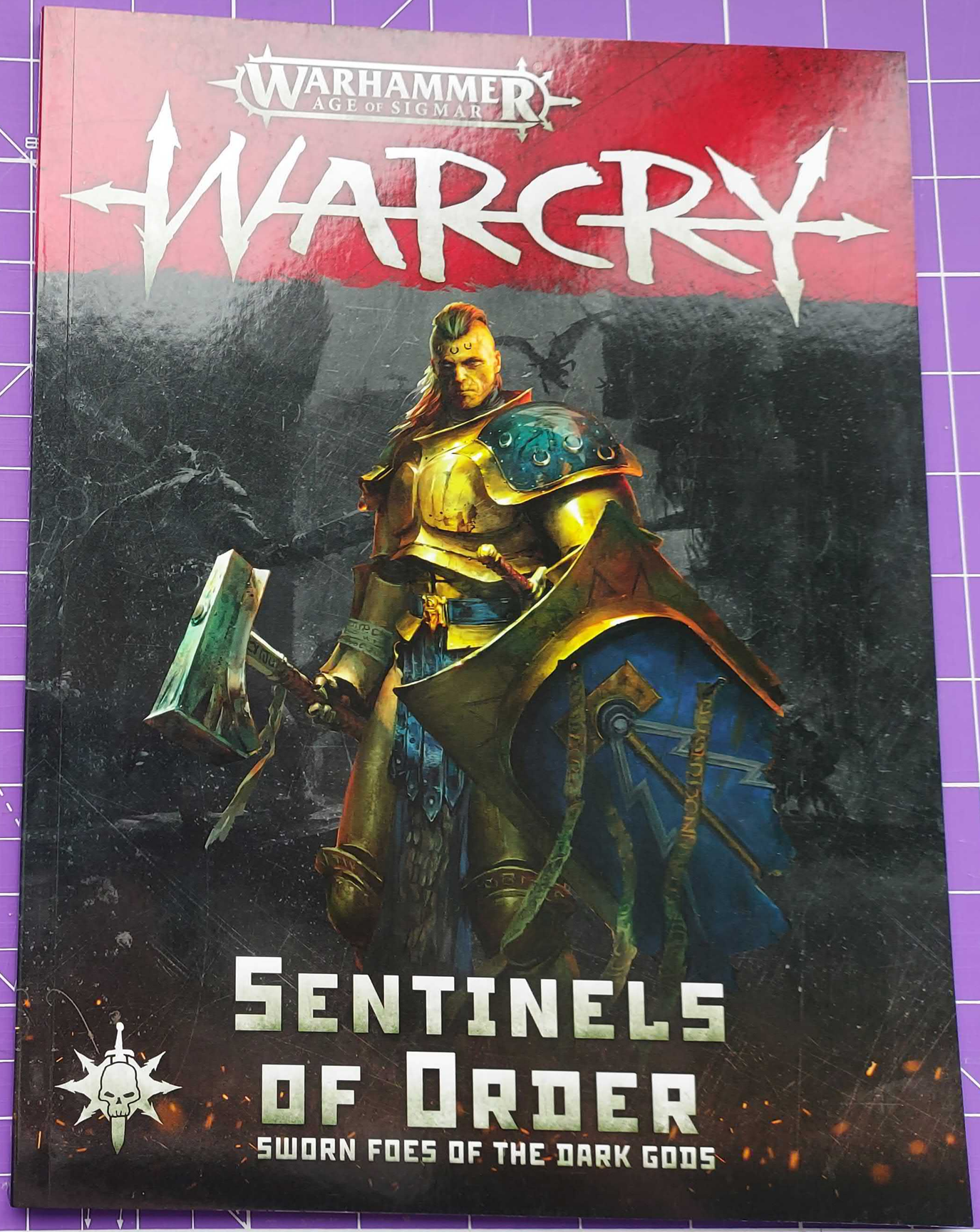

WARHAMMER
AGE OF SIGMAR
WARCRY
SENTINELS
OF ORDER
SWORN FOES OF THE DARK GODS

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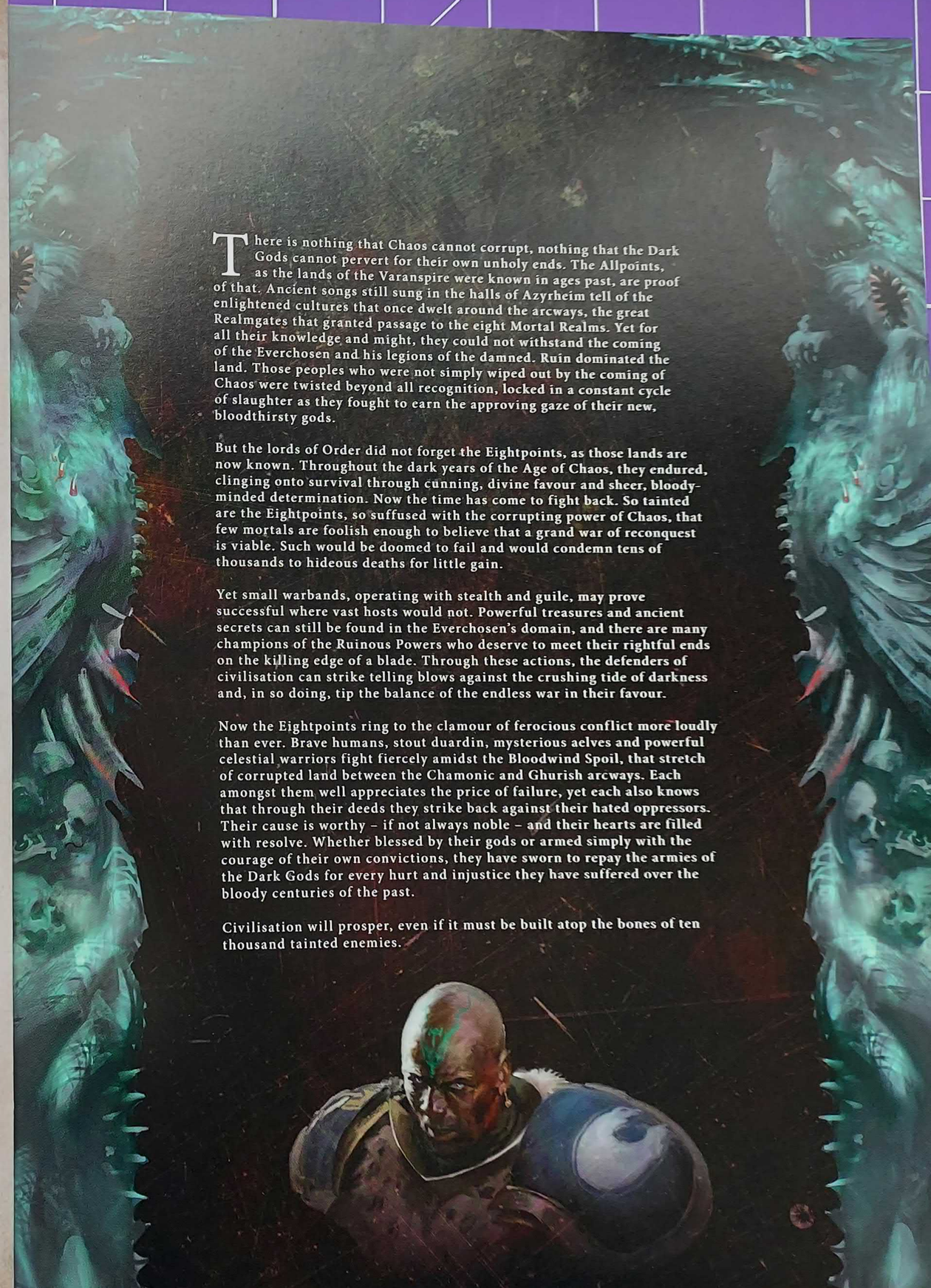
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There is nothing that Chaos cannot corrupt, nothing that the Dark Gods cannot pervert for their own unholy ends. The Allpoints, as the lands of the Varanspire were known in ages past, are proof of that. Ancient songs still sung in the halls of Azyrheim tell of the enlightened cultures that once dwelt around the arcways, the great Realmgates that granted passage to the eight Mortal Realms. Yet for all their knowledge and might, they could not withstand the coming of the Everchosen and his legions of the damned. Ruin dominated the land. Those peoples who were not simply wiped out by the coming of Chaos were twisted beyond all recognition, locked in a constant cycle of slaughter as they fought to earn the approving gaze of their new, bloodthirsty gods.

But the lords of Order did not forget the Eightpoints, as those lands are now known. Throughout the dark years of the Age of Chaos, they endured, clinging onto survival through cunning, divine favour and sheer, bloody-minded determination. Now the time has come to fight back. So tainted are the Eightpoints, so suffused with the corrupting power of Chaos, that few mortals are foolish enough to believe that a grand war of reconquest is viable. Such would be doomed to fail and would condemn tens of thousands to hideous deaths for little gain.

Yet small warbands, operating with stealth and guile, may prove successful where vast hosts would not. Powerful treasures and ancient secrets can still be found in the Everchosen's domain, and there are many champions of the Ruinous Powers who deserve to meet their rightful ends on the killing edge of a blade. Through these actions, the defenders of civilisation can strike telling blows against the crushing tide of darkness and, in so doing, tip the balance of the endless war in their favour.

Now the Eightpoints ring to the clamour of ferocious conflict more loudly than ever. Brave humans, stout duardin, mysterious aelves and powerful celestial warriors fight fiercely amidst the Bloodwind Spoil, that stretch of corrupted land between the Chamonic and Ghurish arcways. Each amongst them well appreciates the price of failure, yet each also knows that through their deeds they strike back against their hated oppressors. Their cause is worthy – if not always noble – and their hearts are filled with resolve. Whether blessed by their gods or armed simply with the courage of their own convictions, they have sworn to repay the armies of the Dark Gods for every hurt and injustice they have suffered over the bloody centuries of the past.

Civilisation will prosper, even if it must be built atop the bones of ten thousand tainted enemies.

DEATH TO CHAOS!

The warriors of Order fight to protect their civilisations and way of life against all those who would tear them down. Whether they are the servants of the mighty God-King Sigmar, devoted to one of his fellow deities in the Pantheon of Order or entirely concerned with their people's own agendas, all are united by their hatred of the Dark Gods. With innovative technology, arcane skill and raw courage, they fight in the hostile expanse of the Bloodwind Spoil, braving unimaginable horrors and perils to achieve their goals.

Warcry: Sentinels of Order is your essential guide to the warbands devoted to civilisation that fight in the lands of the Varanspire. The warriors and commanders of Order are many and varied in origin; from the noble tempest-forged knights of the Stormcast Eternals to the mysterious and murderous Daughters of Khaine, all manner of deadly fighters can be counted amongst their diverse ranks. As a result, the forces of Order offer a great variety of different aesthetics and play styles to consider when it comes to choosing a warband; no matter what you're looking for, you're sure to find a faction that appeals to you, whether in terms of the tactical possibilities it offers or the potential for delivering a stunning paint job.

In *Sentinels of Order*, you'll find complete rules for every Warcry warband dedicated to Sigmar or his allies. Along with a detailed background that delves into the history, culture and motivation of many of the factions battling for supremacy in the Eightpoints, you will have all the information you need to muster a warband and jump straight into the fray.

For those experienced warband leaders who have already battled their way across the Bloodwind Spoil and completed a slew of campaigns, you'll find plenty of creative ways to enhance your games of Warcry. New leader options, expanded ally rules and a wide variety of deadly monsters all offer more freedom than ever before when it comes to constructing your perfect warband, while a host of new abilities allows you to effectively represent the unique skills of these creatures and champions in fast-paced and brutal skirmish battles.



The Bloodwind Spoil is a den of madness and horror, its scarred plains carved up by marauding warbands dedicated to the Dark Gods. The defenders of Order battle furiously against these foes, holding back the darkness with each vengeful blade-stroke.

Sentinels of Order also contains plenty of additional content to deepen your Warcry gaming experience. Every faction has been furnished with its own set of bespoke background generation tables, allowing you to customise the names, origins and personality quirks of your loyal warriors. Also included are 4 fated quests that are open to any warband of Order. Through these brand-new campaigns, you can explore the goals and motivations of the forces of civilisation that battle in the Eightpoints – what's more, you'll be able to decide the outcome of each campaign, enabling you to truly customise the story to fit the nature and motivation of your own warband while accumulating great rewards along the way. Finally, an array of new challenge battles will put your skills as a commander to the test in a variety of unique scenarios, giving you greater insight into the nature of war in the Bloodwind Spoil and how the champions of Order make their mark on this cursed land.

However you choose to engage with Warcry, whether by enjoying the wide-ranging possibilities afforded by open play, crafting engaging narrative experiences or testing your leadership skills in the heat of competitive matched play, *Sentinels of Order* has something for everyone. If you're a long-time devotee of Sigmar and his fellow gods, then this book is a great excuse to get your favourite warriors back on the table. If you've never dabbled with the forces of Order before, now is the perfect opportunity to choose a warband and join the fight on the side of civilisation. The tainted wilderness of Archaon's domain is hostile in the extreme, but you must not be intimidated. Strike hard and true, and visit vengeance upon the hated servants of the Dark Gods!



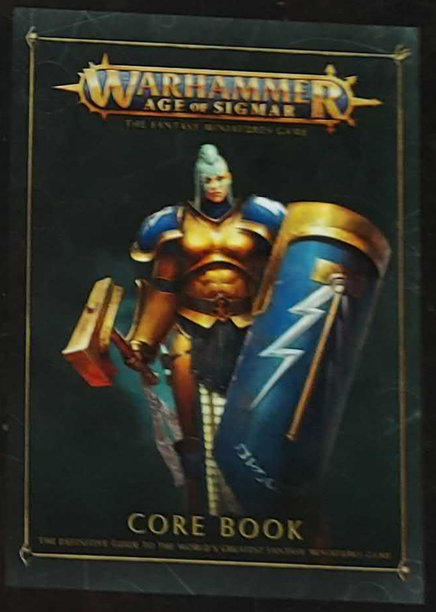
YOUR JOURNEY CONTINUES...

The jaw-dropping expanse of the Eight Realms is all but limitless, and so are the opportunities for exciting games of Warhammer Age of Sigmar.

The Warhammer Age of Sigmar Core Book is your in-depth guide to this fantastical setting. As well as a full and detailed history of the Mortal Realms, from the legendary tales of the Age of Myth to the triumphant crusades of the Stormcast Eternals, you will find a detailed overview of several of the most heavily contested realms. Included within are introductions to each of the Grand Alliances battling across these magical lands, from the tireless legions of Death to the rampaging, howling hordes of Destruction.

Exciting narrative sections, breathtaking world-building and detailed timelines – along with a showcase section presenting beautifully painted Citadel Miniatures in all their glory – will offer plenty of inspiration for your own hobby collection.

Of course, within the pages of the Core Book, you will also find the full core rules for the Warhammer Age of Sigmar tabletop game, laying out each stage of a battle in intuitive and easy-to-follow stages. Whether you wish to take on your friends in a balanced competitive match or prefer to simulate a mythic encounter between fantastical armies in the form of a narrative campaign, this weighty tome provides everything you need to lead your mighty army into battle!



HOW TO USE THIS BOOK

Warcry: Sentinels of Order **contains all of the rules you need to field the Warcry warbands of Order on the battlefields of the Bloodwind Spoil and beyond.**

ORDER WARBANDS

The rules in this book will often refer to **Order warbands**. Every warband in Warcry belongs to one of the following 4 Grand Alliances: **Chaos**, **Death**, **Destruction** or **Order**. An Order warband is any warband that has one of the faction runemarks listed in the box below.

In addition, if any rules have the **Order** runemark (⛭), those rules apply to all Order warbands. For example, the fated quests in this book all have the **Order** runemark (⛭) and can only be embarked upon by Order warbands.

The rules in this book are split into the following sections:

HEROES AND ALLIES

This section explains how to include heroes and allies in your warband.

MONSTERS

This section contains rules for using monsters in your Warcry battles, including abilities for fighters to use against monsters and abilities for the monsters to use themselves. There are also rules for including monsters in your warband, plus fighter cards and abilities for the monsters available to an Order warband.

WARBANDS

This section includes all the abilities and fighter cards for Order warbands. There are 12 factions available to choose from.

CAMPAIGNS

This section includes 4 fated quests that any Order warband can embark upon.

CHALLENGE BATTLES

This section contains rules for playing challenge battles and includes 6 challenge battles that any Order warband can embark upon.

ORDER FACTION RUNEMARKS

Cities of Sigmar

Tempest's Eye
The Living City
The Phoenicium
Anvilgard
Hammerhal
Greywater Fastness
Hallowheart

Order

Daughters of Khaine
Idoneth Deepkin
Khainite Shadowstalkers
Kharadron Overlords
Lumineth Realm-lords
Fyreslayers
Seraphon
Sylvaneth
Stormcast Eternals Sacrosanct Chamber
Stormcast Eternals Warrior Chamber
Stormcast Eternals Vanguard Auxiliary Chamber

HEROES AND ALLIES

In the Bloodwind Spoil, each day is a battle for survival. Many warbands seek to make alliances with powerful heroes and champions, for together they stand far greater chance of mastering the wilds than either does alone.

This section provides rules for special types of fighter known as **heroes** and **allies**. These rules allow you to include more than 1 fighter with the **Leader** runemark (✲) in your warband, as well as fighters with a different faction runemark to your warband. This gives you even more ways to theme your warband and make it unique. For example, your Stormcast Eternals might be accompanied by a mysterious emissary from an Idoneth Deepkin enclave, or perhaps your Seraphon are led by a Sunblood who is advised by a cunning Skink Priest.

If you have the *Warcry: Monsters and Mercenaries* expansion, the rules in this section supersede the allies rules in that book.

INCLUDING HEROES AND ALLIES IN YOUR WARBAND

Any fighter with the same faction runemark as your warband and the **Leader** runemark (✲) can be included in your warband as a **hero**.

Any fighter with a different faction runemark to your warband and either the **Leader** runemark (✲) or the **Ally** runemark (◌) can be included in your warband as an **ally**. However, warbands can only include allies from the same Grand Alliance. For example, Order warbands can only include allies with an Order faction runemark.

There are limits on how many heroes and allies you can include in your warband, depending on the style of game you are playing.

OPEN AND MATCHED PLAY

In open play and matched play, when mustering for a battle, you can include 1 hero or ally in your warband. Heroes and allies cost points just like any other fighter, but allies are ignored for the purposes of the rule that requires all fighters in a warband to share the same faction runemark. In addition, when mustering your warband, heroes and allies are not considered to have the **Leader** runemark (✲).

NARRATIVE PLAY

In narrative play, heroes and allies can be added to your warband roster like any other fighter, either when you are first filling out your warband roster or during the Add and Remove Fighters step of the aftermath sequence.

Your warband roster can include up to 3 heroes or allies in any combination. When adding fighters to your warband roster, heroes and allies are not considered to have the **Leader** runemark (✲) and do not count towards the maximum number of fighters you can add.

When mustering for a campaign battle, you can include 1 hero or ally from your warband roster for every 2 areas of territory your warband has dominated. For example, if you have 5 areas of dominated territory, you can include up to 2 heroes or allies from your warband roster in your warband for that campaign battle. Heroes and allies cost points just like any other fighter, but allies are ignored for the purposes of the rule that requires all fighters in a warband to share the same faction runemark. In addition, when mustering your warband, heroes and allies are not considered to have the **Leader** runemark (✲).

If your warband can include thralls when mustering for a campaign battle, any heroes or allies you include in your warband do not decrease the number of thralls you can include, and vice versa.

Like other fighters, heroes and allies can receive destiny levels, players must make injury rolls for them and they can bear lesser artefacts. Heroes can bear artefacts of power and be chosen to become favoured warriors, but allies cannot.

HEROES AND ALLIES NEVER LEAD

When a fighter is included in a warband as a hero or ally, if they have the **Leader** runemark (✲) on their fighter card, this runemark is only used to determine which abilities the fighter can use; the hero or ally is not considered to have the **Leader** runemark (✲) for any other purpose or rule. This means that any rule that refers to the leader of a warband does not refer to any heroes or allies in that warband.

MONSTERS

The Eightpoints is home to more than just corrupted tribesmen. Monsters and beasts of all kinds dwell in this tainted land; the strongest warbands seek to bind such creatures to their will, though that is easier said than done...

MONSTERS

This section refers a type of fighter known as a **monster**. Monsters are fighters with the **Gargantuan** (🦶) runemark.

If you have the *Warcry: Monsters and Mercenaries* expansion, the rules in this section supersede the monster rules in that book.

Monsters are subject to the following rules:

DEPLOYING MONSTERS

When monsters are deployed, they must be placed wholly within 5" horizontally of a deployment point instead of wholly within 3".

ACTIVATING MONSTERS

A monster can be activated 3 times in a battle round instead of only once, but each time it is activated, it can make only 1 action instead of 2. Each time a monster is activated, it can use 1 ability before or after its action.

If a monster makes a wait action, its activation immediately ends; the monster is not said to be waiting and the rules for waiting do not apply.

MOVE ACTIONS WITH MONSTERS

A monster can climb and jump like any other fighter; however, if at the end of a move action, its base is not wholly on a platform or the battlefield floor, it is said to have fallen.

If a monster is said to have fallen, any part of the model's base can be placed on the point picked by your opponent instead of just the centre.

MONSTER-HUNTING ABILITIES

If any monsters are in play, all fighters except the monsters themselves and fighters with the **Beast** runemark (🐂) can use the **Monster-hunting Abilities** shown opposite.

MONSTERS AND UNIVERSAL ABILITIES

Monsters cannot use universal abilities. Instead, if any monsters are in play, they can use the **Monster Abilities** shown opposite.

MONSTERS AND TREASURE

Monsters can never carry treasure.



MONSTER-HUNTING ABILITIES	
	[Double] Binding Ropes: Pick an enemy fighter with the **Gargantuan** runemark (🦶) within 1" of this fighter and roll a number of dice equal to the value of this ability. For each 4+, subtract 1 from the Move characteristic of that fighter (to a minimum of 3) until the end of the battle.
	[Double] Dodge and Evade: Until the end of the battle round, add the value of this ability to the Toughness characteristic of this fighter when it is being targeted by an attack action made by a fighter with the **Gargantuan** runemark (🦶).
	[Double] Jump on its Back: Pick an enemy fighter with the **Gargantuan** runemark (🦶). Until the end of the battle round, if that fighter starts a move action within 1" of this fighter, then after that move action, you can remove this fighter from the battlefield and set them up within 1" of that fighter.
	[Triple] Go for the Eyes: If the next attack action made by this fighter this activation that targets an enemy fighter with the **Gargantuan** runemark (🦶) scores any critical hits, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by that fighter until the end of the battle.
	[Triple] Gutting Strike: Add the value of this ability to the damage points allocated by each critical hit from attack actions made by this fighter this activation that have a Range characteristic of 3 or less and that target an enemy fighter with the **Gargantuan** runemark (🦶).
	[Quad] Taunt: Pick a visible enemy fighter with the **Gargantuan** runemark (🦶) that is within 6" of this fighter and roll a number of dice equal to the value of this ability. If a 4+ is rolled on any of the dice, then until the end of the battle round or until this fighter is taken down, attack actions made by that fighter must target this fighter.



MONSTER ABILITIES	
	[Double] Monstrous Reach: Until the end of this fighter's activation, do not count the vertical distance when measuring the range for attack actions made by this fighter.
	[Triple] Drag and Maul: Pick a visible enemy fighter within 6" of this fighter. Remove that fighter from the battlefield and set them up within 1" of this fighter. Then, roll a number of dice equal to the value of this ability. For each 4+, allocate 3 damage points to that fighter.
	[Quad] Demolishing Rampage: Pick a terrain feature within 1" of this fighter. In an order of your choice, place each objective, treasure token and fighter that is on that terrain feature, and on any other terrain feature that is on that terrain feature, on the battlefield floor in a location of your choice as close as possible horizontally to its current location. Then, in an order of your choice, each fighter placed on the battlefield in this manner suffers impact damage. Then, remove the terrain feature(s).

USING MONSTERS IN YOUR BATTLES

Monsters can be used in games of Warcry in the following ways:

TWIST CARDS

Monsters with the **Chaotic Beasts** faction runemark (🕷) can be used with any twist card that brings chaotic beasts into play.

INCLUDING MONSTERS IN YOUR WARBAND

Every monster in Warcry has one of the following faction runemarks:

- **Chaotic Beasts** (🕷)
- **Monsters of Order** (2)
- **Monsters of Death** (2)
- **Monsters of Destruction** (2)

Order warbands can include monsters with the **Monsters of Order** faction runemark (2). You can find the monsters with this faction runemark opposite.

Additionally, the rules for including a monster in your warband vary depending on the style of game you are playing:

OPEN PLAY

In open play, when mustering for a battle, you can include 1 monster in your warband. Monsters cost points just like any other fighter but are ignored for the purposes of the rule that requires all fighters in a warband to share the same faction runemark.



NARRATIVE PLAY

In narrative play, winning certain challenge battles will allow you to add a monster to your warband roster. In this book, the challenge battle 'Blood and Serpents' (pg 111) allows an Order warband to do so. You can find the rules for challenge battles on pages 104-105.

Your warband roster can include no more than 1 monster at any time.

If you have the option to add a new monster to your warband roster and you wish to do so, you must first remove the existing monster from your warband roster.

Like other fighters, monsters can receive destiny levels and players must make injury rolls for them. However, monsters can never bear lesser artefacts or artefacts of power and can never be chosen to become favoured warriors.

When mustering for a campaign battle, you can include 1 monster from your warband roster in your warband. Monsters cost points just like any other fighter but are ignored for the purposes of the rule that requires all fighters in a warband to share the same faction runemark.

In addition, if you are playing a convergence, only the Aspirant player can include any monsters in their warband.

MATCHED PLAY

Monsters cannot be included in warbands in matched play battles. However, if both players agree, players should feel free to use the open play rules for monsters in their matched play games to allow them to include 1 monster in their warband.

WAR HYDRA

Created by the dark sorceries of the Order Serpentis, War Hydras are monstrous multi-headed beasts possessed of incredible regenerative abilities. Their natural viciousness has made them a favoured attraction in Carngrad's arenas.



DAMAGE TABLE

Damage Points Allocated	Move	Damage
0-10	6	4/8
11-20	5	3/8
21-30	4	3/6
31-40	3	2/6
41-49	2	2/4

WAR HYDRA ABILITIES

[Double] Quick with the Lash: Add half the value of this ability (rounding up) to the *Move* characteristic of this fighter for the next move action they make this activation.

[Triple] Fiery Breath: Pick a visible enemy fighter within 6" of this fighter and roll a dice for that fighter and each other fighter within 3" of that fighter. On a 3+, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.

[Quad] Sever One Head, Another Takes Its Place: Remove a number of damage points allocated to this fighter equal to double the value of this ability.

KHARIBDYSS

Monsters of the blackest depths, Kharibdysses are primaeval horrors prized by aelven beasthunters. When threatened, they are capable of emitting a howl that chills the very soul, rendering their prey easy pickings to be soon devoured.



DAMAGE TABLE

Damage Points Allocated	Move	Damage
0-10	6	4/8
11-20	5	3/8
21-30	4	3/6
31-40	3	2/6
41-49	2	2/4

KHARIBDYSS ABILITIES

[Double] Quick with the Lash: Add half the value of this ability (rounding up) to the Move characteristic of this fighter for the next move action they make this activation.

[Triple] Abyssal Howl: Roll a dice for each enemy fighter within a number of inches of this fighter equal to the value of this ability. On a 3+, until the end of the battle round, the fighter being rolled for cannot make move actions or disengage actions.

[Quad] Spiked Tail: Allocate a number of damage points to all visible enemy fighters within 3" of this fighter equal to the value of this ability.



WARBANDS OF ORDER

In this section, you will find complete rules for a wide variety of warbands that have dedicated themselves to Order. As well as a detailed background exploring the history and motivations of these warriors, there are fighter cards for every fighter and hero available to each Order faction in Warcry, providing an easy reference guide for consulting during hard-fought skirmish battles.

Each warband is also equipped with a range of unique abilities for both the warriors and their heroic leaders, allowing you to leverage their particular skills and tactics to claim victory over your rivals.

'Keep your blade close and stoke your wrath hot, for the servants of darkness deserve no mercy.'

CITIES OF SIGMAR

Sigmar's domain is built on the blood and toil of countless men, aelves and duardin. Armed with steel and courage, they stand shoulder to shoulder against the horrors of the realms, determined to safeguard their kin and way of life.

The Mortal Realms are rife with dangers. Rampaging greenskins and marauding Chaos warbands ravage the land. The dead do not rest easily, rising on the darkest of nights to menace the living. Evil things lurk in the shadows, and even the lands themselves are perilous, stalked by living spells and atavistic terrors. Yet, somehow, the mortal followers of Order survive. Though they do not wield the powers of the gods, nor are they immortal champions of battle or blessed with ruinous might, still they hold onto their domains and push back the corrupting scourge of Chaos. Their courage and sacrifice has won them a hard, but prosperous, existence in the Eight Realms.

Sigmar's sprawling cities form the cornerstones of his mighty Sigmarite Nations, bastions of civilisation in realms still largely under the sway of the Ruinous Powers. Each morning, the city bells clamour, heralding the departure of another great crusading host. These grand armies of mortalkind march on ancient ruins and sacred sites, sanctifying the land with the blood of the faithful and erecting new frontier settlements to expand Sigmar's claim.

While humanity dominates most of these crusading forces in the form of the disciplined Freeguild regiments and the learned wizards of the Collegiate Arcane, other races have also taken up the banner of reclamation, among them the Dispossessed duardin clans and a wide array of aelven subcultures, ranging from the cruel beastmasters of the Scourge Privateers to the swift pathfinders of the Wanderers. When the call to battle is sounded, these disparate forces put aside their differences – if not their tensions and prejudices – to fight for their homes.

The first free cities to be founded by the God-King's faithful were located in Aqshy and Ghyran, and they now serve as key lynchpins in the Sigmarite Nations of Capilaria and Verdia. Greatest of these is Hammerhal, the Twin-Tailed City, which spans the Stormrift Realmgate between the two realms and forms the capital city for both the primary Aqshian and Ghyranite nations. Hammerhal is justly famed for its martial academies and the militaristic pride of its Freeguild line infantry, the Goldjackets.

In the Realm of Life are clustered the Seeds of Hope; the Living City is the most famous of these, blessed by the magics of the Everqueen. Its armies, known as the Viridian Shield, are masters of ambush and the feigned flight, striking from an unexpected quarter to slay trespassers. Situated in the desolate Ghoul Mere is the smoke-belching metropolis of Greywater Fastness, an industrial powerhouse that has long been the stronghold of the great Ironweld guilds. Its warriors are armed with powerful weapons produced in the city's foundries, and the notion of a 'Greywater Welcome' – a devastating opening salvo of firepower – has become common parlance among the mortal armies of Sigmar.



Standing at the foot of the Arborean Mountain is the Phoenicium, bastion of the Phoenix Temple. The eternal children of the Ur-Phoenix can be found in great abundance amongst the spires of this strange place, and its mortal inhabitants fight with a vengeful resolve to honour the sacred creatures.

'I don't care if they've got two heads, no heads, tentacles for arms or their skin's turned inside-out. You're men of the Hammerhal Goldjackets, damn you – now start acting like it and fill their sorry hides full of Sigmar's blessed lead!'

– Trovan Joth,
Marksman Sergeant of the
Hammerhal Goldjackets

In Aqshy, Hallowheart rises from the realmstone-laced Shimmering Abyss as a centre of magical learning. Its soldiers are well used to battling the protean horrors that stalk the Abyss's depths, and their warbands are often led by mystics endowed with great arcane power. On the Charrwind Coast to the north sits gloomy Anvilgard, a port city rife with intrigue and cut-throats. The grim warriors who make up the city's armies are ferocious raiders who delight in spreading terror and death. To the south, proud Tempest's Eye stands atop Titanspear Mountain. Within the towering minarets and observatories of the city can be found great scrying orreries and far-seeing artefacts, allowing the Eye's ranging patrols of swift skirmishers and veteran outriders to react swiftly to any perceived threat.

To most mortals, the Eightpoints is an infernal hellscape that defies sanity and understanding. Few would be daring enough to risk travelling there; fewer still would expect to return. Yet there are some inhabitants of the great cities who do find themselves in the lands of the Varanspire. Often this fate does not come about by choice; they might be escaped slaves who have armed themselves and resolved to hurt their oppressors as much as possible before being inevitably run down, or they might be the last survivors of an ill-fated expedition sent awry by sorcery or trickery. Some might even be figures of some standing in their home cities, manoeuvred by jealous rivals into a situation from which there is little possibility of escape.

With that said, there are those Shieldbands, as they are commonly known, who deliberately make their way to the Everchosen's domain. On occasion, the Grand Conclaves that rule Sigmar's growing cities may deem it necessary to send a crusading force into the lands of the Varanspire for some higher purpose – though only the most callous or foolish make such a decision lightly, for it is almost inevitably a death sentence for those chosen to undertake the journey. Wizards and scholars assemble hireling bands of mercenaries to accompany them, fighting their way into the Bloodwind Spoil in search of varanite relics – powerful treasures made from the mutative, molten realmstone of the Eightpoints. Then there are those adventuring parties that come to the Eightpoints for their own inscrutable reasons. Most meet with a swift demise, but some survive and grow strong, their members' various skills combining to become far greater than the sum of their parts.



CITIES OF SIGMAR

Cities of Sigmar warbands work slightly differently to other warbands. When you muster a Cities of Sigmar warband, you must also choose the city from which they hail. To do so, pick 1 of the following city runemarks:

- **Hammerhal**
- **The Living City**
- **Greywater Fastness**
- **The Phoenicium**
- **Anvilgard**
- **Hallowheart**
- **Tempest's Eye**

All fighters in your warband with the **Cities of Sigmar** faction runemark are also considered to have the chosen runemark of their city, which will determine the abilities to which they have access.

CITIES OF SIGMAR WARBANDS IN CAMPAIGNS

When playing your first campaign battle with a Cities of Sigmar warband, you must choose the city from which they hail and write it on your warband roster. In any future campaign battles with that warband, you must choose the same city runemark as the one written on your roster.

HAMMERHAL FIGHTER ABILITIES

	[Double] Reclaim for Sigmar: A fighter can use this ability only if they are within 3" of an objective. Add 1 to the Strength and Attacks characteristics of attack actions made by this fighter this activation that have a Range characteristic of 3 or less.
	[Double] Pulverising Strike: Add half the value of this ability (rounding up) to the number of damage points allocated by each critical hit from the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.
	[Double] Rapid Redeploy: A fighter can use this ability only if they are within 1" of an enemy fighter. This fighter makes a bonus disengage action.
	[Triple] Cavalry Charge: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Volley of Shots: Add half the value of this ability (rounding up) to the Attacks characteristic of the next attack action made by this fighter that targets an enemy fighter more than 3" away.
	[Quad] Righteous Purpose: This fighter makes a bonus attack action that has a Range characteristic of 3 or less. Then, pick 1 friendly fighter within 3" of this fighter. That fighter makes a bonus attack action that has a Range characteristic of 3 or less.

HAMMERHAL LEADER ABILITIES

	[Double] Form Shieldwall: Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters with the **Bulwark** runemark while they are within 3" of this fighter.
	[Double] Forgefire: Pick 1 friendly fighter within 9" of this fighter. Until the end of the battle round, add 1 to the Attacks characteristic of attack actions made by that fighter that have a Range characteristic of 3 or less.
	[Triple] For Sigmar and for Hammerhal!: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. Until the end of the battle round, add 1 to the Attacks characteristic of attack actions that have a Range characteristic of 3 or less made by visible friendly fighters while they are within 6" of this fighter.
	[Quad] Twin-tailed Comet: Pick a visible enemy fighter anywhere on the battlefield and roll a number of dice equal to the value of this ability. For each 2+, allocate 3 damage points to that fighter.

THE LIVING CITY FIGHTER ABILITIES

	[Double] Hunters of the Hidden Paths: Add half the value of this ability (rounding up) to the Move characteristic of this fighter for the next move action they make this activation.
	[Double] Pulverising Strike: Add half the value of this ability (rounding up) to the number of damage points allocated by each critical hit from the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.
	[Double] Rapid Redeploy: A fighter can use this ability only if they are within 1" of an enemy fighter. This fighter makes a bonus disengage action.
	[Triple] Cavalry Charge: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Volley of Shots: Add half the value of this ability (rounding up) to the Attacks characteristic of the next attack action made by this fighter that targets an enemy fighter more than 3" away.
	[Quad] Strike and Melt Away: This fighter makes a bonus attack action. Then, they make either a bonus move action or a bonus disengage action.

THE LIVING CITY LEADER ABILITIES

	[Double] Form Shieldwall: Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters with the **Bulwark** runemark while they are within 3" of this fighter.
	[Double] Forgefire: Pick 1 visible friendly fighter within 9" of this fighter. Until the end of the battle round, add 1 to the Attacks characteristic of attack actions made by that fighter that have a Range characteristic of 3 or less.
	[Triple] Ambush: A fighter can use this ability only if it is the first battle round. Until the end of the battle round, add 1 to the Attacks characteristic of attack actions made by visible friendly fighters while they are within 6" of this fighter.
	[Quad] Lifesurge: Roll a number of dice equal to the value of this ability and add up the total. Then, pick 1 visible friendly fighter within 9" of this fighter. Remove a number of damage points allocated to that fighter equal to the total rolled.

GREYWATER FASTNESS FIGHTER ABILITIES

	[Double] Greywater Welcome: A fighter can use this ability only if it is the first battle round. This fighter makes a bonus attack action that must target an enemy fighter more than 3" away.
	[Double] Pulverising Strike: Add half the value of this ability (rounding up) to the number of damage points allocated by each critical hit from the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.
	[Double] Rapid Redeploy: A fighter can use this ability only if they are within 1" of an enemy fighter. This fighter makes a bonus disengage action.
	[Triple] Cavalry Charge: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Volley of Shots: Add half the value of this ability (rounding up) to the Attacks characteristic of the next attack action made by this fighter that targets an enemy fighter more than 3" away.
	[Quad] Runic Munitions: This fighter makes a bonus attack action that must target an enemy fighter more than 3" away. In addition, add the value of this ability to the Strength characteristic of that attack action.

GREYWATER FASTNESS LEADER ABILITIES

	[Double] Form Shieldwall: Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters with the **Bulwark** runemark (✠) while they are within 3" of this fighter.
	[Double] Forgefire: Pick 1 friendly fighter within 9" of this fighter. Until the end of the battle round, add 1 to the Attacks characteristic of attack actions made by that fighter that have a Range characteristic of 3 or less.
	[Triple] Rune of Unfaltering Aim: Until the end of the battle round, add 1 to the damage points allocated by each critical hit from attack actions that target an enemy fighter more than 3" away made by visible friendly fighters while they are within 6" of this fighter.
	[Quad] Descending Ash Cloud: Until the end of the battle round, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by enemy fighters while they are within 9" of this fighter.

THE PHOENICIUM FIGHTER ABILITIES

	[Double] Vengeful Revenant: A fighter can use this ability only if a friendly fighter has been taken down this battle round. This fighter makes a bonus attack action that has a Range characteristic of 3 or less.
	[Double] Pulverising Strike: Add half the value of this ability (rounding up) to the number of damage points allocated by each critical hit from the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.
	[Double] Rapid Redeploy: A fighter can use this ability only if they are within 1" of an enemy fighter. This fighter makes a bonus disengage action.
	[Triple] Cavalry Charge: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Volley of Shots: Add half the value of this ability (rounding up) to the Attacks characteristic of the next attack action made by this fighter that targets an enemy fighter more than 3" away.
	[Quad] Witness to Destiny: This fighter makes a bonus attack action. In addition, until the end of the battle round, subtract 2 from the damage points allocated by each hit and critical hit (to a minimum of 1) from attack actions that target this fighter.

THE PHOENICIUM LEADER ABILITIES

	[Double] Form Shieldwall: Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters with the **Bulwark** runemark (✠) while they are within 3" of this fighter.
	[Double] Forgefire: Pick 1 friendly fighter within 9" of this fighter. Until the end of the battle round, add 1 to the Attacks characteristic of attack actions made by that fighter that have a Range characteristic of 3 or less.
	[Triple] Blessing of the Ur-Phoenix: Until the end of the battle round, add half the value of this ability (rounding up) to the Toughness characteristic of friendly fighters while they are within 6" of this fighter.
	[Quad] Golden Mist: Remove a number of damage points equal to the value of this ability allocated to each visible friendly fighter within 6" of this fighter.

ANVILGARD FIGHTER ABILITIES

	[Double] Merciless Raiders: A fighter can use this ability only if it is the first battle round. Add 1 to the Move characteristic of this fighter this activation. In addition, add 1 to the Attacks characteristic of attack actions made by this fighter this activation that have a Range characteristic of 3 or less.
	[Double] Pulverising Strike: Add half the value of this ability (rounding up) to the number of damage points allocated by each critical hit from the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.
	[Double] Rapid Redeploy: A fighter can use this ability only if they are within 1" of an enemy fighter. This fighter makes a bonus disengage action.
	[Triple] Cavalry Charge: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Volley of Shots: Add half the value of this ability (rounding up) to the Attacks characteristic of the next attack action made by this fighter that targets an enemy fighter more than 3" away.
	[Quad] Show No Mercy: This fighter makes a bonus attack action. In addition, if the target of that attack action has 1 or more damage points allocated to them, add half the value of this ability (rounding up) to the damage points allocated by each hit and critical hit from that attack action.

ANVILGARD LEADER ABILITIES

	[Double] Form Shieldwall: Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters with the **Bulwark** runemark (✠) while they are within 3" of this fighter.
	[Double] Forgefire: Pick 1 friendly fighter within 9" of this fighter. Until the end of the battle round, add 1 to the Attacks characteristic of attack actions made by that fighter that have a Range characteristic of 3 or less.
	[Triple] Make an Example of the Weak: Pick 1 friendly fighter within 3" of this fighter. That fighter is taken down. Then, until the end of the battle round, add 1 to the Attacks and Strength characteristics of attack actions that have a Range characteristic of 3 or less made by visible friendly fighters while they are within 6" of this fighter.
	[Quad] Vitriolic Spray: Pick a visible enemy fighter within 3" of this fighter and roll a number of dice equal to the value of this ability. For each 2+, allocate 3 damage points to that fighter. In addition, until the end of the battle round, halve the Toughness characteristic of that fighter (rounding up).

HALLOWHEART FIGHTER ABILITIES

	[Double] Imbued with Eldritch Energy: Until the end of this battle round, subtract 1 from the damage points allocated by each hit and critical hit (to a minimum of 1) from attack actions that target this fighter.
	[Double] Pulverising Strike: Add half the value of this ability (rounding up) to the number of damage points allocated by each critical hit from the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.
	[Double] Rapid Redeploy: A fighter can use this ability only if they are within 1" of an enemy fighter. This fighter makes a bonus disengage action.
	[Triple] Cavalry Charge: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Volley of Shots: Add half the value of this ability (rounding up) to the Attacks characteristic of the next attack action made by this fighter that targets an enemy fighter more than 3" away.
	[Quad] Arcane Channelling: Roll a number of dice equal to half the value of this ability (rounding up). For each 4+, you gain 1 additional wild dice at the start of the next hero phase.

HALLOWHEART LEADER ABILITIES

	[Double] Form Shieldwall: Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters with the **Bulwark** runemark (✠) while they are within 3" of this fighter.
	[Double] Forgefire: Pick 1 friendly fighter within 9" of this fighter. Until the end of the battle round, add 1 to the Attacks characteristic of attack actions made by that fighter that have a Range characteristic of 3 or less.
	[Triple] Warding Brand: Until the end of the battle round, add half the value of this ability (rounding up) to the Toughness characteristic of friendly fighters while they are within 6" of this fighter.
	[Quad] Ignite Weapons: Until the end of the battle round, add 1 to the Attacks characteristic of attack actions made by visible friendly fighters while they are within 6" of this fighter.

TEMPEST'S EYE FIGHTER ABILITIES

	[Double] Outriders of the Realms: A fighter can use this ability only if it is the first battle round. This fighter can make a bonus move action of a number of inches equal to the value of this ability.
	[Double] Pulverising Strike: Add half the value of this ability (rounding up) to the number of damage points allocated by each critical hit from the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.
	[Double] Rapid Redeploy: A fighter can use this ability only if they are within 1" of an enemy fighter. This fighter makes a bonus disengage action.
	[Triple] Cavalry Charge: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Volley of Shots: Add half the value of this ability (rounding up) to the Attacks characteristic of the next attack action made by this fighter that targets an enemy fighter more than 3" away.
	[Quad] Outmanoeuvre the Foe: Pick a number of visible friendly fighters equal to the value of this ability that are within 6" of this fighter. Those fighters can each make a bonus move action or a bonus disengage action (some can make bonus move actions and others can make bonus disengage actions).

TEMPEST'S EYE LEADER ABILITIES

	[Double] Form Shieldwall: Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters with the **Bulwark** runemark (✠) while they are within 3" of this fighter.
	[Double] Forgefire: Pick 1 friendly fighter within 9" of this fighter. Until the end of the battle round, add 1 to the Attacks characteristic of attack actions made by that fighter that have a Range characteristic of 3 or less.
	[Triple] Swift as the Wind: Until the end of the battle round, add the value of this ability to the Move characteristic of friendly fighters that are within 6" of this fighter when this fighter uses this ability.
	[Quad] Summon Eagle Strike: Pick a visible enemy fighter anywhere on the battlefield and roll a number of dice equal to the value of this ability. For each 4+, allocate 3 damage points to that fighter. In addition, until the end of the battle round, halve the Move characteristic (rounding up) of that fighter.


























BATTLEMAGE
175
3-7 2 3 3/6
2 3 3 1/4
4 3 22


SHARPSHOOTER WITH GRENADE-LAUNCHING BLUNDERBUSS
245
3-9 2 6 2/5
1 3 3 2/4
10 3 30


FREEGUILD GENERAL
180
1 4 4 2/4
4 4 22


PRECEPTOR
250
1 4 4 2/4
8 5 32


FREEGUILD SERGEANT
130
1 3 4 2/4
4 3 20


PROPHET
130
1 4 3 2/4
4 3 20


MARKSMAN WITH LONG RIFLE
200
6-20 1 4 4/10
1 3 3 1/3
4 3 20


MARKSMAN WITH REPEATER HANDGUN
145
3-12 3 4 1/3
1 3 3 1/3
4 3 20


GUILD CHAMPION
175
1 4 4 2/4
4 4 20


FREEGUILD GUARD WITH SWORD AND SHIELD
80
1 3 3 1/3
4 4 10


FREEGUILD CROSSBOWMAN
80
3-16 2 3 1/3
1 2 3 1/2
4 3 10


FREEGUILD GUARD WITH SPEAR
65
2 3 3 1/4
4 3 10


FREEGUILD PISTOLIER
140
8 3 3 1/3
10 3 20


FREEGUILD GUARD WITH HALBERD
75
2 3 4 1/4
4 3 10


FREEGUILD OUTRIDER
155
3-12 3 4 1/3
1 3 3 1/4
10 3 20


FREEGUILD GREATSWORD
95
1 3 3 2/4
4 4 10


DEMIGRYPH KNIGHT
185
2 3 3 2/5
8 5 22


FREEGUILD HANDGUNNER
80
3-12 2 4 1/3
1 2 3 1/2
4 3 10


FLAGELLANT
65
1 4 3 1/3
4 3 10


WARDEN KING
195
1 | 4 | 4 | 2/4
3 | 5 | 25


KEEPER OF THE GATE
175
1 | 4 | 4 | 2/5
3 | 4 | 22


RUNELORD
170
1 | 3 | 4 | 2/4
3 | 4 | 25


IRONWARDEN WITH GRUDGEHAMMER TORPEDO
190
3-16 | 2 | 5 | 2/5
1 | 3 | 3 | 1/3
3 | 4 | 22


COGSMITH
185
3-12 | 2 | 4 | 2/4
1 | 3 | 4 | 2/4
3 | 4 | 25


OLD GUARD WITH ANCESTRAL WEAPON AND GROMRIL SHIELD
175
1 | 4 | 3 | 2/4
3 | 5 | 22


IRONBEARD WITH DRAKEFIRE PISTOL AND CINDERBLAST BOMB
175
8 | 3 | 3 | 1/3
3-5 | 2 | 4 | 2/4
3 | 4 | 22


IRONBREAKER
95
1 | 3 | 3 | 1/3
3 | 5 | 12


LONGBEARD WITH ANCESTRAL GREAT AXE
105
1 | 3 | 4 | 2/4
3 | 4 | 12


HAMMERER
110
1 | 3 | 4 | 2/5
3 | 4 | 12


GYROCOPTER
220
3-12 | 2 | 4 | 1/3
1 | 2 | 4 | 2/4
12 | 4 | 22


IRONDRAKE
95
3-12 | 2 | 3 | 1/4
1 | 2 | 3 | 1/2
3 | 4 | 12


GYROBOMBER
245
3-18 | 3 | 4 | 1/3
1 | 3 | 5 | 2/4
10 | 4 | 25


LONGBEARD WITH ANCESTRAL WEAPON AND GROMRIL SHIELD
115
1 | 3 | 3 | 2/4
3 | 5 | 12

ASSASSIN

175

	1	5	4	2/4

6 | 3 | 22

ANOINTED

190

	2	4	4	2/5

5 | 4 | 22

SHADOW WALKER

150

3-16	3	3	1/3	
1	3	3	2/4	

5 | 3 | 16

SHADOW WARRIOR

80

3-16	2	3	1/3	
1	3	3	1/3	

5 | 3 | 8

DARK RIDER HERALD

230

3-12	3	3	1/3	
1	3	3	2/4	

10 | 4 | 26

DARK RIDER

175

3-12	2	3	1/3	
2	3	3	1/4	

10 | 4 | 18

BLACK ARK FLEETMASTER

150

1	4	4	2/4	

5 | 3 | 22

BLACK ARK CORSAIR WITH VICIOUS BLADE AND REPEATER HANDBOW

80

8	2	3	1/2	
1	3	3	1/3	

5 | 3 | 8

BLACK ARK REAVER

125

1	4	3	2/4	

5 | 3 | 16

BLACK ARK CORSAIR WITH VICIOUS BLADE AND WICKED CUTLASS

65

1	4	3	1/3	

5 | 3 | 8

KEEPER OF THE FLAME

180

2	4	4	2/4	

5 | 4 | 20

PHOENIX GUARD

115

2	3	4	2/4	

5 | 4 | 10

NOMAD PRINCE

185

6-20	2	3	1/2	
2	4	4	2/4	

5 | 4 | 22

ETERNAL GUARD

90

2	3	3	1/4	

5 | 4 | 8

ETERNAL WARDEN

145

1	4	3	2/4	

5 | 4 | 18

WILDWOOD RANGER

85

1	3	4	2/4	

5 | 3 | 8

WILDWOOD WARDEN

140

1	4	4	2/4	

5 | 3 | 16

WILD RIDER

145

2	3	4	2/4	

10 | 3 | 18

WILD HUNTER

200

1	4	4	2/4	

10 | 3 | 26

SISTER OF THE THORN

125

8	2	3	1/4	

10 | 3 | 18

HANDMAIDEN OF THE THORN

200

8	3	3	2/4	

10 | 3 | 26

SISTER OF THE WATCH

105

3-16	2	4	1/3	
1	3	3	1/3	

5 | 3 | 8

HIGH SISTER

170

3-16	3	4	1/3	
1	3	3	2/4	

5 | 3 | 16

DAUGHTERS OF KHAINE

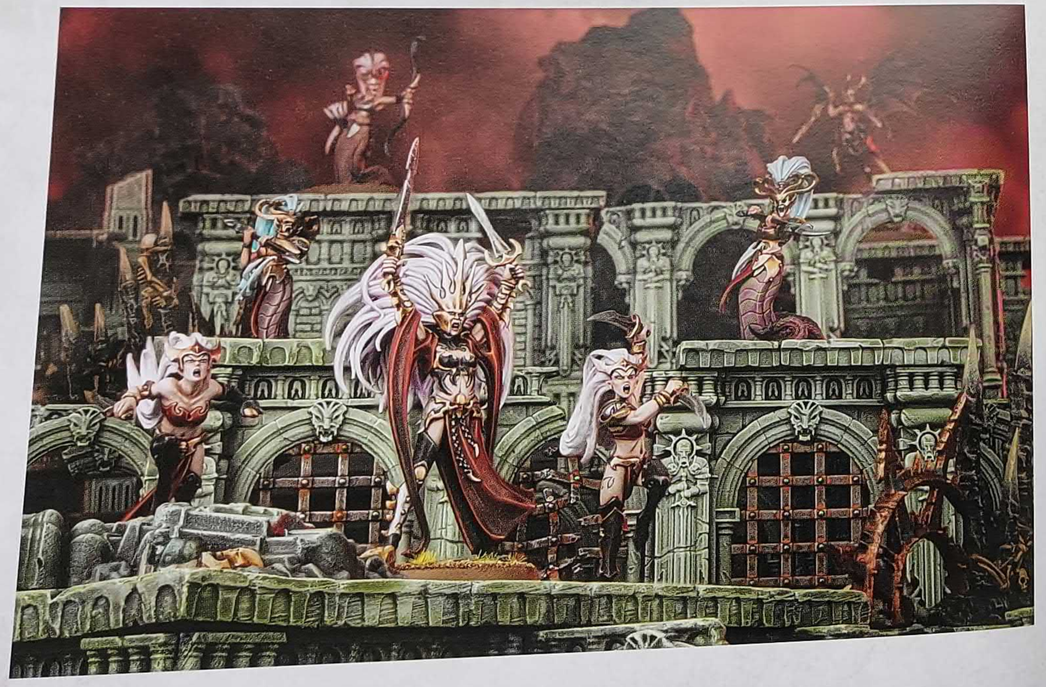
The Daughters of Khaine are a fearsome cult that exults in the spilling of fresh blood. Honouring the Lord of Murder, these aelven warriors fight to fulfil the aims of their true mistress, the Shadow Queen Morathi.

Though the Daughters of Khaine claim to be dedicated to the cause of Order, few would describe them as noble. The faith of these bloodthirsty aelves is based upon sacrifice, iron-handed dominion and shocking displays of violence; the spilling of gore is a blessed sacrament that actively invigorates the Daughters, allowing them to shrug off the most terrible wounds and driving them to new heights of murderous frenzy on the battlefield.

When they come into contact with Sigmar's people, the Daughters operate from behind a mask of cold beauty and cunning lies, presenting themselves as staunch allies of the God-King and putting on secretive gladiatorial shows to those bored nobles who can pay their fee. When war calls, however, this facade slips, and their foes witness the Daughters of Khaine as they truly are. Chanting praises to their murderous god, the armies of the Temples dart and spin through the fray with stunning agility, sharp sacrificial knives and cruel barbed whips lashing out to tear apart any who stand in their way.

The Daughters of Khaine have long maintained their power base in the Umbral Veil, the darkest and most hostile of all the Thirteen Dominions of Ulgu. From the blood-soaked citadel of Hagg Nar, they are ruled by Morathi, also known as the Shadow Queen or the High Oracle of Khaine. Through supreme cunning and sheer willpower, this ancient sorceress escaped from the gullet of Slaanesh and has grown to become a true and terrible power in the wars raging across creation. Though, for now, it serves her purposes to maintain an uneasy alliance with the armies of Order, Morathi has begun to cement her influence over more and more of Sigmar's reconquered territory; even the Grand Conclave of Hammerhal has often found itself enthralled by her masterful manipulations and commanding will. Those who question her designs are soon accused of heresy by the devoted of Morathi or snatched away in the night by her shadowy agents to meet their end on a gore-slick sacrificial altar. There can be no doubt that the Khainite cult is on the rise. If their ascension is not checked, they may one day come to rival the mightiest empires for control of the Mortal Realms.

The vast majority of Khainites belong to the Sisterhood of Blood; these are the Witch Aelves and Sisters of Slaughter, deadly warriors who form the bulk of their merciless society. Led by the Queens of the faith, they use their speed and grace to shred even the most heavily armoured foes to pieces. In the shadows of Morathi's armies lurk more fearsome beings still. The Scáthborn are the elite of the Daughters of Khaine, fusions of aelven souls partially digested by Slaanesh, dark magics and Morathi's own arcane blood. Their monstrous true forms are hidden behind illusions until battle is joined, upon which the formidable powers of the snake-bodied Melusai and bat-winged Khinerai are unleashed in full. Males are largely distrusted by Morathi; they are often afflicted with a wasting curse and bound to work as an indentured slave caste. Some, however, possess enough talent in the magical arts to join the ranks of the Doomfire Warlocks, though even then they remain hollow beings scorned by the majority of Khainite society.



Perhaps the most sinister of Morathi's agents are her Shadowstalkers. Empowered with mysterious magics and, it is said, the blood of the darkling creatures that lurk in the gloomiest corners of the Thirteen Dominions, these aelves wield shadow itself as a cloak and weapon alike. They can slip through darkness with ease, disappear entirely into rolling banks of murk and even strangle an enemy with their own cast shadow – all without leaving the slightest trace of their presence.

The source of these unsettling powers is the mircath, or shademark, granted to every Shadowstalker upon joining the ranks of the secretive order. Each of these brands is forged from wisps of pure Ulguan sorcery and endows the wearer with extraordinary supernatural abilities. Nevertheless, as with all things gifted by the Shadow Queen, there is a cost – one who bears the mircath is eternally bound to Morathi's service, a prospect that grows ever more terrible as the Shadow Queen's skill in the art of soul manipulation deepens.

"My blades hunger to inflict the most elegant death. My soul screams for blood; my flesh tingles in anticipation of its warmth. I thank mighty Khaine, and the Shadow Queen who is his voice and form, for the bounty of this blighted land. May the murder never cease. May the war rage eternal."

– Hallenda Lhusik,
Slaughter Queen of the Kraith

Of all the disparate forces sworn to the cause of Order, the Daughters of Khaine have perhaps invested the most effort in scouting out the Eightpoints. Ancient Khainite temples are dotted across the land, and warbands of bloodthirsty warriors battle with each red sunrise over these fanes of slaughter. Yet Morathi has more secretive interests in the Eightpoints. The mutagenic molten realmstone known as varanite – or 'Khaine's Blood', by the Shadow Queen's will – played an instrumental role in her ascension to godhood, and Morathi's Shadowstalker agents continue to collect caches of the substance for their mistress's sinister ends.

Of course, there are also those Khainites who consider the constant slaughter in the Bloodwind Spoil to be a gift. These warriors - often known as the Bloodkindred - are perhaps the purest of their kind, for they care not a whit for the scheming of their betters so long as fresh blood never ceases to flow. Some have made their way to the reaver city of Carngrad, where their breathtaking skill in the blood-pits has earned them a stay of execution – for now. Others roam the lands searching for warbands of any and all allegiances to prey upon or terrifying monsters to match themselves against. For these aelves, war is life, and each new day is a chance to offer praise to their bloodthirsty god.

DAUGHTERS OF KHAINE

The Daughters of Khaine fight with unbridled aggression, empowered by the act of spilling blood. While the Witch Aelves tear through the ranks with a flurry of vicious dagger strikes, the monstrous Scáthborn and mysterious Shadowstalkers pursue Morathi's own clandestine agenda.

DAUGHTERS OF KHAINE FIGHTER ABILITIES	
	[Double] Bathe in Blood: A fighter can use this ability only if they are within 3" of a visible enemy fighter with 1 or more damage points allocated to them. Until the end of this fighter's activation, add 1 to the Attacks and Strength characteristics of attack actions made by this fighter.
	[Double] Turned to Crystal: Pick a visible enemy fighter within 6" of this fighter and roll 2 dice. For each roll of a 4-5, allocate 1 damage point to that fighter. For each roll of a 6, allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Heartseekers: If the next attack action made by this fighter this activation scores one or more critical hits and the target fighter is more than 3" away, allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Slaughter's Strength: Until the end of this fighter's activation, add the value of this ability to the Strength characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.
	[Triple] Doomfire Bolt: Pick a visible enemy fighter within 9" of this fighter and roll a number of dice equal to the value of this ability. For each 4+, allocate 2 damage points to that fighter.
	[Quad] Death on the Wind: This fighter makes a bonus move action. Then, they can make a bonus attack action. In addition, add 1 to the Strength characteristic of that attack action if the fighter finished the move action 6" or more from their starting position.

DAUGHTERS OF KHAINE LEADER ABILITIES	
	[Double] Witchbrew: Pick a visible friendly fighter within 3" of this fighter. Until the end of the battle round, add the value of this ability to the Strength characteristic of the next attack action made by that fighter that has a Range characteristic of 3 or less.
	[Triple] Sacrifice to Khaine: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. Until the end of the battle round, add 1 to the Attacks characteristic of attack actions that have a Range characteristic of 3 or less made by visible friendly fighters while they are within 6" of this fighter.
	[Triple] Bloodwrack Stare: Pick a visible enemy fighter within a number of inches of this fighter equal to the value of this ability and roll 2 dice. If either dice rolls a 3+, until the end of the battle round, that fighter cannot make move actions or disengage actions. In addition, for each 6, allocate a number of damage points to that fighter equal to the value of this ability.
	[Quad] Orgy of Slaughter: Until the end of the battle round, add half the value of this ability (rounding up) to the damage points allocated to enemy fighters by each hit and critical hit from attack actions that have a Range characteristic of 3 of less made by friendly fighters while they are within 8" of this fighter.































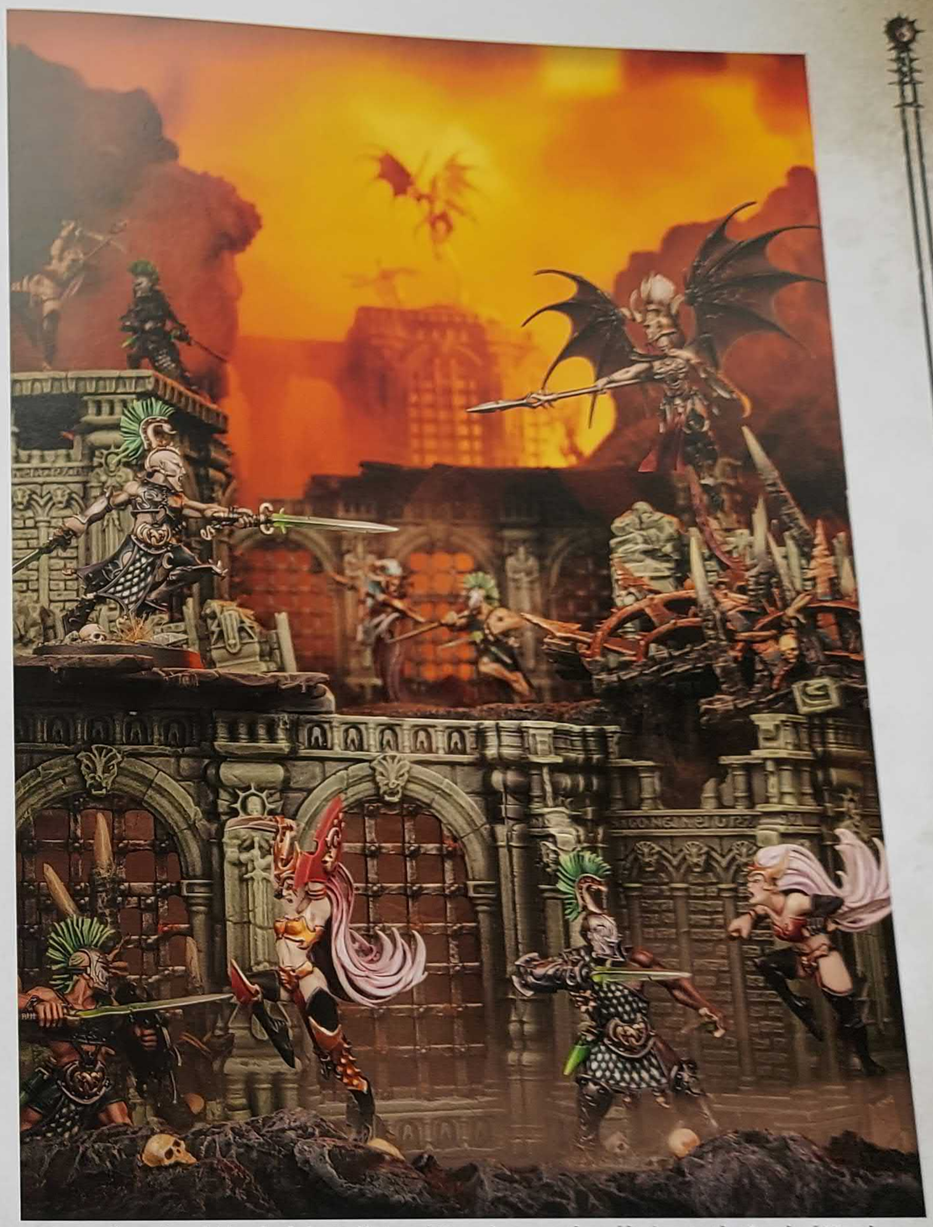












Even the tainted blood of the Splintered Fang is a worthy offering to the Lord of Murder.

KHAINITE SHADOWSTALKERS ABILITIES

	[Double] Shadow Leap: Until the end of this fighter's activation, this fighter can fly when making move actions.
	[Double] Cursed Darts: Pick a visible enemy fighter within 9" of this fighter and roll 2 dice. For each 4+, allocate 2 damage points to that fighter. In addition, if either dice rolls a 6, halve the Move characteristic of that fighter until the end of the battle round.
	[Double] Instrument of Khaine: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action or a bonus attack action.
	[Triple] Harness Shadow: Until the end of the battle round, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by enemy fighters that target a fighter within 3" of this fighter.
	[Triple] Dance of Death: Until the end of this fighter's activation, this fighter can finish disengage actions within 1" of enemy fighters.
	[Quad] Ensnaring Darkness: Allocate a number of damage points equal to the value of this ability to all visible enemy fighters within 3" of this fighter. Instead, this fighter can draw their shadow blood. If they do so, allocate 3 damage points to this fighter and a number of damage points equal to the value of this ability to all visible enemy fighters within 6" of this fighter.















FYRESLAYERS

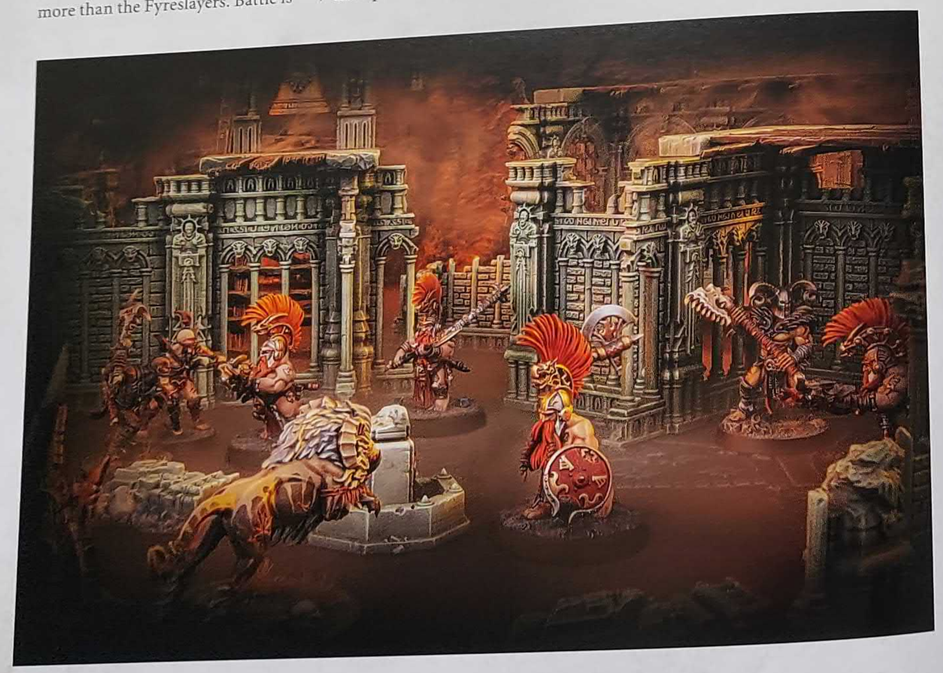
From their mountain holds, the warlike zealots of the Fyreslayers march to battle. Each of these duardin is a fearsome foe, wielding finely crafted weapons and empowered by the divine energies of their god.

Like all duardin, the Fyreslayers are a short and stocky race of humanoids found across the Mortal Realms. Thick cords of muscle rope their bodies, and they place great stock in their impressive beards, which are typically coloured or dyed the shades of flame and ash. They are talented miners and builders, preferring to dwell around volcanoes or other sites of magmic power reminiscent of their ancestral homelands in Aqshy. Fyreslayer society is, in many ways, traditional by nature. Matters of oath-taking, family honour and respect for one's elders are cornerstones of their culture, and, in true duardin fashion, they are legendary both for their drinking prowess and their ability to hold a grudge if they believe themselves wronged.

Yet though every duardin is, by necessity, a warrior ready to defend hearth and home, none prize conflict more than the Fyreslayers. Battle is central to this ancient culture, the greatest expression of their being and the means through which they amass power and wealth. Their lodges – societal units to which nearly all Fyreslayers belong – are extensions of this focus on warfare; the Runefather and his Runesons are not just the rulers of these duardin but warlords in their own right. It is they who decide where the axes of their duardin kin will fall, and it is they who inevitably fight at the forefront of every battle.

The Berzerker warbands and oath-bound Hearthguard who fill the ranks of each Fyreslayer lodge have each honed their skills over a lifetime of gruelling warfare. Their skin has been toughened by innumerable scars and constant exposure to the searing heat of their magmahold homes, and the fyresteel axes they wield are sharp enough to carve apart even the plate of Chaos champions. Singing ancient dirges and furious duardin war-songs, they fight as a gathering of heroes, each striving to perform the mightiest deeds and garner the approval of their lodge's leaders.

This preoccupation with battle is a matter not of simple bloodlust or greed but of religion. Every Fyreslayer is devoted to the duardin god of war and fire – Grimnir, the Burning Berzerker. It is his divine fury that runs through their veins, his volatile power that lends strength to their axes. In the early years of the Age of Myth, Grimnir fell in battle against the godbeast Vulcatrix, though he dealt the Mother of Salamanders a mortal blow in return. The cataclysmic aftermath of this clash is said to have ignited the volatile magics of Aqshy, causing the god's essence to fuse with that of his fallen foe. These mingled spirits manifested as the gilded treasure known as ur-gold.



Though ur-gold looks unremarkable to most observers, the Fyreslayers know its true worth. Each shard of the shining metal is infused with a portion of Grimnir's godly spirit. By hammering red-hot runes made of this substance into their toughened flesh, and through the mystic rites of empowerment performed by the Zharrgrim priesthood, a Fyreslayer can tap into the might of their fallen god. They do this not only for the edge in battle it offers but also to release the essence stored within; the Fyreslayers believe that should they recover and harness each shard of ur-gold, Grimnir's spirit will be reborn in time for the great final battle known as the Doomgron.

'Against a thousand enemies and more have I tested my grandaxe. Yet still I sit the Fyrethrone of Vostarg, much to the displeasure of my more ambitious sons, no doubt. The so-called Everchosen is fortunate that so many other matters hold my attention, else I might decide to kick down the doors of his shoddy tower myself.'

– Bael-Grimnir, Runefather of the Vostarg lodge

The hunt for ur-gold has seen the Fyreslayers fight all across the realms, including in the perilous lands of the Eightpoints. Some see them as unscrupulous mercenaries, willing to perform any deed in return for sufficient golden reward. While this is true to an extent, for the quest to recover the shards of their god is paramount, the Fyreslayers will typically take the side of civilisation when given the choice. Long have they fought against green-skinned invaders and Chaos tyrants, and they have no love for warriors who would dishonour themselves by preying upon the weak. Besides, every duardin worth his beard knows that the masters of Sigmar's cities are more likely to pay their dues than some conniving sorcerer or brutish orruk.

It takes the promise of a great deal of ur-gold to motivate a warband of Fyreslayer Hearthseekers to leave the dangers of the Eightpoints, for there are many battles to fight much closer to home. Once committed, however, they are relentless. Often guided by the runic omens read by the Zharrgrim priesthood, they will hunt down great foes and rampaging monsters, rescue captured prisoners and recover priceless artefacts for their employers – anything, so long as they can acquire more ur-gold and continue to restore the shattered essence of Grimnir.

On occasion, wandering bands of Fyreslayers will even sell their mercenary services to the warlords of the damned battling for supremacy amongst the Bloodwind Spoil, though this is typically seen as a last resort for all but the most pragmatic of lodges. Of course, there are also those Fyreslayer bands who come to the Eightpoints not directly in search of ur-gold. Many such wandering warbands are seeking to atone for some perceived failure by performing a great feat of arms, finding a glorious death in battle or simply testing their blades against the most monstrous of foes.

Whatever their motives, when their blood runs hot – that is to say, almost always – the warrior sons of Grimnir will never back down from a challenge, no matter how terrible it appears.



FYRESLAYERS

Every Fyreslayer is a born warrior, infused with the power of their god and able to withstand the most punishing blows. In battle, each duardin fights as a storm of blazing fyresteel, seeking out the greatest foes against whom to test themselves in the crucible of combat.

FYRESLAYERS FIGHTER ABILITIES

	[Double] Fyresteel Throwing Axe: Pick a visible enemy fighter within 6" of this fighter and roll 2 dice. For each 4-5, allocate 1 damage point to that fighter. For each 6, allocate a number of damage points to that fighter equal to the value of this ability.
	[Double] Encase in Molten Rock: Until the end of this fighter's activation, the next time this fighter makes an attack action, subtract half the value of this ability (rounding up) from the Move characteristic of the target fighter (to a minimum of 1) until the end of the battle round.
	[Double] Relentless Zeal: Add 3 to the Move characteristic of the next move action made by this fighter this activation.
	[Triple] Duty Unto Death: A fighter can use this ability only if they have 5 or more damage points allocated to them. This fighter makes a bonus move action. Then, they can make a bonus attack action.
	[Triple] Slingshield Charge: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter and roll a dice. On a 2+, allocate a number of damage points to that fighter equal to the value of this ability.
	[Quad] Unleash Runic Fury: Until the end of this fighter's activation, add the value of this ability to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.

FYRESLAYERS LEADER ABILITIES

	[Double] Volcano's Call: Pick a visible enemy fighter on the battlefield floor within 12" of this fighter and roll a number of dice equal to the value of this ability. For each 4-5, allocate 1 damage points to that fighter. For each 6, allocate 3 damage points to that fighter.
	[Double] Runic Empowerment: Pick a visible friendly fighter within 3" of this fighter. Until the end of the battle round, add the value of this ability to the Strength characteristic of the next attack action made by that fighter that has a Range characteristic of 3 or less.
	[Double] Lodge Leader: Until the end of the battle round, add 1 to the Strength characteristic of attack actions that have a Range characteristic of 3 or less made by visible friendly fighters while they are within 6" of this fighter.
	[Triple] Honour Our Oaths: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. Until the end of the battle round, add 1 to the Attacks characteristic of attack actions that have a Range characteristic of 3 or less made by visible friendly fighters while they are within 6" of this fighter.
	[Triple] Icon of Grimnir: Until the end of the battle round, add half the value of this ability (rounding up) to the Toughness characteristic of visible friendly fighters while they are within 6" of this fighter.
	[Quad] Battle Fury: Until the end of the battle round, add the value of this ability to the Move characteristic of this fighter. In addition, this fighter makes a bonus move action. Then, they can make a bonus attack action.























VULKITE BERZERKER WITH PAIR OF FYRESTEEL HANDAXES — 85

1	4	3	1/3	

3 | 4 | 12

VULKITE BERZERKER WITH FYRESTEEL WAR-PICK AND BLADED SLINGSHIELD — 90

1	2	3	1/4	

3 | 5 | 12

VULKITE BERZERKER WITH FYRESTEEL HANDAXE AND BLADED SLINGSHIELD — 85

1	2	3	1/3	

3 | 5 | 12

HEARTHGUARD BERZERKER WITH BERZERKER BROADAXE — 115

2	3	4	2/4	

3 | 4 | 12

HEARTHGUARD BERZERKER WITH FLAMESTRIKE POLEAXE — 110

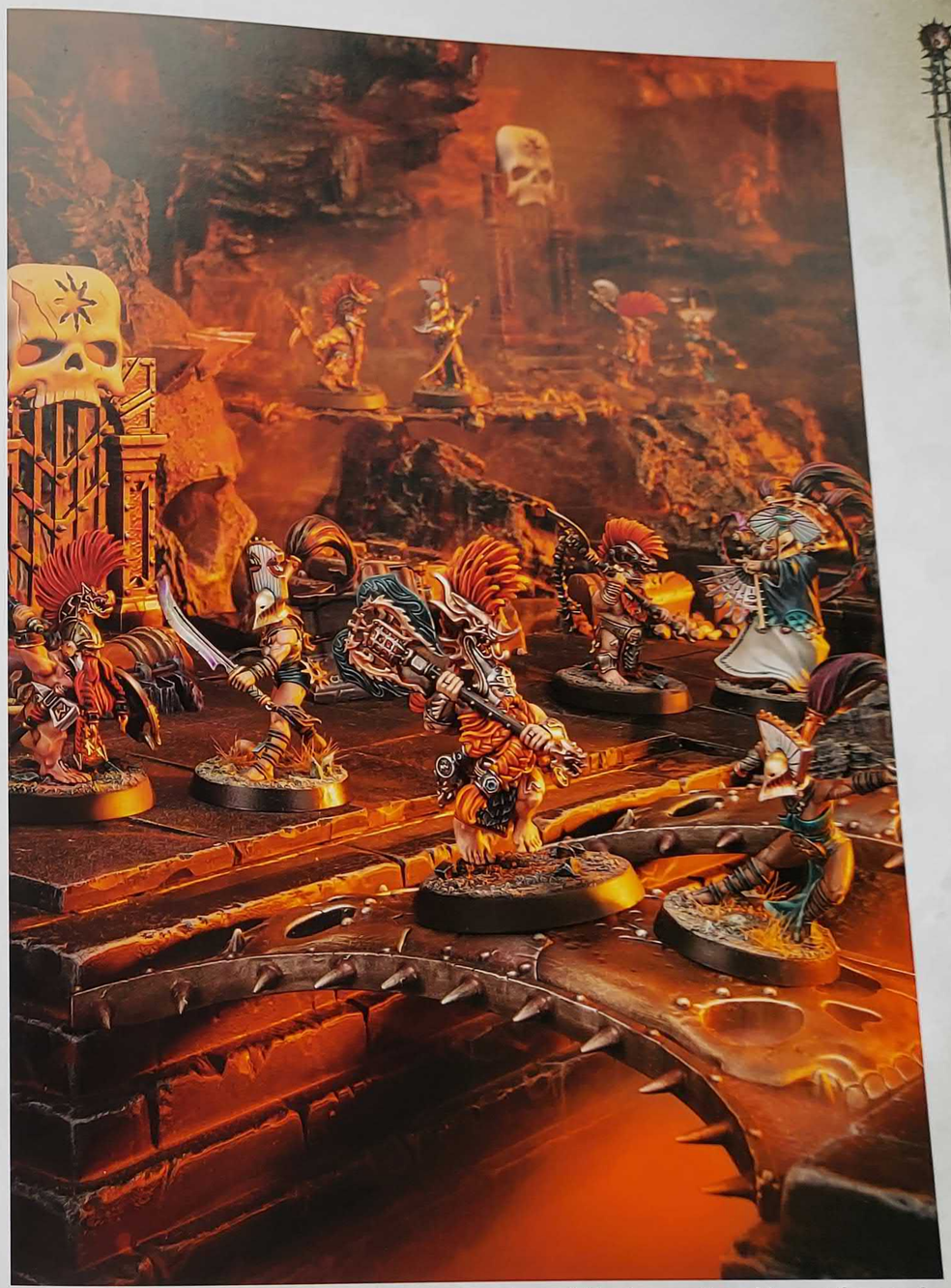
2	3	3	2/5	

3 | 4 | 12

AURIC HEARTHGUARD — 125

3-15	2	4	2/4	
1	3	3	1/2	

3 | 4 | 12



Illusion, trickery, deceit – all can be overcome through blazing wrath and honest fyresteel.

IDONETH DEEPKIN

Beneath the tempestuous waves of the Mortal Realms exists a secretive aelven empire. From the abyssal darkness they emerge to steal away the souls of those they encounter. They are the Idoneth Deepkin, and they are damned.

The word 'Idoneth' means both 'extreme seclusion' and 'desperate measures' in the intricate language of the aelves. The civilisation that has come to claim the term as its own fully embodies both these principles. From deep below the waves of the realms' dark oceans they come, an army of cold-eyed aelven warriors and terrifying undersea predators unleashed like a waking nightmare. Their attacks have become the stuff of sailor's stories and dark legends; the aelves' swift and merciless nature sees them take a great many lives before once more returning to their sunken kingdoms.

Though they once fled to the Stygian depths purely to survive the wrath of their creator, the archmage Teclis, the Idoneth have long since adapted to the demands of their abyssal domain. They are an isolationist civilisation by nature, associating little with even their own kin and dwelling far from prying eyes whenever possible. The predators of the deep that would threaten their enclaves are captured by military phalanxes, ritually blinded and magically broken by the Embailor priests, and in turn utilised as mounts by the reclusive aelves.

At the heart of each submerged enclave stands the chorrileum, a great reef-like structure of enchanted crystal that contains the souls captured by the Idoneth in their deadly raids. Tending to this most crucial of resources, as well as the intricate coral holdings in which the majority of aelves live and labour, are the priests of the Isharann caste. Enclaves are often ruled by a council of kings and queens, a term more typically applied to military commanders rather than hereditary royalty in Idoneth society, alongside an assemblage of nobles and mystics. All are charged with ensuring the survival of their people, no matter the cost.

This is no easy feat, for the Idoneth are a cursed people. The aelven souls from which the first of their number were forged were amongst the last to be devoured by Slaanesh, but still taint had seeped into them. Teclis had sought to recreate the glory of the world-that-was in this new aelven race – dubbed the Cythai – and grant to them all his arts of philosophy, culture and mysticism. In time, however, it became apparent that the Cythai were fundamentally flawed, that the torments they had suffered in the gullet of the Dark Prince had left an imprint upon them too potent to ignore.

Teclis tried with all his might to banish the corruption within his new children, but even he could not cleanse them entirely. Before he could utterly destroy them, the Cythai chose to flee beneath the waves and escape the myriad sensations that inflamed their debauched urges.



Tyrion, Lord of Illumination and brother-god to Teclis, convinced the archmage to stay his hand, but the Cythai were soon to discover that a second, arguably greater curse had befallen them. Only one in a hundred of their children were born with full souls – the remainder swiftly withered and died in infancy. If a solution, or at least a means of stymieing the problem, was not found soon, their people would cease to exist.

To ensure their people's survival, the priests of the Idoneth – as the Cythai had taken to calling themselves – were forced to turn to the proscribed arts of soul harvesting. By stealing the vital essence of other beings, they could ensure their people's survival. In their long period of isolation, the Idoneth had developed many sorcerous arts that would prove useful in the theft of souls. By summoning the mystical ethersea, a strange supernatural pocket of atmosphere that brought with it the tang of salt mists and sea airs, the warriors and bond-beasts of the Idoneth could fight on land as efficiently as they could beneath the waves. Through this they were able to emerge from their abyssal domains once more, and more than one mortal warrior has been unmanned after seeing the beasts of the depths swimming through the air.

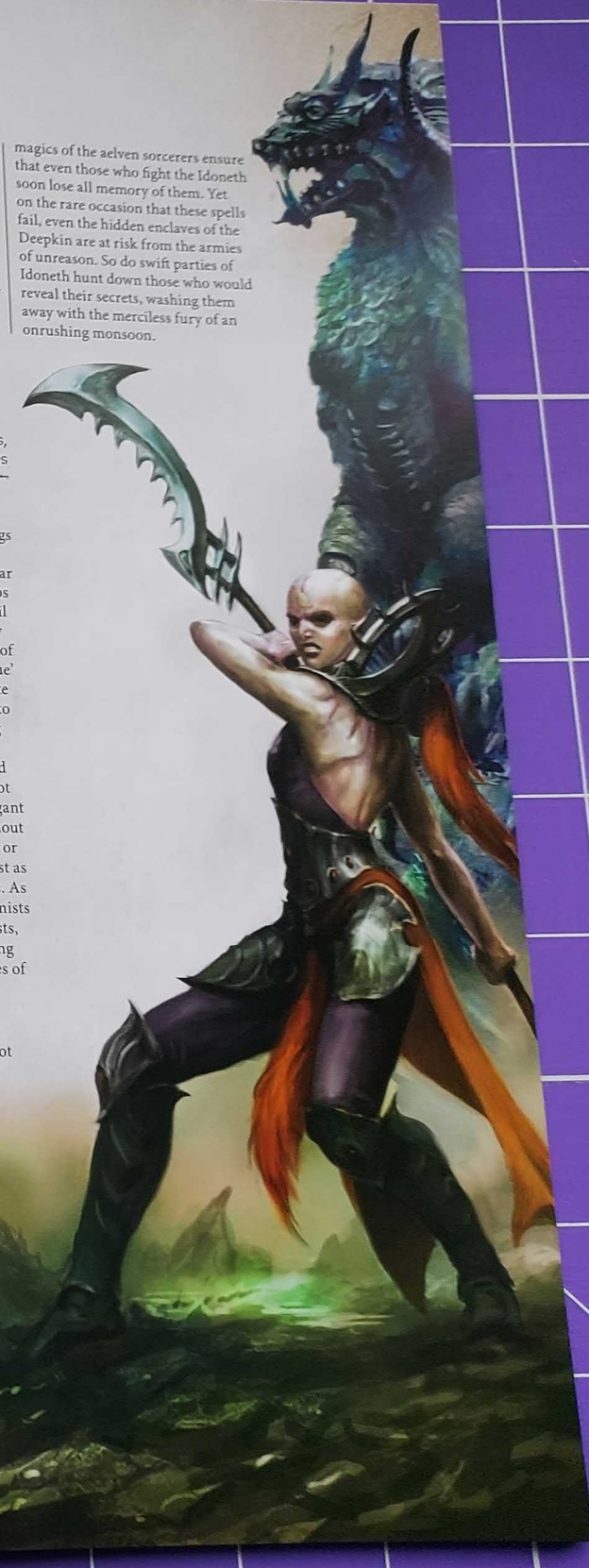
It would take the theft of many human souls to grant an aelf even a fraction of their normal lifespan. But even this was deemed preferable to extinction, for the Idoneth are still aelves and consider their own needs as paramount. And so, in order to claim the souls needed to ensure survival, the rulers of the enclaves commanded that raids on the surface world would begin. Over the centuries, this has grown from a grim, carefully considered act to an essential cornerstone of the insular culture of the Idoneth. Some enclaves are particular about the souls they take – perhaps leaving children untouched or harvesting only worthy warriors – whereas others are far more indiscriminate.

'Upon your shoulders rests the survival of our people. Strike quickly and without mercy. Use fear as your ally. And remember, the swifter and more cruelly you strike, the sooner will your triumph be secured.'

– Volturnos,
High King of the Deeps

The Idoneth never enter the Eightpoints lightly. Corruption hangs heavy in the air of that dread place, and there is nothing the Deepkin fear more than to be consumed by Chaos once again. Yet the Bloodwind Spoil is undeniably rich in souls, and few would question the disappearance of a warband or shanty town. The 'true' aelves of the Akhelian warrior caste lead these Soulraider warbands into the lands of the Varanspire, riding atop beasts of the deep, while the Namarti underclass – those cursed with withering souls – fight on foot with great sweeping blades or elegant bows. These warbands strike without warning, surging into war camps or sorcerous keeps before leaving just as swiftly with their bounty of souls. As they disappear into the eldritch mists summoned by the Isharann priests, they leave only a sense of lingering dampness and the soulless bodies of their foes.

Though most Idoneth raids are launched to steal souls, this is not always the case. The obliviating magics of the aelven sorcerers ensure that even those who fight the Idoneth soon lose all memory of them. Yet on the rare occasion that these spells fail, even the hidden enclaves of the Deepkin are at risk from the armies of unreason. So do swift parties of Idoneth hunt down those who would reveal their secrets, washing them away with the merciless fury of an onrushing monsoon.



IDONETH DEEPKIN

The Idoneth fight in the manner of a surging tidal wave, crashing into the foe with terrible swiftness before slipping away, leaving nothing in their wake but mangled corpses. The majority of most warbands are formed of thrall Namarti, led by Akhelian warriors or the priests of the Isharann caste.

IDONETH DEEPKIN FIGHTER ABILITIES

[Double] Low Tide: A fighter can use this ability only if it is the first battle round. This fighter can make a bonus move action of a number of inches equal to the value of this ability.

[Double] Sweeping Blow: Roll 1 dice for each visible enemy fighter within 2" of this fighter. On a 5, allocate 1 damage point to the fighter being rolled for. On a 6, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.

[Double] Storm Fire: Until the end of this fighter's activation, add 1 to the Attacks characteristic of attack actions made by this fighter that target an enemy fighter more than 3" away.

[Triple] Biovoltaic Barrier: Until the end of the battle round, count each critical hit from attack actions that target this fighter as a hit instead.

[Quad] Biovoltaic Blast: Allocate a number of damage points equal to the value of this ability to all visible enemy fighters within 3" of this fighter.

IDONETH DEEPKIN LEADER ABILITIES

[Double] Riptide: Pick a visible enemy fighter within 12" of this fighter. Until the end of the battle round, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by that fighter.

[Double] Hangman's Knot: Pick a visible enemy fighter within 3" of this fighter and roll a dice. On a 3+, until the end of the battle round, that fighter cannot make move actions or disengage actions.

[Double] Storm of Blows: Add half the value of this ability (rounding up) to the Attacks characteristic of the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.

[Triple] Scryfish Shoal: Pick a visible enemy fighter within 10" of this fighter and roll 6 dice. For each 3-5, allocate 1 damage point to that fighter. For each 6, allocate 2 damage points to that fighter.

[Triple] High Tide: A fighter can use this ability only if it is the third battle round. Add 1 to the Attacks and Strength characteristics of attack actions that have a Range characteristic of 3 or less made by friendly fighters while they are within 6" of this fighter.

























KHARADRON OVERLORDS

Ambition, innovation and excessive firepower: these are the tenets of Kharadron society. Guided by their Code, these skyfaring duardin harness the power of technology to annihilate their foes and amass wealth beyond measure.

When the ancient karaks fell, the duardin race was scattered and broken. Some fled to Azyr, becoming the first of the traditionalist Dispossessed, while the worshippers of Grimnir sealed their magmaholds' gates at the dawn of the Age of Chaos. But some duardin sought refuge in perhaps the last place any would expect – the skies. Harnessing the technologies of aether-power and flight, these refugees formed outposts amidst the high airs; over time, these developed into entire cities suspended in the sky. These were the first of the Kharadron, and since those dark days, they have formed a truly mighty empire among the clouds.

Kharadron society is mercantile, industrious and highly meritocratic. They are guided by the Kharadron Code, an intricate set of laws that governs every aspect of their civilisation, sometimes in exacting detail. The Code came into being after a period of internecine strife and was conceived as a means to regulate the rampant – and sometimes violent – competition that raged between the different sky-ports in their pursuit of wealth. There are, however, those duardin who consider it more akin to a list of provisos and guidelines than true commandments. Many Kharadron Captains and Admirals are incredibly adept at navigating and reinterpreting its contents to serve their own purposes.

Nothing motivates a Kharadron like profit. Valued above all other forms of wealth are drifting veins of aether-gold, a mysterious substance whose magical properties are used to power the technology and advanced weaponry of the sky-ports. Aether-gold is sometimes known as the 'Breath of Grungni' – this denomination is more a grudging acknowledgement of the Great Maker's power than a genuine show of respect, for ever since the god abandoned his children and left them to endure the ravages of Chaos alone, they have placed no faith in the divine. The Kharadron acknowledge the existence of gods, daemons and spirits, of course, but will cleave to rationalist explanations of these supernatural phenomena where possible – as well as a stubborn belief that there is nothing that disciplined bursts of aethermatic firepower cannot overcome.

The most renowned weapons in the expansive Kharadron arsenal are the heavily armed and armoured skyvessels with which they navigate the high airs, but these would be nothing without a core of doughty duardin sailors to man them. When the interests of the sky-ports are best served by dispatching small groups of duardin privateers, they will forego their beloved vessels to fight at close quarters with cutlass and aethermatic firearm. Arkanaut Companies form the majority of Kharadron fighters, whether they are fresh from the academies or veteran warriors. Elite Skywardens are granted limited flight through portable aether-endrins and are armed with vicious skypikes, while Endrinriggers, the junior members of the Endrineers Guild, are trained to repair the great skyvessels and wield the tools of their trade to defend themselves. The Grundstok Corporation, meanwhile, are renowned military contractors who offer the services of their dead-eye Thunderer squads to those intrepid captains willing to pay their fees.



During an active state of war, immediate sanctions shall be imposed upon the enemies of the Kharadron Overlords, the severity of which is to be decided by the Geldraad. As long as the enemy draws breath, they shall be subject to a total trade embargo, and any officer of the fleet who attempts to open negotiations with such a party shall be considered guilty of the highest treason and punished accordingly.

– Artycle 2, Sub-clause 12 of the Kharadron Code

Unlike most forces of Order, most Kharadron do not view the Eightpoints with a sense of spiritual horror. To these pragmatic duardin, Archaon's domain is merely another vector of wealth, though admittedly a perilous one. Although few veins of aether-gold have been found there – and none that can be easily accessed by outsiders – the Admirals Councils that rule the sky-ports know that great treasures lie in the lands of the Varanspire. Acquiring realmstone trinkets, either those that have lain undisturbed since the Age of Myth or those that were brought to the Eightpoints by roving Chaos warbands, has proven particularly profitable, and there are many unscrupulous collectors in Sigmar's cities and beyond who will pay vast sums in return for genuine relics of the Bloodwind Spoil. Though these artefacts are often saturated with Chaotic energies, Kharadron Prospectors have plenty of experience handling the volatile properties of aether-gold; as a result, they are able to translate all but the most infernal with a degree of safety. There are also those Kharadron privateers who make their fortunes hunting down Chaos champions or other marked targets that try to hide themselves amidst the perilous wastes.

The Kharadron also make use of the Eightpoints for the purposes of weapons-testing. The open spaces and multifarious hazards to be found there provide plenty of opportunity to put the most recent innovations in Kharadron armaments through their gruelling paces. Though this does put such devices at risk of falling into the wrong hands, the duardin employed to safeguard them know full well that their survival – and payment – rests on fulfilling their duties, and they will fight ferociously to protect their charges.

KHARADRON OVERLORDS

Stubborn and hardy, Kharadron prospectors are amongst the most heavily armed of all the warbands that fight in the Bloodwind Spoil. Every duardin, from the most junior Skyrigger to the hoariest Admiral, will carry some manner of advanced weaponry and be expertly drilled in its use.

KHARADRON OVERLORDS FIGHTER ABILITIES	
	[Double] Ancestral Fortitude: Until the end of the battle round, add 1 to the Toughness characteristic of this fighter.
	[Double] Grapnel Launcher: A fighter can use this ability only if they are more than 3" from any enemy fighters. Pick a point on an obstacle within 20" of this fighter. Remove this fighter from the battlefield and then immediately set them up on the battlefield within 3" of the point picked.
	[Triple] Keep Your Distance: A fighter can use this ability only if they are within 3" of an enemy fighter. This fighter makes a bonus disengage action.
	[Triple] Master the Skies: Add 1 to the damage points allocated by each hit and critical hit from attack actions made by this fighter this activation that target enemy fighters with the **Fly** runemark ().
	[Quad] Timed Charges: A fighter can use this ability only if they are within 3" of an enemy fighter. Allocate a number of damage points equal to the value of this ability to enemy fighters within 1" of this fighter. Then, this fighter makes a bonus disengage action.

KHARADRON OVERLORDS LEADER ABILITIES	
	[Double] Supercharged Endrinharness: Add 1 to the Strength and Attacks characteristics of attack actions made by this fighter this activation that have a Range characteristic of 3 or less.
	[Double] Harrying Drillbill: Pick an enemy fighter within 20" of this fighter. Until the end of the battle round, that fighter cannot make disengage actions.
	[Triple] Fight for Profit: Until the end of the battle round, add 1 to the Attacks characteristic of attack actions made by friendly fighters while they are within 6" of this fighter. If this fighter is carrying treasure or is within 3" of an objective, add 2 to the Attacks characteristic instead.
	[Triple] Atmospheric Isolation: Until the end of the battle round, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by enemy fighters while they are within 6" of this fighter.
	[Quad] Aetherstorm: Pick a visible enemy fighter anywhere on the battlefield and roll a number of dice equal to the value of this ability. For each 2+, allocate 3 damage points to that fighter.

KHARADRON OVERLORDS PROSPECTORS




















ARKANAUT COMPANY PRIVATEER WITH PRIVATEER PISTOL AND ARKANAUT CUTTER
65
8 2 3 1/3
1 3 3 1/3
3 3 12


GRUNDSTOK THUNDERER WITH AETHERIC FUMIGATOR
130
6 3 5 2/4
3 4 12


ARKANAUT COMPANY PRIVATEER WITH AETHERMATIC VOLLEY GUN
105
3-15 6 3 1/3
1 2 3 1/3
3 3 12


GRUNDSTOK THUNDERER WITH GRUNDSTOK MORTAR
145
3-10 3 4 3/6
1 2 3 1/3
3 4 12


ARKANAUT COMPANY PRIVATEER WITH LIGHT SKYHOOK
95
3-20 2 4 2/5
1 2 3 1/3
3 3 12


GRUNDSTOK THUNDERER WITH AETHERCANNON
175
3-10 2 5 4/8
1 2 3 1/3
3 4 12


ARKANAUT COMPANY PRIVATEER WITH SKYPIKE
80
2 3 4 2/5
3 3 12


ENDRINRIGGER WITH RAPID-FIRE RIVET GUN AND AETHERMATIC SAW
205
8 2 4 1/4
1 3 5 2/5
10 4 16


GRUNDSTOK THUNDERER WITH DECKSWEEPER
130
3-10 5 4 1/3
1 2 3 1/3
3 4 12


ENDRINRIGGER WITH AETHERMATIC VOLLEY GUN
200
3-15 6 3 1/3
1 2 3 1/3
10 4 16


GRUNDSTOK THUNDERER WITH AETHERSHOT RIFLE
115
3-15 2 4 2/4
1 2 3 1/3
3 4 12


ENDRINRIGGER WITH DRILL LAUNCHER
210
3-20 3 5 2/4
1 2 3 1/3
10 4 16


ENDRINRIGGER WITH GRAPNEL LAUNCHER
170
3-20 2 3 1/3
1 2 3 1/3
10 4 16


SKYWARDEN WITH DRILL LAUNCHER
220
3-20 3 5 2/4
1 2 3 1/3
10 4 16


ENDRINRIGGER WITH SKYHOOK
205
3-20 2 4 3/5
1 2 3 1/3
10 4 16


SKYWARDEN WITH GRAPNEL LAUNCHER
175
3-20 2 3 1/3
1 2 3 1/3
10 4 16


SKYWARDEN WITH VULCANISER PISTOL AND SKYPIKE
200
8 2 3 1/3
2 3 4 2/5
10 4 16


SKYWARDEN WITH SKYHOOK
210
3-20 2 4 3/5
1 2 3 1/3
10 4 16


SKYWARDEN WITH AETHERMATIC VOLLEY GUN
205
3-15 6 3 1/3
1 2 3 1/3
10 4 16

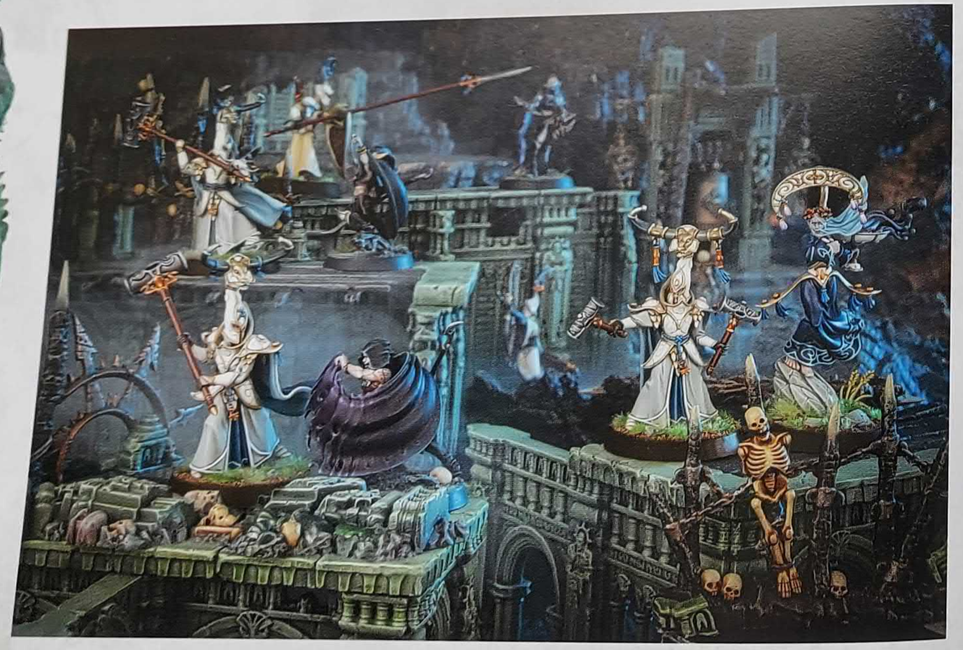
LUMINETH REALM-LORDS

Magnificent are the hosts of the Lumineth, they who have named themselves the Realm-lords. Wielding powerful magics and bolstered by pacts made with the aelementor spirits of Hysh, the aelven scions of Tyrion and Teclis are a force to be reckoned with.

Hysh, the Realm of Light, is more than purely a place of physical illumination; it is also a land of enlightenment. Its inhabitants are predisposed to intelligence and quickness of wit, and they are endowed with serene grace and dexterity. Certainly, these qualities are present in the aelven people known as the Lumineth. Having learnt from their mistakes when creating the Idoneth, Tyrion and Teclis – the twin gods of Hysh – used souls recovered from Slaanesh's gullet to craft an aelven race in whom the light of the world-that-was shines brightly once more. The Lumineth consider themselves – perhaps not wrongly – to be the most advanced of all beings. They have excelled in the arts of philosophy, high culture, spellcraft and, of course, warfare. Though the Ten Paradises of Hysh have been marred as any other realm by the ascendancy of Chaos, still they shine with a lambent brilliance, thanks in no small part to the efforts of the Lumineth Great Nations.

Although they would never admit as much to outsiders, the aelves of Hysh bear a great shame that they still strive to atone for. In centuries past, they learnt to their cost that they were not entirely removed from Slaanesh's corrupting influence: as their arrogance and obsession with scaling the heights of knowledge grew more intense, the Lumineth plunged into a cataclysm of their own making known as the Spirefall. Spells of annihilation and artefacts of dreadful power were wielded as weapons, battlelines were drawn and internal strife raged as each Lumineth house and nation sought to prove its superiority. Hysh itself was scarred by these devastating mage wars and the daemonic incursions that followed – the orphaned children of Slaanesh delighted in seeing the aelves locked in such impassioned, excessive turmoil.

But the Lumineth have fought back from the brink. Guided by the wisdom of Archmage Teclis, they have undergone a great trial known as the Reinvention. Now, many Lumineth seek to form bonds and connections with the spirits of Hysh itself, pacifying the tortured realm and learning from its wisdom. In doing so, they put another entity at the core of their being, a safeguard against the ego that cost them so greatly once before.



The Realm-lords prefer to take to battle in ordered formations, all aelves fighting together in harmony. Still, each Lumineth is a superlative warrior by the standards of mortal men, able to triumph over many times their number of lesser foes. The shining companies of the Vanari are martial devotees of Tyrion and form the core of the Lumineth warhosts: phalanxes of disciplined Auralan Wardens hold key ground while keen-eyed Auralan Sentinels loose flights of sunmetal arrows. Around the flanks, Vanari Dawnriders charge into battle atop purebred Hyshian steeds; these cavaliers are renowned for their flowing grace, and with lance and blade, they can eradicate vast hordes of enemies.

The Teclian half of the Lumineth military is formed of the mages of the Scinari caste together with the aelementiri – those aelves who have bonded with one of the natural spirits of Hysh. This is no easy feat, and an aspirant must undergo severe trials to prove their worth and sincerity. Many fail and perish for their arrogance and pride, but those who succeed learn to wield powers both as a potent weapon and a grave responsibility. There are numerous disciplines of aelementiri, but the Alarith temples are particularly famed. These stoic aelves draw their strength and fortitude from the mountain aelementors they have pledged themselves to; they are able to both weather the most ruinous blows and crush their enemies with precise strikes from their deadly hammers and picks – weapons forged from the bones of the earth itself.

'Only those who have ventured into shadow, their heart set on the good of all, have earned the prerogative of dwelling in the light.'

– Excerpt from 'The Sayings of the Archmage', as compiled by the great colleges of Xintil

The Lumineth believe that only they can save the Mortal Realms from Chaos. They point to their close alliance with Hysh itself and the great runes of warding they have burnt into the landscapes of other realms; indeed, it is this mastery of the land that convinced them to take the name Realm-lords. With that said, even the most presumptuous of Lumineth would think twice before claiming the Eightpoints could be purified. Simply surviving those battles fought in the lands of the Varanspire requires all of the skill and subtlety their Bright Companies can muster, let alone succeeding. The aelves of Hysh do not have the numbers to assault Archaon's claim en masse; the hordes of Chaos that hold sway over the land are too numerous even for them. However, though the vaunted formations of the shining companies may not avail them in this most punishing of battlegrounds, the determination and wit that is characteristic of the Lumineth psyche has allowed them to deduce other ways to fight.

Guarded by bands of disciplined warriors, aelven mages seek to check the Chaotic energies ravaging the Bloodwind Spoil, if only for a time. By encircling wellsprings of ruinous energy with aetheric runes of nullification and manipulating the harmonious, rational nature of Hyshian magic, the Lumineth quieten the Spoil's rage just enough to aid them and their civilised allies in the ongoing war. Perhaps most critical, however, is the search for aetherquartz crystals. These immaculately cut realmstone prisms capture the luminous magic of Hysh as it shoots across the realm in blinding trails. One who wears such a gemstone can tap into this energy to increase their dexterity, mystical skill and very speed of thought. The Lumineth make great use of aetherquartz in times of both peace and war, for they understand its power and the dangers it presents – addiction, obsession and the draining of one's emotions. Many Chaos sorcerers, particularly those dedicated to the Changer of the Ways, have sought to acquire aetherquartz to bolster their sinister rites; they are opposed at every turn by brave warbands of Lumineth, who willingly venture into the font of mortal nightmares to reclaim the crystals that fall into the wrong hands.

LUMINETH REALM-LORDS

The Lumineth Realm-lords are paragons of martial excellence, compensating for their limited numbers with magical prowess and raw skill. Empowered by the energies and spirits of Hysh itself, they can triumph over warbands many times their size.

LUMINETH REALM-LORDS ABILITIES	
	[Double] Shining Company: A fighter can use this ability only if there are 2 or more other friendly fighters with both the **Lumineth Realm-lords** faction runemark ( ) and the **Warrior** runemark ( ) within 1" of this fighter. Until the end of the battle round, subtract 1 from the Attacks characteristic of attack actions that target friendly fighters within 1" of this fighter.
	[Double] Mountain Stance: Until the end of the battle round, subtract 1 from the damage points allocated by each hit and critical hit from attack actions that target this fighter.
	[Double] Moonfire Flask: Pick a visible enemy fighter within 6" of this fighter and roll 2 dice. For each 4-5, allocate 1 damage point to that fighter. For each 6, allocate a number of damage points to that fighter equal to the value of this ability.
	[Double] Sharp-eyed Scryhawk: Pick an enemy fighter within 20" of this fighter. Until the end of the battle round, add 1 to the Attacks characteristic of attack actions that target that fighter.
	[Triple] Lances of the Dawn: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick 1 visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that enemy fighter equal to the value of this ability.
	[Triple] Emotional Transference: Pick 1 visible friendly fighter within 12" of this fighter that has 1 or more damage points allocated to them. Then, pick 1 visible enemy fighter within 12" of this fighter. Roll a number of dice equal to the number of damage points allocated to that friendly fighter. For each 4+, allocate 1 damage point to that enemy fighter.
	[Quad] Gravitic Redirection: Allocate D3 damage points to all visible enemy fighters within 6" of this fighter (roll for each fighter). In addition, until the end of the battle round, halve the Move characteristic of all fighters that are within 6" of this fighter when this fighter uses this ability.























SERAPHON

The lost children of ancient gods, the Seraphon are the personification of primaeval fury. These cold-blooded warriors are staunch foes of Chaos, harnessing mysterious technologies to tear apart all who stand in their way.

Even before the final annihilation of the world-that-was, the ancestors of the Seraphon had escaped to the stars. Within great golden ziggurat ships, they waited, plying the cold nothingness of the aetheric void until they were discovered at long last by the godbeast Dracothion. Legend says that the silver tears of the Great Drake led these temple-ships to the upper vaults of hallowed Azyr. Here, the Seraphon grew strong once more, basking in the light of the heavens and absorbing its potent celestial magics until they had become more akin to children of the cosmos than mortal beings.

Seraphon society is highly ordered and surprisingly intricate. Their civilisation consists of bipedal lizardfolk, each subspecies of which is adapted to perform a particular function. The primogenitors of the Seraphon were crafted in the depths of prehistory by the mysterious Old Ones, ancient beings of unimaginable cosmic power who possessed a great design for all creation known only as the 'Great Plan'. The Old Ones are long gone, and, in their absence, the slann – bloated toad-like creatures who are blessed with a nearly unrivalled command of the arcane – have been charged with the duty of divining the Great Plan and leading the Seraphon race. Beneath them are the diminutive but intelligent skinks, who fulfil the role of aides, administrators and scouts as well as performing many priestly functions; hulking crocodilian labourers known as Kroxigor; and the brutal saurus of the warrior caste.

Seraphon are not born in the conventional sense; instead, they rise fully formed from mystical spawning pools situated deep within their temple-ships. Those Seraphon who remained in the upper reaches of Azyr or who sail their vessels through the cold darkness of the Great Nothing are known as the Starborne. Their blood glimmers with the energies of the heavens, and when they walk the realms outside of Azyr, they are often mistaken for phantoms or waking dreams given form. They are the lords of time and space, capable of great feats of cosmic sorcery and techno-arcane engineering; many legends are told of these savagely angelic beings emerging from shafts of pure starlight – a common misinterpretation of the translocation beams cast from their temple-ships.

Over the years, some temple-fleets – whether through choice or bleak necessity – have landed in the other Mortal Realms. Upon phasing into the bedrock of the material plane, the cosmic energies powering the newly founded temple-cities vigorously shape the land around them, hyper-accelerating the growth of mystical, inhospitable jungle. Here, the magic of the local realmsphere mixes with the power of Azyr, eventually bestowing upon these Seraphon a more tangible form. Collectively known as the Coalesced, they are more primal than their Starborne kin; they ruthlessly hunt down those who would intrude upon their domains and steal their priceless relics – that is, if such thieves are not first devoured by the terrifying reptilian beasts that stalk the jungles.



'The stars change.

The skies burn.

The war remains the same.'

– Takatakk, Skink Starpriest

Even the most miserly of Kharadron magnates would consider the Seraphon to be cold and distant; their minds are utterly alien to most mortals. While the skinks, by far the most expressive and diplomatic subspecies of the Seraphon race, have established rudimentary embassies within some of Sigmar's cities, the saurus care for nothing outside of matters of war. However, if there is one thing that can be trusted to rouse all these inscrutable beings to wrath, it is Chaos. Immortalised in the mythic cycles of the reptilian race as the Eternal Enemy, the bane of all existence and perhaps even the cause of the Old Ones' disappearance, no foe commands more loathing from the Seraphon than the Ruinous Powers. The destruction of Chaos is the ultimate ambition of the slann; while its influence persists, the Great Plan cannot progress as was ordained by the Old Ones. As a result, many of their number regard the Eightpoints as a crucial battleground in their ongoing war against the darkness.

United, the Seraphon could perhaps attempt to invade Archaon's domain, but the slann inevitably possess conflicting opinions on how the Great Plan should be prosecuted. Nevertheless, small bands of reptilian warriors known as Scale-Cohorts brave the dangers of the cursed land, utterly committed to achieving the designs of their priestly masters. Typically, these warbands will be led by a hulking and battle-scarred saurus champion, either on foot or from the back of a snarling Cold One. However, for more subtle tasks, a skink might take command, and in the most dire of circumstances, a Slann Starmaster may deem it necessary to lend their unfathomable intellect and immense cosmic power to a warband. Kroxigor provide raw brawn, while the Saurus Guard are elite fighters almost beyond compare. Whether protecting a mystical priest-commander or fighting alongside a saurian battle-champion, the Saurus Guard are an indomitable force of scale and muscle that even the greatest warriors of the Dark Gods face at their peril.

Relics of the Old Ones are scattered across creation; even in the Bloodwind Spoil, traces of their power still remain. Often, bands of Seraphon warriors will be charged with seeking out and activating these ancient technologies – or, at the very least, preventing them from falling into the hands of those sorcerers and daemonic smiths who desire them for fell ends. Yet it is not only the pursuit of treasure that motivates the Seraphon warbands: the formidable foresight of the slann allows them to prune the splaying branches of fate to their own ends. Many champions of Chaos have been set upon and summarily slaughtered by packs of ambushing Seraphon warriors, their massed followers inevitably destroying themselves through glory-seeking infighting. Similarly, those who were to be sacrificed on the altars of the Ruinous Powers have been freed at the last moment by mysterious cold-blooded saviours, only to go on to perform great deeds and further thwart the infernal plots of the Dark Gods. Through these countless small actions do the Seraphon balance the scales in their war against Chaos, their every strike and every action dedicated to bringing about the defeat of these most ancient of adversaries.



SERAPHON

Seraphon warbands are disciplined and deadly in equal measure. While saurian warriors and brutal Kroxigor provide close-range power, the nimble skinks act as scouts and ambushers, their mystical leaders calling upon the power of the cosmos to smite their enemies.

SERAPHON FIGHTER ABILITIES

	[Double] Nimble Retreat: A fighter can use this ability only if they are within 1" of an enemy fighter. This fighter makes a bonus disengage action.
	[Double] Voracious Appetite: Pick a visible enemy fighter within 1" of this fighter and roll a number of dice equal to the value of this ability. For each 4+, allocate 1 damage point to that fighter.
	[Double] Hunting Pack: Pick a visible friendly fighter with the **Beast** runemark ( ) within 2" of this fighter. That fighter makes a bonus attack action.
	[Triple] Rain Meteoric Barrage: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Tearing Bite: Add the value of this ability to the damage points allocated by each hit or critical hit from the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.
	[Quad] Wrath of the Old Ones: Until the end of the battle round, add half the value of this ability (rounding up) to the Attacks and Strength characteristics of attack actions made by this fighter that have a Range characteristic of 3 or less.

SERAPHON LEADER ABILITIES

	[Double] Tide of Serpents: Pick a visible enemy fighter within 8" of this fighter and roll a number of dice equal to the value of this ability. For each 4-5, allocate 1 damage point to that fighter. For each 6, allocate 3 damage points to that fighter.
	[Double] Cold-blooded Commander: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action or a bonus attack action.
	[Double] Lead from On High: Add half the value of this ability (rounding up) to the Move characteristic of this fighter for the next move action they make this activation.
	[Triple] Lords of Space and Time: Pick another friendly fighter that is within 12" of this fighter. Remove that fighter from the battlefield and then immediately set them up anywhere on the battlefield within a number of inches of this fighter equal to the value of this ability.
	[Quad] Revivifying Energies: Remove a number of damage points equal to the value of this ability allocated to each friendly fighter within 6" of this fighter.

SERAPHON SCALE-COHORTS


























SAURUS GUARD ALPHA
2
4
4
2/5
220
4
5
25


SKINK WITH METEORIC JAVELIN AND STAR-BUCKLER
8
1
3
1/4
1
3
3
1/3
85
6
3
8

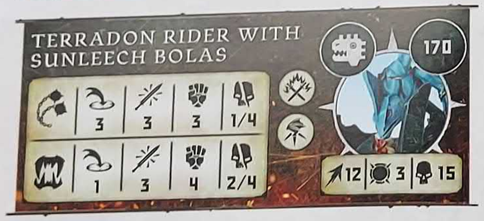

SAURUS KNIGHT ALPHA
1
4
3
2/4
185
6
4
30


SKINK WITH BOLTSPITTER AND MOONSTONE CLUB
12
2
3
1/4
1
3
3
1/3
65
6
2
8


TERRADON RIDER ALPHA
3
4
3
2/4
1
3
4
2/4
230
12
3
25


SKINK WITH MOONSTONE CLUB AND STAR-BUCKLER
1
3
3
1/3
60
6
3
8


RIPPERDACTYL RIDER ALPHA
1
4
4
2/4
235
10
4
25


TERRADON RIDER WITH SUNLEECH BOLAS
3
3
3
1/4
1
3
4
2/4
170
12
3
15

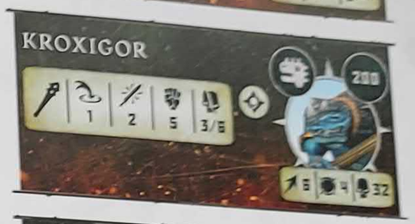

SKINK ALPHA
1
4
3
2/4
130
6
3
16


TERRADON RIDER WITH STARSTRIKE JAVELIN
8
2
3
1/4
1
3
4
2/4
185
12
3
15


RIPPERDACTYL RIDER
1
3
4
2/4
175
10
4
15


SAURUS KNIGHT WITH CELESTITE WARSPEAR
2
2
3
1/4
115
6
4
20


SAURUS GUARD
2
3
4
2/4
145
4
5
15


KROXIGOR
1
2
5
3/6
200
6
4
32


SAURUS WARRIOR WITH CELESTITE CLUB
1
3
3
1/3
75
4
4
10


SKINK HANDLER
2
2
3
1/4
45
6
2
8


SAURUS WARRIOR WITH CELESTITE SPEAR
2
2
3
1/4
75
4
4
10


SALAMANDER
7
2
3
3/6
130
6
3
20


SAURUS KNIGHT WITH CELESTITE BLADE
1
3
3
1/3
115
6
4
20


RAZORDON
12
5
3
1/3
170
6
4
20

STORMCAST ETERNALS

Across the realms, tales are told of holy knights who command the tempest. Snatched from the grip of death, clad in blessed sigmarite and granted celestial power, they are the immortal champions of Sigmar – the Stormcast Eternals.

When the Age of Chaos began, Sigmar's vast empire crumbled. Though its mortal defenders fought with skill and boundless determination, they were unprepared for the scale of the daemonic onslaught that was to set itself against them. Abandoned by his allies and bereft of Ghal Maraz – his mighty warhammer lost at the Battle of Burning Skies – Sigmar retreated to the heavens to brood over the seeming triumph of the Dark Gods.

But the God-King did not surrender. Sigmar watched his people fight on, stealing away those who proved worthiest in flashes of holy lightning moments before death could claim them. These souls were brought to Azyr and reforged upon the Anvil of Apotheosis. Here, they were each granted the might of twelve men and given new purpose in Sigmar's armies. They became his Stormcast Eternals, the army through which he would take the fight back to the forces of Chaos.

Stormcasts come from all walks of life, but since being reforged, each is a warrior honed through fierce battle. Though some recall their past lives, they are more akin to demigods of the storm than the mortals they once were. Their blessed weapons crackle with the power of a raging tempest, and they are accompanied to war by all manner of noble Azyrite creatures, from loyal Gryph-hounds to fearsome Dracolines.

Most impressively of all, the Stormcast Eternals truly live up to their name – thanks to the magics worked into their creation by Sigmar and Grungni the Great Maker, they are almost impossible to slay permanently. When a Stormcast falls in battle, their soul returns to Azyr in a flash of celestial light. There, it endures the agonies of the Anvil of Apotheosis, eventually being reforged once more and able to return to the fray.

There is a price for this immortality, however. With each reforging, a Stormcast's memories are further eroded, their emotions and morality cauterised. Stormcasts who have died many times gradually become akin to living weapons, blind to anything beyond a stark and uncompromising view of good and evil. Those who have undergone repeated resurrections become ever more distant from the mortals they once were; lightning crackles from their wounds in place of blood, and when they speak, their voice is the booming growl of thunder.



On rare occasions, the reforging process may go drastically wrong: instead of a proud Stormcast warrior, a corposant horror known as a lightning gheist will be unleashed to bedevil the realms until it can be captured and returned to Azyr.

'Then Lord Vandus strode forth with gifts of living thunder and broke the Gore-lord's tide of reddened flesh. The lightning he called down in strident tone till the gates of wrath were cleansed and the heavenlight brought forth. To hallowed Azyr he did return, to be reborn on the God-King's anvil so war could sing to him once more.'

– From 'The Lay of the Hammerhand', recorded in Hammerhal's Cathedral Ignis

The Stormcast Eternals are organised into Stormhosts, each with its own heraldry, tactics and cultural idiosyncrasies. The Hallowed Knights, for instance, are holy warriors who shine with the blinding purity of Azyr, while the Astral Templars are tattooed and tribal beasthunters drawn from the predatory savannahs of Ghur. Stormhosts are further subdivided into Chambers, each an autonomous fighting force containing many retinues of Stormcasts. The Warrior Chambers form the main fighting force of the Stormhosts, composed of a redoubtable core of Redeemer Conclaves, swift Angelos Conclaves and the veterans of the Paladin Conclaves. The Vanguard Auxiliary Chambers are filled with resourceful rangers and hunters well used to navigating the perilous wilds of the realms. The Sacrosanct Chambers, meanwhile, contain potent storm mages who once guarded the Anvil of Apotheosis itself. Since the dawning of the Arcanum Optimar, these mystic warriors have been sent out into the realms to fight back against the tide of untrammelled magic.

Though few would admit it, the Eightpoints inspire a creeping dread in the hearts of many Stormcasts. It is neither pain nor death that they fear but corruption and a premature end to their service. The cosmic laws that govern other realms do not apply so stringently in Archaon's domain, and the souls of those Stormcasts who fall in the lands of the Bloodwind Spoil are not guaranteed to return to Azyr.

Nevertheless, the Stormcast Eternals were created to undertake the most gruelling of trials, to accomplish those feats that mere mortals simply could not. Their deeds are legendary; tales of their holy might are preached in the great temples of the God-King's empire. Sigmar dispatches his warriors to the Bloodwind Spoil for all manner of reasons. Often, the chamber from which the warband in question hails will define its goals. The Stormcasts of the Warrior Chambers undertake missions with highly specific objectives, whether they are sent to impose Sigmar's will on a particular region or lay low a certain Chaos champion who has earned the God-King's ire. The rangers of the Vanguard Auxiliary Chambers, meanwhile, are well suited to living off the land for an extended period – even should that land be as corrupted as the Bloodwind Spoil. They are often trusted to use their initiative to achieve more flexible goals, or they are sent on tasks that require a greater degree of subtlety, such as seeking out and defending the Stormvaults scattered across the land. Powerful secrets lie hidden within these ancient repositories, and the followers of Chaos cannot be allowed to pervert such might for their own twisted ends.

To the Sacrosanct Chambers falls arguably the most vital duty of all: it is their responsibility to search for a means of banishing the flaws in the reforging process. The lands of the Varanspire conceal many secrets lost to time, and such is Sigmar's determination that no stone – even those of Archaon's domain – can be allowed to remain unturned. So do the arcane warriors of the Sacrosanct Chambers brave those lands willingly, risking an eternity of suffering and damnation to see their divine master's will done.



STORMCAST ETERNALS

Blessed with holy might and wielding the power of the celestial tempest, each Stormcast Eternal is worth a dozen lesser men in combat. Their Stormhosts contain all manner of warriors and commanders, each with their own talents that combine into a single glorious whole on the battlefield.

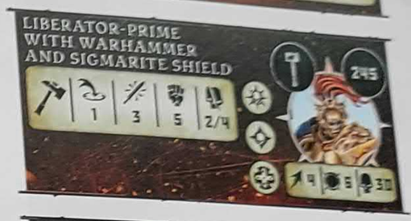
STORMCAST ETERNALS WARRIOR CHAMBER FIGHTER ABILITIES	
	[Double] Furious Avengers: A fighter can use this ability only if there is another friendly fighter within 6" of this fighter with 1 or more damage points allocated to them. This fighter makes a bonus move action.
	[Double] Lay Low the Tyrants: Until the end of this fighter's activation, add 2 to the Attacks and Strength characteristics of attack actions made by this fighter that have a Range characteristic of 3 or less and that target an enemy fighter with a Wounds characteristic of 15 or more.
	[Double] Sigmarite Shield Bash: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter and roll a dice. On a 3-4, allocate 1 damage point to that fighter. On a 5-6, allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Darting Attack: This fighter makes a bonus attack action. Then, they can make a bonus disengage action.
	[Triple] Wings of Divine Life: Add the value of this ability to the Move characteristic of this fighter for the next move action they make this activation.
	[Quad] Earth-shattering Blow: This fighter makes a bonus attack action. In addition, add half the value of this ability (rounding up) to the damage points allocated by each hit or critical hit from that attack action.

STORMCAST ETERNALS WARRIOR CHAMBER LEADER ABILITIES	
	[Double] Warcloak's Storm Magic: Pick a visible enemy fighter within 6" of this fighter and roll 2 dice. For each 4-5, allocate 1 damage point to that fighter. For each 6, allocate a number of damage points to that fighter equal to the value of this ability.
	[Double] Staunch Defender: Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters while they are within 6" of this fighter.
	[Triple] Battle-horn Thunderblast: Pick a visible enemy fighter within 12" of this fighter that is on a platform. Roll 1 dice for that fighter and each other enemy fighter within 6" of that fighter. On a 4+, allocate 3 damage points to the fighter being rolled for.
	[Triple] Lantern of Abjuration: Until the end of the battle round, subtract 1 from the value of abilities (to a minimum of 1) used by enemy fighters while they are within 9" of this fighter.
	[Triple] Warding Lantern: Until the end of the battle round, subtract 1 from the damage points allocated by each hit and critical hit from attack actions that target friendly fighters while they are within 6" of this fighter.
	[Triple] Lightning Storm: Pick a visible enemy fighter within 12" and roll a number of dice equal to the value of this ability. For each 2+, allocate 1 damage point to that fighter.
	[Quad] Tempest Winds: Until the end of the battle round, add the value of this ability to the Move characteristic of friendly fighters that start their activation within 12" of this fighter.


























DECIMATOR-PRIME
255
2 4 4 3/6
3 6 30


LIBERATOR WITH PAIRED WARHAMMERS
170
1 3 5 2/4
4 5 20


RETRIBUTOR-PRIME
255
1 4 5 3/5
3 6 30


LIBERATOR WITH PAIRED WARBLADES
170
1 4 4 2/4
4 5 20


PROSECUTOR-PRIME WITH PAIRED CELESTIAL HAMMERS
280
3-8 3 4 2/4
1 5 4 2/4
10 5 30


LIBERATOR WITH GRANDBLADE
185
1 4 4 3/5
4 5 20


PROSECUTOR-PRIME WITH STORMCALL JAVELIN AND SIGMARITE SHIELD
300
3-8 2 4 2/5
2 4 4 2/5
10 6 30

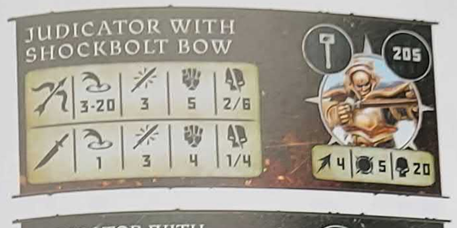

LIBERATOR WITH GRANDHAMMER
185
1 3 5 3/5
4 5 20


LIBERATOR WITH WARHAMMER AND SIGMARITE SHIELD
185
1 2 5 2/4
4 6 20

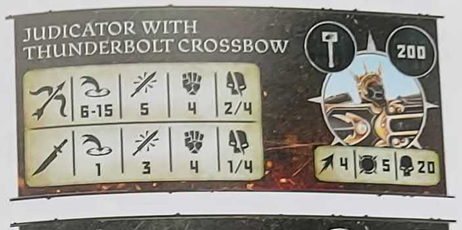

JUDICATOR WITH SKYBOLT BOW
185
3-20 3 4 2/4
1 3 4 1/4
4 5 20


LIBERATOR WITH WARBLADE AND SIGMARITE SHIELD
185
1 3 4 2/4
4 6 20


JUDICATOR WITH BOLTSTORM CROSSBOW
190
3-10 4 4 2/4
1 3 4 1/4
4 5 20

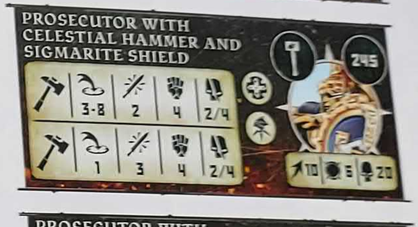

JUDICATOR WITH SHOCKBOLT BOW
205
3-20 3 5 2/6
1 3 4 1/4
4 5 20


GRYPH-HOUND
150
1 4 4 2/4
5 4 20


JUDICATOR WITH THUNDERBOLT CROSSBOW
200
6-15 5 4 2/4
1 3 4 1/4
4 5 20


PROSECUTOR WITH PAIRED CELESTIAL HAMMERS
230
3-8 3 4 2/4
1 4 4 2/4
10 5 20


PROTECTOR
190
3 3 4 3/5
3 6 20


PROSECUTOR WITH CELESTIAL HAMMER AND SIGMARITE SHIELD
245
3-8 2 4 2/4
1 3 4 2/4
10 5 20


DECIMATOR
195
2 3 4 3/6
3 6 20


PROSECUTOR WITH STORMCALL JAVELIN AND SIGMARITE SHIELD
250
3-8 2 4 2/5
2 3 4 2/5
10 6 20


RETRIBUTOR
195
1 3 5 3/5
3 6 20


PROSECUTOR WITH GRANDBLADE
230
1 4 4 3/5
10 5 20


PALADIN WITH STARSOUL MACE
225
1 3 5 4/8
3 6 20


PROSECUTOR WITH GRANDHAMMER
230
1 3 5 3/5
10 5 20





STORMCAST ETERNALS VANGUARD AUXILIARY CHAMBER FIGHTER ABIL ITIES

[Double] Tireless Hunters: Add half the value of this ability (rounding up) to the Move characteristic of this fighter for the next move action they make this activation.

[Double] Warning Cry: Pick a visible enemy fighter within 6" of this fighter. Until the end of the battle round, you can re-roll 1 dice during attack actions made by friendly fighters that target that fighter.

[Triple] Darting Attack: This fighter makes a bonus attack action. Then, they can make a bonus disengage action.

[Triple] Rapid Fire: Add half the value of this ability (rounding up) to the Attacks characteristic of the next attack action made by this fighter this activation.

[Triple] Ride the Winds Aetheric: This fighter makes a bonus move action of a number of inches equal to the value of this ability.

[Quad] Aimed Strike: Add the value of this ability to the damage points allocated to enemy fighters by each hit or critical hit from attack actions made by this fighter this activation.

STORMCAST ETERNALS VANGUARD AUXILIARY CHAMBER LEADER ABILITIES

[Double] Lightning-fast Strikes: Add half the value of this ability (rounding up) to the Attacks characteristic of the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.

[Double] Righteous Aura: Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters while they are within 6" of this fighter.

[Triple] Star-fated Arrow: Pick a visible enemy fighter within 20" of this fighter and roll a dice. On a 2-3, allocate 3 damage points to that fighter. On a 4-5, allocate 6 damage points to that fighter. On a 6, allocate 10 damage points to that fighter.

[Quad] The Light of Sigmar: Allocate a number of damage points equal to the value of this ability to all visible enemy fighters within 3" of this fighter.





























STORMCAST ETERNALS SACROSANCT CHAMBER FIGHTER ABILITIES

	[Double] Channelled Empowerment: Until the end of this fighter's activation, add the value of this ability to the Strength characteristic of the next attack action made by this fighter that has a Range characteristic of 3 or less.
	[Double] Summon Celestial Lightning: Pick a visible enemy fighter within 1" of this fighter and roll a number of dice equal to the value of this ability. For each 4+, allocate 1 damage point to that enemy fighter.
	[Triple] Burst of Celestial Lightning: Add half the value of this ability (rounding up) to the damage points allocated by each hit or critical hit from the next attack action made by this fighter this activation that targets an enemy fighter more than 3" away.
	[Triple] Darting Attack: This fighter makes a bonus attack action. Then, they can make a bonus disengage action.
	[Triple] Soul-shield Channelling: Until the end of the battle round, add the value of this ability to the Toughness characteristic of this fighter.
	[Quad] Thunderous Pounce: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.

STORMCAST ETERNALS SACROSANCT CHAMBER LEADER ABILITIES

	[Double] Cleanse the Realms of Taint: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action or a bonus attack action.
	[Double] Meteoric Slam: Until the end of this fighter's activation, add 1 to the Attacks and Strength characteristics of attack actions made by this fighter that have a Range characteristic of 3 or less.
	[Triple] Shatter Spirit Flask: Allocate a number of damage points equal to the value of this ability to all visible fighters within 3" of this fighter (including the fighter using this ability).
	[Quad] Open Redemption Cache: Allocate a number of damage points equal to the value of this ability to all visible enemy fighters within 3" of this fighter.

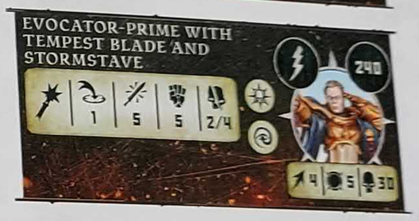
























SEQUITOR-PRIME WITH TEMPEST BLADE AND SOULSHIELD

240

	1	4	4	2/4

4 | 6 | 30

EVOCATOR ON CELESTIAL DRACOLINE WITH TEMPEST BLADE AND STORMSTAVE

250

	1	4	5	2/4

10 | 5 | 32

SEQUITOR-PRIME WITH STORMSMITE MAUL AND SOULSHIELD

240

	1	3	5	2/4

4 | 6 | 30

CASTIGATOR

195

	3-15	3	5	2/4
	1	3	4	1/4

4 | 5 | 20

SEQUITOR-PRIME WITH REDEMPTION CACHE

245

	1	3	5	2/4

4 | 6 | 30

SEQUITOR WITH TEMPEST BLADE AND SOULSHIELD

180

	1	3	4	2/4

4 | 6 | 20

EVOCATOR WITH GRANDSTAVE

180

	2	3	5	2/5

4 | 5 | 20

SEQUITOR WITH STORMSMITE MAUL AND SOULSHIELD

180

	1	2	5	2/4

4 | 6 | 20

EVOCATOR WITH TEMPEST BLADE AND STORMSTAVE

180

	1	4	5	2/4

4 | 5 | 20

SEQUITOR WITH STORMSMITE GREATMACE

185

	2	3	5	3/5

4 | 5 | 20

EVOCATOR ON CELESTIAL DRACOLINE WITH GRANDSTAVE

260

	2	3	5	3/5

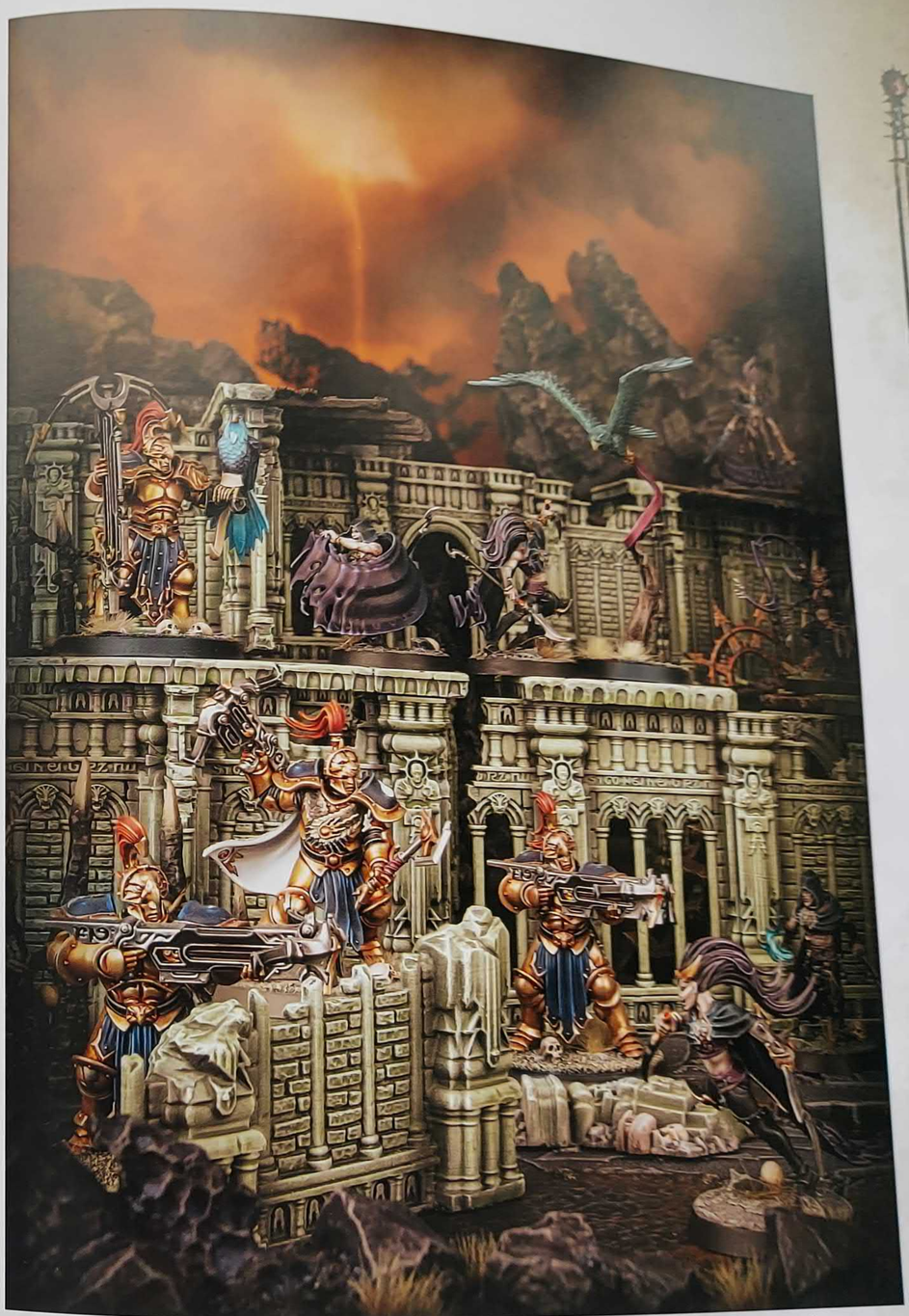
10 | 5 | 32

GRYPH-HOUND

150

	1	4	4	2/4

6 | 4 | 20



Even the deepest shadows can be banished by the celestial light of Sigmar's chosen.

SYLVANETH

Woe betide those who profane the forests and stoke the wrath of the Sylvaneth. These creatures are the children of Alarielle, the guardians of her sacred places. When roused to fury, their vengeance is terrible to behold.

In a flurry of sharpened branches and creaking war-songs, the Sylvaneth spill forth from their hallowed grounds to slay those who would seek to defile nature. The minds of these creatures are unknowable to mortals, their temperament strange and as changeable as a seasonal storm. None, however, can deny their skill in battle nor the fervour they display in safeguarding that which they consider sacred.

The Sylvaneth are the children of Alarielle, Everqueen and goddess of Ghyran. Formed from rough barkflesh and potent soulseeds known as lamentiri that contain the life energies and wisdom of previous generations, these fey spirits defend Alarielle's bounteous forests and holy places. The term 'Sylvaneth' refers to a wide variety of nature spirits who come together in clans and form druidic nations known as glades. From the mercurial and crooning Dryads of the forest folk to the ethereal Tree-Revenants that make up the Sylvaneth's standing armies to the vengeful Spite-Revenants of the Outcasts, they are as varied in form and demeanour as the flora and fauna they tend to so diligently.

Nevertheless, the years of loss and suffering endured by the Sylvaneth have turned them into warriors one and all in the crucible of simple survival. Those who could not or would not fight were soon overcome when the Age of Chaos spread horror across the realms, leaving only those spirits with the vicious hearts of killers. Though they are nominally allied with Sigmar's nascent empire, and some of the more noble clans and glades amongst them have even grown to respect the mortals with whom they share the land, they will forever be primarily concerned with defending their ancestral places of power – whether or not those whom they deem to be trespassers came with malice in their hearts or were simply lost on the twisting paths of the dark, mystical forests. To see the Sylvaneth roused to war is to witness the uncaring fury of nature let loose, an utterly inhuman display of violence that is chilling to behold.

Every culture in the Mortal Realms has its folklore concerning the ancient woodlands. In the taphouses of Sigmar's cities and around the flickering firepits of marauding Chaos tribes, warriors and rangers speak in low tones of the forest daemons, the woods-that-walk. Since the lost days of the Age of Myth, the beings that stalk the groves have not tolerated outsiders kindly; more than one logging expedition dispatched from a free city has been found torn apart, their organs draped across the branches in gory offering by the forest dwellers. Yet, though they can seem capricious, unpredictable or even cruel to observers, the Sylvaneth are ultimately defending the purity of nature. While some of the forest spirits revel in spiteful malice, wreaking vicious and often disproportionate vengeance upon those who have earned their ire, the majority of the race is possessed of a solemn demeanour and timeworn wisdom that compels them to take their duties as guardians and custodians of the natural world seriously indeed.



'Look at what they have done, those filthy creatures. Look at the ruin they have wrought on our sacred lands. The forests scream in pain; the earth howls in tormented fury. Mortals. Foolish, craven, cruel little things. Visit vengeance upon them for the harm they have caused. Reap a hundred unclean lives for each twisted tree and polluted river. Go, my kin – see that every branch and bough is drenched in their unworthy blood.'

– Drycha Hamadreth,
Queen of the Outcasts

The Sylvaneth take their power from the realms themselves, and many of their clan leaders are druids and loremasters as well as warriors. At their wooden fingertips crackle the jade magics of nature, and allied to their purposes are the mysterious spites – mystical denizens of the deep forests that vary wildly in form and might. To fight the children of Alarielle is, therefore, to face the fury of the earth itself. At their command, roots burst forth from the ground to strangle and impale hapless foes, while the Sylvaneth themselves appear to shimmer out of existence as they walk the arcane spirit paths, only to fall upon their foes from new and unexpected angles – deadly ambushes from which there can be no escape.

Few beings despise the Eightpoints with as much intensity as the children of Alarielle. It is everything they loathe made manifest: a once-verdant land twisted beyond recognition. Its forests have buckled and writhed under the touch of Chaos, its soil is ripe with the skulls of the countless slain, and its rivers have turned from sparkling streams to thrashing torrents of tormented soul-essence. Though occasional outposts of purity have been formed, these never last long, for the champions of Chaos fight furiously to hold on to their unholy prize. Even the mystical energies of the spirit-song – the soul-melody that binds the Sylvaneth to one another and to the sacred earth – have been thoroughly perverted by the insidious taint that lies heavy across the Eightpoints; its stanzas are jagged and discordant, driving many Sylvaneth to madness or even corrupting them from the inside out.

Most warbands the Forest Stalkers only enter the Eightpoints when there is no other choice or when the twisting skein of fate has brought them to these lands. Their goals are determined by their clan elders or, in the case of warbands predominantly made up of noble Kurnoth Hunters, the court of the Everqueen herself. Although to walk the Bloodwind Spoil is to risk martyrdom of the most grisly kind, they will do so fearlessly when their mother-goddess demands it of them. Such warbands are often dispatched to the most hostile regions of the Bloodwind Spoil, protected by the power of Alarielle that beats in their heartwood chests.

The majority of these quests involve vengeance or recovery, for the Sylvaneth do not fight for sheer joy or simple territory. Warbands may be charged with securing relics that brim with life magic or recovering the stolen lamentiri of elder forest spirits, ensuring that future generations of their people may prosper. Meanwhile, those Chaos warlords who fought in the War of Life or seek to use the corrupting powers of varanite to wreak terrible perversions upon nature might believe themselves safe from retribution, only to find that the woods have come alive with flashing talons and murderous eyes…

SYLVANETH

The Sylvaneth way of war is fluid and wild: the fury of a storm rushing through a tree's branches. Bolstered by the energies of Ghyran, the warriors of Alarielle fall upon their foes without warning, tearing them apart with jagged wooden talons before slipping away just as swiftly.

SYLVANETH FIGHTER ABILITIES

	[Double] Draw from the Spirit-song: Remove a number of damage points allocated to this fighter equal to half the value of this ability (rounding up).
	[Double] Trample Underfoot: Pick a visible enemy fighter within 1" of this fighter and roll a number of dice equal to the value of this ability. For each 4+, allocate 1 damage point to that fighter.
	[Double] Shrieking Terror: Pick a visible enemy fighter within a number of inches of this fighter equal to the value of this ability and roll a dice. On a 3+, until the end of the battle round, that fighter cannot make move actions or disengage actions.
	[Triple] Enrapturing Song: Pick a visible enemy fighter within a number of inches of this fighter equal to the value of this ability. Until the end of the battle round, add 1 to the Attacks characteristic of attack actions made by friendly fighters with both the **Sylvaneth** runemark and the **Scout** runemark that target that fighter.
	[Triple] Walk the Spirit Paths: Remove this fighter from the battlefield and set them up anywhere on the battlefield floor more than 5" from any enemy fighters.

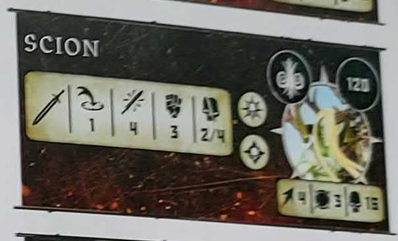
SYLVANETH LEADER ABILITIES

	[Double] Zephyrspite's Tail Pincers: Pick a visible enemy fighter within 1" of this fighter and roll a dice. On a 3-4, allocate 1 damage point to that fighter. On a 5-6, allocate a number of damage points to that fighter equal to the value of this ability.
	[Double] Swarm of Spites: Pick a visible enemy fighter within 6" of this fighter and roll a number of dice equal to the value of this ability. For each 4+, allocate 1 damage point to that fighter.
	[Triple] Blessing of the Forest: Remove 1 damage point allocated to each friendly fighter within 6" of this fighter.
	[Triple] Call to Battle: Until the end of the battle round, add 1 to the Attacks characteristic of attack actions that have a Range characteristic of 3 or less made by visible friendly fighters while they are within 3" of this fighter.
	[Quad] Envoy of the Everqueen: Until the end of the battle round, add half the value of this ability (rounding up) to the Toughness and Strength characteristics of friendly fighters while they are within 6" of this fighter.





















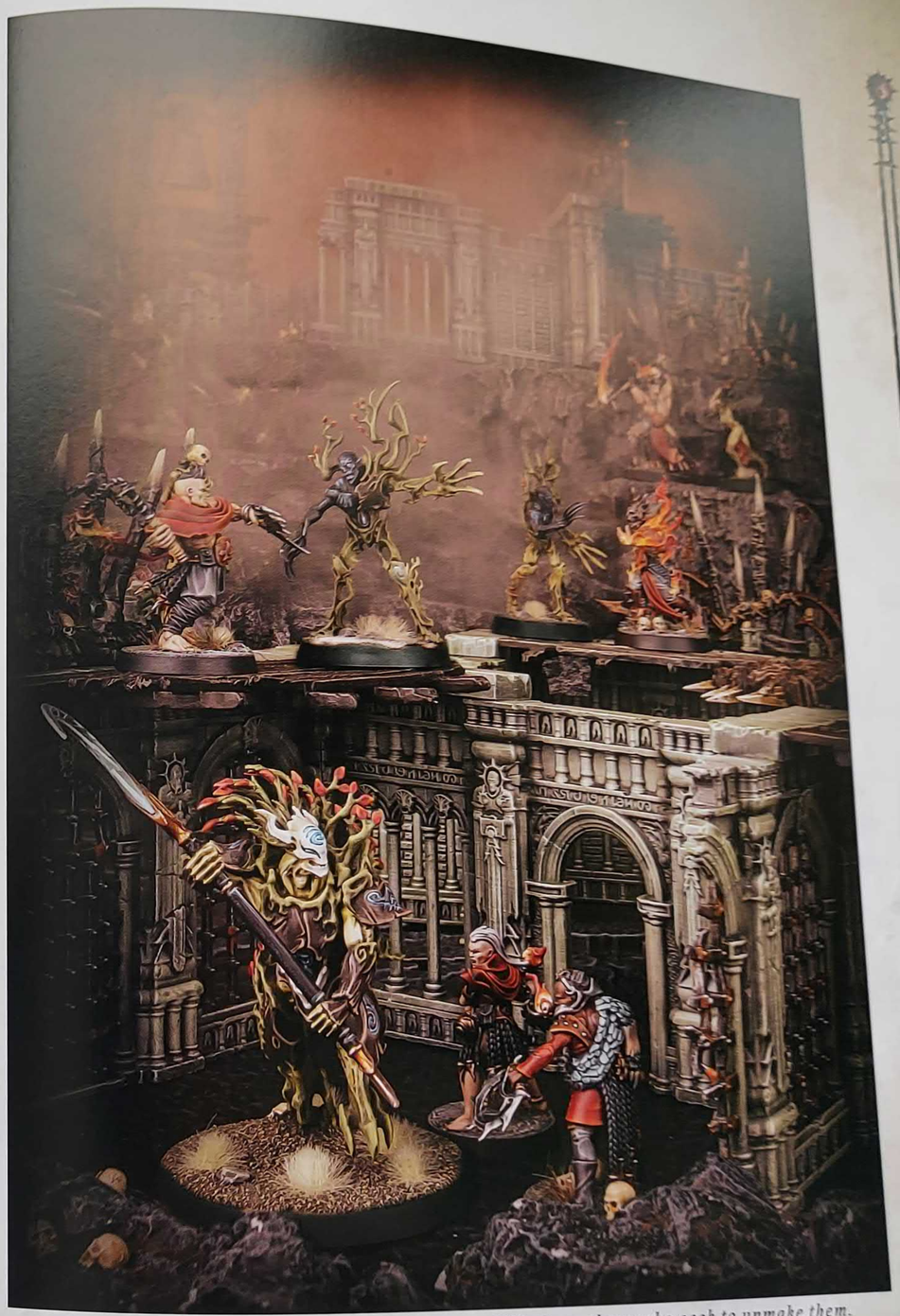












The Sylvaneth protect the sacred cycles of life from those who seek to unmake them.



NARRATIVE PLAY

The rules presented in this section offer a whole host of additional narrative play content for all Order warbands in Warcry.

Four new fated quests allow you to take your warband on a variety of new campaigns, playing through exciting convergences to earn powerful rewards. The narrative behind these campaigns has been designed with the Order Grand Alliance in mind, reflecting the dark adventures and hellish quests undertaken by those who serve Sigmar and his pantheon.

Also included in this section are six new challenge battles to use at any stage in your campaigns. These bespoke scenarios will truly test your tactical skills, and those warbands able to master them will be rewarded with mighty treasures and a legendary status across the Bloodwind Spoil.

'The realms teeter on the knife-edge of oblivion. It is our sacred task to redress the balance.'

CITIES OF SIGMAR

CITIES OF SIGMAR HUMAN NAMES	
D10	NAME
1	Armand
2	Trovan
3	Jorik
4	Edana
5	Ruthen
6	Broran
7	Tomus
8	Markon
9	Collus
10	Hagen

CITIES OF SIGMAR DUARDIN NAMES	
D10	NAME
1	Snorri
2	Magnir
3	Urgon
4	Dromak
5	Ozgon
6	Godri
7	Grunor
8	Baragund
9	Olftrok
10	Gardrong

CITIES OF SIGMAR AELF NAMES	
D10	NAME
1	Tiuthen
2	Maeldren
3	Drukheira
4	Elethaine
5	Kyria
6	Sethilia
7	Nirimos
8	Artalis
9	Zalthon
10	Fhelthon

ORIGIN	
1	**True Everymen** – Your warband may not be particularly exceptional in any way, but they are courageous and worthy soldiers all the same.
2	**Ragged Survivors** – These warriors are the last survivors of an ill-fated expedition into the Eightpoints.
3	**Band of Misfits** – Your warband did not come together by choice, but over time its members have learnt to harness their diverse skill sets.
4	**Putting Together a Team** – Each member of your warband was specially hired by a third party to accomplish some task on their behalf.
5	**Grizzled Veterans** – The warriors of this warband fought at the forefront of one of the many crusades to expand their city's territory.
6	**Escaped Slaves** – Your warband was once enslaved by the tribes of the Bloodwind Spoil, but they have since broken their bonds and are committed to exacting revenge.

LEADER/FAVOURED WARRIOR BACKGROUND	
1	**Something Worth Fighting For** – This warrior has a family back in their home city and is determined to return to them some day.
2	**Devoted to the Cause** – Whether simply patriotic or a true religious zealot, this warrior fights with the utmost conviction.
3	**Unpaid Debts** – This warrior has run far indeed to escape the trouble waiting for them back home.
4	**Slightly Psychotic** – Though they try to hide it from their comrades, this warrior perhaps enjoys their red work a little too much…
5	**Only Mortal** – This warrior has a particular vice that they try their utmost to rise above – or, alternatively, revel in.
6	**Would-be Bard** – When times are hard, this warrior can always be counted on to try and cheer up their comrades with a rousing song – successfully or otherwise.

DAUGHTERS OF KHAINE

The Daughters of Khaine seek power through bloodshed. With every butchered foe, they worship their murderous deity Khaine, and as gore splatters across their flesh, they are driven into a rapturous killing frenzy.

The Lady Morathi, High Oracle of Khaine, commands his warlike Daughters, claiming to be the medium through which the deity speaks to his followers. But this is a lie. Khaine is dead, his name a tool through which Morathi has created a civilisation to serve her aims. The Daughters of Khaine carry out her commands with ruthless precision, whether they are called upon to engage in full-scale battle or more subtle endeavours, such as infiltrating enemy lands in order to carry out assassinations and other covert actions.

DAUGHTERS OF KHAINE FIRST NAMES	
D10	NAME
1	Cala
2	Vethoir
3	Narenka
4	Scathia
5	Yhuneska
6	Hallenda
7	Scoris
8	Dhula
9	Fheltoir
10	Porthia

DAUGHTERS OF KHAINE LAST NAMES	
D10	NAME
1	Khial
2	Rathir
3	Drukhesk
4	Yaemath
5	Khordia
6	Santhiask
7	Ghanith
8	Lhusik
9	Rheska
10	Vatraya

ORIGIN	
1	**Gladiatrices** – Your warband fought in the bloody fighting pits of Khainite citadels.
2	**Relic Seekers** – Your warband has travelled the realms in search of lost Khainite relics.
3	**Zealots** – Your warriors are particularly zealous adherents of Khaine's murderous creed.
4	**Witness to the Divine** – Your warband was once favoured enough to fight at the side of Morathi herself.
5	**Cauldron Guard** – Your warriors once guarded one of the bloody cauldrons that forms the centrepiece of many Khainite rituals.
6	**Rejuvenated** – Your warband seeks to bathe in the blood of their foes and, in doing so, regain their youthful vigour and beauty.

LEADER/FAVOURED WARRIOR BACKGROUND	
1	**Trusted Hand** – This warrior claims to have the ear of Lady Morathi herself.
2	**Sadistic Killer** – This warrior aims to slay their foes in the most agonising manner possible.
3	**Murderous Voices** – This warrior cannot quieten the whispers in their head that urge them to kill and maim.
4	**Taunting Duellist** – This warrior uses insults and taunts to lure their opponent into making a mistake.
5	**Ambitious** – This warrior seeks to rise ever higher in Morathi's favour.
6	**Bewitching** – This warrior is possessed of a haunting, hypnotising grace.

FYRESLAYERS

Zealous, hot-blooded and warlike for duardin, the Fyreslayers are holy berserkers dedicated to the warrior-god Grimnir.

Organised into patriarchal societies known as lodges, the Fyreslayers are amongst the most skilled and fearsome warriors in all the realms. Hammered into the iron-hard flesh of each duardin are ur-gold runes that blaze with inner light. Each contains a portion of Grimnir's power, harnessed by the Zharrgrim priesthood in times of need.
In search of this ur-gold – the intertwined essence of their god and the godbeast Vulcatrix after they were mutually slain in battle – some Fyreslayer warbands venture into the cursed lands of the Eightpoints. Here, they sell their axes to any cause, sifting through the hoards of golden coin in search of the ur-gold fragments that only they can detect.

FYRESLAYERS FIRST NAMES

D10	Name
1	Bael
2	Daegrom
3	Rognir
4	Borgrimm
5	Ungrund
6	Arfdar
7	Vaegor
8	Fjarl
9	Ghuzgarl
10	Taragrim

FYRESLAYERS LAST NAMES

D10	Name
1	Flamebeard
2	Cinderaxe
3	Brewmaster
4	the Chronicler
5	Goldenhoard
6	Drakesplitter
7	the Furious
8	Ashbreath
9	Fireheart
10	Orruksbane

ORIGIN

1	**Goldseekers** – Your warriors believe that vast troves of ur-gold can be found in the Eightpoints.
2	**Axes for Hire** – Your warriors exemplify the mercenary creed of the Fyreslayers and will sell their services to any who can match their price.
3	**Worshippers of the Ur-salamander** – The warriors at your command honour Vulcatrix in their holy rituals just as much as they do Grimnir.
4	**Touched by Aqshy** – The power of fire magic clings to your warriors, their skin and beards glowing like bright magma.
5	**Oathbound** – You and your warriors have taken the oath to become grimnyn, seeking either death in battle or a worthy cause for which to fight.
6	**Exemplars of the Lodge** – One of your lodge's ruling family favours you and your warriors, fighting alongside you in many a battle.

LEADER/FAVOURED WARRIOR BACKGROUND

1	**Fiery Ambition** – This warrior seeks to prove their might by defeating the most terrible of enemies.
2	**Visions of the Burning Berserker** – In the heat of battle, this warrior believes they occasionally receive visions from long-dead Grimnir.
3	**Grudgebound** – To fulfil a long-held grudge, this warrior will go to the very edge of creation and back.
4	**Favoured Karl** – This warrior is entrusted by their lodge's Runefather with particularly deadly quests.
5	**Paragon of the Runes** – The ur-gold runes fused into this warrior's flesh are particularly redolent with Grimnir's spirit.
6	**Cursed by Glimmerlust** – This warrior is afflicted with an insatiable desire for the power of ur-gold.

IDONETH DEEPKIN

The mysterious aelves of the deeps emerge from the waves only to raid the lands of surface-dwellers. They seek not treasure nor coin but the very souls of the living.

Sworn foes of Chaos, the Idoneth Deepkin do not lightly venture into lands as deeply in thrall to the Dark Gods as the Eightpoints. Yet their emergence into the great struggle for the realms has not been without cost; never a numerous people, the Idoneth enclaves have seen a great many of their warriors slain in battle. For all its horrors, the lands of the Varanspire are rich in powerful souls – though many Isharann priests fear that this bounty is irrevocably tainted. Nevertheless, there is little choice but to raid if the Deepkin are to replenish their grievous losses. Thus, they slip into Archaon's domain through hidden, dangerous paths, to hunt and maraud.

IDONETH DEEPKIN FIRST NAMES

D10	Name
1	Alturnis
2	Chlorian
3	Marrathul
4	Nemetha
5	Orphas
6	Matreth
7	Akhmmonis
8	Setha
9	Oriphus
10	Taranth

IDONETH DEEPKIN LAST NAMES

D10	Name
1	Barionic
2	Kamorthis
3	Carcessean
4	Volthunis
5	Hamaros
6	Sulethos
7	Yuleth
8	Phalendos
9	Balessian
10	Janethess

ORIGIN

1	**Outriders** – Your warriors are the first swell of the gathering tide, the scouts ahead of the Idoneth advance.
2	**Throne Guard** – Your warband was formerly part of an Akhelian King's royal retinue.
3	**Beastriders** – Your warriors were responsible for training the Idoneth's deadly, aquatic warbeasts.
4	**Enclave Envoys** – Your warband was tasked with securing military alliances with the surface races.
5	**Disgraced** – Your warriors failed in their duties to their enclave, and now they seek redemption.
6	**Assassins from the Deep** – Your warband was responsible for eliminating threats in order to preserve the Idoneth's secrets.

LEADER/FAVOURED WARRIOR BACKGROUND

1	**Ancient Soul** – This warrior was created countless centuries ago and has a vast breadth of experience.
2	**Elite of the Asydrazor** – This warrior was marked for greatness from their first days in the martial academy.
3	**Contemptuous of Surface-dwellers** – As far as this warrior is concerned, the surface races are worthless.
4	**Merciless** – To this warrior, only the capture of souls matters, and they pursue this task with ruthless zeal.
5	**Haunted by Visions** – This warrior is plagued by strange, half-remembered visions from another life.
6	**Cunning Tactician** – To this warrior, war is art, and they wage it with delicate finesse.

KHAINITE SHADOWSTALKERS

The Shadowstalkers are Morathi's deadliest assassins. Wreathed in darkness, they slip past sentries and locked gates to murder their targets, leaving no hint of their presence – unless they wish to.

To be granted the shademark by the Shadow Queen is to be sentenced to a lingering death in pursuit of duty – a pact entered into by all who join the ranks of the Shadowstalkers, either willingly or otherwise. Every time one of Morathi's secretive agents transports themselves across vast distances through the mysterious Umbral Web, they sacrifice a portion of their soul to the mists of the Shadow Realm. Yet when they are imbued with the power of Ulgu, these killers are all but unstoppable, leaping between pools of darkness as they cut apart any who dare to cross blades with them.

KHAINITE SHADOWSTALKERS FIRST NAMES

D10	Name
1	Syreth
2	Vorya
3	Scythia
4	Druchon
5	Slitha
6	Krath
7	Lóiru
8	Móirath
9	Aneth
10	Róth

KHAINITE SHADOWSTALKERS LAST NAMES

D10	Name
1	Dhusk
2	Calesk
3	Mhasik
4	Hellekos
5	Ortess
6	Vhanir
7	Eroth
8	Palhesk
9	Wychar
10	Si ress

ORIGIN	
1	**Morathi's Ire** – Your warband has, through failure or insubordination, earned the fury of Morathi and now strives to regain her favour.
2	**Infiltrators** – These warriors can scale any fortress wall and open any lock in pursuit of their prey.
3	**Honoured** – Your warriors were granted the mircath after rising high in the ranks of the faithful.
4	**Umbramancers** – Few can claim so potent a mastery over the shadows as your warriors.
5	**Shadowpath Watchers** – Your warriors' former duty was to watch over the twisting labyrinth of the Ulguan shadowpaths.
6	**Banished** – These warriors are forbidden from returning to Ulgu until they have satisfied their queen's demands.

LEADER/FAVOURED WARRIOR BACKGROUND	
1	**Inner Daemon** – The daemonic entity that resides in this warrior's blood sometimes exerts its own, powerful will.
2	**Utterly Silent** – This warrior never makes a sound, no matter what surface they are walking on.
3	**Fading to Mist** – This warrior often appears insubstantial, as if the wind might carry them away – though this does not render their blades any less deadly.
4	**Bringer of Darkness** – Where this warrior walks, pitch-black clouds gather.
5	**Umbral Familiar** – This warrior is accompanied by a strange creature fashioned from wisps of darkness.
6	**Shadow Consort** – Rumour has it that this warrior was once an intimate companion of Morathi.

KHARADRON OVERLORDS

The Kharadron are a civilisation of mercantile duardin who dwell in vast sky-ports amidst the clouds of the Mortal Realms. Guided by their Code and armed with powerful aethermatic weaponry, they are utterly committed to the pursuit of wealth.

The Kharadron are a cautious people who dislike embarking on any venture unless assured of its profitability. However, their hunger for aether-gold, a mysterious lighter-than-air metal that powers much of their society, is such that daring privateers will chase it to reality's edge and beyond. Some Kharadron will even enter the Eightpoints in search of rich seams of aether-gold; these prospector bands are armed with all manner of deadly technology, and though such expeditions are always perilous, the potential rewards are great indeed.

KHARADRON FIRST NAMES

D10	Name
1	Grund
2	Hathlof
3	Krunti
4	Brokk
5	Angwyr
6	Gazran
7	Baradum
8	Skjari
9	Duggrun
10	Thoramek

KHARADRON LAST NAMES

D10	Name
1	Bergrim
2	Gorriksson
3	Tergrond
4	Zadum
5	Olfkrunk
6	Alebelly
7	Goldbeard
8	Tailwind
9	Aetherseek
10	Skyfire

ORIGIN	
1	**Contractually Obligated** – You and your warriors have been commissioned to explore the Eightpoints, no matter how dangerous it proves.
2	**Gold Rush** – Your warriors are forever seeking lucrative seams of aether-gold.
3	**Shot Down** – Stranded after their skyvessel was shot down, your warriors are doing all they can to make their way back home.
4	**Field Testers** – Your warband takes to battle with the latest death-dealing contraptions created by the Endrineers Guild.
5	**Academy Rejects** – Having failed the Musterpress, you and your warriors acquired Arkanaut gear through black market connections and headed out to find your fortune.
6	**Traditionalists** – Though uncommon for Kharadron, your warriors still honour the ancestor gods – just in case it proves useful.

LEADER/FAVOURED WARRIOR BACKGROUND	
1	**Down on his Luck** – Having been cursed with a string of unlucky ventures, this warrior has one last chance to impress their investors.
2	**Callous Privateer** – This warrior's moral compass is notoriously flexible, especially where profit is concerned.
3	**Corporate Sponsorship** – This warrior's expeditions are heavily funded by one of the many guilds or companies found in Kharadron society.
4	**Wily Opportunist** – This warrior has a knack for turning even the most perilous situations to their advantage.
5	**Master Negotiator** – This warrior's mastery of the Kharadron Code is legendary, allowing them to find loopholes in any contract or treaty.
6	**Daring Commodore** – This warrior's feats of derring-do has made them a hero amongst the inhabitants of their sky-port.

LUMINETH REALM-LORDS

Forged by Tyrion and Teclis, the twin gods of Hysh, the Lumineth are an advanced civilisation of aelves skilled in disciplines both martial and mystical.

During the Age of Chaos, the Lumineth's own hubris brought them to the brink of ruination. Their pride magnified by the whispers of Slaanesh until they were blinded by it, the aelves unleashed spells and artefacts of terrible power against one another. Since the time of the Reinvention and the forging of pacts with the aelementor spirits of Hysh, the Lumineth have sworn to save the realms from Chaos and disorder – no matter the cost. Through the use of aetherquartz, masterwork crystals resplendent with Hyshian energies, the Realm-lords augment their exceptional skills further still, rendering each the equal of several lesser warriors.

LUMINETH REALM-LORDS FIRST NAMES

D10	Name
1	Taisha
2	Raquielle
3	Qulathe
4	Iladrein
5	Narthei
6	Matah
7	Leyanthu
8	Yr'lonis
9	Zenthil
10	Mylathir

LUMINETH REALM-LORDS LAST NAMES

D10	Name
1	Zekai
2	Eyonwa
3	Taior
4	Sylai
5	Eye of Avalenor
6	Metheara
7	Nylthair
8	Artora
9	Heleth
10	of Tor Limina

ORIGIN

1	**Children of Illumination** – Your warriors all exemplify either the vital Tyrionic or the reflective Teclian side of the Lumineth mindset.
2	**Will of the Peaks** – Your warband seeks to avert a disaster prophesied by one of the wisest Hyshian mountain spirits.
3	**Cultured Diplomats** – Your warriors often represent Lumineth interests in the courts of the other races. They have learnt to ignore the smell.
4	**Lambent Guardians** – Your warband was once charged with guarding a particular aelven city or site of geomantic significance.
5	**Shining Bright** – Your warriors are relatively young by aelven standards and are determined to prove themselves.
6	**Doomed March** – Though your warriors know they may never see their beloved Hysh again, they are willing to lay down their lives for a worthy cause.

LEADER/FAVOURED WARRIOR BACKGROUND

1	**Old Habits** – This warrior tries not to let their contempt for other races show. After all, it is not their fault they lack the majesty of the aelves.
2	**Bond with the Realm** – This warrior has forged a deep connection with one of Hysh's aelementors.
3	**Marked by Tragedy** – The dark days – and darker deeds – of the Ocari Dara have left scars on this warrior's soul.
4	**Clinical** – The extensive use of aetherquartz has drained this warrior's emotions.
5	**Student of the Master** – This warrior has studied beneath Tyrion or Teclis themselves.
6	**Radiant Champion** – So noble is this warrior's soul that they seem to tangibly shine with brilliance.

SERAPHON

Ancient servants of the lost Old Ones, the Seraphon are reptilian warriors from beyond the stars. From the warlike saurus to the nimble skinks, they are utterly intractable warriors of Order.

The Old Ones possessed a Great Plan for all of creation. Though they have long since been lost to their children, the Seraphon still seek to enact this ancient design – and in doing so, annihilate the Ruinous Powers. Guided by the will of the slann, bloated toad-creatures possessed of unfathomable foresight and magical power, small bands of Seraphon are dispatched to the Eightpoints on all manner of tasks. Charged with the power of the heavens, wielding fearsome celestite weapons and fighting alongside savage reptilian beasts, the Seraphon bring the judgement of the Old Ones down upon all who would oppose them.

SERAPHON SAURUS NAMES

D10	Name
1	Bok-ax
2	Maq-tor
3	Xoalatl
4	Tlakamaq
5	Klaq
6	Tolpakh
7	Grok-tar
8	Xetoc
9	Zarkotl
10	Koloqti

SERAPHON SKINK NAMES

D10	Name
1	Iz-Piq
2	Oktli
3	Tiq-Toq
4	Ickitacha
5	Napuloti
6	Xihuti
7	Maqcotl
8	Quetzuli
9	Iktiq
10	Huanizi

ORIGIN

1	**Children of the Cosmos** – Your warriors dwell amongst the stars and are charged with Azyrite magic.
2	**Agents of the Slann** – Your warband has been specially chosen for this mission by the slann.
3	**Spawn-kin** – All of your warriors emerged from the same spawning pool.
4	**Primaeval Nature** – Your warriors have long dwelt in the realms and have grown more primal and warlike over time.
5	**Relic Hunters** – Your warband excels at tracking down ancient examples of Old One technology.
6	**Abandoned** – Long cut off from their kin, your warriors have regressed to a savage state.

LEADER/FAVOURED WARRIOR BACKGROUND

1	**Attuned to the Arcane** – This warrior is attuned to the arcane ley lines that span the realms.
2	**Touched by the Beast** – Within this warrior's soul lurks a brutal, reptilian savagery.
3	**Patient Hunter** – This warrior can wait endlessly before launching a perfect killing ambush.
4	**Technoarcane Savant** – This warrior is skilled in harnessing the technology of the Old Ones.
5	**Cloaked in Starlight** – An aura of shimmering starlight permanently shrouds this warrior.
6	**Marked by the Old Ones** – This warrior is somehow marked for greatness by the lost Old Ones.

STORMCAST ETERNALS

Forged by Sigmar from the souls of heroes, the Stormcast Eternals are the foremost champions of Order and some of the deadliest fighters in the realms.

Even death cannot conquer these warriors – when their physical form is cut down, they are summoned back to Azyr upon the celestial storm, there to be reforged and sent into battle once again. The God-King's armies are divided into various chambers: while the resolute Warrior Chamber holds the line, the tireless hunters of the Vanguard Auxiliary Chamber employ celestial compasses and their own fieldcraft skills to launch swift ambushes. When the enemy is mystical in nature or arcane treasures must be recovered, Sigmar dispatches the mages of the Sacrosanct Chamber, holy warriors who command the power of lightning.

STORMCAST ETERNALS FIRST NAMES

D10	Name
1	Haldus
2	Patreus
3	Sannus
4	Balian
5	Zadion
6	Kallean
7	Namestes
8	Lestia
9	Pollatia
10	Verness

STORMCAST ETERNALS LAST NAMES

D10	Name
1	Lightningfist
2	Arventura
3	Stormsight
4	Swiftsteel
5	Sunhelm
6	Honouris
7	Thunderheart
8	Virtus
9	Shadowstep
10	Brightheart

ORIGIN	
1	**Troubled Souls** – Your warriors have suffered the agony of reforging one too many times.
2	**Hand-picked Champions** – Each member of your warband was specifically chosen for this mission.
3	**Last Survivors** – Your warband is the sole surviving remnant of a much larger force.
4	**Merciless Justice-seekers** – Your warband is ruthless in its pursuit of justice and order.
5	**Agents of Vengeance** – This warband seeks to avenge a great wrong committed against their Stormhost.
6	**Friendly Rivalry** – Your warriors compete among themselves to slay the greatest number of foes.

LEADER/FAVOURED WARRIOR BACKGROUND	
1	**True Hero** – Tales are told and songs are sung throughout Azyrheim of this warrior's exploits.
2	**Beloved Leader** – This warrior will risk everything to safeguard those under his command.
3	**Sombre** – This warrior is a reserved and melancholy soul, not given to zealous oratory.
4	**Ferocious Combatant** – This warrior battles the enemies of Azyr with a savage ferocity.
5	**Strange Affliction** – Many reforgings have left this warrior with an unsettling physical condition.
6	**Wise Veteran** – This warrior dispenses sage advice to his warriors even in the heat of battle.

SYLVANETH

Children of the life-goddess Alarielle, the Sylvaneth are a race of fey forest spirits. Merciless guardians of nature, they fall upon those who would defile their sacred glades with a wild and unstoppable fury.

The Sylvaneth are intimately connected with the power of life, and they view such places of power as sacrosanct. To outsiders, they may seem mercurial, even cruel, for they show no mercy to any who would harm nature – intentionally or otherwise. The forests of the Eightpoints have long since been corrupted into a new and terrible form. Yet within their bounds can be found occasional, flickering motes of purity; to preserve these scant traces of a better age, the Sylvaneth will fight with a terrible determination, the wrath of nature unleashed upon their foes.

SYLVANETH FIRST NAMES

D10	Name
1	Aeliath
2	Lorelith
3	Haaloforn
4	Salymeras
5	Iliara
6	Thronir
7	Merethin
8	Yltriana
9	El'ra'kayora
10	Daonti

SYLVANETH LAST NAMES

D10	Name
1	Bloomwych
2	the Creeping Death
3	Grimroot
4	the Whisperer
5	Heartoak
6	Twistbranch
7	Weavesong
8	the Hunter
9	Spritekin
10	Brightsoul

ORIGIN	
1	**Rootlings** – Your warband are relative youngsters and eager to blood their talons in combat.
2	**Gnarled Veterans** – You and your warriors have fought in some of the most brutal battles of the War of Life.
3	**Nature's Vengeance** – Your warband will travel far indeed to hunt down those who would harm nature.
4	**Guardians of the Lamentiri** – Your warband were once charged with guarding the lamentiri soulseeds of their clan.
5	**Driven to Madness** – Your warriors have long dwelt within the Eightpoints, and the unnatural aura of that land has driven them to madness.
6	**Lifesong** – Your warband seeks to spread the magic of life to even the most desolate of regions.

LEADER/FAVOURED WARRIOR BACKGROUND	
1	**Noble Soul** – This warrior is a true and honourable defender of nature.
2	**Outcast** – The discordance in this warrior's spirit-song has seen them shunned by most Sylvaneth.
3	**Child of Kurnoth** – This warrior honours Alarielle's hunter-god consort as fervently as they do the Everqueen.
4	**Sorrowful** – This warrior's soul is afflicted by an age-old melancholy.
5	**Spiteful** – This warrior delights in visiting torment upon any who would disturb places of nature.
6	**Wild Fury** – Once roused, this warrior's fury is akin to a howling gale sweeping away all before it.

ORDER FATED QUESTS

Warriors fight for many reasons, be it the pursuit of treasure, lust for power or a simple love of war. Those who battle amidst the Bloodwind Spoil are no different, though each warlord's story is defined by their choices and character.

In this section, you will find 4 special campaign quests known as **fated quests**. To use these quests, refer to page 63 of the Core Book.

SENTINELS OF ORDER

The fated quests in this book each have the **Order** runemark (⚔). This means they can only be embarked upon by Order warbands.

When embarking upon one of these fated quests, you can choose 1 Order faction runemark to apply to the fated quest (pg 4).

The fated quests in this book use the territory rules opposite.

ORDER FATED QUEST TERRITORY RULES

Dominate Territory: *As the power of a warband grows, so too does the extent of the territory to which it can lay claim.*

You can spend 10 glory points to dominate a territory. Mark on your warband roster how many territories you dominate.

Dominating territory offers the following bonus:

For each territory dominated by your warband, increase the points you have available to spend on fighters when mustering your warband for a campaign battle by 50.

TERRAIN CARDS

The terrain cards for the fated quests in this book use scenery models from *Warcry: Catacombs*.

If you do not have the scenery models from *Warcry: Catacombs* but you do have scenery models from either a Ravaged Lands terrain set or the older *Warcry Starter Set*, the player controlling the Adversary warband can choose one of the terrain cards from that set to use instead.



HONOUR OR GLORY

Even the most noble champion may occasionally sully their soul in pursuit of glory, while a black-hearted rogue might reveal themselves to possess a shred of honour – albeit only if it benefits them to show it. In the corrupted lands of the Eightpoints, it is a warrior's deeds alone that define them and chart the course of their destiny.

The campaign outcomes for fated quests differ from those in the Core Book. When you complete a fated quest, you have to make a choice between **Honour** or **Glory** before you claim your reward.



If you choose Glory, your reward will be an artefact of power.

If you choose Honour, your reward will be an **exalted** command trait.

EXALTED COMMAND TRAITS

Exalted command traits represent qualities so strong that they come to define a warrior for the rest of their life.

The first time you receive an exalted command trait, it must be given to your leader, and it replaces any existing command trait that they might have.

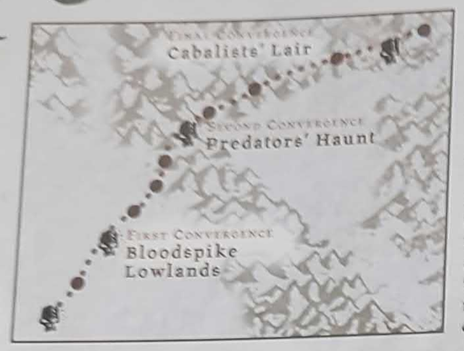
Once your leader has been given an exalted command trait, any future exalted command traits received are discarded.

Exalted command traits can never be given to a favoured warrior.





A COMRADE IN NEED



Each new day in the Eightpoints is a battle not only for survival but for one's very soul. Danger lurks around every corner; some would even argue that death is perhaps one of the kinder fates that await in that unhallowed place. Disaster struck when your warband was ambushed one night by a band of murderous cultists, their brands denoting allegiance to a sorcerous cabal.

Most of your warriors escaped from the ambush unscathed, but one – a close ally who has fought by your side for many years – was captured and dragged away to a fate unknown. You will not simply abandon them to torture – or worse. Hunt down the cultists and rescue your lost companion before they become another casualty of the Eightpoints.

D3	Artefact of Power
1	**Starwater Vial:** *Hurling these vials of blessed starwater at a foe can prove surprisingly effective.* Once per battle, the bearer can use this artefact as an action. If they do so, pick 1 visible enemy fighter within 6" of the bearer and roll 4 dice. For each 3+, allocate 3 damage points to that fighter.
2	**Boots of the Zenithal Spirit:** *Contained within these boots is the essence of a nimble elemental spirit, which grants the wearer remarkable agility.* Add 1 to the Move characteristic of the bearer.
3	**Paragon Longblade:** *So long as the wielder of this blade keeps moving, their strikes are afforded a deadly, flowing grace.* If the bearer has made a move action this activation, add 2 to the Attacks characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less.

D3	Command Trait
1	**Just a Scratch:** *This warrior scorns attacks made at range, and such is their determination that they can even shrug off magical blasts.* Subtract 1 from the damage points allocated to this fighter by each hit and critical hit from attack actions made by enemy fighters that are more than 3" away.
2	**Extremely Pragmatic:** *This warrior always looks for the solution that will provide the most benefit.* If this fighter is included in your warband, you begin the battle with 1 additional wild dice.
3	**Vengeful Rampage:** *When confronted by a foe that has earned their ire, this warrior transforms into a furious hurricane of steel and wrath.* Add 2 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less and that target an enemy fighter that made an attack action that targeted this fighter this battle round.

FIRST CONVERGENCE: THE THRILL OF THE CHASE

Your hunt has been relentless and, little by little, you are closing in on the cultists. You are certain that it cannot be far now until you reach the cabal's lair. Still, that does not mean that the approach will be easy. The fleeing warband has left behind a rearguard of its most zealous members, making a stand amidst leering mountain crags. You must fight your way through them swiftly before you lose the trail entire.

BATTLEPLAN
Terrain: See map.

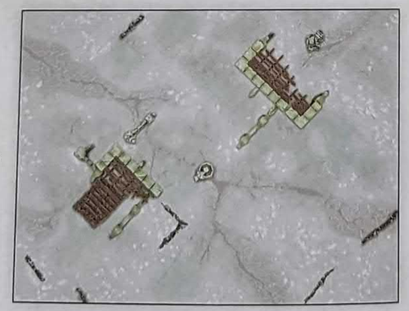
Deployment:
Frontal Assault

The Aspirant warband uses the blue deployment points.

Victory: The Gauntlet

The Aspirant warband is the defender.

Twist: Draw a twist card as normal.



SECOND CONVERGENCE: ATTACKS OF OPPORTUNITY

The expansive ruins surrounding the cabalists' lair are a veritable maze. You cannot afford any delay; every second could prove critical. Luckily, you have identified a lieutenant of the coven who has a map of the area. As you corner this warrior, however, you are both in for a nasty surprise: the sounds of emergent battle have drawn a flock of predators to you, their eyes flashing with hunger. Slay your target before the beasts consume you all.

BATTLEPLAN
Terrain: See map.

Deployment: Draw a deployment card as normal.

Victory: Assassinate

The Aspirant warband is the attacker.

Twist: Rampaging Beasts



FINAL CONVERGENCE: INFERNAL CARNAGE

You have reached the heart of the sorcerers' domain not a moment too soon. Bound to an altar with chains of rune-marked iron is your ally. Reality grows thin around you, and the power of the daemon thrums in the air. No doubt, the sorcerers seek to sacrifice your companion to summon forth the creatures. A band of guards step forth, willing to sell their lives dearly to slow your approach. Destroy them utterly and halt the foul ritual.

BATTLEPLAN
Terrain: See map.

Deployment:
Defiant Stand

The Aspirant warband uses the red deployment points.

Victory: The Ritual

The Aspirant warband is the attacker.

Twist: Draw a twist card as normal.



CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Read the text below, and then choose either **Honour** or **Glory**.

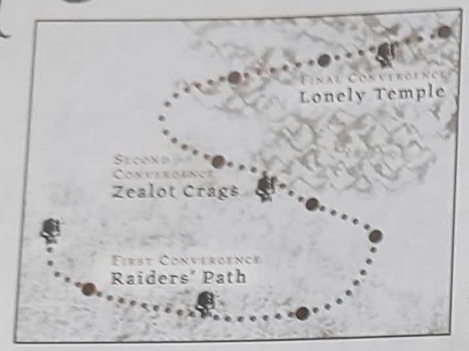
The sorcerers marshal their mystic strength against you, unleashing spells of wasting ruin and infernal fire. Nevertheless, in the heat of the moment, some continue their ritual, dividing their attention between facing your wrath and attempting to call down daemonic aid. In the end, their efforts undermine them – or so you thought. As the last cabalist chokes out a dying syllable, the chamber is filled with a sinister heat haze and whispers that set the mind aching. Your ally moans in agony and begins twisting and writhing in their chains. You slay the sorcerer before they can complete their invocation, but even as a sense of relative normality begins to settle once more, a measure of unease threads through your soul.

As your comrade begs for release, you share an uncertain look with your fellows. How far did the cabalists' ritual go? Did they reach into the Realm of Chaos and call forth something impure, and did it take root within the prisoner's soul? Your ally swears that such is not the case, and there is a part of you that wishes to believe them. Still, the most honourable thing to do would be to grant your companion a mercy killing – though trusting your own judgement could well have its own merits.

HONOUR
If you choose Honour, turn to page 102 to see the outcome and claim your reward.

GLORY
If you choose Glory, turn to page 103 to see the outcome and claim your reward.

GIFT OF THE GODS



War in the Mortal Realms – and, indeed, the Eightpoints – is not merely a matter of claiming territory; it is also about proving the strength of one's faith. On occasion, these two concerns closely align. Temples and sacred sites are often key battlegrounds in wars of conviction, as valuable as any fortified keep or mystical treasure. A force who can claim these areas of divine significance will find themselves blessed with great power indeed.

Rumour has reached you of an isolated temple located deep in the Bloodwind Spoil that has not yet fallen to the Dark Gods, even after so many years in the shadow of the Varanspire. Such an unspoilt prize is far too tempting to resist. Find this ancient fane and consecrate it in the name of your own gods – or simply prevent your rivals from doing the same.

D3	Artefact of Power
1	**Deed-marked Buckler:** *This shield is marked with images of your gods' heroic deeds and is redolent with deific power.* Add 1 to the Toughness characteristic of the bearer.
2	**Mask of Serenity:** *The waves of strange calm that emanate from this mask can prove fatal to the unwary.* Subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by visible enemy fighters while they are within 3" of the bearer.
3	**Purified Spatha:** *Once owned by a champion of Chaos, since its reconsecration, this blade hungers to slay the unworthy.* Add 1 to the Attacks characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less.

D3	Command Trait
1	**Chosen Soul:** *Somehow, this warrior always seems to come out on top, even in the direst situations.* Once per battle, at the start of the combat phase, you can declare that the gods are watching this fighter. If you do so, until the end of the battle round, count each critical hit scored from attack actions that target this fighter as a hit instead.
2	**Holy Might:** *This warrior's blows are bolstered by conviction. Little can stand before their wrath.* Add 1 to the damage points allocated by each hit and critical hit from attack actions made by this fighter that have a Range characteristic of 3 or less.
3	**Roaring Firebrand:** *This warrior is a born orator, legendary for the strength and zeal of their tirades.* Add 1 to the Strength characteristic of attack actions that have a Range characteristic of 3 or less made by friendly fighters while they are within 3" of this fighter.

FIRST CONVERGENCE: SEEKERS OF THE TRUTH

It is said that a lieutenant for one of the rulers of hated Carngrad has come into the possession of a mystical keystone that will grant access to the temple. Your scouts report that they will soon be travelling with a band of blade-sworn warriors on a slave raid. Taking up position amongst scattered ruins along the route, you wait in ambush and prepare to extract what knowledge you need.

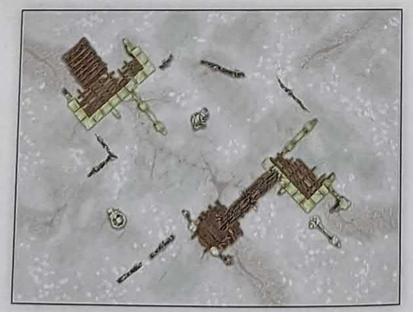
BATTLEPLAN
Terrain: See map.

Deployment: Draw a deployment card as normal.

Victory: Assassinate

The Aspirant warband is the attacker.

Twist: Draw a twist card as normal.



SECOND CONVERGENCE: DEFENDERS OF THE FAITH

Not much was left of the lieutenant by the time you were done with him, but on his corpse you eventually found the item you were looking for. However, it seems you are not the only one seeking to claim this battleground of faith: as you make camp for the night, a rival warband of zealots emerges from the darkness, blades glinting in the crimson moonlight. You must prevent them from claiming the keystone – and your life.

BATTLEPLAN
Terrain: See map.

Deployment: Draw a deployment card as normal.

Victory: Steal the Prize

The Aspirant warband is the defender.

Twist: Dead of Night



FINAL CONVERGENCE: WARRIORS OF THE DIVINE

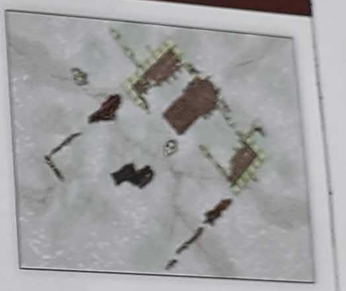
Jagged forks of lightning sunder the sky as you approach the concealed temple; perhaps your godly masters are watching your actions, or maybe it is mere coincidence. As you navigate the rocky pass, you can just about make out the ancient colonnades that ring the fane; however, before you can reach the temple itself, phantasmal figures emerge from the shadows, their eyes blazing with light. Drive back these apparitions and prove the might of your deity.

BATTLEPLAN
Terrain: See map.

Deployment: Draw a deployment card as normal.

Victory: No Quarter

Twist: Azyrite Lightning Storm



CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Read the text below, and then choose either **Honour** or **Glory**.

The last of the apparitions discorporates under your blade, charging the air with the sharp scents of steam and purity. Where the sound of battle previously raged, now there is only silence. You know full well that it will not last forever. Taking a moment to gather yourselves, you and your warband press on to the temple that crowns the mountain pass. As you approach, the severed heads of Chaos champions mounted upon spikes of rock leer at you from the crags: clearly, you are not the first group to find this place.

The keystone glows as you reach the temple, banishing the ancient wards and granting you entry. Inside, there is a surprise in store. A group of wizened monks has assembled, their eyes firm. They explain that their order has guarded the temple for many years against the forces of Chaos, using ancient techniques of conjuring half-tangible apparitions to slay those who chance upon them. Though you remain somewhat wary after the previous battle, you can detect no corruption in this place. Still, you came here for a purpose, and a decision is still to be made. Even as the monks acknowledge that they cannot stop you from reconsecrating the temple as you wish, they ask your honourable indulgence to continue their lonely vigil against the Ruinous Powers. The choice must be yours. How far will you go to serve your gods?

HONOUR
If you choose Honour, turn to page 102 to see the outcome and claim your reward.

GLORY
If you choose Glory, turn to page 103 to see the outcome and claim your reward.

HEROES AND HORRORS



Even in the Eightpoints, there are rare opportunities for a worthy warrior to perform great and noble deeds – or, at least, test their own prowess. Such labours are not performed for the betterment of the Bloodwind Spoil's inhabitants, for they have long been corrupted beyond all salvation. Rather, the fact that the vile monsters dwelling in the lands of the Varanspire dare to exist at all is reason enough to see them slain.

One such beast has long made the mountain of Shattersoul Mont its lair: a hideous fang-mawed Khiropfiend that emerges into the skull-strewn hinterlands to hunt and despoil at its leisure. To defeat it, blade to claw, would be a true test of your skills and a chance to prove that even in this blasted wasteland, a measure of heroism can still be found.

D3	Artefact of Power
1	**Axe of Endless Glory:** *The wielder of this weapon can be sustained almost indefinitely, provided they seek out and challenge only the greatest of foes.* After each attack action made by the bearer that has a Range characteristic of 3 or less, you can remove 1 damage point allocated to them.
2	**Blade of Spiteful Reflection:** *This sword seems to possess a mind of its own; it relishes in mimicking and overcoming its rivals.* The Strength characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less count as being higher than the target's Toughness characteristic.
3	**Avaricious Stave:** *This gilded staff seems to grow more powerful when in the presence of other mystical items.* At the start of each battle round, if the bearer is within 3" of another fighter that bears an artefact of power, you gain 1 additional wild dice.

D3	Command Trait
1	**Eager to Impress:** *This warrior excels when faced with the most dire circumstances.* At the start of each hero phase, if this fighter is included in your warband, is on the battlefield and has 5 or more damage points allocated to them, you gain 1 additional wild dice.
2	**Back from the Brink:** *This warrior is always dancing on the knife edge between life and death.* While this fighter has 5 or more damage points allocated to them, add 2 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.
3	**Genuinely Altruistic:** *This warrior will fight beside an ally in need, even at great personal risk.* While this fighter is within 3" of another friendly fighter that has 1 or more damage points allocated to them, add 2 to the damage points allocated to enemy fighters by each hit and critical hit from attack actions made by this fighter that have a Range characteristic of 3 or less.

FIRST CONVERGENCE: A WORTHY WEAPON

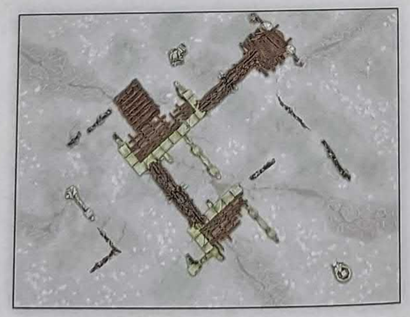
To have a chance at slaying the great beast that stalks Shattersoul Mont, you will need to arm yourself with a weapon of suitable power. Fortunately, the Eightpoints does not lack for arcane treasures. You lead your warriors to the ruins of an ancient foundry, only to find that another warband has arrived seeking loot of their own. Drive them off and seize the relic you need.

BATTLEPLAN
Terrain: See map.

Deployment: Draw a deployment card as normal.

Victory: The Prize

Twist: No Holding Back



SECOND CONVERGENCE: FOLLOWING THE TRAIL

Shattersoul Mont is vast and foreboding, its soaring fang-like summits circled by flocks of mutant carrion birds as they screech at the bloodstained sky. Tracking the beast through this wilderness will be no easy feat, but you eventually spy a rival's war camp constructed around a series of rickety but impressive ruins. Perhaps claiming these will provide a better vantage point from which to track your prey.

BATTLEPLAN
Terrain: See map.

Deployment: Draw a deployment card as normal.

Victory: Seize Territory

The Aspirant warband is the attacker.

Twist: Foreboding Location



FINAL CONVERGENCE: JAWS OF THE BEAST

At last, you arrive at the Khiropfiend's isolated lair, although perhaps 'hoard' or even 'larder' would be a better term: detritus is scattered all around, and butchered bodies and remnants of the beast's rampages litter the floor. To your surprise, another warband moves to block your path. These degenerates have long honoured the beast that haunts the mountains, avoiding its wrath by offering up living sacrifices. Teach them the price of consorting with monsters.

BATTLEPLAN
Terrain: See map.

Deployment: Show of Strength

Victory: No Mercy

Twist: Apex Predator



CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Read the text below, and then choose either **Honour** or **Glory**.

With those who would grovel before the beast destroyed, only one course of action remains. You steel yourself before heading into the heart of the Khiropfiend's stinking lair. The beast does not fall easily. Its flesh is tough and scarred, its claws sharp, and behind its eyes lurks a monstrous, savage intelligence. You are forced to use all of your skill and strength, not to mention the magic blade, to strike it down. But at last the monster collapses, letting out a final, furious hiss. Though you and your warband are caked in gore, it remains a mighty victory.

Even so, it is a victory that may prove short-lived. The peaks surrounding Shattersoul Mont still echo with the howls of warped monstrosities. You have slain a mighty foe, but there remain monsters beyond counting. You could set out in pursuit of them with honest steel, taking the difficult but more honourable route to achieve your goals. Such is the stuff of which true heroes are made. However, as you explore the monster's lair, you discover an ancient tome marked with unsettling runes. A dark sense of foreboding surrounds the book, but so too does an aura of undeniable power. With it in your possession, who knows what great and glorious deeds you might accomplish? You already turned one magical relic native to this land, and in the Bloodwind Spoil, one must take whatever advantages they can find. Are you really afraid of a simple book?

HONOUR
If you choose Honour, turn to page 102 to see the outcome and claim your reward.

GLORY
If you choose Glory, turn to page 103 to see the outcome and claim your reward.

AN UPLIFTED SOUL



As you and your warriors rest by a flickering fire, a mysterious figure approaches your camp. You soon realise, to your surprise, that it is one of the haughty aelves of Hysh; his robes are torn, his eyes wide and bloodshot. In a mournful tone, the aelf tells of how he and his companions were sent to recover a precious artefact stolen from his people by feral beastmen, and how these same thieves were responsible for the bloody ambush that laid his fellows low.

Affecting an air of aloof superiority, the aelf offers to let you demonstrate your might and accompany him on his quest to recover the item. Though he cannot hide his arrogance, his words and intent all seem genuine – and slaughtering the debased creatures of Chaos is your speciality.

D3	Artefact of Power
1	**Syari Trueblade:** *This breathtaking weapon was forged by the finest Hyshian bladesmiths.* Add 1 to the damage points allocated by each hit and critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.
2	**Shard of the Mountain:** *This lambent shard of rock was taken from one of the great peaks of Ymetrica and possesses its own wise animus.* If the bearer is included in your warband, you begin the battle with 1 additional wild dice.
3	**Aetherquartz Diadem:** *The mystic prism set into this silver headpiece may be small, but it can still offer a burst of power at critical moments.* Once per battle, the bearer can use this artefact as a bonus action. If they do so, until the end of their activation, add 2 to the damage points allocated by each hit and critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.

D3	Command Trait
1	**Patient Tracker:** *Once a foe has been marked, this warrior will land the killing blow only at the perfect moment.* Once per battle, in the third battle round or later, this fighter can make a bonus attack action.
2	**A Mercenary Outlook:** *This warrior will draw upon any resources and assistance necessary to see their task through.* If this fighter is included in your warband and on the battlefield, the value of abilities used by allies in your warband is always 6 (regardless of any other modifiers).
3	**Last Gasp:** *This warrior will not fall before lashing out at the foe one final time.* When this fighter is taken down, before the model is removed from play, pick 1 visible enemy fighter within 1" of this fighter and roll 2 dice. For each 4+, allocate 5 damage points to that fighter.

FIRST CONVERGENCE: LAW OF THE WILD

Perhaps some kind of clue may be found amongst the bodies of your companion's former warriors. Other scavengers are already here, intending to pick the aelven corpses clean of anything the beastmen missed. You point out to your guide that his people's treasures will be better served with you than these looters; though infuriated, he agrees. Claim what prizes you can from the slaughterhouse.

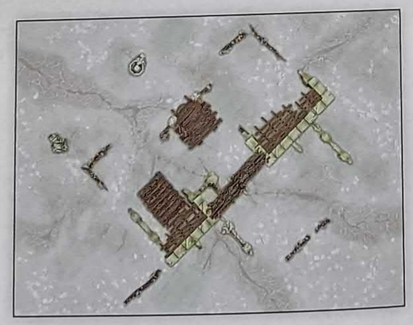
BATTLEPLAN
Terrain: See map.

Deployment: Draw a deployment card as normal.

Victory: Defend the Find

The Aspirant warband is the attacker.

Twist: Draw a twist card as normal.



SECOND CONVERGENCE: THE FIRES OF PURITY

You have arrived at what remains of the beastmen's camp, crude as it is. However, it seems you were beaten to your retribution: the fresh bodies of the creatures lay scattered amongst the wreckage, their killers standing proud over them. Though not exactly what you came for, it would be remiss to let this warband claim the defensible territory and become a problem for later. Burn them out – with extreme prejudice.

BATTLEPLAN
Terrain: See map.

Deployment: Draw a deployment card as normal.

Victory: No Quarter

Twist: Draw a twist card as normal.



FINAL CONVERGENCE: DELVERS INTO DARKNESS

Your victory proves short-lived: after searching through the corpses found at the camp, your Lumineth companion insists that the remains of the Brayherd's leader are not there. The hunt is still on. Led onwards by your guide's scrying, you arrive at the entrance to a subterranean cavern sealed by runic locks. As you attempt to open them, a band of roving marauders emerges from the shadows, hungry for blood. Drive them off as you work to unseal the vault.

BATTLEPLAN
Terrain: See map.

Deployment: Defiant Stand

The Aspirant warband uses the blue deployment points.

Victory: The Hidden Vault

The Aspirant warband is the defender.

Twist: Draw a twist card as normal.



CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Read the text below, and then choose either **Honour** or **Glory**.

Face pale with concentration, your aelven guide sunders the mystical locks protecting the vault. Weapons drawn, you descend into the darkness. At last you arrive in a subterranean chamber daubed with faded pictograms. Corridors snake off through the gloom, lit only by guttering tallow candles. The gor is waiting for you amidst the shattered pillars. To your shock, the beastman greets you relatively respectfully, insisting that it does not wish to fight. Around its neck hangs – the Lumineth reveals in a tone of quiet outrage – an aetherquartz crystal. The creature explains that it stole it from the aelf's kin, but the enlightening magic within the crystal has granted it new perspective.

The opinion of the Lumineth is obvious: the creature must be slain and the aetherquartz crystal recovered and returned to its rightful wielders. Yet something stays your hand. It would be too optimistic to say that the creature appears contrite, but it readily admits that slaughter has begun to grow unsatisfying. It wishes to know if there is more to existence beyond simple bestial violence. You are faced with a difficult decision. You have given your word to the Lumineth, but his arrogance has given you little reason to keep it. Conversely, this beastman has caused you great trouble, but its desire to rise above its base nature appears genuine. Will you bring your glorious hunt to a bloody close, or will you take the riskier – but perhaps more honourable – path of allowing the uplifted beast to live?

HONOUR
If you choose Honour, turn to page 102 to see the outcome and claim your reward.

GLORY
If you choose Glory, turn to page 103 to see the outcome and claim your reward.

SPOILS OF VICTORY

Through battle and bloodshed, you and your warband have emerged triumphant. Across the Bloodwind Spoil lie the broken remains of your foes, their ambition no match for your cunning and skill at arms. Whether you will cleave to an honourable path or risk damning yourself in pursuit of greater glory is up to you to decide…

Here, you will find conclusions for each of the fated quests provided in this book. If you chose the path to Honour, you will find your reward on this page. If you chose the path to Glory, your reward awaits on the page opposite.

HONOUR

A COMRADE IN NEED – A WORTHY END

Where the influence of Chaos is concerned, it never pays to be incautious. A mercy killing is the safest option. Your blade sinks into flesh and organs easily; your ally convulses and gasps for a moment before their eyes glaze over and they fall still. You take the time to say a prayer over your comrade's body before setting a torch to the cabalists' lair entire. Let legends of your vengeance spread across this hateful land.

EXALTED COMMAND TRAIT

A Score to Settle: *Your soul burns brightly – the more you fight, the more your wrath seems to grow.*

Add the number of the current battle round (to a maximum of 3) to the damage points allocated by each hit and critical hit from attack actions made by this fighter that have a Range characteristic of 3 or less.

GIFT OF THE GODS – DIVINE MERCY

You are not some simple Chaos butcher; the temple is defended – and defended well – by those who are strong in their own strange faith. You will not sully the name of your god by dishonouring this place of worship. The monks are surprised by your decision but not displeased; in gratitude, they offer to teach you a measure of their knowledge in the summoning of apparitions. It may prove to be a potent boon in the right circumstances.

EXALTED COMMAND TRAIT

Shadow Form: *The knowledge granted to you by the monks allows you to distract and confound your enemies with cunningly invoked illusions.*

This fighter is not visible to enemy fighters more than 9" away.

HEROES AND HORRORS – BANE OF THE MONSTROUS

Though you used a magical blade to aid you in this fight, it was still your hand that wielded it and your will that drove home the killing blow. You need neither trinkets nor borrowed power to achieve your goals. Casting the book onto the pyre you made of the beast's carcass, you head out back into the wilds – there are more beasts to slay, and you hunger for the thrill of honourable combat.

EXALTED COMMAND TRAIT

Champion of Battle: *You are a true terror on the battlefield, easily the bane of many lesser foes.*

Add 2 to the Attacks and Strength characteristics of attack actions made by this fighter that have a Range characteristic of 3 or less.

AN UPLIFTED SOUL – A SECOND CHANCE

Though you do not entirely trust the beastman, its intent seems genuine. The Lumineth rails at your decision but realises he cannot triumph over you all; swearing vengeance, he staggers out of the vault. The gor offers its gratitude for your clemency and allows you to leave in peace, after teaching you a number of methods to cow the savage beasts of the wild.

EXALTED COMMAND TRAIT

Speaker to the Savage: *Even the wild creatures of the Eightpoints are easily cowed by your formidable will.*

If this fighter is included in your warband, you automatically pass bestial intellect rolls when you activate a chaotic beast within 12" of this fighter.

GLORY

A COMRADE IN NEED – CAUTION TO THE WIND

You did not come all this way to be thwarted at the last. None know your comrade better than you; if they were corrupted, you are sure you would know it. Breaking their fetters, you take a moment to consider your decision before reassuring yourself and clasping their wrist in a warrior's grasp. In return, your ally helps you ransack the lair, insisting you take one of the many profane artefacts hoarded by the cabalists. With the merest touch, your mind is assailed by snapshot visions of the future – surely a useful boon.

ARTEFACT OF POWER

Amulet of the Profane Future: This tarnished silver amulet appears unassuming but offers a limited insight into the paths of fate. By consulting it before a battle, you may gain a crucial advantage.

If the bearer is included in your warband, you begin the battle with 2 additional wild dice.

GIFT OF THE GODS – THE PRICE OF FAITH

Your god is a conquering god, a warrior god. If these fools cannot defend their temple, they do not deserve to keep it. Though you offer to let them flee and seek out a new refuge elsewhere, none of their number accept, and you take little pleasure in purging the fane. The temple is soon marked out with the symbols of your deity, the air pulsing with divine energy. As you look to your weapon, you see that it too glows with blessed power – a gift, no doubt, for your faithful service.

ARTEFACT OF POWER

Blade of the Scourging: This weapon crackles with godly power. Each blow it strikes sends a wave of holy energy blasting out from the point of impact.

Each time the bearer makes an attack action that has a Range characteristic of 3 or less, after that attack action has been resolved, roll a dice for each visible enemy fighter within 3" of the bearer. On a 2+, allocate 1 damage point to the fighter being rolled for.

HEROES AND HORRORS – SPOILS OF WAR

The end justifies the means. Is that not the surest foundation of an ordered empire? Have your gods not proven the truth of those words a thousand times over, all for the betterment of their mortal children? You take the book with only the briefest trepidation, determined to shackle it to your will. The knowledge contained within may be forbidden to lesser, more easily influenced folk, but with such power at your fingertips, who can hope to stand in your way?

ARTEFACT OF POWER

Rune-marked Grimoire: *Though the knowledge contained within this tome is more commonly used by sorcerers and madmen, you are confident you can turn its dark power to your own purposes.*

If the bearer is included in your warband, add 3 to the value of abilities used by friendly fighters (to a maximum of 6) while they are within 12" of the bearer.

AN UPLIFTED SOUL – TAKE NO CHANCES

The aelf is right on one account: you can place no faith in this creature's supposed benevolence or its ability to rise above its base nature. The beastman seems to understand your decision, though it offers a hard fight all the same. With its dying breath, the creature's axe carves a ruinous furrow across the Lumineth's throat. Try as you might, you cannot save him. You can, however, take the aetherquartz from the beastman's corpse, either as a spoil of war or to return to the aelf's people in time.

ARTEFACT OF POWER

Refined Aetherquartz: *This sizeable prism pulsates with the lambent magics of Hysh and grants great power to its wearer – though its effects are addictive.*

The bearer can use this artefact once per activation to make a bonus move action. However, until the end of the battle, each time they do so after the first, allocate D6 damage points to the bearer before they make the bonus move action.

CHALLENGE BATTLES

On occasion, warbands will be called upon to undertake truly mighty tests of skill. These challenges are never easy, but the rewards – and glory – that stem from victory can provide a key edge in battles to come.

This section introduces a type of campaign battle referred to as a **challenge battle**. Challenge battles are unique battles available to any warband currently embarked upon any campaign quest. In this section, you will find 6 challenge battles for your Order warbands to attempt.

HOW TO PLAY A CHALLENGE BATTLE

When you challenge an opponent to a campaign battle, if both players agree, you can instead choose to play a challenge battle.

In a challenge battle, one player, known as the **Challenger**, is attempting to overcome the challenge that has been set. This player's warband is referred to as the **Challenger warband**.

The other player, known as the **Adversary**, is attempting to thwart the Challenger. Rather than controlling their own warband, the Adversary instead controls fighters that are referred to as **adversaries**.

First, decide which challenge battle you will play, which player will be the Challenger and which player will be the Adversary.

Each challenge battle has 4 sections: **Set-up**, **Special Rules**, **Battleplan** and **The Spoils**.



SET-UP

The Set-up section of a challenge battle details how the players muster their warbands. The Challenger and the Adversary will have different rules they must follow.

In a challenge battle, dominated territories do not grant additional points to a warband and glory points cannot be spent on reinforcements.

ADVERSARIES

The Adversary will have a unique pool of fighters to choose from in each challenge battle. This may be a single large monster or a group of fighters using fighter cards from existing factions. In either case, the fighters controlled by the Adversary are never drawn from their warband roster, even if the same fighter card is used.

Adversaries do not have any destiny levels, artefacts or command traits unless it is specifically stated otherwise. In the aftermath sequence, the Adversary does not make injury rolls for these fighters, nor do they roll for destiny levels for them.



THE PREREQUISITE AND THE STAKE

Every challenge battle has a **prerequisite** and a **stake**. The prerequisite is the required number of dominated territories the Challenger warband must have. If the Challenger warband does not meet the prerequisite, the challenge battle cannot be played.

If the Challenger warband loses the challenge battle, they immediately lose a number of dominated territories equal to the stake. This represents the repercussions that the warband faces in the wake of their failure and the time they must spend recuperating their resources.

MONSTERS

Some spoils will let you add the monster adversary to your warband roster. If you choose such a reward, use the rules on pages 6-8.

THE AFTERMATH SEQUENCE

After each challenge battle, resolve the aftermath sequence (Core Book, pg 66-70) with the following amendments:

- Players do not receive glory points for playing a challenge battle.
- Injury rolls and destiny rolls are not made for adversaries.
- Neither player advances on their campaign progress tracker.

Note that both players can make 1 search roll on the lesser artefacts table as normal. When the Adversary does so, they must pick a fighter from one of their warbands that is embarked on a campaign quest to receive the lesser artefact.

PLAYING AGAIN

You can play through the same challenge battle as many times as you wish, even if you have already achieved victory. Note that certain spoils, such as artefacts of power, are limited to 1 per warband roster.

SPECIAL RULES

Challenge battles may have 1 or more **special rules**. These can be rules that apply to some or all fighters – akin to twists – or rules that alter the core rules for generating a battle.

BATTLEPLAN

The Battleplan section of each challenge battle explains how to generate the battleplan.

THE SPOILS

Each challenge battle has 1 or more **spoils**. If the Challenger warband wins the challenge battle, they receive 1 of the spoils of that challenge battle. In some cases, they may receive bonus spoils for completing a specific task.

TREASURE HOARD

One of the spoils of each challenge battle is the treasure hoard. If the Challenger picks this reward, they can make up to 3 additional search rolls on the lesser artefacts table (Core Book, pg 68-69) during the aftermath sequence of the battle.

ARTEFACTS OF POWER

Some spoils grant an artefact of power to be given to one of the fighters in the Challenger warband. An artefact of power can only be given to a fighter if no other fighters in the same warband bear the same artefact of power.

The Narrative of Challenge Battles

Challenge battles allow players to explore the Eightpoints in more ways than ever before. Your warband might decide to avenge themselves on a Chaos Lord who has slain their allies, reclaiming his stolen blade as spoils. In other challenge battles, they might try to subjugate a deadly serpentine monster or fight alongside a daring Aether-Khemist to get him back to his frigate.

These battles offer their own unique challenge and are suitable for up-and-coming warbands as well as those that have completed a campaign quest and are yet to embark on a new one. For such warbands, challenge battles offer a set of difficult trials to overcome and a checklist of achievements to complete.

If you are looking to add a monster to your warband through a challenge battle, it is expected that you will first collect and paint the model yourself before challenging a friend. You then get the chance to tame the wild monster and later add it to your warband roster, while your opponent gets the chance to run amok through your warband with a very dangerous beast!

Many of these challenge battles are designed to be very difficult for the Challenger, and completing all of them is something to boast about! It will require all your tactical cunning – and often an abundance of artefacts of power and destiny levels – to emerge victorious.

Good luck, and may the gods be on your side!



THE FALL OF LORD VALGAR



If the demented followers of Chaos believe they can raid the lands of Order without repercussion, they are sorely mistaken. You have little mercy in you for their kind, and you draw a grim sense of satisfaction from bringing down righteous vengeance upon them. There is nowhere they can hide to escape your fury – not even in the cursed lands of the Eightpoints, as you are determined to prove.

Lord Valgar has led many attacks against your people. Lord Valgar has slaughtered your friends and allies. Lord Valgar dies this night. You have tracked the arrogant champion to his war camp in the Bloodwind Spoil. It will not be easy – not only he constantly accompanied by his oathsworn warriors, it is said that the Chaos Lord has bound a monstrous creature of the Eightpoints to his service. Should you slay him, however, you will strike fear into the hearts of would-be marauders across the realms.

SET-UP

Prerequisite: 4 dominated territories

Stake: 1 dominated territory

THE WARBANDS

The Challenger and the Adversary each muster a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. The Challenger must muster an Order warband, and all fighters in the Challenger warband must be chosen from the Challenger's warband roster.
2. All adversaries must have the **Slaves to Darkness** faction runemark.
3. The Adversary warband must include 1 Chaos Lord as its leader (referred to as Lord Valgar during this battle).
4. The Adversary warband must include 1 monster with both the **Chaotic Beasts** faction runemark and the **Gargantuan** runemark.
5. Each warband can include up to 20 fighters.
6. The combined points value of the fighters in each warband cannot exceed 1,500.

BATTLEPLAN

Terrain: Draw 3 terrain cards; the Adversary picks 1 of them to be in play.

Deployment: Defiant Stand

The Challenger warband uses the red deployment points.

Victory: Assassinate

The Challenger warband is the attacker. In addition, the battle ends after 6 battle rounds instead of after 4.

Twist: Bitter Rivals and Eager for the Fight

SPECIAL RULES

Personal Retinue: Each time Lord Valgar is targeted by an attack action made by a fighter more than 3" away, the Adversary rolls a dice. On a 4+, the Adversary can pick 1 friendly fighter within 1" of Lord Valgar that does not have the **Gargantuan** runemark to be the target of that attack action instead. This represents the fighter stepping in the way to shield their lord from harm.

THE SPOILS

If the Challenger wins the battle, they can choose 1 of the following spoils:

Treasure Hoard: See page 105.

Artefact of Power: The Challenger can give 1 fighter in their warband the following artefact of power:

Tyrant's End: *Valgar took his blade from the corpse of a noble champion, forcing its warrior animus to perform terrible acts. In your hands, it seems to thirst for vengeance against the tyrannical and the cruel.*

Add 1 to the damage points allocated by each hit and critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less and that target an enemy fighter with the **Leader** runemark.

NO DUARDIN LEFT BEHIND



Though the Eightpoints are fraught with peril, still there are mortals of a scholarly persuasion who seek to study those corrupted lands. Many an aelven mage and human wizard have led ill-advised expeditions into the Bloodwind Spoil, only to meet a grisly end. Less well known is the Kharadron initiative in the lands of the Varanspire: in spite of its manifold dangers, particularly daring duardin travel to the Bloodwind Spoil to test all manner of innovative new devices.

Such is the case with Drong Grimbolsson. Equipped with a cutting-edge device for seeking out hidden aether-gold veins, the Aether-Khemist has travelled straight into the proverbial harkraken's maw. Grimbolsson's hirelings now ply the tormented skies in their vessel searching for him, but you must keep him alive long enough to facilitate this rescue. Aid him, and with grudging gratitude, he may offer you a technological reward.

SET-UP

Prerequisite: 2 dominated territories

Stake: 1 dominated territory

THE WARBANDS

The Challenger and the Adversary each muster a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. The Challenger must muster an Order warband, and all fighters in the Challenger warband must be chosen from the Challenger's warband roster.
2. The Challenger warband also includes 1 Aether-Khemist (referred to as Drong Grimbolsson during this battle). This fighter is treated as an ally but is not added to the Challenger's warband roster.
3. The adversaries must all have the same faction runemark.
4. The combined points value of the fighters in the Challenger warband cannot exceed 1,250.
5. The combined points value of the adversaries in the Adversary warband cannot exceed 1,500.

BATTLEPLAN

Terrain: Draw 3 terrain cards; the Adversary picks 1 of them to be in play.

Deployment: Defiant Stand

The Challenger warband uses the blue deployment points.

Victory: If Drong Grimbolsson is taken down, the Adversary wins the battle. Otherwise, at the end of the fifth battle round, the battle ends and the Challenger wins the battle.

Twist: Draw a twist card as normal.

SPECIAL RULES

The Kharadron Frigate: In the reserve phase of the third battle round, after any reserve fighters have been set up, the Challenger sets up 1 Kharadron Frigate (see below) anywhere on the battlefield floor more than 5" from any enemy fighters. The Kharadron Frigate is added to the Challenger warband.

THE SPOILS

If the Challenger wins the battle, they can choose 1 of the following spoils:

Treasure Hoard: See page 105.

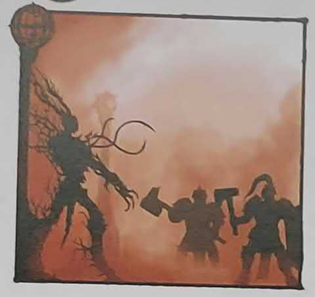
Artefact of Power: The Challenger can give 1 fighter in their warband the following artefact of power:

Grimbolsson's Augmented Aetherseek Acquisitor: *Resolving to stick to more tried-and-tested means of accruing wealth, Grimbolsson offers you his experimental device. Though it does little to seek out aether-gold, it may help you discover other great treasures.*

If the bearer is included in your warband, you can make 1 additional search roll on the lesser artefacts table (Core Book, pg 68–69) during the aftermath sequence of each campaign battle.



VAULT GUARDIANS



The Stormvaults are relics from a bygone age, ancient repositories crafted by Sigmar to protect spells and artefacts deemed too powerful to risk falling into the wrong hands. Once, they were concealed behind the obfuscating power of the Penumbral Engines, but the necroquake saw those wards shattered. Now, many of these vaults have been revealed all across the realms, drawing treasure hunters and seekers of power from far and wide.

There is one saving grace: the vaults are often defended by cunning traps or powerful guardians – even in the Bloodwind Spoil, this holds true. Your warband has come across the gnarled form of an elder Treelord, keeping to his lonely vigil outside a Stormvault on the edge of the Hag's Claw Forest. A host of the dead shambles towards the vault, their necromantic master seeking to plunder its secrets. You must plan your defences and turn them back – and the longer you can keep the guardian alive, the better.

SET-UP

Prerequisite: 4 dominated territories

Stake: 1 dominated territory

THE WARBANDS

The Challenger and the Adversary each muster a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. The Challenger must muster an Order warband, and all fighters in the Challenger warband must be chosen from the Challenger's warband roster.
2. The Challenger warband also includes the Ancient Guardian (see below). This fighter does not cost any points and does not have a faction runemark. The Ancient Guardian can only use abilities that do not require a faction runemark.
3. All adversaries must have the same Death faction runemark.
4. Each warband can include up to 20 fighters.
5. The combined points value of the fighters in the Challenger warband cannot exceed 1,250.
6. The combined points value of the adversaries in the Adversary warband cannot exceed 1,500.

SPECIAL RULES

The Fall of the Ancient Guardian: If the Ancient Guardian is taken down, for the rest of the battle, the Challenger no longer receives 1 wild dice at the start of each hero phase.

THE SPOILS

If the Challenger wins the battle, they can choose 1 of the following spoils:

Treasure Hoard: See page 105.

Artefact of Power: The Challenger can give 1 fighter in their warband the following artefact of power:

Barkflesh Charm: *The Guardian offers you a protective talisman made of his own oaken hide. Wearing it grants the bearer the fortitude of the greatest trees of the forests.*

Add 1 to the Toughness characteristic of the bearer.

BATTLEPLAN

Terrain: Draw 3 terrain cards; the Adversary player picks 1 of them to be in play.

Deployment: Draw a deployment card as normal.

Victory: A player wins the battle as soon as every fighter in their opponent's warband is taken down.

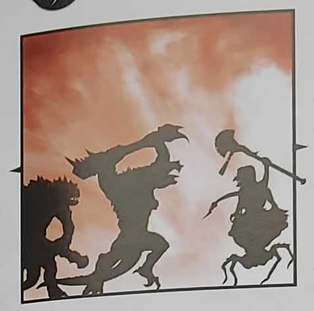
Twist: Draw a twist card as normal.



DAMAGE TABLE

Damage Points Allocated	Move	Damage
0-16	4	4/8
17-32	3	3/6
33+	2	2/4

THICK AS THIEVES



Though the Bloodwind Spoil has long since fallen to madness and corruption, it was once a place of great nobility. Mighty kingdoms devoted to Sigmar rose across the land, populated by powerful mages and masterful artisans. These great cultures produced all manner of masterwork artefacts; charged with the power of the heavens, relics of that long-lost age are still priceless beyond measure.

All of which makes it even more infuriating that the diminutive green-skinned denizens of the Bloodwind Spoil have got their filthy hands on one such artefact: a powerful Stormcaller Amulet, capable of bringing forth the wrath of the tempest. Your warband has tracked down a gaggle of grot shamans and their entourage, but liberating the artefact will be no easy feat – you are not sure which of the little blighters has claimed it, after all, and no doubt they will have some tricks up their mangy sleeves…

SET-UP

Prerequisite: 2 dominated territories

Stake: 1 dominated territory

THE ADVERSARY WARBAND

The Adversary musters a warband that consists of the following adversaries:

- 1 Shroomancer
- 1 Spiker
- 1 Boggleye
- 1 Scaremonger
- 1 Brewgit

THE CHALLENGER WARBAND

The Challenger musters a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. The Challenger must muster an Order warband, and all fighters in the Challenger warband must be chosen from the Challenger's warband roster.
2. The combined points value of the fighters in the Challenger warband cannot exceed 1,250.

BATTLEPLAN

Terrain: Draw 3 terrain cards; the Adversary picks 1 of them to be in play.

Deployment: Defiant Stand

The Challenger warband uses the red deployment points.

Victory: Steal the Prize

Twist: Draw a twist card as normal.

SPECIAL RULES

Rise of the Grots: At the start of each battle round after the first, before the hero phase, the Adversary can set up any number of fighters on the battlefield with a combined points value of 200 or less. Each fighter must have the **Gloomspite Gitz** faction runemark ( ).

The fighters can be set up anywhere on the battlefield more than 5" away from any enemy fighters. These fighters are added to the Adversary warband as adversaries and can use abilities as normal.

THE SPOILS

If the Challenger wins the battle, they can choose 1 of the following spoils:

Treasure Hoard: See page 105.

Artefact of Power: The Challenger can give 1 fighter in their warband the following artefact of power:

Stormcaller Amulet: *This Azyrite artefact crackles with the power of the tempest and can be used to summon the wrath of the heavenly storm – though in the cursed Eightpoints, its power drains swiftly.*

Once per battle, the bearer can use this artefact as an action. If they do so, pick 1 visible enemy fighter within 20" of the bearer and roll a dice. On a 2+, allocate a number of damage points to that fighter equal to the roll.

HALTING THE RITUAL



The Bloodwind Spoil is home to madmen and malcontents beyond counting. Even so, only the most truly warped seek to forge pacts with the daemons of Chaos. These atavistic beings are drawn from the darkest nightmares of mortalkind; when summoned to the material plane, they are capable of wreaking utter havoc. In the Eightpoints, these beings grow powerful indeed, feasting upon the rampant Chaos energies that hang in the air.

You have learnt that a cabal of power-hungry sorcerers seeks to enact a dark ritual and call forth these daemons from the infernal realms beyond. Racing to the ritual site hidden in the depths of a flame-lit hellforge, you find the barrier between worlds already growing thin. The sorcerers have sacrificed many of their followers to achieve their aims and will not suffer you to stand in their way. You must find a way to halt their dread rite before it is too late – and, perhaps, claim some of the cabal's treasures for your own.

SET-UP

Prerequisite: 2 dominated territories

Stake: 1 dominated territory

THE WARBANDS

The Challenger and the Adversary each muster a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. The Challenger must muster an Order warband, and all fighters in the Challenger warband must be chosen from the Challenger's warband roster.
2. All adversaries must have the same Chaos faction runemark.
3. The combined points value of the fighters in each warband cannot exceed 1,250.

BATTLEPLAN

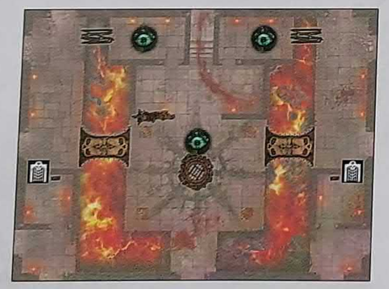
Terrain: See map.

Deployment: Lying in Wait

The Challenger uses the blue deployment points.

Victory: If the ritual is halted, the Challenger wins the battle. Otherwise, at the end of the fifth battle round, the battle ends and the Adversary wins the battle.

Twist: Warning Calls



SPECIAL RULES

Dungeon Battle: This battle is a dungeon battle. It uses the rules for dungeon battles and the battleplan cards found in *Warcry: Catacombs*. The map dictates where dungeon terrain is set up.

The Ritual Points: After terrain has been set up, place 3 objective markers on the battlefield as shown on the map.

Halting the Ritual: At the end of each battle round, the Challenger can destroy any objectives they control if there are no enemy fighters within 3" of that objective. To do so, remove it from play. At the start of each hero phase, the Challenger gains 1 additional wild dice for each objective destroyed in the previous battle round. If all objectives have been destroyed, the ritual is halted and the Challenger wins the battle.

Daemonic Summoning: At the start of each combat phase after the first, the Adversary can add 1 new adversary to their warband. This adversary can be set up anywhere on the battlefield within 3" of an objective that the Adversary controls and more than 5" from any enemy fighters. The first new adversary must be one of the following fighters: Bloodletter, Pink Horror, Plaguebearer, Daemonette or Fury. All new adversaries after the first must be the same fighter type as the first.

THE SPOILS

If the Challenger wins the battle, they can choose 1 of the following spoils:

Treasure Hoard: See page 105.

Artefact of Power: The Challenger can give 1 fighter in their warband the following artefact of power:

Saintly Reliquiae: *Originally intended to power the sorcerers' unholy ritual, these bones are now charged with potent deific energy.*

Add 1 to the value of abilities used by friendly fighters (to a maximum of 6) while they are within 6" of the bearer.

BLOOD AND SERPENTS



You have heard tell of wandering aelven beastmasters who capture and break the mightiest of serpentine monsters. If you can impress these cold-eyed warriors, they may agree to join your warband – a potent boon indeed. You travel to the mountains encircling the Blood Lake Basin, soon discovering shadowy clefts in the rock that lead to the aelves' hidden beast pens. There, you find a veritable arena ringed by seats cut into the hardened rock.

The gate slams shut behind you as you walk out onto the sands of the arena floor. From the raised tiers above you, the hollers and howls of the bloodthirsty crowd ring out. But you have more pressing matters to attend to: opposite you, another gate opens, and a snorting serpentine beast is led out. If you are not careful, the monster will tear you apart for the amusement of the jeering audience. You must impress all present with your skill at arms and earn the approval of these reclusive beast-tamers.

SET-UP

Prerequisite: 2 dominated territories

Stake: 1 dominated territory

THE ADVERSARY WARBAND

The Adversary musters a warband that consists of either:

- 1 War Hydra or
- 1 Kharibdyss

THE CHALLENGER WARBAND

The Challenger musters a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. The Challenger must muster an Order warband, and all fighters in the Challenger warband must be chosen from the Challenger's warband roster.
2. The combined points value of the fighters in the Challenger warband cannot exceed 3 times the points value of the adversary in the Adversary warband.

BATTLEPLAN

Terrain: No terrain features are set up on the battlefield.

Deployment: Frontal Assault

Victory: A player wins the battle as soon as every fighter in their opponent's warband is taken down.

Twist: Grudge Match

SPECIAL RULES

Battle Groups: The Challenger warband must be split into battle groups as normal. The adversary is not placed in a battle group.

Deployment: The Challenger sets up all their battle groups first. The Adversary then picks 1 of their deployment points and sets up the adversary as normal.

The Baying Crowd: Make a note of how many abilities are used by fighters in the Challenger warband each battle round. At the start of each hero phase after the first, roll a number of dice equal to the number of abilities used by fighters in the Challenger warband in the previous battle round. For each 6, the Challenger gains 1 additional wild dice. For each 1, the Adversary gains 1 additional wild dice.

THE SPOILS

If the Challenger wins the battle, they can choose 1 of the following spoils:

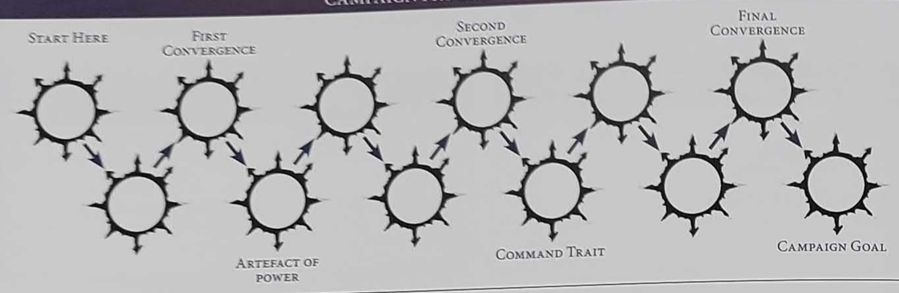
Treasure Hoard: See page 105.

Monster: The monster adversary can be added to the Challenger's warband roster (pg 6-9).

WARCRY WARBAND ROSTER

WARBAND NAME		GLORY POINTS	DOMINATED TERRITORY
WARBAND ORIGIN	PLAYER NAME		
CAMPAIGN QUEST			

CAMPAIGN PROGRESS TRACKER



MONSTER

FIGHTER NAME	FIGHTER TYPE	DESTINY LEVELS
		☼ ☼ ☼

HEROES AND ALLIES

FIGHTER NAME	FIGHTER TYPE	ARTEFACTS	DESTINY LEVELS
			☼ ☼ ☼
			☼ ☼ ☼
			☼ ☼ ☼

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LEADER

LEADER NAME	LEADER FIGHTER TYPE	LEADER BACKGROUND
ARTEFACTS	COMMAND TRAIT	DESTINY LEVELS
		☼ ☼ ☼

FAVOURED WARRIOR

FAVOURED WARRIOR NAME	FAVOURED WARRIOR FIGHTER TYPE	FAVOURED WARRIOR BACKGROUND
ARTEFACTS	COMMAND TRAIT	DESTINY LEVELS
		☼ ☼ ☼

FIGHTERS

FIGHTER NAME	FIGHTER TYPE	ARTEFACTS	DESTINY LEVELS
			☼ ☼ ☼
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WARHAMMER AGE OF SIGMAR

WARCRY



TAKE UP THE BLADE OF CIVILISATION, MARSHAL YOUR WARBAND AND WREAK VENGEANCE ON THE SERVANTS OF CHAOS!

For many long centuries, the hellish lands of the Varanspire have suffered under the conquering fist of Chaos. Yet as Sigmar the God-King continues his crusade to reclaim the realms, the forces of Order battle on even here. Small warbands use all their stealth and skill to strike at their ancient enemies, avenging the cruelties of the past with each bloody fall of their blades.

This book is an essential guide for anyone seeking to command the forces of Order in Warcry. Within, you'll find complete rules for twelve warbands, from the brave mortal soldiery of the Cities of Sigmar to the mysterious and sinister aelves known as the Idoneth Deepkin. Also included is a slew of new content for Order warbands in narrative play: new campaigns open to any warband of Order, an array of challenge battles that offer unique missions to undertake and rewards to earn, and background tables to personalise your warriors. The Bloodwind Spoil awaits – now take up arms and fight against the scourge of Chaos!

This book contains additional rules for Warcry, including fighter cards and ability tables for 12 warbands belonging to the Grand Alliance of Order. You will also find new content for narrative play, including four new fated quests and six new challenge battles for Order warbands.

You will need a copy of the Warcry Core Book to use the contents of this book.

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