

# Stormcast Eternals

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Celestant Prime [1]	3+	Cometstrike (24", AD6p), Medium Mace	Fearless, Flying, Hammerstrike, Hero, Impact(1), Tough(6)	-	125pts
Lord-Celestant [1]	3+	Warcloak (18", AD6), Heavy Sword	Fearless, Furious, Hero, Impact(1), Tough(3)	A	65pts
Lord-Relictor [1]	3+	Storm (12", A3p), Heavy Mace	Fearless, Hero, Impact(1), Tough(3)	-	75pts
Lord-Castellant [1]	3+	Heavy Halberd	Fearless, Hero, Impact(1), Tough(3), Warding Lantern	B	90pts
Knight-Vexillor [1]	3+	Heavy Mace	Fearless, Hero, Impact(1), Tough(3)	C	60pts
Knight-Azyros [1]	3+	Heavy Sword	Beacon, Fearless, Flying, Hero, Impact(1), Tough(3)	-	55pts
Knight Heraldor [1]	3+	Heavy Sword	Fearless, Hero, Impact(1), To Glory!, Tough(3)	-	60pts
Knight-Venator [1]	3+	Realmhunter's Bow (30", A3x), Celestial Talons (30", A3, Poison)	Fearless, Flying, Hero, Impact(1), Tough(3)	-	115pts
Liberators [3]	3+	Light Swords	Fearless, Impact(1), Tough(3)	D	105pts
Retributors [3]	3+	Light Maces (Ashes)	Fearless, Impact(1), Tough(3)	E, L	130pts
Protectors [3]	3+	Light Halberds (Deadly)	Fearless, Impact(1), Storm-Shield, Tough(3)	F	145pts
Decimators [3]	3+	Heavy Swords	Fear, Fearless, Impact(1), Tough(3)	G	140pts
Judicators [3]	3+	Boltstorm Crossbows (12", A2)	Fearless, Impact(1), Tough(3)	I	130pts
Prosecutors [3]	3+	Stormcall Javelins (18", A1)	Fearless, Flying, Impact(1), Tough(3)	H, L	135pts
Gryph Hounds [3]	3+	Medium Claws	Impact(1), Nimble, Tough(3), Vanguard	-	115pts
Dractoh Guard [3]	3+	Light Swords, Heavy Claws (Poison)	Fearless, Impact(1), Nimble, Tough(3)	N	175pts
Dracoth [1]	-	Fiery Breath, Heavy Claws (Poison)	Nimble, Tough(3)	-	-
Stardrake [1]	-	Force Claws (Poison)	Armored, Fear, Flying, Tough(6)	M	-

## A | Take one:

Heavy Mace +25pts

### Mount on:

Dracoth +60pts

Stardrake +120pts

## B | Take one:

Guardian Hound +5pts

## C | Take one:

Stormbringer' Pennant +10pts

Mateoric Standard +20pts

## D | Replace all Light Swords:

Medium Sword +10pts

Light Maces +15pts

Medium Maces +40pts

### Replace one Light Sword:

Heavy Sword +10pts

Heavy Mace +25pts

## E | Replace one Light Mace:

Medium Mace (Deadly) +20pts

## F | Replace one Light Halberd:

Medium Mace (Deadly) +10pts

## G | Replace one Heavy Sword:

Light Mace (Deadly) +5pts

## H | Replace all Stormcall Javelins:

Celestial Hammers (18", A2), +35pts

Light Maces

### Replace all Light Maces:

Medium Maces +25pts

### Replace one Stormcall Javelin:

Stormsurge Trident (18", A1p) +5pts

Heavy Sword +5pts

Master Sword +10pts

Heavy Mace +20pts

## I | Replace all Boltstorm Crossbows:

Skybolt Bows (24", A1p) +10pts

### Replace one Boltstorm Crossbow:

Thunderbolt Crossbow (18", A4) +15pts

Shockbolt Bow (24", A3p) +30pts

## L | Upgrade all models with:

Hammerstrike +10pts

## M | Upgrade with one:

Rolling Thunderhead (18", D3p) +25pts

Rain of Stars (48", A3p, Indirect) +90pts

### Upgrade with:

Arcane Lineage +15pts

## N | Upgrade all models with one:

Lightning Sruge (6", A1p) +10pts

Storm Blasts (12", AD3p) +35pts

### Upgrade all models with:

Volleystorm Crossbows (12", A4) +50pts

### Replace all Light Swords:

Light Halberds +5pts

Light Maces (Ashes) +25pts

Heavy Swords +25pts

## Special Rules

**Arcane Lineage:** All friendly wizards within 18" may add +1 to their casting rolls.

**Ashes:** This unit deal D3 wounds from Poison instead of just 1 wound.

**Beacon:** Friendly units that Hammerstrike fully within 6" of this unit don't scatter.

**Guardian Hound:** Place a gryph hound model next to this unit as long as it is alive. Once per game you may remove the gryph hound model to deal D3 automatic hits to an enemy unit within 6".

**Hammerstrike:** You may choose not to deploy this unit with your army, and instead keep it in reserve. After round 1 you may roll one die at the beginning of each round, and on a 4+ you may place the unit anywhere over 6" away from enemy units. Then roll one die, on a 1-2 the opponent may move the unit by up to 12" (must be in a valid position). On the last round the unit arrives automatically.

**Meteoric Standard:** Once per game, when this unit is activated, you may pick one enemy unit within 24". That unit takes 2D6 automatic hits.

**Stormbringer's Pennant:** Once per game, when this unit is activated, all friendly units within 12" may immediately Hammerstrike.

**Storm-Shield:** This unit may ignore hits from shooting on a 6+.

**To Glory!:** When this unit is activated pick one friendly unit within 12". That unit may immediately move by up to 6".

**Warding Lantern:** When this hero is activated pick one friendly unit within 12". That unit gets the Armored rule until the end of the round.

# Khorne Bloodbound

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Lord [1]	3+	Master Sword	Armored, Furious, Hero, Tough(3)	A	50pts
Deathbringer [1]	3+	Heavy Sword	Furious, Hero, Slaughter Incarnate, Tough(3)	B	100pts
Skullgrinder [1]	3+	Medium Mace	Favored by Khorne, Fearless, Furious, Hero, Tough(3)	-	110pts
Slaughterpriest [1]	3+	Heavy Mace	Blood Boil, Furious, Hero, Tough(3)	-	80pts
Bloodsecrator [1]	3+	Light Sword	Furious, Hero, Rage of Khorne, Tough(3)	-	120pts
Bloodstoker [1]	3+	Blood Whip (6", A1), Light Sword	Furious, Hero, Tough(3), Whipped to Fury	-	95pts
Bloodreavers [10]	4+	Light Swords	Furious	C, E	115pts
Blood Warriors [10]	3+	Medium Swords	Armored, Furious	C, D	210pts
Skullreapers [3]	3+	Master Swords	Furious, Tough(3)	C	125pts
Wrathmongers [3]	3+	Master Swords	Furious, Impact(D3), Tough(3)	-	145pts
Skullcrushers [3]	3+	Medium Swords, Heavy Claws	Armored, Fear, Furious, Impact(1), Nimble, Tough(3)	C, F	190pts
Varanguard [3]	3+	Heavy Swords, Heavy Claws	Armored, Furious, Impact(1), Nimble, Tough(3)	G	190pts
Khorgorath [1]	3+	Tentacles (6", A3), Force Claws	Fear, Furious, Head Taker, Impact(1), Tough(3)	-	75pts
Juggernaut [1]	-	Heavy Claws	Fear, Impact(1), Nimble, Tough(3)	-	-

## A | Take one:

Flesh Hound (+3A in Melee) +10pts

## Mount on:

Juggernaut +55pts

## B | Replace Heavy Sword:

Force Sword +10pts

Heavy Mace +15pts

## C | Upgrade with:

Sergeant +5pts

Musician +10pts

Standard +10pts

## D | Replace all Medium Swords:

Medium Halberds +40pts

## E | Replace all Light Swords:

Light Maces +45pts

## F | Replace all Medium Swords:

Medium Lances +10pts

## G | Replace all Heavy Swords:

Medium Swords (Poison) +5pts

Heavy Lances +10pts

## Special Rules

**Blood Boil:** When this unit is activated you may roll one die. On a 4+ target enemy unit within 18" takes D3 wounds.

**Favored by Khorne:** All friendly units within 6" get the Fearless rule.

**Head Taker:** If this unit kills one or more models you may remove one wound from its Tough count.

**Rage of Khorne:** All friendly units within 18" get +1A in Melee when using Charge actions.

**Slaughter Incarnate:** All friendly units within 6" get +1A in Melee.

**Whipped to Fury:** The hero and his unit get the Fast special rule.

# Fyreslayers

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Runefather [1]	4+	Force Mace	Fearless, Hero, Lodge Leader, Slow, Tough(3)	A, G	105pts
Runesmiter [1]	4+	Light Sword	Fearless, Hero, Magmatic Tunneling, Slow, Tough(3)	A, B, G	70pts
Runeson [1]	4+	Heavy Sword	Dauntless Assault, Fearless, Hero, Slow, Tough(3)	A, C, G	50pts
Grimwrath Berzerker [1]	4+	Heavy Mace	Duty, Fearless, Furious, Hero, Slow, Tough(3)	A	45pts
Runemaster [1]	4+	Medium Sword	Fearless, Hero, Slow, Tough(3), Volcano's Call	A	90pts
Battlesmith [1]	4+	Heavy Sword	Fearless, Hero, Icon of Grimnir, Slow, Tough(3)	A	75pts
Hearthguard [10]	4+	Light Swords (Smouldering)	Duty, Fearless, Slow	D	110pts
Vulkites [10]	4+	Light Swords	Duty, Fearless, Slow	E	100pts
Auric Hearthguard [5]	4+	Magmapikes (18", A1p)	Fearless, Slow	F	80pts
Magmadroth [1]	-	Fiery Breath, Force Claws (Piercing)	Armored, Fast, Fear, Furious, Tough(6)	-	-

## A | Take one:

Throwing Weapon +5pts

## B | Take one:

Runic Icon +45pts

Forge Key +90pts

## C | Take one:

Wyrmslayer Javelin (12", A3x) +10pts

## D | Replace all Light Swords:

Light Maces +40pts

### Equip all models with:

Throwing Weapons +30pts

## E | Replace all Light Swords:

Medium Swords +30pts

Light Maces +45pts

### Equip all models with:

Throwing Weapons +30pts

## F | Equip all models with:

Throwing Weapons +15pts

## G | Mount on:

Magmadroth +105pts

## Special Rules

**Dauntless Assault:** The hero and his unit get Rapid when fighting against units with Tough.

**Duty:** This unit may ignore wounds on a 6+.

**Forge Key:** When this unit is activated pick one friendly unit within 24". That unit gets the Rapid rule until the end of the round.

**Icon of Grimnir:** When taking morale tests the hero and his unit roll one extra die and pick the highest result.

**Lodge Leader:** The hero and his unit get the Fast special rule.

**Magmatic Tunneling:** You may choose not to deploy the hero and his unit with your army, and instead keep it in reserve. After round 1 you may roll one die at the beginning of each round, and on a 4+ you may place the unit anywhere over 6" away from enemy units. Then roll one die, on a 1-2 the opponent may move the unit by up to 12" (must be in a valid position). On the last round the unit arrives automatically.

**Runic Icon:** When this unit is activated pick one friendly unit within 12". That unit gets the Rapid rule until the end of the round.

**Slow:** This unit moves up to 3" when using Advance actions, up to 6" when using March/Charge actions.

**Smouldering:** Whenever this weapon inflicts a wound roll one die, on a 6+ the target takes an additional wound.

**Volcanic Blood:** Whenever this unit takes a wound in Melee its attacker takes 1 automatic hit.

**Volcano's Call:** When this unit is activated you may pick one enemy unit within 18". That unit must immediately take a Dangerous Terrain test.

# Ironjawz

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Megaboss [1]	4+	Heavy Sword, Light Mace	Hero, Tough(3)	A	35pts
Warchanter [1]	4+	Medium Sword	Hero, Tough(3), Violent Frenzy	-	70pts
Weirdnob Shaman [1]	4+	Waaagh! Staff (AD3 in Melee)	Tough(3), Wizard(1)	B	35pts
Ardboys [10]	4+	Light Swords	-	C, F	90pts
Brutes [10]	4+	Light Spears	-	D	105pts
Gore-Gruntas [3]	4+	Light Swords, Master Claws	Gore-Gunta Charge, Impact(1), Nimble, Tough(3)	E	125pts
Maw-Krusha [1]	-	Bellow (6", AD6x), Force Claws	Armored, Flying, Impact(2D6), Tough(6)	-	-

## A | **Replace Heavy Sword and Light Mace:**

Heavy Spear and Medium Mace +10pts

### **Upgrade with one:**

Get Stuck In! +50pts

Waaagh! +60pts

### **Mount on:**

Maw-Krusha +110pts

## B | **Upgrade Wizard(1):**

Wizard(2) +5pts

## C | **Replace all Light Swords:**

Medium Swords +30pts

Light Maces +45pts

## D | **Replace all Light Spears:**

Medium Swords +15pts

### **Replace one Light Spear:**

Heavy Spear +5pts

### **Replace one Light Spear:**

Master Sword +10pts

Master Mace +25pts

Heavy Mace (Grab an' Bash) +30pts

## E | **Replace all Light Swords:**

Light Spears +5pts

## F | **Upgrade with:**

Sergeant +5pts

Musician +10pts

Standard +10pts

## **Special Rules**

**Get Stuck In!:** The hero and his unit get the Rapid special rule.

**Gore-Grunta Charge:** This unit gets Piercing in Melee when using Charge actions.

**Grab an' Bash:** When this unit fights in Melee roll one die, on a 4+ all of its attacks hit automatically.

**Violent Frenzy:** When this unit is activated pick one friendly unit within 12". That unit gets Rapid until the end of the round.

**Waaagh!:** Once per game when the hero charges you may declare a Waaagh!. Until the end of the round all friendly Infantry units get +1 when calculating melee results, and the hero's unit gets +D3 when calculating melee results.

## **Magic Spells**

Brain Bursta (5+): Target enemy model within 18" takes one automatic hit.

Fists of Gork (5+): The wizard gets +3 Attacks and the Piercing rule until the end of the round.

'Eadbutt (5+): Target enemy wizard within 4D6" takes D3 automatic hits.

Gaze of Mork (6+): Target enemy unit within 4D6" takes D6 automatic hits.

'Ere we go! (11+): The wizard, his unit and all friendly units within 2D6" get Rapid in Melee until the end of the round.

Hand of Gork (13+): Target friendly unit within 24" may be placed anywhere within 3D6" of its current position.

# Sylvaneth

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Everqueen [1]	4+	Spear of Kurnoth (30", A3x), Heavy Sword, Force Claws (Piercing)	Armored, Fear, Flying, Hero, Impact(D6), Regeneration, Soul Amphorae, Tough(9), Wizard(3)	-	270pts
Revenant Queen [1]	4+	Force Claws (Piercing)	Armored, Fear, Hero, Impact(D6), Mercurial Aspect, Strider, Tough(6), Wizard(1)	A	120pts
Branchwych [1]	4+	Light Halberd	Strider, Tough(3), Wizard(1)	B	45pts
Tree Revenants [10]	4+	Medium Swords	Strider	C, D	140pts
Spite Revenants [10]	4+	Heavy Claws	Malice, Strider	-	180pts
Kurnoth Hunters [3]	4+	Heavy Halberds	Armored, Impact(1), Strider, Tough(3)	E	135pts

**A | Take one:**

Colony of Flitterfuries (24", AD6)	+30pts
Swarm of Squirmlings (12", A2D6)	+30pts

**B | Take one:**

Bittergrub (+D3A in Melee)	+10pts
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**C | Upgrade with:**

Sergeant	+5pts
Musician	+10pts
Standard	+10pts

**D | Replace all Medium Swords:**

Medium Halberds	+30pts
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**E | Replace all Heavy Halberds:**

Longbows and Quiverlings (AD3 in Melee)	+15pts
Heavy Maces	+25pts

## Special Rules

**Malice:** Enemy units within 6" must re-roll successful morale tests.

**Mercurial Aspect:** Whenever this unit is activated roll one die, on a 1-3 it may double its shooting attacks, on a 4-6 it may double its melee attacks.

**Soul Amphorae:** When this unit is activated roll one die, on a 4+ all friendly units within 12" get the Regeneration special rule until the end of the round.

## Magic Spells

**Apotheosis (6+):** Target friendly model within 18" immediately removes one wound marker.

**Drain Magic (9+):** Target unit within 18" loses all spell effects with "until the end of the round".

**Shroud of Despair (10+):** All enemy units within 12" must re-roll successful morale tests until the end of the round.

**Bladewind (10+):** Target enemy unit within 24" must take as many Quality tests as models, and it takes one automatic hit for each failed test.

**Tempest (11+):** Target enemy unit within 30" takes D6+3 automatic hits.

**Word of Pain (13+):** Target enemy unit within 24" must re-roll successful shooting and melee attacks until the end of the round.