

Stormcast Eternals

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
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	60pts
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)	-	50pts
Knight-Venator [1]	3+	Realmhunter's Bow (30", A3x), Celestial Talons (30", A3, Poison)	Fearless, Flying, Hero, Impact(1), Tough(3)	-	115pts
Liberator [1]	3+	Light Sword	Fearless, Impact(1), Tough(3)	D	35pts
Retributor [1]	3+	Light Mace (Ashes)	Fearless, Impact(1), Tough(3)	E, L	45pts
Protector [1]	3+	Light Halberd (Deadly)	Fearless, Impact(1), Storm-Shield, Tough(3)	F	50pts
Decimator [1]	3+	Heavy Sword	Fear, Fearless, Impact(1), Tough(3)	G	45pts
Judicator [1]	3+	Boltstorm Crossbow (12", A2)	Fearless, Impact(1), Tough(3)	I	45pts
Prosecutor [1]	3+	Stormcall Javelin (18", A1)	Fearless, Flying, Impact(1), Tough(3)	H, L	45pts
Gryph Hound [1]	3+	Medium Claws	Impact(1), Nimble, Tough(3), Vanguard	-	40pts
Dractoh Guard [1]	3+	Light Sword, Heavy Claws (Poison)	Fearless, Impact(1), Nimble, Tough(3)	N	60pts

A	Take one:
Heavy Mace	+25pts

B	Take one:
Guardian Hound	+5pts

C	Take one:
Stormbringer's Pennant	+5pts
Meteoric Standard	+10pts

D	Replace one Light Sword:
Medium Sword	+5pts
Light Mace	+5pts
Heavy Sword	+10pts
Medium Mace	+15pts
Heavy Mace	+25pts

E	Replace Light Mace:
Medium Mace (Deadly)	+20pts

F	Replace Light Halberd:
Medium Mace (Deadly)	+10pts

G	Replace Heavy Sword:
Light Mace (Deadly)	+5pts

H	Replace Stormcall Javelin:
Stormsurge Trident (18", A1p)	+5pts
Heavy Sword	+5pts
Celestial Hammer (18", A2),	+10pts
Light Mace	
Master Sword	+10pts
Heavy Mace	+20pts

	Replace Light Mace:
Medium Mace	+10pts

I	Replace Boltstorm Crossbow:
Skybolt Bow (24", A1p)	+5pts
Thunderbolt Crossbow (18", A4)	+15pts
Shockbolt Bow (24", A3p)	+30pts

L	Upgrade with:
Hammerstrike	+5pts

N	Upgrade with one:
Lightning Sruge (6", A1p)	+5pts
Storm Blasts (12", AD3p)	+10pts
	Upgrade with:
Volleystorm Crossbow (12", A4)	+15pts
	Replace Light Sword:
Light Halberd	+5pts
Light Mace (Ashes)	+10pts
Heavy Sword	+10pts

Special Rules

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 D6 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	50pts
Skullgrinder [1]	3+	Medium Mace	Favored by Khorne, Fearless, Furious, Hero, Tough(3)	-	60pts
Slaughterpriest [1]	3+	Heavy Mace	Blood Boil, Furious, Hero, Tough(3)	-	65pts
Bloodsecrator [1]	3+	Light Sword	Furious, Hero, Rage of Khorne, Tough(3)	-	50pts
Bloodstoker [1]	3+	Blood Whip (6", A1), Light Sword	Furious, Hero, Tough(3), Whipped to Fury	-	40pts
Bloodreavers [3]	4+	Light Swords	Furious	E	35pts
Blood Warrior [1]	3+	Medium Sword	Armored, Furious	D	20pts
Skullreaper [1]	3+	Master Sword	Furious, Tough(3)	-	40pts
Wrathmonger [1]	3+	Master Sword	Furious, Impact(D3), Tough(3)	-	50pts
Skullcrusher [1]	3+	Medium Sword, Heavy Claws	Armored, Fear, Furious, Impact(1), Nimble, Tough(3)	F	65pts
Varanguard [1]	3+	Heavy Sword, Heavy Claws	Armored, Furious, Impact(1), Nimble, Tough(3)	C	65pts
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 	Replace Heavy Sword:
Medium Sword (Poison)	+5pts
Heavy Lance	+5pts

D 	Replace Medium Sword:
Medium Halberd	+5pts

E 	Replace all Light Swords:
Light Maces	+15pts

F 	Replace Medium Sword:
Medium Lance	+5pts

Special Rules

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

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 all friendly units within 3" 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	65pts
Runesmiter [1]	4+	Light Sword	Fearless, Hero, Magmatic Tunneling, Slow, Tough(3)	A, B	30pts
Runeson [1]	4+	Heavy Sword	Dauntless Assault, Fearless, Hero, Slow, Tough(3)	A, C	30pts
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	30pts
Battlesmith [1]	4+	Heavy Sword	Fearless, Hero, Icon of Grimnir, Slow, Tough(3)	A	35pts
Hearthguard [3]	4+	Light Swords (Smouldering)	Duty, Fearless, Slow	D	35pts
Vulkites [3]	4+	Light Swords	Duty, Fearless, Slow	E	30pts
Auric Hearthguard [1]	4+	Magmapike (18", A1p)	Fearless, Slow	F	15pts

A	Take one:	
Throwing Weapon		+5pts

B	Take one:	
Runic Icon		+5pts
Forge Key		+10pts

C	Take one:	
Wyrm Slayer Javelin (12", A3x)		+10pts

D	Replace all Light Swords:	
Light Maces		+10pts
	Equip all models with:	
Throwing Weapons		+10pts

E	Replace all Light Swords:	
Medium Swords		+10pts
Light Maces		+15pts
	Equip all models with:	
Throwing Weapons		+10pts

F	Equip with:	
Throwing Weapon		+5pts

Special Rules

Dauntless Assault: The hero and all friendly units within 3" get the Rapid special rule 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 all friendly units within 3" roll one extra die and pick the highest result.

Lodge Leader: The hero and all friendly units within 3" get the Fast special rule.

Magmatic Tunneling: You may choose not to deploy the hero and one friendly unit, 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.

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	-	30pts
Weirdnob Shaman [1]	4+	Waaagh! Staff (AD3 in Melee)	Tough(3), Wizard(1)	B	35pts
Ardboys [3]	4+	Light Swords	-	C	25pts
Brutes [3]	4+	Light Spears	-	D	30pts
Gore-Grunta [1]	4+	Light Sword, Master Claws	Gore-Gunta Charge, Impact(1), Nimble, Tough(3)	E	40pts

A | *Replace Heavy Sword and Light Mace:*

Heavy Spear and Medium Mace	+10pts
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Upgrade with one:

Get Stuck In!	+10pts
Waaagh!	+45pts

B | *Upgrade Wizard(1):*

Wizard(2)	+5pts
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C | *Replace all Light Swords:*

Medium Swords	+10pts
Light Maces	+15pts

D | *Replace all Light Spears:*

Medium Swords	+5pts
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Replace one Light Spear:

Heavy Spear	+5pts
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Replace one Light Spear:

Master Sword	+10pts
Master Mace	+25pts
Heavy Mace (Grab an' Bash)	+30pts

E | *Replace Light Sword:*

Light Spear	+5pts
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Special Rules

Get Stuck In!: The hero and all friendly units within 3" 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 models get +1A in Melee, and the hero gets +D3A in Melee.

Magic Spells

'Eadbutt (6+): Target enemy wizard within 4D6" takes one automatic hit.

Brain Bursta (6+): Target enemy model within 18" takes one automatic hit.

Fists of Gork (6+): The wizard gets +3 Attacks and the Piercing rule until the end of the round.

Gaze of Mork (7+): Target enemy unit within 4D6" takes D3 automatic hits.

'Ere we go! (7+): The wizard and all friendly units within 2D6" get Rapid in Melee until the end of the round.

Hand of Gork (8+): Target friendly unit within 24" may be placed anywhere within 3D6" of its current position.

Sylvaneth

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Branchwych [1]	4+	Light Halberd	Strider, Tough(3), Wizard(1)	A	30pts
Tree Revenant [1]	4+	Medium Sword	Strider	B	15pts
Spite Revenant [1]	4+	Heavy Claws	Malice, Strider	-	20pts
Kurnoth Hunter [1]	4+	Heavy Mace	Armored, Impact(1), Strider, Tough(3)	C	45pts

A | Take one:

Bittergrub (+D3A in Melee)	+10pts
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B | Replace Medium Sword:

Medium Halberd	+5pts
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C | Replace Heavy Halberd:

Longbow and	+5pts
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Quiverling (AD3 in Melee)	
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Heavy Mace	+10pts
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Special Rules

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

Magic Spells

Bladewind (5+): Target enemy unit within 24" must take as many Quality tests as models, and it takes one automatic hit for each failed test.

Drain Magic (6+): Target unit within 18" loses all spell effects with "until the end of the round".

Shroud of Despair (7+): All enemy units within 12" must re-roll successful morale tests until the end of the round.

Word of Pain (8+): Target enemy unit within 24" must re-roll successful shooting and melee attacks until the end of the round.

Apotheosis (10+): Target friendly model within 18" immediately removes one wound marker.

Tempest (13+): Target enemy unit within 30" takes D3+1 automatic hits.