



WARSCROLL

AVERON STORMSIRE

A specialist in the breaking of curses and the sundering of dark enchantments, Stormsire is one of the God-King's most trusted arcane agents, as well as a font of knowledge on the negative effects of the reforging process.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Incantor's Staff	2"	3	3+	3+	-1	D3

DESCRIPTION

Averon Stormsire is a named character that is a single model. He is armed with an Incantor's Staff.

ABILITIES

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.

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).

MAGIC

Averon Stormsire is a **WIZARD**. He can attempt

to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Stormsire spells.

Stormsire: Averon can summon forth a storm of eldritch lightning of unmatched ferocity.

Stormsire has a casting value of 7. If successfully cast, each enemy unit within 18" of the caster suffers 1 mortal wound. Enemy units within 6" of the caster suffer D3 mortal wounds instead. 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, HAMMERS OF SIGMAR, SACROSANCT, HERO, WIZARD, KNIGHT-INCANTOR, AVERON STORMSIRE



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STORMSIRE'S CURSEBREAKERS

In service to Averon Stormsire and their God-King, the Evocators Ammis and Rastus have journeyed to some of the darkest and most unhallowed corners of the Mortal Realms, striking down their enemies with the crackling magic of Azyr.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tempest Blade and Stormstave	1"	5	3+	3+	-1	1

DESCRIPTION

Stormsire's Cursebreakers is a unit that has 2 models, each armed with a Tempest Blade and Stormstave.

ABILITIES

Blessed Banishment: The light of the heavens burns away the taint of corruption.

You can re-roll hit rolls of 1 for attacks made by this unit that target **CHAOS** or **DEATH** units.

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 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, HAMMERS OF SIGMAR, SACROSANCT, CORPUSCANT, WIZARD, EVOCATORS, STORMSIRE'S CURSEBREAKERS

NIGHTVAULT UNIT	UNIT SIZE MIN MAX		POINTS	BATTLEFIELD ROLE	NOTES
Averon Stormsire	1	1	300	Averon Stormsire is a Leader	Unique. These units must be taken as a set for a total of 300 points. Although taken as a set, each is a separate unit.
Stormsire's Cursebreakers	2	2			