out with its Razor Beak and Claws.

PALLADOR-PRIME

The leader of this unit is the Pallador-Prime. A Pallador-Prime can bear a Lunar Blade in addition to this model's other weapons.

ABILITIES

Aethereal Strike: Any rolls to hit of 6 or more with the Gryph-charger's Razor Beak and Claws cause a mortal wound instead of their normal damage.

Ride the Winds Aetheric: Gryph-chargers can move faster than the eye can follow along the winds aetheric, though the shifting of these winds makes such movement perilous at times. In their movement phase, a unit of Vanguard-Palladors can choose to Ride the Winds Aetheric instead of moving normally. If they do so, choose the direction in which the unit will move, and then roll six dice. The unit can move up to a number of inches equal to the result in the direction chosen, moving over terrain and other models as if they could fly. They must end their movement more than 3" from enemy models – if this is impossible, they cannot move at all. The Vanguard-Palladors cannot run or charge in a turn in which they Ride the Winds Aetheric.

Lunar Blade: The Pallador-Prime can attack with their Lunar Blade in addition to attacking with their Shock Handaxe or Starstrike Javelin in the combat phase. If they do so, choose an enemy unit within 1" and roll a dice. On a roll of 2 or more that unit suffers a mortal wound.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, ANGELOS, VANGUARD-PALLADORS



THE RULES

Warhammer Age of Sigmar puts you in command of a force of mighty warriors, monsters and war engines. This rules sheet contains everything you need to know in order to do battle amid strange and sorcerous realms, to unleash powerful magic, darken the skies with arrows, and crush your enemies in bloody combat!

THE ARMIES

Before the conflict begins, rival warlords gather their most powerful warriors.

In order to play, you must first muster your army from the miniatures in your collection. Armies can be as big as you like, and you can use as many models from your collection as you wish. The more units you decide to use, the longer the game will last and the more exciting it will be! Typically, a game with around a hundred miniatures per side will last for about an evening.

WARSCROLLS & UNITS

All models are described by warscrolls, which provide all of the rules for using them in the game. You will need warscrolls for the models you want to use.

Models fight in units. A unit can have one or more models, but cannot include models that use different warscrolls. A unit must be set up and finish any sort of move as a single group of models, with all models within 1" of at least one other model from their unit. If anything causes a unit to become split up during a battle, it must reform the next time that it moves.

TOOLS OF WAR

In order to fight a battle you will require a tape measure and some dice.

Distances in *Warhammer Age of Sigmar* are measured in inches ("), between the closest points of the models or units you're measuring to and from. You can measure distances whenever you wish. A model's base isn't considered part of the model – it's just there to help the model stand up – so don't include it when measuring distances.

Warhammer Age of Sigmar uses six-sided dice (sometimes abbreviated to D6). If a rule requires you to roll a D3, roll a dice and halve the total, rounding fractions up. Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. You can never re-roll a dice more than once, and re-rolls happen before modifiers to the roll (if any) are applied.

THE BATTLEFIELD

Be they pillars of flame, altars of brass or haunted ruins, the realms are filled with strange sights and deadly obstacles.

Battles in *Warhammer Age of Sigmar* are fought across an infinite variety of exciting landscapes in the Mortal Realms, from desolate volcanic plains and treacherous sky temples, to lush jungles and cyclopean ruins. The dominion of Chaos is all-pervading, and no land is left untouched by the blight of war. These wildly fantastical landscapes are recreated whenever you play a game of *Warhammer Age of Sigmar*.

The table and scenery you use constitute your battlefield. A battlefield can be any flat surface upon which the models can stand – for example a dining table or the floor – and can be any size or shape provided it's bigger than 3 feet square.

First you should decide in which of the seven Mortal Realms the battle will take place. For example, you might decide that your battle will take place in the Realm of Fire. Sometimes you'll need to know this in order to use certain abilities. If you can't agree on the realm, roll a dice, and whoever rolls highest decides.

The best battles are fought over lavishly designed and constructed landscapes, but whether you have a lot of scenery or only a small number of features doesn't matter! A good guide is at least 1 feature for every 2 foot square, but less is okay and more can make for a really interesting battle.

To help you decide the placement of your scenery, you can choose to roll two dice and add them together for each 2 foot square area of your battlefield and consult the following table:

Roll	Terrain Features
2-3	No terrain features.
4-5	2 terrain features.
6-8	1 terrain feature.
9-10	2 terrain features.
11-12	Choose from 0 to 3 terrain features.

MYSTERIOUS LANDSCAPES

The landscapes of the Mortal Realms can both aid and hinder your warriors. Unless stated otherwise, a model can be moved across scenery but not through it (so you can't move through a solid wall, or pass through a tree, but can choose to have a model climb up or over them). In addition, once you have set up all your scenery, either roll a dice on the following table or pick a rule from it for each terrain feature:

THE SCENERY TABLE

Roll Scenery

- Damned:** If any of your units are within 3" of this terrain feature in your hero phase, you can declare that one is making a sacrifice. If you do so, the unit suffers D3 mortal wounds, but you can add 1 to all hit rolls for the unit until your next hero phase.
- Arcane:** Add 1 to the result of any casting or unbinding rolls made for a wizard within 3" of this terrain feature.
- Inspiring:** Add 1 to the Bravery of all units within 3" of this terrain feature.
- Deadly:** Roll a dice for any model that makes a run or charge move across, or finishing on, this terrain feature. On a roll of 1 the model is slain.
- Mystical:** Roll a dice in your hero phase for each of your units within 3" of this terrain feature. On a roll of 1 the unit is befuddled and can't be selected to cast spells, move or attack until your next hero phase. On a roll of 2-6 the unit is ensorcelled, and you can re-roll failed wound rolls for the unit until your next hero phase.
- Sinister:** Any of your units that are within 3" of this terrain feature in your hero phase cause fear until your next hero phase. Subtract 1 from the Bravery of any enemy units that are within 3" of one or more units that cause fear.

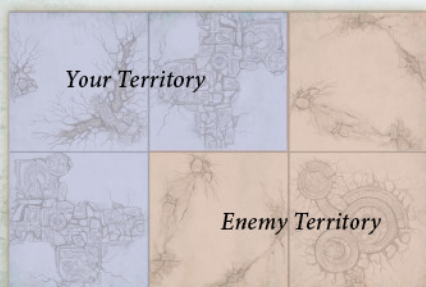
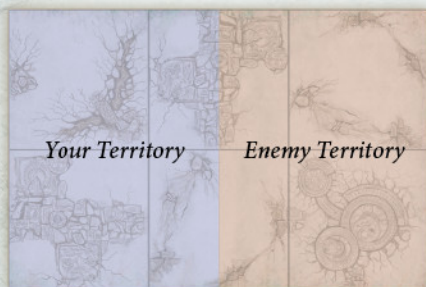
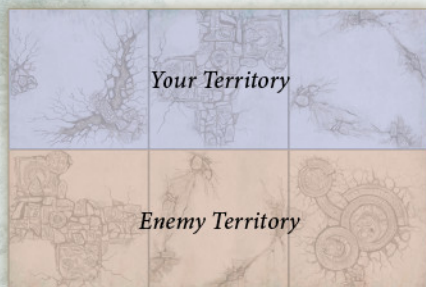
THE BATTLE BEGINS

Thunder rumbles high above as the armies take to the battlefield.

You are now ready for the battle to begin, but before it does you must set up your armies for the coming conflict.

SET-UP

Before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must divide the battlefield into two equal-sized halves; their opponent then picks one half to be their territory. Some examples of this are shown below.



The players then alternate setting up units, one at a time, starting with the player that won the earlier dice roll. Models must be set up in their own territory, more than 12" from enemy territory.

You can continue setting up units until you have set up all the units you want to fight in this battle, or have run out of space. This is your army. Count the number of models in your army – this may come in useful later. Any remaining units are held in reserve, playing no part unless fate lends a hand.

The opposing player can continue to set up units. When they have finished, set-up is complete. The player that finishes setting up first always chooses who takes the first turn in the first battle round.

THE GENERAL

Once you have finished setting up all of your units, nominate one of the models you set up as your general. Your general has a command ability, as described in the rules for the hero phase on the next page.

GLORIOUS VICTORY

In the Mortal Realms battles are brutal and uncompromising – they are fought to the bitter end, with one side able to claim victory because it has destroyed its foe or there are no enemy models left on the field of battle. The victor can immediately claim a **major victory** and the honours and triumphs that are due to them, while the defeated must repair to their lair to lick their wounds and bear the shame of failure.

If it has not been possible to fight a battle to its conclusion or the outcome is not obvious, then a result of sorts can be calculated by comparing the number of models removed from play with the number of models originally set up for the battle for each army. Expressing these as percentages provides a simple way to determine the winner. Such a victory can only be claimed as a **minor victory**. For example, if one player lost 75% of their starting models, and the other player lost 50%, then the player that only lost 50% of their models could claim a minor victory.

Models added to your army during the game (for example, through summoning, reinforcements, reincarnation and so on) do not count towards the number of models in the army, but must be counted among the casualties an army suffers.

SUDDEN DEATH VICTORIES

Sometimes a player may attempt to achieve a sudden death victory. If one army has a third more models than the other, the outnumbered player can choose one objective from the sudden death table after generals are nominated. A **major victory** can be claimed immediately when the objective is achieved by the outnumbered player.

TRIUMPHS

After any sudden death objectives have been chosen, if your army won a major victory in its previous battle, roll a dice and look up the result on the triumph table to the right.

THE SUDDEN DEATH TABLE

Assassinate: The enemy player picks a unit with the **HERO**, **WIZARD**, **PRIEST** or **MONSTER** keyword in their army. Slay the unit that they pick.

Blunt: The enemy player picks a unit with five or more models in their army. Slay the unit that they pick.

Endure: Have at least one model which started the battle on the battlefield still in play at the end of the sixth battle round.

Seize Ground: Pick one terrain feature in enemy territory. Have at least one friendly model within 3" of that feature at the end of the fourth battle round.

THE TRIUMPH TABLE

Roll Triumph

- 1-2 **Blessed:** You can change the result of a single dice to the result of your choosing once during the battle.
- 3-4 **Inspired:** You can re-roll all of the failed hit rolls for one unit in your army in one combat phase.
- 5-6 **Empowered:** Add 1 to your general's Wounds characteristic.

BATTLE ROUNDS

Mighty armies crash together amid the spray of blood and the crackle of magic.

Warhammer Age of Sigmar is played in a series of battle rounds, each of which is split into two turns – one for each player. At the start of each battle round, both players roll a dice, rolling again in the case of a tie. The player that rolls highest decides who takes the first turn in that battle round. Each turn consists of the following phases:

1. Hero Phase

Cast spells and use heroic abilities.

2. Movement Phase

Move units across the battlefield.

3. Shooting Phase

Attack with missile weapons.

4. Charge Phase

Charge units into combat.

5. Combat Phase

Pile in and attack with melee weapons.

6. Battleshock Phase

Test the bravery of depleted units.

Once the first player has finished their turn, the second player takes theirs. Once the second player has also finished, the battle round is over and a new one begins.

RULES

PRE-BATTLE ABILITIES

Some warscrolls allow you to use an ability 'after set-up is complete'. These abilities are used before the first battle round. If both armies have abilities like this, both players roll a dice, re-rolling in the case of a tie. The player that rolls highest gets to use their abilities first, followed by their opponent.

HERO PHASE

As the armies close in, their leaders use sorcerous abilities, make sacrifices to the gods, or give strident commands.

In your hero phase you can use the wizards in your army to cast spells (see the rules for wizards on the last page of these rules).

In addition, other units in your army may have abilities on their warscrolls that can be used in the hero phase. Generally, these can only be used in your own hero phase. However, if an ability says it can be used in every hero phase, then it can be used in your opponent's hero phase as well as your own. If both players can use abilities in a hero phase, the player whose turn it is gets to use all of theirs first.

COMMAND ABILITY

In your hero phase, your general can use one command ability. All generals have the Inspiring Presence command ability, and some may have more on their warscroll.

Inspiring Presence: Pick a unit from your army that is within 12" of your general. The unit that you pick does not have to take battleshock tests until your next hero phase.

MOVEMENT PHASE

The ground shakes to the tread of marching feet as armies vie for position.

Start your movement phase by picking one of your units and moving each model in that unit until you've moved all the models you want to. You can then pick another unit to move, until you have moved as many of your units as you wish. No model can be moved more than once in each movement phase.

MOVING

A model can be moved in any direction, to a distance in inches equal to or less than the Move characteristic on its warscroll. It can be moved vertically in order to climb or cross scenery, but cannot be moved across other models. No part of the model may move further than the model's Move characteristic.

ENEMY MODELS

When you move a model in the movement phase, you may not move within 3" of any enemy models. Models from your army are friendly models, and models from the opposing army are enemy models.

Units starting the movement phase within 3" of an enemy unit can either remain stationary or retreat. If you choose to retreat, the unit must end its move more than 3" away from all enemy units. If a unit retreats, then it can't shoot or charge later that turn (see below).

RUNNING

When you pick a unit to move in the movement phase, you can declare that it will run. Roll a dice and add the result to the Move characteristic of all models in the unit for the movement phase. A unit that runs can't shoot or charge later that turn.

FLYING

If the warscroll for a model says that the model can fly, it can pass across models and scenery as if they were not there. It still may not finish the move within 3" of an enemy in the movement phase, and if it is already within 3" of an enemy it can only retreat or remain stationary.

SHOOTING PHASE

A storm of death breaks over the battle as arrows fall like rain and war machines hurl their deadly payloads.

In your shooting phase you can shoot with models armed with missile weapons.

Pick one of your units. You may not pick a unit that ran or retreated this turn. Each model in the unit attacks with all of the missile weapons it is armed with (see Attacking). After all of the models in the unit have shot, you can choose another unit to shoot with, until all units that can shoot have done so.

CHARGE PHASE

Howling bloodcurdling war cries, warriors hurl themselves into battle to slay with blade, hammer and claw.

Any of your units within 12" of the enemy in your charge phase can make a charge move. Pick an eligible unit and roll two dice. Each model in the unit can move this number in inches. You may not pick a unit that ran or retreated this turn, nor one that is within 3" of the enemy.

The first model you move must finish within ½" of an enemy model. If that's impossible, the charge has failed and no models in the charging unit can move in this phase. Once you've moved all the models in the unit, you can pick another eligible unit to make a charge, until all units that can charge have done so.

COMBAT PHASE

Carnage engulfs the battlefield as the warring armies tear each other apart.

Any unit that has charged or has models within 3" of an enemy unit can attack with its melee weapons in the combat phase.

The player whose turn it is picks a unit to attack with, then the opposing player must attack with a unit, and so on until all eligible units on both sides have attacked once each. If one side completes all its attacks first, then the other side completes all of its remaining attacks, one unit after another. No unit can be selected to attack more than once in each combat phase. An attack is split into two steps: first the unit piles in, and then you make attacks with the models in the unit.

Step 1: When you pile in, you may move each model in the unit up to 3" towards the closest enemy model. This will allow the models in the unit to get closer to the enemy in order to attack them.

Step 2: Each model in the unit attacks with all of the melee weapons it is armed with (see Attacking).

BATTLESHOCK PHASE

Even the bravest heart may quail when the horrors of battle take their toll.

In the battleshock phase, both players must take battleshock tests for units from their army that have had models slain during the turn. The player whose turn it is tests first.

To make a battleshock test, roll a dice and add the number of models from the unit that have been slain this turn. For each point by which the total exceeds the highest Bravery characteristic in the unit, one model in that unit must flee and is removed from play. Add 1 to the Bravery characteristic being used for every 10 models that are in the unit when the test is taken.

You must choose which models flee from the units you command.

ATTACKING

Blows hammer down upon the foe, inflicting bloody wounds.

When a unit attacks, you must first pick the target units for the attacks that the models in the unit will make, then make all of the attacks, and finally inflict any resulting damage on the target units.

The number of attacks a model can make is determined by the weapons that it is armed with. The weapon options a model has are listed in its description on its warscroll. Missile weapons can be used in the shooting phase, and melee weapons can be used in the combat phase. The number of attacks a model can make is equal to the Attacks characteristic for the weapons it can use.

PICKING TARGETS

First, you must pick the target units for the attacks. In order to attack an enemy unit, an enemy model from that unit must be in range of the attacking weapon (i.e. within the maximum distance, in inches, of the Range listed for the weapon making the attack), and visible to the attacker (if unsure, stoop down and get a look from behind the attacking model to see if the target is visible). For the purposes of determining visibility, an attacking model can see through other models in its unit.

If a model has more than one attack, you can split them between potential target units as you wish. If a model splits its attacks between two or more enemy units, resolve all of the attacks against one unit before moving onto the next one.

MAKING ATTACKS

Attacks can be made one at a time, or, in some cases, you can roll the dice for attacks together. The following attack sequence is used to make attacks one at a time:

1. Hit Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Hit characteristic, then it scores a hit and you must make a wound roll. If not, the attack fails and the attack sequence ends.

2. Wound Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Wound characteristic, then it causes damage and the opposing player must make a save roll. If not, the attack fails and the attack sequence ends.

3. Save Roll: The opposing player rolls a dice, modifying the roll by the attacking weapon's Rend characteristic. For example,

if a weapon has a -1 Rend characteristic, then 1 is subtracted from the save roll. If the result equals or beats the Save characteristic of the models in the target unit, the wound is saved and the attack sequence ends. If not, the attack is successful, and you must determine damage on the target unit.

4. Determine Damage: Once all of the attacks made by a unit have been carried out, each successful attack inflicts a number of wounds equal to the Damage characteristic of the weapon. Most weapons have a Damage characteristic of 1, but some can inflict 2 or more wounds, allowing them to cause grievous injuries to even the mightiest foe, or to cleave through more than one opponent with but a single blow!

In order to make several attacks at once, all of the attacks must have the same To Hit, To Wound, Rend and Damage characteristics, and must be directed at the same enemy unit. If this is the case, make all of the hit rolls at the same time, then all of the wound rolls, and finally all of the save rolls; then add up the total number of wounds caused.

INFLECTING DAMAGE

After all of the attacks made by a unit have been carried out, the player commanding the target unit allocates any wounds that are inflicted to models from the unit as they see fit (the models do not have to be within range or visible to an attacking unit). When inflicting damage, if you allocate a wound to a model, you must keep on allocating wounds to that model until either it is slain, or no more wounds remain to be allocated.

Once the number of wounds suffered by a model during the battle equals its Wounds characteristic, the model is slain. Place the slain model to one side – it is removed from play. Some warscrolls include abilities that allow wounds to be healed. A healed wound no longer has any effect. You can't heal wounds on a model that has been slain.

MORTAL WOUNDS

Some attacks inflict mortal wounds. Do not make hit, wound or save rolls for a mortal wound – just allocate the wounds to models from the target unit as described above.

COVER

If all models in a unit are within or on a terrain feature, you can add 1 to all save rolls for that unit to represent the cover they receive from the terrain. This modifier does not apply in the combat phase if the unit you are making saves for made a charge move in the same turn.

WIZARDS

The realms are saturated with magic, a seething source of power for those with the wit to wield it.

Some models are noted as being a wizard on their warscroll. You can use a wizard to cast spells in your hero phase, and can also use them to unbind spells in your opponent's hero phase. The number of spells a wizard can attempt to cast or unbind each turn is detailed on its warscroll.

CASTING SPELLS

All wizards can use the spells described below, as well as any spells listed on their warscroll. A wizard can only attempt to cast each spell once per turn.

To cast a spell, roll two dice. If the total is equal to or greater than the casting value of the spell, the spell is successfully cast.

If a spell is cast, the opposing player can choose any one of their wizards that is within 18" of the caster, and that can see them, and attempt to unbind the spell before its effects are applied. To unbind a spell, roll two dice. If the roll beats the roll used to cast the spell, then the spell's effects are negated. Only one attempt can be made to unbind a spell.

ARCANE BOLT

Arcane Bolt has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster and which is visible to them. The unit you pick suffers D3 mortal wounds.

MYSTIC SHIELD

Mystic Shield has a casting value of 6. If successfully cast, pick the caster, or a friendly unit within 18" of the caster and which is visible to them. You can add 1 to all save rolls for the unit you pick until the start of your next hero phase.

THE MOST IMPORTANT RULE

In a game as detailed and wide-ranging as *Warhammer Age of Sigmar*, there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, have a quick chat with your opponent, and apply the solution that makes the most sense to you both (or seems the most fun!). If no single solution presents itself, both of you should roll a dice, and whoever rolls higher gets to choose what happens. Then you can get on with the fighting!

PITCHED BATTLE PROFILES

The table below provides points, minimum and maximum unit sizes and battlefield roles for the warscrolls and warscroll battalions in this book, for use in Pitched Battles. Used alongside the rules for Pitched Battles in the *General's Handbook*, this provides you with everything you need to field your army of Stormcast Eternals in a Pitched Battle against any opponent.

STORMCAST ETERNALS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Aetherwings	3	12	60		
Celestant-Prime	1	1	360	Leader	Only one of this model can be included in a Pitched Battle army.
Concussors	2	12	280		
Decimators	5	20	200		
Desolators	2	12	240		
Drakesworn Templar	1	1	500	Leader, Behemoth	
Fulminators	2	12	240		
Gryph-hounds	1	12	40		
Judicators	5	20	160		Battleline if army has STORMCAST ETERNALS allegiance
Knight-Azyros	1	1	80	Leader	
Knight-Heraldor	1	1	120	Leader	
Knight-Questor	1	1	100	Leader	
Knight-Venator	1	1	120	Leader	
Knight-Vexillor	1	1	140	Leader	
Liberators	5	20	100	Battleline	
Lord-Aquilor	1	1	200	Leader	
Lord-Castellant	1	1	100	Leader	
Lord-Celestant	1	1	100	Leader	
Lord-Celestant on Dracoth	1	1	220	Leader	
Lord-Celestant on Stardrake	1	1	600	Leader, Behemoth	
Lord-Relictor	1	1	80	Leader	
Lord-Veritant	1	1	120	Leader	
Prosecutors with Celestial Hammers	3	12	100		
Prosecutors with Stormcall Javelins	3	12	80		
Protectors	5	20	200		
Retributors	5	20	220		
Tempestors	2	12	240		
Vanguard-Hunters	5	15	140		Battleline if army has STORMCAST ETERNALS allegiance and general is a Lord-Aquilor
Vanguard-Palladors	3	12	220		
Vanguard-Raptors with Hurricane Crossbows	3	12	160		
Vanguard-Raptors with Longstrike Crossbows	3	12	180		
<i>Aetherstrike Force</i>	-	-	80	Warscroll Battalion	
<i>Anvils of the Heldenhammer Warrior Chamber</i>	-	-	80	Warscroll Battalion	
<i>Astral Templars Exemplar Chamber</i>	-	-	100	Warscroll Battalion	
<i>Celestial Hunting Pack</i>	-	-	80	Warscroll Battalion	
<i>Celestial Vindicators Warrior Chamber</i>	-	-	80	Warscroll Battalion	
<i>Celestial Warbringers Harbinger Chamber</i>	-	-	60	Warscroll Battalion	
<i>Devastation Brotherhood</i>	-	-	60	Warscroll Battalion	
<i>Drakesworn Temple</i>	-	-	100	Warscroll Battalion	
<i>Exemplar Chamber</i>	-	-	140	Warscroll Battalion	
<i>Extremis Chamber</i>	-	-	160	Warscroll Battalion	
<i>Hallowed Knights Warrior Chamber</i>	-	-	100	Warscroll Battalion	
<i>Hammers of Sigmar Warrior Chamber</i>	-	-	120	Warscroll Battalion	
<i>Hammerstrike Force</i>	-	-	120	Warscroll Battalion	
<i>Harbinger Chamber</i>	-	-	140	Warscroll Battalion	
<i>Knights Excelsior Exemplar Chamber</i>	-	-	80	Warscroll Battalion	
<i>Lightning Echelon</i>	-	-	140	Warscroll Battalion	
<i>Lords of the Storm</i>	-	-	100	Warscroll Battalion	
<i>Storm Heralds</i>	-	-	160	Warscroll Battalion	
<i>Storm Vortex Garrison</i>	-	-	100	Warscroll Battalion	
<i>Tempest Lords Harbinger Chamber</i>	-	-	140	Warscroll Battalion	
<i>Thunderhead Brotherhood</i>	-	-	80	Warscroll Battalion	
<i>Thunderwave Echelon</i>	-	-	140	Warscroll Battalion	
<i>Vanguard Angelos Conclave</i>	-	-	100	Warscroll Battalion	
<i>Vanguard Auxiliary Chamber</i>	-	-	140	Warscroll Battalion	
<i>Vanguard Justicar Conclave</i>	-	-	60	Warscroll Battalion	
<i>Vanguard Wing</i>	-	-	100	Warscroll Battalion	
<i>Warrior Chamber</i>	-	-	140	Warscroll Battalion	

WHAT'S NEXT?

Warhammer Age of Sigmar is a collecting, painting and gaming experience whose appeal and excitement lasts a lifetime. Whether it be assembling and painting a mighty horde of fantastical warriors or immersing yourself in the magical worlds and stories of the realms, *Warhammer Age of Sigmar* offers endless opportunities for enjoyment. Equally, if you hunger to launch your own crusade of conquest, you'll be hurling your armies into bloody battle before you know it.

INTO THE REALMS...

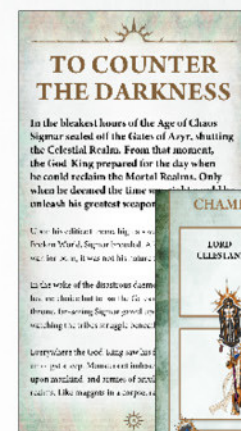
They say that every journey begins with a single step, and in the case of *Warhammer Age of Sigmar* there is no better first step than the starter set itself. Contained within this exceptional set is an impressive range of beautifully detailed Citadel Miniatures, excellent starting forces for the brave and noble Stormcast Eternals and the murderous Khorne Bloodbound. This starter set is the starting point of a truly

epic story, pitting Vandus Hammerhand and his Hammers of Sigmar against the daemon-worshipping Korghos Khul and his cruel Goretide warriors. As such, not only does this starter set get you off to a great start with your model collections, but it also represents an excellent way to learn the *Warhammer Age of Sigmar* rules and plunge straight into the story of the Age of Sigmar.



Another excellent avenue into *Warhammer Age of Sigmar* is the book of the same name. Providing the perfect companion volume to the contents of the starter set, this book is replete with beautiful artwork, helpful painting guides and showcases of models painted by the world-renowned 'Eavy Metal team – all in all, it's an excellent visual guide to the war across the realms. Furthermore, this book expands hugely upon the back story

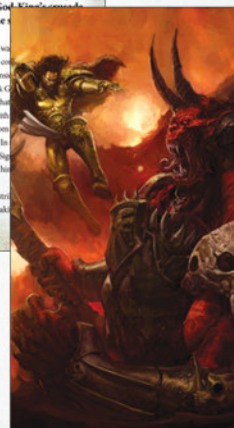
of *Warhammer Age of Sigmar*, setting out the blood-soaked history of the Age of Chaos and revealing the opening moves of the God-King Sigmar's great gambit to defeat the Dark Gods. As if all this were not enough, it provides a wealth of warscrolls and battleplans allowing you to expand your own collections of miniatures, add new factions to your battles, and fight through many exciting new scenarios as your army grows.



THE REALMGATE WARS

A major feature of *Warhammer Age of Sigmar* is its grand, ongoing narrative. This is more than just a collecting and gaming experience, it is also an interactive saga of battle in which you play the lead role. Just as *Warhammer Age of Sigmar* helps you begin this journey, so your copy of *The Realmgate Wars: Quest for Ghal Maraz* plunges you deeper

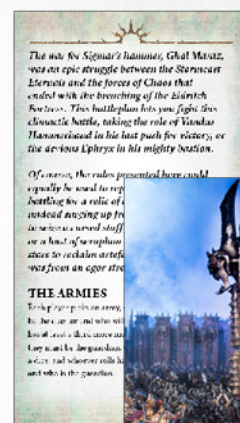
into this epic tale. This is an excellent next step down the collecting road, as this book details a plethora of new units to add to your armies and new battleplans for them to fight through. This is but the first in an ongoing series of narrative supplements, so as your collection of Citadel Miniatures grows and diversifies, so the stories you can tell on the battlefield grow ever more grand and exciting as well.



BATTLETOMES

Many collectors begin their journey with the miniatures from the *Warhammer Age of Sigmar* starter set, which provides all the excitement and satisfaction you need in your introduction to the battlefields of the Mortal Realms. Soon enough though, you will probably find that the many factions that wage war across the realms draw your eye. With their ever-growing miniatures ranges and inspiring stories, the races of the realms offer near-endless diversity for collectors; in each case, this history and model range is fully explored in the battletome

that accompanies that race. Whether it be the gore-drenched berserkers of the Khorne Bloodbound, the god-forged heroes of the Stormcast Eternals, the strange and otherworldly seraphon, or any of the other warlike races that populate the realms, the battletome will furnish you with everything you need to collect, organise, and tell stories upon the battlefield with that race. Thus, with each battletome you read, your knowledge of the races of *Warhammer Age of Sigmar* will grow, and most likely your miniatures collection along with it.



THE STORY CONTINUES

With such vast and thrilling worlds to explore, there's always scope for more stories and greater adventures. As a fantastic companion to the narrative presented in the *Warhammer Age of Sigmar* collecting and gaming supplements – and your own tabletop tales of war and glory – you can also read about the exploits of the heroes and villains of the realms in our accompanying novels. These books can be both an invaluable

source of inspiration for your collection, and a great way to live out the action of the Realmgate Wars and beyond, blow by visceral blow. Such exciting tales as *War Storm* and *Ghal Maraz* tie directly into the *Warhammer Age of Sigmar* narrative as it develops, giving you yet another route into the Mortal Realms and providing unique insights into the action that aren't available anywhere else.

