

# 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

Boltstorm Pistol

Starstrike Javelin

Range

Attacks

To Hit

To Wound

Rend

Damage

9"

2

3+

4+

-

1

18"

1

3+

3+

-1

1

## MELEE WEAPONS

Shock Handaxe

Starstrike Javelin

Razor Beak and Claws

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

2

3+

3+

-

1

2"

1

4+

3+

-1

1

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).

## KEYWORDS

ORDER, CELESTIAL, HUMAN, GRYPH-CHARGER, STORMCAST ETERNAL, ANGELOS, VANGUARD-PALLADORS

**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.