



## STORMCAST ETERNALS THE SKYBORNE SLAYERS

Crashing from the sky in a meteoric blaze of force, the Skyborne Slayers were hurled by Sigmar's hand to halt the rampage of the Redclaw Horde. By slaying that tribe's infamous warlord, Volatai Splitfist, they stopped the enemy army in its tracks and left its leaderless masses ripe for destruction.

### ORGANISATION

The Skyborne Slayers consist of the following units:

- 1 Lord-Celestant
- 2 units of Liberators
- 2 units of Judicators
- 1 unit of Decimators
- 1 unit of Protectors

### ABILITIES

**Hurled by Sigmar's Hand:** Instead of setting up a unit from the Skyborne Slayers on the battlefield, you can place it to one side and say that it is set up in the Celestial Realm. In any of your movement phases, you can transport all of the units from the Skyborne Slayers that you have placed to one side onto the battlefield. When you do so, pick a point anywhere on the battlefield, then set up all of the units within 12" of that point and more than 5" from any enemy models. This is their move for that movement phase.

**Honour of the God-King:** Such is their dedication to the duty that Sigmar himself has given them, units from the Skyborne Slayers never need to take battleshock tests.