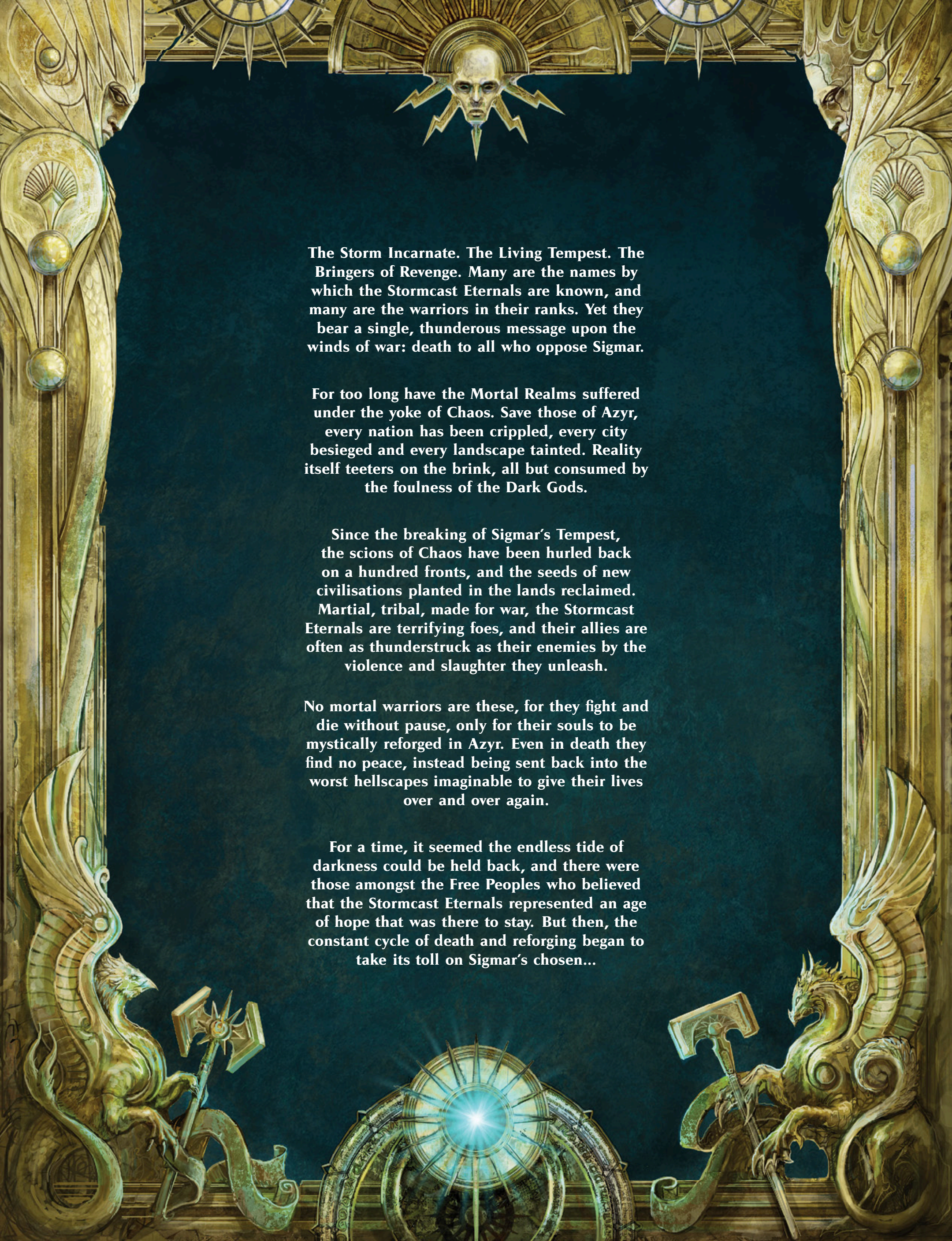
WARHAMMER®
AGE OF SIGMAR



ORDER BATTLETOME

STORMCAST ETERNALS



The Storm Incarnate. The Living Tempest. The Bringers of Revenge. Many are the names by which the Stormcast Eternals are known, and many are the warriors in their ranks. Yet they bear a single, thunderous message upon the winds of war: death to all who oppose Sigmar.

For too long have the Mortal Realms suffered under the yoke of Chaos. Save those of Azyr, every nation has been crippled, every city besieged and every landscape tainted. Reality itself teeters on the brink, all but consumed by the foulness of the Dark Gods.

Since the breaking of Sigmar's Tempest, the scions of Chaos have been hurled back on a hundred fronts, and the seeds of new civilisations planted in the lands reclaimed. Martial, tribal, made for war, the Stormcast Eternals are terrifying foes, and their allies are often as thunderstruck as their enemies by the violence and slaughter they unleash.

No mortal warriors are these, for they fight and die without pause, only for their souls to be mystically reforged in Azyr. Even in death they find no peace, instead being sent back into the worst hellscapes imaginable to give their lives over and over again.

For a time, it seemed the endless tide of darkness could be held back, and there were those amongst the Free Peoples who believed that the Stormcast Eternals represented an age of hope that was there to stay. But then, the constant cycle of death and reforging began to take its toll on Sigmar's chosen...

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From dark and thunderous clouds, the Stormcast Eternals descend in a blaze of lightning. They bring not peace to the realms, not blessed salvation, but war – unrelenting and without mercy.

WARRIORS OF THE CELESTIAL TEMPEST

The Stormcast Eternals are mortal heroes that have been transformed into supernatural warriors in the forges of Azyr, each the embodiment of Sigmar's storm. They are the God-King's wrath made manifest, and they were created for one single purpose: outright war!

The heavens roar and the sky crashes, split by searing bolts from above. With an explosion of lightning and a booming thunderclap, the forces of the Stormcast Eternals manifest in reality and plunge into battle. Energised by the magical tempest, they launch their attack, weapons wreathed in celestial energy. Razor-edged blades rise and fall, and heavy hammers swing in an onslaught that batters down all before it. Theirs is the fury of the heavens unleashed.

Raised up by the God-King from their former lives, the Stormcast Eternals come from every tier of society. Fiery warrior kings fight shoulder-to-shoulder with stoic castellans and bellicose priests, each hand-chosen for immortality after giving their all against the armies of Chaos. In glorious Sigmaron these heroes are blasted apart upon the Anvil of the Apotheosis by the energies of Azyr, to be remade in a process called the reforging. Those who survive this leave their previous incarnations behind – though many struggle to hang on to their former identity, they all become creatures of the storm. Tall and broad-shouldered, they are clad in gleaming sigmarite, a metal stronger than any steel. The frowning, impassive masks that hide their faces are feared across the Mortal Realms, as are their lightning-charged weapons – tools of war that can smash an orruk's bones to pulp. For those mortal folk saved from disaster by the Stormhosts, they are avenging angels sent by a raging god.



Each Stormcast Eternal is able to overcome a dozen lesser men. They do not fight as individuals, however, but go to battle in massed ranks of infantry, in echelons of heavy cavalry, in winged hosts and in swift hunting parties, all working in concert to bring doom to the foe.

Because they are saturated with the magic of Sigmar's storm, the Stormcast Eternals can blaze into reality on bolts of celestial force. Once a Stormcast Eternal has taken form within the other realms, they cannot ascend once more without either passing through a portal to Azyr or dying in battle. When such a warrior is slain, they are not truly lost. Their body, weapons and armour discorporate 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, where it is eventually reforged so that the Stormcast Eternal might live again – and be sent straight back into the fight.

A HIGH PRICE

The reforging process is excruciatingly painful even if it goes to plan, but it does not always do so. With so many dangers threatening the realms, there is rarely time to ensure each Stormcast's reforging runs smooth. The mystical transformation is impossibly complex, and those who undergo it often lose a part of themselves in the process; each time they return to Sigmar's forge, there is a chance they will emerge altered in mind as well as in body. This is troubling in the extreme for the Stormcast Eternals – though few admit it openly – for under their shining battle armour they are still in part human, with all the hopes, fears and ambitions that come with that birthright. While for some these changes are subtle, others find their flaws rising to the surface. Many Stormhosts, the Celestial Vindicators foremost amongst them, feel a burning need to wreak revenge upon those who enslaved their people. Others have lightning crackling from their eyes when their ire is raised, or

thunder rumbling under their words. Some fear that to be reforged too many times is to become one of the legendary transfigured, a warrior so changed that they are more like a weapon than a human being. Some fear the Stormcast Eternals will ultimately relinquish their former existences altogether, becoming creatures of celestial energy that are more than human and far less at the same time.

THE GOD-KING

The Lord of the Storms, Sigmar Heldenhammer is the most powerful of mankind's deities. He is the Great Uniter, the God-King who presided over the Grand Alliance of Order. It is Sigmar who rules Azyr, Realm of Heavens, and he who created the Stormhosts. During the cataclysm that shattered the world-that-was, Sigmar fell into darkness. Only by clutching onto the last spinning remnant of his world – the metallic core later named Mallus – did he escape oblivion.

Sigmar's journey was long and dark, but just as his sanity was beginning to slip away, he was found by Dracothion the Great, Father of Stardrakes. Many are the tales that recount how Dracothion befriended Sigmar, placing Mallus in the firmament above the Realm of Heavens. It was Dracothion who showed Sigmar the Eight Realms, and so began the era known as the Age of Myth.

Over time, the races were united under Sigmar's rule, and he seeded civilisation across the Mortal Realms. Many legends are told of Sigmar's deeds, such as when he felled Ymnog, Grandfather of Gargants, hunted down Great Nagendra, the shape-shifting realm-serpent, and fought the greenskin god Gorkamorka.

Sigmar discovered and awakened many other gods, creating a pantheon over which he ruled. Cities were founded and societies flourished. Yet, eventually, the tendrils of Chaos began to infect the minds of mortals and sow strife in every realm, bringing war and plague, corruption and ruin. The foibles of humans, duardin and aelves allowed the Dark Gods to gain footholds everywhere. Their worship spread, leading to uprisings – and, ultimately, the invasions of the daemon hosts.

After several long wars and many defeats, Sigmar's tenuous pantheon was broken, forcing the God-King to retreat to the seclusion of Azyr and seal the gates behind him. But he was not beaten. Though he left the people of the Mortal Realms to fend for themselves against the scourge of Chaos, he used that time well, creating a storm-born army to fight in the crusades to come.

GHAL MARAZ

The tale of the warhammer Ghal Maraz – meaning 'Skull-Splitter' in the ancient tongue – hails back to the world-that-was. It was gifted to the God-King when he was still a young mortal man by devotees of Grungni the Maker. Blessed with the most potent rune-magic, the Great Shatterer has transcended its material origins to become the symbol of a new age.



During the Age of Myth, Sigmar smote legendary monsters and broke savage champions upon the hammer's unyielding golden face. When the legions of Chaos rose ascendant, cities fell before the daemonic onslaught – but the minions of the Dark Gods did not go unopposed. It was upon the Fireplains of Aqshy that the God-King wielded Ghal Maraz against Archaon and his daemon lords. Their combined armies dominated the horizon and reached high into the sky – for the Chaos legions had torn a rent in reality from which poured accursed 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 sorcerous portal. The hammer was lost, and the battle with it.

Centuries later, when Sigmar unleashed his Stormcast Eternals, one of their first tasks was to find Ghal Maraz. In Anvrok the hammer was found, and after a great battle returned to Sigmar's grip. But by then the God-King had transcended the battlefield. He gave Ghal Maraz to his champion, the numinous Celestant-Prime. Since then, it has reaped a greater tally than ever before.



Neither daemon nor mutant can withstand a concerted onslaught from Sigmar's chosen. But even the Stormcast Eternals cannot be everywhere at once. In Ghyran's green swathe, the City of Seven Bells was overrun by the forces of Nurgle. It was brought to the brink of ruin before a determined counter-attack claimed it once more.



IN SIGMAR'S NAME

Over the course of their training, the Stormcast Eternals had been taught that there was nothing they could not overcome with sword, hammer, and lightning. The breaking of Sigmar's Tempest upon the realms, and the era of constant battle thereafter, was to test that supposition to the limit.

The sealed portals to the Realm of Heavens were impenetrable, and Sigmaron remained safe from the all-conquering armies. The ravenous hunger of the Dark Gods could not be sated, for they would be content with nothing less than the total conquest of every Mortal Realm. The early daemonic invasions were horrific, but after Sigmar shut himself away in Azyr they became far worse. A deep and terrible darkness fell over the realms, for the Age of Chaos had arrived.

By attacking and controlling the Realmgates – mystic portals that allow 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 of toppled nations, whispering to the huddled and desperate survivors that their gods had abandoned them, but that they could still regain their former glory. Some of the broken bands of people resisted, though the majority of these were slain or enslaved. Others began to worship the Chaos Gods, swearing dark vows and joining grotesque rituals. Across the realms, abhorrent monuments rose to the skies, and fell fortresses were constructed atop the old ruins. The Chaos forces grew so powerful the lands themselves changed 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 of the realms. They waxed and waned in power and ascendancy as their plots came to fruition. Khorne, the Blood God; Nurgle, God of Plagues; and Tzeentch, Master of Sorcery – each controlled lands untold. Slaanesh, the Dark Prince of Excess, was mysteriously missing, although his minions were ruthless in their search for the 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, and the lands ran red with the blood of the mortal races.



Though his need for vengeance simmered hot, the God-King spent as long as he could in preparation before sending forth his Tempest – for he knew he would have but one chance at redemption. Over the course of the Long Wait, he founded armies so extensive even the vast halls of the Sigmarabulum were packed to capacity at times. When Sigmar saw that reality itself was crumbling away, he gathered the legions he had forged thus far in great ceremony, and bade them get ready for war. Though he did not admit his doubts to any save his ancient ally Grungni the Maker, he feared the Stormcast Eternals were not ready, that his grand design was not complete. Already he suspected that the reforging process he had designed to make them immortal contained a small but vital flaw, though he could not say how it might manifest. Even his celestial vision was not infinite, and he could not read the fates. But the Dark Gods had left him little choice – the Stormcast Eternals had to be sent forth.

When Sigmar finally unleashed his Tempest across the Mortal Realms, the Stormcast Eternals struck the minions of the Dark Gods with such force the shock waves were felt across the lands. A new and righteous chapter began in the history of the Mortal Realms – the Age of Sigmar.

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 isolate the Chaos forces. Thus began the Realmgate Wars and, for the first time, the tide began to turn. What followed were mighty battles the likes of which had not been seen since the Red Century.

At the Igneous Delta of Aqshy's Great Parch, the Hammers of Sigmar made war against the Goretide, thousands dying each day. In Chamon, the Stormcast Eternals stormed the Eldritch Fortress and reclaimed Ghal Maraz for their master. Allies thought long lost returned to Sigmar's banner, given hope by the appearance of this new force in the realms. 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

was able 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 at first drove the servants of the Dark Gods into disarray, their daemonic masters caught off-guard by the fury of Sigmar's wrath. But, over time, those fell armies gathered for a new assault under Archaon the Everchosen – greatest general of the Chaos Gods. Both sides enlisted or enslaved the zodiacal monstrosities known as godbeasts to aid them in their cause. Ignax the Solar Drake, Behemat the World Titan, even Dracothion himself – all were drawn into the fray. Cataclysmic battles ensued, and the lands of the Mortal Realms were in places altered forever.

The servants of Chaos, swollen with power after an age of slaughter and conquest, proved deadly foes, and many noble warriors were sent back to Azyr upon the storm. Though the Stormcast Eternals were to all intents and purposes immortal, they were immune to neither blade nor spell. When they fell in battle their bodies could be remade, but each new reforging stripped them of a little more of their humanity.

The Realmgate Wars reached their climactic conclusion as Sigmar attempted to take back the Allpoints – a nexus of Realmgates that allowed passage to all realms – from Archaon's armies. In a final tumultuous showdown before the great fortresses known as the All-gates – within which the Realmgates leading to the Allpoints were to be found – Sigmar and the armies of Order were able to recover two vital portals – the Genesis Gate in Ghyran and the Brimfire Gate of Aqshy.

At great cost, the forces of Sigmar claimed valuable territories across the realms, establishing new outposts and raising cities that stand tall and proud to this day. But this hard-fought frontier is far from secure. The hosts of Chaos strike back daily against their hated foes, the greenskin tribes have been roused to fresh heights of savage fury by the escalating conflict, and the legions of Nagash haunt every dark corner. Meanwhile, the Stormhosts must now face the dangers within themselves that cannot be fought with blade and hammer.



LIFE AND DEATH EVERLASTING

Sigmar had struck hard at the Dark Gods, ripping away control of much of Aqshy and Ghyran, as well as establishing pockets of civilisation throughout the realms. But whilst his rage seared blinding hot against the hosts of Chaos, he had allowed other fell powers to rise in the darkness.

Over the course of the Long Wait – that period in which Sigmar marshalled his strength in Azyr – the Stormcast Eternals trained tirelessly in the Gladitorium, mastering the techniques of war. They fought singly, in phalanxes, in spear-tip assaults and in great shield walls that seemed more castle than army. But that godly arena, given unto Sigmar by Malerion, the Shadow King, was as much illusion as it was reality, and those cut down there did not die true deaths. The mettle of the Stormcast Eternals was not truly tested until they were unleashed for the first time into the Mortal Realms – and nor was the process of reforging. When the Stormcasts finally met the Chaos hosts they had been created to fight, they faced not only the physical challenge of war, but also a test of their eternal souls.

'We have achieved much, we scions of Sigmar. But the true test is yet to come. We are to be tried upon the Great Wheel, and without doubt, some of us will break.

This is not a trial of the body, nor of our resolve, for these are meat and drink to us. This is a trial of the soul. It matters not how strong a warrior is, how inviolable their flesh, if their spirit cannot remain constant. That too must be armoured – not in sigmarite, but in faith. In surety. In conviction.

Those of us who have not the mettle will find our essence eroded, chipped and even broken, as a shield is battered by the reaver's axe.

Keep your spirit well, lest you become no more than a shell. Lest your animus become no more than dust, and your body motes of magic worn by the constant tides of war.'

- Vynolis the Seer, Lord-Relictor of the Eighth Black Sepulchre

The artifice that had lit a spark of immortality in the soul of each Stormcast was not beyond the power of Sigmar to bestow, but doing so on such a vast, industrialised scale had never been attempted before. The long and arduous process strained the Heavens themselves and, for a while, taxed every mote of celestial magic under the God-King's command. Though Sigmar did not admit it, he had not fully mastered the grand cycle of reforging by the time he sent the first waves of Stormcast Eternals into battle. A small seed of doubt, in the darkest of nights, raised qualms that perhaps he never would – for Sigmar was a warrior at heart, not a supreme sorcerer like his distant ally Teclis, or a master of spirits like his rival god Nagash. The sheer potency of his creations could be denied by no one, but as for the sanctity of the soul that burned inside, not even the God-King himself could be sure unless he himself presided over the remaking.

Sigmar knew that the continual cycle of death and rebirth would take its toll on the Stormhosts, but it did not stay his hand. Given that his grand strategy was to unfold across not only Azyr, but on battlefields in every other Mortal Realm, he could not possibly oversee every iteration of each soul that fought in his crusades. It was a flaw in his divine process that caused him great consternation, so much so that at times his countenance became etched with the cares of the Mortal Realms and his hair streaked with white as the weight of aeons bore down upon him.

But Sigmar is no fool. He knew full well that the laws of the cosmos could not be completely bound to his will, but he would not give up. Just as he had long ago realised that he could not win the war against Chaos by fighting every battle in person – and thus had created armies of heroes to fight on his behalf – he created a legion of Stormcast Eternals specifically to guard in his stead the souls of those who would be reforged so frequently in the years to come. Their duty was to watch over each reforging process, from the Cairns of Tempering to the legendary Anvil of the Apotheosis, and see to those souls who did not fare well enough in that process to rejoin their Stormhosts and the battle for the Mortal Realms. So did the Sacrosanct Chambers, those most secretive and arcane of all Sigmar's hosts, come into being.

To bring about the creation of this eldritch brethren, Sigmar took the souls of those powerful wizards and priests from across the realms that had defied the scourge of Chaos. Over the course of their reforging, each of their essences was bathed in the light of the High Star Sigendil, which imbued within them a measure of Sigmar's heavenly power over the noble soul.



The warrior-mystics of the Sacrosanct Chambers quickly learned the arts of arcane guardianship. Sigmar had chosen them wisely, and they freely shared their gifts and insights amongst one another to speed the process. The Lord-Arcanums that led them ensured that the Six Smiths could work harder and faster than ever, and that even those would-be Stormcasts who were brought to the edge of destruction by their reforging could be captured, brought back to the complexes that surrounded the Anvil of the Apotheosis, and given new life.

As the vast majority of the Stormhosts entered the fray, their Sacrosanct Chambers remained closed. As mystics and lightning-sages, their war was to protect the legions of their brothers and ensure that the flaw in the immortality of their kind would not derail the greater war effort. In doing so, they would allow the Stormcast Eternals to battle hosts many times their own number.

Over the course of the Realmgate Wars, the complexes in which the reforging took place resounded to the clamour of constant industry, for even Sigmar had not fully appreciated the heights of slaughter that would be reached as war raged in every Mortal Realm. Every hour of every day new souls were remade upon the Anvil of the Apotheosis. The blades of Chaos bit deep as the Stormhosts entered the arenas of war again and again.

Soon enough the Sacrosanct Chambers found themselves hard-pressed, for the process of reforging was volatile. Those spirits so damaged by war or eldritch weapons that they could not be successfully remade – along with those that escaped from the soul forges to crackle away into the city outside – were usually recovered, but not always. Those that could not find physical form were instead bound into statues that lined the Avenue of Saints. The few that have walked that long, circular promenade say they can hear screams on the cusp of hearing, as if each giant monument is more prison than haven. As yet none have voiced such suspicions, for Sigmar does not suffer the inquisitive gladly, and as a god, cannot be judged by mortal men.

For decades, the Sacrosanct Chambers allayed the glitch in eternity that some amongst the Stormhosts had begun to call a curse. At first, only a few in each conclave showed signs that their reforging had been anything less than perfect, and when approached on the matter, the Lord-Celestants and Lord-Relictors bade their brothers keep their suspicions to themselves. The Stormhosts concentrated on the foes without, rather than the strife within, promising each other they would find the truth when the hour was less dire. Unfortunately for all living things, a new doom grew in the shadows that would reshape not only their destiny, but that of the entire cosmos.



As Sigmar waged his new crusade, Nagash was at work in the macabre landscapes of Shyish. The Supreme Necromancer was an ancient nemesis of the God-King, but upon entering the Mortal Realms, the two were forced into an alliance against their common enemy – Chaos. Since then, however, events have led them into conflict with each other once more. As far as Nagash is concerned, Sigmar steals from him with every soul he reforges, and this is something the Great Necromancer will not tolerate.

During the Age of Chaos, Nagash appeared to play the role of the spider in its web, seemingly content to wait for the souls of the dead to enter the domains he had claimed as his own, and displaying no aspirations to conquer the other Mortal Realms. For Sigmar, ever focused on his war upon the Dark Gods, this was a status quo he was willing to endure.

In truth, however, Nagash's ambitions were not so modest. He expanded his domain into a hundred different underworlds, overthrowing or consuming their lesser deities. His legions of bone, dead flesh and spirit grew so numerous that even the lords of Chaos, who had conquered so many of the lands of the dead, were hard-pressed to stop him – and whenever Nagash matched his might against that of the Dark Gods, Sigmar stood to gain. However, in the schemes of the Lord of Undeath, these grand wars were no more than feints. His true purpose was to have even greater ramifications.

THE SHYISH NECROQUAKE

As with the other Mortal Realms, the realmstone of Shyish tended to gather in greatest concentrations at the edge. Over the centuries, Nagash's forces laboured ceaselessly to carry the granular realmstone of Shyish to his lair at Nagashizzar. By vitrifying this grave-sand under the intense heat of his dark magic, Nagash raised up glassy black monoliths and tall pyramids. Sigmar and his fellow gods of Order saw this as a labour of vanity, typical of one so monomaniacal as Nagash. But these structures were designed for a darker purpose. Only when portents of doom and woe started to echo through reality did the God-King become aware of the magnitude of Nagash's plans. Though he reacted swiftly, it was too late to stop the dark ritual underway in Shyish.

By harnessing the Shyishan realmstone in such measure, Nagash succeeded in inverting the magical polarity of the realm. This grand act of cosmic engineering caused magic to be drawn to the heart of the realm, rather than to its edge. This slowly began to pull all the underworlds of Shyish towards Nagash's lair, their ultimate fate to be ground down into purest Shyishan magic. Worse still, the explosive aftermath of that great collapse caused a wave of undeath to cascade across the aether into the other realms.



The epoch-shattering explosion that boomed out from Shyish carried with it the spirits of the dead. Each soul was drawn along the impossibly thin silver cord that connected it to its mortal remains, emerging as a twisted Nighthaunt revenant from the grave of its former resting site. The necroquake had come, and with the unleashing of countless millions of ravening gheists, the path for Nagash's ultimate conquest was laid wide open. In one devastating act, Nagash became a force so powerful he had a claim to every Mortal Realm, and the forces of Order fell before the hurricane of undeath just as did the worshippers of the Dark Gods and the savage tribes of Gorkamorka.

However, Nagash's legions did not go entirely unopposed. For some time, Sigmar had suspected that Nagash would not be content to suffer the rise of Order, and in secret he had founded a countermeasure against undead invasion – a breed of warrior with enough knowledge of the supernatural, enough power over unquiet spirits, and enough in the way of numbers to stop Nagash devastating all the God-King had worked for. These were the warrior-mystics of the Sacrosanct Chambers. Following the necroquake, Sigmar's arcane legions were sent from the Heavens in serried columns of lightning. They proved critical in the days to come, holding back the hosts of Nighthaunts that cascaded across the lands.

But Sigmar's actions were not without sacrifice. With the Sacrosanct Chambers no longer watching over the Anvil of the Apotheosis, more Stormcasts than ever returned from their reforging bearing pronounced scars from their experience. Yet there was still hope. Though few knew it, the Sacrosanct Chambers had a secondary agenda – to seek a solution to the flaw in the reforging process, even if it meant delving into the most benighted places to find it.



As the Shyish necroquake shakes the Mortal Realms, the soul-forging palaces and citadels once guarded by the Sacrosanct Chambers go untended – and this, too, brings its own form of disaster.



Meet horror with bravery. Meet darkness with light. Meet the threat of doom with the vision of a golden future. These lessons the Stormcast Eternals taught those of the free city of Glymmsforge, hoping the flame of defiance would roar into a blaze. But the cold claw of Nagash was already closing upon the lands to snuff out that fire.



THE WORKS OF SIGMAR RISE HIGH

Stormkeeps are vast, heavily ornamented fortresses that not only defend Sigmar's most vital holdings, but send a powerful message of dominance to those who see them – no matter what came before, they proclaim, this is now the sovereign domain of the God-King.

The fortresses of the Stormcast Eternals are breathtaking in their magnificence. In form and structure no two are the same; some have walls like baroque cliffs lined with stoic statuary and soaring pillars, others glimmer from the clouds, borne aloft on floating mountains that are practically unassailable. Some are even built into vast cavern networks, their labyrinthine tunnels lit by lightning-sconces that crackle to life when travellers pass by.

THE REALMGATE HEART

All Stormkeeps are built around Realmgates, for Sigmar prizes these portals highly, knowing that without them his armies could make no headway in the war against his foes. Because of this, some Stormkeeps are found in truly inhospitable places, where there are still Realmgates unsullied by the energies of Chaos. Some are built in the desert or upon the open plain, with no source of water or natural defence for hundreds of miles around. Yet the engineers and architects loyal to Sigmar are as tenacious as they are inventive, and they know well that ultimate victory is contingent upon their success. Whether by artifice, engineering or sheer force of will, the challenges presented by each Realmgate are overcome.

The Stormkeep must then be fortified with battlements to stop besiegers that would see such works cast down. Just as importantly, the Realmgate itself must be reinforced with arcane wards and heavy gates to prevent invaders coming through to attack the keep from the inside.

As well as being used to transport war materiel, and giving passage to everything from solo messengers to vast armoured phalanxes, the Realmgate portal at the heart of each Stormkeep is a vital source of trade. Places once inimical to life can only be made habitable with a steady influx of food, water and supplies. Realmgates are also critical for ensuring the flow of information. The Swifthawk Agents, in their role as the messengers and emissaries of the free cities, make frequent use of these portals.

Anyone travelling through a Realmgate risks their life each time, for even a stable Realmgate can be unpredictable. Though these portals have been studied extensively, their workings are still barely understood. Those who make their way through them do so at their own risk, but they go nonetheless, with faith as their primary defence.



THE FIRST STORMKEEPS

Early in the war for the Realmgates, Sigmar had his Stormcast Eternals strike specific portal sites with sudden and shocking force. The first brotherhoods to attack formed beachheads that were then permanently manned by the Stormhosts that had shed the most blood to claim them. In time, the leaders of the chosen hosts were each given a stone plaque known as a Celestine Writ, its words blasted into being by Sigmar's lightning. Accepting this holy artefact is an oath of sorts, for it grants Sigmar leave to take that Realmgate and its surroundings as his own domain, on the condition that it will never fall whilst even one member of that Stormhost is still alive.

The first days were the most difficult. The element of surprise was a key facet of the Stormhosts' early success, but soon enough they found themselves assailed time and time again by the forces they had formerly hurled back. The Lord-Castellants oversaw these sites, their defences reinforced with shield walls of Liberators and bolstered by lines of eagle-eyed Judicators that together formed a living fortification of sigmarite and celestial power. Where the forces of darkness struck back, invigorated by the prospect of war against a new breed of foe, these small nexuses of resistance fought with every iota of their strength to hurl back their attackers. In almost all cases they were successful, but hundreds of thousands of Stormcast Eternals were slain in the process. Though it took days or even weeks for reinforcements to arrive in some places, these standing armies were bolstered by warrior hosts from Azyr – and along with them came a great many masons, artisans and strong-limbed work teams from Azyrheim.

It was not only men that laboured to lay the first foundations of the Stormkeeps, but throngs of Dispossessed as well, and even small cliques of aelves skilled in the arts of creation. The duardin found they were in their element, hewing, quarrying and dressing stone as they put every iota of their inventiveness and skill to the business of raising fortifications around the defences of the newly claimed Realmgates.

The humans toiled endlessly, able to adapt with impressive speed to the rigours of the strange new habitats they would come to call home. The aelves aided the Lord-Castellants and their Lord-Relictor advisors in the magical defences of each Stormkeep, for they had to stand strong against daemons and evil spirits as well as enemies of flesh and blood. Soon enough, as worker-songs in the deep bass of the duardin tongue mingled with aelven creation chants and the percussion of human hammers, chisels and mattocks, the first Stormkeeps took shape.

STONE UPON STONE

Usually, the first defences built around a claimed Realmgate are simple keeps and curtain walls, but over time they become increasingly elaborate. The walls are reinforced with towering buttresses and cannon nests built along crenellated ramparts to the exacting specifications of the Ironweld Arsenal. Moats are dug deep, rivers rerouted, and reservoirs and rain-gathering sluice networks are established in those lands too dry to sustain a swiftly growing population.

As each concentric ring of fortifications is completed around the original site, another will already be underway. With the enemies of Sigmar battering hard at the gates of each nascent city – being repelled by the smallest of margins in many places, and overcoming others entirely – those within work on the premise that there is no such thing as having too many defences. Higher and higher go the fortifications, one level built atop another. The original walls – built strong and stout enough to last for centuries – form the foundations for ironoak joist lattices and vault-supported mosaic flooring.



The Lord-Celestants of the Stormhosts commission vast statues of the heroes that liberated the Realmgate and of those that have fought since those first desperate days, commemorating the sacrifice made by these key figures. Some statues are enchanted, able to breathe lightning from cold stone mouths or drop enormous hammers should a would-be besieger pass within reach. In every Stormkeep, new developments and innovations grow, their form dictated by military function as much as aesthetic style. Archery batteries, spiral staircases, star-fort walls, cloud-piercing spires, gilded minarets, spy-towers, overseer colonnades, balustrades, boulevards and promenades take shape. And so the Stormkeeps grow ever greater.

The limits of each Stormkeep's aegis are extended slowly but steadily as the Azyrite hosts bolster their defences. The lands themselves, often tainted by the energies of Chaos, are cleansed by processions of chanting Devoted. Long lateral lines of Flagellants whip their own backs as they march out from each Stormkeep, so that their blood – given in faith – can purify the lands. Those sites too corrupted to be saved by this method are attended to by the new city's battle mages or, failing that, the elementalists of the Eldritch Council. Eventually, the lands are tamed around each settlement, and the boundaries of the Stormkeep expanded.

As each fortress grows stronger, ever more Stormcast Eternals are despatched to take up residence in its halls, temples and meditation vaults. The leaders of each host look to the skies from scryer-arenas, observatoriums and cells open to the sky, reading the celestial portents and even astrally projecting their souls to divine the optimum deployment of troops and defences. Frescoes and mosaics depicting the liberation of the lands are lit brightly by lightning globes, for the realms have languished too long in darkness, and tales of their emancipation should be spread far.

With the aid of their skilled Dispossessed allies, Lord-Castellants fit the Stormkeeps with colossal orreries with which to delve deeper into the secrets of the stars. They cause great fires of celestial flame to burn eternally atop the highest towers so that Sigmar might see their fortresses standing tall from High Azyr. These celestial braziers, many of which burn with twin tongues of fire to mimic Sigmar's divine sigil, inspire hope in the people of the cities below – but they also remind them that the God-King's warriors are always watching, stern and uncompromising.

Each established Stormkeep has become a centre of learning and study as well as a military base. Archives of lore are assembled painstakingly from scholarly collections imported from Azyr, and combined with soot-blackened tomes and cartographical texts recovered from the old cities burnt to the ground by the forces of Chaos. Gradually, new texts are penned, vast teams of scriptors and calligraphists committing to parchment the histories of the free cities. In the most civilised regions, the scribes and artists of the new order have found ways of replicating inspiring texts and images via cog-wheeled printing presses, intaglio, etchings made with sulphur-vitriol, or simply the fine art of painstaking quillmanship.

So vast have these archives become that the Stormcast Eternals based in each keep are able to continue the fight against Chaos even when not in the field, studying histories and maps for local knowledge that could help tip the balance in the fight against the dark powers.

Divine Connection

By working alongside the Lord-Arcanums and Knights-Incantor of their Sacrosanct Chambers, the Lord-Ordinators have created vast crackling batteries of celestial power that form a metaphysical link between a Stormkeep and the underspires of the Sigmarabulum. These spirit links, known as Star Bridges, speed the Stormcast Eternals back to Azyr when they are slain, ensuring swift and safe passage so they might be reforged all the quicker. A Stormcast Eternal that dies in battle near their keep will often return to active service in a matter of days, possibly taking up arms to rejoin the same battle or siege that saw them slain.

These cosmic links are maintained by the same celestial soul-force as that produced when a Stormcast Eternal discorporates. These aetheric links can only be sustained at full strength by the dissolution of souls – a resource that the Sacrosanct Chamber is well-placed to provide, for they are experts at capturing errant spirits. Some Stormcast Eternals, who in the course of war have committed acts they believe to be beyond redemption, willingly contribute their final energies to power the Star Bridges. They are blasted to nothingness, their soul-stuff used to keep the Star Bridge bright. In return, their names are etched into the Annals Tempestus that line the walls of each Lord-Arcanum's sanctum, their sins forgiven.

LEGENDARY KEEPS

There are some amongst the Stormkeeps that have already become legendary amongst the people of Sigmar's realm. First to be founded was Fort Ignis, the Stormkeep nearest the site of Vandus Hammerhand's victory over Korghos Khul upon the Brimstone Peninsula. Though that keep, surrounded by a moat of ever-burning flame, is impressive indeed, it was soon surpassed in size and scale. As the hosts of Azyr pressed onward to claim new ground and found new Stormkeeps, they learned more of the realms they sought to tame, and became ever more ambitious in their constructions. Amongst the most well-known is the Perspicarium, which watches from a high pillar of rock over the Stormrift Realmgate at the heart of Hammerhal Aqsha. A stronghold of the Hammers of Sigmar, this fortress dispatches its armed hosts every day.

The Consecralium, fortress of the Knights Excelsior, is terrifying to behold, its black iron battlements crowned with raging storms. Separated from the city of Excelsis by a long narrow bridge, the Stormkeep looms like an executioner's axe above the skyline. Crossing that bridge is a trial in itself, and those who enter with even a slight stain upon their honour rarely come back out.

The Black Nexus, Stormkeep of Anvilgard, is a dark place of ill aspect, but through the ceaseless warmongering of its warriors, the lands have been scoured of evil for a hundred miles around. The Celestrine Cathedral in Hallowheart is so redolent with the faith of the Hallowed Knights that it shines like a beacon to those with the witchsight; word has it that pilgrim souls who walk through its inner gates are purified by the act, even if it burns away a part of their core essence. Oakenspire, at the heart of Ghyran's Living City, is made of ironoak and fossilised timber, and is crowned with golden flowers, a riot of green foliage, autumnal leaves or cruel black thorns depending on the season.

As more regions are claimed by Sigmar's faithful, more Stormkeeps are built, consolidating the God-King's hard-won holdings with each brick and stone.

Not all Stormkeeps have survived the endless onslaught of Chaos, the savagery of the bestial hordes and the coming of the Shyish necroquake. The valiant survivors of ill-fated Celsorium were frozen to death when the Everwinter of a vast ogor tribe rolled over the city, and the spiralling Tower of Ravenstar was pulled down from within when its thrice-reforged Lord-Castellant showed too much contempt for the common people he had once fought so hard to save. The vast majority, however, remain intact. Wherever the walls of a Stormkeep are battered by war and its edifices pulled down, wherever enemies rise from within or insidious foes tunnel under the walls to strike at the stronghold's heart, there are the Stormcast Eternals and their allies, ready to hold the line. Should a Stormkeep suffer damage during a siege, mortal hands are eager to rebuild those fallen structures, putting up scaffolds, winches and superstructures to remake the proud facades of these towering fortresses. The Free Peoples are well used to rebuilding; their entire reason for leaving the safety and grandeur of Azyr has been to remake that which Chaos has cast down.

And yet, though these mighty Stormkeeps glow with celestial power, they too cast long shadows. Those who dwell in the cities around them look upon these impossible citadels in awe, fear, and even bitterness – for those who live meagre existences on the fringe of greatness do not look kindly on the towers and spires of those more fortunate than themselves, even if that fortune is fairly earned. Such is the price of majesty – for, in contrast, the underbelly of society grows all the darker, and evil thrives wherever men's hearts fester. Small wonder, perhaps, that the Stormcast Eternals have lately taken such stringent measures in controlling this unrest and removing – sometimes by lethal force – those that would do the fabric of their society harm. However, it is said amongst the Reclaimed – the people brought from the wilds into a city of Order – that the more restrictive a cage becomes, the more likely it is that those trapped inside will seek to break it…



A THOUSAND STORMS

Every land beset by Chaos has felt the thunder of the Stormcast Eternals' charge. A thousand wars and more they have brought to challenge the dominion of Chaos. Although but a fraction have been recorded, the Stormhosts have achieved victories so profound they have become legend.

AGE OF MYTH

A NEW ERA DAWNS

Sigmar, having been shown the splendours of the Mortal Realms by the celestial godbeast Dracothion, helps unite the scattered tribes of mankind and raise them from savagery to master stone, metal and fire. Though it takes many centuries, the indigenous tribes of the realms and those surviving cultures previously lost in time are united. Under Sigmar's auspices they are given the impetus to create wondrous cities, and thriving nations spring up by the hundred. The Great Wonders of the Mortal Realms are built at high cost in blood, sweat, and even life, for these edifices are legendary in scale. Trade thrives through the networks of Realmgates that span the domains of the disparate races.

DARKNESS CREEPS IN

As nations are established and new powers thrive, the foibles, lusts and jealousies of mortals begin to sour cultures that were once united in a common goal. Those beings of emotion and malevolence entwined, the Chaos Gods, espy the Mortal Realms and find themselves half-mad with desire. Through hairline cracks of opportunity the gods of Chaos inveigle their influence into the minds of humans, duardin and orruks, goading them to deeds that are not wholly their own. Though their baleful schemes are slow to mature, the dark powers begin to erode the fabric of civilisation.

DAY OF THE DAEMON

In a hundred troubled regions across the realms, the daemons of Chaos find ways to break into the Mortal Realms.

THE BATTLE OF BURNING SKIES

The pall of Chaos falls across one nation, then another, toppling cities in a long-planned conquest that spills across the lands like blood across a map. When the daemonic scions of Chaos and their sorcerous thralls bring their supernatural powers to bear against Sigmar's chosen people, the God-King takes up his hammer and casts them back wherever they are to be found. Decades of war sprawl on, with Chaos closing its pernicious grip wherever Sigmar's back is turned.



Only at the Battle of Burning Skies does the God-King realise his folly – though he can claim small victories through might of arms, he can never alone win the long war the Dark Gods are waging in every realm at once.

After being tricked into losing his hammer Ghal Maraz in a duel with Archaon, the God-King resolves to withdraw to the Realm of Heavens, closing the Gates of Azyr behind him. There he broods long on the fates of the people he left behind, as the tyrants of Chaos are free to consume the lands he once protected.

AGE OF CHAOS

THE RED CENTURY

With Sigmar relinquishing his rule over the Mortal Realms, the nations and tribes that once thrived there are ground down and enslaved by the cruel minions of Chaos. Daily life becomes a hellish nightmare.

A NEW ARMY

Inspiration strikes as Sigmar gazes in despair upon the Mortal Realms. Using all his artifice and the aid of Grungni, the Great Maker, the God-King fashions a new army with which to fight his eternal war. The spirits of those mortals who spit and rage in the face of Chaos are seized and taken up to Azyr, there to be reforged as Stormcast Eternals.

Sigmar's great work is concealed by the artifice of his aelven allies, Malerion and Teclis, their magic so well-woven that even the sorcerous scryers of Tzeentch cannot penetrate it. Though the forces of Chaos batter at the Gates of Azyr for decades, hurling everything they can at the ancient portals, they cannot force entrance. In time they stop trying, turning their attention to the other seven Mortal Realms instead.

THE LONG WAIT

The years tick past. The first hosts of Sigmar's warriors train in his Gladitorium to be ready for the new era of war. A gift from Malerion, the enchanted dome of the Gladitorium enables the Stormcasts to fight each other, yet arise unharmed when battle is done. In the greatest exercises, entire Stormhosts are pitted against each other in thunderous war drills that make dust-storms of the arena's sands.

THE CLEANSING OF AZYR

When Sigmar withdrew to Azyr, he took a good many refugees with him to the safety of Azyrheim. Now he sees that many of the rescued tribes cannot set aside their old rivalries, and in places this has escalated to civil war. Worse still, he sees that some are being corrupted by Chaos. Along with the refugees he welcomed into the Realm of Heavens came hundreds of covert worshippers of the Dark Gods, disguised amongst the free folk. Their insidious influence has already spread far through the underbelly of society.

Incandescent with rage, Sigmar descends in a blaze of light from his godly palace. With lightning crackling in a halo around his brow, he brings the wrath of the Heavens down upon the sorcerers and daemon-worshippers who seek to taint his utopian city. Every one of the Chaos agents is slain in a single night, and any citizens who cannot let go of their old grudges against one another are burned to cinders by his gaze.

To ensure no such corruption can recur in Azyrheim, Sigmar trusts the witch-hunting Order of Azyr with the task of tracking down and executing evil-doers wherever they are to be found. He also sends out the Shadowblades, aelven Assassins that kill in secret. Their duty is the eradication of any who stray towards the darkness. From this point on, all of Azyr's enclaves of orruks and creatures tainted by Chaos are hunted down, first by the brave armies of Azyrheim, and then by the newly formed Stormhosts as part of their training.

Peace rules in Sigmar's city once more. A new era of progress begins in Azyrheim – albeit a status quo enforced by the fear of swift and final retribution.

AGE OF SIGMAR

THE TEMPEST BREAKS

The powers of Chaos, after five long centuries of dominance, have claimed the vast majority of the Mortal Realms for their own. Though his great work is not complete, Sigmar sends forth his warriors amid a clashing, roiling thunderhead that breaks into every realm at once. On columns of lightning they are borne to the battlefield, their assault so sudden and powerful that the forces of Chaos are hurled back from the sites Sigmar considers most vital.

New war rages across the realms, with the God-King's living tempest never tiring. With the Realmgates of paramount importance to his long-planned conquest, Sigmar's Stormhosts concentrate their efforts on reclaiming those sites and fortifying them at all costs. Upon Aqshy's arid sprawl – the Great Parch in particular – the Hammers of Sigmar lead the fight. The Stormhost first strikes at the Brimstone Peninsula, where Vandus Hammerhand's Thunderstrike Brotherhood seizes the first Gate of Azyr from the Goretide of Korghos Khul. Many victories are won against the armies of Khorne, though the Hammers pay a heavy price. It is the beginning of a fierce and deadly rivalry.

VENGEANCE LONG AWAITED

During the Red Century, four almighty monoliths were raised over the once-great city of Thal'donn to commemorate a key victory for the forces of Chaos. Sigmar is determined to bring down these symbolic affronts. The Black Dracothians and the Lions of Sigmar lead a Stormhost coalition that levels the monoliths and every Chaos bastion and fort in the region. It is said in Azyr that upon this day, Sigmar smiled.

AZYRHEIM'S HOSTS

With many Gates of Azyr open, the paths into the Mortal Realms are once more accessible to the vengeful armies of Azyrheim. Many warhosts issue forth, fighting on their own or aiding the Stormcast Eternals to cast down the tyrant and the oppressor. Songs and stories of valour are dedicated to the memories of homes long lost and families long slain, yet the letting of blood can never truly heal those ancestral wounds.



BESIEGING THE BLACK RIFT OF KLAXUS

A vile ritual takes place in the Sulphur Citadel, a vast fortress that overlooks the kingdom of Klaxus. At the ritual's conclusion it rips open a dark passageway into the Realm of Chaos. To halt the outpouring of daemon legions from that weeping opening, Sigmar hurls down scores of thunderbolts, each bearing a phalanx of Stormcast Eternals to war. After days of battle, the Black Rift is finally collapsed.

THE SOLEMN AND THE DEAD

In Shyish's Innerlands the Anvils of the Heldenhammer fight through the living dead – and sometimes alongside them – to hurl back the greater evil of Chaos. Each Stormhost wins its own sagas and tales of heroism as the wars unfold. To the south of Nulahmia, the Bloodbound warbands of Knasvan Skullrender are annihilated when they are caught between the vast skeletal horde of Neferata and the unyielding shieldwall of the Anvils of the Heldenhammer. Hope is renewed for a lasting alliance between the God-King and the Lord of the Dead.

THE HELDENHAMMER CRUSADE

In Chamon, Ghal Maraz is recovered from the Eldritch Fortress of Anvrok by the combined efforts of Thostos Bladestorm and Vandus Hammerhand. Unable to touch the sacred hammer, Tzeentch's minions had built a stronghold around it to hide its whereabouts, but during a great battle against the sorcerer Ephryx, its divine light is uncovered.

In the Hanging Valleys of Anvrok, it is the Celestial Vindicators that lead the charge, their thirst for vengeance unsated no matter how many of the Slaves to Darkness they slay. Fighting through skaven ambushes, evil sorcery, meddling daemons and the Goretide, the combined Stormhosts penetrate the Eldritch Fortress even as it begins to translocate into the Realm of Chaos. Thanks to betrayal amongst the Chaos ranks and the wrath of Lord Khul, Vandus Hammerhand of the Hammers of Sigmar is able to fight his way to the heart of the fortress and at last recover Ghal Maraz.

THE AWAKENING

A triumphal twelve-day feast is held for the warriors that played a part in returning Ghal Maraz to Sigmar.
Upon receiving his almighty warhammer, the God-King strides into the spell-shielded Black Citadel. There, in the Chamber Extremis, Sigmar places Ghal Maraz into the hands of the recumbent figure within. With thunderstorms raging and lightning wreathing the Sigmarabulum, the Celestant-Prime arises. With this glorious figure leading them, the Stormhosts win many lasting victories.

THE BALANCE SHIFTS

In Ghyran, which has long stood upon the threshold of irrecoverable disaster, the Hallowed Knights join in alliance with the forces of the Sylvaneth to aid Alarielle the Everqueen. Having fought with everything in their power to protect Alarielle's soulpod from Nurgle's foetid hosts, Lord-Celestant Gardus, Lord-Castellant Grymn, their Hallowed Knights brethren and the martyrs of 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 taint that culminates with the defeat of the Plague God's favoured triplets, the Glottkin.



In the closing stages of this war, the Nurgle warlord Torglug the Despised is struck by Ghal Maraz, and the part of his soul that is still noble hurtles to Azyr to be absolved – and reforged as Tornus the Redeemed.

Meanwhile, in Chamon, the Hammerhands seek to keep the daemonic oracle Kiathanus from Archaon's clutches. The Everchosen's might is too great, and upon the flanks of Mount Kronus they are slain to a man. Their sacrifice does not go unnoticed, however, and Dracothion roars his defiance.

RISE OF THE GODBEASTS

Archaon's counter-attack is fierce. He sets out to compel the zodiacal godbeasts to fight for his cause, knowing that their might will make him all but unstoppable. In Aqshy, he binds the Solar Drake Ignax, though the enslavement of Behemat, the Father of Gargants, is foiled at the last by the Knights Excelsior and the divine lightning ritual that summons the Great Bolts.

ERA DRACONIS

The mighty energies unleashed by Dracothion empower and open the Extremis Chamber, that famous union of Stormcast Eternal and celestial beast. Before long, Dracoth riders and Stardrake-borne paladins hurtle down from on high to join the ongoing war. Their first major test comes as the siege of the Soulhaven Citadel enters its third season. Dozens of Varanguard take to the field, tasked by Archaon with the sacred site's destruction. As the dread knights charge, stars rain from the sky, and the Dracothian Guard of the Hammerclaws burst out of the meteor strikes to launch a devastating counter-attack. It is the first instance of an onslaught that drives back the most formidable warriors of Chaos in all the realms – but not the last.

THE NEXUS WARS

The final battle of the Realmgate Wars is fought at the All-gates. Determined to stem the endless tide of Chaos reinforcements flowing from the eight macro-portals of the Allpoints, Sigmar unleashes all of his available Stormhosts in an attempt to deny Archaon his greatest asset in the conquest of the realmspheres. After many terrible battles, the Genesis Gate and the Brimfire Gate are wrested from the Everchosen's grasp. Though Chaos keeps its throttling stranglehold upon most of the Mortal Realms, in Aqshy and Ghyran it is weakened. The tales of valour from this time pass into myth, forming the basis of a thousand legends depicted in triumphal monuments in those lands reclaimed from Chaos.

THE OPENING OF THE SKY BRIDGES

The Skyrealm – one of the twelve natural wonders of Ghur – has long been corrupted by Chaos. Instead of assailing the fortress-laden main islands, the Stormcast Eternals strike at the aerial bridges that connect that floating continent to the lands around it. In the end, the Sky Bridges are only claimed after all the Stormhosts sent to conquer it mass their Prosecutors for a single aerial strike. but the battle for the islands themselves is far from won.

THE SEEDS OF HOPE

In Ghyran, the new cities known as the Seeds of Hope are brought into being, their growth accelerated by Alarielle's boundless life magic. Though each city is markedly different to its counterparts, they all prove to be stoic enclaves of civilisation in a land once all-but destroyed by the vile attention of Nurgle. Word of these first cities spreads across the realms, and they become symbols of what the forces of Order can achieve even in the heartlands of the Dark Gods' conquest.

A TRIUMPHAL SILENCE

For the longest period since its creation, the mournful tolling of the Bell of Lamentations is stilled. The great tocsin rings for every new act of atrocity committed by the scions of the Dark Gods, and has not been quiet since the height of the Age of Chaos. Its total silence – though lasting only a few blissful hours – acts as a new kind of tribute to the fallen, signalling the first return of justice and Order to the Mortal Realms.

THE EBON CIRCLE

Lord-Relictor Tharnus Shrinesong hand-picks a force from the Lightning Hawks Stormhost that have been gravely scarred by their many reforgings. Dubbing his unorthodox brotherhood the Ebon Circle, Tharnus daubs their argent battle plate with pitch and leads them deep into the Silver Tower of a Gaunt Summoner. Each grim warrior proves anathema to sorceries that might have shattered more coherent minds, as Shrinesong had hoped would be the case. Together they banish countless foes with hammer and blade, though they never locate the tower's master. Upon their eventual escape from the Silver Tower they take the fight to Chaos in a dozen different theatres of war, but never seek to rejoin their Stormhost, for Shrinesong feels the reunion will not be a happy one.

THE SHATTERED SIEGE

When the siege towers of Dagramm Thule approach the Baeyrd lodge in Aqshy, twenty retinues of Decimators from the Sons of Mallus strike down into the Chaos horde's midst. Led by Lord-Castellant Selithon Blackstar, they cleave their way towards the towering constructs before hacking the legs from the twisted gargants that push them. In doing so, they save the magmahold and forge an unbreakable bond between their Stormhost and the Fyreslayers lodge.

RUNNING WITH THE PACK

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

PURITY WITHOUT COMPROMISE

After destroying a Tzeentchian cult that had infiltrated the silver city of Alshime, Lord-Veritant Mathius declares his work unfinished and the corruption not yet weeded out. He leads a Hammerstrike Force of the Knights Excelsior in a bloody purge of the city's Freeguild and Collegiate Arcane leaders, lest the taint of Chaos lingers among them.

LAITHIREL CLEANSED

Beleaguered by the dreadful war constructs of the Clans Skryre, Sylvaneth of the Harvestboon clans welcome the timely arrival of the Radiant Suns of Sigmar, whose Dracothian Guard descend upon the Vale of Laithirel in a gleaming phalanx. Wily even in defence, the skaven Arch-warlock Gleed signals an enfilade from a line of Warp Lightning Cannons he thought hidden – but even as he does so, the massive shadow of Lord-Celestant Orias' Stardrake engulfs the skaven artillery crews from on high. Their end is swift.

VISIONS OF UNDEATH

It is Vandus Hammerhand, Lord-Celestant of the Hammers of Sigmar, who first witnesses visions of malign manifestations and deathly conjurations spilling across the Mortal Realms. He foresees that in their wake will come superstition and strife, and after that, the hideous phenomenon of undeath. In Vandus' troubled mind, the figure of pure celestial energy he comes to think of as the Lightning Man visits him in the dark of night, drawing closer each time until his whispers become an audible warning. He imparts a dread truth – that Nagash seeks to harness all the magical energies of Shyish, and thereby change it from the natural destination of every departed soul into a domain of Undeath, where every single entity is bound in thrall to Nagash's bidding. Vandus brings this message to Lord Sigmar, and the God-King's great brow furrows deep.

DESCENT OF METEORS

Sigmar resists the urge to go burning with indignation into Shyish to hunt Nagash and bring him down in person, for he has learned much from the Realmgate Wars. Instead he gives the people of the realms the means to save themselves. He climbs the spiralling ascent to the High Star Sigendil and, with a sweep of his hand, catches meteors rich in the prophetic realmstone celestium. These he hurls into the Mortal Realms, each magical monolith burning like a twin-tailed comet as it plummets to earth.

The celestium meteors dig deep into the soil of the Mortal Realms, where they bring prophecies and visions of salvation to magisters and simple folk alike. Sigmar sends out emissaries from his Sacrosanct Chambers – his Lord-Ordinators, masters of scrying and leaders of men – to find where the meteors have come to land. Sequestering them from would-be soothsayers seeking to mine them for celestium, the Lord-Ordinators use them to divine possible futures. They read the fates of each land and prepare accordingly for what is to come, marshalling armies to march upon Nagash's holdings – their intent to disrupt and even thwart his grand plans before they come to fruition.

THE HARBINGERS MARCH OUT

Sigmar is not alone in his desire to halt the doom of Shyish. Many of his rival gods have become aware of the dangers, and send their own emissaries into Shyish at the heads of massive armies. By the time Sigmar's Lord-Ordinators pass into Shyish to march upon Nagashizzar, harbingers of the Dark Gods are already there – and Nagash, having learned of the intrusion into his domain, sends his fell agents to stop these intruders.

When the forces of Order and Chaos converge upon Nagashizzar, a tragic irony unfolds. If either one had successfully laid siege to the Supreme Necromancer's fortress, perhaps his works could have been stymied, or even torn down. But the Stormcast Eternals were created specifically to fight Chaos. The hosts from Azyr have nothing but hatred in their hearts for those that long ago slaughtered their kin, and the forging of an alliance is out of the question.

As Sigmar's faithful and their Chaos-worshipping adversaries give in to their bone-deep enmity and fight in the shadow of Nagash's citadel, the Supreme Necromancer's great ritual has time enough to reach a conclusion. Only a small party of skaven make it to his inner sanctums, and though they disrupt the ritual, they do not halt it.



THE SHYISH NECROQUAKE

With the Great Black Pyramid completed and Nagash's ritual put in motion, a cataclysmic, epoch-shattering implosion of magic causes the heart of Shyish to collapse like that of a dying star. The pyramid burrows down into realmsphere until it pulls the fabric of Shyish into a vast funnel-like maelstrom with Nagashizzar at the bottom. The Shyish Nadir is born, a cursed sinkhole in reality to which all the deathly magic of the cosmos is drawn.

IDONETH ALLIANCE

The majority of the Idoneth Deepkin remain isolationists as the Age of Sigmar rises – only the Ionrach and their direct offshoots make any real effort to form alliances in the name of holding back Chaos. Conversely, the new cities prove too tempting a target for the Fuethán, and that enclave launches a series of raids to claim the souls of their inhabitants from conurbations and trade routes across a dozen coastal regions.

GREEN TIDE RISING

Tempest's Eye is besieged from below when an infestation of Spiderfang Grots finds the hidden crystal paths that lead through the mountain's heart. The city's garrison is forced to abandon large portions of the lower levels. Bolstered by their Kharadron Overlord allies, every one of the city's masons and engineers take to the tunnels in order to shore up the routes by which the grots are entering the city.

THE BATTLE OF GLYMMSFORGE

The necroquake sweeps across Shyish, consuming lands held by the forces of Order and Chaos alike without discrimination. A Sacrosanct Chamber of the Hammers of Sigmar is tested sorely when two of its foremost arcanists are sent to defend the city of their birth, Glymmsforge, from the forces of the traitor knight Malendrek. They keep the city from being completely overwhelmed by Nighthaunt hosts, but are forced to watch helplessly as much of the land around is swamped by the energies of undeath.

THE LORD NIHILAT

Lord Andrus Nihilat of the Hammers of Sigmar, reforged thirteen times over the course

of the Realmgate Wars, slaughters a large part of the Skullfiend Tribe just as they are set to overwhelm a pilgrimage to Hammerhal. He leads the rescued pilgrims across the Reaver Wastes in a punishing, ceaseless march. Refusing to modify his Stormhost's pace, he ignores the refugees' entreaties to slow. Only a third of the rescued pilgrimage reaches Hammerhal, the rest having died from exposure, hunger or the attacks of jackal-like scavengers that harried their column from behind.

THE PURGE OF VINDICARUM

In the caldera-city of Vindicarum, events come to a head when the Celestial Vindicators execute several citizens on the spot as punishment for thievery – for to them, acts of crime and rebellion are but the first step on the road to open Chaos worship. This summary judgement sends ripples through the city, and soon civic unrest turns to rioting and disorder. The sparks of conflict turn to an inferno as the Celestial Vindicators answer with limitless force, bringing a terrible retribution that sees three quarters of the city slain in a single night. The survivors seek solace and safety by joining the ranks of the Devoted, with more than a few driven mad by their experiences. Word of the purge spreads through the free cities, causing many to question the true relationship between the Stormcast Eternals and those they are said to protect.

DESPERATE MEASURES

Several of the most beleaguered Sacrosanct Chambers, knowing the hour of their duty is upon them, resort to increasingly devastating sorceries to hold back the armies of Nagash and the daemon hosts that spill from Chaos territories. They unleash magical maelstroms and searing tornadoes that have a life of their own, tapping into the endless magic unleashed by the Shyish necroquake. Some of these sorceries escape the control of their casters, ravaging the lands around and even taking a toll on those who stray from the nearby townships. It becomes common practice for city elders and aldermen to employ spell-hunters whose duty it is to locate and dispel these rogue manifestations – but they rarely return from such missions.



THE SPIRE OF THE LOST

A new tower is raised near the Bell of Lamentation in Sigmaron. Known as the Spire of the Lost, this corkscrewing obelisk is engraved with the full names of all those Stormcast Eternals that have met their final death in service to the God-King. At the top are Jactos Goldenmane, slain by the axe of Korghos Khul, and Thostos Bladestorm, devoured by Dorghar, Archaon's daemonic steed. Hundreds of other names have been engraved beneath them.

THE RESURRECTION CRUSADE

In the campaign known as the Resurrection Crusade, Sigmar charges his Lord-Arcanums with the task of reclaiming the Shyishan territories lost to the necroquake. The Sacrosanct Chambers of fifty-five Stormhosts are despatched to the Shyish Innerlands, each hoping to find a way to hurl back the tide of undeath. Furthermore, they seek to fulfil their secret agenda: to find a way to reverse the reforging flaw that assails their kindred.

THE REDEEMED

As the Celestant-Prime continues to lead Sigmar's crusade, he encounters more and more souls he believes can be turned from Chaos with the power of Ghal Maraz. Tornus the Redeemed is joined by more of his kind, each one soul-struck by Sigmar's hammer and sent to Azyr to be remade as a worthy warrior.

Those who have been granted this salvation receive few accolades, however, for their brothers look askance at them no matter how many times they prove themselves. Recognising the problem, Tornus rallies a small army of the Redeemed from a number of Stormhosts and leads them in a series of raids upon Nagash's holdings. Lord-Castellant Grymn formally petitions for the brotherhood to be disbanded, concerned that they may turn one another rogue as their old ways rise to the surface. He is overruled by the judgement of the Celestant-Prime himself.

THE GOD-KING'S BRAND

Though warded against the predations of Chaos, Azyr is not so protected from the malevolent hauntings that now plague the realms. In the city of Azyrheim, it is ruled a crime to shirk from the fight against the rising undead. Acts of cowardice and treachery are severely punished, and such wayward individuals are rounded up by the Lord-Veritants of the Stormhosts and the Order of Azyr to be judged. Their flesh is given the God-King's Brand, a symbol so redolent with sacred celestial energies that it drives out any evil thought and ensures they remain loyal to Sigmar's throne. With its citizenry rendered utterly devoted, Azyrheim becomes stable once more.

THE STORMHOSTS

A military body of consummate order and discipline, a Stormhost is a well-oiled machine suited for every theatre of war. With each chamber honed to carry out interlocking strategies in concert with its fellows, a Stormhost can overcome an enemy that outnumbers it a dozen times over.

Stormcast Eternals are organised into numerous Stormhosts, each of which has a unique name and heraldry. Numbering between five and ten thousand warriors, each is a mighty army in its own right. Most Stormhosts are subdivided into independent battle groups – known as chambers – which in turn are divided into conclaves that each consist of squad-level retinues. These obey a clearly defined hierarchy, but are still flexible, allowing for a wide range of forces specialising in all manner of tactical warfare.

The exact number of Stormhosts is a mystery to all but the God-King himself, for the Sigmarabulum – that wondrous ring of palaces and citadels that floats high above Azyr – has been shrouded in a veil of secrecy for hundreds of years. The Stormhosts' effect upon the Mortal Realms is the subject of many triumphal songs and fables, but also cautionary tales, sinister parables and stories of bloody retribution. It is not for the Stormhosts to explain the nature of their legions to mortal men – only to act, and in doing so, win victory.

Each Stormhost is led by a Lord-Commander, a supreme leader through whom Sigmar's will is realised. Supporting this figure is a Command Echelon, which is comprised of 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. At the time of the Realmgate Wars, Sigmar's Eighth Law demanded that, upon death, reforged lords and knights had to pass through the appropriate temple and prove their mastery of its arts once more before they were permitted to return to their chamber. Similarly, lower ranking warriors had to pass once more through the trials of their respective conclave before they could resume their duties after being reforged. Since then, the furious pace of war, death and reincarnation has proven so demanding that this law has been repealed entirely. All too often the reforged are sent straight back into the fight without time to retrain, learn more of the foe, or orient themselves after the trauma of their violent death. Each Stormcast does their duty nonetheless; such is the desperation of the hour that the Stormhosts must trust the steel within as well as the sigmarite without.



CHAMBERS AND CONCLAVES

A Stormhost is organised into several chambers. Different chambers maintain different fighting strengths. An elite Extremis Chamber might number as few as thirty warriors – albeit riding giant scaled beasts from the stars – whereas, in contrast, Strike Chambers are semi-autonomous regiments that usually number around three hundred. At full strength, a Strike Chamber's Lord-Celestant may have as many as five hundred Stormcast Eternals at his command. As war beckons across all of the Mortal Realms, Stormhosts are required to be deployed in many different places simultaneously, and hence these individual groupings must be ready to act together as part of a large force, or on their own.

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, its chambers are sent into separate theatres of war. These too can be divided into smaller fighting formations to carry out specific missions. It is not uncommon to see a conclave acting independently; such divisions are highly specialised and can be deployed to achieve specific tasks or take on a certain type of foe. Also common are brotherhoods – formations hand-picked from across the Stormhost to create a more varied force.

When a Stormcast Eternal emerges from the forge they are assigned to a conclave that trains and equips them. Each conclave is dedicated to a specific role, and is further divided into specialist retinues. For example, in a Warrior Chamber, the Redeemer Conclave comprises the main battle-line troops, whereas the Justicar Conclave supplies the supporting missile troops. The Angelos Conclave houses the most mobile units, and the Paladin Conclave acts as the elite reserve.

CHAMBER COMMAND

Each chamber is presided over by the chamber command, an assemblage of lords and knights that have proved themselves exceptional leaders in the Gladitorium – and in their mortal lives before that.

The heroes at the head of each Strike Chamber often form a council known as the Lords of the Storm. The group is led by a Lord-Celestant, a gifted warrior and strategist who typically has around three hundred Stormcast Eternals under his command. Each Lord-Celestant answers to their Stormhost's Lord-Commander and Command Echelon, who in turn answer to the Celestant-Prime – and, ultimately, to Sigmar himself. They are supported by a Lord-Relictor, a priest of Sigmar able to call upon the blessings of the tempest. 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. In times of need, however, they will fight as part of a cogent whole.

The orders of these highly-ranked individuals are communicated to the retinues by the unit leaders known as primes. A retinue of Liberators is united under a Liberator-Prime, for instance, who gives the instructions of the chamber command to their fellows. A prime is usually marked out with embellishments on their armour, such as a coloured plume and elaborate helm or pauldron. They will sometimes carry a particularly powerful weapon or artefact in battle.

Other chambers have bespoke chamber commands that complement their role. A Vanguard Chamber will be led by a Lord-Aquilor, supported by a small group of knights, so that its autonomous and fluid structure can remain focused no matter how far-flung its constituent elements. An Extremis Chamber is led by a Lord-Celestant mounted upon a mighty star-beast, along with three Drakesworn Templars that lead the Dracothian Guard to war. The Sacrosanct Chamber has a far more esoteric command structure, as befits those whose expertise is more of the soul than the body.



CONCLAVE ICONOGRAPHY

Each of the conclaves within a Stormhost chamber has a distinctive icon that is emblazoned on the pauldrons of its constituent warriors.

Angelos Conclaves scout ahead of their brethren, using their superior mobility to harass the enemy and thin their ranks in preparation for an assault.

Paladin Conclaves can be found wherever the fighting is thickest. They are the strongest of their kind, the bane of terrors and the doom of evil kings.

Redeemer Conclaves are the sigmarite soul of the chamber – stalwart, unflinching and relentless. They are the core of the Stormhost battle-line.

Justicar Conclaves seek out the enemy's weak points and punish them from afar with storm-forged weapons. They are ranged combat specialists.

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

Ordinatos Conclaves specialise in the machineries of war – from portable artillery pieces to siege weapons and lightning-charged battle engines.



STRIKE CHAMBERS

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 Warrior Chambers are usually the most predominant, for they are able to adapt to almost any military circumstance. The rank-and-file are organised into fighting units called retinues, each consisting of between three and twenty warriors led by a prime.

Warrior Chambers have up to twenty-one retinues in four conclaves – Angelos, Paladin, Redeemer and Justicar. This variety of troops affords the Lord-Celestant a great degree of choice when assigning retinues to missions, and 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 Chambers 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. These chambers are 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, and will intervene to prevent the Prosecutors becoming embroiled in an attritional melee.

Exemplar Chambers also have up to fifteen retinues, 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 a Stormhost's strongest weapons, and to them fall the most demanding of missions – demonstrated by the number of reforgings these stalwarts undergo.

It is true of 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.

TEMPEST CHAMBERS

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 varied in function and organisation, but ultimately serve as support to the Strike Chambers. The three known types are the elite Extremis Chamber, the Vanguard Chamber – an independent part of the wider Auxiliary Chambers – and the Sacrosanct Chamber. Several other Tempest Chambers are named on the Stormhosts' rolls and dedications, but so far their organisation and intended function are unknown. Amongst them are the Ruination Chamber, the Covenant Chamber, and the Logister Chamber. These are collectively known as the Unopened Chambers, and for now, only Sigmar knows their fate.

The majority of Stormhosts can field but a single Extremis Chamber – for their celestial steeds are rare – but notably the Hammers of Sigmar boast several full complements of this formation. Extremis Chambers are unusual in that they number as many noble beasts as they do warriors; every member of this organisation has a bond with one of the children of Dracothion, and united they are all but unstoppable.

Vanguard Chambers include only the brightest and most self-sufficient of the Stormcast Eternals, and their Rangers are entrusted with more autonomy than the warriors of any other chamber. Their leadership is a looser 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. While in theory a Stormhost could have dozens of Vanguard Chambers, the number of Auxiliary Chambers available to a Lord-Commander is restricted to ensure they are used as outriders, a role in which they can truly excel, rather than battle-line troops.

Each Stormhost has at least one Sacrosanct Chamber. Until the coming of the Shyish necroquake, these arcane institutions were swathed in secrecy. Only now is their nature becoming clear, though their agenda remains a closely guarded secret.

'We do not talk of the Eighth Law, brother. Not since the All-points. Just trust to the work of Sigmar and the Six Smiths, and everything will be fine. I am sure of it, as sure as steel and fire. Now ready your hammers. We have work to do.'

- Dogan of Athulis, Lord-Castellant of Hallowheart

MASTERS OF THE CELESTIAL

There is one chamber alone that governs matters of magic and arcane strength. Its warriors wield storm energy, whether through their weapons or in its purest form. More than that, they keep vigil over the process of reforging itself – without them, the Stormhosts have no eternal future at all.

The Sacrosanct Chambers of the Stormcast Eternals are more attuned to the magic of the storm than any other. It is they who wield the raw power of the Heavens in Sigmar's name, hurling thunderbolts, summoning meteors and wielding weapons so redolent with aetheric power they can send a spirit or daemon screaming into nothingness. Supported by highly destructive artillery weapons imbued with the power of the storm, the warrior-mystics of the Sacrosanct Chambers are capable of obliterating almost any foe that crosses their path with their potent magic.

The Sacrosanct Chambers may not only hold the key to defeating Sigmar's direst foes, but to the salvation of those he sends to fight in his name. One of the most critical stages of a Stormcast's reforging is his transformation upon the Anvil of the Apotheosis. In a great pillared hall, upon the ensorcelled altar at its heart, the energy that forms him is wrought with the stuff of the stars themselves. It is focused into a new form through the magic of the Six Smiths, legendary beings descended from the duardin god Grungni the Maker. Throughout the process, the essence of the Stormcast is controlled and shepherded by the skills of the tempest mages of the Sacrosanct Chambers. These warrior sages are critical to the reforging process, for they are the guardians of souls.

To be remade upon the Anvil of the Apotheosis is a traumatic experience fraught with danger. It can lead to the demise of the soul, or perhaps worse still, can result in the Stormcast's spirit tearing free and becoming a lightning gheist. Destructive in its confusion and pain, the crackling blur of animus can cause carnage across the Sigmarabulum and beyond.

THE IMPERFECTIONS BENEATH

Even when a Stormcast Eternal dies, his war is far from over. In High Azyr he is reforged once more for service and, depending on his achievements, perhaps even given a new role in his Stormhost.

Yet as the Stormcasts live and die in this eternal cycle of war, the hazards of reforging become ever more pronounced. Firstly, a Stormcast Eternal does not always discorporate upon death. Should he be slain by a sufficiently eldritch spell or weapon, his innate connection with Azyr may be disrupted. This can mean that he is truly lost, his spirit never returning to the Heavens and his weapons and armour lying scattered upon the field for scavengers and trophy-hunters to claim. Whole wars have been fought to reclaim such artefacts, but some still remain in the clutches of evil men and ravening beasts.

Secondly, when a Stormcast Eternal is reforged, he undergoes a process so profound that when his discorporated form is put back together by celestial magic he may lose something of himself. This can be a treasured memory, a true name, the identity of a loved one from his mortal life, or some indefinable fragment of that which made him a human soul in the first place. The Stormhosts have experienced various phenomena haunting their ranks as their warriors are reforged time and time again – the Knights of the Aurora trail light in their wake when they charge into battle, for example, whereas the transfigured of the Knights Excelsior leave smoking footprints wherever they walk. To some, such changes make these storm warriors seem as monstrous as the cursed foes they were made to fight.





It is the duty of the Sacrosanct Chambers to recover – or neutralise through magic – such errant souls. It is a testament to their skill that many of these souls make it back to the Anvil to complete the reforging process, though not all are salvageable. The Sacrosanct Chambers are rightfully feared as well as held in awe, for should Sigmar deem it necessary, they would kill a rogue Stormcast Eternal in a heartbeat.

Much like the other echelons of Sigmar's gleaming hosts, the Sacrosanct Chambers have many different conclaves and retinues within their order. All of their members were once wizards, sorcerers or beings of magical talent, for they are recruited exclusively from souls that had some aptitude for spellcasting in their former lives. Some are from exotic kingdoms indeed, and have such skill with the arcane they rival even the aelven elders of Azyr. The Lord-Arcanum of the Grave Brethren – the foremost Anvils of the Heldenhammer Sacrosanct Chamber – hails from another era entirely. Though his history is shrouded, his ability to wield the transmutative magic of Chamon is such that he turned the gold stores of the rebel city Agnostai to granite with a wave of his hand.

The Lord-Arcanums that answer to each Stormhost's Lord-Commander are powerful mages in their own right, as are the Knights-Incantor that act as their lieutenants in the field. The killing energies of the storm are theirs to command; they can loose the fury of the tempest in a dozen different ways, summoning hurricanes of devastation and gales of aetheric force.

The rank-and-file warriors that fight under them do not manifest magic outwardly, instead channelling their mystical power into their own bodies and sigmarite weaponry. This makes them extremely dangerous warriors, for their innate potency is increased all the more by the lightning of Azyr crackling around their hammers, staves and shields. Those they smite are not only cut apart or broken by the blow, but also scorched and blasted by celestial energy.

As the Sacrosanct Chambers' warriors enter the war for reality that has been long raging across the realms, they bring the ferocity of the storm to all of Sigmar's foes. The God-King has long marshalled their strength in secret, but now is the time for them to come forth. As experts in the manipulation of spirit energy, they make for the perfect weapon against the ethereal hosts of Shyish, whose numbers are ever on the rise.

Nagash is seen as a betrayer in Sigmar's court, and the God-King anticipated that the Great Necromancer would expand his power via magical means sooner rather than later. When the Shyish necroquake broke across the realms, the doors of the Sacrosanct Chambers were flung wide in response, and many of their warriors cast into the realms to hold back the tide of wraiths that threatened to consume Sigmar's new cities.

Theodric climbed the great spiral stairs that led to the Shimmergate at a steady pace, his brotherhood behind him. Under his battered sigmarite, his bones felt like they were made of splintered oak. Though the chest wound that had killed his last incarnation was only a memory, he could still feel the bite of the Chaos lord's axe in his lungs whenever he breathed deep. He would soon face such foes again. To his relief, he still felt no trepidation at the prospect. Yet in the mirrored pools at the base of the Shimmergate, he had seen his own reflection. It had not been as he remembered it, and that had unsettled him deeply.

His Lord-Ordinator, Waldyr, seemed to pick up on his mood. 'We have the strength to carry the day, Theo,' said the big man quietly. 'Perhaps more than ever.'

Theodric nodded, steeling himself as he placed his masked helm over a face lined with the cares of a hundred nations. He found his calm, and stepped through the Realmgate.

There was a moment of disorientation, a black-and-white cosmos blending together in a thousand different ways. It coalesced to become a vista of a battle all but lost.

Around the gate's exit was a shattered palisade wall of outward-facing stakes, with half a hundred Durar Halberds sheltering behind them. Beyond, under the eaves of a forest thick with the corpses of hanged men, was an army of horned creatures that were more beast than man. Their damned bleating cut right through Theodric's mind. That wave of heaving muscle and fur seemed to have a thousand foul anatomies, united only by the desire to rend and tear. Above them, the sky was a livid weal of red against deep black.

One of the Durar Halberds, furtively searching for a way to escape this fresh assault, caught sight of Theodric and his fellow Hammers. His eyes went wide.

'We are saved!' he shouted to his nearest comrade, a man who looked on the verge of panic. 'The storm lords are here!'

Theodric took a deep breath, hefted his broadsword high, and charged.

For the Sacrosanct Chamber's aether-mages, another duty now lies beneath their traditional role of the guardians of the Anvil. These warrior mages have been despatched not only to protect the strongholds and cities of the Free Peoples, but to explore those locations where the stuff of eternity and the cycle of life itself has been shaped or manipulated. Their retinues fight their way through layers of antiquity to find fragments of the truth, striking out for some of the most lethal and arcane sites in all the Mortal Realms. They have been seen in the amethyst sepulchres of Shyish, the lost city of Shadespire, those of the Jade Kingdoms most synonymous with rebirth, and a hundred other esoteric locations besides.

Though not even their fellow Stormcasts know it, these crusaders have a holy task given to them by Sigmar himself. They search for the key to reversing – or at least allaying – the flaw in the immortality of the Stormcast Eternals. They are the greatest hope for the warriors of the Heavens, for in High Azyr the side-effects of the reforging are becoming steadily more pronounced. If Sigmar's crusade is to stay true to the values that make it righteous, his most eldritch and arcane warriors absolutely cannot fail.



'To the mortal people of the realms we are Sigmar's avenging blades, sent to shatter the chains that bound them. But we are also figures of terror. The spectacle of our attack – and the charnel field we leave in our wake – is fearsome.

For a time, it served our purposes to have our orders obeyed without question and our path unbarred by the concerns of simpler folk. We told each other, privately, that we too were mortals in our thoughts. The realms saw blank masks that did not flinch as they went about their bloody work, but behind them were human faces. Now that too is changing. It is my fear that in time the faces will become as expressionless as the masks.'

- Ostansia of the Gleaming Blades



ROAR OF THE HEAVENS

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

Clad in sigmarite plate armour 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: to deploy 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.

First come two formations of Dracothian Guard, each warrior astride a storm-spitting Dracoth. A shield of shimmering force precedes their charge, offering them the protection of Sigmar's aura so they can reach their targets at full strength. The first wave, known as the Lightning Echelon, is comprised of Fulminators and Tempestors armed with line-breaking lances and volley-firing crossbows. After this force has split apart the front ranks of the enemy with bolts of energy, the second wave hits home with meteoric force. Taking their long-hafted axes and hammers to the reeling survivors, the Desolators and Concussors of the Thunderwave Echelon make their presence known.

When enemy champions and lords 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 its way through the helpless foe. Any still standing are met blade-to-blade by the beast's noble rider – and usually beheaded or impaled in the process.



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. These formations were devised as Order's answer to the greater daemons of Chaos – they are forces that can lead any attack, or cleanse any battlefield. The charge of an Extremis Chamber is intended to be a spectacle of awe as well as a potent weapon, instilling fear in all who oppose the might of the righteous.

It was Sigmar's intention that every Stormhost contain at least one Extremis Chamber. However, the undertaking was slow and oft delayed, for a soul-deep bond between Stormcast Eternal and celestial beast is not easily forged. Not a single Extremis Chamber was battle-ready when Sigmar cast his first lightning bolts 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. In the past, the children of Dracothion that died had always been reincarnated in the Heavens, their spirits returning to new forms in a process that initially inspired the Stormcasts' reforging. However, the influx of Chaos was disrupting this age-old cycle, for the tendrils of evil were pushing through the aether as well as into mortal reality. Over time, the creatures were becoming a dying race.

Dracothion feared the intrigues of the Dark Gods, and so he looked to the future as it was written in the stars. The Great Drake saw many evil portents, reading signs of a looming disaster. He saw hints that foretold the machinations of Archaon and the Dark Gods coming to fruition unless the Extremis Chambers could halt them. Dracothion had interpreted all his visions of catastrophe through the lens of one preoccupied with Chaos. Perhaps, if he had looked with clearer eyes, he would also have seen the deathly shadows that lurked beneath these omens.

Driven by great urgency and the unfolding spectacle of the Realmgate Wars, 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 battle-ready and unleashed upon the enemies of Order.



The Blackbolts of the Anvils of the Heldenhammer were next to be forged, grim in deed and aspect. In battle their Dracoths shimmered darkly like ominous thunderheads. The Hammerclaws – another chamber of the Hammers of Sigmar – were amongst the quickest of Extremis Chambers to claim glory, defeating all in the Gladitorium, while the Chamber Resplendent of the Hallowed Knights brought Sigmar triumph in the Ghurlands. The Storm Drakes of the Tempest Lords laid waste to the dreaded Skullfort, demolishing it so thoroughly that 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.

When the Extremis Chambers are campaigning across the realms, the High Star Sigendil above Sigmaron burns bright, blazing so that it is visible even at midday. All those who oppose the God-King look up in the skies and curse the brilliant blue light above them. To them it is a hateful reminder that one realm still remains to be conquered, that Sigmar has thus far escaped his due. But to the oppressed, the persecuted, the scattered nomads driven from their homes and pursued by minions of the Dark Gods, the star's beams offer hope as well as trepidation. The people whisper that mighty Dracothion has returned, that the stars ripple with the movements of his massive coils, and that he is hungry. Word has travelled across the realms, traders and pioneers spreading the stories – the knights of Sigmar now ride upon fierce drakes that can bite a man in half. It is said by all who witness them they breathe thunderclouds and call down starfire to smite evil. So does Dracothion's roar echo Sigmar's thunder, and bring with it fearful majesty.

CHILDREN OF DRACOTHION

In the Dracoths and Stardrakes, the Stormcast Eternals have found powerful allies in their battle against Chaos. The children of Dracothion are 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 people of Azyr marvelled at the beauty and order of the stars, while the scions of Chaos despised them, wishing to strike down their loathsome light. Many myths sprang up about the Heavens, and how the zodiacal godbeasts came to call them home. There dwelt Dracothion, a living constellation writ large across the black pall of eternity.

Primitive races across the realms marked the outline of Dracothion in the firmament. To prophets, astromancers and those gifted with witchsight, something more than clusters of celestial bodies could be discerned. The keenest of observers could pick out scales that glinted like stars, or perceive sinuous shifts that sent ripples across the sky. More tangible evidence of the Great Drake, however, can be seen throughout the realms in the beasts known as his children.

It was during the most intense starfalls that Dracothion's offspring descended from the heavens. These were the beasts known as Stardrakes – creatures noble of aspect and suffused with celestial magic. Although they share many characteristics with dragons – for they have large reptilian bodies, vast wings and long serpentine necks – the Stardrakes are something altogether different. The beasts shimmer with coruscating energies; one moment they radiate brilliant light, the next they fade to the colour of the night sky, a flickering iridescence playing over their dusky scales. It is this celestial magic that gives them mystical powers in addition to their great physical strength.

Reclusive creatures, Stardrakes tend to establish scattered strongholds, always choosing the most isolated locations. Most favoured are the realms' highest places – the eldest beasts nestle amidst the peaks of the mightiest mountain ranges. From these lofty perches the Stardrakes hunt each realm's sky-vault or bask in its starlight. As creatures of celestial magic, they gain sustenance not only from absorbing the light of the Heavens, but also from consuming the flesh of their prey. 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 as large as a thundertusk or grigordon.

Stardrakes will attack any creature 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. When they face those whose souls are impure and riddled

with corruption, Stardrakes can roar forth a devastating thunderhead, or summon blazing fires from the stars.

Though the Dracoths ridden by the Dracothian Guard of the Extremis Chambers are smaller than the Stardrakes they fight beside, their fierce temperament and savage instinct makes them deadly indeed. Looming over even the tallest of men, these quadrupedal beasts absorb celestial energies every night, spitting them out as bolts of crackling lightning in battle. 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 Azyrite scholars who contend that Dracoths are Stardrake hatchlings, offspring that will one day return to the Heavens to undergo a 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 indefinitely in the high places of the realms.



Highly intelligent, Stardrakes and Dracoths can soon learn to understand the languages of human, duardin and aelf, although they speak exclusively in their own inscrutable tongue. During the Ages of Myth and Chaos 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, these temporary 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 bring his greatest endeavour to fruition. It was Dracothion who first charged the Anvil of the Apotheosis with the divine energy needed for reforging – for while Vulcatrix's fire burned hotter, it was the magic of the Great Drake's bolt that ensured her flames would burn for eternity. Scrying the future, Dracothion saw that Sigmar's warriors would need more than the strength of men to hurl back the scions of Chaos. So it was that Dracothion made a pact with Sigmar, swearing that those who proved themselves worthy might form bonds with his own children.

It was Lord-Celestant Vandus Hammerhand of the Hammers of Sigmar that was the first Stormcast to tame a Dracoth. Since that pioneering day, hundreds more have followed his example. Together, the combination of immortal warrior, Dracoth and Stardrake can stand against even the mightiest of Chaos champions and emerge victorious.

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'rhex. Driven to fury after the daemon mortally wounded his Stardrake Loxia, the Lord-Celestant landed the blow that saw Kul'rhex 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.

HUNTERS OF THE DAMNED

The celestial winds rise to a joyous howl as the Stormcast Rangers race across the Mortal Realms. The keen eyes of the these swift warriors guide pinpoint strikes and razored blades, each sudden assault slaying the scions of the darkness with ruthless strength and speed.

The Rangers of the Vanguard Auxiliary Chambers play a vital part in Sigmar's plan for the Mortal Realms. It is they who locate and exploit the weaknesses in the God-King's foes. 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 mortal souls are aware of their existence, the Rangers have roamed the lands of the realms ever since Sigmar's Tempest first struck out at the Chaos armies. The most well-known are the Vanguard-Hunters and Vanguard-Raptors that act as rank-and-file troops for their Lord-Aquilors, and the Vanguard-Palladors that ride swift Gryph-chargers to war. Theirs is not the bombastic charge of the Extremis Chambers, nor the shield-wall and aerial assault of the Strike Chambers, but instead a shifting and fluid style of war designed to wrong-foot the foe.

The Stormcast Rangers spend little time in the mountain fastnesses near Sigmaron, nor do they attend war councils unless specifically 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 the nearest threat is leagues distant. Since the ascendance of Chaos, such times are rare.



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 protect Sigmar's cities of Order. In these remote places, the Rangers largely evade detection from those that would hunt them in turn.

Though they place 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 – reforged from mortal clay into the form of tempest-borne warriors – 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 as one, 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. Of all Stormcasts, the Rangers are most attuned to the lands they reclaim and the struggles of those who live there – and this makes them deadly warriors indeed.



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 and their reliance on the mounted warriors of the Vanguard 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.



COMMAND ECHELON

HERALDOR TEMPLE

JUDICATOR TEMPLE

SACROSANCT CHAMBER

LORD-ARCANUM
LORD-EXORCIST
1-3 LORDS
3-9 KNIGHTS

CORPUSCANT CONCLAVE

EVOCATORS
SIX RETINUES

REDEEMER CONCLAVE

SEQUITORS
SIX RETINUES

JUSTICAR CONCLAVE

CASTIGATORS
THREE RETINUES

ORDINATOS CONCLAVE

SACRISTANS
THREE RETINUES

EXEMPLAR CHAMBER

LORD-CELESTANT
LORD-RELICTOR
1-3 LORDS
3-9 KNIGHTS

ANGELOS CONCLAVE
(PROSECUTORS)
THREE RETINUES

PALADIN CONCLAVE
(PALADINS)
NINE RETINUES

JUSTICAR CONCLAVE
(JUDICATORS)
THREE RETINUES

PALLADOR RETINUE

PALLADOR RETINUE

PALLADOR RETINUE

RAPTOR RETINUE

RUINATION CHAMBER

LORD COMMANDER

COMMAND ECHELON

- RELICTOR TEMPLE
- VALEDICTOR TEMPLE

WARRIOR CHAMBER

- LORD-CELESTANT
- LORD-RELICTOR
- 1-3 LORDS
- 3-9 KNIGHTS

- ANGELOS CONCLAVE (PROSECUTORS) THREE RETINUES
- PALADIN CONCLAVE (PALADINS) SIX RETINUES
- REDEEMER CONCLAVE (LIBERATORS) NINE RETINUES
- JUSTICAR CONCLAVE (JUDICATORS) THREE RETINUES

HARBINGER CHAMBER

- LORD-CELESTANT
- LORD-RELICTOR
- 1-3 LORDS
- 3-9 KNIGHTS

- REDEEMER CONCLAVE (LIBERATORS) THREE RETINUES
- ANGELOS CONCLAVE (PROSECUTORS) NINE RETINUES
- JUSTICAR CONCLAVE (JUDICATORS) THREE RETINUES

EXTREMIS CHAMBER

- LORD-CELESTANT

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

- LORD-AQUILOR
- 3-9 KNIGHTS

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

COVENANT CHAMBER

LOGISTER CHAMBER

THE STORMBOLT INCARNATE

The Stormhosts have a clear structure, but in practice are often organised as necessity demands. All are led into battle by seasoned commanders who combine the role of lord, champion and master strategist alike – but even these paragons are not immune to the vagaries of war.

Each Stormcast Eternals chamber is an independent army unto itself. Its commanders are given authority by Sigmar, their remit to wrest victory from the armies of evil warlords and consolidate those gains in whatever way they see fit. That said, each Stormhost's command structure 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.

Ultimately, each chamber is a meritocracy. It has been shorn of the politics and back-biting of a mortal institution – such pettiness has no place in a shield-wall that must stand firm against the hordes of Chaos, or an arcane cabal that faces the mind-twisting sorceries of the Dark Gods. 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, his superiors will listen closely to his advice without bias.

If an individual shows true promise – demonstrating outstanding quality of the mind and soul, as well as the body – they will be elevated to a new rank upon their next reforging. This is no simple promotion, no battlefield edict that conveys authority alone, but a holistic transformation that sees their soul energised even further by the magic of Azyr. A Liberator-Prime that defends a fortress city for months against the most horrific siege weapons might be reforged as a Lord-Castellant after giving his life to repel the enemy in the final assault. Similarly, a Sequitor or Castigator who banishes every gheist that crosses her path and devotes many sleepless nights to learning the lore of undeath may be reforged as a Lord-Exorcist. Such individuals are not always accepted as easily in the chamber command as those Sigmar judged born to the role, but in most instances their exceptional quality soon proves they have found their true place.

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 inspiring to their kin as they are frightening to their enemies. Such heroic individuals are colloquially known as the Lords of the Storm. It is they that take on the direst of foes blade-

A BAND OF BROTHERS

Stormcast Eternals are not only mighty warriors, they are also tacticians, expert in the sciences and crafts of war. When confronted with an unusual or seemingly insurmountable objective, the Stormhost's leader, or one of his subordinate lords, will muster an ad-hoc formation designed to complete that specific task or achieve that particular goal.

The most common temporary bands of warriors are formations known as brotherhoods. Brotherhoods 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. Some simply consist of the survivors of a far larger contingent, given common cause in the name of survival.

The first force of Stormcasts to enter the Mortal Realms was a Thunderstrike Brotherhood of the Hammerhands, who took on the infamous Goretide to seize the realmgate of the Brimstone Peninsula. Led by Lord-Celestant Vandus and Lord-Relictor Ionus Cryptborn, it was a cross-section of every conclave in the Hammerhands Warrior Chamber – though small in size, it proved devastating in impact. Since then, a hundred variants have sprung up in its wake, giving the Stormhosts even more flexibility.

Not all Stormcast warrior groups are called brotherhoods. Sometimes they are known as forces or wings – depending on the specific constituent parts of their chamber – but in function they are much the same. Not all are led by a member of the chamber command; in fact it is common for a brotherhood, force or wing to be so tight-knit it effectively leads itself, with the primes of each retinue acting as arbiters and decision-makers in times when a higher level of leadership is needed.



to-blade, who stand before monsters that shake the earth with their tread, and who plunge fearlessly into the unknown horizons of each Realmgate without hesitation. Because of their selfless heroism, it is often the officers of a chamber's command that have been reforged the most, giving their lives in battle only to be sent back into the fray over and over again.

The side effects of this cycle of war, death and rebirth mean the leaders of each chamber become exemplars of that which their Stormhost embodies, each a living incarnation 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 act of martyrdom until it literally shines through the joints in their armour. Many leaders of the Knights Excelsior, infamous for the obsessive vigour with which they scour the taint of Chaos from the lands, literally view the world in a monochromatic schema of good and evil, and claim they can perceive intent as well as action. Some of the vengeful lords of the Celestial Vindicators find their endless ire burning around them in a tangible aura when they charge headlong into the enemy, trailing blue flame like the tail of a meteor. Some exhibit even stranger manifestations; it is said that Lord-Celestant Ossiach Vanderghule of the Anvils of the Heldenhammer is surrounded by wisps of amethyst energy that resemble tiny ethereal haemonculi, and that a new phantasm appears after his every reforging.

The changes that these leaders undergo are not all obvious. In their minds, those amongst them that have become transfigured have long ago departed the realm of human emotion and morality. Some embrace the cold, analytical perspective of one who looks down from on high, literally as well as metaphorically. Others rail against the change, doing everything in their power to hold onto the traditions, cultural idiosyncrasies and even indulgences that once made them who they were – and, in the process, influencing the warriors of their respective chambers to do the same.

Even with these exemplars of the Stormhosts there is no predictable outcome from repeated reforgings. The more esoteric the transfiguration, the more the unwanted reputation of the Stormcast Eternals spreads – that they are no longer recognisably human. All that is known for sure is that these lords epitomise Sigmar's divine power more than any other. They embody not only the blessings of the tempest's mantle, but also the side-effects that take the Stormcasts ever further from the simple mortality that was once their birthright.



BRETHREN OF SIGMARITE

There are countless formations of Stormcast Eternals at war across the Mortal Realms, each expert in its own field. Some have become renowned as especially effective or viable forces – so much so that every Stormhost has since adopted them to further Sigmar's crusade.

Some brotherhoods fight alongside one another for so long they become de facto organisations in their own right. If they are on campaign for years or even decades at a time they may find it hard to remember what it was to be a part of a larger chamber or Stormhost. Amongst such factions it has become common practice to wear some manner of visual identifier or amended heraldry to show the nigh familial bond between its members. Any source of strength that helps a brotherhood prosper and feel united is adopted without much resistance.

Examples of such divergent heraldry are many and various, but they usually have their roots in tribal practices or the heritage of the brotherhood's mortal incarnations. The Masters of the Theanic Maze have tattooed square-spiral bands on their sigmarite plate ever since their transfigured leader Ehlor Maracastus covered his armour head to toe in such designs. The Brethren of the Scarlet Stratum, hailing from the Ghurish Hinterlands, paint a red stripe across their eyes – and across the eyes of their masks – to represent the layer of bloody corpse-clay laid down in their ancestral lands after the massacre of their forefathers. The Brotherhood of Grey Paladins purposefully discolours its sigmarite plate with the ash of fire-walking rituals after every battle. In such ways do the brotherhoods of the Stormcasts bind themselves closer and keep the memories of their pasts alive – for though none openly admit it, if they did not do so, those histories and identities might slip away all the faster.

HAMMERSTRIKE FORCE

The Hammerstrike Force hinges around a retinue of veteran Prosecutors. Descending from the clouds in a blaze of light, these winged warriors dive like eagles on the hunt, targeting key enemy formations or command positions. They hurl their celestial hammers from on high before the foe can even prepare themselves for the onslaught.

Just as the enemy musters its counter-attack, the two retinues of Paladins that form the core of the force strike with devastating power. These are often Retributors armed with lightning hammers or starsoul maces, the better to lay low the enemy commanders in a single devastating assault.

THUNDERHEAD BROTHERHOOD

Comprised of line infantry from the Redeemer and Justicar Conclaves, the Thunderhead Brotherhood is intended as a defensive blockade that is almost impossible to shift. Three retinues of Liberators form a bulwark of burnished metal, standing shoulder-to-shoulder and turning their pauldrons to bolster the glacis of their shield-wall. Behind them wait two retinues of Judicators, ideally in a slightly elevated position, their bowstrings drawn and arrows nocked ready to loose their deadly projectiles over the heads of their Liberator brethren. Any who charge the shieldwall are riddled with crackling arrows – those that survive the volley will likely rebound from the Liberators' shields before being put down for good.

VANGUARD WING

A Vanguard Wing operates on a similar basis to the Hammerstrike Force, but with the additional ranged element of a retinue of Judicators. Able to strike from above as well as on ground level, a Vanguard Wing can turn a grinding stalemate into a rout in seconds. The Liberators and Judicators that form the force's core are empowered by their Prosecutor allies, their weapons becoming even more potent as they methodically eliminate the enemy army. Then their winged fellows roam wide in search of future targets.

DEVASTATION BROTHERHOOD

The Devastation Brotherhood comprises mainly Paladins, the most heavily armed of all Stormcast infantry, for this force's purpose is raw destruction. They are accompanied to war by Judicators and Prosecutors, who pin the brotherhood's chosen target in place with a rain of deadly missiles as the heavier retinues close in. When the Paladins finally charge, they do so with such crushing, unstoppable power that they leave only smouldering embers where enemy warriors stood moments before.

SOULSTRIKE BROTHERHOOD

Combining the Vanguard Chamber's Rangers and the arcane specialists of the Sacrosanct Chamber, the Soulstrike Brotherhoods were founded in response to the aftermath of the Shyish necroquake. This brotherhood is essentially a scouting force reinforced by heavily armed

warriors who join the battle swiftly when the mobile element judges it the right time for the death blow to land. It has proved highly effective against small-scale daemon incursions and other unnatural targets, but it is at its best when hunting the roaming packs of Nighthaunts that now plague the lands.

The Soulstrike Brotherhood's vanguard elements harry the foe until it turns to launch a punitive assault, at which point these outriders summon retinues of Castigators, along with Sacristan Engineers that man powerful Celestar Ballistas. Soon enough what seems like a lone band of skirmishers is revealed to be the core of a force of magical artillery, so redolent with celestial magic it can reduce ethereal foes to wisps of nothingness in moments.

HAILSTORM BATTERY

When the Stormcast Eternals have need of devastating firepower – for instance, when they face a stubborn foe that thrives at close quarters but struggles to make its mark at range – the Hailstorm Battery is brought to bear. Under the supervision of a Lord-Ordinator, the crew of a Celestar Ballista focus their fire on targets picked out by a front line of Castigators. The deadly power unleashed by the Castigators and the heavenly stormbolts that slam home soon afterward form a double assault powerful enough to fell even a rampaging Mutalith.

GRAND CONVOCATION

The Grand Convocations of the Sacrosanct Chambers are concentrations of eldritch mastery like no other. Consisting of a Lord-Arcanum, his most trusted Knights-Incantor and a Lord-Exorcist, they are able to combine their mystical abilities to pull in Azyrite magic from leagues around. In doing so they ensure every spell they cast, from the merest cantrip to the most ambitious living spell, is an unstoppable force.

CLEANSING PHALANX

The Cleansing Phalanx is designed to withstand masses of ethereal foes so thick they appears to gather like fog. Its Evocators can channel power to their Sequitor brethren so their every strike is guided by the might of the Heavens. Maces and swords hit home in bursts of scintillating blue-white power even as the Evocators join the fight. At battle's end, all that remains of the foe is a troubling memory.



HAMMERS OF SIGMAR

The Golden Ones, First to the Fray, Sigmar's Champions

The first of the Stormhosts to be hurled into the Mortal Realms, the Hammers of Sigmar bleed and die each day in the name of Sigmar. Figureheads of the new order, they bear the responsibility that comes with that honour with strength and nobility.

Of all the Stormhosts, the Hammers of Sigmar have seen the most battles in the name of the God-King; time and time again they are sent from the forges of the Sigmarabulum to the front lines of the grand war against Chaos. They know little of peace, for they are ever in the thick of battle. They would have it no other way.

This constant combat has earned the Stormhost many an accolade since the time of the Realmgate Wars. When the Free Peoples speak of the Stormcast Eternals, it is usually the Hammers of Sigmar to which they refer. Many are the statues raised to them. The Brimstone Peninsula, where the Hammers first wrested victory from the Goretide of Korghos Khul, has a great memorial to those who lost their souls to the scions of the Blood God that day, with a statue of the lost Lord-Celestant Jactos Goldenmane at its top. Similar honours and monuments can be seen across the realms – the free cities of Aqshy and beyond depict their victories, the better to immortalise them and give thanks for Sigmar's blessings. Basilicas and palaces are adorned with mosaics and friezes inlaid with gold leaf imported from Chamon's most glorious forests, and every minstrel or raconteur knows the songs and tales of their greatness. These warriors are rarely seen in the civilised hearts of the new cities, for the war against Chaos out in the wilds is never-ending. When the transfigured of the Hammers of Sigmar walk amongst those they protect, they seem to mortal eyes to be gilded statues from some fantastical dynasty given life, impassive beings of lightning and sigmarite that have more in common with angels than men.

For many of their number, that description is becoming more and more true with every reforging. Those who fight ceaselessly in the name of Sigmar risk death every day, and most have been killed more than once. The Hammers of Sigmar are often reforged in haste so that they may rejoin the war – and perhaps even bolster their kin to tip the balance in the same protracted engagement that saw them fall. Some amongst them, Lord-Celestant Vandus Hammerhand included, have begun to pay the price for this constant cycle of life and death.

The effects of these reforgings are becoming ever more noticeable, whether to their Stormcast brethren or the people they seek to save. Those who have been reincarnated too many times are afflicted with celestial visions, bear blazes of crackling lightning around their heads or manifest celestial energy in their fists when their temper runs hot. Such phenomena do not go unmarked, and only reinforce

the rumours that, though mighty, the Hammers of Sigmar are not human at all.

As one of the largest of the Stormhosts, the Hammers of Sigmar can call upon every type of tempest-forged warrior Sigmar has created for his crusade. They have the largest Extremis Chamber of all their kind, for even the godbeast Dracothion has learned of their valour, and blessed them with the aid of many of his Stardrake and Dracoth children. They are the military machine around which all other Stormhosts are modelled, and hence are by their nature formal and rigid. They have trained so long in the Gladitorium that they intuitively form phalanxes, battle-lines, shield-walls and circular perimeters as one, and can adopt more complex formations at a single shouted word from the lords in their midst. Every warrior has a knack for tactics, and knows how best to support his fellows.

The Hammers of Sigmar fear nothing – nothing except that which they might one day become, and the notion of their own failure. Every man, woman and child across the realms looks to them for salvation, and they cannot be found wanting. In the Mortal Realms, hope is a fragile thing indeed; the Hammers believe if even a single rumour spreads suggesting that they are not equal to their task, it may undermine Sigmar's entire endeavour. This fear of failure leads many of the Hammers of Sigmar's commanders to drive their warriors on against impossible odds, when a more pragmatic leader might have conserved his resources or withdrawn for the sake of caution. Though this dogged refusal to concede the field has ended in calamity when the odds against them stack high, it has also seen victory snatched from the jaws of defeat. Those men and women saved by such incredible acts of fortitude are so thunderstruck, so grateful, they tell the tale of their awe-inspiring saviours whenever the opportunity arises. And so the legend of the Hammers spreads ever further.

As the cities of Sigmar's new order rise high, the Hammers face enemies who cannot be laid low with force of arms. The expectations and desires of city leaders are of little import to the Lord-Celestants, for they answer only to Sigmar and the Celestant-Prime. With every petty noble or arrogant princeling they snub, they earn another enemy – and they have more than enough already. Many a determined Stormcast Eternal has fallen not to the axes of Chaos, but to the blades of assassins paid to remove them from the path of an ambitious lordling who prefers to rule on his own terms. Such schemers may well find a Judicator or Lord-Veritant at their door, whereupon their souls will be weighed, measured and found wanting – for even the corruption hidden in the hearts of noble men must be burned out if the Hammers of Sigmar are to succeed in their duty to the God-King.

The spiritual leader of the Hammers of Sigmar is the Celestant-Prime. Though that demigod-like figure is in many ways the lord of all the Stormhosts, the Hammers claim him as their own – he was the first of all Stormcast Eternals, just as their Stormhost was the first to be forged. The Hammers strive to be like him in all that they do. Perhaps, in doing so, they unconsciously hasten their journey towards becoming creatures of the storm.

'First to be Forged, Never to Fail'

- Battle cry of the Hammers of Sigmar

HAMMERHAL

It was the Hammers of Sigmar who first captured the Realmgate around which the city of Hammerhal is built. Thirty chambers struck at both sides of that gateway, battling the orruk tribes who worshipped it. Only after long years of fighting – and with the aid of the Hallowed Knights, the Anvils of the Heldenhammer and several other Stormhosts – did Sigmar's warriors at last defeat the orruk scourge. To the Hammers of Sigmar went the honour of raising the first Stormkeeps. A cadre of Lord-Relictors caged the energies of the Stormrift gate, building elaborate machineries to harness the volatile sorcerous emanations. In Hammerhal Aqsha, those wrathful energies power a vast shield of flickering lightning, while in Hammerhal Ghyra they are funnelled into protective wards.

By day, thousands of airships, skycutters and lava-cogs make their way to the city's trading districts, and the rift-docks echo to the sounds of sailors and labourers shifting a bewildering array of exotic cargo and livestock. The common people tend to be hardy, practical folk, well-muscled and sun-beaten from many years of physical toil. They gain no renown and earn little wealth from this onerous existence, but it is the tireless exertion of the God-King's people as much as the power and might of his Stormhosts that keeps the wheels of his empire in motion.



HALLOWED KNIGHTS

The Faithful, the Silver Saviours, the Soul Guardians

The Hallowed Knights are holy crusaders all. Their inner strength and purity of spirit is legendary. They fervently believe in Sigmar's supremacy, and pray to him day and night for the strength to smite his enemies. They were made to suffer the woes of each of the worlds, and to overcome them.

Zealous beyond measure, loyal beyond question, the Hallowed Knights are driven to fight with unrelenting fervour. They consider the war against Chaos to be a sacred quest for which no sacrifice is too great. The Hallowed Knights were the fourth Stormhost to be founded, and have a strong religious culture, valuing prayer, ritual and hymns of praise so highly that even Sigmar himself has expressed unease at the intensity of their worship for him. The first canticle of their kindred – 'Much is demanded of those to whom much is given' – guides them in all that they do, for they do not take the privilege of Sigmar's strength lightly.

The Hallowed Knights are selfless warriors that go to battle in burnished silver armour accented with rich gold and the royal blue of the heavens. Though they set off to war in raiment that glitters like a pure stream in the summer sun, it is never long before that shining sigmarite is clotted, discoloured, bloodstained, and smeared with filth. For these warriors do not shy away from that which needs to be done, and willingly fight the direst foes in the most hostile environments imaginable – indeed, they seek them out, and will never baulk at plunging into jeopardy in order to pierce the rotten heart of Chaos with their blades. It is said that more than one amongst them has strayed into the hellscape of Nurgle's Garden, and some have even emerged from the trial alive – traumatised, but somehow still sane, and even more determined in their duty to cleanse the realms.

No matter how sullied or tarnished these warriors become, their souls have thus far remained spotless and strong. So formidable is their will that evil magic cannot easily gain purchase upon them. Some amongst the free warriors of Azyr have reported seeing the mutative energies of Chaos running from the Hallowed Knights' armour as if it were no more dangerous than brackish sludge.

In some Hallowed Knights chambers it has become their custom to wear, locked away in a reliquary or casket, the remnants of something unutterably foul – perhaps the severed finger of a Putrid Blightking, or even a Nurgle-thorn plucked from the legendary Lord-Celestant Gardus' armour after his return from the Realm of Chaos. The reasoning goes that if the wearer can withstand the vile energies of such a thing, they can prove their soul's purity beyond a doubt. By hardening their resolve each day, they are made all but immune to the rot that might otherwise overwhelm them.

There are those who have contracted a sickness or blight from the Plaguefather's cursed diseases, but whose bodies are so imbued with the energies of Azyr that their flesh constantly burns itself clean in a process of rot and renewal that leaves them heavily scarred on the outside, but still pure within. Some find their armour melded with their flesh by the cycle of purge and infection, and spend their days in constant agony – small wonder they are always amongst those who volunteer for the most desperate and dangerous theatres of battle. They fear no evil and welcome a martyr's death, for their trust in the God-King is absolute.

In the minds of these most faithful warriors, to be reforged is to be distilled into an ever cleaner, ever purer life-form, getting closer to the God-King with each rebirth. Those who have been reforged many times in Sigmar's service – of which the humble Lord-Celestant Gardus is unquestionably the most holy – might have a nimbus-like halo, or emit a lambent celestial light from the chinks in their armour as their inner radiance shines out.

Since Alarielle gave her blessing to the Hallowed Knights during the Realmgate Wars, there has been talk of a glowing figure sighted in and around their foremost Stormkeeps. Known only as the Silvered Saint, this androgynous, feather-winged being appears in reflections and even bodies of water to lend its blessing to those afflicted by doubt in times of great need.

On several occasions the blazing white fires of the Hallowed Knights' zeal have guttered in the face of Chaos, but they have never been truly extinguished. They have a sacred duty as the spiritual guardians of the Free Peoples and they would fight the same battles a hundred times over if called upon to do so. With their grand war effort coordinated from the Shining Citadel, their principal Stormkeep in the Aqshian city of Hallowheart, they bring justice and zeal to every land befouled by the worst excesses of Chaos.



Farrus of the Gifted Dawn knelt in prayer in a clearing he had found deep in the Vilewoad. The ground was marshy, stinking of mildew, and the forest's matted, tentacular canopy clawed at a gibbous moon. Around him he could hear the droning chants and malevolent giggles of the plague daemons, but as was the way of their kind, they were in no hurry. They would eat his soul soon enough, or so they said over and over. Yet still he lived – albeit covered in muck, tired to the bone, and bleeding.

Inspired by a shaft of moonlight that had penetrated the clearing, Farrus had unfastened the triptych upon his back and set it so that all twelve Ordeals of Lord Gardus were visible in the moonlight. At the relic's top, the Silvered Saint glinted, its numinous form unblemished.

'Who shall overcome every trial?' said Farrus softly. The Nurglings at the edge of the clearing, growing bold at the sight of his downed weapons, chortled wetly in answer.

'No-one, no-one!' they said.

Farrus ignored them. 'Who will bring the light of Sigmar to the darkest places?' he said.

'Not a soul, not a soul!' came the singsong reply as the Nurglings spilled forward. In their wake came bloated Plaguebearers, bandy-legged and leering.

'Who will smite the daemon and the fiend?' said Farrus slowly, his voice growing more strident as he reverently stowed the triptych and picked up his hammer and sword. The weapons burned with white fire at his touch, and the closest daemons shrieked in horror as the flames consumed them. Farrus strode forward, his weapons sinking into daemon flesh as the war cry of the Hallowed Knights leapt from his lips.

'Only the faithful!'

LORD GARDUS

There are none in Sigmar's hosts more devout than Lord-Celestant Gardus, the Steel Soul. So strong and pure is his spiritual fortitude that the curse of the daemon can gain no purchase upon him. At the advent of the Realmgate Wars, Sigmar sent Gardus to battle the hordes of Nurgle at the Gates of Dawn, but even he did not realise just how sorely the Lord-Celestant would be tested. Gardus alone was to pass through those gates, leading the Great Unclean One known as Bolathrax away from his men and into the Realm of Chaos itself. Though his ordeal would have shattered the sanity of any mortal man, Gardus emerged with his mind and soul intact, and in doing so helped forge an alliance with the Sylvaneth that lasts to this day.

The qualities of honour, duty and sacrifice run so deep in Gardus they have come to define him. Even as a mortal man, when the Lord-Celestant was merely Garradan of Demesnus, his quiet strength was the foundation for an entire community of healers. He worked for many long years to bring succour to the sick and the cursed of Demesnus Harbour, never putting his own needs above those of his flock. Not once did he contract an ailment from the moss-lepers and mildewed starvelings he tended. Though many suspected it, his true calling only became clear when the hospice of Grand Lazzar was attacked by the madmen of the Skinstealer tribe.

With a four-foot iron candlestick in each hand, Garradan went about the defence of his colony. Blood spattered white sheets once more, spilled not in the name of mercy, but in anger. When Garradan was finally put down by a spear thrust from behind, he fell with a prayer on his lips. It was a plea to the stars, a last request for the strength to smite those with cruelty in their souls. Sigmar listened well, and Garradan was taken up to Azyr to be given a new life. Seeing the mark of greatness, Sigmar immediately elevated Gardus to the status of Lord-Celestant – a rank he has since earned a dozen times over.



CELESTIAL VINDICATORS

The Vengeful, the Hate-fuelled, the Hurricane of Blades

The Celestial Vindicators are vengeance incarnate. Their hearts burn with an enmity for Chaos that knows no bounds. To witness them in battle is to see a hurricane of razored sigmarite break upon the foe until nothing is left alive, for these bladesmen value neither mercy nor restraint.

As mortals, each of the warriors that would become the Celestial Vindicators had prayed to Sigmar whilst still soaked in the blood of the enemy. They did not pray to be saved, avenged or transported to safety. Instead they implored the powers above for strength enough to smite those who had wronged them. They were not given their retribution then and there, but snatched up to the Heavens. Since that day they have become a part of something much larger – the raging typhoon of war that Sigmar unleashes on his foes.

Sixth to be founded, the Celestial Vindicators are born in wrath. Uniquely, during their reforging, the Celestial Vindicators have to pass through the towering Sturmdrang Gate. To brave the black fire of that portal is an ordeal unto itself, and only souls whose hatred burns with the heat of an Aqshian furnace can hope to survive. Many do not return. Those who make it through are given a measure of the holy rage that roared like a caged lion in the heart of the God-King himself during the Long Wait.

By chanting grim war songs, the Celestial Vindicators are able to channel their fury. They find focus in repeating the same chapter and verse aloud with their fellows. In the heat of combat, however, their hate becomes a wildfire that cannot be extinguished, consuming all rational thought – it is said that a silent Celestial Vindicator is the most terrifying of all, for he speaks with actions alone.

The Vindicators' close-knit brotherhoods are so united in their burning hatred of Chaos that their phalanxes attack like

natural disasters given form. Once unleashed upon the foe, they will typically advance regardless of wider strategy, hacking down the enemy with great fury until the last spark has been extinguished from their bodies. Many are the times when their fury leads to recklessness, causing them to press too deeply into the foe, but the intensity of that same fury can see them fight clear once more.

The Lord-Celestants of the Celestial Vindicators believe the best way to triumph over Chaos is with unrestrained force of arms. They always lead from the front, using their armies as line-breaker forces to sunder the most resolute enemy battle-lines so that the wider hosts of Order might win victory in their wake. Those who follow in their stead have often compared the sight before them to a field of corn being reaped by a thousand blades, with every fallen stalk the hacked-open body of a warrior who stood against them.

Each Stormcast of the Celestial Vindicators has a tale of atrocity and madness from their past that drives them ever onward. This gives them an incredible force of personality – it is said that some Celestial Vindicators can melt copper with the intensity of their stare. It also makes them single-minded, and perhaps even blinkered, and those who have been extensively reforged fight more like wrecking balls or battering rams than astute tacticians. The lessons of cooperation and patience taught to them in the Gladitorium are often lost to the pure, driving power of rage. Some say they seek to become living weapons, and that they revere a figure known as the Father of Blades – an impassive animus comprised of the steel-spirits of twelve ancient duardin runeswords that were gifted to Sigmar's chosen chieftains in aeons long past. Whatever the truth, their kinship with the blade is clear to all who witness them. Many Celestial Vindicators wield a blade in each hand, the better to reap a high tally.

The Stormhost's tendency to descend into monomania is exemplified in the tragic history of the slain Lord-Celestant Thostos Bladestorm, whose bravery and skill is commemorated in a hundred statues across the free cities of the realms. It was Thostos that first located Ghal Maraz in the Eldritch Fortress of Anvrok and fought to retrieve it, in the process becoming transmuted into a form of living metal before being finally slain by anarchic Tzeentchian magic. Upon his reforging he seemed taciturn and grim, becoming ever more laconic. His valour, however, was undimmed. At the battle of the Mercurial Gate in Chamon, he charged in fearlessly to fight Archaon himself. Thostos fell, and was devoured by Archaon's steed Dorghar, trapped forever as a corpse in the belly of that eldritch daemonic beast.

Though that brotherhood of Celestial Vindicators has a new Lord-Celestant in the form of the strong-limbed Ortus Drakehewer, Thostos' chamber, known as the Bladestorm, is treated with caution even by its allies. When the killing wrath is upon them, there is little that can stop their rampage. There are rumours that they have spurned the orders of city councils that have sought their aid, going their own way in search of revenge and stranding their allies. Some even whisper that the Bladestorm make little distinction between those who stand before them and those who stand beside them when the battle rage waxes high. It is said that to witness their hurricane of blades is to risk feeling the deadly kiss of steel a dozen times over.

Gerron Brokenfist's head cleared, the rage ebbing away. His lungs heaved with exertion, sucking in great draughts of ice-cool air. Blood drooled from his longblades. Ahead, there was nothing unusual on the Ghyrrano Tundra other than scorched wildgrass. He turned, confused for a moment.

Stretching behind him was a trail of dismembered body parts, broken blades and shattered armour. Beyond was a caravan of bow-backed wagons, rhinoxen snorting and stomping impatiently. Gerron could just make out children peering from the tanned leather canopies of the wagons, faces pale in the wan light. As Gerron trudged back, they disappeared like mice bolting for their holes.

The corpse-trail was fresh; blood spurted from the torn-open cadavers and strewn limbs. Most of those hacked to ribbons bore the taint of Chaos mutation – mottled skin, tentacles, jaundiced eyes. Some of the fallen wore the tanned armour of the Nomad Guard.

Questions filled Gerron's mind. Had his fellow Stormcasts died in the battle, and returned to Azyr? Or had he always been alone? He knew he had to protect the caravan, but who were these people, and where were they going? A miasma of doubt overwhelmed him. Had it been his own blades that had brought death to the Nomad Guard?

And, in the final reckoning, did it really matter?



ANVILS OF THE HELDENHAMMER

The Ancients, Sepulchral Sons, They Who Claim Death

The Anvils of the Heldenhammer are the dark and brooding heroes of an old era, reforged as the Broken World span sinister beneath a fell aspect. They have come to embrace the death they once feared, and fight like the spectral knights from some ominous legend.

The warriors of this black-clad Stormhost have all the advantages that age and experience brings – but few, if any, of the drawbacks. Shorn of the weaknesses of mortal clay, the wisdom brought to them by their long span of consciousness is only a blessing. Each of the Anvils of the Heldenhammer hails from a time lost to the mists of memory – they were not rescued from the threshold of death fighting against Chaos, but were already long slain at the time they were plucked from the Mortal Realms and taken up to Azyr. They have learned well of the afterlife, and what it is to be a ghostly presence in the Shyishan underworlds. The Anvils preserve the battle rites and practices of olden times, and are all the more potent for it, for they blend the knowledge of the ancients with the vitality and strength of the new.

All of the Anvils dwelt as shades in Shyish for centuries before being taken into Sigmar's armies. They typically have an archaic mode of speech, a habit of harking back to mythical warriors like they were old friends, and of recalling legendary victories as if they happened only yesterday. Taken from the length and breadth of the Shyishan underworlds, all Anvils of the Heldenhammer have a cold inner strength that enabled their spirits to endure the passage of the centuries with their anima intact. Their lineages have continued without them, their sons siring children in their turn whenever they find a haven from the scourge of Chaos.

There have been times in the history of the free cities when a sombre warrior from this Stormhost has fought shoulder-to-shoulder with a distant descendant of his familial line, a haunting sense of familiarity the only clue that one is the forefather of the other. Such occurrences are most frequent in and around Anvilgard – the stronghold founded in recognition of the Anvils' role in the emancipation of the Brimstone Peninsula – and in Stygxx, where the Anvils' foremost Stormkeep is reflected in the black waters of Lake Lethis.

At the dawn of the Realmgate Wars, the Anvils of the Heldenhammer had more questions concerning their true nature than any other Stormhost. Their quiet and contemplative immortality as spirits in Shyish had been replaced by a vicious, hard-fought cycle of life, death and rebirth fueled by the celestial energies of Azyr. They had not asked for such a fate, and though most were only too pleased to make the most of this second chance to stand and fight, there were those that questioned Sigmar's right to remake them without giving them a choice.

In creating the Anvils, the God-King had angered Nagash beyond the point of sane recompense – the Great Necromancer claims all the spirits in Shyish, be they undead or merely shades of the past, as his rightful subjects. When first forged, the warriors of the Anvils feared that, upon their death, they would once again fall into the clutches of Nagash, and would pay the price a thousand times over for Sigmar's theft, their spirits twisted in the most terrible punishments Nagash could devise, for the rest of time. Much to the relief of the Anvils, that fear was revealed to be unfounded over the course of the Realmgate Wars. When the Anvils died, they did not fall into Nagash's claws as they dreaded, but were instead drawn back to the Sigmarabulum to be reborn. This remained true no matter how many times they met their end in battle.

This realisation caused a radical change in attitude. Released from the spectre of eternal torture, they came instead to see death as a weapon, an ally, and even a refuge. Slowly, as the teachings of the Black Sepulchres evolved from a treatise on allaying the raw power of death to a study of using those same macabre energies as weapons, the Anvils began to truly appreciate the gift of death – even to revere it. They came into their role as guardians of the afterlife, welcoming every chance to return to Shyish and break the shackles of the tyrants and overlords that sought to enslave it. Morbid cults and catacomb-lodges gained influence in the Anvils' culture, many revering an ancestor figure known as Morrda, the Pale Rider, Master of the Bleak Raven. In the legends of Shyish, that ancient god defied Nagash and yet remained whole, and the Anvils seek to do the same.

However, just as with any other Stormhost, the Anvils must pay a price for their

triumph over mortality. Those that have been reforged too many times develop a deathly aspect, and are often unable to speak above a whisper. Under their impassive masks their flesh is corpse-pale and drawn. They have much experience in turning their fell appearance and chill mien to their advantage – even using it to gain audience amongst the darker courts of the Realm of Death. This gives them a fell reputation in parts of Shyish, but the Anvils are long beyond proving themselves, and care little for the chattering of the mortal folk they have come to see as children.

A more sinister fate even than the flaw caused by reforging threatens the Anvils of the Heldenhammer. Nagash would shatter the realms to reclaim their souls, for the Great Necromancer sees them as his undeniable property. Even should it take millennia to achieve it, Nagash plans to make the Anvils his unliving servants for all eternity. Only now, after the coming of the realm-shaking apocalypse that was the Shyish necroquake, has Nagash shown that he has the power to capture a Stormcast soul and drag it in chains to his oubliettes.

From the candelabra-lit chambers of the Black Sepulchres, Lord-Relictors brood long on the subject of how best to escape that deathly destiny. They create weapons that can capture errant souls, and journey to the darkest of hells to claim vital knowledge on Sigmar's behalf. They work with their Stormhost's extensive and learned Sacrosanct Chambers to delve deep into the far reaches of Shyish, in the hope of unearthing the secrets of true immortality. Though they risk their souls in doing so, they know the cost to the Stormcast Eternals will be severe indeed should they fail.

'Open it,' commanded Holme van Lauhann, gesturing at the lichgate of the Lethis Mausoleum. 'We have corpses to claim.'

His skeleton bodyguard tramped forwards in unison, fleshless hands grasping the gate and heaving it off its hinges before letting it topple away with a clang. Van Lauhann waited for his minions to go through first – one did not become a High Necromancer without knowing the value of caution – then strode inside.

One by one, the figures that van Lauhann had taken to be shadowed statues by the side of the path came to life, striding out to bar his path. He cursed himself for a fool. The way was blocked with shields of onyx sigmarite, and the figures wore death's head masks and wielded warhammers that trailed purple mist.

'How dreary,' said van Lauhann, waving a pallid claw at his skeletons. 'Cut these soul-stealing trespassers down.'

The skeletons screeched and darted forward, driven on a wave of deathly magic, but even with the frantic energy of the animated dead they could not batter their way past the shield-wall. Too late, van Lauhann saw more statuesque figures emerging from behind the tombs, through the gate he had entered, and even rising from the graves themselves. Amethyst sparks crackled from the ground, growing into arcs of lightning, that then became black-armoured giants with elaborate helms. Hammers swung, fists punched, armoured feet stamped, and within half a minute van Lauhann's bodyguard was no more. A heartbeat later and he was completely surrounded.

'It matters little,' sneered the Necromancer as a helmed onyx statue came to stand before him, the dust of shattered bone discolouring his armour. 'We will rise again. Even your kind cannot escape the power of Nagash.'

'So thy wish is to master death itself, little weakling?' said the Stormcast Eternal in a whispering rasp. It slid a broad dagger from its scabbard. Van Lauhann brought up his staff, but it was too late; the dagger's tip was already at his throat. The Necromancer watched as the impassive black mask loomed in close, and heard the figure's words rustling like dried leaves in his ears.

'Then thou shalt start at the beginning.'

The dagger bit deep, and van Lauhann knew no more.

KNIGHTS EXCELSIOR

Holy Destroyers, White Executioners, Annihilators All

Cables of chain lightning descend in great helical spirals to strike with thunderous force as the white-armoured warriors emerge at full charge. When the storm of their attack passes it leaves only smouldering ruin, for the Knights Excelsior are obliteration given form.

For the Knights Excelsior, only the utter destruction of the enemy is counted as victory. They are famed for their black and white morality. Indeed, it is said of them that they only see the people around them as either good – in which case they will work alongside them gladly – or evil, in which case they will kill them, whatever it takes. They can be trusted to wage their wars to the full, for they will allow nothing to tarnish Sigmar's glory.

The Knights Excelsior march to war in disciplined lockstep, an unbroken chain of gleaming white armour and blue shields. Their martial philosophy emphasises the regiment over the individual, and it is said by those that witness them in battle that they fight as one. It is not their extensive training in the Gladitorium that binds them so tightly, but the tenets of the Shining Lord, the first and most unwavering of their number. This ethos is so extreme it breeds tight bonds of loyalty – and lethal warriors.

The Knights Excelsior have a great many Paladins in their number, with Retributors the most common retinues amongst them – the ability to blast an enemy to ash with one sweep of a grandhammer is valued highly by those that would see their enemies literally scattered to the winds. From the Consecralium, their primary Stormkeep in Excelsis, they march out each day to bring annihilation to the forces of Chaos, leaving only tumbled ruins, blackened grass and awed rumours of lightning-wreathed angels in their wake.



'Nearly there,' said Trademaster Jahns, smiling at his wife. 'When we reach New Haven we will be free of raiders, and very, very rich indeed.'

'Jahns!' shouted Wrynn from the top of the steam-crawler. 'You have to see this!'

Jahns climbed over the crates of wyrdroot tobacco to peer out of the cupola.

Where the foundling city of New Haven should have stood, banners fluttering atop its crucible spires, there was only a vast crater of scorched earth. With trembling hands, Jahns focused his scryer-scope. There were tall white figures there, putting the last of the unburned rubble to the torch. They stood with the bearing of kings, capes billowing and lightning icons emblazoned on their shoulders.

'Turn back!' shouted Jahns, waving at the driver's segment.

One of the figures was looking right at him, eyes glowing in its expressionless mask. Jahns felt his stomach clench as he heard a harsh command. A line of figures armed with bows took formation on the lip of the crater. Chains of energy crackled around their bolts as they nocked and drew.

The wheels of the crawler screeched as it turned, but Jahns knew it was already too late.

CELESTIAL WARBRINGERS

The Seers of War, Masters of Portent, the Mystical Eye

The Celestial Warbringers are a force like no other in Sigmar's Stormhosts, for they have the ability to foresee the manner of their own deaths. Such god-given foresight makes for brave warriors and gifted seers, and their might at arms is matched by their prowess in storm magic.

For the battle seers of the Celestial Warbringers, there is no greater joy than righteous conflict. This Stormhost is tight-knit, for each of its number hails from the same mystical tribe – a clan of bold warriors who claim to have foresight of their own unique doom.

Laughing as they plunge into battle, the fearlessness and audacity of the Warbringers has persisted even after their reforging. Though they can be dismissive of outsiders, their bonds of brotherhood make them lively companions at a feast. To a man who truly believes his final death will come another day, no foe is too daunting.

The Celestial Warbringers were the first Stormhost of the Second Striking to be founded. They have more Sacrosanct Chambers than most of Sigmar's Stormhosts, for they seek to make the most use of the celestial portents. At the command of their spiritual leader, the grand seer known as the Golden Patriarch, their Lord-Ordinators garrison a great many Warscryer Citadels across the lands. Of late, this Stormhost has sought not only to scry its own fate, but that of entire nations, the better to save them from the twin scourges of Chaos and Death. The Celestial Warbringers are sometimes known as Sigmar's Spear – named for the blinding lightning that carries them to war, and is said to presage each strike. Those of weak will who see these streaks of light are already half-beaten by fear when the Celestial Warbringers launch their assault.



'Are you not afraid of them? They eat you, at the end. And Jethru said they sometimes do it when you are still alive,' the young warrior said, voice trembling.

Hathron Vitalis laughed loud. 'No, I'm not afeared of these. Besides, if they try to eat me, they will get a nasty shock!' He made an ascending zig-zag with his finger, pointing to the storm clouds above. 'I will not die this day.'

To his relief, the boy gave a small smile, before asking, 'But how can you know?'

Vitalis shrugged jovially. 'I saw it in the skies. I will meet my final death at the claws of a gheist, and he will not let me go.' He waggled his fingers in a mock-scare gesture and grimaced, eyes wide. 'But today we face the bloody ones! So for me, there is nothing to fear. And I'll let you into a secret.'

The boy frowned, his confusion mingling with hope.

'You will not die today either. I shall make sure of it, even if it's the last thing I do. Which it won't be!'

The boy laughed nervously, and stood a little taller.

'Now then, master bladesman,' said Vitalis, putting a massive hand on the boy's bony shoulder. 'Let us sound the horns of war, stand back-to-back, and show these ravening dogs what it is to cross the mighty sons of Sigmar.'

The boy nodded, eyes gleaming. Together they walked out of the portcullis, but only Vitalis knew neither of them would return.

TEMPEST LORDS

The Host on High, the Blue-Blooded, the Rulers Above

The thunderclouds above fill with flickers of azure light. The skies boom, and from on high comes a winged host of shining lords as twelve mighty bolts of lightning shoot down to bring their earthbound comrades. To look upon the Tempest Lords is to know true majesty.

The Tempest Lords are noble and courteous without exception. Each hails from a Hyshian dynasty of warrior aristocrats that reveres not only Sigmar, but the teachings of the armoured high priestess known as Mirmidh, She Who Rules. Where the Hammers of Sigmar are expert tacticians, the Tempest Lords have a gift for grand strategies, and work at plans that span decades for the betterment of all. They see it as their duty to protect the less fortunate, not with edicts, but with hammer and shield. The Tempest Lords were once told by Sigmar himself that each is equal to a dozen mortal warriors – and they took it literally. They lead by example, their numerous Angelos Conclaves winging down to reap a twelve-tally before fighting onward. Their stirring rhetoric has a galvanising effect on mortal men; inspired by their words, the downtrodden rise up to follow the Tempest Lords to glory.

'Lord Tempest,' called up the leader of the Neosian Pine-prophets. 'We are ready to go to Sigmar's side.' The man's tobacco-breath was so foul that Dontrian Cyrocco could smell it from a spear's length away. Behind the flagellant a ragged crowd of his fellows nodded in agreement, some emaciated and as sombre as judges, others heavily muscled and wild-eyed, their hairy manes spiked with pig fat. Their Hessian rags were shabby in contrast to the gleaming, midnight plate of the Stormhost's Angelos Conclave. But Dontrian had seen them fight, and knew them to be as bold as any Stormcast.

'This day we shall charge together!' said Dontrian. 'But not to the fore. You will double back and take the river, walking its length along the gully to fall on the foe from behind. As you do so, we will strike from the clouds. To attack from all sides is to secure victory, as Sigmar taught us, even against a foe as fierce as these gluttonous ogors.' Besides, he thought, for this lot a dip in the river could only be a good thing.

'As you say, Lord Tempest,' said the hedge prophet, making the sign of the twin-tailed comet. 'Will you take your twelve-tally this time, Lord Tempest?'

Dontrian cocked his head. 'Perhaps,' he said. 'If I can convince Sigmar these gut-wobblers are so fat that each one counts as three.' Dontrian smiled conspiratorially, and half of the Devoted smiled with him. Good enough, he thought. Perhaps some of them would survive the day after all.

'Good hunting,' he cried out as he donned his helm, spreading his wings of light and shooting up into the air, 'I'll see you at the feast!'



ASTRAL TEMPLARS

The Beast-Slayers, Heavens' Claw, the Bane of Tyrants

Called barbaric by some, the Astral Templars have lost none of their tribal savagery in the process of reforging. Their specialism lies in the slaying of monstrous foes, for as mortals they hunted giant beasts to survive. Now they fight gargants and hulking tyrants on behalf of all the realms.

Recruited from the most warlike and barbarous mortal tribes, the Stormcast Eternals of the Astral Templars are warriors born. They were once savages, uncouth but true of heart, and are hence never more at home than when surrounded by enemies in battle. This fierce heritage has stood them in good stead. Four Warrior Chambers of the Astral Templars famously entered the Gnarlwood of Ghur to hunt the monsters there – and not only survived, but emerged from the darkness victorious.

Their commanders are the most ferocious of their kind, and they take great pleasure in hurling themselves into desperate combats and matching themselves against towering, Chaos-tainted monsters. Of especial skill are the warriors of the Vanguard Chambers, who have highly developed hunter's instincts.

The Astral Templars still wear furs and pelts over their sigmarite armour, mementos of their feral past. In their tribal rituals, the Stormhost honours Ursricht, the White Bear. Though commonly depicted as a white-haired man, it is said he is a godbeast that can take the form of a gigantic ursine monster when the season of war is at hand. It is his ferocious brawn that the Astral Templars seek to emulate. When the skies rumble like the growl of a hunting beast, and the clouds yawn open to disgorge thick columns of lightning, even the largest Chaos-drake or vilest gargant can soon find itself not predator, but prey.

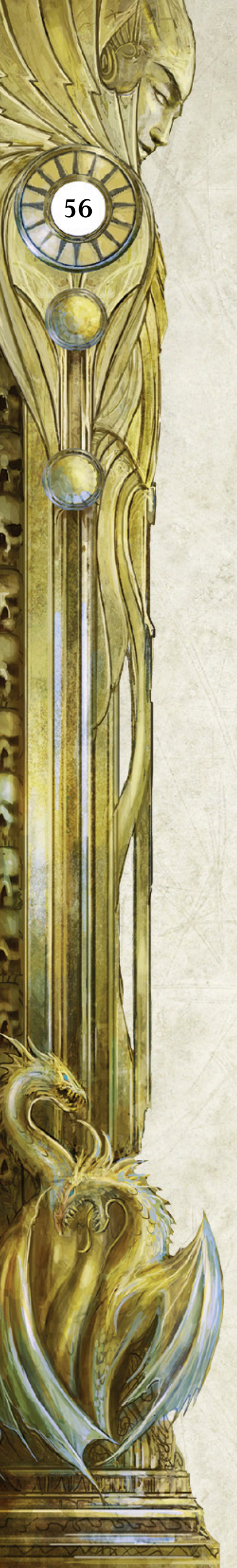
'That one's mine!' Balarus Kingskinner barged through the nomads of the caravan towards the looming wyvern-thing that was decimating its horsemen. One of the attacking orruks swung its double-handed cleaver low as he threaded through the melee. Balarus vaulted over the blade as if he was wearing no more than the loincloth of his former life, and landed with a crunch on a sneaking grot scavenger. He nearly lost his footing, bouncing hard off another orruk's back before sprinting away. No time to tarry. He had thicker necks to slash.

'Out of the damn way!' shouted Balarus, slamming through a thin line of mud-smeared pikemen towards his quarry.

The giant scaled beast bit the head off a warhorse, hurling the bloody remains into a phalanx of Liberators even as its orruk rider took the head from a Fulminator. Balarus heard the whinny of horses as a hurtling wagon careened into a ditch nearby. He ducked behind its thick wooden slats as crude orruk arrows shot overhead, then jumped aboard the coach plate and eyed the creature he had come to kill.

The stallions thrashed, wild-eyed, as the monstrous orruk warbeast spread its tattered wings. Balarus tensed and leapt, spear raised high. Sun glinted on his gore-spattered plate as he came down to embed his spear deep in the monster's spine, just as his father had taught him. He hung on for grim life with one hand, as the roaring beast flapped into the skies. The orruk warlord atop the creature turned with a rattle of chains, battle-lust glowing in its red eyes.

Balarus grinned. This was what he had been made to do, and it felt fine.





WEAPONRY OF THE STORMHOSTS

The hammers and blades of the Stormcast Eternals are crafted in the living tempests of the Celestial Realm. Each weapon is forged from the magical metal sigmarite, and then infused with the energies of the sentient storms of Azyr to lend them a core of celestial power.

When Sigmar created his Stormhosts, he went to great lengths to create weapons and armour that would be worthy of them. They are without exception made from sigmarite, and hence they are able to transubstantiate into celestial energy when their wielder is slain so they may return to Azyr with the elemental force of his soul. Forged in heavenly storms, the weapons retain the aspect of the specific tempest bound to them, even when hammered into their final shape. For example, 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 artefact infused with 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 deadlier than they ever could in the hands of a mortal soldier.

The shields borne by the Stormcast Eternals bear stylised icons. All the Stormhosts of the



First Striking – those that Sigmar and the Six Smiths created first – bear the icon of the sacred hammer. This represents both the Stormcast Eternals themselves, and also Ghal Maraz, the Great Shatterer.

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.

Each of the weapons borne by the Stormhosts is a masterpiece of the blacksmith's art. They include 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. These are the weapons of the Stormhosts' champions, as vital to their missions of conquest as the strength Sigmar forged into their statuesque physiques.

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 mortal into a Stormcast Eternal, he laboured long and hard at the arcane process. 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 even the greatest warrior was 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 fought 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 is a figurehead to the Hammers of Sigmar more than any other Stormhost, the Celestant-Prime's armour will manifest the livery of whatever 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.

The warhammer 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 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.

Aggarac the Bladefiend grinned so wide he felt his face would split. Every one of the Bloodbound knew by now that the storm warriors were worthy adversaries. All he wanted was a hard fight, but until the assault on the people of Crown Citadel, he had never faced them. Yet now, with their precious Sigmar-worshipping cattle threatened, they had blazed down from the skies by the hundred. On the shattered peak below, where the rock formed a natural causeway to the fortress wall, a small group of shield-armed Stormcasts were being battered by the frenzied assaults of the Axenhounds. Aggarac hefted his tooth-ridged greataxe and charged, kicking aside his followers to sink the weapon's teeth through plate armour and into Stormcast flesh. It was a credit to the defenders' stamina that they had held out so long, but as Aggarac waded in, screaming and hacking, they finally buckled and broke.

One of the Stormcast Eternals cried out, imploring the skies above for salvation. Aggarac smiled, a wild hyena's laugh bubbling up from his chest. It died on his lips as a blazing figure descended from the clouds, twice the size of a mortal man and with a nimbus of magical light shining around its wings. In its hands was a weapon so holy Aggarac could not even look upon it. The defenders of the Citadel cried out, joyous and proud at their deliverance.

Suddenly the numinous figure was amongst his warriors, sweeps of its sceptre and hammer flinging hardened Bloodbound lords from the ridge as if they were no more than scorched meat and shattered bone. Aggarac gripped his axe, climbed a spire of rock, and roared a wordless challenge. The figure turned, empty sockets suddenly alight with cerulean energy.

'Aggarac of Verantai,' it said, pointing its sceptre. 'You were not always this way. If there is a seed of the man you once were left inside that tainted shell, I can bring you salvation.'

Aggarac spat hard at the thing, the gobbet of bloody phlegm crackling to nothing.

'If not,' it said, raising that godly hammer, 'then die, and be damned.'



LORD-CELESTANTS

Just as Sigmar once led the Pantheon of Order, so does the burden of command now fall upon his Lord-Celestants. Storied warlords and warriors all, even before their apotheosis into one of Sigmar's Stormcast Eternals, those that the God-King chooses to lead his mightiest hosts in war are without peer.

Lord-Celestants are born leaders – 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. Sigmar does not idly bestow the title of Lord-Celestant, for into these foremost champions he imbues the greatest portions of his godly power. They are not measured by combat skills alone, though their record in the Gladitorium speaks volumes. To claim such a revered position, a prospective Lord-Celestant must complete a challenge assigned to him by the God-King himself.

These final trials are unique to each aspirant, for nothing is hidden from the sight of he who remade them. In these trials an aspiring Lord-Celestant must meditate, alone, as he journeys to the dark of his soul and confronts his innermost fear – be that as tangible a foe as a ravening behemoth that once fed on his people when he was young, or as abstract an adversary as a sense of inescapable doom. Should the aspirant emerge having overcome his personal terror, he will have proven his right, beyond any doubt, to lead a chamber of Stormcast Eternals.

In theory, it is the role of the Lord-Celestants to remain cool and level-headed no matter the extremity of the situation into which Sigmar has hurled them. In practice, they too can be caught up in the frantic turmoil of war, for they are all fighters and crusaders at heart. They hew and smite 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. The style of war each Lord-Celestant employs is ultimately up to him, but whether he strides at the heart of an infantry advance or rides atop a loyal Stardrake, wherever he fights, the enemy is surely doomed.

Those Lord-Celestants that take to the fight on foot, such as Lord Gardus of the Hallowed Knights, are especially beloved of those they command. Not for them the grandeur of a mythical steed that bears them away to glory. These leaders of men will march, trudge, climb, fight and die without hesitation alongside the most new-forged Liberator or lowly Devoted mendicant – for they know that by suffering alongside those they command, they win more in the way of loyalty and respect than if they impart their orders from afar. When such champions call out to their warriors to enact vengeance for their fallen kin, a great cry goes up, and the furious storm of retribution that rains upon the enemy can break a battle-line in a matter of moments.

Those Lord-Celestants that take to the field upon Dracoths usually do so to lead the charge of a cavalry wing, such as the echelons of the Extremis Chambers, or a celestial hunting pack of mounted troops. Such forces are consummate line-breakers, smashing through armoured hordes of Blood Warriors or even brutish ogors. They have even matched their blades against the riders of the Varanguard, Archaon's chosen elite, and emerged triumphant. Dracoth riders who lead forces of infantry – such as the ever-confident Lucaros Proudblade of the Lions of Sigmar – ride tall in the saddle, their commanding presence inspiring those around them so that the idea of defeat is banished.

Lord-Celestants who ride to war on the backs of the great beasts known as Stardrakes are undeniably the most impressive of their kind. All eyes turn to them as they descend from on high in a blur of aetheric essence, the immensity of their scaled steeds giving them the bearing of demigods. From their ornate saddles these lords call out challenges to the enemies of Sigmar. Their grandeur is such that many adversaries have refused to take up the gauntlet, and appeared like weak and cowardly worms in comparison – thus losing the respect of those they seek to command, and sundering the strength of their warhost without even a single blow being dealt. These Lord-Celestants have an aura of command so powerful that even the children of Dracothion acknowledge them as lord and master, fighting all the harder in their presence.

All Lord-Celestants are figures of awe and fear. To the people of the realms, they are champions sent from the Heavens, so redolent with Sigmar's holy strength they have little to nothing in common with the people they save from the claws of Chaos. To the enemies of Sigmar, they are inescapable vengeance made flesh – implacable, unknowable, and as hard as tempered steel. If the daemon hordes of the Dark Gods know anything as human as fear, it is embodied in the form of the Lord-Celestant.

With Sigmar's hosts fighting the length and breadth of the Realms, there are already many Lord-Celestants who have made a name for themselves – both within the Stormhosts and without. Lord Illuminos of the Gleaming Spears, known to many as the Saviour of Thraesh, duelled a dozen champions of the Brazen Host one-by-one outside the gates of that besieged city. Though he died at the last, he had kept the eyes of that conquering horde upon him, buying time for the city's Scourge Privateers to arrive in the docks and launch a crushing flank attack from the sand dunes nearby.

Lord Victrian Cyrocco of the Tempest Lords played a pivotal role in the freeing of the Ashlands of Aqshy. He is the first to admit he has a certain pride, though it is tempered by the humility of the truly noble. Victrian is a generous leader – he bequeathed the Cyroccan Dynasty's traditional heirloom – the kingsblade – to his squire Xedurio long ago in favour of the long-hafted hammer of his household. He is skilled indeed in combat, but in recent years has focused on the role of strategist rather than champion. Ever a great statesman, Victrian is an orator fluent in a score of mortal languages, and the tapestry of martial diplomacy with which he has bound the new cities of the Great Parch may yet prove his most abiding contribution to the rise of Sigmar's new order.

Brutos Gargantson of the Astral Templars is as hairy and bad-tempered as Ursricht, the White Bear himself, but when he has a greataxe in his hand he is as deadly a warrior as any in Sigmar's Stormhosts. At battle's end, when he leads his Warrior Chamber back to the Valorhall on the outskirts of the Gnarlwood, Lord Brutos personally nails the trophy of his new victory to the shield-covered walls of the feast hall – be it a severed Mutalith head, a Shaggoth's greataxe or the crown of a slain tyrant. He slumps in his throne, scowling as his men celebrate, for he is only happy in the wild frenzy of melee. But with the Chaos threat still looming, he is never idle for long.

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 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. 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 upon their Stardrakes. Garidor, mightiest of their number and steed of Lord-Celestant Truestrike, occupied a place of honour at the far side of the ritual space.

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. 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.

LORD-ARCANUMS

Masters of aetheric lightning who can manipulate the cerulean energy of Azyr, the leaders of the Sacrosanct Chambers are known as Lord-Arcanums. Their storm-sight allows them to see the souls of living creatures, and they can hurl destructive bolts and empower the warriors around them with but a whispered phrase of power.

Those given the rank of Lord-Arcanum by Sigmar earned it by wielding eldritch energies in the name of freedom. These brave magic-users risked body and soul as mortals to defy the Dark Gods, and upon their reforging find themselves in command of even greater powers.

With the potency of Azyr coursing through him, a Lord-Arcanum can summon lightning as easily as another man draws breath. In battle, he reaches up into the skies, a corona of corposant playing around his staff, before pulling down devastating energies from above. Much like those that bear the Stormcasts to the realms, these strikes thunder to earth – but instead of bringing the hosts of Azyr, they bring only destruction, immolating their targets in ground-shaking blasts. It is thought amongst the Sacrosanct Chambers' ranks that the devastating sky strikes summoned by each Lord-Arcanum are manifestations of the Prime Electrids, offshoots of the Great Bolts – those columns of lightning so fierce that Sigmar has used them to level castles and slay godbeasts alike. So strong is the Lord-Arcanums' command of storm energies that, on the field of battle, they can capture the souls of slain Stormcast Eternals before they vanish into the Heavens, restoring them to their bodies so that they can fight once more.

The magical abilities displayed by those of the Sacrosanct Chambers are as impressive to the creatures of the Celestial Realm as they are to the Stormcasts' mortal allies. Hence it is common for Lord-Arcanums to ride fierce celestial beasts to war – and the combined might of mount and master is potent indeed.

The wind-swift beasts known as Gryph-chargers are especially drawn to those who wield the lightning of Azyr. Though it takes time to win the loyalty of one of these creatures, when a Gryph-charger joins forces with a Lord-Arcanum the resultant bond is strong indeed; united in their hatred of the foe, they fight as one. Thus joined, both Gryph-charger and rider can surf the aetheric winds, hurtling forth as swift as a stormbolt to re-materialise with talons just inches from the prey. Should a rogue soul escape from the Anvil of the Apotheosis and get loose in the city-like sprawl of the Sigmarabulum, a Lord-Arcanum will typically take to the saddle of his Gryph-charger and hunt it down before it can wreak too much havoc. The Lord-Arcanums that ride Gryph-beasts have also harnessed the regenerative power of Sigmar's storm; on the battlefield, chains of lightning cascade through his nearby comrades, invigorating them with the power of the storm and restoring injured comrades to strength.

A Lord-Arcanum that rides a Celestial Dracoline to war is typically a bombastic and bellicose type. It is just as well, for the Dracoline, a beast that respects only strength of will, would soon desert a rider that could not win its favour – or worse still, casually disembowel him in a blur of claws. Dracolines are leonine beasts that hunt the bone-armoured pachyderms of the Azyrite mountain ranges. They sharpen their claws on stone rich in celestium, for not only does that ensure they are razor-sharp, it charges them with electric force that is dispersed in a great blast of energy whenever they pounce on their prey. A Lord-Arcanum that can harness one of these beasts as a steed can use celestial magic to infuse fellow Dracoline riders, making the creature's lethal leap all the more destructive.

There are some Lord-Arcanums whose mastery of the heavenly realmsphere is such they can astrally project themselves into the aether, that non-space that lies between the realms. Such travellers of the astral pathways can sometimes form a bond with a winged Tauralon. Capricious by nature, the Tauralon is a beast native to the aether that preys upon the magic-eating void-shoals of that strange place. Since the building of the Sigmarabulum, whole flocks of Tauralons have taken to using that great crescent as their eyrie. They chase passing meteorites and shooting stars for sport, vying amongst themselves to see who can head-butt the blazing stellar debris onto a more entertaining course – for instance, towards an astrally projecting soul. Should a Lord-Arcanum escape this lethal game with their spirit intact, they can join in by sending the meteors right back again – and thus win the respect of these beasts.

The friendship between arcane warrior and celestial creature grows into a lasting partnership when rider and beast join their forces in war. The Tauralon is nimble as a hawk, despite its great size. Though it can deliver a meteoric ram from its curling horns that hits hard enough to shatter a castle wall, it prefers to avoid direct conflict, instead winging over its intended prey with a trail of astral light glittering behind it. Where this light illuminates the enemy, settling like stardust to glimmer upon them, it does no discernable harm. Only when the foe see the arrows of Judicators and the eldritch bolts of Sacrosanct adepts veering straight towards them – no matter their original course – do they realise that the Tauralon rider that passed them by was in truth the harbinger of their doom.

Some Lord-Arcanums prefer not to divide their focus between their beloved storm-magic and the taming of a beast, no matter how intelligent the creature. Such individuals choose to go to war unmounted in order to better concentrate on their art, and they are subsequently



especially adept at the manipulation of magic. If needed, they will inspire their brethren with stirring speeches, but typically when they raise their voice, it is not to guide and command the warriors around them, for the warrior-mages of the Sacrosanct Chamber know well what their masters expect of them. Instead, the Lord-Arcanums call out mystical phrases to shape and control the magic they harness in the name of the God-King. Of all the Lord-Arcanums, it is those who fight on foot that are most likely to make use of the endless magic that has spilled across the realms since the time of the necroquake, summoning the storm-borne discs known as Dais Arcanums to bear them to war when speed is of the essence – and then, when their adversaries are close, conjuring howling maelstroms and comets from the sky to devastate the enemy.

ENDLESS SPELLS

Since the age of the Arcanum Optimar, the wizards of the realms have been able to draw upon devastating spells – though doing so is perilous indeed. The lords of the Sacrosanct Chamber are no exception.

Of the living spells harnessed by the Sacrosanct Chambers, three are prevalent. The Dais Arcanum is a whirring disc of cogs; built around the ancient wheel of magic design, it uses the same principles as the Arcanabulums that dot the realms. It is capable of repelling a realmsphere's gravity, and when driven by the will of a Lord-Arcanum, can bear its caster across the lands at great speed.

A Celestian Vortex is summoned by casting two ensorcelled hammers into the troubled skies, where they revolve around one another, slowly at first, but gathering a deadly momentum. They multiply over and over as the vortex gets more intense to form a maelstrom that strikes the unworthy with skull-crushing force.

The third of this trinity of spells is the Everblaze Comet. This can be can be pulled from its orbit to slam home into the enemy ranks in a great explosion – but the killing does not stop there. Even when earthbound the comet releases pulses of Azyrite magic that can annihilate those foolish enough to stand near it.

LORDS OF THE HOST

Strength of arms alone is not enough to win a war. The true excellence of the Stormcast Eternals 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.

LORD-RELICTORS

Amongst the ranks of the Stormhosts, 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. Whether they were atavistic shamans or priests in their former lives, each Lord-Relictor has demonstrated a spiritual affinity with the magic that permeates the Mortal Realms. Broken and remade upon the Anvil of the Apotheosis, and tested within the spirit-haunted vaults of the Temple of Ages, their powers are twinned with the energy of the storm itself. Just as the Liberators wield their hammers or blades with strength and skill, so the Lord-Relictors harness the fulminating magic of Azyr. At their command, lowering storm clouds gather, and Sigmar's foes taste the metallic tang of their impending judgement before blinding bolts of lightning arc down white-hot from the skies, hurling smoking warriors into the ozone-laced air.

The Lord-Relictors go to battle clad in grim Mortis armour adorned with the sacred bones of heroes. The dually morbid and wondrous aspect of the Lord-Relictors represents the contradiction that lies at the very heart of what it is to be a Stormcast Eternal, for they must pass through death in order to live again in Sigmar's name. It is a dichotomy that the Lord-Relictors not only symbolise, but embody in their 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 of the Stormcasts' corporeal forms that they are able to heal bodily wounds with the lightning they channel and control.

LORD-CASTELLANTS

Each of the Stormhosts maintains its own strongholds, from the Heralds of Casandora's fortress-observatory, whose lumin-telescopes serve as functioning cannon batteries, to 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. These adamant officers are by no means beholden to remain behind walls, however, for each Stormcast's sacred task is to bring the fight to the Chaos invader.

In battle, the Lord-Castellants stand with their comrades, bolstering 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, thwarting would-be death blows and cleaving the skulls of fell champions. Even should the shields of the front lines be breached, overwhelmed by ravening hordes of foes, the Lord-Castellants stand ready to bolster their fellows. Lambent energies from their warding lanterns play over battered armour and open wounds, miraculously restoring sigmarite and celestial flesh with the magic of the Heavens. Where the lantern's rays mend Sigmar's chosen, they prove anathema to the followers of Chaos, liquefying eyeballs in their sockets and roasting mutated hides until they fall back in agony.

Charged with the custodianship of all Sigmar's holdings, Lord-Castellants are often accompanied by Gryph-hounds. These make ideal guard-beasts, alerting their masters to infiltrators, saboteurs, or shape-shifters. Many Lord-Castellants also draw comfort from the Gryph-hounds' companionship; there is solace to be found in the creatures' unquestioning loyalty.

LORD-VERITANTS

Recruited from those whose antipathy towards Chaos borders on dangerous obsession, the Lord-Veritants are ruthless seekers and purgators of corruption. Since the Stormcast Eternals first arrived in the Mortal Realms, the Lord-Veritants have fought on the open field to banish dark magic with the holy light of the God-King. Now, as civilisation begins to grow once more, the skills of the Lord-Veritants are needed more than ever. In practically all of the free cities, dangerous cults look to sink their claws into the fabric of society. Should a source of treason be uncovered, the Lord-Veritants are merciless in its eradication, so much so that they have come to be regarded as fearful bringers of Sigmar's justice. In Excelsis, for instance, the figure known as the White Reaper is feared by every citizen, be he a beggar or a king.

More than once has a wrathful Lord-Veritant burst unheralded into a noble's court, hurling recriminations before throwing open the shutters of their lantern. To the horror of those within, trusted allies shriek and recoil, exposed for the foul agents of the Dark Gods they truly are. Invisible daemonic entities are exposed, along with the foul tendrils burrowed in the minds of their puppets and slaves. Declaring the God-King's judgement, the Lord-Veritant hacks down their quarry with zealous fervour, splattering terrified onlookers with their blood.

On the field of battle, the Lord-Veritants often accompany the firing lines of the Judicators, who share the ability to reveal hidden sources of corruption. Like Lord-Castellants, Lord-Veritants are often 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.

LORD-AQUILORS

Riding tall on the eagle-headed steeds known as Gryph-chargers, Lord-Aquilors are borne on the winds of Sigmar's storm. They are entrusted with a high station and matchless autonomy, for they lead the Vanguard Auxiliary Chambers, and from the first days of the Age of Sigmar they have waged a shadow war in the God-King's name. Now – as that war escalates ever further – they are openly bringing the fight to his enemies, fighting alongside the Strike Chambers as expert hunters and the masters of ambush and flank attack.

Proud and keen of eye, Lord-Aquilors are reforged from fiercely independent warriors who have an aptitude for command. Rather than being singled out for standing fast in the face of overwhelming odds, the commanders of the Vanguard Chambers catch Sigmar's eye for their unfettered spirit and keen minds. Some were already champions of Azyr, and 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. Others are created as Lord-Aquilors upon their very first reforging. These exceptional individuals will have 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 reward them with bands of immortal warriors.

Their experiences make Lord-Aquilors experts at coordinating guerilla campaigns to achieve by cunning what strength of arms might not accomplish. 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 their avian steeds, who strike as hard as any spawn of Chaos and run with the speed of the wind itself.

LORD-EXORCISTS

The Lord-Exorcist is a master at channelling celestial energy to banish daemons and gheists. Even Nagash, in his towering arrogance, has been forced to take note of these figures, for they carry the light of Order, and are anathema to even the most hateful undead spectre.

Each of these dour and otherworldly figures was a holy man in his former life, able to perform miracles and rites of abjuration long before they came to the notice of Sigmar. Through the drawing of magical hexagrams or the wielding of spirit-fetishes – or even through the sheer force of their belief – they fought the enemies of Order wherever they were able. In the process, they caught Sigmar's eye. Since their reforging, the Lord-Exorcists' abilities have been magnified tenfold, and they can even abjure daemons with their carefully intoned phrases of power. By slamming the heel of their ceremonial staves upon the ground, Lord-Exorcists can send out a wave of crackling null energy that will banish a soul from its body – and drive it far into the wilderness.

The Lord-Exorcist also has purview over the lost souls that are released from their bodies upon the battlefield – not those of the Stormcasts themselves, but of the enemies they face. The rod of office carried by a Lord-Exorcist is known as a redemption stave. Atop it is a magical cache lined with celestium slate. Should a Lord-Exorcist find a soul that he believes could potentially be saved, he will open the gates of that cache and draw the spirit in. Once sealed inside, the soul is judged, thin wisps of ectoplasm rising from within. The strange scales atop the cache then weigh the soul to see if it is found wanting, or if it can be rehabilitated. Should the skull weight of the soul-scales sink low, the soul is banished forever into the aether. Should that weight rise, the soul is taken back to Azyr, where the long process of redemption can begin. It is a sad fact that, thus far, those souls that can truly be redeemed have numbered less than the total of Lord-Exorcists in all the Stormhosts.

LORD-ORDINATORS

It is the immense intellect of the Lord-Ordinator that brings new innovations and stunning leaps of logic to the Stormhosts. Each day they find elegant solutions to seemingly insurmountable problems, devising complex blueprints for a better world and ensuring they are put into place, whatever it takes. These souls are recruited by Sigmar not for their skill at arms – though they are formidable indeed when wielding the astral hammers of their station – but for their raw genius.

The first duty of the Lord-Ordinator – that of arcane engineer – is an art form as much as a science. Overseeing the construction of every major keep, castle and fortress, the Lord-Ordinators plan the sacred buildings of Sigmar's new civilisations from the ground up. In conjunction with the most expert masons of the Free Peoples, they will ensure that every design, cornerstone and sacred mosaic is in its right place, the better to channel the power of the stars above. Through careful ritual and the correct placement of holy scripture, the Lord-Ordinators sow the magic of Azyr into Sigmar's defences. Should a person gifted with the witch-sight look upon a building raised by a Lord-Ordinator for long enough, they would see traces of glittering celestial magic outlining every lintel, line and junction. These structures are further bolstered by ensorcelled artillery pieces of sigmarite and blessed steel. Woe betide those that stray beneath the vigil of the Lord-Ordinator, for his eye is keen indeed, and his foes will likely end their days as mangled and blackened corpses.

The second duty – that of prophet – is even more complex. It is for them to set the future in motion according to Sigmar's will. They must scry the stars, sift the omens and arrive at useful truths, all the while walking a line between visionary seer and rational mathematician. They are the masters of the orrery, the cosmograph, the arcanoscope and the divining needle, applying strict logic and taking leaps of faith as necessary to ensure abiding victory for the forces of Order.

KNIGHTS OF THE STORMHOST

The lords of the Stormhosts cannot be everywhere at once, nor can they fulfil every role that Sigmar requires of them – for the enemies of Order are without number. As such, each chamber has a variety of proven heroes and champions that act as specialists and support staff for the lords that command them.

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 – for even those surrounded by the enemy, with their allies out of sight, can find solace in their clarion call. 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 from which hangs a pennant emblazoned with the icons of the Stormhosts. 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 tones 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 bright call to arms, 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. These trumpeters may instead use their horns to release 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 ruins and fortresses tremble to their foundations.

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. Inside these holy artefacts are captured beams of the pure light of Azyr; it is said that Sigmar can see wherever this sacred light shines, meaning those who carry it bring with them the wisdom and power of the God-King himself. The light of Azyr is so powerful that, even when sealed, these lanterns glow with a nimbus that guides nearby Stormcasts in battle, illuminating their enemies so that they may smite them with unerring accuracy.

However, it is not until the shutters of a celestial beacon are thrown wide that its true power manifests. The Azyrite light is revealed in a brilliant burst of rays that throws even the darkest battlefield into glorious illumination. While this light 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-VEXILLOR

Within every Stormhost it is the duty of the Knights-Vexillor to bear the banners of Azyr into battle. None question their right to do so, for that honour is not predetermined by their reforging, but hard-won in the gruelling arena combats of the Gladitorium – contests of arms 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, bringing Sigmar's light to wherever the dark violence of battle is fiercest.

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. Those who bear a pennant of the stormbringer can cause the magic of his standard to thrum to a crescendo, unleashing furious hurricane winds that carry his allies across the battlefield in a blitzing cloud of lightning. If the Knight-Vexillor carries a meteoric standard, he can call down fiery comets from the glowering skies above to impact catastrophically in the enemy's midst. Mortal survivors from these terrible battlefields have said that such events evoke the lightning bolts Sigmar himself hurls from High Sigendil, far above the sky palaces he raised long ago to spurn the darkness.

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 strike out into the untamed realms alone, 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 have far more esoteric tasks – such as bearing a jewelled egg to the heights of the the Skybite Mountains in Ghur, or delivering 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 commander can order a Knight-Questor from their allotted path, though some might be sorely tempted to try, given the Knight's 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 reassigned to 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.

'I found poor Hathrek, in the end, that Darkoath wanderer who through necessity had fought as my brother in the silvered tower of the Summoner. Through a hundred trials we passed, and I dared to hope I had turned him from his dire fate. Yet when I tracked him down he had been wholly claimed by the Dark Gods, more daemon than man. I cleaned my blade in sorrow that day.'

- Knight-Questor Avanius
of the Hallowed Knights

KNIGHTS-ZEPHYROS

During the Age of Myth, Sigmar battled many feral monsters and rapacious demigods, striking them down to protect his tribes. One such beast was Ulfdengnarl, the Great Wolf of the Howling Winds, and as the white-pelted beast died, Sigmar trapped its endless, baying cry in a crystal shard. It was this divine relic that the God-King employed during the creation of his first Knights-Zephyros.

Mortal killers and assassins of Chaos champions, these lone warriors were imbued with Ulfdengnarl's chilling cry as they passed through the flickering crucible of reforging. Those that survived were blessed with the Great Wolf 's inhuman instincts, his gale-force swiftness and his single-minded gift for hunting prey.

Sigmar sent the first of his Knights-Zephyros to join the Vanguard Auxiliary Chambers, there to fight alongside the Rangers in the wildest and furthest flung war zones of the realms. The Knight-Zephyros' role is simple, and symbiotic with that of the warriors they fight alongside.

Each is assigned a singular target, a nemesis that is invariably the most powerful and influential enemy leader operating in that region. They use the Rangers' attack as cover to close with their target, following in the slipstream of their wind-shifting mounts and employing blistering speed to catch the victim unawares. Fighting with whirling blades, leaping and dodging as fast as thought, the Knight-Zephyros rains blows upon their victim. Their attack is relentless, savage, a hailstorm of perfectly placed strikes that soon finds a chink in even the most skilled enemy's guard. Hacked and hewn, the victim falls, leaving his warriors leaderless and engulfed in a panic that the Rangers are quick to exploit with lethal efficiency.



KNIGHTS-INCANTOR

The Knight-Incantor is a gifted stormcaller, able to summon hurricane winds and gales of mystical energy from the firmament to smite those who cannot be slain by conventional weapons. Those who ignite a Knight-Incantor's wrath soon find themselves battling against a living tempest.

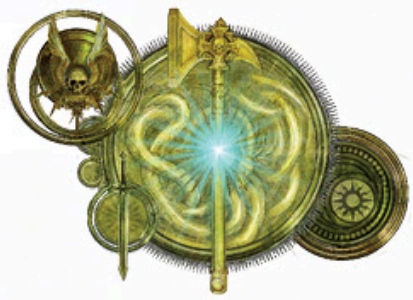
The Knights-Incantor of the Sacrosanct Chambers are second only to the Lord-Arcanums in rank, and these mages often lead brotherhoods in the absence of the chamber's commander. With their rods of office, the Knights-Incantor can channel the energy of the storm into a raging hurricane, or send crackling bolts of arcane power to smite those who would defy Sigmar's will. Many carry scrolls imbued with potent void magic, relics able to dispel the hostile emanations or baleful spells of the fiends they face in battle. But of all their powers, it is the Knight-Incantor's ability to call down the storm with their voice that is their foremost tool.

When attending the Anvil of the Apotheosis, the Knight-Incantor sings the music of the spheres, voice splitting, overlapping and winding into several celestial melodies the better to calm and reorient the souls that undergo the transformation into a Stormcast Eternal. That voice can also be used as a powerful weapon. With a rising chant, the Knight-Incantor draws in motes of magic, marshalling celestial power from a zephyr into a howling gale that blasts their enemies across the battlefield. With a cry of exultation, the storm-mage sets loose a shock of lightning, or summons a downpour of freezing hail to douse the fires of anarchy.

Such is the Knight-Incantors' power over the arcane they can even sing a refrain that draws spiritual energy toward them, which they capture in a vial carried at the waist. In times of great need the Knight-Incantor can hurl one of these spirit flasks into the midst of the foe, there to shatter with a thunderous explosion that sets loose a frenzied storm-spirit. Those nearby are ravaged by wild celestial energies – be they friend or foe.

ERRANT-QUESTORS

While the Knights-Questor are appointed tasks by Sigmar, the Errant-Questors come to their calling on their own after becoming consumed by a single righteous notion. The lone survivor of a retinue might become obsessed with vengeance for his lost comrades, for instance. Another might receive a recurring vision in which he sees himself defeating some monstrous foe, and strives from that point on to make that vision a reality – though he does not know from whence such visions come. With their purpose burning inside them like a brand, the Errant-Questors fall into a fugue state, whereupon they are placed into a cell. Some will find a kind of peace in their rest, and be able to return to their duties with their fierce yearning diminished.



Others come back to their faculties with that burning desire unquenched. These individuals 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 have the God-King's tacit blessing to resolve their obsession, and are released from their Stormhost to pursue their quest without hesitation.

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 launched with ruthless aquiline instinct to shoot towards their target's weakest spots.

A Knight-Venator's weapon of choice is the powerful realmhunter's bow. This magnificent artefact is 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 one of the Six Smiths in the hallowed fletching rooms of the Sigmarabulum.

As quickly as it can be emptied, a Knight-Venator's quiver refills, so that the archer is never without their heavenly ammunition. But there is one missile that takes many hours to reappear, such is its sacred power – the star-fated arrow, a deadly artefact that can fell even the mightiest of foes.

Often acting as an officer 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 shoals that drift there from the lost reaches of the cosmos. 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.

It is likely this rumour stems from the Star-eagle's ability to transform its body into a burning, crackling spear of light when it flies at full speed – should the great raptor dive straight through the torso of its prey, it can slay instantly, no matter how massive or well-armoured the beast in question. To an observer it seems as if the victim has been pierced by a shooting star.

TORNUS THE REDEEMED

Tornus the Redeemed, once known as Torglug the Despised, is the first of a new breed of Stormcast Eternal. A native of the Realm of Life, he was born Tornus of the Everdawn Tribe, the ancestral guardians of the sacred water-springs known as the Lifewells. When the armies of Nurgle came for the Everdawn Tribe, Tornus fought long and hard to protect those holy sites. When he was finally overcome, he was thrown into the Pit of Filth, and every manner of foulness the Nurgle hosts could find was pitched in with him. Befouled in mind and body, Tornus knew the only way to escape death was to embrace Nurgle. After seventy-seven painful nights he finally gave in, and was corrupted despite – or perhaps because of – his stubborn heroics. Thus was Tornus transformed into Torglug. Rising through the ranks of the Rotbringers, Torglug received foul blessings from his new patron, growing to lead vast armies in the Plague God's name. Turning against his former allies, Torglug seeded the lands of Ghyran with pestilence and plague – earning the name the Despised by those who once called him brother. Pleased with his offerings, Nurgle rewarded Torglug with a bodyguard of Putrid Blightkings and the honour of corrupting the Lifewells he had once stood sentinel over. It was a task the Nurgle lord accepted with twisted pride, raising the fortifications known as the Fangs of Decay to cage the power of life. He led the invasion that drove Alarielle from her final haven, and he almost captured the goddess before he was bested by the newly risen Celestant-Prime.

Recognising a buried seed of valour within him, the avatar of Sigmar smote Torglug with Ghal Maraz, killing him, but also redeeming what remained of his long-buried soul. That essence blazed to Sigmaron, where Tornus was reforged as a Knight-Venator. Thus, Tornus returned to Ghyran, seeking vengeance. He slew Bloab Rotspawned during the War for the Scabrous Sprawl and joined the search for the source of the poisoned fog that hung over the Genesis Gate. In the battle that followed he slew the Great Unclean One Pustrol, allowing Alarielle to overcome the Glottkin, the triplets that led the forces of Nurgle. The Genesis Gate was won that day, but still Tornus fears that he and his adoptive Stormhost will stand forever apart.



HEROES OF LEGEND

The Stormcast Eternals have fought ceaselessly over the long and blood-soaked years since they first came to the Mortal Realms. The impact they have made is not only physical, but also spiritual – their foremost leaders are spoken of in awed whispers across the lands. Some amongst them have already become living legends.

AVENTIS FIRESTRIKE

Just as the lightning shatters the oak to leave a pillar of flame in its wake, Aventis Firestrike is not only the stormbolt, but its burning aftermath. His power over the magic of the realms comes from a glowing coal of anger lodged deep within his chest, which his many acolytes say is the source of his famously foul temper.

When the floating citadels of the Agloraxi crossed the Flamescar Plateau during the Age of Myth, that wizardly order came under attack from a host of daemons. In a matter of hours, the ancient magi destroyed the fiendish beings in a rain of fire. The ascendancy of these mages offended the Blood God, who swept his great reality-splitting blade across the skies of the Great Parch, all but destroying the Agloraxi.

Avantis is one of the few mages who can trace his lineage to that cataclysmic day. When he was a mortal known as Avante Fireson, he dedicated his life to fighting the Bloodbound worshippers of Khorne. He did so with plot and scheme as well as sword, for he knew their leaders were not only blood-crazed madmen but also conquerors with sound and cunning minds. Over the years he became known to them as the Fire Soul, a figure of hate and fear amongst the reavers of Khul's Ravage. Eventually, seeking revenge, they struck at the citadels of Avante's people. Dozens of towers were pulled down, and the families and serfs of his nation were hunted through the streets. After seeing pillars of smoke on the far horizon when returning from the war front, Avante hastened back to the city.

Upon finding the shattered remnants of his home, he took the Everburning Coal – a sphere of primordial realmstone he had studied at length over the years – from its filigree gold casket. Transmuting his body to a form of fire, he forced himself to consume it whole. Fighting down the raw agony inside him, he then took human form once more. He passed out, and awoke the next day surrounded by fire. Its flames did not harm him. He quickly learned to take the excruciating pain in his chest and channel it into a source of devastating magic, incinerating all those in his path to purge the remains of the arcane metropolis. Only when a group of frenzied headtakers dropped from their skull-mound on the roofs above to slam Avante into the cobbles was his rampage finally ended. But in his unstinting attack, Avante had caught the eye of Sigmar high above. In Azyr, he was remade as a Lord-Arcanum in recognition of his incredible magical talent, and took the name Aventis Firestrike.

Aventis was a passionate soul, but pure of heart, and he soon forged friendships with celestial beasts as well as his fellow Stormcast. When the Shyish necroquake cascaded across reality, he convinced his kindred spirit, the Tauralon Loithar, to go with him back to his homeland. Loithar agreed, albeit reluctantly, for the beast had recently sired a clutch of young. The two proved a powerful alliance, and since that day Aventis has won such acclaim that Sigmar has sworn him the Magister of Hammerhal. The old flames of anger in Firestrike's heart are magnified by the resentments of his steed; those with the temerity to wound the rider or his Tauralon only ignite their fury all the more. Aventis will not allow himself to rest until he has claimed a Chaos worshipper's life for every citizen of the Great Parch that died during the Red Century – a number counted in the millions.

ASTREIA SOLBRIGHT

Astreia Solbright, known to those in her chamber as the Lady Arcane, is a woman of fierce intellect with a logical and incisive mind. The foremost Sacrosanct Chamber of the Hammers of Sigmar – the Shimmersouls – follows her vision as they search the realms for a cure to the flaw that slowly erodes their kindred. In slaying those creatures that are ostensibly immortal, and studying the process that revives them, the Shimmersouls learn more and more about the nature of eternity. Thus far, their quest to find and slay creatures in possession of eternal life has brought Astreia into conflict with one type of foe above all others – the blood-drinking vampires of Shyish.

Though laconic and circumspect, Astreia has an iron certainty to her that means those around her are usually swayed to her cause by just a few well-chosen words. Since her second reforging she has been surrounded by a corona of static electricity that causes her flaxen hair to stand out around her head. She wears that halo of energy like a crown – even when helmed for battle, she is limned with a glow that marks her out as a champion of surpassing power.

Her thoughtful and precise conduct has endeared her to the Celestial Dracoline Kazra – for the creature respects those who speak with actions rather than the loud, self-assured roars of a warrior. When on the hunt, the two can be surprisingly stealthy, an attribute that has proven useful indeed when prowling Shyish.

Solbright originally hails from the scintillating desert palaces of the Great Hysh Vista. There she was a Supplicant of the Great Lens, that prismatic edifice that stood atop the miles-high Pillar of Truths. That construction is so massive, so high-reaching, that Solbright spent her whole life up there, from her early days as a polisher-serf to her crowning achievement as a Lens Magus. When the Great Lens was used to burn the mutated drakes that assailed it during the height of the Age of Chaos, Solbright was pitched from her targeting throne into thin air. She never hit the ground. She had fought long and hard, and Sigmar had need of her skills.

Solbright was reforged in Azyr as a Lord-Arcanum, and given command of the Shimmersouls. She soon proved herself a pioneer as well as a leader, for she has long known the power of pure magic, and has mastered turning it into a weapon – it was Astreia that first bottled spirit energy to use as an explosive device. Her arcane talents are now even more impressive than when she was mortal. The scintillating magic she specialises in is the quintessence of Hyshian energy distilled into pure beams of exorcising force. Though she has left the dazzling science of her old homeland behind, and though she now owes more to Azyr than she does to Hysh, she can still summon blinding sun-rays capable of consuming even an ethereal creature.

Solbright and her kindred have slain or banished many immortal creatures – the Red Brides of van Kiarthus, the Liche of Fenn Dread, the Lord Wamphyr of Decrepita and the Unliving Monks of Dhostos Varne amongst them. Each has risen again, whether reappearing in a coffin, forming around a phylactery or canoptic jar, or reincarnating in the body of a newborn – and each has later been studied in turn. As yet, none have shown the kind of immortality Solbright believes vital to her cause. Every morning she gathers her hopes anew, for she knows that the fate of the Stormcast Eternals is at stake.

Ultimately, she hopes to one day find a creature that can not only return to full strength after each death, but become even stronger for it – for whatever arcane or spiritual process leads to that ability, she will deconstruct it in the laboratories of Sigmaron and attempt to emulate it in her chamber's future reforgings. Thus far, to her growing disquiet, Solbright has heard of only one entity in all the realms that can claim to have returned from death stronger and more determined than before.

That being is Nagash.



NEAVE BLACKTALON

Neave Blacktalon is a living weapon. Her blinding speed, preternatural senses and terrifying strength of will make her the nemesis of her prey. How long she has stalked Sigmar's enemies is unclear, for like many others, Neave's war began long before Sigmar officially acknowledged her existence. It seems likely that dozens of demagogues, despots and slavelords have felt the bite of the Whirlwind Axes, but of this Neave does not speak; her only concern is her duty to Sigmar, and the death of her next mark.

In battle, Neave is like a streak of golden light, hurtling into the enemy lines and attacking her victims with relentless ferocity. Effortlessly she scales high walls, vaults over enemy barricades and evades the most devious traps. Those who seek to bar Neave's path soon learn the depths of their mistake as she rips through their ranks in a gory blur. Corpses topple in her wake, heads and limbs lopped, blood jetting in arterial sprays. Her prey follows suit soon enough, for Neave's assault is blisteringly swift and aggressive, and neither parrying blade nor magical barrier can deny her. She is an instrument of Sigmar's will, and she will accept neither defeat nor death until her duty is done.

Neave fights most commonly alongside the Shadowhammers, the most decorated Vanguard Auxiliary Chamber of the Hammers of Sigmar. Their leader, Lord-Aquilor Danastus, pushes his warriors hard, and prides himself on their being amongst the most lethal of their kind. He has further trained his warriors in the specialist tactics of suppressive fire and close assault, allowing them to rapidly pick apart enemy forces. Fighting alongside Blacktalon, who is both champion and their talisman, the Shadowhammers have achieved victory against vast forces that should have been beyond their capabilities to overcome.



GAVRIEL SUREHEART

Gavriel Sureheart was born to two slaves held in the Khornate citadel known as Ratspike. There, the citadel's masters competed in an arena to slaughter as many of their victims as possible. As a child, Gavriel was known only as Grub, and his life was miserable. His main task was to fetch buckets full of blood from the troughs at the side of the arena, bring them to the walls of the citadel and pour them through the mouths of the castle's gargoyles – for Ratspike had a reputation as a place where blood flowed in great measure. His back was no stranger to the lash, and he found little comfort in the vacant stares of his brethren, for they too had had the spirit beaten out of them. Or so it seemed.

Upon his coming of age, Grub was given a mask and spear, and forced as fodder into the arena. But Grub's overlords did not realise he had watched, learned and trained for ten years straight. He had used the sharpened handle of his mop in place of a spear, with his metal bucket as a cestus – as had those few fellow slaves who joined him in midnight training sessions. He proved a revelation in the arena, and the week of battle following his debut saw the gargoyles' maws run thick with rivers of blood. A month of slaughter culminated with Grub's spear in the throat of Ratspike's king, and an armed revolt that saw Grub and his fellows escape the citadel. Yet they were run down that same night.

As Grub was bound, his neck feeling the bite of the axe, Sigmar snatched him from the wilderness in a blinding flash of lightning and bore him to Azyr. He was reforged as Gavriel, and proved an exceptional fighter in the Gladitorium trials – arguably he had trained for them all his life. Since that day he has swapped spear for sigmarite blade and buckler for broad shield. He has proved a capable Lord-Celestant, leading a brotherhood of Liberators to war against tyrants and dark kings wherever they are found. Few can match him in single combat, for the memories of his former life are still sharp, and he has the strength of one given a second chance for revenge.

VANDUS HAMMERHAND

The Lord-Celestant of the Hammers of Sigmar and the embodiment of the vengeful storm, Vandus Hammerhand has already carved himself a place in history. He was the first of his Stormhost to be reforged, and his Warrior Chamber was the first to strike back at the dominion of Chaos upon the Igneous Delta at the dawn of the Age of Sigmar.

Since his reforging, Vandus has proven himself a gifted leader. Originally a smith-lord of the Direbrand Tribe, he is able to shape the rage of his Warrior Chamber as he once tempered and refined the iron of his trade. Underneath his dutiful aspect, however, he desires little more than to settle his blood debt with the tyrannical warlord Korghos Khul.

Long ago, when Vandus was merely Vendell Blackfist, the Direbrand Tribe was conquered – along with much of the Flamescar Plateau and the south of Aqshy's Great Parch – by the ravening warband known as the Goretide. But for Vendell's refusal to despair, the last traces of his tribe would have been lost, just as with so many others.

Though Vendell had left his years as an impetuous warrior behind to better forge the destiny of his tribe, his outrage drove him to battle once more. As the Goretide crashed across the hills of the Direbrands, he took up his forge maul and battered his way through the blood-mad warriors that had invaded his smithy. He cried a wordless challenge to the armoured king in their midst – Korghos Khul himself. To the Lord of Khorne it was no more than the bleating of a goat bound for slaughter.

Vendell saw his warrior sons cut down violently by Lord Khul – where that fiend's dread axe swung, reality itself bled, and Vendell's young men did not fall so much as shrink and disappear entirely. In fury Vendell charged in, but traded no more than two blows with Khul before a sharp kick drove him to his knees. Winded, Vendell snarled up to face with defiance the blow that would end his misery forever.



It did not fall. Light flashed across the smithy's sprawl, and Vendell was snatched up to High Azyr, there to be reforged – for in opposing one with the blessings of Khorne he had proved himself worthy. Since that day, Vandus has put his duty first; his exceptional leadership and skill at arms have seen him earn the respect of many Stormhosts and the trust of the God-King himself. Indeed, the visions that assail Vandus in times of high tension are proof enough that his destiny is a powerful one.

It was Vandus, alongside Thostos Bladestorm, that recovered Ghal Maraz from the Hanging Valleys of Anvrok. In that time, it seemed he could not fail, for he and his Dracoth, Calanax struck surely wherever they fought. When he met Archaon in single combat atop Mount Kronus, all that changed. He was cut in twain by the Slayer of Kings for his defiance, the Three-Eyed King running his fingers through the Lord-Celestant's soul as it returned to Azyr.

Since that day he has been blighted by ever stranger visions, and even Calanax, his old friend and steed, is sometimes ill at ease around him. Yet these insights are not entirely a curse. Thanks to the strange warnings of the figure of pure energy Vandus thinks of as the Lightning Man, he foresaw the coming of the Shyish Nadir, and brought warning to Sigmar on his throne.

Though Vandus wants nothing more than to slay his nemesis Khul – especially now that the blood moon once named Orb Infernia hangs low over the Ashlands of Aqshy – he realises that he has a greater duty. He is a Hammer of Sigmar, and the first of their Lord-Celestants to boot; he has the eyes of the Free Peoples as well as the Stormhosts upon him. As something of a figurehead for Sigmar's vaulted armies, Vandus must put his personal vendetta aside once more, no matter the toll that takes on his soul, for he cannot afford to be anything less than the ultimate exemplar of his kind.

THE SHIELD OF THE FREE PEOPLES

The Redeemer Conclaves are the heart of most Stormcast battle-lines. Be they from the Strike Chambers that first began Sigmar's crusade, or the Sacrosanct Chambers that joined it after the Shyish necroquake, they are centred around the cadre of hardened infantry that acts as anvil to the hammer of the lords that lead them.

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 of justice. When they march out from the lightning storms, evil kings bar their fortresses and summon their warriors, for they know the day of reckoning is at hand.

Most Liberators wield a holy warhammer in one hand and a broad tower shield of sigmarite in the other. They are experts at deflecting the attacks of their adversaries, be they arrows, bolts or sword strikes, – even those that bypass the shield are usually deflected by the closely fitting plates of burnished armour behind. Patience is a virtue, as those who have endured the Long Wait know all too well, and the Liberators are in no hurry to take their vengeance. Instead they pick their moment – once their shieldwall has endured the enemy charge or hemmed the foe into close confines, the Liberators will strike. Down falls the hammer, and bloody justice is dealt.



There are those amongst the Liberators that favour keen blades in place of hammers – and some, notably those of the Celestial Vindicators, that prefer to fight with a sword in each hand. Not for these the slow and deliberate march – instead they fight as a whirlwind of razored edges, spinning, cutting and thrusting until there is nothing left of the foe but dismembered limbs. Often, the most experienced warrior in a retinue, besides the Prime that leads it, will wield a two-handed grandblade or grandhammer – a weapon devastating enough to slay an ogor in a single strike.

When they take to the field of battle, Liberators are not only the main strength of their army – they are also its foundation. They exemplify the quest to overcome those who subjugate the people of the realms. Those who are reforged as Liberators do not usually hark from the lordly echelons that defied Chaos from a position of privilege, but from the ordinary men and women who, pushed to breaking point, took up arms against their oppressors. Now, reforged into Sigmar's armies, they seek to overthrow the rule of Chaos wherever it is to be found, and in doing so, strike a note of fear in all who would take the path to darkness rather than light.

The most famous retinues of Liberators are the first and most stalwart of their kind. Those of the Hammers of Sigmar delivered 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. Some of those that were saved have become the elders of their respective cities, each with their own tale of the deeds of these warriors, and of how those who stray from Sigmar's light are ruthlessly slain by their hammers.

STEELHEART'S CHAMPIONS

Though none amongst the Stormhosts realise it, Severin Steelheart and his fellow Liberators – Angharad Brightshield and Obryn the Bold – have as critical a role in the future of the Stormcast Eternals as the Sacrosanct Chambers deployed to secure it. They were once simple Liberators, sent to reinforce the Knight-Questor Kantar Gloryborn on his mission to delve into the bleached ruins of Shadespire and investigate rumours of a strange, magical glass that held power over mortality. Since becoming trapped in the soul-torn reflection that is the Mirrored City, they have learned more of shadeglass than any other in Sigmar's hosts.

Fighting through the undead denizens of the Desert of Bones, Gloryborn and Steelheart made their way into the desiccated, soulless remnants of the city that had once been Shadespire. There the Liberators became separated from their fellows during a battle with a gang of brutish orruks that were sacking the Necropolis of Trense. That attack was so intense that a section of the necropolis fell away, plunging Steelheart and his fellows into the labyrinth beneath.

Seeking to reunite with the rest of the brotherhood, Steelheart and his fellows came through the cave networks to find their way blocked by an underground river – made not just of water, but of trillions of angular pieces of broken glass. Wading across it, they were assailed by a great surge of water, which carried them over the Waterfall of Shards. When they emerged, half-drowned, they were no longer in Shyish, but the twilight realm that is the Mirrored City.

Since that day, Steelheart and his warriors have been trapped, unable to find their way out and forced to constantly battle the countless warbands of foes who have also found their way into this place. It is an endless cycle, for even should they be overcome, they awake the next day to face their ordeal again, for all in the Mirrored City are cursed by Nagash to endure an eternity of inescapable death. Steelheart and his champions did once find the Waterfall of Shards flowing backwards, but learned it would only bear the weight of one of their number. Instead of separating, they sent a cache of soul-rich shadeglass back to Shyish, hoping it would be found by their old comrades so they could unlock the mysteries within.

SEQUITORS

The line infantry of a Sacrosanct Chamber is comprised of its Sequitors, stern warriors who channel the tempest through the magical weaponry bequeathed to them by Sigmar. To be struck by such a warrior is to feel the energy of the storm discharging with thunderclap force.

Sequitors do not consider themselves to be true mages, being at the first stage of their arcane mastery, but to mortal eyes they are supernatural to a terrifying degree. Towering over the people they are sent to defend, each Sequitor has the strength of three stout men. They wear armour of burning sigmarite, thunder rumbles with their war cries, and their weapons glow blue with the power of High Azyr. When they fight as one, a corona of energy crackles around them, building in intensity to form crowns of corposant that mark the Sequitors as the living weapons of Sigmar.

Key to a Sequitor's power is their weaponry. Most wield a heavy and angular stormsmite maul in one hand, and a broad soulshield – somewhat like that of a Liberator – in the other. Yet there the similarities to the rank-and-file of the Warrior Chambers end. A Sequitor is able to channel magic into the armaments they carry to war – imbuing either their weapon or shield with aetheric power, then moving this enchantment between them to weave fluidly between stalwart defence and blistering attack.



When a Sequitor's tools of war are energised with the innate magic of the wielder, the might of the storm flows through them, causing them to glow blue with arcane force. A soulshield so empowered can turn aside even a blow from a daemon-possessed blade or a Hexwraith's soul-cutting scythe. When a stormsmite maul is infused with the energy flowing from the Sequitor's soul, it discharges the force of each strike with terrible effect, stunning the adversary's mind into thunderstruck inactivity as it mangles and scorches their flesh.

Still more formidable are the two-handed maces used by the strongest of the Sequitors' number. These stormsmite greatmaces have each been laid against the head of Ghal Maraz, the Great Shatterer itself, for a night and a day – and over that time they have inherited some of its godly power. The thunderous impact of such a weapon can tear through baroque plate or chitinous mutation as if it were paper-thin. When such a weapon lands a solid blow upon unprotected flesh, it will blast its target to nothing more than a scattering of cinders.

The true purpose of these weapons is not to engage mortal foes, but to slay the otherworldly. Should a stormsmite greatmace strike a creature not of the waking world, such as a gheist or daemon, it can blast apart that entity forever, banishing it from the Mortal Realms.

THE EYES OF THE EAGLE

A blitzing storm of projectiles hammers down from the skies as the Stormcast Eternals advance. No normal volley of arrows is this, but a streaking hurricane of magically imbued ammunition that can scorch flesh and obliterate skulls with even a glancing blow. To face a Justicar Conclave is to know the killing fury of the tempest.

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, the warriors of the Justicar Conclaves loose volleys of crackling arrows and flights of screaming 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 detect evil, and their punishment is swift and ruthless. It was Judicators of the Knights Excelsior that suddenly ended a parley with the Soulblight Lord von Drecht when they saw through his deception. As his lurking minions were blasted by the Judicators' arrows, the vampire was forced to flee, his plans and armies in tatters.

CASTIGATORS

Castigators are powerful ranged support troops, commonly employed by the Lord-Arcanums of the Sacrosanct Chambers against ethereal enemies that can kill with but a touch. These shock troops fire their deadly projectiles over the heads of their brothers-in-arms to detonate in blasts of cerulean force.

The Sacrosanct Chambers value firepower highly, for when battling the spirits of Shyish, destroying them before they can bring their razored claws to bear is often the best course of action. Against an ectoplasmic enemy, an arrow or iron bolt finds little purchase, often passing through the fiendish entity's body as if it were no more than shadow. The Castigators, the ranged firepower specialists of the chamber, employ weapons far deadlier and more inventive than those used by other ranged fighters.

The thunderhead greatbow is a miracle of Azyrite science and ingenuity. In form it is something like a heavy crossbow, though it is far bulkier – and it needs to be, for it fires no mere bolt. The projectiles the greatbow hurls are more akin to maces, stout of shaft and broad of head. At their ends are flasks wrapped in bracing bands of metal, and it is the contents of these vessels that is the Castigator's true weapon. They are filled not with liquid, but with the storm-breath of the Stardrakes the lords of the Extremis Chambers ride to war.

The Castigators seek the aid of the Extremis Chambers' Stardrakes whenever they return to High Azyr. In a sombre dawn ritual, the great beasts exhale their stormcloud breath upon the thunderhead maces arranged carefully in a twelve-pointed star before them, just as their forefather breathed life onto the God-King whilst he still clung to the core of the world-that-was.

Once that tempestuous energy has filled each weapon, the Castigators attune their spirits to them, the better to wield their full potential. When empowered by the spirit energy of the wielder, the thunderhead greatbow launches these powerful projectiles with such force that the impact can punch through the armour of a Chaos warrior and crush the ribcage behind. As the thunderhead mace strikes the foe, the flask at its head bursts in a storm of crystal shards, and the energy within is released. When used against an ethereal enemy the true potency of these weapons becomes clear. Should they strike a wraith or a daemon, or even shatter on the ground beneath, they release a stormcloud of aetheric energy. The ensorcelled breath of the Stardrake, when unleashed in this manner, can discorporate a diabolic creature in an instant.

VANGUARD-RAPTORS

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 salvoes 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 despatching 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.

Adnes the Archer watched the rat-things approach, furtive and scampering. She suppressed a shiver of disgust. Outwardly, she was impassive and unmoving behind the curtain of lianas, for even a twitch of movement could betray the presence of her brotherhood to the paranoid skaven creeping closer. Inwardly, she felt a burning contempt for the hunched and inhuman forms, but she channelled it into imagination rather than action, mentally rehearsing each shot that would remove another blot on the landscape from Ghyran's swathe. A seven-legged insect crawled across her faceplate, laying a thin trail of eggs, but she did not brush it off. She would burn the metal clean later.

Since her reforging, Adnes had been able to see the dark stains upon the souls of those who had embraced Chaos – to her aura-seeking eyes, the discolourations of corruption spread through the torso and head of each verminous warrior like the tendrils of some predatory deepwater anemone. The sight almost made her lose her composure.

Wait, Adnes, the Judicator told herself. Wait until the first of the rats twitches just a little too much, and then loose the–

The nearest of the skaven turned its head towards her, a look of alarm making its vicious eyes grow wide, and sniffed the air. Adnes nocked, drew, and let fly in one smooth motion. The skaven was already diving to one side, its fellows shrieking as they too sought to leap into cover.

They were fast, supernaturally so. But they were not as fast as a speeding arrow.

The skaven were taken in the torso, the throat, the abdomen, with only one loosed shaft missing its mark. Adnes' second arrow made up for Godron's error, impaling the last rat-thing as it attempted to escape.

The hunt was just beginning.



THE LIGHTNING HOST

Bold raiders and expert scouts, the warriors of the Angelos Conclaves are tireless in their quest to slay the followers of Chaos, always striking from the perfect angle and leaving their quarry reeling in confusion. Speed and surprise are amongst the most vital of their weapons in the war against the scions of disorder.

PROSECUTORS

Streaking into battle on wings of divine light come the Prosecutors, Sigmar's avenging angels. These are warrior heralds, blade-winged heroes that bring the God-King's wrath to his foes. In battle, they use their swiftness to outflank their enemies, hurling blasts of deadly energy before plunging in to smash the stunned survivors. They are the divine hammer that slays from above.

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.



SANSON'S FARSTRIDERS

The Farstriders, another Hammers of Sigmar brotherhood sent to investigate the ruins of Shadespire, did not enter the Mirrored City in the same manner as Steelheart's Champions. Assigned the task of learning more about the mysterious shadeglass, Sanson Farstrider sent his Star Falcon, Gyrfalche, high above the bleached and tumbled cityscape to spy out potential sites of interest, for much of the city had already been scoured clean. The creature returned to Farstrider before the day was out, telepathically communicating that it had seen a great yawning pit to the north. The Farstriders made it to the edge of the pit the next morning, and stared over the lip to see countless layers of shattered architecture beneath. Using strong hempen ropes, they rappelled down into the underground warren.

The Farstriders kept a careful watch on the dark reaches of their environs, and – when yellow eyes flickered in their torchlight – fought their first engagement still dangling from the ropes, their boltstorm pistols spitting death as they aimed between the eyes of their attackers. Only when the razor-sharp shuriken of their skaven ambushers came in to slash their ropes, rather than being deflected from their sigmarite armour, were Sanson and his fellows overcome. One by one they fell into the inky blackness below, and never hit the bottom.

When the Farstriders awoke, they found themselves in the shattered necropolis of the Mirrored City. They oriented themselves soon enough, but the layout of the cursed city changed with each new dawn, and even Sanson – a consummate tracker and hunter of evils – found himself lost before long. He and his kin have fought countless vile breeds in their quest to escape, and each has died more than once. Sanson is the first to admit that were it not for the sixth sense of the solemn Almeric Eagle-eye, and the expert swordsmanship of the wandering duellist Elias Swiftblade, that number would have been far higher. Since they discovered a relic belonging to one of the ancient Katophranes, they have been under attack near every day, facing skaven, orruks, mercenary duardin, mirror-born doppelgangers and even ghost-like figures in the guise of Stormcast Liberators. Still they fight on, although they see no end in sight.

VANGUARD-HUNTERS

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 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-PALLADORS

The chimeric Gryph-chargers ridden by the Vanguard-Palladors are mercurial creatures that surf the magical winds. The bond between steed and rider is not easily forged, but once established will last a lifetime. Sometimes, a Gryph-charger will witness a Vanguard-Hunter fighting against impossible odds, and dive in to fight alongside them. Afterwards, the beast might allow the Stormcast to cleanse its fur and feathers of blood and dirt, a ritual that signals the start of a lasting relationship. At other times, a Vanguard-Hunter will follow a prospective steed on a gruelling hunt. At pursuit's end, the shared kill is enough for the Gryph-charger to accept its new companion.

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, 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.

HAMMER OF THE PALADINS

The Paladin Conclaves of the Stormhosts are comprised of hulking, heavily armoured warriors that carry long-hafted weapons to battle – weapons that two normal men would struggle to lift. It is their duty to slay the fiercest monsters and the most well-defended leaders – they are reforged often, for their life expectancy is short.

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 so that their fellows can storm inside.

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, the mere sight of which is often enough to cause the foe to flee.

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 rely on their exacting training in the Gladitorium to judge the location and actions of each of their brothers amid the confusion of melee. It is well that they do so, for when they swing their weapons, not even layered sigmarite can stop passage of their blades. 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 rapidly accumulating around each of their positions. Only when the battlefield is clear of foes do they cease their onslaught.

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.

THE RIDERS EXTREMIS

Many are the ways that the godbeast Dracothion has contributed to Sigmar's crusade, but that alliance is embodied most of all in the drake-riding knights of the Chambers Extremis. The combination of the sons of Sigmar and the star-scaled beasts of the Great Drake has proven an unstoppable force upon the battlefield.

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.

Members of the Dracothian Guard are divided into two forces, known as the Lightning and Thunderwave Echelons. Within each echelon, two types of retinue are deployed. The retinue to which a Dracoth or Stormcast Eternal is assigned depends on their skills and personalities.

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, employing fluid fighting styles to take advantage of every opportunity. Also of the Lightning Echelon are the Tempestors, expert marksmen mounted upon quick-witted Dracoths. These beasts must manoeuvre into position while their rider aims and fires, every movement designed to achieve the best angles of fire.

The first retinues of the Thunderwave Echelon are the Concussors. Their riders and beasts 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 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, and utterly committed to exacting total retribution. Theirs is the final judgement.

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 – the trapped soul of a Stardrake. Before the coming of Chaos, that star material would have returned 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 those of their Extremis Chamber train and worship together.

TO WIELD THE STORMBOLT

The warriors of the Corpuscant Conclaves fight with weapons bolstered or linked together with chains of summoned power, sizzling arcs of lightning stretching and writhing between them. The combination of Heavens-blessed weapons and crackling storm energy makes these magically infused warriors deadly indeed.

EVOCATORS

The Corpuscant Conclaves of the Sacrosanct Chambers are formed of mages capable of embodying the tempest's energy. Rather than unleashing it in the manner of the Knight-Incantor, they absorb this energy into themselves. The eyes of an Evocator in full battle rage flash with sparks, and veins of lightning glow beneath his skin. That same energy plays over his tempest blade and stormstave as he advances, arcing outward to ground nearby. These bursts are deadly, and can blacken and scorch anyone in proximity if not consciously and carefully channelled. However, Evocators can also use this energy to empower their fellow Stormcasts with Azyrite energy.

Even should a rain of arrow shafts fall towards the Evocators, the projectiles are burned from the skies by the stormbolts that arc between their weapons. On through the thickest fire the Evocators stride, leaving tiny serpents of lightning in their footprints and scattering ash in the air. When they reach the foe, Evocators fight in a storm of interweaving blows that are all but impossible to avoid. When their tempest blades and stormstaves strike the foe, the captive cables of energy that link their weapons wind around the enemy, burning them to the bone before leaping back to crackle between their master's weapons once more. Even an orruk horde will buckle under the intensity of a massed Evocators assault.

The most battle-hungry Evocators ride on massively built creatures known as Celestial Dracolines. Both saurian and feline in aspect, these creatures hail from the high peaks of Azyr. It is their habit to sharpen their claws upon mineral deposits rich in the realmstone known as celestium. In doing so, they charge themselves with the power of the storm, their bodies carrying a build-up of magic that can be released in a great scorching blast when the beasts pounce upon their prey. Combined with their heart-stopping roar, this makes the Dracolines fearsome creatures indeed. A charging Evocator and his mount are capable of felling a mournfang with such force its fellows will flee in primal panic.



THE SHATTERING STRIKE

The warriors of the Ordinatos Conclaves take the role of heavy artillery in the Stormhosts' military operations. Though they are most often seen defending the walls of a Stormkeep, they too can be borne to battle on pillars of lightning, appearing in a blaze of light to open fire upon choice enemy targets.

CELESTAR BALLISTAS

The Sacristan Engineers of the Sacrosanct Chambers hail from the Ordinatos Conclave – sometimes known as the Conclave of the Thunderbolt for the devastating impact it can have on a battle. These warrior-engineers command the chambers' magical field artillery. When a Celestar Ballista is set up to defend a sacred site, approaching too close can mean an explosive death.



These war machines were first devised to defend the Anvil of the Apotheosis from attack. Installed by the foremost engineers of the conclave, they were set in the high archways that overlook Sigmar's palaces and the sacred halls within. So cleverly were they designed that they could pivot around in a full circle with ease – ostensibly for a better field of fire should the Sigmarabulum ever be attacked, but also so they could be brought to bear against any aetheric apparition that broke free from the Anvil over the course of a traumatic reforging.

The Celestar Ballista is constructed in such a way that it can be broken down and carried by the two Sacristan Engineers that operate it, for the Stormcast Eternals are first and foremost a mobile force. In practice, it is more often utilised as a defence asset, coveted by Lord-Arcanums and Lord-Celestants alike. Wherever such a war machine is set, its versatility and impressive rate of fire allows it to dominate the battlefield, and when focused on a single target, its accuracy and power can deal a grievous blow to even a greater daemon of the Dark Gods.

Even without any enchantment, the sigmarite bolts flung from a Ballista's firing apparatus could punch through a raised oaken drawbridge. Yet the Sacristan Engineers have their own method of using celestial magic. By taking each bolt to the top of the Sigmarabulum's spires, they use their magical talents to coax coils of stray lightning down into the rune-inscribed projectiles. The risks inherent in this arcane process have led to more than one premature reforging, but this is considered a worthwhile sacrifice. Once a bolt has been fully charged in this manner, it becomes blisteringly hot, and it can induce star-given visions in those who touch it with their bare skin – not for nothing do the Sacristans wear heavy forge gauntlets as they go about their work. The better to keep this valuable asset safe, the bolt is stored in a special cartridge until it is time for its power to be unleashed. In the midst of battle, these bolts are then loaded into their ballistas and shot like streaks of blue-white energy at the foe. Should their strike be true, they will blast right through the target in a chain explosion of arcane force.

'The lords of Chaos long sought to break down the Gates of Azyr, to crack open Almighty Sigmar's defences and seize the magic of the Heavens for their own. Some still do, fools that they are.

We of the Sacrosanct Chambers shall bring the storm's energy to them, and in great measure. In their last moments, when they are little more than screaming corpse-things, they may realise it is not to their taste.'

- Dontran, Sacristan Engineer

THE FAITHFUL BEASTS OF AZYR

The creatures that aid the Stormcast Eternals in their quest to destroy Chaos are not all riding beasts. The smaller, more agile creatures that fight alongside them are no less stalwart of heart, and together form a vital part of the Stormhost's fighting machine.

Though often the boon companions of Lord-Castellants and Lord-Veritants, Gryph-hounds also stalk the battlefield alone and in packs. These nimble quadrupeds have 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.

Aetherwings, those avian celestial hunters that fight alongside Vanguard-Raptors, are far more enigmatic – but they fight just as hard, especially when their masters are threatened. It is the likeness of the Aetherwing that is borne atop the mask of that mysterious order, for they seek to emulate the uncannily sharp vision and pinpoint accuracy of their totem familiar birds whenever they are on the hunt.

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.

ICONS

The icon borne on a Stormcast's left shoulder denotes their role. The twin-tailed comet identifies the Angelos Conclaves, the star the Justicar Conclaves, and the lightning bolt the Redeemer Conclaves. The crescent moon – worn on the right shoulder – is for the Paladin Conclaves. Warriors of the Sacrosanct Chambers bear their own markings; a blaze of arcane fire represents the Corpuscant Conclaves, and a cog symbol the Ordinatos Conclaves.



SHIELDS

All the Stormhosts of the First Striking bear the icon of a sacred hammer. Later strikings might use the icons of the twin-tailed comet, referring to how Sigmar entered Azyr; the eclipse, representing the light of Sigmar's salvation emerging from the shadow; or the wielded hammer, representing the Warrior Defiant. Their exact colours vary from Stormhost to Stormhost.



CHAMBER DESIGNATION

Many Stormhosts identify their chambers by the colours of their plumes or crests. Each type of retinue has a distinct helm design. The chamber's colour is picked by their Lord-Celestant; for example the Hammerhands display red plumes, echoing that worn by Lord Vandus Hammerhand.



TABARDS

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



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 celestial lion. These adornments are usually worn by officers, such as the primes of each Stormcast retinue.





HAMMERS OF SIGMAR
As the first Stormhost to be founded, the Hammers of Sigmar are exemplars in their rigid military order and use of heraldic insignia.



HALLOWED KNIGHTS
The Hallowed Knights are zealously faithful. The ranks of these crusaders include shining saints and martyrs that radiate the silvery light of purity.



CELESTIAL VINDICATORS
Stern and single-minded are the warriors of the sixth Stormhost. To see them fight is to witness a fierce hurricane of razored blades.



ANVILS OF THE HELDENHAMMER
Though the Anvils hail from elder days, this anachronism lends them new insights into life and death.



THE SIGMARITE BROTHERHOOD
Recruited from the metallic lands of Chamon, this Stormhost is known for its ever-advancing shield walls.



KNIGHTS EXCELSIOR
The battlefields in the wake of the Knights Excelsior are left scorched and smoking, for their role is that of the holy destroyer and annihilator.



THE LIONS OF SIGMAR
Little is known of the Lions of Sigmar, save that the thunderous roar of their battle-cry has preceded many a victory over Chaos forces.



ASTRAL TEMPLARS
The Astral Templars are often called barbaric by the other Stormhosts, for they love the wild hunt above all, and stalk monsters with a feral intensity.



BLADES OF DAWN
The Blades of Dawn are a proud Stormhost. They hail from coastal tribes across the realms, and have proved to be expert seafarers.



TEMPEST LORDS
The monarchs and aristocrats of the Tempest Lords rule the battlefield. Their presence can inspire mortal men to great feats of heroism.



MAELSTROM OF LIGHT
Daemon-killers supreme, the Maelstrom of Light turned the tide against the daemon legions in Ghur's moss-slicked Verdant Abyss.



KNIGHTS OF THE AURORA
No Stormhost strikes quicker than the Knights of the Aurora – they are masters of the rapid assault.



LIGHTNING HAWKS
Named after a fierce raptor of Azyr, the Lightning Hawks strike out of the skies without warning. They are the scourge of the unholy.



CELESTIAL WARBRINGERS
The Celestial Warbringers are warrior seers, and claim to each know the hour of their death.



FISTS OF SIGMARITE
None can best the Fists of Sigmarite for boldness and surety. They hope to be first in glory, eclipsing all others as the war against Chaos rages on.



THE GHYRAN GUARD
Formed of a single tribe of warriors that are the last of their kind, the Ghyran Guard have an especial hatred for the minions of Nurgle.



CELESTIAL KNIGHTS
The dark blue of the Celestial Knights often heralds a bright dawn, for this Stormhost crusades to bring Sigmar's light to benighted lands.



THE SONS OF THE STORM
The Sons of the Storm crash upon their foes in a deluge of violence. They have become famous for their sudden and devastating charges.



SONS OF MALLUS
Forge-struck under the zenith of the Dark Moon, the Sons of Mallus have tempers as black as their jet-hued sigmarite armour.



KNIGHTS OF AZYR
The Knights of Azyr believe that they should know their prey as well as themselves. They best many a foe before even drawing their blades.



RADIANT SUNS OF SIGMAR
In battle, the Radiant Suns of Sigmar gleam with the brilliance of Sigendil. Theirs is the purity of the righteous.



THE CRIMSON SERAPHS
The soothsayer rites of the Crimson Seraphs are bloody, yet effective. Their mastery of omens sees them strike with great prescience.



THE SILENT HOST
Whether this Stormhost keeps silent by choice, or through an accident of reforging, none truly knows – but their actions speak for themselves.



THE BLOODED DAWN
Comprised solely of those who have fought Chaos since they were children, the Blooded Dawn are single-minded, and deadly indeed.



AZYRITE ARBITERS
The Azyrite Arbiters are obsessed with justice. They would see bloody retribution delivered to every Chaos worshipper in the realms.



STORMBLOOD GUARD
The veteran warriors of the Stormblood Guard are said to bleed lightning. If wounded, they become enraged beyond measure.



SONS OF THE GLADIUS
Hailing exclusively from Neos in the Everspring Swathe, the Sons of the Gladius have earned the respect of several Sylvaneth Wargroves.



In crackling pillars of energy, the Stormcasts descend. Chanting songs of war, the Sacrosanct Chamber strikes straight at Sigmar's immortal foe, Archaon, and his fiendish legions.

THE STORM ASCENDANT

Gathered in the full panoply of war, the Stormhosts make for an awe-inspiring sight, each inspiring collection united by its colour scheme and heraldry. Here we present a showcase of Stormcast Eternals Citadel Miniatures expertly painted by Games Workshop's very own 'Eavy Metal Team and Design Studio army painters.



The Celestant-Prime, first of the reforged and avatar of Sigmar's will, descends from on high with the energies of Azyr swirling around him. To the Hammers of Sigmar he is victory incarnate.



Lord-Celestant



Lord-Veritant



Knight-Vexillor with meteoric standard



Knight-Azyros



Lord-Relictor



Knight-Venator



Lord-Castellant



Knight-Heraldor



Judicator-Prime with skybolt bow



Celestial Vindicator Liberator with grandblade



Celestial Vindicator Liberator with paired warblades



Anvils of the Heldenhammer Liberator-Prime



Anvils of the Heldenhammer Liberator with warhammer and sigmarite shield



Protector-Prime with stormstrike glaive



Knights Excelsior Retributor with lightning hammer



Decimator with starsoul mace



The Knights Excelsior attack with merciless efficiency, leaving blackened wastelands in their wake.



Armoured in macabre splendour, the Anvils of the Heldenhammer fight to reclaim their amethyst birthlands in Shyish.



Noble in bearing but merciless in Sigmar's name, the Tempest Lords seek to rule the skies as well as the lands below.



The Celestial Vindicators meet an Ironjawz Waaagh! head-on, their blades flashing in the dusk light until they become dull with gore, and the azure plates of their armour turn dark with welters of orruk blood.



Tempest Lords Prosecutor-Prime with pair of celestial hammers



Astral Templars Prosecutor with stormcall javelin and sigmarite shield



Celestial Warbringers
Knight-Incantor



Knight-Incantor



Lord-Exorcist



Plunging into the mutated landscapes of Chamon upon Loithar, his feathered Tauralon, the Lord-Arcanum Aventis Firestrike sends searing conflagrations and heavenly stormbolts into the hordes of Chaos.



Lord-Arcanum Astreia Solbright



Lord-Arcanum on Celestial Dracoline



Riding tall in the saddle of his Gryph-charger, the Lord-Arcanum leads his Sacrosanct Chamber against the cursed hordes of Slaanesh. A master of tempest magic, he can destroy swathes of daemonic foes with each potent spell.



Evocator-Prime on Celestial Dracoline with tempest blade and stormstave



Evocator on Celestial Dracoline with tempest blade and stormstave



Hallowed Knights Sequitor conversion



Anvils of the Heldenhammer Sequitor with tempest blade and soulshield



Sequitor-Prime with redemption cache



Evocator-Prime with tempest blade and stormstave



Evocator with tempest blade and stormstave



Celestial Vindicator Evocator with grandstave

The devastating assault of the Sacrosanct Chamber slams home into a procession of Nighthaunts. At the fore are the magically empowered Evocators, their Dracolines pouncing upon their spectral foes in explosions of celestial force.



Sacristan Engineer



Celestar Ballista



Sacristan Engineer





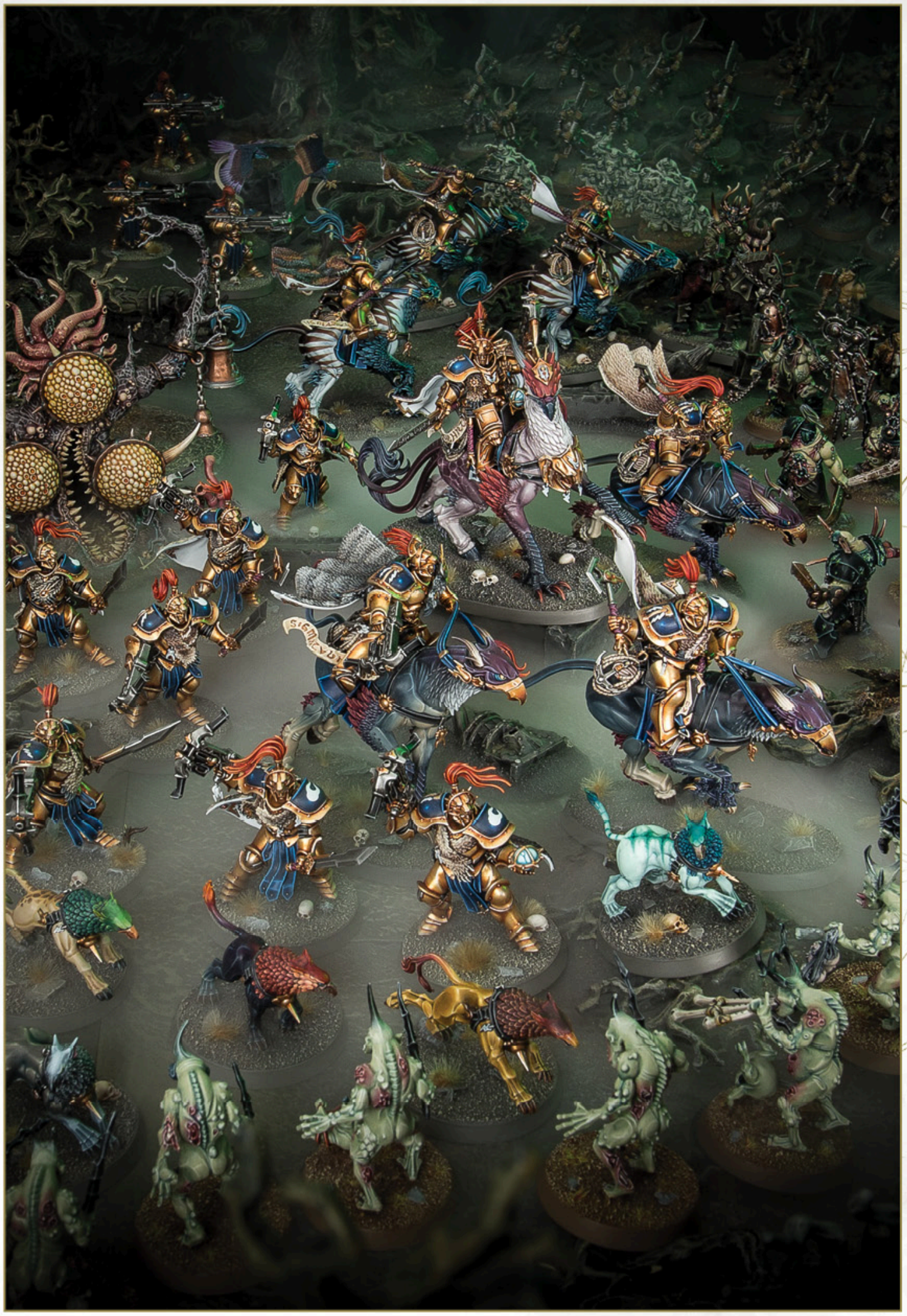
Castigator-Prime



Castigator



Lord-Ordinator with astral grandhammer



The Vanguard warriors of the Hammers of Sigmar, led by their noble Lord-Aquilor, race through the corrupted landscape of Ghyran to scythe down the scions of Nurgle. Then, in a swirl of hurricane force, they are gone once more.



Raptor-Prime with longstrike crossbow



Vanguard-Raptor with hurricane crossbow



Aetherwing



Knight-Zephyros Neave Blacktalon



Pallador-Prime with boltstorm pistol and starstrike javelin



Vanguard-Pallador with shock handaxe



Vanguard-Hunter with boltstorm pistol and storm sabre



Vanguard-Hunter with astral compass



Astral Templars Vanguard-Hunter



Lord-Celestant Vandus Hammerhand



Desolator



There are few more glorious sights in all the realms than the thunderous charge of the God-King's Extremis Chambers. Even the daemon legions know of the Hammers Draconis.

Lord-Celestant on Stardrake





CELESTIAL SPLENDOUR

Stormcast Eternals can be gathered into martial formations of many kinds, with large conclaves and smaller strike forces known as brotherhoods being amongst the most common. There are many ways to collect a Stormcast force, and this spread offers one example of how an army of Sigmar can be amassed for war.

When collecting a Warhammer Age of Sigmar army, it's a good idea to have a plan. How you decide which units to include in your Stormcast Eternals army might be based on the look of the models, how you envision them performing during a tabletop battle, or could follow a narrative found in a battletome or even one of your own invention. There is no single right way to collect your army, only the way you deem best. The goal is the same – to field a battle-ready force of Stormcast Eternals ready for action! Here is how we assembled the collection shown below.

The leader of this army is Aventis Firestrike, who was chosen for two main reasons. First, we love the majestic pose of this centrepiece model. Secondly, he is a powerful leader that can hurl deadly spells and bolster the abilities of the rest of the army. When combined with the meteoric charge of his steed Loithar, his abilities make him a formidable opponent for whatever enemy leaders he may come up against.

The Knights-Incantor give the army two additional strong magical presences – with one using the Lore of Invigoration and the other using the Lore of the Storm, they can support their kindred whilst blasting apart the smaller units of the enemy.

The core of this army is comprised of two units of Liberators – these form the army's 'anvil'. They can absorb damage dealt out by the foe while the army's more aggressive troops deliver the hammer blow elsewhere. With the Judicators and Castigators behind them, they can also anchor the brotherhood's firebase, ensuring these ranged troops are able to take their maximum toll.



The winged Prosecutors in this force are fast-moving flying units, and they too pack a punch. They excel at swiftly claiming objectives, and also harrying and destroying enemy flanking units – as well as those heroes foolish enough to stray into their sights.

This army's already formidable shooting power is taken to the next level with the inclusion of the Hailstorm Battery. The Celestar Ballista provides the army with serious artillery support while their Castigator kinsmen rain magical firepower upon those that get too close. Guided by the Lord-Ordinator, these devastating units can cut down the opponent's leaders and behemoths through weight of firepower alone, changing the course of a battle in moments.

The Cleansing Phalanx is the final piece of the puzzle. This was included not only because we love the sight of massed units of Evocators on Dracolines, but also because these units are fully capable of going toe-to-toe with elite enemy units. Their charge, when empowered with the magic of the Evocators and the Knight-Incantor, can tear out the heart of the foe in a single devastating round. The Sequitors, along with the rest of the line infantry, will take down any units that escape that deadly onslaught.

As a whole, this brotherhood of Stormcast Eternals presents a collector and painter with a great variety of hard-hitting, heavily armoured troops, as well as a competitive tabletop force with many exciting gaming options.

1. Aventis Firestrike, Magister of Hammerhal
2. Knight-Incantor
3. Knight-Incantor
4. Liberators
5. Liberators
6. Judicators
7. Judicators
8. Castigators
9. Prosecutors
10. Prosecutors

CLEANSING PHALANX
11. Evocators on Dracolines
12. Evocators on Dracolines
13. Sequitors
14. Sequitors

HAILSTORM BATTERY
15. Castigators
16. Celestar Ballista
17. Celestar Ballista
18. Lord-Ordinator



PAINTING YOUR STORMCAST ETERNALS

Whether you have never painted a Citadel Miniature in your life or are a master of the brush with decades of experience, the prospect of painting a Stormcast Eternals army offers an exciting challenge. On the following pages you will find stage-by-stage guides to get you started, with tips and examples from the experts.

There is nothing like the sight of a fully painted army of Citadel Miniatures. There is real satisfaction to be had in adding colour to your collection, teasing out the finely sculpted details, making your miniatures your own, and creating a unified force. After all, one painted model looks great, but an entire army brought together through shared colours, iconography and heraldry is even more fantastic. There is also immense gratification in watching your collection grow as you add each new painted figure to the ranks of the finished models.

There's no right or wrong way to go about painting your collection of miniatures. Some people revel in treating each miniature as a work of art, lavishing attention on every millimetre of every model and painstakingly crafting scenic bases. Others prefer a far simpler approach with basic but consistent paint jobs that allow them to quickly complete legions of finished warriors. And, of course, there is plenty of middle ground for those that enjoy painting their troops but want to devote special attention to key figures such as heroes, war machines and monsters. Again, there is no one way to paint, just the way that works best for you. In the end, the goal is to field a fully painted force of Stormcast Eternals on the tabletop – and with many heroic and statuesque warriors in its midst, replete with gleaming raiments of war, a Stormcast Eternals army can be truly awe-inspiring.

Before painting your models, you'll first need to assemble them. To begin with, we recommend you follow the advice given in the construction booklet provided with your models, but as your confidence grows you may want to customise your miniatures by combining different weapons and modifying their poses.

Next, you can choose a paint scheme. Many of the most famous Stormhosts are shown on the following pages and in the art throughout this book, but of course it is also possible to create your own. Which Stormhost you choose can influence the character of your army as well as its abilities (see page 117).

The Citadel Paint System takes the guesswork out of painting, and uses several different formulations of paint to best match different techniques. The paints are used in a set sequence, and each enhances the underlying colour to produce a spectacular finished effect. Once you have grasped the basic techniques, you will find such results are well within reach.

The first paint you'll apply is called the undercoat. Supplied in spray cans, it's formulated to provide a smooth, even surface for the colours that follow. Once it has dried, you can break out your brushes and start bringing your miniature to life. The following stage-by-stage guides present the colours and techniques we used to paint the Stormhosts, but there are no 'rules' as to the colours you can use for your own miniatures – the Mortal Realms are a limitless canvas; so it's entirely up to you.



Base paints contain a high percentage of pigment, and deliver bold, intense colour that provides the foundation for the paint scheme. Neat basecoats are key to a great-looking miniature, and two thin coats are almost always better than one thick coat.



Shade paints are almost the consistency of ink, and are designed to run into the model's recesses to create depth and contrast. They are usually applied all over an area as a wash, or painted directly into recesses such as the gaps between armour plates.



Dry paints are applied using a technique called drybrushing, which involves passing a very lightly loaded brush rapidly across the model to apply a dusting of colour to the raised details. It's a very quick way of adding highlights to a miniature.



Layer paints are brighter colours than Base paints, and have a smoother consistency. They are usually applied all over an underlying Base colour to achieve a more vibrant hue, or are painted in focused lines along raised areas and edges as highlights.

WARHAMMER TV

Warhammer TV's painting tutorials have insights for everyone, as they show you how to paint Citadel Miniatures from start to finish. The guides are available for free on games-workshop.com, and can also be watched via the Warhammer TV YouTube channel. Why not take a moment to check them out?

PAINTING FEATURES

The basics of painting Stormcast Eternals are many and varied depending on the Stormhost you have chosen – these are detailed on the following pages. However, there will be elements in common no matter which Stormhost you choose. Here are a few helpful tips for features that will recur in most paint schemes.

WEAPON EFFECTS



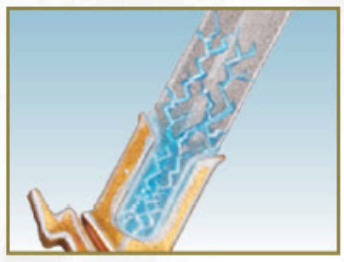
Use Lahmian Medium to thin Temple Guard Blue to create a glowing effect on details like this star.



Apply a glaze of Guilliman Blue over Runefang Steel, then touch up the edges with Runefang Steel.



Use a Celestra Grey base, alternating patches of Coelia Greenshade, then highlights of White Scar.



Apply Thousand Sons Blue to create lightning, then thin lines of Temple Guard Blue and White Scar.

FUR CLOAKS



Over a base of Abaddon Black, carefully drybrush Dark Reaper, then Administratum Grey.



Use an XV88 base with Agrax Earthshade. Drybrush Balor Brown and Screaming Skull.



Apply a Zandri Dust base. Layer Ushabti Bone with a shade of Seraphim Sepia. Drybrush Wrack White.



Use Gorthor Brown, then Karak Stone in the middle, add a Rhinox Hide pattern, and then Longbeard Grey.

PHIALS, GLASS AND GEM-LIKE ARTEFACTS



Paint a Russ Grey base with Nuln Oil. Add edge highlights of Fenrisian Grey and Ulthuan Grey.



Use a Celestra Grey base with Guilliman Blue glaze. Pick out the edges with Ulthuan Grey highlights.



Apply an Abaddon Black base, then Mephiston Red. Use Trollslayer and Yriel Yellow edge highlights.

VARNISH TIPS

Use 'Ardcoat as a glossy varnish – but remember to only apply it to the glassy or gemstone-like textures rather than the metallic parts that surround them. This gives a glass-like sheen.

SHIELD DESIGNS



Pick points at the top and bottom, then lightly trace lines using a pencil to create your design.



This design was filled with Mephiston Red. Make sure to cover over the pencil lines carefully.



This chevron design represents the twin-tailed comet, icon of the God-King Sigmar.



Shield patterns are symbolic. Red can represent blood, and blue the Realm of Heavens.

PLUMES

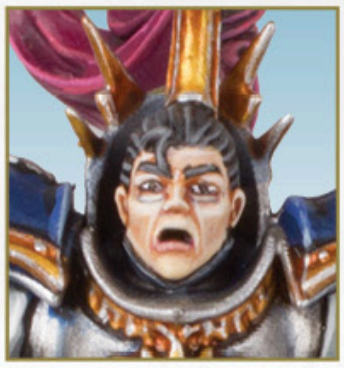


Apply Mephiston Red, a Nuln Oil shade, then drybrush Evil Sunz Scarlet and Fire Dragon Bright.

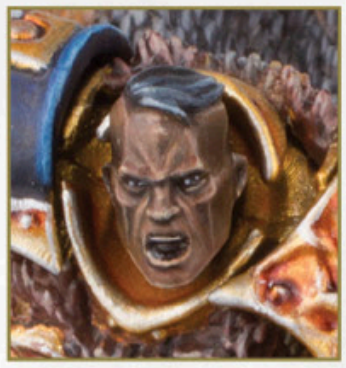


Use a Screamer Pink base, Nuln Oil shade, then Pink Horror and Emperor's Children edge highlights.

FACES

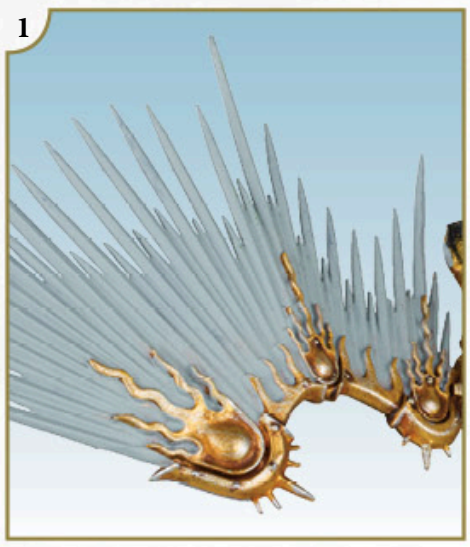


Use Kislev Flesh, Reikland Fleshshade, Kislev Flesh to tidy up, and then Flayed One Flesh to highlight.

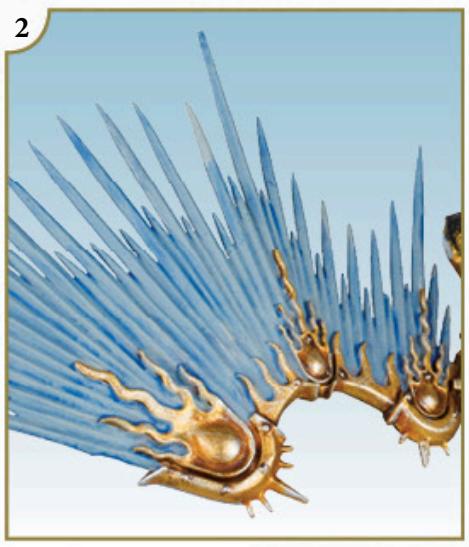


Use Rhinox Hide, then a Doombull Brown layer, Tuskgor Fur and Cadian Fleshtone highlights.

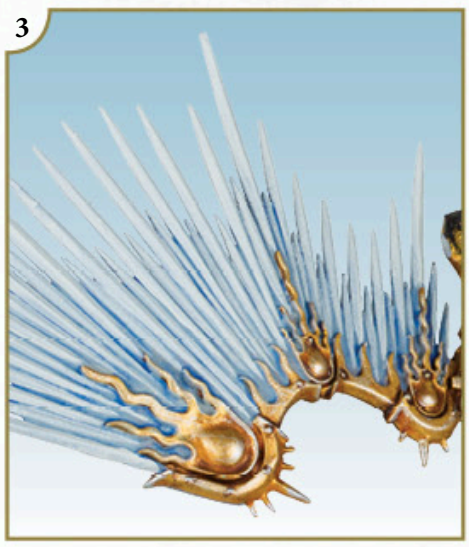
PROSECUTOR WINGS



Apply a Celestra Grey basecoat to the wing rays, being careful not to stray onto the finished armoured areas.



Then apply a one-to-one mix of Drakenhof Nightshade and Lahmian Medium. This creates a more translucent coat that is easier to layer over, and gives a radiant glow effect.

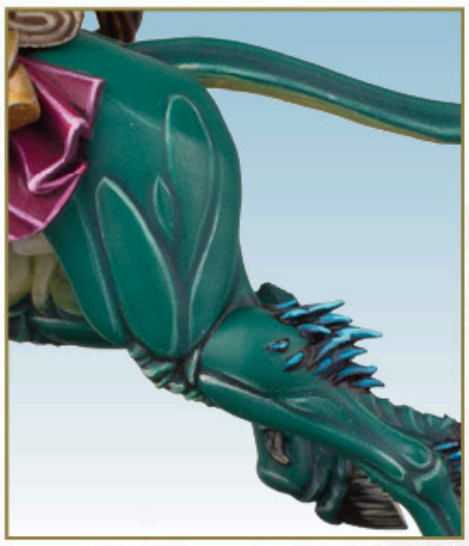


Layer the wing rays with Ulthuan Grey, being careful not to get any paint in the recesses. Brush along each ridge to get a nice clean finish.

BEAST FLESH



Use a Jokaero Orange base, followed by a layer of Tau Light Ochre, then Reikland Fleshshade in the recesses, followed by an edge highlight of Screaming Skull.



Apply a coat of Incubi Darkness, then Kabalite Green, leaving the basecoat visible in the recesses. Then paint successive highlights of Sybarite Green and Krieg Khaki.



Use Celestra Grey followed by Coelia Greenshade and Ulthuan Grey. For the lower leg, apply a Thunderhawk Blue layer, a Nuln Oil shade, and Russ Grey highlights.

FEATHERS



Use Ulthuan Grey, then Drakenhof Nightshade, an Ulthuan Grey layer and White Scar highlights.



Apply Kabalite Green, Abaddon Black and Sotek Green to create a varied effect.

FACIAL DETAILS

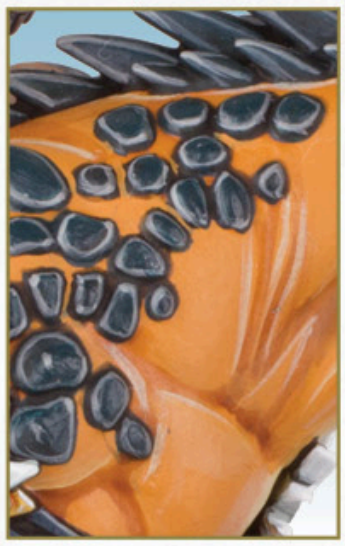


For the beak, apply XV88, Agrax Earthshade, Tau Light Ochre and Screaming Skull.



For the eye, base Abaddon Black, layer Temple Guard blue, then apply Abaddon Black for the pupil slit.

SCALES

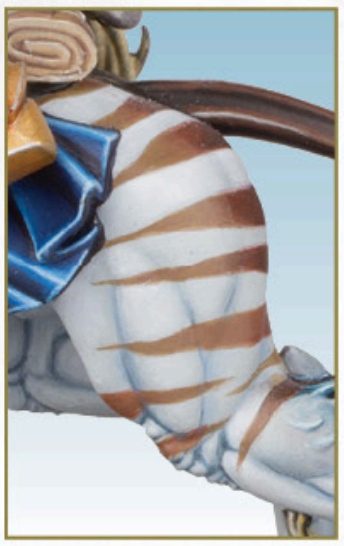


Use an Incubi Darkness base, then Dawnstone and Administratum Grey edge highlights.



Use Stegadon Scale Green, Coelia Greenshade, then Sotek Green and Temple Guard Blue highlights.

PATTERNS



Plan your pattern out on a piece of paper first. Use inspiration from the natural world to design it.

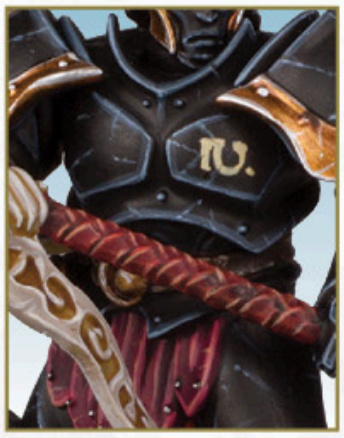


Carefully apply the paints in multiple thin layers, tidying up with the basecoat if you need to.

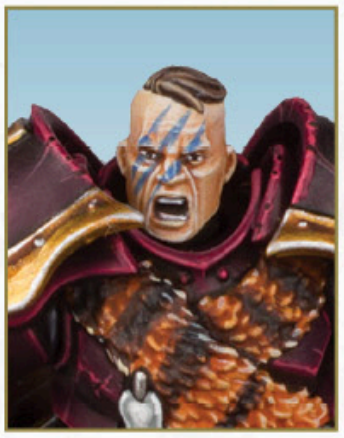
MARKS OF BATTLE



For a distressed and battle-scarred appearance on lighter armour, first use a contrasting Layer paint to create the shape of the mark. Inside this apply a small inset of darker paint to create the effect of an indentation.



For a similar effect on darker armour, use lighter Layer paints one after another to create thin lines. These give the effect of scratch marks upon the armour. For example, use Dark Reaper followed by Fenrisian Grey.



To create a war paint design like this stylised claw mark, first carefully apply Calgar Blue in three parallel lines that taper at each end, then highlight these with flesh highlight colours to create a natural finish.



To replicate battlefield mud, blend dark brown and light brown paints using a stippling technique and an M Dry brush. For blood and gore, apply splatter marks of Blood for the Blood God to armour and robes.

STEP-BY-STEP STORMHOSTS

HAMMERS OF SIGMAR

1



After carefully clipping your model from its sprue and assembling it with Citadel Plastic Glue, undercoat it with Chaos Black Spray.

2



Use Retributor Armour and Kantor Blue for armour, shield and tassets, Leadbelcher for hammer and tabard, and Screamer Pink for the hafts.

3



Apply Reikland Fleshshade over gold, Drakenhof Nightshade over blue, Nuln Oil over silver and Druchii Violet over pink.

HALLOWED KNIGHTS

1



After carefully clipping your model from its sprue and assembling it with Citadel Plastic Glue, undercoat it with Chaos Black Spray.

2



Use Leadbelcher for silver, Retributor Armour for gold, Kantor Blue for blue areas, Celestra Grey for the lightning icon, and Rhinox Hide for the tassets.

3



For the shading step, use Drakenhof Nightshade on the silver, Reikland Fleshshade on the gold, and Agrax Earthshade on the tassets.

CELESTIAL VINDICATORS

1



After carefully clipping your model from its sprue and assembling it with Citadel Plastic Glue, undercoat it with Macragge Blue Spray.

2



Basecoat the entire model with Sotek Green. Apply several thinned-down layers of paint rather than one thick one to get an even finish.

3



Apply Retributor Armour for gold, Leadbelcher for silver, Celestra Grey for pauldrons, Screamer Pink for hafts and Rakarth Flesh for the scroll.

4



Use the following Layer paints to edge highlight the raised areas: Auric Armour Gold, Altdorf Guard Blue, Leadbelcher and Cadian Fleshtone.

5



Highlight the raised edges further with Fenrisian Grey for the blue areas and Runefang Steel for the gold and silver areas.

6



Paint the base with Steel Legion Drab. After applying PVA glue to the top, cover it with Citadel Sand, and glue on a few Middenland Tufts.

4



Edge highlight with Ironbreaker, Auric Armour Gold, Altdorf Guard Blue, White Scar and Doombull Brown.

5



For the next edge highlights, use Runefang Steel (for gold and silver), Fenrisian Grey and Deathclaw Brown.

6



Paint the base with Steel Legion Drab. After applying PVA glue to the top, cover it with Citadel Sand, and paint it to look like scorched earth.

4



Shade Coelia Greenshade on armour, Reikland Fleshshade on gold, Nuln Oil on the hafts and silver, and Seraphim Sepia on the scroll.

5



Apply edge highlights of Temple Guard Blue, Runefang Steel, Ulthuan Grey, Pink Horror and Pallid Wych Flesh.

6



Paint the base with Steel Legion Drab. After applying PVA glue to the top, cover it with Citadel Sand, and glue on a few Middenland Tufts.

ANVILS OF THE HELDENHAMMER

1



After carefully clipping your model from its sprue and assembling it with Citadel Plastic Glue, undercoat it with Chaos Black Spray.

2



Use Retributor Armour for gold, Khorne Red for tassets, Macragge Blue for tabard trim, Rhinox Hide for leather, and Celestra Grey for icon.

3



Use Reikland Fleshshade to shade the gold, Druchii Violet on the tassets, and Nuln Oil on the tabard trim.

KNIGHTS EXCELSIOR

1



After carefully clipping your model from its sprue and assembling it with Citadel Plastic Glue, undercoat it with Corax White Spray.

2



Use Retributor Armour for gold, Leadbelcher for silver, Kantor Blue for blue, Screamer Pink for hafts, and Khorne Red for tassets.

3



Shade with Seraphim Sepia for white armour, Reikland Fleshshade for gold, Nuln Oil for blue and silver, and Druchii Violet for hafts and tassets.

CELESTIAL WARBRINGERS

1



After carefully clipping your model from its sprue and assembling it with Citadel Plastic Glue, undercoat it with Chaos Black Spray.

2



Use Screamer Pink for the armour, Balthasar Gold for gold, Celestra Grey for white, Macragge Blue for tabard trim, and Abaddon Black for leather.

3



Shade with Druchii Violet for the armour, Reikland Fleshshade for the gold, and Nuln Oil for the tabard and shield markings.

4



For the first set of highlights use Dark Reaper on the black armour, Auric Armour Gold, Wazdakka Red, Altdorf Guard Blue, and White Scar.

5



For the second highlights, use Fenrisian Grey, Runefang Steel, Wild Rider Red, Calgar Blue and Skrag Brown.

6



Paint the base with Steel Legion Drab. After applying PVA glue to the top, cover it with Citadel Sand, and glue on a few Middenland Tufts.

4



Layer highlights of Pallid Wych Flesh, Auric Armour Gold, Ironbreaker, Calgar Blue, and Pink Horror.

5



For the edge highlights use White Scar, Runefang Steel (for gold and silver), and Emperor's Children for hafts and tassets.

6



Paint the base with Steel Legion Drab. After applying PVA glue to the top, cover it with Citadel Sand, and paint it to look like scorched earth.

4



For the first edge highlight, use Pink Horror, Gehenna's Gold, Ulthuan Grey, Altdorf Guard Blue, and Dark Reaper.

5



For the second edge highlight, use Emperor's Children, Runefang Steel, White Scar, Calgar Blue, and Administratum Grey.

6



Paint the base with Steel Legion Drab. After applying PVA glue to the top, cover it with Citadel Sand, and paint it to look like scorched earth.

TEMPEST LORDS

1



After carefully clipping your model from its sprue and assembling it with Citadel Plastic Glue, undercoat it with Chaos Black Spray.

2



Use Kantor Blue for blue, Retributor Armour for gold, Leadbelcher for silver, Celestra Grey for white, and Khorne Red for tassets.

3



Shade with Drakenhof Nightshade for armour and shield markings, Reikland Fleshshade for gold, and Nuln Oil for silver and tassets.

OTHER STORMHOSTS

Many of the Stormhosts featured in this book – and likely many of your own invention – will have colours in common with those depicted in the painting guides in this section. By simply adjusting a few of the colours and mixing and matching techniques you can find painting solutions for hundreds of other Stormhosts.

ASTRAL TEMPLARS



- You can paint the Astral Templars using the Celestial Warbringers painting guide on pages 112-113, but change the inlay of the pauldron and the flat of the shield to a Screamer Pink base with a Nuln Oil wash. Then use Screamer Pink to tidy the model up and give a thicker edge highlight, then apply thinner edge highlights of Pink Horror and Emperor's Children.

- Paint the tassets Abaddon Black, with a thick Dark Reaper edge highlight, then thinner edge highlights of Thunderhawk Blue and Fenrisian Grey.

- Use the standard Stormcast Eternals shields to mark your model as an Astral Templar. As Astral Templars are more savage than most, it would be appropriate to use pelts, furs and bare heads for this Stormhost. They might also have battle damage such as claw scars and tooth marks.

KNIGHTS OF AZYR



- You can paint the Knights of Azyr using the Tempest Lords painting guide above, but use Calgar Blue instead of Lothern Blue for the final edge highlight.

- Paint the tassets Khorne Red, with a Nuln Oil wash. Then use Evil Sunz Scarlet for the first edge highlight and Fire Dragon Bright for the second.

- Paint the trim on the pauldrons and the inner part of the tabard with a base of Retributor Gold and a shade of Reikland Fleshshade. Then use a layer of Auric Armour Gold, and a final edge highlight of Stormhost Silver. For tabard's trim, use Ushabti Bone with a Seraphim Sepia wash. Then add edge highlights of Screaming Skull and Pallid Wych Flesh.

4



For the first set of edge highlights, carefully apply Alaitoc Blue, Ironbreaker, Ulthuan Grey, and Wazdakka Red.

5



For the second edge highlights, use Lothern Blue, Runefang Steel (for gold and silver), White Scar, and Wild Rider Red.

6



Paint the base with Steel Legion Drab. After applying PVA glue to the top, cover it with Citadel Sand, and glue on a few Middenland Tufts.

FISTS OF SIGMARITE



- You can paint the Fists of Sigmarite using the Hammers of Sigmar painting guide on pages 110-111, but change the pauldron inlay and flat of the shield from Kantor Blue to Abaddon Black, highlighting the black with Mechanicus Standard Grey and Administratum Grey.
- Paint the tabard trim with Stegadon Scale Green, then highlight with Sotek Green and Temple Guard Blue.
- The shield on this Liberator is from the Celestial Warbringers Upgrades kit, but painted with the same colour scheme as the rest of the model.

KNIGHTS OF THE AURORA



- Paint the gold using the Hammers of Sigmar guide on pages 110-111. For the teal colour, use Incubi Darkness as a base, followed by a Nuln Oil shade, then a Kabalite Green edge highlight and a Sybarite Green second edge highlight.
- For the silver armour, use a Leadbelcher base, then a Coelia Greenshade shade. Then use an Ironbreaker layer highlight and a Runefang Steel edge highlight.
- Paint the tassets Rhinox Hide, followed by Doombull Brown, then Cadian Fleshtone for the final edge highlight.

FORCES OF SIGMAR

This battletome contains all of the rules you need to field your Stormcast Eternals miniatures on the battlefields of the Mortal Realms, from a host of exciting allegiance abilities to a range of warscrolls and warscroll battalions. The rules are split into the following sections.

ALLEGIANCE ABILITIES
This section describes the allegiance abilities available to a Stormcast Eternals army. The rules for how to use the following allegiance abilities can be found in the core rules.

BATTLE TRAITS
Abilities available to every unit in a Stormcast Eternals army (pg 117).

COMMAND TRAITS
Abilities available to the general of a Stormcast Eternals army if it is a **HERO** (pg 118).

ARTEFACTS OF POWER
Artefacts available to **HEROES** in a Stormcast Eternals army (pg 118-121).

SPELL LORES
Spells available to **WIZARDS** in a Stormcast Eternals army (pg 122).

The following unique allegiance abilities are also available to a Stormcast Eternals army. The rules for how to use these allegiance abilities can be found on the relevant pages.

PRAYERS
Prayers available to **PRIESTS** in a Stormcast Eternals army (pg 123).

MOUNT TRAITS
Traits for the mounts ridden by **HEROES** in a Stormcast Eternals army (pg 124-125).

STORMHOSTS
Abilities for eight of the most famous Stormhosts in Sigmar's legions (pg 126-133). These rules can be used by units in a Stormcast Eternals army that have been given the appropriate keyword (see the Stormhosts Battle Trait, opposite).

BATTLEPLANS
This section includes new narrative battleplans that can be played with a Stormcast Eternals army.

Battleplan: Avenging Strike is a narrative battleplan that enables you to manifest the full wrath of the Stormcast Eternals as they surround and obliterate the enemies of Sigmar (pg 134).

Battleplan: In Sigmar's Name is a narrative battleplan that allows you to field a force of Stormcast Eternals battling to hold back a marauding enemy army from an otherwise defenceless settlement (pg 136).



PATH TO GLORY
This section contains rules for using your Stormcast Eternals collection in Path to Glory campaigns (pg 138-142).

WARSCROLLS
This section includes all of the warscrolls you will need to play games of Warhammer Age of Sigmar with your Stormcast Eternals miniatures.

There are three types of warscroll included in this section:

WARSCROLL BATTALIONS
These are formations made up of several Stormcast Eternals units that combine their strengths to gain powerful new abilities (pg 144-155).

WARSCROLLS
A warscroll for each unit is included here. The rules for using a Stormcast Eternals unit, along with its characteristics and abilities, are detailed on its warscroll (pg 156-189).

ENDLESS SPELL WARSCROLLS
There are three endless spell warscrolls that detail the rules for unique and powerful spells that can be summoned by **STORMCAST ETERNAL WIZARDS** (pg 189-190). The rules for playing games with endless spells can be found in the *Warhammer Age of Sigmar Core Book*, and in *Warhammer Age of Sigmar: Malign Sorcery*.

PITCHED BATTLE PROFILES
This section contains Pitched Battle profiles for the units, warscroll battalions and endless spells in this book (pg 191-192).

ALLIES
This section has a list of the allies a Stormcast Eternals army can include (pg 192).

ALLEGIANCE ABILITIES

BATTLE TRAITS

LEGENDS OF THE LIVING TEMPEST

SCIONS OF THE STORM

Sigmar's finest warriors strike as if from nowhere, the building storm heralding their arrival.

Instead of setting up a **STORMCAST ETERNAL** unit on the battlefield, you can place it to one side and say that it is set up in the Celestial Realm as a reserve unit. You can set up one reserve unit in the Celestial Realm for each unit you have set up on the battlefield. At the end of your movement phase, you can set up one or more of the reserve units in the Celestial Realm on the battlefield, more than 9" from any enemy units. Any reserve units in the Celestial Realm that are not set up on the battlefield before the start of the fourth battle round are slain.

SHOCK AND AWE

When the Stormcast Eternals arrive to reinforce their allies, their sudden appearance strikes terror into the hearts of the enemies of Sigmar.

Subtract 1 from hit rolls for attacks that target friendly **STORMCAST ETERNAL** units that were set up on the battlefield during the same turn.

STORMHOSTS

The Stormhosts of Azyr are numerous, and each one has its own methods of waging war.

If your army is a Stormcast Eternals army, you can give it a Stormhost keyword. All **STORMCAST ETERNAL** units in your army gain that keyword. If a model already has a Stormhost keyword, it cannot gain another one, but this does not prevent other units in your army from having a different Stormhost keyword. You can either choose one of the Stormhosts listed below, or choose another Stormhost you've read about or created yourself. If you choose one from the list below, all units with that keyword benefit from the extra abilities listed for that Stormhost on the page indicated. If you choose a different Stormhost, simply pick the Stormhost that most closely matches the nature of your own Stormhost.

- **HAMMERS OF SIGMAR** (pg 126)
- **HALLOWED KNIGHTS** (pg 127)
- **CELESTIAL VINDICATORS** (pg 128)
- **ANVILS OF THE HELDENHAMMER** (pg 129)
- **KNIGHTS EXCELSIOR** (pg 130)
- **CELESTIAL WARBRINGERS** (pg 131)
- **TEMPEST LORDS** (pg 132)
- **ASTRAL TEMPLARS** (pg 133)

COMMAND TRAITS

ASPECTS OF AZYR

D6	Command Trait
1	**Shielded by Faith:** *This warrior's faith allows them to shrug off the most grievous injuries.* Roll a dice each time you allocate a mortal wound to this general. On a 5+ that mortal wound is negated.
2	**Consummate Commander:** *This general directs their forces with supernatural flair.* If this general is on the battlefield at the start of your hero phase, roll a dice. On a 4+ you receive 1 extra command point.
3	**Cunning Strategist:** *This general primes their forces to strike at just the right moment.* After set-up is complete, but before the battle begins, D3 friendly **STORMCAST ETERNAL** units can move up to 5".
4	**Zealous Crusader:** *There is very little that can stand between this general and their hated foe.* You can re-roll charge rolls for this general.
5	**Staunch Defender:** *The general holds their ground, never taking a backward step.* Add 1 to save rolls for attacks that target friendly **STORMCAST ETERNAL** units wholly within 9" of this general if that **STORMCAST ETERNAL** unit has not made a charge move in the same turn.
6	**Champion of the Realms:** *This general is deadly with their favoured weapon.* Pick one of this general's melee weapons. Add 1 to the Attacks characteristic of that weapon.

ARTEFACTS OF POWER

STORM-FORGED WEAPONS

D6	Artefact of Power
1	**Strife-ender:** *This sigmarite weapon has been designed to liberate the oppressed from evil.* Pick one of the bearer's melee weapons. Add 1 to the Attacks characteristic of that weapon. Add 2 instead while all of that weapon's attacks target a **CHAOS** unit.
2	**Blade of Heroes:** *No task seems insurmountable to the warrior who wields this shining blade.* Pick one of the bearer's melee weapons. You can re-roll failed hit rolls for attacks made with that weapon that target a **HERO** or **MONSTER**.
3	**Hammer of Might:** *This weapon unleashes a thunderclap that can shatter every bone in the victim's body.* Pick one of the bearer's melee weapons. If the unmodified wound roll for an attack made with that weapon is 6, double the Damage characteristic of that weapon for that attack.
4	**Fang of Dracothion:** *This weapon is blessed by the godbeast Dracothion. Its void-cold blade burns those it touches.* Pick one of the bearer's melee weapons. You can re-roll wound rolls of 1 for attacks made with that weapon.
5	**Obsidian Blade:** *The edge of this dark blade is so sharp it can cut bone like butter.* Pick one of the bearer's melee weapons. Improve the Rend characteristic of that weapon by 1.
6	**Gift of the Six Smiths:** *Some Stormcast Eternals, when reforged after a truly valorous death, find their weapons remade even deadlier than before.* Pick one of the bearer's melee weapons. Once per turn, you can re-roll one failed hit roll or one failed wound roll for attacks made with that weapon.

HEAVEN-WROUGHT ARMOUR

D6	Artefact of Power
1	**Armour of Destiny:** *This plate mail is blessed by fate.* Roll a dice each time you allocate a wound or mortal wound to the bearer. On a 6+, that wound or mortal wound is negated.
2	**Armour of Silvered Sigmarite:** *Shining with a sacred aura, this armour gleams so bright it can dazzle the enemy.* Subtract 1 from hit rolls for attacks made with melee weapons that target the bearer.
3	**Drakescale Armour:** *A guardian spirit lives on in this armour's iron-hard scales, protecting the bearer against the mightiest strikes.* You can re-roll failed save rolls for attacks that target the bearer that have a Damage characteristic greater than 1 (i.e. 2, D3 etc).
4	**Mirrorshield:** *This shield reflects the sun's rays in questing beams that seek out the eyes of enemy archers.* Subtract 2 from hit rolls for attacks made with missile weapons that target the bearer.
5	**Spellshield:** *The bearer of this shield can use it to smash aside eldritch energies as if they were physical blows.* The bearer can attempt to unbind 1 spell in each enemy hero phase in the same manner as a **WIZARD**. If the bearer is already a **WIZARD**, they can attempt to unbind 1 extra spell in each enemy hero phase.
6	**Featherfoe Torc:** *This torc strikes primal fear into winged enemies.* Re-roll successful hit rolls for attacks that target the bearer made by models that can fly.

ARTEFACTS OF THE TEMPEST

D6	Artefact of Power
1	**Talisman of Endurance:** *The bearer of this powerful item never tires in their execution of the God-King's will.* Add 1 to the bearer's Wounds characteristic.
2	**Obsidian Amulet:** *This amulet absorbs magical energy like a surgeon's sponge soaks up blood.* Each time the bearer is affected by a spell or endless spell, roll a dice. On a 4+ ignore the effects of that spell on the bearer.
3	**Luckstone:** *Some say the Luckstone is so redolent with good fortune it survived the death of the world-that-was.* Once per battle, you can change one hit, wound or save roll, or one roll that randomly determines a Damage characteristic, to the roll of your choice. The roll must be for an attack made by the bearer, or a save roll for an attack that targets the bearer.
4	**Seed of Rebirth:** *This seed-shaped gem was a gift from the goddess Alarielle.* In your hero phase, roll a dice for the bearer. On a 4+ heal 1 wound allocated to the bearer.
5	**Sigmarite Pendant:** *This pendant is imbued with potent spells of vengeance.* If the bearer is slain by wounds or mortal wounds inflicted by an enemy unit, roll a dice. On a 4+ that enemy unit suffers D6 mortal wounds.
6	**Quicksilver Draught:** *This potion lends uncanny speed to those who imbibe it.* Once per battle, at the start of the combat phase, the bearer can drink this potion. If they do so, the bearer fights at the start of that combat phase, before the players start picking any other units to fight in that combat phase.

TREASURED STANDARDS

STORMCAST ETERNAL HERO with a **TOTEM** only.

D3	Artefact of Power
1	**Hurricane Standard:** *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.* You can re-roll run and charge rolls for friendly **STORMCAST ETERNAL** units wholly within 12" of the bearer at the start of the phase in which the roll is made.
2	**Lichebone Standard:** *Incorporating a femur blessed by the Great Necromancer, this banner can instil vigour in even a mortally wounded warrior.* At the start of your hero phase, you can heal 1 wound allocated to each friendly **STORMCAST ETERNAL** unit wholly within 9" of the bearer.
3	**Pennant of Sigmaron:** *The steel in the soul of those near this standard is all but unbending, even in dire peril.* If a friendly **STORMCAST ETERNAL** unit wholly within 24" of the bearer fails a battleshock test, roll a dice. On a 2+ only one model flees from that unit.

MYSTIC LIGHTS

LORD-CASTELLANT, **LORD-VERITANT** or **KNIGHT-AZYROS** only.

D3	Artefact of Power
1	**Shriving Light:** *The redemptive light of Sigendil beams outwards, sapping the will of evil men.* Subtract 1 from the Bravery characteristic of enemy units while they are within 6" of the bearer. Subtract 2 from the unit's Bravery characteristic instead if it has the **CHAOS** keyword.
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, you can pick 1 melee weapon used by a **STORMCAST ETERNAL HERO** within 6" of the bearer. Add 1 to the Attacks characteristic of that melee weapon until your next hero phase.
3	**Lantern of the Tempest:** *This lantern emits the crackling, blinding glare of a caged lightning storm.* Re-roll unmodified hit rolls of 6 for attacks made with missile weapons that target friendly **STORMCAST ETERNAL** units wholly within 12" of the bearer.

CELESTIAL STAVES

LORD-ARCANUM or **KNIGHT-INCANTOR** only.

D3	Artefact of Power
1	**Staff of Focus:** *Imbued with the energies of Azyr, this staff assists its bearer in channelling the destructive power of the storm.* Once per battle, in your hero phase, the bearer can use this artefact. If they do so, add 1 to casting rolls for the bearer until the end of that phase. In addition, if the bearer casts a spell that inflicts any mortal wounds during that phase, add 1 to the number of mortal wounds inflicted on each unit that the spell affects.
2	**Mindlock Staff:** *The head of this stave can mesmerise enemy spellcasters, leaving them unable to formulate coherent thoughts.* Once per battle, at the start of the enemy hero phase, you can pick an enemy **WIZARD** with 12" of the bearer. That **WIZARD** cannot cast any spells that phase.
3	**Staff of Azyr:** *This staff glows brightly whenever celestial energy is channelled through it, blinding the enemies of Sigmar.* In your hero phase, if the bearer successfully casts any spells that are not unbound, subtract 1 from hit rolls for attacks that target the bearer until your next hero phase.

SCROLLS OF POWER

LORD-ARCANUM or **KNIGHT-INCANTOR** only.

D3	Artefact of Power
1	**Scroll of Unravelling:** *As the wizard reads from this scroll, enemy spellcasters find their spells unravelling.* Once per battle, at the start of the enemy hero phase, the bearer can use this artefact. If they do so, in that hero phase, enemy casting rolls that are equal to the spell's casting value are unsuccessful and the caster suffers D3 mortal wounds.
2	**Scroll of Condemnation:** *This scroll lists the names of those who have been judged unworthy.* Once per battle, in your hero phase, the bearer can use this artefact. If they do so, pick an enemy **HERO** within 12" of the bearer. Until the end of that turn, add 1 to wound rolls for attacks made by friendly **STORMCAST ETERNALS** that target that model.
3	**Storm Scroll:** *Reading aloud from the scroll, the wizard causes Sigmar's storm to roil and lash out at the battlefield the ground with anger.* Once per battle, in your hero phase, the bearer can use this artefact. If they do so, pick up to 6 different enemy units on the battlefield, and give each of them a different number from 1 to 6. Then roll a dice. If there is a unit whose number is the same as the roll, that unit suffers D6 mortal wounds.

SPELL LORES

You can choose or roll for one spell from one of the following tables for each **WIZARD** in a Stormcast Eternals army.

LORE OF THE STORM

Cannot be cast by units of **EVOCATORS**.

D6 Spell

1 Lightning Blast: *The wizard unleashes pent-up storm energy into the foes of Sigmar.*

Lightning Blast has a casting value of 5. If successfully cast, the closest enemy unit that is visible to the caster suffers D3 mortal wounds. If more than one enemy unit visible to the caster is equally close, you can pick which unit is affected.

2 Starfall: *Gazing to the Heavens, the wizard drags fragments of its power down to rain upon the enemy.*

Starfall has a casting value of 5. If successfully cast, pick a point on the battlefield within 12" of the caster that is visible to them. Roll a dice for each enemy unit within 3" of that point. On a 4+ that unit suffers 1 mortal wound.

3 Thundershock: *Gathering the power of Sigmar's storm into themselves, the wizard unleashes this energy as a roiling wave of pure force.*

Thundershock has a casting value of 6. If successfully cast, roll a dice for each enemy unit within 6" of the caster that is visible to them. On a 4+ that unit suffers 1 mortal wound. In addition, subtract 1 from hit rolls for attacks made by that unit until your next hero phase.

4 Azyrite Halo: *This circlet of Azyrite power lashes out at the enemies of the faithful.*

Azyrite Halo has a casting value of 5. If successfully cast, pick a friendly **STORMCAST ETERNAL** unit wholly within 12" of the caster that is visible to them. Until your next hero phase, each time you make an unmodified save roll of 6 for that unit, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

5 Chain Lightning: *The wizard channels a torrent of lightning that leaps from foe to foe.*

Chain Lightning has a casting value of 7. If successfully cast, pick an enemy unit within 24" of the caster that is visible to them. That unit suffers D3 mortal wounds. Then, roll a dice for each enemy unit within 3" of the first. On a 4+, that unit suffers 1 mortal wound.

6 Stormcaller: *The storm overhead thickens, bolts of lightning crashing down into the enemy ranks.*

Stormcaller has a casting value of 7. If successfully cast, roll a dice for each enemy unit on the battlefield. On a 6+ that unit suffers D3 mortal wounds.

LORE OF INVIGORATION

D3 Spell

1 Terrifying Aspect: *The enemy's courage falters.*

Terrifying Aspect has a casting value of 5. If successfully cast, pick a friendly **STORMCAST ETERNAL** unit wholly within 18" of the caster that is visible to them. Until your next hero phase, subtract 1 from the Bravery characteristic of enemy units while they are within 3" of that unit.

2 Celestial Blades: *The wizard imbues the blades of their allies with power.*

Celestial Blades has a casting value of 5. If successfully cast, pick a friendly **STORMCAST ETERNAL** unit wholly within 18" of the caster that is visible to them. Add 1 to wound rolls for attacks made with that unit's melee weapons until your next hero phase.

3 Speed of Lightning: *The Wizard's allies are filled with Azyrite power.*

Speed of Lightning has a casting value of 5. If successfully cast, pick a friendly **STORMCAST ETERNAL** unit wholly within 9" of the caster that is visible to them. You can re-roll charge rolls for that unit until your next hero phase.

PRAYERS

Each **PRIEST** in a Stormcast Eternals army knows one prayer from the six Prayers of the Stormhosts. You can either choose or roll for the prayer each **PRIEST** knows. Each Prayer of the Stormhosts can only be attempted once per turn, regardless of how many **PRIESTS** know that prayer.

PRAYERS OF THE STORMHOSTS

D6 Prayer

1 Divine Light: *The priest parts the storm clouds and a ray of Sigmar's divine light illuminates the battlefield.*

In your hero phase, pick a unit wholly within 18" of this **PRIEST** and roll a dice. On a 3+ the prayer is successful. If the prayer is successful and you chose an enemy unit, you can re-roll hit rolls of 1 for attacks that target that unit until your next hero phase. If the prayer is successful and you chose a friendly unit, re-roll unmodified hit rolls of 6 for attacks that target that unit until your next hero phase.

2 Bless Weapons: *The priest imbues the weapons of those nearby with the pure essence of the storm.*

In your hero phase, pick a friendly unit wholly within 18" of this **PRIEST** and roll a dice. On a roll of 4+ the prayer is successful. If the prayer is successful, until your next hero phase, each unmodified hit roll of 6 for an attack made by that unit inflicts 1 extra hit on the target (usually this will be 2 hits instead of 1). Make a wound and save roll for each hit.

3 Bolster Faith: *The priest bestows a calming aura upon his allies, strengthening their will.*

In your hero phase, pick a friendly **STORMCAST ETERNAL** unit within 9" of this **PRIEST** and roll a dice. On a 3+ the prayer is successful. If the prayer is successful, until your next hero phase that unit does not take battleshock tests.

4 Abjuration: *The priest drops to one knee, praying to Sigmar to banish vile sorceries.*

At the start of the enemy hero phase, pick an enemy **WIZARD** within 12" of this **PRIEST** and roll a dice. On a 3+ the prayer is successful. If the prayer is successful this **PRIEST** can attempt to unbind 1 spell cast by that enemy **WIZARD** in that hero phase in the same manner as a **WIZARD**.

5 God-King's Aspect: *The priest's appearance shifts to resemble Sigmar himself.*

In your hero phase, this **PRIEST** can take on Sigmar's appearance. If they do so, roll a dice. On a 3+ the prayer is successful. If the prayer is successful, until your next hero phase, subtract 1 from the Bravery characteristic of enemy units while they are within 6" of this **PRIEST.**

6 Translocation: *Calling to Sigmar's storm above, the priest summons bolts of lightning to transport nearby warriors across the field of battle.*

In your hero phase, pick a friendly **STORMCAST ETERNAL** unit wholly within 9" of this **PRIEST** and roll a dice. On a 3+ the prayer is successful. If the prayer is successful, remove that unit from the battlefield and then set it up again anywhere on the battlefield more than 9" from any enemy units. It may not move in the subsequent movement phase.

MOUNT TRAITS

If a Stormcast Eternals army includes any **HEROES** mounted on **DRACOTHS, STARDRAKES, GRYPH-CHARGERS, DRACOLINES** or **TAURALONS,** one of those **HEROES** can have a mount trait.

Declare which **HERO** has the mount trait and then pick which mount trait table you wish to use. You can choose or roll for a mount trait from the table you pick.

You can choose one extra **HERO** to have a mount trait for each warscroll battalion in your army. The same **HERO** cannot have more than one mount trait.

TRAITS OF THE NOBLE BEAST

D3	Mount Trait
1	**Lithe-limbed:** *This steed is renowned for its swiftness, and is capable of putting on an incredible burst of speed.* Add 1 to the Move characteristic of this model.
2	**Keen-clawed:** *Sharp of claw and fang, this steed is undaunted even by the thickest armour.* If the unmodified wound roll for an attack made with this mount's melee weapons is 6, that attack has a Rend characteristic of -3.
3	**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.* If this model is slain by wounds or mortal wounds inflicted by an attack made with an enemy unit's melee weapons, roll a dice. On a 4+, that enemy unit suffers D3 mortal wounds.

CELESTIAL LINEAGES

HERO mounted on **DRACOTH** only.

D3	Mount Trait
1	**Drake-kin:** *This mount is hardy enough to withstand the worst their enemy can throw at them without faltering.* Before determining damage for an attack that targets this model that has a Damage characteristic of any value other than 1, roll a dice. On a 5+ change the Damage characteristic of that attack to 1.
2	**Thunder Caller:** *Lightning crackles in the maw of this beast, even when it is at rest.* This model's Storm Breath ability has a range of 16" rather than 12".
3	**Pack Leader:** *This Dracoth is stronger when leading packs of its closest kin into battle.* Add 2 to the Attacks characteristic of this model's Claws and Fangs while this model is within 6" of any friendly **DRACOTHIAN GUARD** models.

ANCIENT POWERS

HERO mounted on **STARDRAKE** only.

D3	Mount Trait
1	**Storm-winged:** *When this Stardrake unfurls its wings, it buffets the enemy with a powerful gale.* After this model has moved, you can pick 1 enemy unit that has any models that this model passed across, and roll a dice. On a 2+ that unit suffers D3 mortal wounds.
2	**Thunderlord:** *The storms that accompany this Stardrake are particularly destructive.* The Roiling Thunderhead from this model's Lord of the Heavens ability has a range of 24" instead of 18".
3	**Star-branded:** *This Stardrake is marked for some great destiny.* Subtract 1 from the number of wounds allocated to this model (to a minimum of 0) when determining which row on its damage table to use.

AETHERIC ASPECTS

HERO mounted on **GRYPH-CHARGER** only.

D3	Mount Trait
1	**Wind Runner:** *When this Gryph-charger takes to the winds aetheric, it leaves all others in its starry wake.* When this model Rides the Winds Aetheric, roll an extra dice when determining the distance it can move.
2	**Aethereal Stalker:** *This Gryph-charger has a hatred for the enemies of Order that burns as hot as that of their rider.* When this model is set up, choose an enemy unit. You can re-roll failed hit and wound rolls for attacks made with this model's Gryph-charger's Razor Beak and Claws that target that enemy unit.
3	**Indefatigable:** *The beast and its rider have hunted together over countless leagues.* You can re-roll run rolls for this model.

STARCHASER FORMS

HERO mounted on **TAURALON** only.

D3	Mount Trait
1	**Swiftwing:** *This majestic creature swoops across the battlefield at great speed.* You can re-roll run rolls for this model.
2	**Lashing Tail:** *This creature uses its tail defensively, smashing back nearby enemies.* At the end of the combat phase, you can pick an enemy unit within 3" of this model and roll a dice. On a 4+ that unit suffers 1 mortal wound.
3	**Steel Pinions:** *The pinions of this creature are deceptively strong, able to shield their rider from enemy attacks.* Roll a dice each time a wound or mortal wound is allocated to this model. On a 6+ that wound or mortal wound is negated.



SAVAGE TEMPERAMENTS

HERO mounted on **DRACOLINE** only.

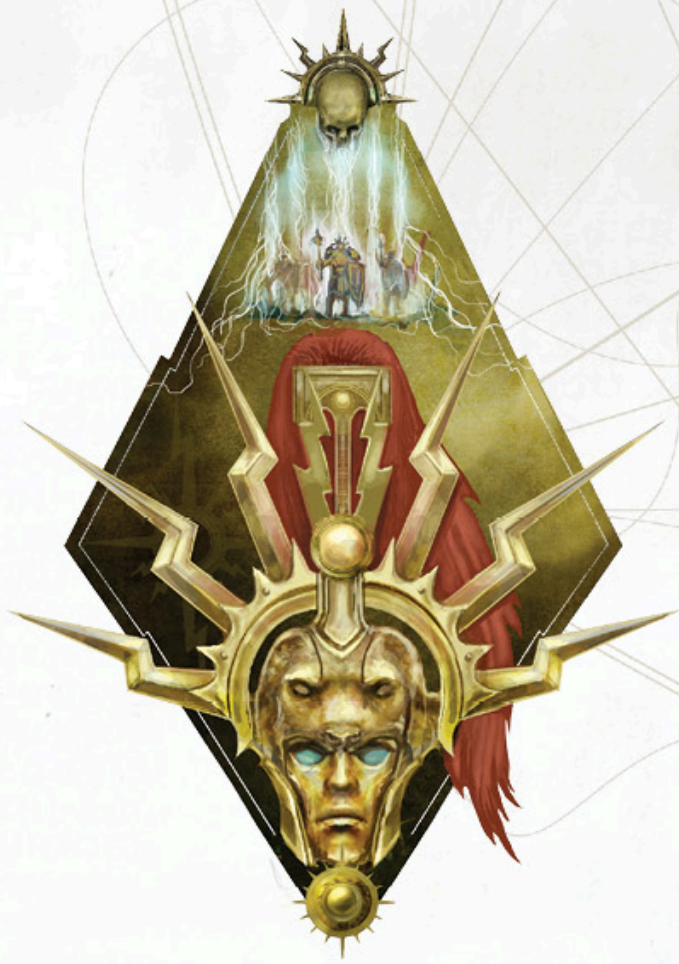
D3	Mount Trait
1	**Bounding Leap:** *This mighty beast pounces into the midst of the foe in great leaps.* This model is eligible to fight in the combat phase if it is within 6" of an enemy unit instead of 3", and it can move an extra 3" when it piles in.
2	**Pride Leader:** *This Dracoline holds its head high, directing its kin with growls and roars.* Add 1 to hit rolls for attacks made by friendly **DRACOLINE** units while they are wholly within 9" of this model.
3	**Ear-bursting Roar:** *This great beast's bellow can stagger even a mighty orruk.* At the start of the combat phase you can pick an enemy unit within 3" of this model and roll a dice. On a 4+ subtract 1 from hit rolls for attacks made by that unit until the end of that phase.

HAMMERS OF SIGMAR

The Hammers of Sigmar are the exemplars of Sigmar's hosts, the tip of the divine stormbolt. When the God-King wages his wars, these golden warriors lead the way, committing everything they have in the name of victory – for they cannot be seen to fail.

The Hammers of Sigmar have become veterans in the God-King's war against darkness, and they fear nothing – nothing, that is, except the shadow of their own fallibility. The first of the Stormhosts to be sent into the Mortal Realms after the Long Wait, their victories are many and storied, but each has been hard-won. Tens of thousands of them have died over the years, only to be reforged and hurled straight back into the fray – sometimes even fighting as reinforcements in the closing stages of the wars that claimed their lives in the first place. Some have been remade so many times they are losing that which once defined them, and becoming more like living weapons than men and women.

The long years of constant war have taken their toll, but have also honed the Hammers of Sigmar into a formidable fighting force. Their Redeemer Conclaves are so numerous that even should one be destroyed, another can instantly take its place, striking down from the Heavens in the blink of an eye. Armed with the famed God-forged Blade, the chamber's greatest champion is all but unstoppable – and, inspired by the war-cries of their leader, all the warriors of the Hammers of Sigmar fight on even through crippling injuries. United on the battlefield, the Hammers of Sigmar rarely baulk, even when faced with terrifying opponents – to them, failure is the only enemy to be feared.



ABILITIES

First to be Forged: *The Hammers of Sigmar were at the forefront of Sigmar's war against Chaos, and have stared down the greatest of horrors.*

Add 1 to the Bravery characteristic of friendly **HAMMERS OF SIGMAR** units.

COMMAND ABILITY

Soul of the Stormhost: *The Redeemers of the Hammers of Sigmar break the enemy force with waves of reinforcements that never seem to end.*

You can use this command ability when a friendly **HAMMERS OF SIGMAR REDEEMER** unit is destroyed. If you do so, roll a dice. On a 5+ a new unit identical to the one that was destroyed is added to your army. Set up the new unit anywhere on the battlefield, more than 9" from any enemy models.

COMMAND TRAIT

A **HAMMERS OF SIGMAR** general must have this command trait instead of one listed on page 118.

We Cannot Fail: *The Hammers of Sigmar refuse to fall until their task is completed.*

Roll a dice each time you allocate a wound or mortal wound to a friendly **HAMMERS OF SIGMAR** unit wholly within 9" of this general. On a 6+, that wound or mortal wound is negated.

ARTEFACT OF POWER

The first **HAMMERS OF SIGMAR HERO** to receive an artefact of power must be given the God-forged Blade.

God-forged Blade: *Wrought by Grungni himself for the first Stormhost, this weapon strikes with explosive power.*

Pick one of the bearer's melee weapons. If the unmodified hit roll for an attack made with the God-forged Blade is 6, add 1 to the Damage characteristic of that attack.

HALLOWED KNIGHTS

The Hallowed Knights are driven by a fierce inner fire, all doubts and negativity made distant memories by the power of their faith. They are devoted believers, never ceasing in their crusade – even when it takes them to the most forsaken places in all the realms. Who can triumph over the darkness? Only the faithful!

Guardians and spiritual protectors of the Free Peoples, the Hallowed Knights are never idle in their constant crusade to prove the supremacy of Sigmar. They will plunge into nightmarish war zones without hesitation, advance at a run towards the most terrifying monsters and daemons, and brave the deadliest environments to deliver Sigmar's justice, from fields of sulphurous hellfire to the quagmires of Nurgle's Garden.

The sheer strength of their belief in the God-King lends the Hallowed Knights a spiritual shield against evil magic. Though few outside their Sacrosanct Chamber are trained in the mystical arts, their steel souls are fortified against arcane corruption much as their sigmarite plate protects them from the axes and blades of more mundane enemies.

The Hallowed Knights take a humble pride in proving their purity, seeing it as their defining quality. Those who die time and time again in Sigmar's service are often gifted with sacred honour parchments so that they might draw strength from the holy writ emblazoned there.

The leaders of the Knights, well-used to suffering in the name of Sigmar, can summon reserves of energy even when they are so wounded it seems that all that is left for them is a martyr's death.



ABILITIES

Only the Faithful: *The Hallowed Knights are so devout that they can deny even the magic of the realms.*

If a friendly **HALLOWED KNIGHTS** unit is affected by a spell or endless spell, roll a dice. On a 6+ ignore the effects of that spell on that unit.

COMMAND ABILITY

Holy Crusaders: *The Hallowed Knights are driven forward by their faith, always eager to bring Sigmar's holy retribution to the enemies of the God-King.*

You can use this command ability at the start of your hero phase. If you do so, pick a friendly **HALLOWED KNIGHTS** unit wholly within 9" of a friendly **HALLOWED KNIGHTS HERO**, or wholly within 18" of a friendly **HALLOWED KNIGHTS HERO** that is a general. Add 1 to run rolls and charge rolls for that unit until your next hero phase. In addition, until your next hero phase, that unit can run and still charge later in the same turn.

COMMAND TRAIT

A **HALLOWED KNIGHTS** general must have this command trait instead of one listed on page 118.

Martyr's Strength: *The Hallowed Knights will not fall until their foe is slain.*

Roll a dice if this general is slain in the combat phase. On a 2+ this general can make a pile-in move and then attack with all of the melee weapons it is armed with, before it is removed from play.

ARTEFACT OF POWER

The first **HALLOWED KNIGHTS HERO** to receive an artefact of power must be given the Parchment of Purity.

Parchment of Purity: *The runes etched on this honour parchment glow with the restorative power of Azyr.*

In your hero phase, heal 1 wound allocated to the bearer.

CELESTIAL VINDICATORS

The Celestial Vindicators live to slaughter those who worship Chaos. Be their foes human, skaven, beastman or daemon, they must be met with rage, hacked to pieces so the realms might be free of their curse. In battle this Stormhost is a hurricane of blades that never relents, and at times can even rage too hard for mortal tolerance.

Some amongst the Stormcast Eternals have given themselves over to battle-lust, leaving behind their former principles and priorities to embrace righteous anger. They believe that in that rage alone can be found the bitter strength they need to overcome their enemies. Even their most prized weapons are empowered by raw hatred. Without it, they cannot hope to achieve the monumental task ahead of them, for the realms are functionally infinite, and a slow, deliberate strategy can never prevail against such reckless hate. Instead they seek to become the storm, swift and devastating, cutting down everything before them, then moving on to level their righteous hatred against the next enemy, and the next.



Even death cannot stop them, for those slain on the battlefield are soon reforged, becoming ever more like a force of nature as they seek to weaponise the tragic pasts that nearly broke their minds. Every Celestial Vindicator has a dark history that acts as the engine driving his single-minded machine of war. The intensity of their ire is such that it can only be calmed by repetitive chanting and the singing of battle mantras – it is when the Celestial Vindicators fall silent that the enemy should fear them most. When unleashed in full, this vengeful Stormhost can destroy everything in its path, levelling the dreadholds and citadels of Chaos just as a typhoon flattens a village.

ABILITIES

Driven by Vengeance: *The Celestial Vindicators strike down their foes with a flurry of blows.*

You can re-roll hit rolls of 1 for attacks made by friendly **CELESTIAL VINDICATORS** units if they made a charge move in the same turn.

COMMAND ABILITY

Righteous Hatred: *The Celestial Vindicators are relentless in their desire to slay the enemies of Sigmar.*

You can use this command ability the start of the combat phase. If you do so, you pick a friendly **CELESTIAL VINDICATORS** unit wholly within 9" of a friendly **CELESTIAL VINDICATORS HERO**, or wholly within 18" of a friendly **CELESTIAL VINDICATORS HERO** that is a general. Add 1 to the Attacks characteristic of that unit's melee weapons until the end of that phase.

COMMAND TRAIT

A **CELESTIAL VINDICATORS** general must have this command trait instead of one listed on page 118.

Single-minded Fury: *The leaders of the Celestial Vindicators are always eager to go on the offensive.*

Each time you roll an unmodified hit roll of 6 for this general, add 1 to the Damage characteristic of that attack.

ARTEFACT OF POWER

The first **CELESTIAL VINDICATORS HERO** to receive an artefact of power must be given the Stormrage Blade.

Stormrage Blade: *This blade stokes the rage of its bearer, driving them into such a killing frenzy they give no thought to their own defence.*

Pick one of the bearer's melee weapons. At the start of the combat phase, you can add 2 to the Attacks characteristic of this weapon until the end of that phase. If you do so, subtract 1 from save rolls for attacks that target the bearer until the end of that phase.

ANVILS OF THE HELDENHAMMER

The Anvils of the Heldenhammer are heroes from ages long past, summoned from their tombs by the God-King and remade as warriors eternal. Though they fight as an ordered military machine, and though they do Sigmar's holy work, to a casual observer these ageless warriors seem like grim revenants just as terrifying as any wight.

Every one of the Anvils of the Heldenhammer was long dead before they were reforged, their mortal remains buried and rotted away. They were not taken by Sigmar from death's threshold as most other Stormcasts are, but summoned from their sepulchral rest to the God-King's forge. They have a complex relationship with death, for they were denizens of Shyish before Azyr, and they know well the slow-burning bitterness of Nagash. But knowing that they now cannot truly die again, the warriors of this Stormhost seek to own death, just as the eagle owns the sky and the shark owns the deep sea. However, that claim does not go uncontested.

The Anvils are morbid and forbidding, their aura unsettling even to the veterans of the Free Peoples. They fight with tactics perfected long millennia ago, and they do not fear death – instead seeking to embody it. Death is the tool of every true warrior, no matter whether he uses a soul-rending relic blade or a simple dagger. Those of this host that have been reforged many times take on the sinister aspect of a corpse, their skin becoming waxy and pale, and their words little more than dry whispers or grave-cold, sonorous intonations. The leaders of the Anvils of the Heldenhammer use their fearful aura to their advantage, donning skull masks, painting their armour with macabre imagery, or removing their helms to reveal the cold, haunted visage beneath.



ABILITIES

No True Death: *The Anvils of the Heldenhammer know that if slain, they will return to fight again.*

You can re-roll failed battleshock tests for friendly **ANVILS OF THE HELDENHAMMER** units.

COMMAND ABILITY

Heroes of Another Age: *The Anvils of the Heldenhammer use ancient and revered codes of battle.*

You can use this command ability in your hero phase. If you do so, pick a friendly **ANVILS OF THE HELDENHAMMER** unit wholly within 9" of a friendly **ANVILS OF THE HELDENHAMMER HERO**, or wholly within 18" of a friendly **ANVILS OF THE HELDENHAMMER HERO** that is a general. That unit can attack with all of the missile weapons it is armed with, or make a pile-in move and attack with all of the melee weapons it is armed with.

COMMAND TRAIT

An **ANVILS OF THE HELDENHAMMER** general must have this command trait instead of one listed on page 118.

Deathly Aura: *The leaders of the Anvils of the Heldenhammer embody their Stormhost's sinister reputation.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 6" of this general.

ARTEFACT OF POWER

The first **ANVILS OF THE HELDENHAMMER HERO** to receive an artefact of power must be given the Soulthief.

Soulthief: *The Soulthief is a powerful artefact, each blow striking the victim's very spirit.*

Pick one of the bearer's melee weapons. At the end of the combat phase, roll a dice for each enemy model that was allocated any wounds caused by this weapon in that combat phase. On a 3+ that model suffers 1 mortal wound.

KNIGHTS EXCELSIOR

The Knights Excelsior are Sigmar's divine annihilators. They see all beings as either good or evil – and it is their duty to eliminate evil. Unfettered by doubt or indecision, they deliver the God-King's justice to any that betray even the slightest impurity – be it through words, deeds or merely a stray thought.

It is said that wherever the Knights Excelsior strike, only blackened earth is left behind. Stone is shattered, wood is splintered, sand is turned to jagged glass by the sheer intensity of their attack – but, most importantly, every living creature bearing the taint of Chaos is destroyed. They go about the delivery of this justice with a merciless and cold detachment, not a single eye twitch spared for those they cut down so efficiently – for they care no more about their enemies than an exterminator cares for the vermin he impales on his spear. Each step on the path towards the obliteration of Chaos drives them further on their journey. Should a brotherhood of Knights Excelsior deal the final blow to a pack of mutants or a warband of horned reavers, they will be spurred on to deliver yet more punishment to any who remain. The leaders of each enemy army are priority targets for the Knights Excelsior, for they know the cull will go all the faster if the enemy's rallying points are removed. This extends even to their operations within the cities of Sigmar – the Lord-Veritants of this Stormhost are active in Excelsis and beyond in their tireless search for those who would spread corruption. Those who are deemed more useful to the war effort alive rather than dead are bound in chains of crackling white lightning and hauled back to the Stormkeep's dungeons, there to meet an excruciating end after their secrets have been extracted.



ABILITIES

Storm of Annihilation: *The Knights Excelsior take a cold pleasure in the deaths of their foes.*

If a friendly **KNIGHTS EXCELSIOR** unit makes an attack that destroys an enemy unit, you can re-roll hit rolls of 1 for attacks made by that **KNIGHTS EXCELSIOR** unit for the rest of the battle.

COMMAND ABILITY

No Mercy: *The Knights Excelsior are merciless in prosecuting the enemies of the God-King.*

You can use this command ability in your hero phase. If you do so, pick a friendly **KNIGHTS EXCELSIOR** unit wholly within 9" of a friendly **KNIGHTS EXCELSIOR HERO**, or wholly within 18" of a friendly **KNIGHTS EXCELSIOR HERO** that is a general. You can re-roll wound rolls of 1 for attacks made by that unit until the end of the turn.

COMMAND TRAIT

A **KNIGHTS EXCELSIOR** general must have this command trait instead of one listed on page 118.

Divine Executioner: *Knights Excelsior commanders seek out enemy leaders with aggressive focus.*

Add 1 to the Damage characteristic of this general's melee weapons if the target is a **HERO**.

ARTEFACT OF POWER

The first **KNIGHTS EXCELSIOR HERO** to receive an artefact of power must be given the Chains of Celestial Lightning.

Chains of Celestial Lightning: *These enchanted chains can trap the unworthy in unbreakable bindings.*

Once per battle, in your hero phase, the bearer can attempt to bind an enemy **HERO** or **MONSTER** model within 3". If they do so, roll 3D6. Your opponent rolls 2D6 if the target is a **HERO** or 3D6 if it is a **MONSTER** or **HERO MONSTER**. If your roll is higher, until your next hero phase, halve the Move characteristic, run rolls and charge rolls for that enemy model, and halve the Attacks characteristic of its melee weapons. Round any fractions up.

CELESTIAL WARBRINGERS

The warrior-seers of the Celestial Warbringers hail from a tribe of people who can foresee their own deaths. They are touched by mysticism, and read the omens and portents of the Heavens to give them a vital edge in battle. They use daring ploys and harness the energies of Azyr to confound and destroy those that would defy Sigmar.

More than any other Stormhost, the Celestial Warbringers go to war with the blessing of the Heavens above. They take a bellicose joy in their role as one of Sigmar's storm-blessed hosts, for they believe that, with the fates aligned in their favour and the ability to return to life even after being slain, they are essentially invulnerable until the day of their last, true death. The surety this engenders makes them audacious on the battlefield, willing to take risks and gamble with their lives in a fashion that a more conservative Stormhost would never dream of doing. But these are no idle gambits – each comes from careful study of prophecies and astral alignments, the better to avoid disaster and find the optimum time to strike. And when they strike, they do so with the wrath of the God-King.



With so many of their number naturally adept in the mystical arts, the Celestial Warbringers boast formidable Sacrosanct Chambers. Their visionaries and wizards consult enchanted orreries, astral diagrams and arcane observatoriums on a daily basis, guiding their leaders and champions on the battlefield as well as in matters of state. The enchanted relics the champions of the Celestial Warbringers bear to battle tend to be more esoteric than those borne by other Stormhosts. Some have no physical form at all, being weapons of the mind, but nonetheless will strike with deadly impact.

ABILITIES

Fearless Foresight: *The Celestial Warbringers use portents to inform their strategies in battle.*

At the start of the first battle round, after determining who has the first turn but before the first turn begins, you can pick up to D3 friendly **CELESTIAL WARBRINGERS** units and set them up again (any restrictions in the set-up instructions for the battleplan being used still apply).

COMMAND ABILITY

Astral Conjunction: *Celestial Warbringers read the stars to boost their already potent magical powers.*

You can use this command ability in your hero phase. If you do so, pick a friendly **CELESTIAL WARBRINGERS WIZARD** wholly within 9" of a friendly **CELESTIAL WARBRINGERS HERO**, or wholly within 18" of a friendly **CELESTIAL WARBRINGERS HERO** that is a general. Add 1 to casting rolls for that unit until the end of that phase.

COMMAND TRAIT

A **CELESTIAL WARBRINGERS** general must have this command trait instead of one listed on page 118.

Portents and Omens: *The leaders of the Celestial Warbringers receive guidance from the stars.*

Once per turn, you can re-roll 1 failed hit roll or 1 failed wound roll for an attack made by this general, or 1 failed save roll for an attack that targets this general.

ARTEFACT OF POWER

The first **CELESTIAL WARBRINGERS HERO** to receive an artefact of power must be given the Hammers of Augury.

Hammers of Augury: *These potent tools of divination orbit their bearer, lashing out at nearby foes.*

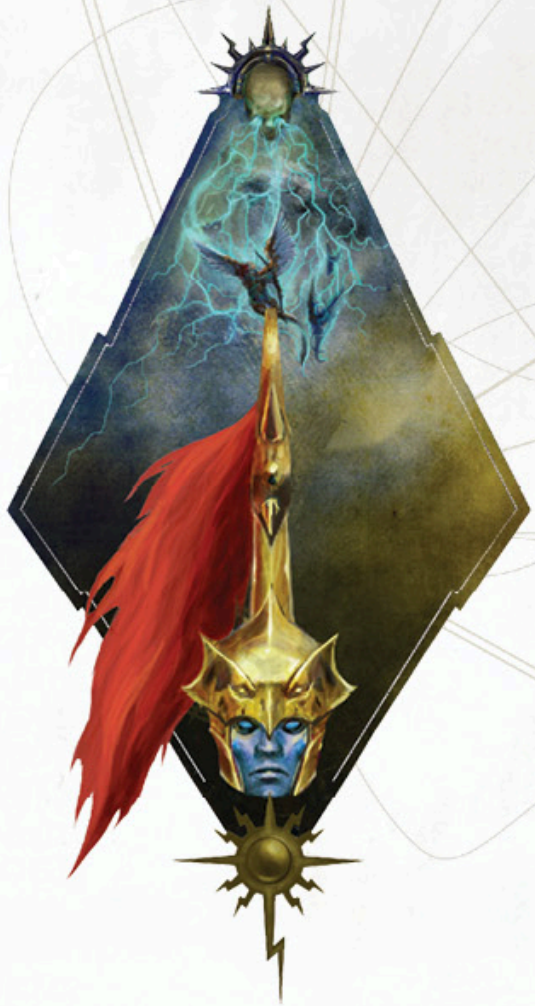
At the end of the combat phase, you can pick 1 enemy unit within 3" of the bearer and roll a dice. On a 3+, that unit suffers 1 mortal wound and you can roll another dice. On a 4+, that unit suffers 1 extra mortal wound.

TEMPEST LORDS

The Tempest Lords are not only warriors, but also rulers, lords and grand strategists who were born to lead. Where a conventional army wins battles, the Tempest Lords win wars, leaving a foundation of victory upon which the spires of civilisation can be built anew.

The clarion call of heralds and the boom of the storm announce the coming of the Tempest Lords. Resplendent in the blues and whites of Azyr, Tempest Lords make for a majestic sight – whether they are marching in phalanxes upon the field of battle or deciding the fates of nations from ornate thrones. They are diplomats as well as gifted warriors, and they have achieved success in many a conquest through words alone. The Tempest Lords seek to set a laudable example to those around them at all times, and their leaders fight all the harder when their allies and kinsmen look to them – whether they be fellow Stormcast Eternals or mortal soldiers.

This noble Stormhost has already helped forge the new nations of Order: it has integrated the Heavens-sent forces of Sigmar with those of the Free People, turned the rag-tag survivors of downtrodden nations into strong and motivated armies, and worked hard to allay the rumours that those of the Stormhosts are not truly human – at least for a time. They are most renowned for their leadership skills; many an inspired leap of logic or lateral-thinking tactic has seen this Stormhost turn defeat into rousing victory on the battlefield. They fight hard with hammer and shield in defence of their people, though they will send their allies in to face impossible odds without hesitation if it benefits the greater works of the God-King.



ABILITIES

Grand Strategists: *The Tempest Lords have an innate grasp of the flow of battle, allowing them to adapt to any situation at great speed.*

At the start of your hero phase, roll a dice. On a 4+ you receive 1 extra command point.

COMMAND ABILITY

Rousing Oratory: *The inspiring speeches of the Tempest Lords' commanders drives their forces to ever greater feats of arms.*

You can use this command ability at the start of the combat phase. If you do so, pick a friendly **TEMPEST LORDS** unit wholly within 9" of a friendly **TEMPEST LORDS HERO**, or wholly within 18" of a friendly **TEMPEST LORDS HERO** that is a general. You can re-roll wound rolls of 1 for attacks made by that unit until your next hero phase.

COMMAND TRAIT

A **TEMPEST LORDS** general must have this command trait instead of one listed on page 118.

Bonds of Noble Duty: *When surrounded by their kin, the leaders of the Tempest Lords set a perfect martial example.*

Add 1 to wound rolls for attacks made with this general's melee weapons while this general is within 6" of any other friendly **TEMPEST LORDS** units.

ARTEFACT OF POWER

The first **TEMPEST LORDS HERO** to receive an artefact of power must be given the Patrician's Helm.

Patrician's Helm: *The sacred relics of the Tempest Lords are imbued with an aura of authority and command that magnifies that of the wearer.*

If the bearer is on the battlefield, each time you spend a command point, roll a dice. On a 5+ you receive 1 extra command point.

ASTRAL TEMPLARS

Hunters and monster-killers, the Astral Templars are more at home in the wilderness than the city. They hail from tribes that once fought giant beasts to survive – though now their skills are put to even better use. Clad in furs adorned with skulls and totems, they have a barbaric appearance, but their valour is proven in battle every day.

The Astral Templars live by the common Ghurish belief that the best way to destroy a serpent is to cut off its head. They know well that the hordes of the Dark Gods are without number, as are the teeming tribes that worship Gorkamorka and the undead hosts ruled over by Nagash. Most of them have seen their native lands overrun, or even destroyed by the tide of anarchy that assails the realms. With that knowledge has come the realisation that they cannot possibly meet their foe toe-to-toe and hope to prevail. Instead, they strike hard, fast and sure at the leaders of the enemy armies and the monstrous creatures bound to their cause. By hunting such targets to extinction, they rob the foe of leadership, cohesion and even hope. The lesser warriors of an army will often fall apart in the face of such an onslaught, lacking the courage or conviction to continue.



With their path shown true by their gifted Vanguard Chambers, the Astral Templars rip out the enemy's throat, then leave it to bleed and die in their wake. Many Astral Templars take the bear as their totem for its endurance and strength, for to take down the fiercest of prey even a sharp blade needs the might of a champion to drive it. Their leaders revel in the glory of the prize kill, with some going to war in plates of blood-blessed sigmarite so thick they can blunt the claws of a ravening behemoth.

ABILITIES

Beast Stalkers: *The Astral Templars are experienced hunters of the most horrific creatures the Mortal Realms have to offer.*

Add 1 to hit rolls for attacks made by **ASTRAL TEMPLARS** units that target a **MONSTER**.

COMMAND ABILITY

Cut off the Head: *The Astral Templars are renowned for seeking glory in the midst of battle, often neglecting lesser foes in favour of a greater challenge.*

You can use this command ability at the start of the combat phase. If you do so, pick an **ASTRAL TEMPLARS** unit that is wholly within 9" of a friendly **ASTRAL TEMPLARS HERO**, or wholly within 18" of a friendly **ASTRAL TEMPLARS HERO** that is a general. Until the end of that phase, add 1 to wound rolls for attacks made by that unit that target a **HERO**.

COMMAND TRAIT

An **ASTRAL TEMPLARS** general must have this command trait instead of one listed on page 118.

Dauntless Hunters: *The Astral Templars do not often seek permission to rush headlong at the foe, but their commanders relish giving it anyway.*

After set-up is complete, but before the battle begins, friendly **ASTRAL TEMPLARS** units wholly within 12" of this general can move up to 6".

ARTEFACT OF POWER

The first **ASTRAL TEMPLARS HERO** to receive an artefact of power must be given the Godbeast Plate.

Godbeast Plate: *This armour, quenched in the blood of the mightiest beasts, is proof against the raking claws of feral creatures.*

Subtract 1 from wound rolls for attacks made by a **MONSTER** that target the bearer.

BATTLEPLAN

AVENGING STRIKE

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 warriors of the Stormhosts surround their enemies, their objective pure and simple – the annihilation of the enemies of Sigmar. The fiends that oppose them must try to destroy the Azyrite hosts before them – or, failing that, break out of this trap and escape.

THE ARMIES

Each player picks an army as described in the core rules. One player is the Stormcast Eternals player and their opponent is the Fiend player. The Stormcast Eternals player must use a Stormcast Eternals army.

Each army has a unique command ability, as follows.

STORMCAST ETERNALS COMMAND ABILITY

No Mercy: *Your general exhorts their warriors to strike unceasingly, even as the enemy turns tail.*

You can use this command ability at the start of the enemy battleshock phase. If you do so, pick a friendly **STORMCAST ETERNAL** unit wholly within 6" of a friendly **STORMCAST ETERNAL HERO**, or wholly within 12" of a friendly **STORMCAST ETERNAL HERO** that is a general. If an enemy unit fails a battleshock test within 3" of that unit, add D3 to the number of models that flee.

FIEND 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.*

You can use this command ability at the start of your movement phase. If you do so, pick a friendly unit wholly within 6" of a friendly **HERO**, or wholly within 12" of a friendly **HERO** that is a general. You can re-roll run rolls for that unit in that movement phase.

SET-UP

The Fiend player sets up their army first, wholly within their own territory. The Stormcast Eternals player then sets up their army wholly within their territory, more than 12" from any enemy units.

LIKE CORNERED ANIMALS

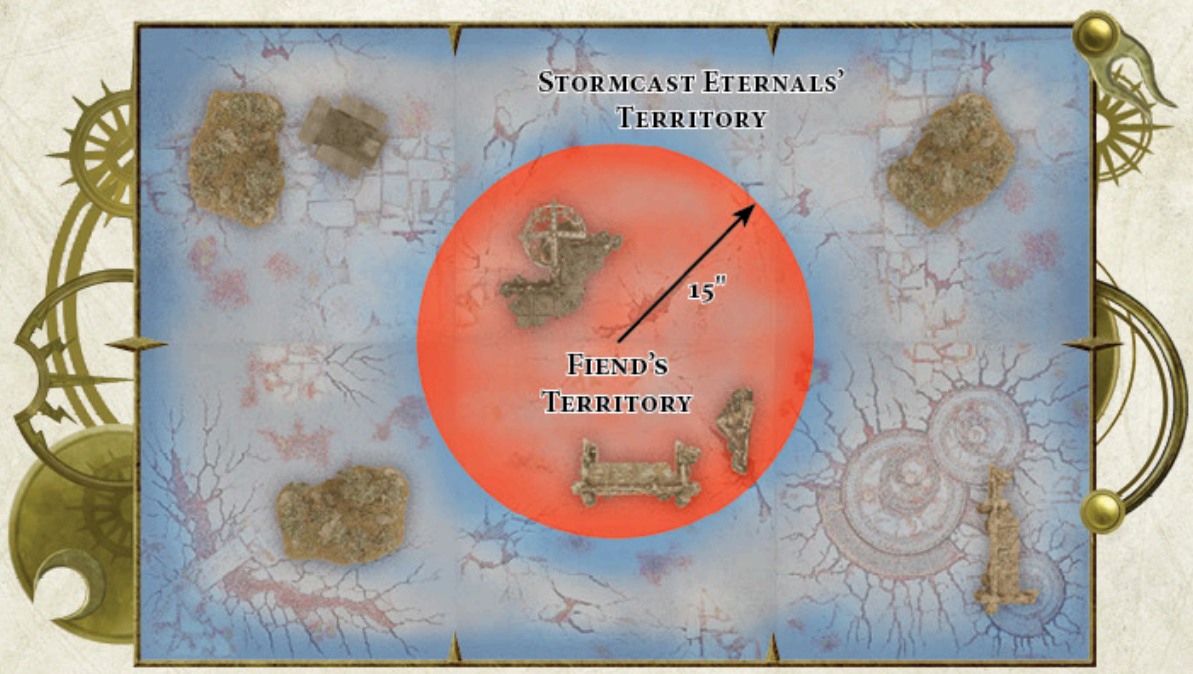
The fiends do not die easily, lashing out with spiteful blows as they are struck down.

Each time a model from the Fiend player's army is slain by an attack made with a melee weapon, roll a dice. On a 6+ pick 1 unit from the Stormcast Eternals player's army within 3" of the slain model. That unit suffers 1 mortal wound.

ESCAPE

Breaking through the Stormcast lines, the exultant fiends flee into the dark.

At the start of the Fiend player's hero phase, any units from the Fiend player's army that are wholly within 5" of the edge of the battlefield, and more than 3" from any enemy units, can escape the battle. Remove the models in those units from play, but do not count them as being slain.





SIGMAR'S SWIFT VENGEANCE

Stormcast Eternals act quickly against those who would defile Sigmar's lands.

Add 1 to charge rolls for reserve **STORMCAST ETERNAL** units that were set up on the battlefield for the first time in the same turn.

GLORIOUS VICTORY

The Fiend player wins a **major victory** if no models from the Stormcast Eternals player's army are on the battlefield.

The Stormcast Eternals player wins a **major victory** if no models from the Fiend player's army are on the battlefield and no more than 3 Fiend units escaped the battle (see Escape).

If no models from the Fiend player's army are on the battlefield and between 4 and 6 Fiend units escaped the battle, the Stormcast Eternals player wins a **minor victory**. Any other result is a **minor victory** for the Fiend player.

BATTLEPLAN

IN SIGMAR'S NAME

An army of invading marauders is threatening to storm a fledgling city of Order with the goal of pillaging its riches and slaughtering its inhabitants. The only thing that stands between this invading horde and the city's gates is an army of Stormcast Eternals. Girded with the power of the Heavens, they must prevent the enemies of Sigmar from defiling this haven and making off with its treasures.

THE ARMIES

Each player picks an army as described in the core rules. One player is the Stormcast Eternals player and their opponent is the Marauder player. The Stormcast Eternals player must use a Stormcast Eternals army.

Each army has a unique command ability, as follows.

STORMCAST ETERNALS COMMAND ABILITY

Let None Pass: *The general orders their warriors to stand firm and bar the marauder's path.*

You can use this command ability at the start of the enemy movement phase. If you do so, pick a friendly **STORMCAST ETERNAL** unit wholly within 6" of a friendly **STORMCAST ETERNAL HERO**, or wholly within 12" of a friendly **STORMCAST ETERNAL HERO** that is a general. Enemy units cannot pass across or finish a move within 6" of that unit in that movement phase.

MARAUDER 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.*

You can use this command ability at the start of your charge phase. If you do so, pick a friendly **HERO**. You can re-roll charge rolls for friendly units that start that phase wholly within 12" of that **HERO**.

SET-UP

The players alternate setting up units one at a time, starting with the Marauder player. Marauder units must be set up wholly within their territory. Stormcast Eternals units must be set up wholly within their territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of the units in their army, one after another.

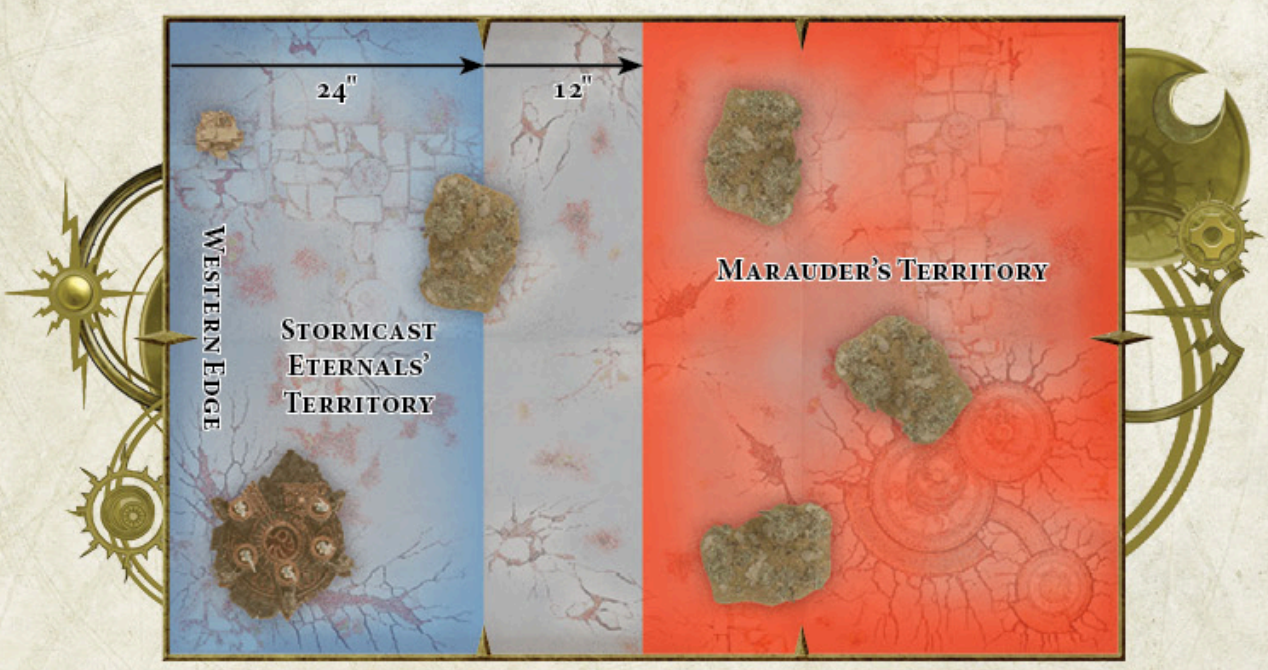
FIRST TURN

The Marauder player takes the first turn in the first battle round.

GETTING AWAY WITH THE PRIZE

Plunder has great value to many of the enemies of Sigmar. From enchanted trinkets to precious metals, all are worth taking.

At the start of the Marauder player's hero phase, any Marauder units that are wholly within 5" of the western edge of the battlefield, and more than 3" from any enemy units, can escape the battle. Remove the models in those units from play, but do not count them as being slain.





GLORIOUS VICTORY

The Marauder player wins a **major victory** if there are no **STORMCAST ETERNAL** models are on the battlefield.

The Stormcast Eternals player wins a **major victory** if there are no models from the Marauder player's army on the battlefield and no Marauder units escaped the battle (see Getting Away with the Prize).

If there are no units from the Marauder player's army on the battlefield but 1 to 3 Marauder units escaped the battle, the Stormcast Eternals player wins a **minor victory**. Any other result is a **minor victory** for the Marauder player.

PATH TO GLORY

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 or growing your warband enough to dominate all others through sheer weight of numbers, you will be granted a final test. Succeed, and your 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 champion 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 other warbands from the Grand Alliances of Order, Chaos, Death and Destruction.

2. Next, choose your warband's champion by selecting one of the options from your allegiance's champion table. The champion you choose will determine the number of followers in your warband. Give your champion a suitably grand name, and write this down on your warband roster.

3. Having picked 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. 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.

5. Instead of generating a unit of followers, your champion can start the campaign with a Champion's Reward, or one of your units can start with a Follower's Reward. No champion or unit can start the Path to Glory campaign with more than one reward each.

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 against other warbands taking part in the campaign. You can 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 have been designed specifically for use in Path to Glory campaigns.

The units you use for a game must be those on your roster. 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, and they are back to full 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 drew or lost the battle, it receives 1 Glory Point. If it won the battle, it receives D3 Glory Points (re-roll a result of 1 if it 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 D3 to determine which option to take:

D3	Option
1	**Additional Followers:** More followers flock to your banner. Either select a new unit or roll for a random one from a follower table, then add it to your warband roster. You can choose from any of your own follower tables, or from any of the follower tables from an allied warband table i.e. a warband table whose allegiance is from the same Grand Alliance as your own. In either case, if you wish to add a unit from a follower table that requires more than '1 roll', you must also reduce your Glory Points total by 1 (if you do not have enough Glory Points, you cannot choose a unit from such a table). Once 5 new units have joined your warband, you will have a chance to win the campaign, as described below.
2	**Champion's Reward:** Your champion's prowess grows. Roll on your allegiance's champion rewards table. Note the result on your warband roster. If you roll a result the champion has already received, roll again until you get a different result.
3	**Follower's Reward:** Your warriors become renowned for mighty deeds. Pick a unit of followers (not one from an allied warband table), then roll on your allegiance's followers rewards table. Note 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

There are two ways to win a Path to Glory campaign; either by Blood or by Might. To win by Blood your warband must first have 10 Glory Points. To win by Might your warband must have at least 5 additional units of followers. In either case, you must then fight and win one more battle to win the 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 raising the number of Glory Points needed to win by Blood, or the number of extra units that must join a warband to win by Might. For example, for a shorter campaign, you could say that a warband only needs 5 Glory Points before the final fight, or for a longer one, say that 15 are needed.



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**
Drakesworn Templar	0 units
Lord-Celestant on Stardrake	0 units
Lord-Arcanum on Tauralon	2 units
Lord-Arcanum on Celestial Dracoline	3 units
Lord-Arcanum on Gryph-charger	3 units
Lord-Aquilor	3 units
Lord-Celestant on Dracoth	3 units
Lord-Arcanum	3 units
Lord-Exorcist	3 units
Lord-Castellant	4 units
Lord-Celestant	4 units
Lord-Ordinator	4 units
Lord-Relictor	4 units
Lord-Veritant	4 units

HERO FOLLOWERS TABLE	
D6	**Followers**
1	Knight-Heraldor or Knight-Vexillor
2	Knight-Azyros
3	Knight-Questor
4	Knight-Zephyros
5	Knight-Venator
6	Knight-Incantor

ELITE SACROSANCT RETINUE FOLLOWERS TABLE (uses 3 rolls, or 1 roll and 2 Glory Points)	
D6	**Followers**
1-6	3 Evocators on Dracolines

RETINUE FOLLOWERS TABLE			
D6	**Warrior Chamber Followers**	**Vanguard Auxiliary Chamber Followers**	**Sacrosanct Chamber Followers**
1	3 Gryph-hounds	6 Aetherwings	3 Sequitors
2	5 Liberators	6 Aetherwings	3 Sequitors
3	5 Liberators	5 Vanguard-Hunters	3 Castigators
4	5 Liberators	5 Vanguard-Hunters	3 Castigators
5	3 Prosecutors	5 Vanguard-Hunters	1 Celestar Ballista
6	3 Prosecutors	5 Vanguard-Hunters	3 Evocators

ELITE RETINUE FOLLOWERS TABLE (uses 2 rolls, or 1 roll and 1 Glory Point)			
D6	**Warrior Chamber Followers**	**Vanguard Auxiliary Chamber Followers**	**Extremis Chamber Followers**
1	10 Liberators	3 Vanguard-Raptors	2 Tempestors or Fulminators
2	5 Judicators	3 Vanguard-Raptors	2 Tempestors or Fulminators
3	5 Protectors	3 Vanguard-Raptors	2 Tempestors or Fulminators
4	5 Protectors	3 Vanguard-Palladors	2 Desolators or Concussors
5	5 Decimators	3 Vanguard-Palladors	2 Desolators or Concussors
6	5 Retributors	3 Vanguard-Palladors	2 Desolators or Concussors

FOLLOWERS REWARDS TABLE

D6 Reward

1 Lifted by Lightning: *This unit of warriors calls to Sigmar for aid, asking the God-King to use his arcane lightning to propel them across the battlefield.*

Once per battle, if this unit is more than 3" from any enemy units in your movement phase, instead of making a normal move with it, you can remove it from the battlefield and then set it up anywhere more than 9" from any enemy models.

2 Sigmarite Resolve: *Their souls girded against even the most dreadful opponent, these warriors will never run from their duty.*

This unit never has to take battleshock tests.

3 Furious Avengers: *Driven forth by their hatred of the foe, these warriors charge out from the Stormcast battle-line to deliver the God-King's justice.*

Once per battle, in your charge phase, this unit can make a charge move of up to 12" (you do not have to make a charge roll).

4 Defensive Formation: *There is great strategic merit in digging in, bolstering your defences and waiting for the right moment to strike.*

In your hero phase, you can declare that this unit is adopting a defensive formation. If you do so, then until the start of your next hero phase, this unit cannot run or charge, but you can re-roll failed save rolls for attacks that target this unit.

5 Smite: *These warriors are the deliverers of Sigmar's wrath; from their weapons arc forks of deadly lightning that smite any foes who dare to draw near.*

Once per battle, in your hero phase, you can pick an enemy unit and roll a dice for each model from this unit that is within 3" of that unit; for each roll of 4+ the enemy unit suffers 1 mortal wound.

6 Hardened Veterans: *These determined Stormcasts are fortified by the experience of having fought on dozens of battlefields.*

Once per turn, you can re-roll 1 failed hit roll or 1 failed wound roll for an attack made by this unit, or one failed save roll for an attack that targets this unit.



CHAMPION REWARDS TABLE

2D6 Reward

2 Dark Destiny: *Struck down by some eldritch spell or fell weapon, your champion's soul will not return to Azyr.*

If your champion is 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. Generate a new champion from the Champion table on page 140.

3 Flashbacks: *The memory of your champion's mortal life returns to them in flashbacks. Sometimes the grief of those distant days is too much to overcome; other times it inspires them to greater acts of vengeance.*

Roll a dice in your hero phase. On a 1, re-roll unmodified hit and wound rolls of 6 for attacks made by your champion until the start of your next hero phase. On a 4+ you can re-roll hit and wound rolls of 1 for attacks made by your champion until the start of your next hero phase.

4 Heroic Battle Cry: *Your champion's voice carries the message of Sigmar to all who follow them, leaving no doubt in their minds of their sacred duty.*

Once per battle, in your hero phase, you can declare that your champion will make a heroic battle cry. If you do so, re-roll hit rolls of 1 for attacks made by units in your warband until the end of the turn.

5 Mighty Blow: *A single strike from your champion's weapon is often all that is needed to slay their opponent outright.*

If the unmodified wound roll for an attack made by your champion with a melee weapon is 6, add 1 to the Damage characteristic of that attack.

6 Master-crafted Weapon: *This weapon has been gifted to your champion by the Six Smiths, and it is endowed with great power.*

Pick one of your champion's weapons. Add 1 to hit rolls for attacks made with that weapon.

7 Extraordinary Endurance: *Your champion is able to withstand injuries that would fell a lesser warrior.*

Add 1 to your champion's Wounds characteristic.

8 Stalwart: *Your champion will not sway from their duty, and their stalwart example strengthens the resolve of those who fight in Sigmar's name.*

Add 1 to your champion's Bravery characteristic. In addition, add 1 to the Bravery characteristic of friendly units while they are within 6" of your champion.

9 Blessed Sigmarite Armour: *The enemy's blows bounce off the plates of this formidable panoply, unable to even make a dent.*

You can re-roll failed save rolls for attacks that target your champion.

10 Battle-hungry: *Your champion leads their warriors from the front, charging across the battlefield with weapons ready to taste the blood of their foe.*

Add 2 to run rolls and charge rolls for your champion.

11 Noble Blood: *Your champion's esteemed heritage grants them resilience in battle, allowing them to shrug off serious injuries with ease.*

Roll a dice each time you allocate a wound or mortal wound to your champion. On a 6+ that wound or mortal wound is negated.

12 Lord of Lightning: *Death is no permanent obstacle to your champion; renewed by the power of Sigmar's lightning, they return to the battlefield once more.*

Once per battle, at the start of your hero phase, you can roll a dice if your champion has been slain. On a 5+, set up your champion more than 9" from the enemy and roll a D3; the result is the number of wounds they have remaining. This counts as their move for the following movement phase.



The Stormcasts take on the shambling hordes of the Mortarch of Sacrament, Arkhan the Black.

WARSCROLLS

This section includes Stormcast Eternals warscrolls, warscroll battalions and endless spell warscrolls. Updated July 2018; the warscrolls printed here take precedence over any warscrolls with an earlier publication date or no publication date.

WARSCROLL BATTALION

SACROSANCT CHAMBER



A Sacrosanct Chamber is a gathering of warrior wizards who specialise in wielding the energies of the tempest. The Evocators of the Cleansing Phalanxes invigorate their Sequitor allies with arcane lightning, while Hailstorm Batteries rain volleys of magically infused stormbolts into the thick of the foe. The Grand Convocation that leads the formation is empowered to new levels of potency by the intensity of the gathering celestial energies.

ORGANISATION

A Sacrosanct Chamber consists of the following warscroll battalions:

- 1 Grand Convocation
- 3 Hailstorm Batteries
- 3 Cleansing Phalanxes

ABILITIES

Celestial Fulcrum: *At the head of a great host, a Lord-Arcanum finds the aetheric powers easy to command.*

At the start of your hero phase, pick a **LORD-ARCANUM** from this battalion. That model can attempt to cast 1 additional spell in that hero phase.



WARSCROLL BATTALION

GRAND CONVOCATION

ORGANISATION

A Grand Convocation consists of the following units:

- 1 **LORD-ARCANUM**
- 1 Lord-Exorcist
- 2+ Knights-Incantor

ABILITIES

Powers Combined: *When warrior-mages combine their might, Sigmar's storm boils ever more violent, and their powers grow in kind.*

Add 1 to casting rolls for **WIZARDS** from this battalion while they are wholly within 9" of two or more other **WIZARDS** from the same battalion.

WARSCROLL BATTALION

HAILSTORM BATTERY

ORGANISATION

A Hailstorm Battery consists of the following units:

- 1 Lord-Ordinator
- 1 unit of Castigators
- 1 Celestar Ballista

ABILITIES

Hailstorm Strike: *To ensure the destruction of a particularly stubborn foe, the crew of a Celestar Ballista will focus their fire on the explosions of celestial energy released when a thunderhead greatbow strikes its target.*

You can re-roll failed hit rolls for attacks made by the **CELESTAR BALLISTA** from this battalion if the unit of **CASTIGATORS** from the same battalion inflicted one or more wounds on the target unit in the same turn.

WARSCROLL BATTALION

CLEANSING PHALANX

ORGANISATION

A Cleansing Phalanx consists of the following units:

- 2 units of **EVOCATORS**
- 2 units of Sequitors

ABILITIES

Channelled Empowerment: *A Sacrosanct force acting in concert is a wonder to behold, the units of Evocators boosting the abilities of their allies to even greater heights.*

If a unit of **EVOCATORS** from this battalion successfully casts their Empower spell on a unit of **SEQUITORS** from the same battalion, and the spell is not unbound, you can re-roll failed hit rolls for attacks made by that **SEQUITORS** unit in addition to the effects of the spell.

WARSCROLL BATTALION

VANGUARD AUXILIARY CHAMBER



A Vanguard Auxiliary Chamber moves like the wind, and strikes with the force of a raging tornado. These consummate hunters are well trained in the art of the running battle, riding the winds aetheric to chase down even the most elusive prey. They are also beastmasters supreme, having formed bonds of respect and brotherhood with the lithe Gryph-chargers and the eagle-eyed Aetherwings that accompany them to battle.

ORGANISATION

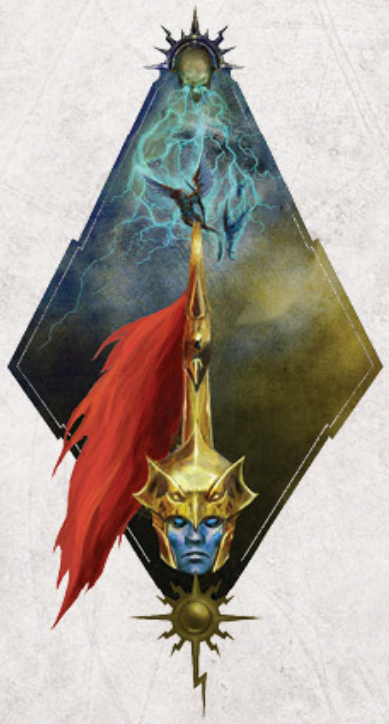
A Vanguard Auxiliary Chamber consists of the following units and warscroll battalions:

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

ABILITIES

Azyrite Hurricane: *When a Vanguard Auxiliary Chamber gathers in its full strength, their enemies are caught in a deadly crossfire that fills the skies with lightning.*

Add 1 to the Attacks characteristic of missile weapons used by models from this battalion that are not **HEROES**.



WARSCROLL BATTALION

VANGUARD ANGELOS CONCLAVE

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.*

When units from this battalion use the Ride the Winds Aetheric ability, roll 9 dice instead of 6 dice when determining the distance moved.

WARSCROLL BATTALION

VANGUARD JUSTICAR CONCLAVE

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 Stormcast Eternals from this conclave have formed close bonds and are united in their efforts to destroy the enemies of Order.*

You can re-roll hit rolls of 1 for attacks made with missile weapons by units of **VANGUARD-RAPTORS** from this battalion, if the target of that attack is an enemy unit within 18" of any **AETHERWING** units from the same battalion.

WARSCROLL BATTALION

EXTREMIS CHAMBER



Sigendil glimmers bright as the Extremis Chamber plunges into the fray. Mounted upon the noble scions of Dracothion, they are all but unstoppable. First to hit home is the Lightning Echelon; protected by a shimmering field of energy, its line-breaker assault crashes home with battering-ram force. In their wake is the Thunderwave Echelon, despatching the survivors with devastating efficiency as the Lord-Celestant and those of the Drakesworn Temple tear apart the most monstrous foes with sigmarite blade, Stardrake claw, and blasts of celestial force.

ORGANISATION

An Extremis Chamber consists of the following units and warscroll battalions:

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

ABILITIES

Borne by the High Star: *The forces of the Extremis Chamber share a close kinship with Dracothion and other celestial beings.*

At the start of your first hero phase, you can transport all reserve units from this battalion that are in the Celestial Realm to the battlefield. If you do so, pick a point on the battlefield and set up the units wholly within 24" of that point and more than 9" from any enemy units. Those units cannot move in the following movement phase. After setting up those units, roll a dice for each enemy unit within 18" of the point you picked. On a 4+ that unit suffers D3 mortal wounds.



WARSCROLL BATTALION

LIGHTNING ECHELON

ORGANISATION

A Lightning Echelon consists of the following units:

- 2 units of Fulminators
- 2 units of Tempestors

ABILITIES

Line-breaker Assault: *Dracoths can unleash bursts of lightning energy, riding straight through the enemy lines.*

Once per battle, at the end of your charge phase, you can make a line-breaker assault with each unit from this battalion that made a charge move in that charge phase. Pick one enemy unit within 1" of each unit making a line-breaker assault. That enemy unit suffers D3 mortal wounds.

WARSCROLL BATTALION

THUNDERWAVE ECHELON

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 delight in chasing the enemy with hammer and axe, running down any in reach and breaking the spirit of those who survive.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of one or more units from the same battalion.

WARSCROLL BATTALION

DRAKESWORN TEMPLE

ORGANISATION

A Drakesworn Temple consists of the following units:

- 3 Drakesworn Templars

ABILITIES

Nova Surge: *The members of a Drakesworn Temple can summon a celestial wave of star energy.*

Once per battle, in your hero phase, you can summon a celestial wave. If you do so, each unit within 3" of any models from this battalion is caught in the celestial wave. Each enemy unit caught in the celestial wave suffers D3 mortal wounds. Heal D3 wounds allocated to each friendly **STORMCAST ETERNAL** unit caught in the celestial wave.

WARSCROLL BATTALION

WARRIOR CHAMBER



A Warrior Chamber is the beating heart of its parent Stormhost. Led by the officer cadre known as the Lords of the Storm, these warriors are trained extensively in the Gladitorium. The shield-walls of its Thunderhead Brotherhoods and the crushing assaults of its Hammerstrike Forces work in concert to batter apart the enemy.

ORGANISATION

A Warrior Chamber consists of the following warscroll battalions:

- 1 Lords of the Storm (pg 153)
- 3 Thunderhead Brotherhoods (pg 153)
- 3 Hammerstrike Forces (pg 153)

ABILITIES

Wrath of the Storm: *A Warrior Chamber overwhelms the foe with rank upon rank of Sigmar's finest fighters, each acting in concert with their fellows to bring the wrath of the God-King down upon the unworthy.*

You can re-roll failed wound rolls for attacks made by models from this battalion while there are 50 or more models from the same battalion on the battlefield.



WARSCROLL BATTALION

HARBINGER CHAMBER



A Harbinger Chamber is the shining speartip of Sigmar's crusade. The majority of its troops are borne high on wings of light, and soar in a nimbus of corposant from one skirmish to another, leaving scorched and ruined corpses in their wake. Imbued with a measure of foresight by the Heavens, they are terrifying enemies indeed.

ORGANISATION

A Harbinger Chamber consists of the following warscroll battalions:

- 1 Lords of the Storm (pg 153)
- 3 Vanguard Wings (pg 154)

ABILITIES

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 hit rolls for attacks made by models from this battalion.



WARSCROLL BATTALION

EXEMPLAR CHAMBER



Exemplar Chambers are composed of only the most stalwart warriors, and the lords that command them lead their elite forces into the dark heart of battle without trepidation. Should one of their number fall, the others will fight twice as hard to win revenge. In theory, there is no foe they cannot overcome, no matter its size or ferocity. Each of the chamber's Paladins wields a two-handed weapon so massive a normal man could not hope to lift it; in the hands of a Stormcast Eternal, these relics of war can fell mutated giants and titanic spawn alike.

ORGANISATION

An Exemplar Chamber consists of the following warscroll battalions:

- 1 Lords of the Storm
- 3 Devastation Brotherhoods (pg 154)

ABILITIES

Martial Bond: *The warriors that fight together in an Exemplar Chamber share a strong bond; should they witness a comrade's destruction at the hands of the enemy, they will redouble their efforts to seek revenge.*

If a unit from this battalion is destroyed in the combat phase, pick another unit from the same battalion. Add 1 to the Attacks characteristic of that unit's melee weapons for the rest of the battle. A unit cannot be picked to benefit from this ability more than once per battle.



WARSCROLL BATTALION

LORDS OF THE STORM

ORGANISATION

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

- 1 **LORD-CELESTANT**
- 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

Storm-born Commanders: *Stormcast Eternals commanders direct their forces with the ease that comes from years of experience.*

At the start of your hero phase, if any **HEROES** from this battalion are on the battlefield, roll a dice. On a 4+ you receive 1 additional command point.

WARSCROLL BATTALION

THUNDERHEAD BROTHERHOOD

ORGANISATION

A Thunderhead Brotherhood consists of the following units:

- 3 units of Liberators
- 2 units of Judicators

ABILITIES

Sigmarite Shieldwall: *Liberators and Judicators acting in concert provide a solid defensive bulwark.*

You can re-roll save rolls of 1 for attacks that target a unit of **JUDICATORS** from this battalion if that unit is wholly within 3" of a unit of **LIBERATORS** from the same battalion that has any models carrying a Sigmarite Shield.

WARSCROLL BATTALION

HAMMERSTRIKE FORCE

ORGANISATION

A Hammerstrike Force consists of the following units:

- 2 units of **PALADINS**
- 1 unit of Prosecutors

ABILITIES

Celestial Supercharge: *Prosecutors can channel the power of the storm down to their allies below.*

In your hero phase, you can pick one unit of **PALADINS** from this battalion that is wholly within 9" of the unit of **PROSECUTORS** from the same battalion. If you do so, add 1 to wound rolls for attacks made by the unit you pick until the end of the turn.

WARSCROLL BATTALION

VANGUARD WING

ORGANISATION

A Vanguard Wing consists of the following units:

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

ABILITIES

Bearers of the Storm: *Prosecutors imbue their allies with a sense of urgency, bringing swift death to Sigmar's foes.*

If the unmodified hit roll for an attack made by a unit of **LIBERATORS** or **JUDICATORS** from this battalion that is wholly within 16" of a unit of **PROSECUTORS** from the same battalion is 6, add 1 to the Damage characteristic of that attack.

WARSCROLL BATTALION

DEVASTATION BROTHERHOOD

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: *When an enemy must be destroyed at all costs, a Devastation Brotherhood will wade into the foe, obliterating all before them.*

If an enemy unit suffers wounds from attacks made by all three units of **PALADINS** from this battalion in the same combat phase, that enemy unit suffers D6 mortal wounds at the end of that combat phase.



WARSCROLL BATTALION

SOULSTRIKE BROTHERHOOD



The Sacrosanct Chambers are unparalleled in the destruction of arcane foes, while the Vanguard Chambers are the finest hunters at Sigmar's command. When they work in concert, the Rangers lend surety and swiftness to their mystic kindred – and sudden retribution is brought to those foes whom simple blades cannot slay.

ORGANISATION

A Soulstrike Brotherhood consists of the following units:

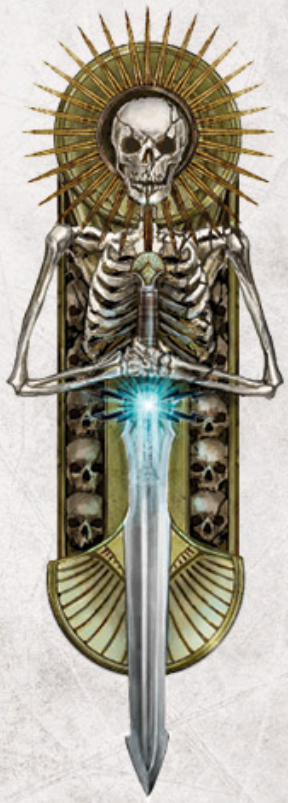
- 2 units of Vanguard-Hunters*
- 2 units of Castigators
- 1 Celestar Ballista

*Both units of Vanguard-Hunters must include a model carrying an Astral Compass.

ABILITIES

Interception Force: *When Stormcast Rangers come across a threat that requires overwhelming force to defeat, they can call upon the forces of a Sacrosanct Chamber to destroy that foe with celestially charged firepower.*

If any units of **VANGUARD-HUNTERS** from this battalion were on the battlefield at the start of a turn in which a reserve **SACROSANCT** unit from the same battalion is set up on the battlefield for the first time, add 1 to the Attacks characteristic of missile weapons used by that **SACROSANCT** unit in that turn.





WARSCROLL

CELESTANT-PRIME

HAMMER OF SIGMAR



The first of the Stormcast Eternals, the Celestant-Prime is the embodiment of Sigmar's Storm. Bearing the warhammer Ghal Maraz, he crashes into the foe like a thunderbolt, the impact of his blows sweeping away whole enemy ranks at a time.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ghal Maraz, the Hammer of Sigmar	2"	3	3+	2+	-3	3

DESCRIPTION

The Celestant-Prime is a named character that is a single model. He is armed with Ghal Maraz, the Hammer of Sigmar.

FLY: This model can fly.

ABILITIES

Cometstrike Sceptre: *Blazing with celestial might, the Celestant-Prime raises his sceptre high before letting it fall to bring comets raining from above.*

In your shooting phase, you can pick a point on the battlefield within 24" of this model that is visible to them. Each unit within D6" of that point suffers D3 mortal wounds.

Retribution from On High: *The Celestant-Prime descends from Azyr into the thickest fighting, Ghal Maraz glowing with power as it smites the foe.*

Instead of setting up this model on the battlefield, you can place it to one side and say that it is set up in the Heavens as a reserve unit. If you do so, at the end of your movement phase you must declare whether this model will remain in reserve or strike from the Heavens.

If this model remains in reserve, add 2 to the Attacks characteristic of Ghal Maraz until the end of the battle.

If this model strikes from the Heavens, set this model up on the battlefield more than 9" from any enemy units. In addition, if this model strikes from the Heavens, until your next hero phase subtract 2 from the Bravery characteristic of enemy units while they are within 12" of this model.

Bearer of the Warhammer: *The Celestant-Prime carries Ghal Maraz, the Skull-Splitter, the hammer of Sigmar itself. This potent relic is not only a deadly weapon, but a symbol of hope for the forces of Order.*

Add 1 to the Bravery characteristic of friendly **ORDER** units while they are wholly within 18" of this model.

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 one of the following dice rolls to a roll of your choice. Apply any modifiers to the new roll:

- One hit roll for an attack made by this model
- One wound roll for an attack made by this model
- One save roll for an attack that targets this model
- One run roll for this model
- One charge roll for this model
- One roll that determines the range or number of mortal wounds for this model's Cometstrike Sceptre

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



WARSCROLL

AVENTIS FIRESTRIKE

MAGISTER OF HAMMERHAL



The Lord-Arcanum Firestrike is the most exalted Stormcast mage in Hammerhal. He rides a mighty Tauralon to war, and has within him a heart of primordial fire, enabling him to channel the energy of not only Azyr but also Aqshy.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Hammerhal	2"	4	3+	3+	-1	D3
Horns and Stamping Hooves	1"	4	3+	3+	-1	2

DESCRIPTION

Aventis Firestrike is a named character that is a single model. He is armed with the Staff of Hammerhal.

MOUNT: Aventis' Tauralon, Loithar, attacks with its Horns and Stamping Hooves.

FLY: This model can fly.

ABILITIES

Comet Trail: *As a Tauralon swoops through the skies, it leaves a trail of sparkling Azyrite energy that settles on those below.*

At the end of your movement phase, you can pick 1 enemy unit that has any models that this model passed across. You can add 1 to hit rolls for attacks made with missile weapons used by friendly **STORMCAST ETERNAL** units that target that unit in the same turn.

Cycle of the Storm: *A Lord-Arcanum is capable of capturing the soul-stuff of a fallen Stormcast Eternal, returning it back to the battlefield to continue the fight.*

Once per turn, when a friendly **STORMCAST ETERNAL** model is slain within 18" of this model, instead of removing the slain model, you can heal 1 wound allocated to it. This model cannot use this ability on itself.

Meteoric Strike: *A Tauralon descends from the skies without warning, smashing into the foe with its horned head lowered.*

Roll a dice for each enemy unit that is within 1" of this model after this model makes a charge move. On a 2+ that unit suffers 1 mortal wound.

Righteous Indignation: *When roused to wrath, Aventis channels that anger into his magical powers, blasting the foe.*

Each time a wound inflicted by a melee weapon is allocated to this model, roll a dice. On a 5+ the attacking unit suffers 1 mortal wound.

Spirit Flask: *As a desperate last resort, Lord-Arcanums can smash open one or more of the filled spirit flasks that they carry, causing a deadly explosion of soul energy that engulfs the wizard and anybody that is nearby.*

Once per battle, at the start of the combat phase, you can say that this model will shatter 1, 2 or 3 spirit flasks. If you do so, each unit within 3" of this model suffers 1 mortal wound for each spirit flask that was shattered. Units within 3" with 10 or more models suffer D3 mortal wounds for each spirit flask that was shattered instead. Allocate the mortal wounds to this model last of all, after allocating them to any other units that are affected.

Thunderhead Crown: *Aventis' helm taps into the Anvil of the Apotheosis, renewing him, even in the thick of battle.*

In your hero phase, heal 1 wound allocated to this model.

MAGIC

Aventis Firestrike is a **WIZARD**. He can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Pyroelectric Blast spells. In addition, the Arcane Bolts that he unleashes are fuelled by Prime Electrids.

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

Pyroelectric Blast has a casting value of 6. If successfully cast, pick a point on the battlefield within 9" of the caster that is visible to them. Draw an imaginary line 1mm wide between that point and the closest part of the caster. Each unit, apart from the caster, that has any models beneath this line suffers D3 mortal wounds.

Prime Electrids: *With the power of Azyr crackling through them, Lord-Arcanums can summon lightning as easily as another mortal draws breath.*

If this model successfully casts Arcane Bolt and it is not unbound, then the spell inflicts D3 mortal wounds instead of 1, or D6 mortal wounds instead of D3 if the casting roll was 10+.

COMMAND ABILITIES

Fiery Orator: *Aventis Firestrike's rousing commands can inflame the righteous fury of his followers, pushing them to ever greater heights of aggression.*

You can use this command ability at the start of the combat phase. If you do so, pick a friendly **HAMMERS OF SIGMAR** unit wholly within 12" of a friendly model with this command ability. Add 1 to wound rolls for attacks made by that unit until the end of that phase.

KEYWORDS	ORDER, CELESTIAL, HUMAN, TAURALON, STORMCAST ETERNAL, HAMMERS OF SIGMAR, SACROSANCT, HERO, MONSTER, WIZARD, LORD-ARCANUM, AVENTIS FIRESTRIKE



WARSCROLL

ASTREIA SOLBRIGHT



Astreia Solbright crackles with static electricity, drawing the tempest behind her as she races across the lands on her fierce Dracoline, Kazra. Her storm magic blasts her enemies to cinders, but leaves her allies untouched.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Aetherstave	2"	4	3+	3+	-1	D3
Monstrous Claws	1"	3	3+	3+	-1	1

DESCRIPTION

Astreia Solbright is a named character that is a single model. She is armed with an Aetherstave.

MOUNT: Astreia's Dracoline, Kazra, attacks with its Monstrous Claws.

ABILITIES

Cycle of the Storm: *A Lord-Arcanum is capable of capturing the soul-stuff of a fallen Stormcast Eternal, returning it back to the battlefield to continue the fight.*

Once per turn, when a friendly **STORMCAST ETERNAL** model is slain within 18" of this model, instead of removing the slain model, you can heal 1 wound allocated to it. This model cannot use this ability on itself.

Spirit Flask: *As a desperate last resort, Lord-Arcanums can smash open one or more of the filled spirit flasks that they carry, causing a deadly explosion of soul energy that engulfs the wizard and anybody that is nearby.*

Once per battle, at the start of the combat phase, you can say that this model will shatter 1, 2 or 3 spirit flasks. If you do so, each unit within 3" of this model suffers 1 mortal wound for each spirit flask that was shattered. Units within 3" with 10 or more models suffer D3 mortal wounds for each spirit flask that was shattered instead. Allocate the mortal wounds to this model last of all, after allocating them to any other units that are affected.

Supernatural Roar: *The roar of a Dracoline is a terrifying, unearthly sound that will shake any opponent to their very core.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of one or more friendly **DRACOLINES**.

Thunderous Pounce: *A Dracoline builds energy as it charges towards the foe, before pouncing and discharging that force through its claws in a blast of Azyrite power.*

You can re-roll charge rolls for this model. In addition, the Damage characteristic for this model's Monstrous Claws is D3 instead of 1 if this model made a charge move in the same turn.

MAGIC

Astreia Solbright is a **WIZARD**. She can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Lightning Pulse spells. In addition, the Arcane Bolts that she unleashes are fuelled by Prime Electrids.

Lightning Pulse: *With electricity pulsing from her eyes, Astreia gathers the power of Azyr into herself and then releases it as a lethal expanding dome of lightning.*

Lightning Pulse has a casting value of 5. If successfully cast, roll a dice for each enemy unit within 12" of the caster that is visible to them. On a 5+, that unit suffers 1 mortal wound.

Prime Electrids: *With the power of Azyr crackling through them, Lord-Arcanums can summon lightning as easily as another mortal draws breath.*

If this model successfully casts Arcane Bolt and it is not unbound, then the spell inflicts D3 mortal wounds instead of 1, or D6 mortal wounds instead of D3 if the casting roll was 10+.

COMMAND ABILITIES

Soul Energy of the First Host: *Astreia Solbright can enhance the soul energy of nearby units from Hammers of Sigmar Sacrosanct Chambers, allowing them to perform extraordinary deeds.*

You can use this command ability in your hero phase, your shooting phase, or the combat phase.

Hero Phase: If you use this command ability in your hero phase, pick a friendly unit of **HAMMERS OF SIGMAR EVOCATORS** wholly within 12" of a friendly model with this command ability. That unit can automatically cast Empower in that hero phase (no casting roll is required, and the spell cannot be unbound).

Shooting Phase: If you use this command ability in your shooting phase, pick a friendly unit of **HAMMERS OF SIGMAR CASTIGATORS** wholly within 12" of a friendly model with this command ability. You can use Aetheric Channelling to increase the accuracy *and* power of that unit's Thunderhead Greatbows in that shooting phase instead of choosing only one of those options.

Combat Phase: If you use this command ability in the combat phase, pick a friendly unit of **HAMMERS OF SIGMAR SEQUITORS** wholly within 12" of a friendly model with this command ability. You can use Aetheric Channelling to increase the power of the unit's weapons *and* shields in that combat phase instead of choosing only one of those options.

KEYWORDS	ORDER, CELESTIAL, HUMAN, DRACOLINE, STORMCAST ETERNAL, HAMMERS OF SIGMAR, SACROSANCT, HERO, WIZARD, LORD-ARCANUM, ASTREIA SOLBRIGHT



VANDUS HAMMERHAND



A Lord-Celestant of the Hammers of Sigmar, Vandus Hammerhand is a fabled hero of the Stormcast Eternals. Mounted upon his loyal Dracoth Calanax, he has led his Warrior Chamber to victory on countless occasions, never once doubting his duty.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Heldensen	2"	3	3+	2+	-1	3
Claws and Fangs	1"	4	3+	3+	-1	1

DESCRIPTION

Vandus Hammerhand is a named character that is a single model. He is armed with Heldensen.

MOUNT: Vandus' Dracoth, Calanax, attacks with its Claws and Fangs.

ABILITIES

Heldensen: *With the momentum of a charge behind it, few can stand against the impact of Vandus Hammerhand's tempestos hammer.*

Add D3 to the Attacks characteristic of Heldensen if this model made a charge move in the same turn.

Intolerable Damage: *When a Dracoth latches onto its prey, there is often little left of the unfortunate victim.*

If the unmodified wound roll for an attack made with a Dracoth's Claws and Fangs is 6, that attack has a Damage characteristic of D6 instead of 1.

Storm Breath: *Dracoths can unleash the power of Sigmar's storm from within their maws.*

In your shooting phase, you can pick a point on the battlefield within 12" of this model that is visible to them. Roll a dice for each enemy unit within 2" of that point. On a 4+ that unit suffers D3 mortal wounds.

Lord of the Hammerhands: *Vandus is a mighty champion of the Hammers of Sigmar, and a consummate commander.*

Friendly **HAMMERS OF SIGMAR** units wholly within 24" of this model at the start of the battleshock phase do not take battleshock tests.

COMMAND ABILITY

Vengeful Determination: *Vandus leads the Hammers of Sigmar into the thickest fighting, inspiring them to fight harder with his feats of arms.*

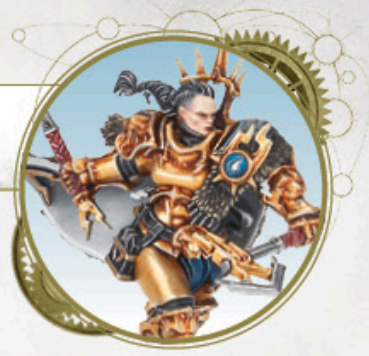
You can use this command ability at the start of the combat phase. If you do so, until the end of that phase, add 1 to the Attacks characteristic of melee weapons used by friendly **HAMMERS OF SIGMAR** units while they are wholly within 12" of a friendly model with this command ability.

KEYWORDS	ORDER, CELESTIAL, HUMAN, DRACOTH, STORMCAST ETERNAL, HAMMERS OF SIGMAR, HERO, LORD-CELESTANT, VANDUS HAMMERHAND



WARSCROLL

NEAVE BLACKTALON



Swift as lightning and as utterly devastating, Neave Blacktalon is a single-minded hunter. Riding the aetheric tailwinds of her Ranger comrades to catch her quarry, Blacktalon strikes before her victim even sees her coming.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boltstorm Pistol	9"	2	3+	3+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
The Whirlwind Axes	1"	7	3+	3+	-1	1

DESCRIPTION

Neave Blacktalon is a named character that is a single model. She is armed with the Whirlwind Axes and a Boltstorm Pistol.

ABILITIES

Lightning-fast Strikes: *When a Knight-Zephyros reaches their target, they unleash a hail of powerful blows, cutting the foe down with ease.*

Add 1 to the Attacks characteristic of this model's Whirlwind Axes if this model made a charge move in the same turn.

Tireless Hunter: *Neave never stops moving in pursuit of her chosen prey.*

This model can run and still shoot in the same turn.

Nemesis: *A peerless hunter, Neave seeks out enemy champions and slays them.*

Add 1 to the Damage characteristic of this model's weapons if the target is a **HERO**.

Windrider: *Following swift Gryph-chargers, Neave Blacktalon is carried in their wake, drawing closer to her quarry in the blink of an eye.*

When a friendly **STORMCAST ETERNAL** unit within 9" of this model uses their Ride the Winds Aetheric ability, this model can follow in their wake if it has not already made a move in that movement phase.

If it does so, immediately move this model up to the distance moved by the unit they are following. This model must end that move within 9" of the unit it is following and more than 3" from any enemy models. If this model uses this ability, it cannot move in that movement phase, and cannot make a charge move later in the same turn.

KEYWORDS	ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HAMMERS OF SIGMAR, HERO, KNIGHT-ZEPHYROS, NEAVE BLACKTALON



WARSCROLL

GAVRIEL SUREHEART



As a mortal, Gavriel Sureheart grew up as a slave in a Khornate fortress-arena, and led a rebellion that saw many of his masters cast down. He has since been reforged as a Lord-Celestant, taking his consummate combat skills to the forefront of Sigmar's war.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Starbound Blade	1"	3	3+	3+	-1	2

DESCRIPTION

Gavriel Sureheart is a named character that is a single model. He is armed with a Starbound Blade.

ABILITIES

Inescapable Vengeance: *A Lord-Celestant is a fearsome fighter, smashing into the enemy with a flurry of blows.*

Add 1 to the Attacks characteristic of this model's melee weapon if this model made a charge move in the same turn.

Sigmarite Thundershield: *Thundershields store storm energy, unleashing it when struck with sufficient force to blast those attempting to attack.*

You can re-roll save rolls of 1 for attacks that target this model. If the re-rolled save is successful, each enemy unit within 3" of this model suffers 1 mortal wound.

COMMAND ABILITY

Once More, For Sigmar, Charge!: *Gavriel raises his blade to the sky, exhorting his forces into the foe's battle-lines.*

You can use this command ability at the start of your charge phase. If you do so, until the end of that phase, add 3 to charge rolls for friendly **HAMMERS OF SIGMAR** units that are wholly within 12" of a friendly model with this command ability when the charge roll is made.

KEYWORDS	ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HAMMERS OF SIGMAR, HERO, LORD-CELESTANT, GAVRIEL SUREHEART



WARSCROLL

STEELHEART'S CHAMPIONS



Severin Steelheart and his loyal warriors have fought at the forefront of the God-King's wars since the Gates of Azyr first opened, earning countless battle honours. Their fellowship is unbreakable, and there are few foes they cannot defeat.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Severin's Broadsword	1"	3	3+	4+	-1	2
Obryn's Grandhammer	1"	2	4+	3+	-1	3
Angharad's Warhammer	1"	3	3+	3+	-	1

DESCRIPTION

Steelheart's Champions is a unit that has 3 models. Severin Steelheart is armed with a Broadsword. Obryn the Bold is armed with a Grandhammer. Angharad Brightshield is armed with a Warhammer and carries a Sigmarite Shield.

SEVERIN STEELHEART: The leader of this unit is Severin Steelheart. If the target unit has 5 or more models, you can re-roll failed hit rolls for attacks made with his Broadsword.

ABILITIES

Heroic Guard: *Steelheart's Champions stand impervious and unyielding in the face of the enemy.*

If one or more enemy units finishes a charge move within ½" of this unit, this unit can take a heroic guard. If it does so, for the rest of the turn, add 1 to save rolls for attacks that target this unit, but this unit does not receive the benefit of cover for the rest of the turn.

Lay Low the Tyrants: *The Stormcast Eternals were created to destroy the most powerful warlords and creatures of darkness.*

Add 1 to hit rolls for attacks made by this unit that target an enemy unit with a Wounds characteristic of 5 or more.

Sigmarite Shields: *The shields of the Stormcast Eternals form an impenetrable wall.*

You can re-roll save rolls of 1 for attacks that target this unit while it includes Angharad Brightshield.

KEYWORDS	ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HAMMERS OF SIGMAR, REDEEMER, LIBERATOR, STEELHEART'S CHAMPIONS



WARSCROLL

THE FARSTRIDERS



Sanson Farstrider is one of the most experienced and respected Hunter-Primes in the Hammers of Sigmar, and his band of hard-bitten veterans have always been chosen for the most death-defying and critical missions behind enemy lines.

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

The Farstriders is a unit that has 3 models. Sanson Farstrider is armed with a Boltstorm Pistol and a Shock Handaxe, carries an Astral Compass and is accompanied by a Star Falcon. Almeric Eagle-eye is armed with a Boltstorm Pistol and a Shock Handaxe. Elias Swiftblade is armed with a Boltstorm Pistol and a Storm Sabre.

SANSON FARSTRIDER: The leader of this unit is Sanson Farstrider. Add 1 to the Attacks characteristic of his Shock Handaxe.

ABILITIES

Astral Compass: *The astral compass shows the best route to strike at the foe.*

If you set up a unit that includes any models with an Astral Compass in the Celestial Realm using the Scions of the Storm battle trait, when you set it up on the battlefield for the first time, instead of setting it up more than 9" from the enemy, you can set it up wholly within 6" of any edge of the battlefield, more than 7" from the enemy.

Star Falcon: *Farstrider's loyal companion can swoop from the skies to strike the enemy.*

At the start of your shooting phase, you can pick 1 enemy unit within 18" of Sanson Farstrider and roll a dice. On a 4+, that enemy unit suffers 1 mortal wound.

Tireless Hunters: *These determined warriors never stop moving in pursuit of their prey.*

This unit can run and still shoot in the same turn.

KEYWORDS	ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HAMMERS OF SIGMAR, ANGELOS, VANGUARD-HUNTERS, THE FARSTRIDERS



WARSCROLL

LORD-ARCANUM

ON TAURALON



The Lord-Arcanums that ride to war atop Tauralons value speed as well as arcane power, darting ahead of their Stormhosts to assail key targets at will. Those that fight in their wake are invigorated by the magic they leave trailing behind them.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Aetherstave	2"	4	3+	3+	-1	D3
Horns and Stamping Hooves	1"	3	3+	3+	-1	2

DESCRIPTION

A Lord-Arcanum on Tauralon is a single model armed with an Aetherstave.

MOUNT: This model's Tauralon attacks with its Horns and Stamping Hooves.

FLY: This model can fly.

ABILITIES

Comet Trail: *As a Tauralon swoops through the skies, it leaves a trail of sparkling Azyrite energy that settles on those below.*

At the end of your movement phase, you can pick 1 enemy unit that has any models that this model passed across. You can add 1 to hit rolls for attacks made with missile weapons used by friendly **STORMCAST ETERNAL** units that target that unit in the same turn.

Cycle of the Storm: *A Lord-Arcanum is capable of capturing the soul-stuff of a fallen Stormcast Eternal, returning it back to the battlefield to continue the fight.*

Once per turn, when a friendly **STORMCAST ETERNAL** model is slain within 18" of this model, instead of removing the slain model, you can heal 1 wound allocated to it. This model cannot use this ability on itself.

Meteoric Strike: *A Tauralon descends from the skies without warning, smashing into the foe with its horned head lowered.*

Roll a dice for each enemy unit that is within 1" of this model after this model makes a charge move. On a 2+ that unit suffers 1 mortal wound.

Spirit Flask: *As a desperate last resort, Lord-Arcanums can smash open one or more of the filled spirit flasks that they carry, causing a deadly explosion of soul energy that engulfs the wizard and anybody that is nearby.*

Once per battle, at the start of the combat phase, you can say that this model will shatter 1, 2 or 3 spirit flasks. If you do so, each unit within 3" of this model suffers 1 mortal wound for each spirit flask that was shattered. Units within 3" with 10 or more models suffer D3 mortal wounds for each spirit flask that was shattered instead. Allocate the mortal wounds to this model last of all, after allocating them to any other units that are affected.

MAGIC

This model is a **WIZARD**. It can attempt to cast two spells in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Lightning Orb spells. In addition, the Arcane Bolts that this model unleashes are fuelled by Prime Electrids.

Lightning Orb: *Gathering the storm into a sphere of pure Azyrite force, the Lord-Arcanum projects it into the enemy ranks.*

Lightning Orb has a casting value of 6. If successfully cast, pick a point on the battlefield within 12" of the caster that is visible to them. Roll a dice for each enemy unit within 3" of this point. On a 4+ that unit suffers D3 mortal wounds.

Prime Electrids: *With the power of Azyr crackling through them, Lord-Arcanums can summon lightning as easily as another mortal draws breath.*

If this model successfully casts Arcane Bolt and it is not unbound, then the spell inflicts D3 mortal wounds instead of 1, or D6 mortal wounds instead of D3 if the casting roll was 10+.

COMMAND ABILITIES

Swift of Wing: *Lord-Arcanums surge forward on their swift mounts, urging their magically adept comrades to even greater speeds.*

You can use this command ability at the start of the movement phase. If you do so, pick a friendly model with this command ability. Add 2 to run rolls for friendly **SACROSANCT** units that were wholly within 18" of that model at the start of that phase.

KEYWORDS	ORDER, CELESTIAL, HUMAN, TAURALON, STORMCAST ETERNAL, SACROSANCT, HERO, MONSTER, WIZARD, LORD-ARCANUM



LORD-ARCANUM



The Lord-Arcanum wields the wrath of the storm itself. He can hurl blasts of celestial force, wield powerful spirit energy, or even return the soul-essence of a fallen comrade to his body so that he might rise to fight again.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Aetherstave	2"	4	3+	3+	-1	D3

DESCRIPTION

A Lord-Arcanum is a single model armed with an Aetherstave.

ABILITIES

Cycle of the Storm: *A Lord-Arcanum is capable of capturing the soul-stuff of a fallen Stormcast Eternal, returning it back to the battlefield to continue the fight.*

Once per turn, when a friendly **STORMCAST ETERNAL** model is slain within 18" of this model, instead of removing the slain model, you can heal 1 wound allocated to it. This model cannot use this ability on itself.

Spirit Flask: *As a desperate last resort, Lord-Arcanums can smash open one or more of the filled spirit flasks that they carry, causing a deadly explosion of soul energy that engulfs the wizard and anybody that is nearby.*

Once per battle, at the start of the combat phase, you can say that this model will shatter 1, 2 or 3 spirit flasks. If you do so, each unit within 3" of this model suffers 1 mortal wound for each spirit flask that was shattered. Units within 3" with 10 or more models suffer D3 mortal wounds for each spirit flask that was shattered instead. Allocate the mortal wounds to this model last of all, after allocating them to any other units that are affected.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Thunderclap spells. In addition, the Arcane Bolts that this model unleashes are fuelled by Prime Electrids.

Thunderclap: *The Lord-Arcanum gathers power from Azyr and unleashes a mighty thunderclap, stunning and deafening nearby enemies.*

Thunderclap has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. Subtract 1 from hit rolls for attacks made by that unit until your next hero phase.

Prime Electrids: *With the power of Azyr crackling through them, Lord-Arcanums can summon lightning as easily as another mortal draws breath.*

If this model successfully casts Arcane Bolt and it is not unbound, then the spell inflicts D3 mortal wounds instead of 1, or D6 mortal wounds instead of D3 if the casting roll was 10+.

COMMAND ABILITIES

Aetheric Manipulation: *A Lord-Arcanum can manipulate the aetheric energies of the realms, channelling them into powerful spells to speed them towards the enemy.*

You can use this command ability before an endless spell is moved. If you do so, pick a predatory **ENDLESS SPELL** model within 12" of a friendly model with this command ability. Add D6" to the distance that endless spell can move until the end of the battle round.

KEYWORDS	ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, SACROSANCT, HERO, WIZARD, LORD-ARCANUM



WARSCROLL

LORD-ARCANUM

ON CELESTIAL DRACOLINE



The Lord-Arcanums that ride to war upon Celestial Dracolines are the most bombastic and forthright of their kind. They value aggressive magic more than most, and can send spears of celestial energy lancing into the foe.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Aetherstave	2"	4	3+	3+	-1	D3
Monstrous Claws	1"	3	3+	3+	-1	1

DESCRIPTION

A Lord-Arcanum on Celestial Dracoline is a single model armed with an Aetherstave.

MOUNT: This model's Celestial Dracoline attacks with its Monstrous Claws.

ABILITIES

Cycle of the Storm: *A Lord-Arcanum is capable of capturing the soul-stuff of a fallen Stormcast Eternal, returning it back to the battlefield to continue the fight.*

Once per turn, when a friendly **STORMCAST ETERNAL** model is slain within 18" of this model, instead of removing the slain model, you can heal 1 wound allocated to it. This model cannot use this ability on itself.

Spirit Flask: *As a desperate last resort, Lord-Arcanums can smash open one or more of the filled spirit flasks that they carry, causing a deadly explosion of soul energy that engulfs the wizard and anybody that is nearby.*

Once per battle, at the start of the combat phase, you can say that this model will shatter 1, 2 or 3 spirit flasks. If you do so, each unit within 3" of this model suffers 1 mortal wound for each spirit flask that was shattered. Units within 3" with 10 or more models suffer D3 mortal wounds for each spirit flask that was shattered instead. Allocate the mortal wounds to this model last of all, after allocating them to any other units that are affected.

Supernatural Roar: *The roar of a Dracoline is a terrifying, unearthly sound that will shake any opponent to their very core.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of one or more friendly **DRACOLINES**.

Thunderous Pounce: *A Dracoline builds energy as it charges towards the foe, before pouncing and discharging that force through its claws in a blast of Azyrite power.*

You can re-roll charge rolls for this model. In addition, the Damage characteristic for this model's Monstrous Claws is D3 instead of 1 if this model made a charge move in the same turn.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Storm Lance spells. In addition, the Arcane Bolts that this model unleashes are fuelled by Prime Electrids.

Storm Lance: *Thrusting their Aetherstave forward, the Lord-Arcanum summons a bolt of condensed Azyrite energy to spear through the ranks of the foe.*

Storm Lance has a casting value of 5. If successfully cast, pick a point on the battlefield within 12" of the caster and draw an imaginary straight line 1mm wide between that point and the closest part of the caster. Roll a dice for each enemy model passed across by this line. On a 5+ that model's unit suffers 1 mortal wound.

Prime Electrids: *With the power of Azyr crackling through them, Lord-Arcanums can summon lightning as easily as another mortal draws breath.*

If this model successfully casts Arcane Bolt and it is not unbound, then the spell inflicts D3 mortal wounds instead of 1, or D6 mortal wounds instead of D3 if the casting roll was 10+.

COMMAND ABILITIES

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

You can use this command ability in the combat phase. If you do so, pick a friendly model with this command ability. Until the end of that phase, add 1 to the Attacks characteristic of the Monstrous Claws of friendly **EVOCATORS** with **DRACOLINE** mounts while they are wholly within 18" of that model.

KEYWORDS	ORDER, CELESTIAL, HUMAN, DRACOLINE, STORMCAST ETERNAL, SACROSANCT, HERO, WIZARD, LORD-ARCANUM



WARSCROLL

LORD-ARCANUM

ON GRYPH-CHARGER



Masters of aetheric lightning who can manipulate the cerulean energy of Azyr, Lord-Arcanums can see the souls of living creatures, the better to heal their kindred. When allied with wind-swift Gryph-chargers, they are all but inescapable.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Aetherstave	2"	4	3+	3+	-1	D3
Razor Beak and Claws	1"	3	3+	3+	-2	1

DESCRIPTION

A Lord-Arcanum on Gryph-charger is a single model armed with an Aetherstave.

MOUNT: This model's Gryph-charger attacks with its Razor Beak and Claws.

ABILITIES

Aethereal Strike: *A Gryph-charger's claws are supernaturally sharp, tearing through armour with ease.*

If the unmodified hit roll for an attack made with a Gryph-charger's Razor Beak and Claws is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

Cycle of the Storm: *A Lord-Arcanum is capable of capturing the soul-stuff of a fallen Stormcast Eternal, returning it back to the battlefield to continue the fight.*

Once per turn, when a friendly **STORMCAST ETERNAL** model is slain within 18" of this model, instead of removing the slain model, you can heal 1 wound allocated to it. This model cannot use this ability on itself.

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 your movement phase, this model can Ride the Winds Aetheric instead of moving normally. If it does so, choose the direction in which it will move, and roll 6D6. This model can move up to a number of inches equal to the result in the direction chosen, moving over terrain and other models as if it could fly. It must end the move more than 3" from enemy models – if this is impossible, it cannot move at all. This model cannot charge in a turn in which it Rides the Winds Aetheric.

Spirit Flask: *As a desperate last resort, Lord-Arcanums can smash open one or more of the filled spirit flasks that they carry, causing a deadly explosion of soul energy that engulfs the wizard and anybody that is nearby.*

Once per battle, at the start of the combat phase, you can say that this model will shatter 1, 2 or 3 spirit flasks. If you do so, each unit within 3" of this model suffers 1 mortal wound for each spirit flask that was shattered. Units within 3" with 10 or more models suffer D3 mortal wounds for each spirit flask that was shattered instead. Allocate the mortal wounds to this model last of all, after allocating them to any other units that are affected.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Healing Light spells. In addition, the Arcane Bolts that this model unleashes are fuelled by Prime Electrids.

Healing Light: *The Lord-Arcanum gathers aetheric energy and uses it to revitalise the depleted life energies of Stormcast warriors that are nearby.*

Healing Light has a casting value of 5. If successfully cast, pick a friendly **STORMCAST ETERNAL** model within 18" of the caster. Heal D3 wounds that have been allocated to that model. If the casting roll was 8+, heal D6 wounds that have been allocated to that model instead.

Prime Electrids: *With the power of Azyr crackling through them, Lord-Arcanums can summon lightning as easily as another mortal draws breath.*

If this model successfully casts Arcane Bolt and it is not unbound, then the spell inflicts D3 mortal wounds instead of 1, or D6 mortal wounds instead of D3 if the casting roll was 10+.

COMMAND ABILITIES

Soul Energy: *A Lord-Arcanum can enhance the soul energy of nearby units from the Sacrosanct Chamber, allowing them to perform extraordinary deeds.*

You can use this command ability in your hero phase, your shooting phase, or the combat phase.

Hero Phase: If you use this command ability in your hero phase, pick a friendly unit of **EVOCATORS** wholly within 9" of a friendly model with this command ability. That unit can automatically cast Empower in that hero phase (no casting roll is required, and the spell cannot be unbound).

Shooting Phase: If you use this command ability in your shooting phase, pick a friendly unit of **CASTIGATORS** wholly within 9" of a friendly model with this command ability. You can use Aetheric Channelling to increase the accuracy *and* power of that unit's Thunderhead Greatbows in that shooting phase instead of choosing only one of those options.

Combat Phase: If you use this command ability in the combat phase, pick a friendly unit of **SEQUITORS** wholly within 9" of a friendly model with this command ability. You can use Aetheric Channelling to increase the power of the unit's weapons *and* shields in that combat phase instead of choosing only one of those options.

KEYWORDS	ORDER, CELESTIAL, HUMAN, GRYPH-CHARGER, STORMCAST ETERNAL, SACROSANCT, HERO, WIZARD, LORD-ARCANUM



WARSCROLL

LORD-AQUILOR



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 blade and handaxe as their Gryph-charger savages the opponent.

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
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. It can also carry an Astral Compass.

MOUNT: This model's Gryph-charger attacks with its Razor Beak and Claws.

ABILITIES

Aethereal Strike: *A Gryph-charger's claws are supernaturally sharp, tearing through armour with ease.*

If the unmodified hit roll for an attack made with a Gryph-charger's Razor Beak and Claws is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

Astral Compass: *The astral compass shows the best route to strike at the foe.*

If you set up this model in the Celestial Realm using the Scions of the Storm battle trait, when you set it up on the battlefield for the first time, instead of setting it up more than 9" from the enemy, you can set it up wholly within 6" of any edge of the battlefield, more than 7" from the enemy.

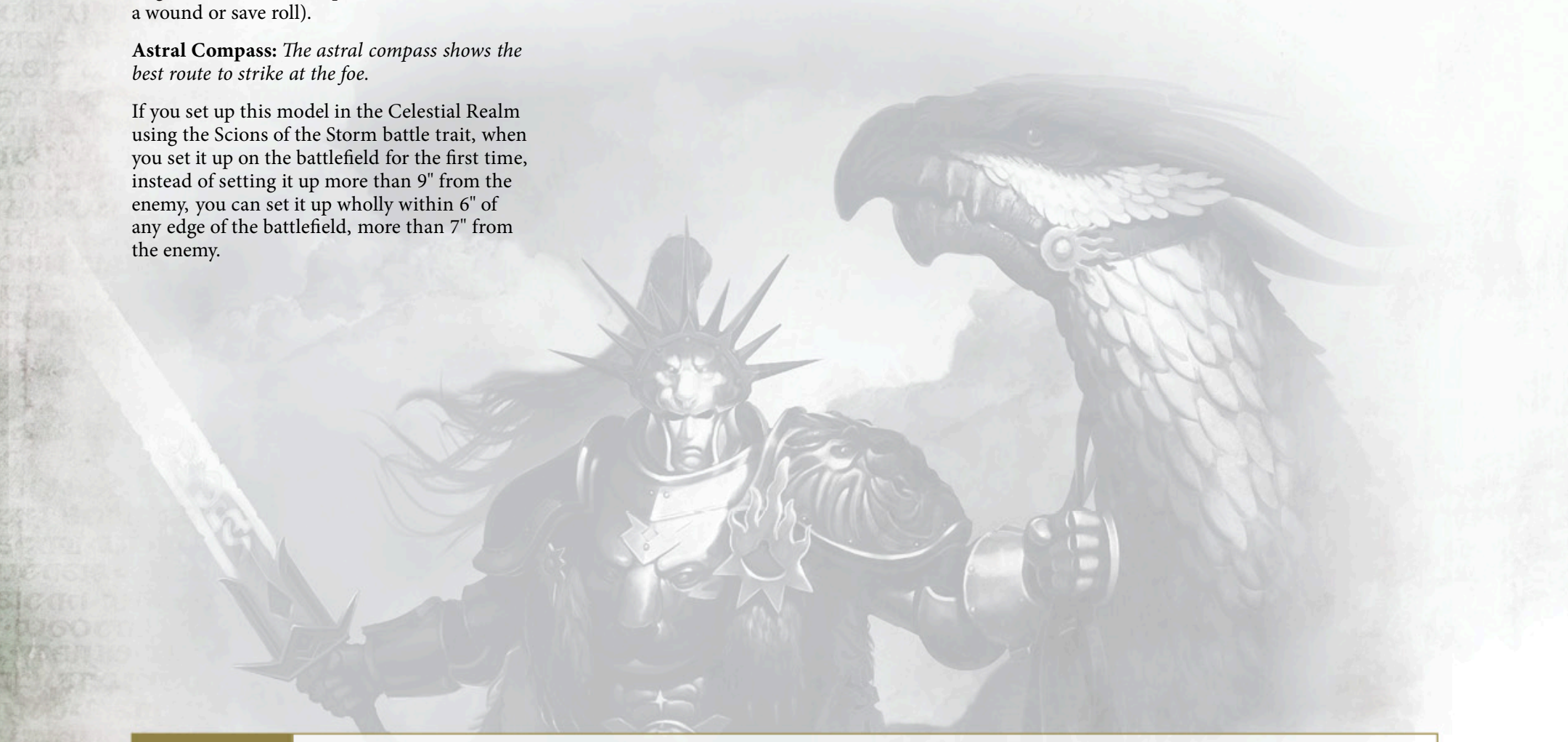
Ride the Winds Aetheric: *Gryph-chargers can move faster than the eye can follow along the winds aetheric, though the shifting of these winds makes such movement perilous at times.*

In your movement phase, this model can Ride the Winds Aetheric instead of moving normally. If it does so, choose the direction in which it will move, and roll 6D6. This model can move up to a number of inches equal to the result in the direction chosen, moving over terrain and other models as if it could fly. It must end the move more than 3" from enemy models – if this is impossible, it cannot move at all. This model cannot charge in a turn in which it Rides the Winds Aetheric.

COMMAND ABILITY

Lord of the Azyrite Hurricane: *The Lord-Aquilor directs their warriors to fade and strike from an unexpected direction, whirling around the enemy like a cyclone.*

You can use this command ability at the end of your movement phase. If you do so, pick a friendly model with this command ability. Remove that model, and/or one friendly unit of **VANGUARD-HUNTERS** , **VANGUARD-PALLADORS**, **VANGUARD-RAPTORS** or **AETHERWINGS** wholly within 24" of that model, from the battlefield and set them up wholly within 6" of any edge of the battlefield, more than 7" from any enemy units.



KEYWORDS ORDER, CELESTIAL, HUMAN, GRYPH-CHARGER, STORMCAST ETERNAL, HERO, LORD-AQUILOR



WARSCROLL

LORD-CELESTANT

ON DRACOTH



Fuelled by the powers celestial, the Lord-Celestant that leads a Stormcast Eternal chamber is an exceptional warrior. From atop a lightning-spitting Dracoth, the commander bolsters his brethren's resolve while delivering swift vengeance to his foes.

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
Claws and Fangs	1"	3	3+	3+	-1	1

DESCRIPTION

A Lord-Celestant on Dracoth is a single model armed with either a Tempestos Hammer, a Thunderaxe, a Lightning Hammer, or a Stormstrike Glaive. They can also carry a Sigmarite Thundershield.

MOUNT: This model's Dracoth attacks with its Claws and Fangs.

ABILITIES

Lightning Hammer: *The shockwave effect of a lightning hammer connecting with the foe stuns those in close proximity.*

If the unmodified hit roll for an attack made with a Lightning Hammer is 6, that attack inflicts 2 mortal wounds on the target in addition to its normal damage. If a unit suffers any mortal wounds in this way, it cannot pile in later that phase.

Intolerable Damage: *When a Dracoth catches its prey, there is often little left of the victim.*

If the unmodified wound roll for an attack made with a Dracoth's Claws and Fangs is 6, that attack has a Damage characteristic of D6 instead of 1.

Sigmarite Thundershield: *Thundershields store storm energy, unleashing it when struck with sufficient force to blast those attempting to attack.*

You can re-roll save rolls of 1 for attacks that target this model if this model is carrying a Sigmarite Thundershield. If the re-rolled save is successful, each enemy unit within 3" of this model suffers 1 mortal wound.

Stormstrike Glaive: *By lowering a stormstrike glaive and wielding it as a lance, a Lord-Celestant can bring down the mightiest foes.*

Add 2 to the Damage characteristic of this model's Stormstrike Glaive if this model made a charge move in the same turn.

Storm Breath: *Dracoths can unleash the power of Sigmar's storm from within their maws.*

In your shooting phase, you can pick a point on the battlefield within 12" of this model that is visible to them. Roll a dice for each enemy unit within 2" of that point. On a 4+ that unit suffers D3 mortal wounds.

Tempestos Hammer: *With the momentum of the charge behind it, the impact of a tempestos hammer can fell a rampaging Ghorgon.*

Add D3 to the Attacks characteristic of this model's Tempestos Hammer if this model made a charge move in the same turn.

Thunderaxe: *In the capable hands of a Lord-Celestant, a thunderaxe draws on celestial energies until it crackles with barely contained power.*

Add 1 to the Attacks characteristic of this model's Thunderaxe for each other friendly **Stormcast Eternal** unit wholly within 9" of this model when the attack is made.

COMMAND ABILITY

Lord of the Host: *A Lord-Celestant is a trusted and respected leader. Their presence steels the souls of those who fight nearby.*

You can use this command ability at the start of the battleshock phase. If you do so, pick a friendly model with this command ability. Until the end of that phase, you do not have to take battleshock tests for friendly **STORMCAST ETERNAL** units that are wholly within 24" of that model.

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



WARSCROLL

LORD-CELESTANT

ON STARDRAKE



Only the mightiest and noblest souls are chosen to lead an Extremis Chamber. The Lord-Celestant and his steed are so infused with celestial power 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
Great Claws	1"	4	✹	3+	-1	D3

DAMAGE TABLE			
Wounds Suffered	Move	Great Claws	Cavernous Jaw Bites
0-4	12"	3+	3
5-8	11"	3+	2
9-12	10"	4+	2
13-16+	8"	4+	1

DESCRIPTION

A Lord-Celestant on Stardrake is a single model armed with a Celestine Hammer or a Stormbound Blade.

MOUNT: This model's Stardrake attacks with its Great Claws.

FLY: This model can fly.

ABILITIES

Arcane Lineage: *Stardrakes are the children of Dracothion, and they possess innate power over the magic of the realms.*

Add 1 to casting rolls for friendly **WIZARDS** while they are within 18" of this model. In addition, subtract 1 from casting rolls for enemy **WIZARDS** while they are within 18" of this model.

Cavernous Jaws: *The enormous maw of a Stardrake can bite a foe in half.*

After this model makes a pile-in move, this model's Stardrake can bite one or more enemy models with its cavernous jaws. The number of bites it can make is shown on the damage table above. For each bite, pick one enemy model within 3" of this model and roll a dice. If the roll is greater than that model's Wounds characteristic, it is slain.

Inescapable Vengeance: *A Lord-Celestant on the charge is a formidable sight, sundering the foe with sweeps of his star-blessed weapon.*

Add D3 to the Attacks characteristic of this model's Celestine Hammer or Stormbound Blade if this model made a charge move in the same turn.

Lord of the Heavens: *Stardrakes are imbued with pure Azyrite energy and the powers of the celestial realm are theirs to command.*

At the start of your shooting phase, if this model is on the battlefield, it can either breathe a Roiling Thunderhead or call down a Rain of Stars.

If it breathes a Roiling Thunderhead, pick 1 enemy unit within 18" of this model that is visible to it. Roll a dice for each model in that unit that is within 18" of this model. For each 6+ that unit suffers 1 mortal wound.

If it calls down a Rain of Stars, pick up to D6 enemy units on the battlefield. Roll a dice for each unit you pick. On a 4+ that unit suffers D3 mortal wounds.

Sigmarite Thundershield: *Thundershields store storm energy, unleashing it when struck with sufficient force to blast those attempting to attack.*

You can re-roll save rolls of 1 for attacks that target this model. If the re-rolled save is successful, each enemy unit within 3" of this model suffers 1 mortal wound.

Stormbound Blade: *Stormbound blades are wreathed in lightning that can arc viciously into the flesh of those they strike.*

If the unmodified hit roll for an attack made with a Stormbound Blade is 6, that attack inflicts 3 hits on the target instead of 1. Make a wound and save roll for each hit.

Sweeping Tail: *Those who seek to avoid the jaws of a Stardrake are often smashed by its mighty tail.*

Each time this model attacks, roll a dice for each enemy unit within 3" of this model after all of this model's attacks have been resolved. If the roll is less than the number of models in that enemy unit, that enemy unit suffers D3 mortal wounds.

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.*

You can use this command ability at the start of the combat phase if a friendly model with this command ability is on the battlefield. If you do so, you can re-roll failed wound rolls for attacks made by friendly **STARDRAKE** and **DRACOTH** mounts until the end of that phase.

KEYWORDS	ORDER, CELESTIAL, HUMAN, STARDRAKE, STORMCAST ETERNAL, HERO, MONSTER, LORD-CELESTANT



WARSCROLL

LORD-CELESTANT



Inspiring leaders of the Stormcast chambers, the Lord-Celestants march to war mantled in the might of the tempest. None can escape their vengeful blows as their runeblades and sigmarite hammers strike down the cowardly foe.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sigmarite Runeblade	1"	4	3+	3+	-1	1
Warhammer	1"	2	4+	3+	-	1

DESCRIPTION

A Lord-Celestant is a single model armed with a Sigmarite Runeblade and a Warhammer.

ABILITIES

Inescapable Vengeance: *A Lord-Celestant is a fearsome fighter, smashing into the enemy with a flurry of blows.*

Add 1 to the Attacks characteristic of this model's melee weapons if this model made a charge move in the same turn.

Sigmarite Warcloak: *Lord-Celestants can unleash the lethal storm magic stored in the sigmarite adornments of their cloak.*

In your shooting phase, this model can make D6 storm magic strikes. For each strike, pick 1 enemy unit within 16" of this model that is visible to them and roll a dice. On a 4+ that unit suffers 1 mortal wound.

COMMAND ABILITY

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

You can use this command ability at the start of the combat phase. If you do so, pick a friendly model with this command ability that is within 3" of an enemy unit. Add 1 to hit rolls for friendly **STORMCAST ETERNAL** units wholly within 12" of that model when they attack in that combat phase.

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



WARSCROLL

LORD-CASTELLANT



Masters of defensive warfare, the Lord-Castellants watch over their comrades. From their warding lanterns a golden glow spills forth. This magical light drives back the tainted foe, but can also shield and heal wounded Stormcast Eternals.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Castellant's Halberd	2"	3	3+	3+	-1	2

DESCRIPTION

A Lord-Castellant is a single model armed with a Castellant's Halberd.

ABILITIES

Faithful Gryph-hound: *A Lord-Castellant is often accompanied into battle by a loyal beast of Azyr.*

The first time this model is set up on the battlefield, you can call a **GRYPH-HOUND** unit consisting of a single model to the battlefield and add it to your army. Set up the **GRYPH-HOUND** wholly within 3" of this model and more than 9" from any enemy units.

Warding Lantern: *A warding lantern is filled with holy energies, imbuing nearby Stormcast Eternals with power, or burning their foes.*

In your hero phase, pick either a **CHAOS** unit or a **STORMCAST ETERNAL** unit that is wholly within 18" of this model. The same unit cannot be picked as the target of a warding lantern more than once in the same hero phase.

If a **CHAOS** unit is picked, it suffers 1 mortal wound. If a **CHAOS DAEMON** unit is picked it suffers D3 mortal wounds instead.

If a **STORMCAST ETERNAL** unit is picked, add 1 to save rolls for attacks that target that unit until your next hero phase. In addition, until your next hero phase, each time you make a save roll of 7+ for an attack that targets that unit, you can heal 1 wound allocated to a model from that unit.

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



WARSCROLL

LORD-EXORCIST



The Lord-Exorcist has power over the spirit as well as the mortal form. He can hurl back daemons, gheists and even the souls of corrupt and evil foes. Those he judges redeemable he may save, though in times of war these are few indeed.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Redemption Stave	2"	4	3+	3+	-1	D3

DESCRIPTION

A Lord-Exorcist is a single model armed with a Redemption Stave.

ABILITIES

Redemptor Casket: *Each redemption stave incorporates a casket for the containment of malicious spirits.*

At the start of your shooting phase, roll a dice for each **DAEMON** or **NIGHTHAUNT** unit within 6" of this model. On a 4+ that unit suffers 1 mortal wound.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Purifying Blast spells.

Purifying Blast: *Slamming his stave onto the ground, the Lord-Exorcist unleashes a wave of power that blasts the spirits of the unworthy from their bodies.*

Purifying Blast has a casting value of 5. If successfully cast, roll a dice for each enemy unit within 6" of the caster. Add that unit's Bravery characteristic to the roll. If the result is less than 10, that unit suffers D3 mortal wounds. Halve the Bravery characteristic (rounding down) of **DEATH** and **DAEMON** units for this spell.

KEYWORDS	ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, SACROSANCT, HERO, WIZARD, LORD-EXORCIST



WARSCROLL

LORD-ORDINATOR



Striding to battle in sigmarite armour, the Lord-Ordinator wields hammers that strike with thunderclap force. It is this warrior's duty to read the stars above, using the truths they find there to engineer the fates of the Free Peoples upon the battlefield.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Astral Hammers	1"	6	4+	3+	-	1
Astral Grandhammer	1"	3	3+	3+	-1	2

DESCRIPTION

A Lord-Ordinator is a single model armed with a pair of Astral Hammers or an Astral Grandhammer.

ABILITIES

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

Add 1 to hit rolls for attacks made by **ORDER WAR MACHINES** while they are wholly within 9" of one or more friendly **LORD-ORDINATORS** .

Comet Strike: *A blow from an astral grandhammer can shatter most types of armour.*

If the unmodified hit roll for an attack made with an Astral Grandhammer is 6, that attack inflicts 2 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Meteoric Slam: *When astral hammers strike together, they unleash a deadly explosion of energy.*

If the unmodified hit roll for two or more attacks made against the same enemy unit in the same phase with this model's Astral Hammers is 6, that enemy unit suffers D3 mortal wounds after all of this model's attacks have been resolved.

COMMAND ABILITIES

Solemn Duty: *A Lord-Ordinator leads their warriors to battle without a hint of trepidation.*

You can use this command ability at the start of the battleshock phase. If you do so, pick a friendly model with this command ability. Until the end of that phase, you do not have to take battleshock tests for friendly **STORMCAST ETERNAL** units that are wholly within 18" of that model.

KEYWORDS	ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, SACROSANCT, HERO, LORD-ORDINATOR



WARSCROLL

LORD-VERITANT



Lord-Veritants are the eyes of Sigmar, the inescapable vengeance of the Heavens. By the searing light of their lanterns of abjuration they burn away the shadows, cutting a merciless path through cultists and daemons until nothing remains of the foe.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Judgement Blade	1"	4	3+	3+	-1	2

DESCRIPTION

A Lord-Veritant is a single model armed with a Judgement Blade.

ABILITIES

Faithful Gryph-hound: *A Lord-Veritant is often accompanied into battle by a loyal beast of Azyr.*

The first time this model is set up on the battlefield, you can call a **GRYPH-HOUND** unit consisting of a single model to the battlefield and add it to your army. Set up the **GRYPH-HOUND** wholly within 3" of this model and more than 9" from any enemy units.

Lantern of Abjuration: *The blessed light that shines from this lantern can banish even the most potent sorcery.*

This model can unbind one spell in each enemy hero phase in the same manner as a **WIZARD**.

Sanction: *A Lord-Veritant can beseech Sigmar to smite the wielders of fell magic, the raw energies of Azyr casting them down.*

In your hero phase, you can pick 1 enemy **WIZARD** within 7" of this model and roll a dice. On a 4+ that enemy unit suffers D3 mortal wounds.

Bound in Service: *Lord-Veritants often train Gryph-hounds to help them track down spellcasters across the realms.*

Add 3 to the unbinding roll for this model's Lantern of Abjuration if there is a friendly **GRYPH-HOUND** model within 6" of the enemy **WIZARD** attempting to cast the spell.

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



WARSCROLL

LORD-RELICTOR



Lord-Relictors are sinister figures, for their ritual weapons and armour are replete with icons of death. Potent healers as well as mighty warriors, their arcane powers channel the glory of Sigmar and call storms from the darkening skies.

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

DESCRIPTION

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

ABILITIES

Healing Storm: *A Lord-Relictor can call down cleansing bolts from the sky, invigorating their allies with the power of the storm and closing even the most grievous wounds.*

In your hero phase, you can pick a friendly **STORMCAST ETERNAL** model within 12" of this model and roll a dice. On a 3+ you can heal up to D3 wounds that have been allocated to that model. A Lord-Relictor cannot use the Lightning Storm and Healing Storm abilities in the same turn.

Lightning Storm: *Lord-Relictors can pray to Sigmar to bless the battlefield with a spear of blinding lightning.*

In your hero phase, you can pick 1 enemy unit that is within 12" of this model and roll a dice. On a 3+, that unit suffers D3 mortal wounds. In addition, subtract 1 from hit rolls for attacks made by that unit until your next hero phase. A Lord-Relictor cannot use the Lightning Storm and Healing Storm abilities in the same turn.

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

WARSCROLL

KNIGHT-AZYROS





The Knights-Azyros are heralds of the sky. Where the Knight-Azyros shines their light, there too can almighty Sigmar see, guiding his Stormcasts to smite the foes of Azyr. That illuminating beam is a boon to allies, and a bane to foes.

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

DESCRIPTION

A Knight-Azyros is a single model armed with a Starblade.

FLY: This model can fly.

ABILITIES

Illuminator of the Lost: *Casting the pure light of Sigmar onto the foe, the Knight-Azyros' allies let fly their arrows with greater accuracy.*

You can re-roll hit rolls of 1 for attacks made by friendly units that target enemy units while the enemy unit is within 10" of this model.

The Light of Sigmar: *Opening the celestial beacon's frontis wide, the Knight-Azyros allows the full majesty of Sigmar's light to scour the enemy.*

Once per battle, in your hero phase, this model can use its celestial beacon. If it does so, each enemy unit within 8" of this model suffers D3 mortal wounds. **CHAOS** units within 8" suffer D6 mortal wounds instead.

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

WARSCROLL

KNIGHT-HERALDOR





With blasts sounding from their battle-horn, a Knight-Heraldor inspires nearby Stormcast Eternals. So powerful are the thunderous calls of the herald that the celestial shock waves can topple buildings, fell trees or cast down dark idols.

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 armed with a Sigmarite Broadsword.

ABILITIES

Onwards to Glory: *The sound of battle-horns directs and marshalls the Stormhosts as easily as a shouted command.*

At the start of your movement phase, you can pick a friendly **STORMCAST ETERNAL** unit wholly within 12" of this model. That unit can retreat and/or run in that movement phase and still charge later in the same turn.

Thunderblast: *The unearthly sound of a battle-horn can shake even the sturdiest strongholds to their foundations.*

In your shooting phase, pick a terrain feature wholly within 18" of this model. Each enemy unit within 3" of that terrain feature suffers D3 mortal wounds.

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



WARSCROLL

KNIGHT-INCANTOR



The Knight-Incantor is a gifted stormcaller, able to summon hurricane winds and gales of mystical energy. Those who ignite a Knight-Incantor's wrath soon find themselves battling against a living tempest.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Incantor's Staff	2"	3	3+	3+	-1	D3

DESCRIPTION

A Knight-Incantor is a single model armed with an Incantor's Staff.

ABILITIES

Voidstorm Scroll: *Each Knight-Incantor bears a scroll infused with potent void magic.*

Once per battle, when this model attempts to unbind a spell, instead of making an unbinding roll you can say this model is using its Voidstorm Scroll. If you do so, the spell is automatically unbound (do not roll the dice).

Spirit Flask: *Knights-Incantor can smash the filled spirit flasks they carry, causing a deadly explosion of soul energy.*

Once per battle, at the start of the combat phase, you can say that this model will shatter 1, 2 or 3 spirit flasks. If you do so, each unit within 3" of this model suffers 1 mortal wound for each spirit flask that was shattered. Units within 3" with 10 or more models suffer D3 mortal wounds for each spirit flask that was shattered instead. Allocate the mortal wounds to this model last of all, after allocating them to any other units that are affected.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Spirit Storm spells.

Spirit Storm: *The wizard conjures a whirl of gusting winds and eldritch lightning.*

Spirit Storm has a casting value of 7. If successfully cast, each enemy unit within 18" of the caster suffers 1 mortal wound. In addition, until your next hero phase, subtract 1 from run and charge rolls for enemy units while they are within 18" of the caster.

KEYWORDS	ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, SACROSANCT, HERO, WIZARD, KNIGHT-INCANTOR



WARSCROLL

KNIGHT-QUESTOR



Knights-Questor have vowed to fulfil sacred tasks and duties in the name of Sigmar. They adventure across the realms to slay terrible enemies with their warblades or recover arcane artefacts whose power can turn the tides of war.

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

DESCRIPTION

A Knight-Questor is a single model armed with a Questor Warblade.

ABILITIES

Thundercharged Strike: *Knights-Questor can imbue their blades with deadly energy.*

If the unmodified wound roll for an attack made with a Questor Warblade is 6, that attack has a Damage characteristic of 2 instead of 1.

Heroic Challenge: *Calling out to the enemy horde's most powerful warriors, the Knight-Questor challenges them to single combat.*

If this model is within 6" of an enemy **HERO** when it makes a pile-in move, it can pile in an extra 3", but must end that pile-in move within 1" of an enemy **HERO**. In addition, you can re-roll failed hit rolls for attacks made by this model if the target of that attack is a **HERO**.

Sigmarite Shield: *This sigilic shield protects its bearer in battle.*

You can re-roll failed save rolls for attacks that target this model.

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

WARSCROLL

KNIGHT-VENATOR





The Knight-Venator is a sky-hunter, a winged archer that rains down death from above. Not even large monsters or powerful enemy leaders are safe from the lethal missile fire loosed by this soaring angel of Azyr.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Realmhunter's Bow	30"	3	2+	3+	-1	1
Celestial Beak and Talons	30"	3	4+	3+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Bow Stave	1"	2	3+	4+	-	1
Celestial Beak and Talons	1"	3	4+	3+	-	1

DESCRIPTION

A Knight-Venator is a single model armed with a Realmhunter's Bow and Bow Stave.

COMPANION: A Knight-Venator is accompanied by a Star-eagle that attacks with its Celestial Beak and Talons. For rules purposes, it is treated in the same manner as a mount.

FLY: A Knight-Venator can fly.

ABILITIES

Celestial Strike: *A Star-eagle can transmute its form into pure Azyrite energy.*

If the unmodified wound roll for an attack made with a Star-eagle's Celestial Beak and Talons is 6, that attack has a Rend characteristic of -3 instead of '-'.

Star-fated Arrow: *Whispering the name of a powerful foe, the Knight-Venator looses an arrow destined to end that enemy's life.*

Once per battle, in your shooting phase, this model can shoot a Star-fated Arrow. If it does so, until the end of that phase, the Attacks characteristic of this model's Realmhunter's Bow is reduced to 1, but it has a Damage characteristic of D3+3 instead of 1. If the target is a **HERO** or **MONSTER**, this weapon has a Damage characteristic of D6+3 until the end of that phase instead.

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

WARSCROLL

KNIGHT-VEXILLOR





Blazing with celestial energies, the banners of the Stormcast Eternals are carried proudly into battle by the Knights-Vexillor. These standards have the power to pull down comets and to summon forth the swirling power of a hurricane.

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. It can also carry a Meteoric Standard or a Pennant of the Stormbringer.

ABILITIES

Icon of War: *When rallying around a Knight-Vexillor's banner, Stormcast Eternals are inspired to glorious acts of valour.*

You can re-roll charge rolls for friendly **STORMCAST ETERNAL** units that are wholly within 18" of this model when the charge roll is made.

Meteoric Standard: *With a flourish of this heavy icon, the Knight-Vexillor pulls a comet down from the heavens and plunges it into the foe.*

If this model has a Meteoric Standard, once per battle, in your hero phase, you can pick a point on the battlefield within 24" of this model. Each unit within 2D6" of that point suffers D3 mortal wounds.

Pennant of the Stormbringer: *This banner snaps in the tempest as the Knight-Vexillor draws powerful winds to carry allies across the field of battle.*

If this model has a Pennant of the Stormbringer, once per battle, at the end of your movement phase, you can pick a friendly **STORMCAST ETERNAL** unit on the battlefield. Remove that unit from the battlefield and then set it up again anywhere on the battlefield more than 9" from any enemy units.

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



WARSCROLL

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.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Beak and Claws	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Gryph-hounds has any number of models that each attack with their Beak 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. Add 1 to the Attacks characteristic of a Gryph-hound Alpha's Beak and Claws.

ABILITIES

Loyal Companion: *Once a Gryph-hound has bonded with a companion, it will defend it to the death.*

Add 2 to the Attacks characteristic of this unit's Beak and Claws while this unit is wholly within 6" of a friendly **LORD-CASTELLANT** or **LORD-VERITANT**.

Darting Attacks: *Gryph-hounds attack in a series of darting strikes.*

Each time this unit attacks, it can make a 6" retreat move after all of its attacks have been resolved.

Warning Cry: *It is said that it is impossible to sneak up on a Gryph-hound.*

If a reserve enemy unit is set up on the battlefield for the first time within 10" of this unit, friendly **STORMCAST ETERNAL** units wholly within 9" of this unit can attack that reserve unit with all of the missile weapons they are armed with. A unit that uses this ability to attack a reserve unit cannot use this ability to attack another reserve unit in the same phase.

KEYWORDS	ORDER, CELESTIAL, STORMCAST ETERNAL, GRYPH-HOUNDS



WARSCROLL

KNIGHT-ZEPHYROS



Knights-Zephyros are more assassins than leaders, though they work closely with their kin to ensure they have the best chance of killing their quarry. When it is time to strike, they unfurl a hurricane of lightning-swift attacks nigh impossible to escape.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boltstorm Pistol	9"	2	3+	3+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Tempest Axes	1"	6	3+	3+	-1	1

DESCRIPTION

A Knight-Zephyros is a single model armed with a pair of Tempest Axes and a Boltstorm Pistol.

ABILITIES

Lightning-fast Strikes: *When a Knight-Zephyros reaches their target, they unleash a hail of powerful blows, cutting the foe down with ease.*

Add 1 to the Attacks characteristic of this model's Tempest Axes if this model made a charge move in the same turn.

Tireless Hunter: *This determined warrior never stops moving in pursuit of their prey.*

This model can run and still shoot later in the same turn.

Windrider: *This warrior can follow in the wake of swift Gryph-chargers to race across the battlefield.*

When a friendly **STORMCAST ETERNAL** unit within 9" of this model uses their Ride the Winds Aetheric ability, this model can follow in their wake if it has not already made a move in that movement phase.

If it does so, immediately move this model up to the distance moved by the unit they are following. This model must end that move within 9" of the unit it is following and more than 3" from any enemy models. If this model uses this ability, it cannot move in that movement phase, and cannot make a charge move later in the same turn.

KEYWORDS	ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, KNIGHT-ZEPHYROS



WARSCROLL

DRAKESWORN TEMPLAR



Drakesworn Templars are the Heavens' might made manifest. They ride Stardrakes that can roar forth lightning-charged clouds, summon starfire from the skies, or slay the enemy with sharp claws, piercing fangs and a tail that strikes like a thunderbolt.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skybolt Bow	24"	1	3+	3+	-1	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Tempest Axe	2"	6	3+	3+	-	1
Arc Hammer	1"	2	3+	3+	-1	3
Stormlance	3"	3	3+	3+	-1	2
Great Claws	1"	4	✹	3+	-1	D3

DAMAGE TABLE			
Wounds Suffered	Move	Great Claws	Cavernous Jaw Bites
0-4	12"	3+	3
5-8	11"	3+	2
9-12	10"	4+	2
13-16+	8"	4+	1

DESCRIPTION

A Drakesworn Templar is a single model armed with either a Tempest Axe, an Arc Hammer or a Stormlance. It can also be armed with a Skybolt Bow.

MOUNT: This model's Stardrake attacks with its Great Claws.

FLY: This model can fly.

ABILITIES

Arcane Lineage: *Stardrakes are the children of Dracothion, and they possess innate power over the magic of the realms.*

Add 1 to casting rolls for friendly **WIZARDS** while they are within 18" of this model. In addition, subtract 1 from casting rolls for enemy **WIZARDS** while they are within 18" of this model.

Arc Hammer: *The static hum of an arc hammer rises to an almighty concussive crescendo as it strikes.*

If the unmodified hit roll for an attack made with an Arc Hammer is 6, that attack inflicts 2 hits on the target instead of 1. Make a wound and save roll for each hit.

Cavernous Jaws: *The enormous maw of a Stardrake can bite a foe in half.*

After this model makes a pile-in move, this model's Stardrake can bite one or more enemy models with its cavernous jaws. The number of bites it can make is shown on the damage table above. For each bite, pick one enemy model within 3" of this model and roll a dice. If the roll is greater than that model's Wounds characteristic, it is slain.

Lord of the Heavens: *Stardrakes are imbued with pure Azyrite energy and the powers of the celestial realm are theirs to command.*

At the start of your shooting phase, if this model is on the battlefield, it can either breathe a Roiling Thunderhead or call down a Rain of Stars.

If it breathes a Roiling Thunderhead, pick 1 enemy unit within 18" of this model that is visible to it. Roll a dice for each model in that unit that is within 18" of this model. For each 6+ that unit suffers 1 mortal wound.

If it calls down a Rain of Stars, pick up to D6 enemy units on the battlefield. Roll a dice for each unit you pick. On a 4+ that unit suffers D3 mortal wounds.

Skybolt Bow: *Drakesworn Templars often direct attacks with well-placed skybolts.*

If you score one or more hits on an enemy unit with this model's Skybolt Bow, add 1 to hit rolls for attacks made by friendly **DRACOTHIAN GUARD** units that target that enemy unit until the end of that turn.

Stormlance: *A well-placed blow from a stormlance channels the power of Sigmar into the unfortunate victim.*

If the unmodified hit roll for an attack made with a Stormlance that targets a **MONSTER** is 6, that attack inflicts D6 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Sweeping Tail: *Those who seek to avoid the jaws of a Stardrake are often smashed aside by its mighty tail.*

Each time this model attacks, roll a dice for each enemy unit within 3" of this model after all of this model's attacks have been resolved. If the roll is less than the number of models in that enemy unit, that enemy unit suffers D3 mortal wounds.

Tempest Axe: *The hurricane force emanating from a tempest axe is enough to slow the foe's attack.*

Subtract 2" from the distance enemy units can pile in when they start that pile-in move within 3" of this model.

KEYWORDS	ORDER, CELESTIAL, HUMAN, STARDRAKE, STORMCAST ETERNAL, MONSTER, HERO, DRAKESWORN TEMPLAR



WARSCROLL

CONCUSSORS



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

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
Claws and Fangs	1"	3	3+	3+	-1	1

DESCRIPTION

A unit of Concussors has any number of models, each armed with a Lightning Hammer.

MOUNT: This unit's Dracoths attack with their Claws and Fangs, and a Storm Blast.

ABILITIES

Blast to Ashes: *A well-swung lightning hammer unleashes its pent-up energies in a great blast of Azyrite energy, destroying everything it strikes.*

If the unmodified hit roll for an attack made with a Lightning Hammer is 6, that attack inflicts 1 mortal wound on the target in addition to its normal damage. If a unit suffers any mortal wounds in this way, it cannot pile in later that phase.

Intolerable Damage: *When a Dracoth catches its prey, there is often little left of the victim.*

If the unmodified wound roll for an attack made with a Dracoth's Claws and Fangs is 6, that attack has a Damage characteristic of D6 instead of 1.

Sigmarite Shields: *These sigilic shields protect their bearer in battle.*

You can re-roll save rolls of 1 for attacks that target this unit.

Storm Blast: *Dracoths can spit devastating bolts of lightning that blast apart enemy ranks.*

If the hit roll for an attack made with a Storm Blast scores a hit, that attack inflicts D3 mortal wounds and the attack sequence ends (do not make a wound or save roll).

KEYWORDS	ORDER, CELESTIAL, HUMAN, DRACOTH, STORMCAST ETERNAL, DRACOTHIAN GUARD, CONCUSSORS



WARSCROLL

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, scything down all who stand before them.

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
Claws and Fangs	1"	3	3+	3+	-1	1

DESCRIPTION

A unit of Desolators has any number of models, each armed with a Thunderaxe.

MOUNT: This unit's Dracoths attack with their Claws and Fangs, and a Storm Blast.

ABILITIES

Fury of the Storm: *Lightning crackles between the heads of the Desolators' axes when they attack as one.*

While this unit has 4 or more models, add 1 to the Attacks characteristic of this unit's Thunderaxes. While this unit has 6 or more models, add 2 to the Attacks characteristic instead.

Sigmarite Shields: *These sigilic shields protect their bearer in battle.*

You can re-roll save rolls of 1 for attacks that target this unit.

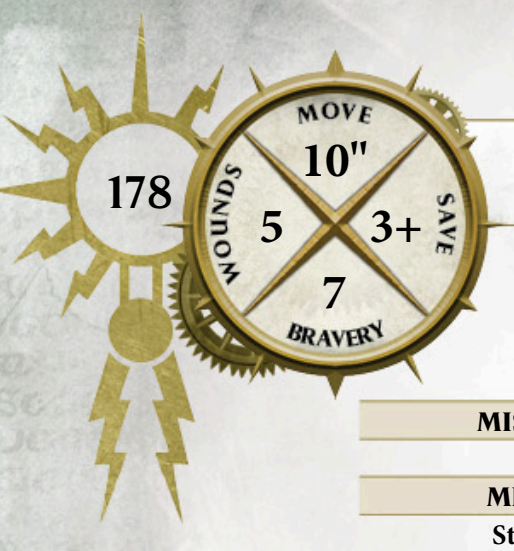
Intolerable Damage: *When a Dracoth catches its prey, there is often little left of the victim.*

If the unmodified wound roll for an attack made with a Dracoth's Claws and Fangs is 6, that attack has a Damage characteristic of D6 instead of 1.

Storm Blast: *Dracoths can spit devastating bolts of lightning that blast apart enemy ranks.*

If the hit roll for an attack made with a Storm Blast scores a hit, that attack inflicts D3 mortal wounds and the attack sequence ends (do not make a wound or save roll).

KEYWORDS	ORDER, CELESTIAL, HUMAN, DRACOTH, STORMCAST ETERNAL, DRACOTHIAN GUARD, DESOLATORS



WARSCROLL

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.

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**
Stormstrike Glaive	2"	3	3+	3+	-1	1
Claws and Fangs	1"	3	3+	3+	-1	1

DESCRIPTION

A unit of Fulminators has any number of models, each armed with a Stormstrike Glaive.

MOUNT: This unit's Dracoths attack with their Claws and Fangs, and a Storm Blast.

ABILITIES

Glaivewall: *Fulminators swing their glaives as they advance, projecting a protective barrier.*

Add 1 to save rolls for attacks made with missile weapons that target this unit.

Sigmarite Shields: *These sigilic shields protect their bearer in battle.*

You can re-roll save rolls of 1 for attacks that target this unit.

Impaling Strikes: *On the charge, the blade of a stormstrike glaive can impale several foes.*

Add 2 to the Damage characteristic of this unit's Stormstrike Glaives if the unit made a charge move in the same turn.

Intolerable Damage: *When a Dracoth catches its prey, there is often little left of the victim.*

If the unmodified wound roll for an attack made with a Dracoth's Claws and Fangs is 6, that attack has a Damage characteristic of D6 instead of 1.

Storm Blast: *Dracoths can spit devastating bolts of lightning that blast apart enemy ranks.*

If the hit roll for an attack made with a Storm Blast scores a hit, that attack inflicts D3 mortal wounds and the attack sequence ends (do not make a wound or save roll).

KEYWORDS	ORDER, CELESTIAL, HUMAN, DRACOTH, STORMCAST ETERNAL, DRACOTHIAN GUARD, FULMINATORS



WARSCROLL

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 and blast holes in the enemy's lines.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Volleystorm Crossbow	12"	4	3+	4+	-	1
Storm Blast	12"	1	4+	See below		
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Warblade	1"	3	3+	4+	-	1
Claws and Fangs	1"	3	3+	3+	-1	1

DESCRIPTION

A unit of Tempestors has any number of models, each armed with a Volleystorm Crossbow and a Warblade.

MOUNT: This unit's Dracoths attack with their Claws and Fangs, and a Storm Blast.

ABILITIES

Disruptive Fire: *Tempestors train to focus their shots, keeping the enemy cowering.*

Subtract 1 from hit rolls for attacks made with missile weapons used by enemy units while they are within 12" of one or more friendly **TEMPESTORS**.

Sigmarite Shields: *These sigilic shields protect their bearer in battle.*

You can re-roll save rolls of 1 for attacks that target this unit.

Intolerable Damage: *When a Dracoth catches its prey, there is often little left of the victim.*

If the unmodified wound roll for an attack made with a Dracoth's Claws and Fangs is 6, that attack has a Damage characteristic of D6 instead of 1.

Storm Blast: *Dracoths can spit devastating bolts of lightning that blast apart enemy ranks.*

If the hit roll for an attack made with a Storm Blast scores a hit, that attack inflicts D3 mortal wounds and the attack sequence ends (do not make a wound or save roll).

KEYWORDS	ORDER, CELESTIAL, HUMAN, DRACOTH, STORMCAST ETERNAL, DRACOTHIAN GUARD, TEMPESTORS



PROSECUTORS



Hurtling across the battlefield in a blur of sigmarite, Prosecutors are ideally placed to deliver death to their chosen foes with impunity. When the shadows of these warrior-heralds fall across the battlefield, there is nowhere the enemy can hide.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestial Hammer(s)	18"	2	4+	4+	-	1
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**
Celestial Hammer(s)	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
Stormcall Javelin	2"	1	4+	4+	-	1
Stormsurge Trident	2"	1	4+	4+	-1	2

DESCRIPTION

A unit of Prosecutors has any number of models.

The unit is armed with one of the following weapon options: Stormcall Javelin and Sigmarite Shield; pair of Celestial Hammers; or Celestial Hammer and Sigmarite Shield.

If the unit is armed with the Stormcall Javelin and Sigmarite Shield weapon option, 1 in every 3 models can replace the unit's weapon option with a Stormsurge Trident and Sigmarite Shield.

If the unit is armed with any other weapon option, 1 in every 3 models can replace the unit's weapon option with a Grandaxe, Grandblade or Grandhammer.

PROSECUTOR-PRIME: The leader of this unit is a Prosecutor-Prime. Add 1 to the Attacks characteristic of a Prosecutor-Prime's Celestial Hammers melee weapon, Stormcall Javelin missile weapon, or Stormsurge Trident missile weapon.

FLY: This unit can fly.

ABILITIES

Cleaving Blow: *A single swing of a grandaxe can carve through several foes.*

The Attacks characteristic of a Grandaxe is equal to the number of enemy models within 1" of the attacking model when the number of attacks made with the weapon is determined.

Heralds of Righteousness: *Prosecutors cross the battlefield in a blur of light.*

You can attempt to charge with this unit if it is within 18" of the enemy instead of 12". Roll 3D6 instead of 2D6 when making a charge roll for this unit.

Paired Celestial Hammers: *Prosecutors can unleash a flurry of blows as they descend.*

You can re-roll hit rolls of 1 for attacks made with a pair of Celestial Hammers.

Sigmarite Shields: *These sigilic shields protect their bearer in battle.*

You can re-roll save rolls of 1 for attacks that target this unit if any models from the unit are carrying Sigmarite Shields.

Stormcall Javelin: *Bolts of lightning imbue these javelins from the storm above.*

Add 1 to the Damage characteristic of this unit's Stormcall Javelins if the target is more than 9" from the attacking model.

KEYWORDS	ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, ANGELOS, PROSECUTORS

WARSCROLL

PROTECTORS



The stormstrike glaives of the Protectors weave in intricate patterns as they advance, creating a shield of celestial energy. When they reach the enemy's lines, their blades are turned to a deadlier purpose, dismembering their foes in a flash of sigmarite.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stormstrike Glaive	3"	3	3+	3+	-1	1
Starsoul Mace	1"	See below				

DESCRIPTION

A unit of Protectors has any number of models, each armed with a Stormstrike Glaive. 2 in every 5 models can replace their Stormstrike Glaive with a Starsoul Mace.

PROTECTOR-PRIME: The leader of this unit is a Protector-Prime. Add 1 to the Attacks characteristic of a Protector-Prime's Stormstrike Glaive.

ABILITIES

Deathstrike: *A stormstrike glaive can slay monstrous foes with a single blow.*

If the unmodified hit roll for an attack made with a Stormstrike Glaive that targets a **MONSTER** is 6, that attack has a Damage characteristic of D6 instead of 1.

Starsoul Mace: *A starsoul mace blasts a being's soul out of synchronicity with their mortal form, slaying them as surely as any death blow.*

Do not use the attack sequence for an attack made with a Starsoul Mace. Instead, roll a dice. On a 1, nothing happens. On a 2-5, the target unit suffers D3 mortal wounds. On a 6+, the target unit suffers D3+1 mortal wounds.

Storm-shield: *Arrows are deflected by the Protectors' weaving glaives.*

Subtract 1 from hit rolls for attacks made with missile weapons that target this unit. In addition, if another friendly unit wholly within 6" of this unit is targeted by an enemy model's missile weapon, that friendly unit receives the benefit of cover if the attacking model is closer to this unit than it is to the target unit.

KEYWORDS	ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, PALADIN, PROTECTORS

WARSCROLL

DECIMATORS



With their whirling thunderaxes, the Decimators 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.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Thunderaxe	2"	See below	3+	3+	-1	1
Starsoul Mace	1"	See below				

DESCRIPTION

A unit of Decimators has any number of models, each armed with a Thunderaxe. 2 in every 5 models can replace their Thunderaxe with a Starsoul Mace.

DECIMATOR-PRIME: The leader of this unit is a Decimator-Prime. Add 1 to wound rolls for attacks made by a Decimator-Prime.

ABILITIES

Starsoul Mace: *A starsoul mace blasts a being's soul out of synchronicity with their mortal form, slaying them as surely as any death blow.*

Do not use the attack sequence for an attack made with a Starsoul Mace. Instead, roll a dice. On a 1, nothing happens. On a 2-5, the target unit suffers D3 mortal wounds. On a 6+, the target unit suffers D3+1 mortal wounds.

Cleaving Blow: *A single swing of a thunderaxe can carve through several foes.*

The Attacks characteristic of a Thunderaxe is equal to the number of enemy models within 2" of the attacking model when the number of attacks made with the weapon is determined.

Grim Harvesters: *Fear emanates from the Decimators as they set about their gory work.*

Subtract 2 from the Bravery characteristic of enemy units while they are within 6" of one or more friendly units of **DECIMATORS** in the battleshock phase.

KEYWORDS	ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, PALADIN, DECIMATORS



WARSCROLL

RETRIBUTORS



Retributors bring swift and deadly justice to the lands of the Mortal Realms. By channelling the energy of the storm, they can release thunderous bursts of sky-magic from their lightning hammers 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 any number of models, each armed with a Lightning Hammer. 2 in every 5 models can replace their Lightning Hammer with a Starsoul Mace.

RETRIBUTOR-PRIME: The leader of this unit is a Retributor-Prime. Add 1 to the Attacks characteristic of a Retributor-Prime's Lightning Hammer.

ABILITIES

Blast to Ashes: *A well-swung lightning hammer unleashes its pent-up energies in a great blast of Azyrite energy, destroying everything it strikes.*

If the unmodified hit roll for an attack made with a Lightning Hammer is 6, that attack inflicts 2 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Starsoul Mace: *A starsoul mace blasts a being's soul out of synchronicity with their mortal form, slaying them as surely as any death blow.*

Do not use the attack sequence for an attack made with a Starsoul Mace. Instead, roll a dice. On a 1, nothing happens. On a 2-5, the target unit suffers D3 mortal wounds. On a 6+, the target unit suffers D3+1 mortal wounds.

KEYWORDS	ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, PALADIN, RETRIBUTORS



WARSCROLL

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 most Stormhosts is comprised of hammer-wielding Liberators, warriors who are adept at unleashing Sigmar's wrath.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warhammer(s)	1"	2	4+	3+	-	1
Warblade(s)	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 any number of models. The unit is armed with one of the following weapon options: Warhammer and Sigmarite Shield; Warblade and Sigmarite Shield; pair of Warblades; or pair of Warhammers. 1 in every 5 models can replace the unit's weapon option with a Grandhammer or a Grandblade.

LIBERATOR-PRIME: The leader of this unit is a Liberator-Prime. Add 1 to the Attacks characteristic of a Liberator-Prime's melee weapon.

ABILITIES

Lay Low the Tyrants: *Liberators are formidable against powerful warlords and vicious creatures.*

You can add 1 to hit rolls for attacks made by this unit that target an enemy unit with a Wounds characteristic of 5 or more.

Paired Weapons: *An extra weapon allows a Liberator to feint and parry.*

Each unmodified hit roll of 6 made for a model armed with either a pair or warhammers or a pair of warblades inflicts 2 hits on the target instead of 1. Make a wound and save roll for each hit.

Sigmarite Shields: *These sigilic shields protect their bearer in battle.*

You can re-roll save rolls of 1 for attacks that target this unit if any models from this unit are carrying Sigmarite Shields.

KEYWORDS	ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, REDEEMER, LIBERATORS



WARSCROLL

JUDICATORS



Whistling volleys of arrows and bolts herald the attack of the Judicators. Foes are pierced by crackling arrows of pure lightning, or sigmarite crossbow bolts. Rank upon rank tumble to the ground as the Judicators ply their deadly trade.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skybolt Bow	24"	1	3+	3+	-1	1
Boltstorm Crossbow	12"	3	3+	4+	-	1
Shockbolt Bow	24"	1	3+	3+	-1	1
Thunderbolt Crossbow	18"	See below				
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Storm Gladius	1"	1	3+	4+	-	1

DESCRIPTION

A unit of Judicators has any number of models, each armed with a Storm Gladius. In addition, the unit is armed with one of the following missile weapon options: Skybolt Bow; or Boltstorm Crossbow. 1 in every 5 models can replace the unit's missile weapon option with a Shockbolt Bow or a Thunderbolt Crossbow.

JUDICATOR-PRIME : The leader of this unit is a Judicator-Prime. Add 1 to hit rolls for attacks made by a Judicator-Prime.

ABILITIES

Chained Lightning: *A shockbolt bow unleashes chain-lightning when it strikes.*

If the hit roll for an attack made with a Shockbolt Bow scores a hit, that attack inflicts D6 hits on the target instead of 1. Make a wound and save roll for each hit.

Eternal Judgement: *Followers of Chaos are a Judicator's favoured target.*

Re-roll hit rolls of 1 for attacks made with this unit's missile weapons that target a **CHAOS** unit.

Rapid Fire: *When steadied, a boltstorm crossbow can unleash a deadly hail of fire.*

Add 1 to the Attacks characteristic of this unit's Boltstorm Crossbows if this unit did not move in the movement phase of the same turn.

Thunderbolt Crossbow: *A thunderbolt crossbow strikes with a mighty blast of celestial energy.*

Do not use the attack sequence for an attack made with a Thunderbolt Crossbow. Instead, 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 target unit, that unit suffers D3 mortal wounds.



KEYWORDS	ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, JUSTICAR, JUDICATORS



WARSCROLL

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 until the perfect prey appears.

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
Beak and Claws	1"	2	4+	3+	-	1

DESCRIPTION

A unit of Vanguard-Raptors with Longstrike Crossbows has any number of models, each armed with a Longstrike Crossbow and a Heavy Stock.

RAPTOR-PRIME: The leader of this unit is a Raptor-Prime. A Raptor-Prime is accompanied by an Aetherwing, which attacks with its Beak and Claws. For rules purposes, it is treated in the same manner as a mount.

ABILITIES

Headshot: *Vanguard-Raptors have the uncanny ability to kill with a single shot.*

If the unmodified hit roll for an attack made with a Longstrike Crossbow is 6, that attack inflicts 2 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Hunting Call: *A loyal Aetherwing is an excellent look-out.*

If an enemy unit finishes a charge move within 1" of a friendly unit that includes a Raptor-Prime, roll a dice for each model in that Raptor-Prime's unit. For each 6+, the charging unit suffers 2 mortal wounds.

Longshot: *Vanguard-Raptors are unerringly accurate at extreme ranges when established in a static formation.*

Add 6" to the Range characteristic of this unit's Longstrike Crossbows if this unit did not move in the movement phase of the same turn.

KEYWORDS ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, JUSTICAR, VANGUARD-RAPTORS



WARSCROLL

VANGUARD-RAPTORS

WITH HURRICANE CROSSBOWS



Vanguard-Raptors are natural hunters, scouting ahead of the main battle-line to harry the enemy with deadly ranged fire. Those armed with hurricane crossbows can stall 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 any number of models, each armed with a Hurricane Crossbow and a Heavy Stock.

RAPTOR-PRIME: The leader of this unit is a Raptor-Prime. Add 1 to hit rolls for attacks made with a Raptor-Prime's Hurricane Crossbow and Heavy Stock.

ABILITIES

Rapid Fire: *A unit of Vanguard-Raptors can lay down a bombardment of fire to obliterate the foe.*

Add 3 to the Attacks characteristic of this unit's Hurricane Crossbows if this unit did not move in the movement phase of the same turn.

Suppressing Fire: *Vanguard-Raptors are experts in ensuring the enemy keep their heads down and their shields up.*

Subtract 1 from charge rolls for enemy units while they are within 12" of one or more friendly **VANGUARD-RAPTOR** units armed with Hurricane Crossbows.

KEYWORDS ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, JUSTICAR, VANGUARD-RAPTORS



WARSCROLL

VANGUARD-PALLADORS



The Vanguard-Palladors of the Vanguard Chambers are the fastest ground elements of the Stormhosts. By transmuting into wind-borne lightning atop their Gryph-chargers, they can ride the celestial hurricane to outrun the foe.

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
Razor Beak and Claws	1"	3	3+	3+	-2	1

DESCRIPTION

A unit of Vanguard-Palladors has any number of models. The unit is armed with one of the following weapon options: Boltstorm Pistol and Shock Handaxe; or Boltstorm Pistol and Starstrike Javelin.

MOUNT: This unit's Gryph-chargers attack with their Razor Beak and Claws.

PALLADOR-PRIME: The leader of this unit is a Pallador-Prime. A Pallador-Prime is armed with a Lunar Blade in addition to their other weapons.

ABILITIES

Aethereal Strike: *A Gryph-charger's claws are supernaturally sharp, tearing through armour with ease.*

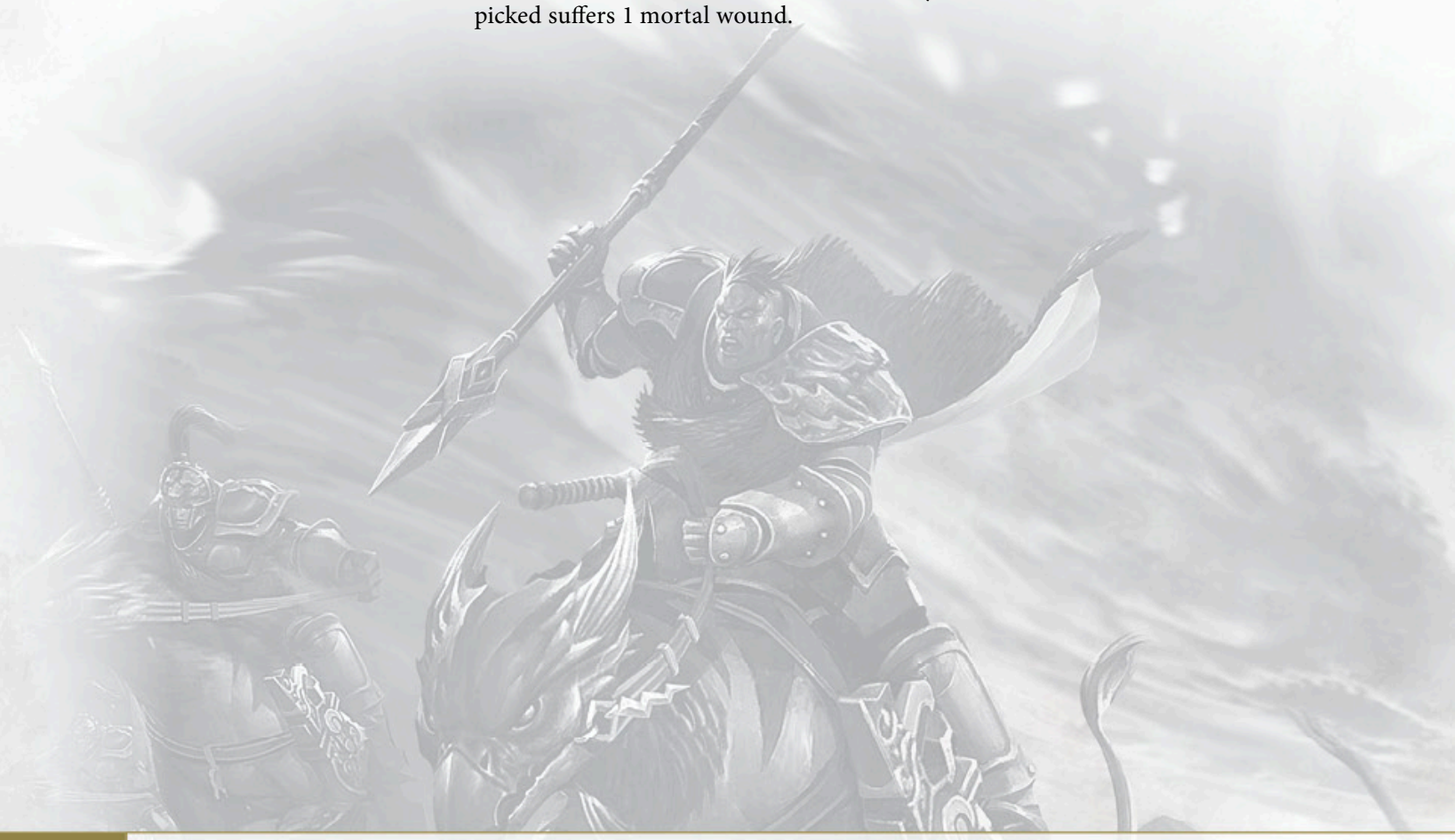
If the unmodified hit roll for an attack made with a Gryph-charger's Razor Beak and Claws is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

Lunar Blade: *The leaders of Vanguard-Pallador retinues are entrusted with deadly lunar blades with which they can unleash devastatingly swift attacks.*

Each time a model armed with a Lunar Blade attacks, after all of that model's attacks have been resolved, you can pick 1 enemy unit within 1" of that model and roll a dice. On a 2+ the unit you picked suffers 1 mortal wound.

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 your movement phase, this unit can Ride the Winds Aetheric instead of moving normally. If it does so, choose the direction in which it will move, and roll 6D6. This 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 it could fly. It must end the move more than 3" from enemy models – if this is impossible, it cannot move at all. This unit cannot charge in a turn in which it Rides the Winds Aetheric.



KEYWORDS	ORDER, CELESTIAL, HUMAN, GRYPH-CHARGER, STORMCAST ETERNAL, ANGELOS, VANGUARD-PALLADORS



WARSCROLL

VANGUARD-HUNTERS



Vanguard-Hunters are daring raiders and expert scouts who prosecute the war against Chaos in the most challenging environments. These veterans can turn the tide of battle in one bold action, loosing shots into the foe as they dash through the fray.

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 any number of models. The unit is armed with one of the following weapon options: Boltstorm Pistol and Shock Handaxe; or Boltstorm Pistol and Storm Sabre. 1 in every 5 models can carry an Astral Compass.

HUNTER-PRIME: The leader of this unit is a Hunter-Prime. Add 1 to the Attacks characteristic of a Hunter-Prime's weapons.

ABILITIES

Astral Compass: *The astral compass shows the best route to strike at the foe.*

If you set up a unit that includes any models with an Astral Compass in the Celestial Realm using the Scions of the Storm battle trait, when you set that unit up on the battlefield for the first time, instead of setting it up more than 9" away from the enemy, you can set it up wholly within 6" of any edge of the battlefield, more than 7" from the enemy.

Tireless Hunters: *These determined warriors never stop moving in pursuit of their prey.*

This unit can run and still shoot later in the same turn.

KEYWORDS	ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, ANGELOS, VANGUARD-HUNTERS



WARSCROLL

AETHERWINGS



Native to the mountains of Azyr, Aetherwings are fierce and loyal. In battle, they 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 any number of models that each attack with their with Beak and Claws.

FLY: This unit can fly.

ABILITIES

Watchful Guardians: *Aetherwings form close bonds with Vanguard-Raptors, and defend them from their enemies as the Vanguard-Raptors destroy threats from afar.*

At the start of the enemy charge phase, if this unit is wholly within 18" of a friendly unit of **VANGUARD-RAPTORS,** this unit can move up to 2D6". They must finish the move wholly within 18" of the same unit of **VANGUARD-RAPTORS** .

Swooping Hunters: *Aetherwings dart back and forth, striking the foe before swooping away.*

This unit can retreat and still charge later in the same turn.

KEYWORDS	ORDER, CELESTIAL, STORMCAST ETERNAL, AETHERWINGS

WARSCROLL

CELESTAR BALLISTA



The Celestar Ballista fires bolts of blessed sigmarite, each imbued with a thunderbolt. On impact, these projectiles explode with devastating effect, sending chains of lightning leaping out to strike those nearby.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestar Stormbolts: Single Shot	36"	1	3+	3+	-2	1
Celestar Stormbolts: Rapid Fire	18"	4	5+	3+	-2	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Sigmarite Blades	1"	4	4+	4+	-	1

MOVE 3" | WOUNDS 7 | SAVE 4+ | BRAVERY 7

DESCRIPTION

A Celestar Ballista consists of a Ballista and a crew of two Sacristan Engineers. The Ballista is armed with Celestar Stormbolts, while the Sacristan Engineers are armed with Sigmarite Blades.

The Ballista and its crew are treated as a single model, using the characteristics given above. The crew must remain within 1" of the Ballista.

ABILITIES

Bastions of Death: *The crew of a Celestar Ballista make the maximum use of any cover.*

When this unit is targeted by an enemy missile weapon, add 2 to its save rolls if it is in cover instead of 1.

Chained Lightning: *Each projectile unleashed by a Celestar Ballista has a bolt of Sigmar's lightning imbued within it.*

If the hit roll for an attack made with a Celestar Stormbolt scores a hit, that attack inflicts D6 hits on the target instead of 1. Make a wound and save roll for each hit.

Versatile Weapon: *A Celestar Ballista can switch between two firing methods, taking down long-range targets with a single shot, or unleashing a volley of fire at closer foes.*

Before attacking with Celestar Stormbolts, choose either the Single Shot or Rapid Fire missile weapon characteristics for that shooting attack.

KEYWORDS	ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, SACROSANCT, ORDINATOS, WAR MACHINE, CELESTAR BALLISTA

WARSCROLL

CASTIGATORS



Castigators are often employed against those ethereal enemies that can kill with but a touch. These shock troops fire their deadly projectiles over the heads of their brothers-in-arms to detonate in blasts of cerulean force.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Thunderhead Greatbow	18"	1	3+	3+	-1	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Heavy Stock	1"	2	4+	4+	-	1

MOVE 5" | WOUNDS 2 | SAVE 4+ | BRAVERY 7

DESCRIPTION

A unit of Castigators has any number of models, each armed with a Thunderhead Greatbow and a Heavy Stock.

CASTIGATOR-PRIME : The leader of this unit is a Castigator-Prime. Add 1 to hit rolls for attacks made with a Castigator-Prime's Thunderhead Greatbow.

ABILITIES

Burst of Celestial Energy: *When the bolt from a thunderhead greatbow hits its target, it releases a burst of celestial energy that is deadly to daemons and spirit creatures.*

If the unmodified hit roll for an attack made with a Thunderhead Greatbow that targets a **DAEMON** or **NIGHTHAUNT** unit is 6, that attack inflicts D3 hits on the target instead of 1. Make a wound and save roll for each hit.

Castigator Aetheric Channelling: *Castigators can use their knowledge of the arcane to channel aetheric energy, making their weapons more accurate or powerful.*

At the start of the shooting phase, you must say if this unit will increase the accuracy or the power of their Thunderhead Greatbows. If you choose accuracy, re-roll hit rolls of 1 for attacks made by this unit in that shooting phase. If you choose power, this unit's Thunderhead Greatbows have a Rend characteristic of -2 instead of -1 in that shooting phase.

KEYWORDS	ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, SACROSANCT, JUSTICAR, CASTIGATORS



WARSCROLL

SEQUITORS



Sequitors are stern warriors who channel the tempest through the magical weaponry bequeathed to them by Sigmar. To be struck by such a warrior is to feel the energy of the storm discharging with thunderclap force.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stormsmite Maul	1"	2	3+	3+	-	1
Tempest Blade	1"	3	3+	4+	-	1
Stormsmite Greatmace	1"	2	3+	3+	-1	2

DESCRIPTION

A unit of Sequitors has any number of models. The unit is armed with one of the following weapon options: Stormsmite Maul and Soulshield; or Tempest Blade and Soulshield. 2 in every 5 models can replace the unit's weapon option with a Stormsmite Greatmace.

SEQUITOR-PRIME: The leader of this unit is a Sequitor-Prime. A Sequitor-Prime can replace the unit's weapon option with a Stormsmite Greatmace, in addition to any other models in the unit that can do so. Add 1 to the Attacks characteristic of a Sequitor-Prime's melee weapon. If a Sequitor-Prime is armed with a Stormsmite Maul and Soulshield or Tempest Blade and Soulshield, they may also carry a Redemption Cache.

ABILITIES

Greatmace Blast: *A stormsmite greatmace emits bursts of celestial energy that are deadly to daemons and spirit creatures.*

If the unmodified hit roll for an attack made with a Stormsmite Greatmace that targets a **DAEMON** or **NIGHTHAUNT** unit is 6, that attack inflicts D3 hits on the target instead of 1. Make a wound and save roll for each hit.

Redemption Cache: *A Redemption Cache can drag the souls of the damned from their bodies.*

At the start of your shooting phase, you can pick a **CHAOS** or **DEATH** unit within 6" of a Sequitor-Prime with a Redemption Cache and roll a dice. On a 4+, that unit suffers 1 mortal wound.

Sequitor Aetheric Channelling: *Sequitors can use their knowledge of the arcane arts to channel aetheric energy into their weapons or shields.*

At the start of the combat phase, you must say if this unit will channel aetheric power into its weapons or its shields. If you choose its weapons, you can re-roll failed hit rolls for attacks made by this unit in that combat phase. If you choose its shields, you can re-roll failed save rolls for attacks that target this unit in that combat phase (instead of only re-rolling save rolls of 1).

Soulshields: *Soulshields are harder than steel and thrice blessed during their forging, so they can withstand any blow.*

You can re-roll save rolls of 1 for attacks that target this unit if any models from this unit are carrying a Soulshield.

KEYWORDS	ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, SACROSANCT, REDEEMER, SEQUITORS



WARSCROLL

EVOCATORS

ON CELESTIAL DRACOLINES



The Sacrosanct Chamber includes Evocators that ride to war on mighty Dracolines, celestial beasts whose roars can shake an enemy to his core. By channelling aetheric energy, the Evocators can deflect incoming projectiles and empower their weapons.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tempest Blade and Stormstave	1"	4	3+	3+	-1	1
Grandstave	2"	3	3+	3+	-	2
Monstrous Claws	1"	3	3+	3+	-1	1

DESCRIPTION

A unit of Evocators on Celestial Dracolines has any number of models, each armed with a Tempest Blade and Stormstave. 2 in every 3 models can replace their Tempest Blade and Stormstave with a Grandstave.

MOUNT: This unit's Celestial Dracolines attack with their Monstrous Claws.

EVOCATOR-PRIME : The leader of this unit is an Evocator-Prime. Add 1 to the Attacks characteristic of an Evocator-Prime's melee weapons.

ABILITIES

Celestial Lightning Arc: *Evocators summon bands of celestial lightning that arc around their weapons.*

You can re-roll save rolls of 1 for attacks made with missile weapons that target this unit. In addition, each time this unit attacks, after all of its attacks have been resolved, you can pick 1 enemy unit within 3" of this unit. If you do so, roll 2 dice for each model in this unit. For each 4+ that enemy unit suffers 1 mortal wound.

Supernatural Roar: *The roar of a Dracoline is a terrifying, unearthly sound that will shake any opponent to their very core.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of one or more friendly **DRACOLINES**.

Thunderous Pounce: *A Dracoline builds energy as it charges towards the foe, before pouncing and discharging that force through its claws in a blast of Azyrite power.*

You can re-roll charge rolls for this unit. In addition, the Damage characteristic for this unit's Monstrous Claws is D3 instead of 1 if this unit made a charge move in the same turn.

MAGIC

This unit is a **WIZARD** while it has 2 or more models. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Empower spell. It cannot attempt to cast any spells other than Empower, but any number of units of **EVOCATORS** can attempt to cast Empower in the same hero phase.

Empower: *When gathered in enough numbers, Evocators can empower themselves or their comrades.*

Empower has a casting value of 6. If successfully cast, pick a friendly **REDEEMER** or **SACROSANCT** unit wholly within 12" of the caster. Until your next hero phase, you can re-roll failed wound rolls for attacks made by that unit.

KEYWORDS	ORDER, CELESTIAL, HUMAN, DRACOLINE, STORMCAST ETERNAL, SACROSANCT, CORPUSCANT, WIZARD, EVOCATORS

WARSCROLL

EVOCATORS





Evocators fight with sword and staff, their weapons linked together with chains of summoned power. The combination of heavens-blessed weapons and crackling storm energy makes the Evocator deadly indeed.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tempest Blade and Stormstave	1"	4	3+	3+	-1	1
Grandstave	2"	3	3+	3+	-	2

DESCRIPTION

A unit of Evocators has any number of models, each armed with a Tempest Blade and Stormstave. Any model can replace its Tempest Blade and Stormstave with a Grandstave.

EVOCATOR-PRIME : The leader of this unit is an Evocator-Prime. Add 1 to the Attacks characteristic of an Evocator-Prime's melee weapons.

ABILITIES

Celestial Lightning Arc: *Evocators summon bands of celestial lightning that arc around their weapons.*

You can re-roll save rolls of 1 for attacks made with missile weapons that target this unit. In addition, each time this unit attacks, after all of its attacks have been resolved, you can pick 1 enemy unit within 3" of this unit. If you do so, roll 2 dice for each model in this unit. For each 4+ that enemy unit suffers 1 mortal wound.

MAGIC

This unit is a **WIZARD** while it has 2 or more models. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Empower spell. It cannot attempt to cast any spells other than Empower, but any number of units of **EVOCATORS** can attempt to cast Empower in the same hero phase.

Empower: *When gathered in enough numbers, Evocators can empower themselves or their comrades.*

Empower has a casting value of 6. If successfully cast, pick a friendly **REDEEMER** or **SACROSANCT** unit wholly within 12" of the caster. Until your next hero phase, you can re-roll failed wound rolls for attacks made by that unit.

KEYWORDS	ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, SACROSANCT, CORPUSCANT, WIZARD, EVOCATORS

ENDLESS SPELL WARSCROLL

CELESTIAN VORTEX

A Celestian Vortex is a whirling tornado of Azyrite magic. Borne aloft within it are magical hammers cast in the image of Ghal Maraz, the Great Shatterer. Anyone in the vortex's path are hurled, smashed and broken, into the dirt.

DESCRIPTION

A Celestian Vortex is a single model.

PREDATORY: A Celestian Vortex is a predatory endless spell. A Celestian Vortex can move up to 8" and can fly.

MAGIC

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

Summon Celestian Vortex has a casting value of 6. Only **STORMCAST ETERNAL WIZARDS** can attempt to cast this spell. If successfully cast, set up a Celestian Vortex model wholly within 12" of the caster.

ABILITIES

Swirling Doom: *When a Celestian Vortex is summoned, it immediately swirls across the battlefield leaving devastation in its wake.*

When this model is set up, the player who set it up can immediately make a move with it.

Storm of Vengeance: *Those caught in this deadly maelstrom find themselves battered by magical hammers and crushed by furious Azyrite energy.*

After moving this model, you can pick 1 enemy unit within 1" of this model and roll 12 dice. For each roll of 6+, that unit suffers 1 mortal wound. If the unit being rolled for is a **CHAOS** unit, it suffers 1 mortal wound for each roll of 5+ instead.

Tornado of Magic: *A Celestian Vortex whips the air around it into a tornado that disrupts attacks made with missile weapons.*

Subtract 1 from hit rolls for attacks made with missile weapons by units while they are within 6" of this model.

KEYWORDS	ENDLESS SPELL, AZYR, CELESTIAN VORTEX

ENDLESS SPELL WARSCROLL

DAIS ARCANUM

A Dais Arcanum can be harnessed by a Stormcast wizard to carry them across the battlefield. It can bear a rider upon the winds of Azyr and bolster their mastery of the aetheric arts.

DESCRIPTION

A Dais Arcanum is a single model.

MAGIC

Summon Dais Arcanum: *The wizard calls down a single bolt of lightning which strikes the ground at their feet, leaving behind a perfect sigmarite disc. Alighting upon it, the wizard is carried into the air.*

Summon Dais Arcanum has a casting value of 6. Only **STORMCAST ETERNAL WIZARDS** that do not have a Wounds characteristic of 6 or more, are not part of a unit with 2 or more models, and are not already on a Dais Arcanum, can attempt to cast this spell. If successfully cast, set up a Dais Arcanum model within 1" of the caster and more than 3" from any enemy models and then place the caster on top of it.

As long as the Dais Arcanum remains on the battlefield, the Dais Arcanum and the caster are treated as a single model from the caster's army that uses the caster's warscroll as well as the endless spell rules. It is treated as an enemy model by the opposing player's army.

A model on a Dais Arcanum has a Move characteristic of 12" and can fly.

If a model on a Dais Arcanum is slain, that Dais Arcanum is immediately dispelled and removed from play along with the slain model.

If a Dais Arcanum is dispelled and the model on it has not been slain, set up that model wholly within 6" of the Dais Arcanum and more than 3" from any enemy models, and then remove the Dais Arcanum from play. If it is impossible to set up that model, it is slain.

ABILITIES

Arcane Enhancement: *The magical energies of a Dais Arcanum are attuned with those of the wizard that rides upon it.*

While a model is on a Dais Arcanum, it can attempt to unbind one extra spell in each enemy hero phase.

In addition, if a model on a Dais Arcanum attempts to dispel that Dais Arcanum, the attempt is automatically successful (do not roll any dice).

Winds of Azyr: *The Dais Arcanum glides on arcane currents to evade incoming attacks.*

While a model is on a Dais Arcanum, add 1 to save rolls for attacks that target that model.

KEYWORDS	ENDLESS SPELL, AZYR, DAIS ARCANUM

ENDLESS SPELL WARSCROLL

EVERBLAZE COMET

To summon an Everblaze Comet is to pick a shooting star from the firmament and draw it down to crash into the enemy lines with devastating impact. Such astral projectiles burn on, pulsing with celestial force even after landing.

DESCRIPTION

An Everblaze Comet is a single model.

MAGIC

Summon Everblaze Comet: *Reaching an arm to the heavens, the wizard calls down a pure comet of Azyrite energy. Radiating the pure light of Sigmar's realm, it crashes into the foe's ranks with devastating effect.*

Summon Everblaze Comet has a casting value of 6. Only **STORMCAST ETERNAL WIZARDS** can attempt to cast this spell. If successfully cast, set up an Everblaze Comet model wholly within 36" of the caster.

ABILITIES

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

After this model is set up, roll a dice for each unit within 10" of this model. On a 1-2, that unit suffers 1 mortal wound. On a 3-4, that unit suffers D3 mortal wounds. On a 5-6, that unit suffers 3 mortal wounds.

In addition, at the start of each battle round, roll a dice for each unit within 5" of this model. On a 1-3, that unit suffers 1 mortal wound. On a 4-6, that unit suffers D3 mortal wounds.

Arcane Disruption: *The emanations from an Everblaze Comet disrupt the arcane abilities of nearby wizards.*

Subtract 1 from casting rolls for **WIZARDS** while they are within 5" of this model.

KEYWORDS	ENDLESS SPELL, AZYR, EVERBLAZE COMET

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. Spending the points listed on this table allows you to take a minimum-sized unit with any of its upgrades. Understrength units cost the full amount of points. Larger units are taken in multiples of their minimum unit size; multiply their cost by the same amount as you multiplied their size. If a unit has two points values separated by a slash (e.g. '60/200'), the second value is for a maximum sized unit. Units that are listed as 'Unique' are named characters and can only be taken once in an army. A unit that has any of the keywords listed on the Allies table can be taken as an allied unit by a Stormcast Eternals army. Updated July 2018; the profiles printed here take precedence over any profiles with an earlier publication date or no publication date.

STORMCAST ETERNALS WARSCROLL	UNIT SIZE MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Celestar Ballista	1	1	100	Artillery	
Liberators	5	30	100/520	Battleline	
Astreia Solbright	1	1	220	Leader	Unique
Aventis Firestrike, Magister of Hammerhal	1	1	360	Leader	Unique
Celestant-Prime, Hammer of Sigmar	1	1	340	Leader	Unique
Gavriel Sureheart	1	1	100	Leader	Unique
Knight-Azyros	1	1	100	Leader	
Knight-Heraldor	1	1	100	Leader	
Knight-Incantor	1	1	140	Leader	
Knight-Questor	1	1	100	Leader	
Knight-Venator	1	1	120	Leader	
Knight-Vexillor	1	1	120	Leader	
Knight-Zephyros	1	1	100	Leader	
Lord-Aquilor	1	1	200	Leader	
Lord-Arcanum	1	1	180	Leader	
Lord-Arcanum on Tauralon	1	1	340	Leader	
Lord-Arcanum on Celestial Dracoline	1	1	240	Leader	
Lord-Arcanum on Gryph-charger	1	1	240	Leader	
Lord-Castellant	1	1	100	Leader	
Lord-Celestant	1	1	100	Leader	
Lord-Celestant on Dracoth	1	1	220	Leader	
Lord-Exorcist	1	1	140	Leader	
Lord-Ordinator	1	1	140	Leader	
Lord-Relictor	1	1	100	Leader	
Lord-Veritant	1	1	120	Leader	
Neave Blacktalon	1	1	120	Leader	Unique
Vandus Hammerhand	1	1	280	Leader	Unique
Drakesworn Templar	1	1	460	Leader, Behemoth	
Lord-Celestant on Stardrake	1	1	560	Leader, Behemoth	
Aetherwings	3	12	50		
Castigators	3	18	80		
Concussors	2	12	260		
Decimators	5	20	200		
Desolators	2	12	220		
Evocators	5	20	200		
Evocators on Dracolines	3	12	300		
The Farstriders	3	3	100		Unique
Fulminators	2	12	240		
Gryph-hounds	6	18	140		
Judicators	5	20	160		Battleline in Stormcast Eternal army
Prosecutors	3	12	100		
Protectors	5	20	200		

STORMCAST ETERNALS WARSCROLL	UNIT SIZE MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Retributors	5	20	220		
Sequitors	5	20	120/400		Battleline in Stormcast Eternal army if general is a **LORD-ARCANUM**
Steelheart's Champions	3	3	100		Unique
Tempestors	2	12	220		
Vanguard-Hunters	5	15	120		Battleline in Stormcast Eternal army if general is a Lord-Aquilor
Vanguard-Palladors	3	12	200		
Vanguard-Raptors with Hurricane Crossbows	3	12	140		
Vanguard-Raptors with Longstrike Crossbows	3	12	180		
Cleansing Phalanx	-	-	*120*	*Warscroll Battalion*	
Devastation Brotherhood	-	-	*110*	*Warscroll Battalion*	
Drakesworn Temple	-	-	*140*	*Warscroll Battalion*	
Exemplar Chamber	-	-	*80*	*Warscroll Battalion*	
Extremis Chamber	-	-	*100*	*Warscroll Battalion*	
Grand Convocation	-	-	*130*	*Warscroll Battalion*	
Hailstorm Battery	-	-	*120*	*Warscroll Battalion*	
Hammerstrike Force	-	-	*120*	*Warscroll Battalion*	
Harbinger Chamber	-	-	*100*	*Warscroll Battalion*	
Lightning Echelon	-	-	*130*	*Warscroll Battalion*	
Lords of the Storm	-	-	*140*	*Warscroll Battalion*	
Sacrosanct Chamber	-	-	*70*	*Warscroll Battalion*	
Skyborne Slayers	-	-	*190*	*Warscroll Battalion*	
Soulstrike Brotherhood	-	-	*120*	*Warscroll Battalion*	
Thunderhead Brotherhood	-	-	*160*	*Warscroll Battalion*	
Thunderwave Echelon	-	-	*100*	*Warscroll Battalion*	
Vanguard Angelos Conclave	-	-	*160*	*Warscroll Battalion*	
Vanguard Auxiliary Chamber	-	-	*160*	*Warscroll Battalion*	
Vanguard Justicar Conclave	-	-	*120*	*Warscroll Battalion*	
Vanguard Wing	-	-	*140*	*Warscroll Battalion*	
Warrior Brotherhood	-	-	*180*	*Warscroll Battalion*	
Warrior Chamber	-	-	*80*	*Warscroll Battalion*	
Celestian Vortex	*1*	*1*	*40*	*Endless Spell*	
Dais Arcanum	*1*	*1*	*40*	*Endless Spell*	
Everblaze Comet	*1*	*1*	*100*	*Endless Spell*	

ORDER	ALLIES
Stormcast Eternals	Any **ORDER** faction

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WHAT'S NEXT?

From out of blackness they come, emerging from the depths of the realms' seas upon a surging tide of magic. These merciless raiders do not seek merely to slaughter or enslave. however, for they are the Idoneth Deepkin – they have come to take their victims' very souls.

