



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



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 reformed 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 ABILITIES

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



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



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



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



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

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



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 sryer 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



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



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



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



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



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

Incantor's Staff

Range

2"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-1

Damage

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: *Knight-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

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



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

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

Warhammer

Range

1"

Attacks

4

To Hit

4+

To Wound

3+

Rend

-

Damage

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

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.



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



CONCUSSORS



Thunder cracks with every weighty blow delivered by the Concuassors. Those foes not slain outright by bludgeoning strikes are battered into submission, stunned by the azure shock waves released by those resounding impacts.

| 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 Concuassors 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

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

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 missiles 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

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

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

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

Thunderaxe
Starsoul Mace

Range

2"
1"

Attacks

See below

To Hit

3+

To Wound

3+

See below

Rend

-1

Damage

1

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



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



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



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



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



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.

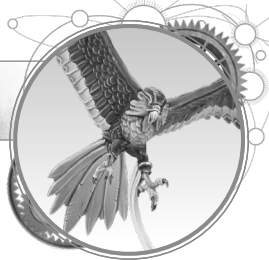
KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, ANGELOS, VANGUARD-HUNTERS



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.

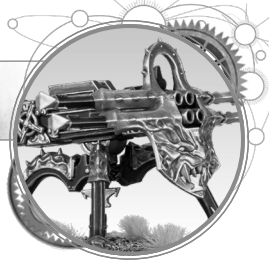
KEYWORDS

ORDER, CELESTIAL, STORMCAST ETERNAL, AETHERWINGS



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 |

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

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 |

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

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

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.

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.

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.