



LORD-CASTELLANT

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



MELEE WEAPONS

Castellant's Halberd

Range

2"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-1

Damage

2

DESCRIPTION

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

ABILITIES

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

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

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

KEYWORDS

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



GRYPH-HOUNDS

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



MELEE WEAPONS

Beak and Claws

Range

1"

Attacks

2

To Hit

3+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

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

ABILITIES

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

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

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

KEYWORDS

ORDER, CELESTIAL, STORMCAST ETERNAL, GRYPH-HOUNDS