

WARHAMMER

AGE OF SIGMAR



— ORDER BATTLETOME —

CITIES OF SIGMAR

The page is framed by ornate golden borders. On the left and right sides are tall, slender statues of figures in robes. At the top center is a circular medallion containing a face. At the bottom center is a large, spiky golden emblem with a skull in the middle.

The Cities of Sigmar are flaming beacons of hope amidst the darkness of the Mortal Realms, bastions of civilisation built to safeguard mortalkind from the many monstrous threats that lurk beyond their sturdy walls.

In ages past, the realms were a place of glory and wonder. By the guiding hand of God-King Sigmar's pantheon did the mortal races thrive. Humans, duardin and aelves lived side by side in peace and prosperity, constructing vast kingdoms of culture and reason. Then came the Age of Chaos, when the Dark Gods tore open the veil between worlds and spilled their daemonic legions into reality. Empires fell. Repositories of priceless knowledge were burned to ashes. Sigmar's faithful were slaughtered in droves.

Only Azyrheim endured - the Eternal City, capital of the Realm of Heavens and greatest stronghold of the God-King. Behind its gleaming walls, the survivors of the Dark Gods' invasion found sanctuary. Keeping to their ancient traditions, they awaited the day when the Gates of Azyr would open once more and the armies of the God-King would return to wreak their vengeance upon the hated forces of Chaos.

Sigmar's Tempest heralded the dawn of this bold new age. Led by the Stormcast Eternals, champions of the heavens, the free peoples rose up to overthrow their persecutors and forge a new empire upon the ashes of the past. The clash of steel and the crack of blackpowder now echo across the realms as great hosts of soldiery march to war under the fluttering heraldry of their homeland. Though they may be mere mortals in a world dominated by gods and monsters, these brave souls stand defiant, ready to give their lives in service of the God-King's grand vision.

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DESIGNED BY GAMES WORKSHOP IN NOTTINGHAM

With thanks to The Faithful for their additional playtesting services.

Against the Green Hordes (pg 14), Nature's Wrath (pg 18), Rain of Fire (pg 21), Flames of the Phoenix (pg 23), Blood in the Water (pg 25), Magic Unbound (pg 28) and Cold Steel on Cold Wind (pg 31) written by Josh Reynolds.

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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

ISBN: 978-1-78826-931-5

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Games Workshop Ltd., Willow Road, Lenton, Nottingham, NG7 2WS, United Kingdom
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No matter their race or background, the people of Hammerhal unite to defend their beloved city, meeting the raw ferocity of Chaos with bravery, zeal and indefatigable resolve.



BASTIONS OF HOPE

The Cities of Sigmar are visions of civilisation and hope made manifest. Gleaming metropolises built around the towering bastion of a Stormkeep, they are heavily fortified against the armies of darkness. Within their high walls, aelf, duardin and human thrive in peaceful coexistence.

When the free cities of the God-King make war upon the enemies of Order, their martial might is awesome to behold. Great blocks of uniformed infantry march in tight formation, bearing aloft the colourful heraldry of their homeland. Rippling volleys of musketry and blistering artillery bombardments cut scores of foes apart as grim-faced swordsmen and ironclad duardin hold the line with shields locked together. As the enemy tide breaks upon this great wall of soldiery, cavalry riders strike hard into its unprotected flanks. Smoke-belching war machines and airborne squadrons of cogwork bombers sweep forth to deal the final, killing blow, pummelling the faltering foe with cannonballs and high-explosive shells. So are those who would spread fear and anarchy utterly destroyed and the Cities of Sigmar kept safe.

The Mortal Realms are home to dangers beyond imagination. Vast expanses of territory are dominated by the malign influence of the Dark Gods, and to stray within the borders of these damned regions is to risk a fate far worse than death. Greenskin hordes and legions of the risen dead rampage across the land, subjugating civilised folk and spreading fear and bloodshed as they go. Primal storms of magic haunt the wilds, while beneath the earth stir ancient, long-forgotten things, entities of great malice and limitless destructive power. Yet there are bastions of hope that rise from

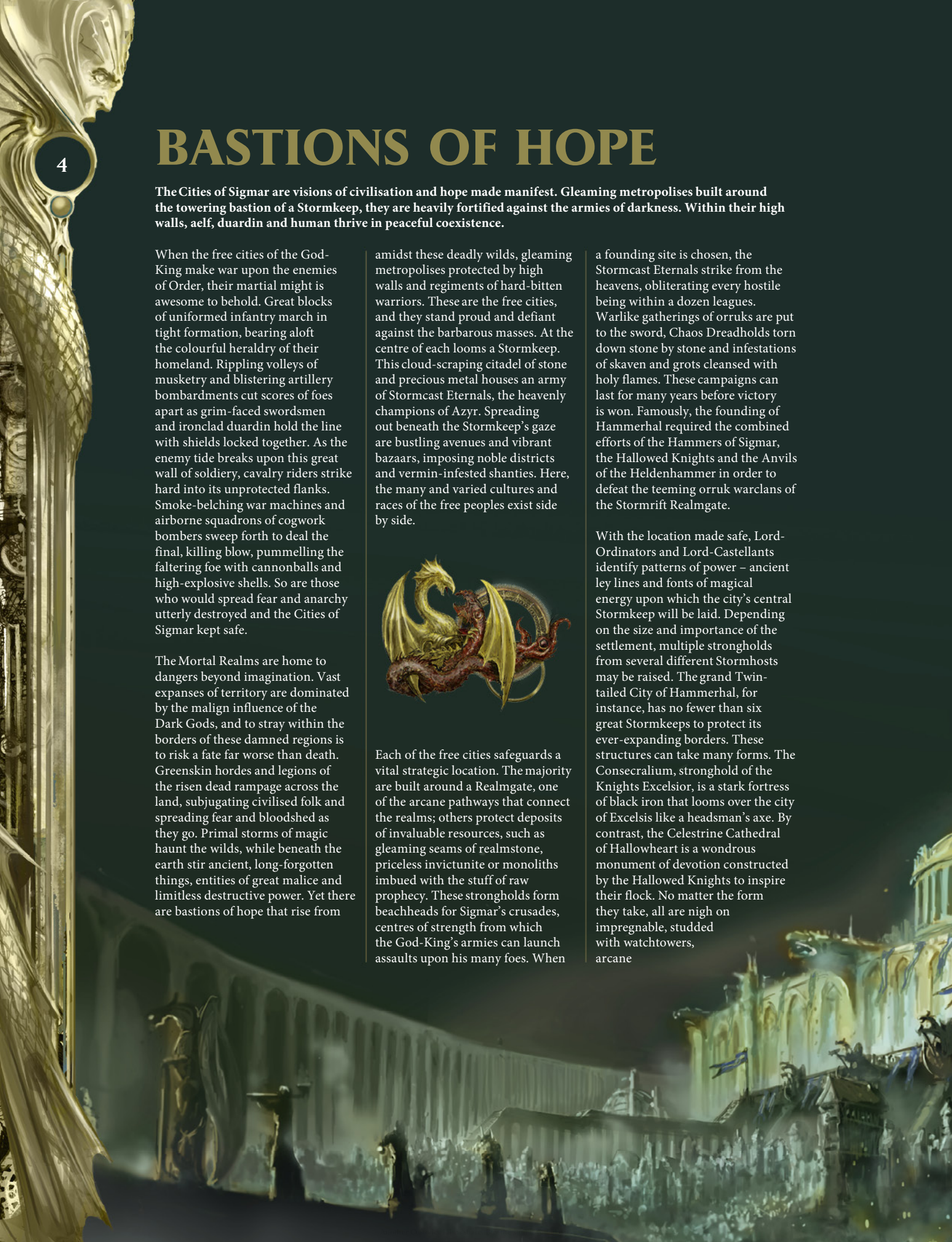
amidst these deadly wilds, gleaming metropolises protected by high walls and regiments of hard-bitten warriors. These are the free cities, and they stand proud and defiant against the barbarous masses. At the centre of each looms a Stormkeep. This cloud-scraping citadel of stone and precious metal houses an army of Stormcast Eternals, the heavenly champions of Azyr. Spreading out beneath the Stormkeep's gaze are bustling avenues and vibrant bazaars, imposing noble districts and vermin-infested shanties. Here, the many and varied cultures and races of the free peoples exist side by side.



Each of the free cities safeguards a vital strategic location. The majority are built around a Realmgate, one of the arcane pathways that connect the realms; others protect deposits of invaluable resources, such as gleaming seams of realmstone, priceless invictunite or monoliths imbued with the stuff of raw prophecy. These strongholds form beachheads for Sigmar's crusades, centres of strength from which the God-King's armies can launch assaults upon his many foes. When

a founding site is chosen, the Stormcast Eternals strike from the heavens, obliterating every hostile being within a dozen leagues. Warlike gatherings of orruks are put to the sword, Chaos Dreadholds torn down stone by stone and infestations of skaven and grots cleansed with holy flames. These campaigns can last for many years before victory is won. Famously, the founding of Hammerhal required the combined efforts of the Hammers of Sigmar, the Hallowed Knights and the Anvils of the Heldenhammer in order to defeat the teeming orruk warclans of the Stormrift Realmgate.

With the location made safe, Lord-Ordinators and Lord-Castellants identify patterns of power – ancient ley lines and fonts of magical energy upon which the city's central Stormkeep will be laid. Depending on the size and importance of the settlement, multiple strongholds from several different Stormhosts may be raised. The grand Twin-tailed City of Hammerhal, for instance, has no fewer than six great Stormkeeps to protect its ever-expanding borders. These structures can take many forms. The Consecralium, stronghold of the Knights Excelsior, is a stark fortress of black iron that looms over the city of Excelsis like a headsman's axe. By contrast, the Celestrine Cathedral of Hallowheart is a wondrous monument of devotion constructed by the Hallowed Knights to inspire their flock. No matter the form they take, all are nigh on impregnable, studded with watchtowers, arcane



ballistae and murder-ports, ranks of Stormcast warriors ready to charge from concealed sally ports and fall upon any foolish enough to lay siege.

With the Stormkeep standing tall, congregations of the Devoted of Sigmar begin to sanctify and cleanse the land surrounding the fortress. Great lines of zealous Flagellants wind their way out from the Stormkeep, lashing their flesh with barbed flails, their faithful blood seeping into the earth and burning away the taint of Chaos. Lingering curses or sources of unholy power are purified by agents of the Collegiate Arcane and the Stormcast Sacrosanct Chambers.

Ironweld engineers and Dispossessed labour-clans then begin the intricate process of laying down the roots of the city. The settlement will often be arranged in the shape of a twelve-pointed star, for that number is highly significant to the God-King's followers. Sluices of potent starwater or blessed metals will be channelled through the outer walls; while the thick stone offers physical protection, this spiritual ward provides sanctuary against the ethereal and the daemonic. Devastating artillery weapons are arranged across the walls and Freeguild bastions constructed at key defensive points, each housing thousands of mortal soldiers.

The populace of each free city can differ greatly. Humans are typically the most commonly sighted race, but they live, fight and die alongside aelves, duardin and other, stranger creatures. Even the mysterious lizard priests of the Seraphon maintain conclaves in several of the God-King's strongholds. Depending on the make-up of its people, a city may develop its own unique traditions, both military and cultural. The great forge-guilds of Greywater Fastness boast a high percentage of business-minded duardin, for example, while the leafy glades and verdant tree-steads of the Living City are home to many gatherings of aelves. The nature of its Stormcast founders can also leave a mark on the lives of those over whom they watch. The citizens of gloomy Lethis have inherited many superstitions and practices from the Anvils of the

Heldenhammer. The folk of Excelsis dread the ever-present threat of the merciless Knights Excelsior, while the proud sons and daughters of Hammerhal strive always to live up to the legacy of the Hammers of Sigmar, the first-forged Stormhost.





The armies of the Living City march forth to cleanse the taint of Nurgle worshippers from their forest homeland. Human, aelf and duardin set blades and axes against their bitter enemies, soaking the ground with putrid blood, while Stormcast Eternals and Sylvaneth Treelords bestride the battlefield like vengeful gods of war.



ANCIENT GRANDEUR

Once before, the God-King Sigmar strove to bring the light of hope and reason to the Eight Realms, raising mighty empires and civilisations dedicated to order and enlightenment. This grand dream was to die in the fiery cataclysm of the Age of Chaos, when the daemonic legions of the Dark Gods flooded across reality.

The Age of Myth was a time of unrivalled glory for the peoples of the realms. Travelling far and wide across reality, Sigmar gathered together his Pantheon of Order, securing alliances with the twin aelven deities Tyrion and Teclis; Alarielle the Everqueen, radiant lady of the wilds; and the greenskin god Gorkamorka. With peace established, the worshippers of the God-King entered a golden age of prosperity and innovation. Kingdoms became empires, settlements grew into metropolises and wondrous monuments were raised in honour of the gods.

The cities of that age were truly incredible to behold. Each was more akin to a nation than a mere

settlement, with untold numbers of citizens living and working together in ordered harmony. In those ancient times, mortalkind briefly knew how it felt to dwell in paradise. In Grungni's gleaming city of Elixia, in the Realm of Metal, the greatest living artisans laboured day and night to perfect their craft. The green archmages of Thyrausus in the Jade Kingdoms curated arboretum glades filled with every conceivable shade of flower and leaf. Within the deathly realms of the Amethyst Princedoms, humans found peace and spiritual mastery alongside their deceased kin.

Greatest of all these wonders, however, was Azyrheim. Built upon the ground where the God-King

had first set foot in the Realm of Heavens, the Eternal City occupied a mountain valley bathed in the wan light of Mallus – the strange celestial orb that was the surviving core of the world-that-was. Azyrheim was like no other city that had ever existed. Golden palaces and soaring crystal spires reached so high into the sky that they appeared to caress the stars themselves. The combined genius of the mortal races and the gods themselves was harnessed in order to construct this stellar metropolis; it would become the power centre of Sigmar's pantheon and the greatest stronghold of Order.

For all the glory of the Age of Myth, this age of enlightenment could not banish the familiar weaknesses



that still lingered in the hearts of mortals: greed, envy and the lust for power. These splinters opened the way for the ancient entities that dwelt within the Realm of Chaos. The Dark Gods, hated foes of Sigmar, whispered promises into the ears of weak-minded souls, turning them against their kin. Corruption slowly seeped into the bedrock of Sigmar's new civilisation. Exploiting the fractures caused by this growing strife, the Chaos Gods poured their numberless daemonic legions into reality. For the first time in an age, total war had come to the Mortal Realms.

At this most critical time, age-old rivalries and ambitions began to fracture the God-King's pantheon, denying him the unity that might have held back the invasion of Chaos. Old allies turned their backs on him, and uneasy alliances were undone by mistrust and mutual enmity. The God-King's armies were driven back on all fronts. Though it greatly pained him to do so, Sigmar had no choice but to retreat to Azyrheim with those of his flock who could still be saved, abandoning many more to a terrible

fate at the hands of their conquerors. He slammed shut the Gates of Azyr, closing the only pathways to the other seven realms in order to keep the armies of Chaos at bay. So did the Eternal City become the last refuge for mortalkind from the depredations of evil, and thus dawned the Age of Chaos, an era of horror beyond imagination. In an orgy of destruction, daemons of Chaos rampaged across the Eight Realms, tearing down glorious cities brick by brick, incinerating priceless repositories of knowledge and butchering those citizens who refused to submit themselves body and soul to the Dark Gods.

In the great palace of Sigmaron, the God-King brooded upon the defeat he had suffered. He vowed that one day he would return to the realms and banish the taint of Chaos once and for all. His empire would be rebuilt and his free cities raised upon the ashes of the past. To oversee this victory, he would require an army greater than any the realms had ever seen. The Sigmarabulum – the great ring-city surrounding Mallus – echoed to the sound of forge-hammers as the Six

Smiths fashioned armaments for the God-King's heavenly hosts. Souls of champions, kings and heroes were gathered from across the Eight Realms and, upon the Anvil of Apotheosis, were forged into the first of the Stormcast Eternals.

These immortal champions would not fight alone. The free people of Azyrheim mustered for the great war that was to come. The Freeguilds drilled relentlessly, partaking in mock battles and tournaments. This training would serve them well when they came to face the assembled hordes of Chaos. Aelven Wanderers and worshippers of the Ur-Phoenix dedicated themselves to the mastery of their souls and their weapons. Dispossessed duardin recited daily from their grudge-tomes, anticipating the moment that they would seek revenge for ancient slights.

All these lost souls had found purpose in a single, united vision – a realm reconquered in the name of civilisation, untouched by the malice of the Dark Gods. It was a cause for which all would gladly lay down their lives.

THE GRAND CONCLAVE

Azyrheim was originally governed by a senate that represented the city's largest factions. However, during the Age of Chaos, it was infiltrated by worshippers of the Dark Gods, which led to a bloody civil war on the streets of the Eternal City. In the aftermath of this disaster, the senate was swiftly dissolved and purged. It was Sigmar himself who appointed a gathering of trusted mortals in its stead. The God-King called forth two hundred and forty-four of the city's finest leaders, bestowing upon each of them a title and command. They were chosen neither by race nor for their political prowess but for their individual strengths. Their new authority crossed city districts, races and religions; for instance, four of the six High Artisans were duardin, one an aelf and the other a human, yet they controlled the building and engineering works across all of Azyrheim. Each of Sigmar's appointees understood their primary duty: to unify and protect. It was decreed that they would meet regularly, so Sigmar created a massive hammer-shaped table and set it before his own starmetal statue. Rarely would he himself attend, he said, but beneath the gaze of his statue, they might still draw on his wisdom – or, failing that, at least remember his wrath. This ruling body was named

the Grand Conclave, and the individual members became known as the Lords of the Heavenhall, after the building in which they met. Always have they numbered two hundred and forty-four, and always have they served Azyrheim in the name of Order and the God-King himself, setting aside their own agendas to work for the betterment of all.

The governing bodies of all free cities are organised in the image of Azyrheim's Grand Conclave, though the exact number of representatives varies according to the size and influence of the settlement. Nevertheless, each Conclave contains a number of fixed positions. The city's High Arbiter is responsible for overseeing the law and dispensing justice. The High Artisans must maintain the city's fortifications and infrastructure, while its Magister is typically the highest-ranking regional member of the Collegiate Arcane. Most coveted rank of all is that of Master Patriarch – nominally the governor and primary ruler of the city. However, while such a position offers power and prestige, it is often a poisoned chalice; trying to oversee the day-to-day governance of a great metropolis whilst managing the differing goals and ambitions of scores of rival lords is no easy task.

HONOUR AND GLORY

Since their founding in the closing days of the Realmgate Wars, the free cities of Sigmar have not been standing idly by while their Stormcast guardians take the fight to Chaos. The legacy of their glory is written across a thousand battlefields and their borders expand with each triumph earned by their battle-hardened armies.

◆ THE AGE OF MYTH ◆

WONDERS OF LEGEND

In the aftermath of the cataclysm that destroyed the world-that-was, the God-King Sigmar travels the strange new landscapes of the Mortal Realms in search of his fellow deities. Along the way, he gathers together many scattered tribes of mortals, bringing them under his protection and ordering the construction of grand new cities to keep them safe from the monstrous beasts that prowl the realms. Under the stewardship of Sigmar's pantheon, settlements such as Thyrrassus and Elixia grow exponentially, surpassing anything that has existed before or since.

OLD FOES RETURNED

From their lair within the churning anarchy of the Realm of Chaos, the Dark Gods look out across the Mortal Realms and see a bounty of vibrant souls on which to feast. Preying upon the vices of mortalkind, they pry open the veil between worlds and pour their daemonic legions into reality.

ONSLAUGHT OF CHAOS

The cities' armies are totally unprepared for the teeming hordes of daemons that descend upon them. Though they fight with stalwart pride, one by one the great cultural strongholds of Sigmar's empire fall to ruin. Sulphur-spewing horned slaughterers rampage through the streets, lopping off heads and bathing in spilt blood. Capering horrors set priceless repositories of art and knowledge aflame, and putrid, rotting abominations spread great plagues that lay waste to entire continents. At this time of greatest need, the God-King's pantheon splinters as his fellow gods make haste to secure their own gains. Unable to drive back the numberless legions of the Dark Gods alone, Sigmar retreats to

Azyr and closes its gates behind him, regretfully abandoning untold numbers of his flock to a fate worse than death.

◆ THE AGE OF CHAOS ◆

BLOODSHED IN THE HEAVENS

Agents of Chaos infiltrate the throngs of refugees streaming into the Eternal City of Azyrheim. When Sigmar senses this corruption in his midst, he reacts with terrible fury. Not only does he hunt down and slay every single corrupted soul that has entered the Realm of Heavens, he also eliminates those he deems susceptible to the Dark Gods' malign influence: those who possess untapped malice or cruelty in their hearts. The purges that follow mercilessly cleanse the taint of the Dark Gods from Azyr – and demonstrate Sigmar's growing intolerance for lawbreakers and malcontents.



FALL AND FLIGHT

Though they cannot hope to stand against the full might of Chaos, the great cities of the Age of Myth do not go quietly into the night. The Lantic Empire falls after a century of stubborn resistance, the last emperor burying himself and his enemies beneath a thousand tonnes of rock in a final act of defiance. The six cities of the Jelaad-Kar hold the plague-hosts of Lord Slumberglatch at bay for ten thousand days before they are overcome by sickness and

starvation. Other civilisations realise to their sorrow that there will be no protection behind high walls. Abandoning their ancient homes, they take up a nomadic lifestyle, always on the run from predatory daemons and the ever-increasing number of mortals who have sworn themselves to the Dark Gods.

◆ THE AGE OF SIGMAR ◆

THE GOD-KING'S RETURN

The heavens stir and Sigmar's Tempest thunders across the realms. Carried by the celestial storm, armies of gleaming, plate-armoured warriors slam to earth, launching themselves upon the unprepared hordes of Chaos. These are the Stormcast Eternals and their great crusade of vengeance heralds a new age of hope and glory. Joined by legions of mortal soldiery from Azyrheim, this martial juggernaut soon secures many critical Realmgates, the arcane passages between the realms.

SEEDS OF HOPE

At the cost of much blood, the God-King secures vital beachheads in the Realms of Life and Fire. Great cities such as Hammerhal, Tempest's Eye, Hollowheart and the Phoenixium are founded.

RECLAIMED

The scattered remnants of humanity flock to the safe harbours of Sigmar's newly founded cities. Known as the Reclaimed, these souls find a place within the God-King's new society, though there are many clashes with those of pure Azyrheim descent, who cannot believe that anyone could have survived through the Age of Chaos without a hint of corruption.

HOUNDS TO HEEL

The newly settled city of Hammerhal Aqsha faces its first major threat as the cannibalistic Bloodbound Warhorde known as the Flayhounds

sweeps out of the ash wastes. Freeguild soldiers from Azyrheim fight hand in hand with their Hammers of Sigmar guardians and second-generation Reclaimed warriors, holding firm gun lines against the berserker charge of the Khorne worshippers. Just as the sheer ferocity of the assault threatens to overwhelm the defenders, Demigryph Knights bound into the flanks of the Bloodreaver horde, their sharp-clawed mounts tearing scores of cannibal barbarians to shreds. Unable to breach the Hammerhal regiments' firing trenches, the Playhounds suffer massive losses. Fewer than a thousand manage to escape the battlefield with their lives.

SEASON OF WAR

Conflict swiftly comes to Sigmar's newly founded settlements. Stirred into a destructive frenzy by the intrusion of civilisation, tribes of orruks, beastmen and Chaos-worshipping humans descend and lay siege to the free cities.

FIRST PURGE OF EXCELSIS

When the Knights Excelsior sense the taint of Chaos corruption among the population of Excelsis, they respond with a brutal purge that lays waste to almost a quarter of the city's populace. It is this ruthless display that earns the city's infamous Lord-Veritant Cerrus Sentanus his epithet – the White Reaper.

MARCH OF THE PHOENIX

An army from the Phoenicium comes to the aid of the distant city of Holdash, which is under siege by the flesh-horrors of the Clans Moulder. Travelling far across monster-infested lands, the aelven warriors risk life and limb. Yet, despite exhaustion, sickness and the constant attacks of skaven Gutter Runners, the Phoenix Guard arrive just in time. To the piercing cries of soaring Flamespyre Phoenixes, they charge into the vile heart of the Clans Moulder swarm, the remaining Freeguild defenders of Holdash sallying forth to support them. A great victory is won, and for evermore the city of Holdash proudly bears the flaming wing of a phoenix upon its heraldry.

A GREYWATER WELCOME

When Greywater Fastness is assailed by slaving hordes of beastmen, the city's guildmasters order a full salvo from its macro-Hurricanum arrays. The resulting arcane detonation obliterates the besiegers, but it also turns the surrounding verdant landscape into a desolate, smog-choked wasteland. This causes great strife with the Dreadwood Sylvaneth, who move to occupy the devastated territory – now known as the Ghoul Mere. Led by the Treelord Pale Oak, these revenants refuse to allow people passage out of the city. Conflict soon erupts, and blood is shed on both sides. Only after much negotiation does the city secure a single trade route out of the Fastness. Any who stray from this militarised highway are soon snatched away by vengeful woodland spirits.



DEATHLY ERUPTION

The Great Necromancer Nagash works a grand spell that inverts the magical energies of Shyish. An all-devouring vortex – the Shyish Nadir – forms at the realm's heart. The ensuing arcane disruption causes tides of haywire magic to rush across reality, wreaking untold devastation across vast areas. Great hosts of spectral Nighthaunt rise up to prey upon the living, and many of Sigmar's free cities in the Realm of Death are overwhelmed.

LIVING INFERNO

A conflagration of sentient magic sweeps through the lower levels of Hallowheart, incinerating thousands. Cavorting daemons of Tzeentch spill from the fires to burn and kill. While the city's

armies and Stormcast Eternals of the Hallowed Knights hold the minions of the Change God at bay, Battlemages of the Collegiate Arcane desperately attempt to dispel the magical disaster. Eighty-two give their lives before the fires finally dim. These martyrs are honoured by the Hallowed Knights with a grand stained-glass mural in the Celestrine Cathedral.

BATTLE OF BLISTA BAKK

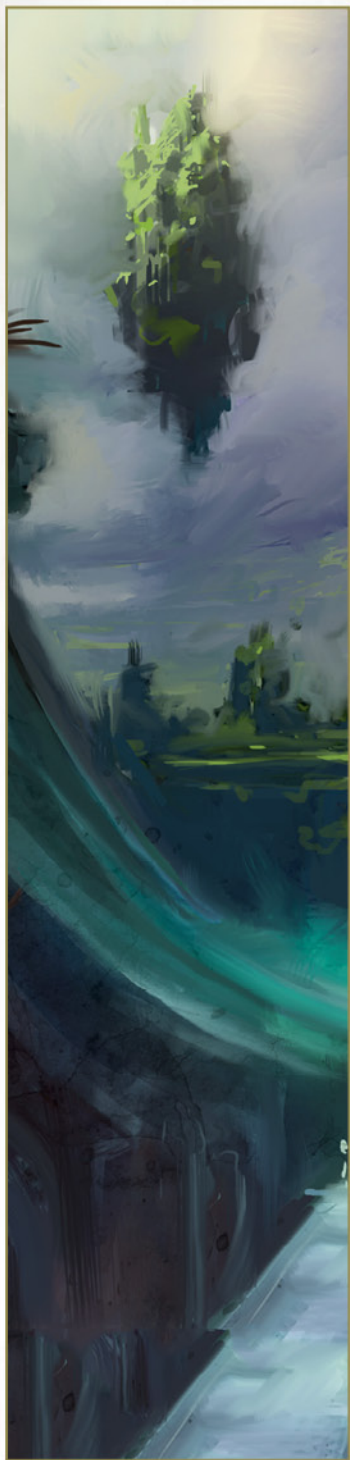
The sea-lanes of Anvilgard are plagued by orruk pirates operating out of the floating shanty-port of Blista Bakk. Seeking to wipe out this threat to their income, the shadowy cabal of criminals known as the Blackscale Coil pressures Anvilgard's Grand Conclave into launching a full naval invasion of the greenskin port. Scourge wolfships surround Blista Bakk, raining fiery missiles down upon its rusty ramparts. Meanwhile, Freeguild steam-galleons with reinforced prow-rams smash their way into its harbour, unloading the city's marine armies. Black Ark Corsairs clear the docks, their matchless swordplay set against the raw strength of Brutes and Ardboys. The waters boil with blood as the siege escalates. Finally, the Scourge Privateers unleash their greatest weapon: several many-headed Kharibdysses driven to a mindless rage by the goading of their beastmasters. These monsters trample the last pockets of resistance, and a fire-ravaged Blista Bakk soon sinks beneath the waves of the Searing Sea.

HIDDEN DANGERS

The magical disturbance of the Arcanum Optimar unveils mysteries buried aeons ago during the Age of Myth. These Stormvaults – built by Sigmar to hide dangerous artefacts and foes – are sought by the rival powers of the realms. The Midnight Tomb beneath the city of Lethis is one such vault. Lady Olynder, Mortarch of Grief, lays siege to Lethis on Nagash's orders, and despite a valiant defence by the city's Stormcast guardians and Blackshore Guard regiments, she cracks the tomb open. Something ancient and terrible claws its way free, leaving a trail of devastation in its wake.

HAMMERHAL, THE TWIN-TAILED CITY

The Twin-tailed City is a shining embodiment of the civilisation that the God-King wishes to forge. A realm-spanning megalopolis home to countless souls, it consists of two great metropolises – Hammerhal Aqsha and Hammerhal Ghyra – linked together by the great Stormrift Realmgate.



Hammerhal is the seat of Sigmar's power in the Mortal Realms, a colossal urban sprawl that stretches from the fiery plains of Aqshy to the verdant wilds of Ghyran. The Twin-tailed City was founded many years ago, when Sigmar looked to build upon the victories he had achieved in the Realmgate Wars. He set his eyes upon the Stormrift Realmgate, an immense arcane pathway that provided passage between the Realms of Fire and Life.

The Stormrift was once surrounded by orruk tribes of Bonesplitterz and Ironjawz, who worshipped the Realmgate as Mork's Maw. No fewer than thirty Chambers of Stormcast Eternals led the assault upon both sides of the Realmgate. It was the Hammers of Sigmar, first-forged of the Stormhosts, that spearheaded the destruction of the greenskin hosts, and it was they who claimed guardianship of the great city that rose from the ashes of the orruk war camps. Their imposing fortress, the Perspicarium, was constructed to stand watch over the Stormrift, and through its golden gates march an almost continuous stream of gleaming warriors – Hammers of Sigmar departing upon grand crusades far across the Mortal Realms. The inhabitants of Hammerhal are fiercely proud of their association with this most famous of all Stormhosts and strive always to live up to their reputation for martial excellence and honourable conduct.

Hammerhal now comprises two settlements governed as one: in the Realm of Fire lies the industrial, fortified bastion of Hammerhal Aqsha, and in the Realm of Life are the bountiful gardens of Hammerhal Ghyra. The symbiotic relationship between these two strongholds has safeguarded them against many threats – both from within and from without. Channels of magma from the Realm of Fire are directed

through the Stormrift via great sluiceways to form a defensive perimeter around Hammerhal Ghyra and keep the voracious vegetation of the surrounding wilds at bay. Likewise, Hammerhal Aqsha benefits from vast shipments of grain, meat and Aqua Ghyranis that arrive from its sister city. Trade is the lifeblood of any great city, and there is almost nothing that cannot be found within Hammerhal's sprawling market districts. An immense chasm runs through the centre of the city, forming a natural trade route for airships, Skycutters and the winged beetle mounts of Sylvaneth allies. The vaults of Hammerhal contain wonders and treasures from across the realms, claimed through battle or exploration and taken to the Twin-tailed City.

As the foremost sanctuary for the free peoples of the realms, Hammerhal's population has grown exponentially in the years since its founding. All manner of disparate groups find refuge in the Twin-tailed City. Darkling Covens thrive in the grimmer quarters of the city. Aelven Wanderers patrol the gardens of Hammerhal Ghyra, living in nomadic caravans and treetop camps away from the hustle and bustle of the city proper. The industrial expertise of the Dispossessed is much prized, for Hammerhal is always growing. With every passing season, the cogforts that guard the city's edge roll outward upon great iron tracks, expanding the city's borders. New walls are then raised and defensive fortifications erected.

This constant state of flux means that regions of the city are swift to rise and fall in prominence, with formerly vital trading posts fading into insignificance. So vast are the numbers of aelves, duardin and humans that dwell within the city that providing proper housing for all is impossible; while noble quarters such as the gleaming spire-towers



of Goldpath or the garden villas of Sanctur Tulis are the envy of the realms, millions more citizens of the Twin-tailed City live in crime-ridden slums. Areas such as the Cinderfall district and the gloomy warrens of Blackwood Town are notorious hives of criminals and alley gangs. Here, life is cheap and harsh, but these places breed tough, hard-bitten souls who make for excellent soldiers. A career in the Freeguilds offers a path to glory and renown for even the most low-born guttersnipe.

Hammerhal's standing armies are amongst the largest and best-equipped available to the God-King. A military people who take great pride in their heritage, Hammerhalians prize martial ability and stubborn resolve. The Goldjackets – as the line infantry of the city's Freeguilds are known – are famed for their fighting ability and unwillingness to retreat even in the face of impossible odds. Each of the city's seven military guilds is descended from one of the ancient tribes that Sigmar brought with him to the Realm of Heavens before the Gates of Azyr were closed.

More than in any other free city, the Freeguild of Hammerhal are fiercely proud of their heritage. They still bear the great battle-standards of their progenitor tribes, artefacts of rare provenance woven from Hyshian suncloth and stitched with the skin and bones of martyrs. These standards are brought onto the battlefield to inspire the Goldjackets

to great feats of martial skill and bravery. Those who stand beneath the heraldry of their forebears find their hearts enflamed with zealous pride, and they will fight on even when all hope seems lost. To allow the colours to be taken, damaged or destroyed in battle would be an unthinkable disgrace. Only once in the history of Hammerhal has such a disaster occurred. On that occasion, the entirety of the Griffon Spears – the dishonoured Freeguild in question – embarked upon a suicidal cavalry charge against a greenskin horde eight times their number in a doomed attempt to restore their honour. This ill-fated adventure, known as the Forlorn Charge, is still the subject of Hammerhalian folk tales and songs. It is regarded not as a tale of tragedy but as a heroic encapsulation of the city's stubborn pride.

Such is the size and influence of the Twin-tailed City that it can avail itself of almost any specialist formation. Ranks of handgunners and swordsmen are backed up by all manner of auxiliary formations, chosen according to the needs of each individual campaign; when necessary, the Lord Generals of the city can field nimble-footed Shadow Warriors, fleets of Gyrobombers or the magical war machines of the Collegiate Arcane. These powerful armies have been called upon often during the dark days following the Shyish necroquake and have performed with characteristic skill and bravery.

THE ACADAMAE MARTIAL

An army is only as effective as the generals who command it, and in this respect the Twin-tailed City is unrivalled. Outside of Azyrheim itself, the Acadamae Martial of Hammerhal Aqsha are famed as the greatest colleges of warfare and strategy anywhere in the realms. An entire district of the city has been transformed into a combined training ground and barracks, complete with mustering fields where the officers of the city's great armies can study the theoretics of cavalry movement and infantry formations.

The renowned Dragoon-Generals of Hammerhal are the elite graduates of these august schools. They typically command heavy cavalry regiments mounted on Demigryphs, and they are infamous for their aggression and derring-do. With flamboyant sashes, towering helms and immaculately coiffured facial hair, they cut a strapping image on the battlefield.



AGAINST THE GREEN HORDES

Soldiers of Hammerhal are renowned for their skill and fighting spirit, but against the brutal greenskin warclans that haunt the wilds of the realms, these traits alone are not enough to triumph. Only by standing together as one impenetrable wall of shields and spears can they keep the enemies of Order at bay.

Rain poured down in sheets. It was always raining in this part of Ghyran. Or so it seemed to Creel, at any rate. It made the feather on his cap droop and ran in rivulets along the etched surface of his breastplate. The Freeguild sergeant squinted, trying to see through the curtain of water.

Past the trees, the horizon was red. Something was burning, despite the rain. He could hear the boom of the Ironweld's batteries to the south. 'Listen to them sing,' he murmured.

'Not long now,' Brokk rumbled. The duardin Ironwarden stood beside him, drakegun cradled in his arms. Brokk patted the weapon as if to calm it. 'Soon enough, we'll sing our own war-song, eh, oath-brother?'

Creel nodded. 'When the ground begins to quake, that's the signal.' Posweil had promised to bring the enemy to them in good time, and Creel had never known the Preceptor to be wrong when it came to such things. The Demigryph Knights would see to their task, as Creel would see to his.

At the thought, he cast a weather eye over his men, frowning as he watched the halberdiers struggle to maintain their footing in the mud, their blue-and-white leggings stained brown.

'Hold your place, you lackwits,' he roared. 'I've only got one bloody leg and I'm managing better than the lot of you.'

He knocked scarred knuckles against the side of his wooden leg for emphasis. The leg was made from ironoak, and there were coins nailed to its length. He liked to think of them as his retirement fund. Creel had spent a lifetime in the service of the Faithful Blades, one of the oldest regiments in Hammerhal. Over the course of his duties, he'd left a leg

at the Pale Gorge and his eye in the Hexwood. Some soldiers lost limbs. Some lost their lives. All the God-King asked was that they did so in his name.



He swept the ranks with a glare, watching as they steadied themselves. Beside him, Brokk laughed.

'Not their fault, you know. Not used to the rain, these Aqshians.'

Creel spat. 'Dregs from the Cinderfall district. Never felt the cold a day in their lives until they came here, most of them.' He paused. 'Good soldiers though. Never met an Aqshian who wasn't willing to fight.'

The Faithful Blades held the centre of the line, as had been tradition since Hammerhal's founding. A solid wall of Freeguild halberdiers, extending towards the treeline. Behind them, supporting units of handgunners from the Blacktalons and crossbowmen from the Gold Gryphons. And to either flank, the Dispossessed of the Jadeforged Clans, in their green-tinged gromril war-plate.

They had taken up position in a newly made clearing. Duardin

labour-clans had made short work of nearby trees, felling them and stacking them in improvised palisades to the south and the east, where the Ironweld had placed their guns. Creel frowned as he considered the raw tree stumps, glistening in the rain. The forests around here bore grudges, and he knew the folk of Hammerhal would pay a price for their actions, however necessary.

Brokk sniffed the air. 'Smell that?' 'Been smelling it since we left the city.' The enemy had come suddenly and swiftly. Outposts all along the River Clot had gone quiet. River traffic had slowed, and there was a smell on the wind, dank and sour. Something was swarming east through the foothills, towards the Twin-tailed City and its outlying demesnes. Something green.

The distant thunder of the Ironweld changed tenor. More rapid now – the staccato boom-boom-boom of Helblaster volley guns. That meant the enemy were too close for cannons. He looked down at Brokk, and the duardin smiled.

'See you when it's done, eh?' he said, as he pulled on his helm.

'When it's done,' Creel replied. Brokk nodded and went to rejoin his Irondrakes.

Creel drew his sword. 'Form up,' he bellowed. 'Quickly now.'

Seconds later, he heard trees splinter and fall. Out in the dark, something bellowed. A sound full of hunger and fury. Creel hawked and spat. 'Troggoths,' he muttered. Troggoths were always worse in the rain. It seemed to rile them up.

Roars echoed, almost drowning out the steady drumbeat of the rain. An infantryman stumbled as the mud shifted, nearly dropping the regimental standard.

Creel turned on him. 'Keep that



standard up, Belkis, or so help me I'll gut you myself.'

'Wasn't my fault, Sergeant,' Belkis protested. 'Lost my footing.'

Creel leaned close. 'Think the enemy cares, boy?' he growled. 'Think they give two spits why you're on your knees?' He raised his voice to a low bellow. 'No! Because they're the enemy. Stay on your feet, hold the line, trust in Sigmar. That's how we do things here.'

A moment later, the first of the Demigryphs pelted out from between the trees. The lean, catlike, bird-headed beasts galloped towards the halberdiers, running flat out despite the armoured knights that rode atop them.

Creel spotted Posweil in the lead, helmetless and sporting the immaculate facial hair that identified him as a graduate of the *Acadamae Martial of Hammerhal Aqsha*. The big knight bellowed a cheerful greeting as he urged his spotted steed past the halberdiers.

'They're right on our tail, Creel. You know what to do!'

Creel nodded, his eyes on the trees. Posweil was right; there was something moving there. Something fast. The sound of it sent a chill through him. He knew that sound – a sort of squashy drumbeat.

'Halberds at the ready,' he shouted. 'And remember, lads, hold the line and trust in Sigmar.'

The first squig hurtled through the trees like a cannonball with teeth. The spherical beast bounded forward in an erratic pattern, slaver trailing from its wide jaws. More followed – a tidal wave of red, spilling towards them. An enormous maw, rammed full of foot-long fangs, suddenly filled his vision.

He lurched backwards, and the fangs slammed home on his wooden leg. Cursing, Creel clawed for the pistol thrust through his belt. He fought to keep his balance as the squig worried at his leg. He freed his pistol and shoved it up against a beady eye. The shot punched through the creature's spongy cranium and it deflated like a burst waterskin, loosing him.

He turned. Behind him, the squigs had hurled themselves into the

tightly packed ranks. Bodies flew into the air, accompanied by screams and curses. But despite the carnage, the line held. Halberds thrust out, pinning struggling squigs to the muddy ground, where they were swiftly dispatched.

There was no time to celebrate, however. The squigs had just been the first wave. Small, hunched shapes scuttled in their wake. Grots. Hundreds of them. The grots paused in disorderly mobs at the edge of the clearing.

'What are they waiting for?' Belkis panted, squig ichor staining his sword arm.



Creel had no chance to reply as the first volley of arrows pierced the curtain of rain and fell among his men. The grots were no marksmen, but even a greenskin could hit a big enough target. Men screamed and fell. From behind them, Creel heard the bark of handguns as the Blacktalons and Gold Gryphons replied to the greenskins in kind. Then, from his left came the boom of drakefire guns, accompanied by a duardin war-song. Brokk and his clansmen had a long history with the greenskins – none of it good.

Belkis yelped as an arrow sank into the standard pole, nearly catching his fingers. Creel plucked an arrow from his wooden leg and cast it into the mud.

'Reform ranks,' he shouted. 'Prepare to receive the enemy!'

As he spoke, the grot archers slunk back into the trees and the rest of the greenskins charged. They were ugly creatures, barely tall enough to reach his waist, but dangerous all the

same. They came in ragged ranks, accompanied by banging gongs and wielding crude weapons.

Creel held his ground as they poured over the halberdiers like a green wave, stabbing or clubbing wildly at anything that moved. He plied his blade with brute efficiency, thrusting and hacking with no real goal save to kill as many of the creatures as possible, as quickly as possible. Belkis and the others followed his example, some of them crying Sigmar's name. If the God-King noticed, he gave no sign.

Creel heard a scream and turned. A towering shape, gangling and stinking of dark places, loomed over him. A Troggoth – but bigger than any he'd ever seen before. It was the size of a cogfort, at least. It leaned over and snatched up a nearby infantryman. As Creel watched helplessly, it lifted its prey high over the battle and squeezed the screaming man to a bloody pulp. The brute laughed gutturally, and to Creel the sound was worse than all the roars in the world. It tossed the crushed body aside and reached for another.

Creel barked an order. Halberds thrust upwards into the Troggoth's flanks and belly. The brute jerked back, face contorted in animal rage. Its dim gaze fixed on Belkis – perhaps because he was waving the standard for all he was worth – and it reached for him. Creel dragged Belkis aside and slashed out with his sword. The monster wrenched its hand back with a roar of frustration.

A moment later, the roar became a shriek of agony as the full weight of a Demigryph and rider caught the beast in the back. The Troggoth stumbled as the Demigryph scaled its lanky frame like a cat climbing a tree, its rider lashing out with his sword. More Demigryphs bounded past, pouncing on unwary grots or squigs.

'You saved me,' Belkis said.

Creel laughed and clapped Belkis on the shoulder. 'I told you, boy – hold the line, and trust in Sigmar.' He turned as the roar of another Troggoth echoed through the trees.

'Now get back in formation. We've still got work to do.'

THE LIVING CITY

Raised by Lady Alarielle the Everqueen from the stone and ironoak of the Jade Kingdoms, the Living City is a natural bulwark against the savage powers of the realms, a mighty woodland city ringed by thorn-studded towers and walls of choking vines.

The Living City is a monument to the restored alliance between Sigmar and Lady Alarielle, radiant goddess of nature. It was the Everqueen's armies – alongside several Warrior Chambers of the Ghyran Guard and the Hallowed Knights – that scoured the skaven of Clan Morbidus from the surrounding forests and cleared the ground for the city's birth. Summoning the magical currents of Ghyran to shape the trees and stones around her, the Everqueen raised the boughs of the Everspring Swathe, forming ramparts and walls of living thorn, great canopy-districts and winding, oaken pathways.

In recognition of the God-King's service to her people, Alarielle granted sanctuary to all free peoples within the verdant walls of the Living City and allowed the construction of the Oakenspire at its heart. This immense

Stormkeep would become the foremost stronghold of the Ghyran Guard, sworn protectors of the Jade Kingdoms, who regard the Everqueen with almost the same reverence as they grant their liege-lord Sigmar. The Hallowed Knights also have a minor Stormkeep here and are equally influential in the city's military decision-making. In addition to these Sigmarite forces, several glades of Sylvaneth maintain wargroves within the city proper. The Oakenbrow in particular are well represented as the most prolific and even-tempered of Alarielle's children. There is great mutual respect between these noble warriors and the Stormcast Eternals, who see them as kindred spirits in the struggle against Chaos. Even the Wanderers – those aelves who abandoned Ghyran during the Age of Chaos – have made a home here, though they are confined to the

outer quarters of the Living City; old wounds do not easily heal, and despite the Wanderers' willingness to give their lives for the Everqueen's cause, her Sylvaneth children will never truly trust those whom they name traitors and exiles.

The Living City was the first of the so-called Seeds of Hope, the three fortified cities founded in the Realm of Life that would come under siege from the forces of brutality and disorder during the bloody Season of War. This conflict saw a multitude of Chaos warbands, greenskin hordes and other savage forces, outraged by the God-King's intrusion into what they considered their rightful domain, rise up to lay siege to Sigmar's nascent cities. The Living City saw some of the worst of the fighting. Only after a long and vicious campaign was the final, tumultuous Battle of the Awakening

THE EVERSPRING SWATHE

The Living City is located amidst the verdant wilds of Thyria in the Everspring Swathe, one of the largest continents of the Realm of Life. Ever since the return of Sigmar to the Mortal Realms, the Swathe has been contested territory. Though the God-King and Alarielle's alliance has recovered much lost ground and established several great strongholds of Order, the Plague God Nurgle still covets the Swathe; his daemonic and mortal minions thrive in places such as Glott Marsh and the vile city of Plaguespire, whence they regularly launch raids and unleash contaminating rituals upon their hated foes.

The Swathe consists of the twin Jade Kingdoms of Thyria and Verdia. All animal and plant life in the former is male and in the latter female. During the passing of the seasons, great migrations are made across the stamen-like promontories of the Triske Isles to sacred hunting and mating grounds. Much of the Living City's trade revolves around these seasonal trails as hunters, skinners and other tradesmen follow the flux of wildlife in search of materials to sell at market. The Everqueen tolerates this practice so long as proper respect is given to nature – those hunters who commit acts of great wastefulness or cruelty soon suffer the wrath of watchful Sylvaneth.

In the days since the Shyish necroquake, the Swathe has been assaulted by waves of undead beings. Spectral hosts of Nighthaunt illuminate the deep forests with ethereal lights, and great shambling hordes of Deadwalkers have crawled forth from bogs and meres to fall upon vulnerable farming settlements. There are even rumours of strange, skeletal cities rising within the dark places of the world.





decided in favour of the defenders, the city itself stirring to life to crush and tear apart its besiegers. In the wake of this victory, the boughs of the Living City have continued to reach ever outwards, though scars of the past still linger: only careful tending by druids of the Everspring Circle keeps infestations of bileworms and poxstingers – repulsive creatures unleashed by Nurgle-worshipping priests – from spreading throughout the city’s ironoak barricades. Ironoak, a strong and supple wood, is the city’s greatest export and the material from which its arms and armaments are made. Artisans and craftsmen from across the realms covet the substance, fashioning wondrous artefacts and treasures from sturdy branches.

The city’s standing armies of Wanderers, allied Sylvaneth and Freeguild soldiery – together known as the Viridian Shield – are trained

to fight amidst the twisting labyrinth of the Everspring Swathe. They travel light and strike fast before fading away, relying on sudden assaults, barrages of missiles and flanking attacks to whittle down superior numbers. A common term amongst the Viridian for the thick woods surrounding the Living City is ‘home beyond the walls’, signifying their belief that their own natural fortifications are a mere extension of the great forests of Thyria, which give them both succour and protection.

The Nomad Princes that make up the majority of the Living City’s military leaders have perfected the art of the ambush. Wild Riders bound into battle upon their stag mounts, stabbing at their prey with long-bladed spears before disappearing into the undergrowth. If the enemy is foolish enough to pursue, they are swiftly surrounded by glaive-wielding aelven rangers and carved

apart. Those of a more cautious disposition suffer all the same. The city’s Freeguild Crossbowmen fire and reload with practised skill, sending hails of ironoak bolts whistling down into the enemy’s tightly packed ranks. Even worse are the magical bolts of blue-white flame loosed by the Sisters of the Watch, elite woodland warriors who wield longbows formed from pure arcane energy. Should the hour be dire and the enemy’s numbers overwhelming, sacred horns carved from the shells of wardroth beetles are blown. The booming sound echoes through the deep, dark forests of the Everspring Swathe and the children of Alarielle answer. Sylvaneth warriors burst from the treeline, striking without warning and swiftly cleansing the foe’s corruption from the land. Some wargroves even accompany the armies of the Living City when they roam abroad, serving the Everqueen’s will in distant lands.



NATURE'S WRATH

The Living City is a powerful symbol of unity, undeniable proof that coexistence between nature and civilisation is possible. When the faithful of Alarielle and the God-King join as one, they become a mighty force to be reckoned with. Nevertheless, there is no shortage of foes seeking to test the strength of this bond.

The smell of sickness was on the wind.

Prince Ferasaen dropped lightly to the loamy ground, making barely a whisper of noise.

'It looks as if the Sisters of the Watch did their part. The enemy are making their way through the ghost-elm grove to the south. We've timed it right.' The Nomad Prince straightened, pushing back the edge of his cloak of leaves. The curved antlers of his helm added to his great height, causing him to tower over his human subordinate.

'We always do,' Kort said. The Freeguilder scratched his unshaven cheek. In contrast to his commander, the human was short and stocky, clad in the green livery of his regiment. 'Question is, will our... 'friends' show up this time?'

Ferasaen frowned. The human's question was impertinent, but his concern was understandable. The Sylvaneth were anything but reliable when it came to affairs of men and aelves. 'If our need is great.'

'It was great last time.'

'No, it wasn't,' a new voice interjected. Ayaela stepped into the open, her bow balanced across her shoulders. The High Sister nodded respectfully to Ferasaen. He returned the gesture with solemnity. Ayaela and her sisters were his good right hand, as Kort and his crossbowmen were his left.

'Guess it depends on your perspective,' Kort said, with a shrug. 'Seeing as I was the one who near as had his skull decorating a Rotbringer standard, you can see why I might wonder.' He gave Ayaela a gap-toothed grin. She snorted and turned away.

'If we need them, they are but a horn's blow away.'

'We may well, if the stink is any indicator,' Ferasaen said, before Kort could make a retort.

'Well, cousin?'

'They've left their armsmen behind, as we hoped. A few arrows, a few more taunts, and they galloped after us.' She shook her head. 'You'd think they'd learn, after all this time.'

'I give thanks to the Everqueen every day that they haven't.' Ferasaen tapped theommel of his starsteel blade. 'How many?'

She frowned. 'More than I'd like. Thick as flies. Hundreds.'

Ferasaen grimaced. 'And their masters?'



'Less. Forty, maybe fifty.'

Ferasaen let out a breath he hadn't realised he'd been holding. Not as many as he'd feared, then. 'Fine. I'll take the lead. Kort...?'

'I know what to do.' Kort gave a lazy salute. 'With your permission then, my lord, I'll rejoin the others.' Ferasaen nodded.

'May your bolts fly true, Kort.'

'Always do, my lord. Always do.'

Ayaela watched him depart.

'Arrogant oaf,' she said, without anger.

'No. Just human.' Ferasaen frowned as the wind shifted and

brought with it the tang of spoiled meat. He placed his hand against the trunk of a nearby tree and felt the bark twitch. The enemy were here. 'Time to go to work, cousin,' he said. They clasped forearms.

'Ride swift and strike true, my prince,' Ayaela said. She was gone a moment later, slipping through the greenery like a shadow, to rejoin her sisters. Ferasaen whistled softly and a jade-daubed Wild Rider appeared, leading a saddled stag.

'It is time, Caervad,' Ferasaen said. 'Call the others.'

The aelf nodded and lifted a hunting horn to his lips as Ferasaen swung himself up into the saddle. He felt a surge of anticipation as the horn's note quavered on the warm air. It was always thus. He yearned to prove himself, as they all did. To show the Everqueen that they had repented their crime – that what they had once abandoned, they would now defend to the death and beyond.

He nudged the stag into motion. As the great beast bounded through the tangled labyrinth of the Everspring Swathe, more stags appeared, each bearing a rider who clutched a long-bladed spear. The Wild Riders fell in around their prince as he skidded down grassy slopes and bounded over fallen trees, gathering speed until the forest was little more than a contiguous blur of green.

Caervad continued to sound his horn until the forest seemed to echo with the eerie call. The hunt was on. Dozens of riders had answered the call; it was a cavalry charge unlike any other. The aelves gave voice to ululating screams, so as to inspire fear in their prey.

Ferasaen alone remained silent. He was no worshipper of Kurnoth, filled with love of the hunt. He was simply a prince without a kingdom, a penitent in the green fanes of



the Everqueen. And this was his obeisance.

The ghost-elm grove welcomed them, the pallid bark sighing as if in gratitude. Ferasaen and his riders galloped easily through the close-set trees, closing in on their slower-moving prey. He leaned forward in his saddle, drawing his sword as he did so. The air was sour and full of flies.

When he saw them, the bile rose unbidden in his throat. A lance of armoured knights, swollen and filthy with the foul blessings of the Plague God. The flyblown heraldry they bore was familiar to him, for these had often attacked the Living City in recent years. Their mouldering tabards and armour were a mocking echo of those worn by the chivalric orders that had once defended Thyria and the Everspring Swathe.

One of the Chaos Knights bellowed a warning to his fellows as the Wild Riders galloped towards them – but too late. The Wild Riders swept through the enemy and enchanted spears thrust out, punching into rust-riddled war-plate with ease. Several Chaos Knights toppled from the saddle but not all. They were hideously resilient, absorbing wounds that would have killed a normal warrior many times over.

Ferasaen aimed his stag at the closest knight and twitched the reins. The beast lowered its antlers as it sprang forward. The moulting reptilian beast ridden by the Chaos Knight gave a screeching hiss as the stag's antlers tore into its side, drawing a spurt of ichor. The Chaos Knight roared a curse and twisted in his saddle.

Ferasaen ducked beneath the corrupted warrior's miasmatic blade and let his own sword dance across his opponent's side. His blow drew greasy sparks from the Chaos Knight's armour, even as the reptilian beast gave way and Ferasaen's stag bounded past. He tugged on the reins, bringing his steed about. His opponent thundered after him, howling oaths to his abominable god.

The Nomad Prince did not pause. Instead, he sheathed his blade and

urged his stag into motion, heading away from the enemy. At that silent signal, the Wild Riders broke off their attack and whirled away, following their prince. The Chaos Knights pursued, as Ferasaen had hoped they would. The farther they could draw them from the rest of their forces, the better. The enemy was too strong to fight head-on.

The Wild Riders scattered in all directions, slipping easily through the trees. Their pursuers had more difficulty, being unused to the twisting labyrinth of the Everspring Swathe. Their monstrous steeds became tangled, and Ferasaen could hear the knights cursing and slashing at the offending vegetation. As the last of the Wild Riders slipped out of the ghost-elm grove, Ferasaen turned his steed about.



Caervad slowed as well.

'What now, my prince? A second charge?' he asked, eagerly.

'No. It's Kort's turn.' Ferasaen spotted the Freeguilders easily, but only because he knew what to look for. The humans lacked aelvish grace, but they had cunning aplenty. They crouched among the undergrowth, crossbows at the ready. 'Give the signal,' he said.

The horn sounded again, and the Freeguilders rose. They unleashed a volley of ironoak bolts into the first of the Chaos Knights to burst into

the open. With practised skill, they reloaded and fired again at Kort's shouted command. The Chaos Knights bulled on, fewer now, but those that remained seemed even more determined. Some of them had been struck by several arrows that now protruded from them like the spines of a carnovrak, but they rode on regardless, rust-coloured gore spilling down their cuirasses.

After a third volley, the Freeguilders retreated, slipping back into the forest ahead of the enemy. Caervad's horn sounded a second time, and then it was Ayaela's turn. Many of the enemy horsemen peeled away in the direction of the apparently fleeing humans, making themselves perfect targets for the Sisters of the Watch. A moment later, magical bolts of blue-white flame thrummed down from the trees overhead, punching Chaos Knights from their saddles and wreathing their flesh in cleansing fire.

Still the survivors plunged on, roaring war-cries, trying to find their attackers. They were tough – tougher than Ferasaen had hoped. Too many of them still stood, or rode, despite the unerring aim of the Sisters of the Watch.

Ferasaen reached into a saddlebag and retrieved a war-horn, painstakingly carved from the shell of a wardroth beetle. He considered it for a moment, then placed it to his lips and blew. A boom of sound emerged, reverberating through the trees.

It was such that even the Chaos Knights fell momentarily silent. They turned, searching for the sound's origins. In the long moments that followed, there was only the whisper of the breeze and the creaking of boughs. Then came a noise like thousands of branches snapping all at once.

The Sylvaneth had arrived.

Ferasaen felt a chill as the treekin strode past him, their tread causing the ground to shudder. The war-cries of the Chaos Knights soon turned to screams.

'Sound the horn, Caervad,' he said, softly. He drew his sword. 'The hunt is not yet finished.'

GREYWATER FASTNESS

The industrial behemoth of Greywater Fastness rises from the centre of a vast, magic-blasted mire. Though it resides in the Realm of Life, this is no verdant garden city; looming over the landscape like a great, metal beetle, it is a place of churning refineries, smog-shrouded warrens and Ironweld gun foundries.

A blunt, uncompromising slab of iron ringed with cannon batteries and choked with the smoke of sprawling factory complexes, Greywater Fastness stands tall amidst a devastated no man's land of shattered trees and bubbling swamps.

In the years since its founding, this great centre of industry and invention has remained stubbornly defiant in the face of numerous threats. Its smoke-spewing factories produce some of the finest blackpowder weapons and artillery pieces in the realms, and the gun-lines of a Greywater formation are much valued by Sigmar's battlefield commanders. Yet such power and autonomy has come at a heavy price.

During the Season of War, the fortress-city's Ironweld gun batteries and the Luminark arrays of the Collegiate Arcane decimated the bestial hordes that threatened to tear the city down, but the cataclysm they unleashed rendered the land around the city all but uninhabitable. This

region, known as the Ghoulish Mere, is populated by vengeful woodland spirits who prey upon any mortals foolish enough to stray from the heavily guarded trade roads. Led by the mysterious Treelord known as Pale Oak, the Sylvaneth that dwell here have clashed several times with the armies of Greywater. Only the threat of undead invaders and rampaging warbands of Chaos has prevented the outbreak of total war between these two seemingly incompatible cultures.

War is the all-powerful force that drives the expansion of Greywater Fastness. It fills the coffers and vaults of Ironweld guildmasters and Dispossessed mason-lords and keeps the fires of the gun foundries ever blazing. The demand for Greywater weapons and refined firepowder is incredibly high, and the duardin clans that operate the city's most prosperous forge complexes have grown immensely rich and influential. Many have earned a position on the Council of the Forge, a great gathering of lords and clan

chiefs that wields more power than even the city's Grand Conclave. Driven by an avaricious desire for more and more raw resources with which to power their experimental war machines, the Council seeks any excuse to make war upon Greywater's neighbours.

Few of Sigmar's mortal armies can rival the sheer destructive force of a Greywater battalion. Elite regiments of Handgunners – known as Greycaps because of their distinctive choice of headwear – are joined by veteran shieldbands of Dispossessed Ironbreakers and Irondrakes to form an all but impervious battle line. These relentlessly drilled troops are backed up by the full might of the Ironweld Arsenal – cannon and Helblaster Volley Gun batteries together with bomber squadrons flanked by whirring Gyrocopters to provide air cover. There is a simple martial doctrine to which all the generals of Greywater Fastness adhere: the decisive application of overwhelming – and often extravagantly excessive – firepower.





RAIN OF FIRE

The armies of the Fastness believe that there is no enemy that cannot be set to flight by the thunder of a thousand guns. Many foes have tried to breach the fortified walls of the great city, but all have been repulsed by a devastating cannonade that turns the world to fire and smoke.

'Get those guns loaded,' Dornisson bellowed, pounding his fist against the unyielding stone of the rampart. 'I want a continuous rain of fire!' Gunnery crews, both duardin and human, hurried to obey his orders, readying cannons, organ guns and rockets.

Dornisson's station was but one of many. The outer walls of Greywater Fastness were festooned with secondary defensive ramparts. Each one was a secure nest of fire and iron – isolated save for the steps and walkways that connected them to the narrow runner-keeps built into the concentric walls.

The air hummed with the reverberations of a thousand batteries, and Dornisson could smell blackpowder on the wind. The duardin sighed in satisfaction. This was what it was all about. Powder and shot, the taste of it on your tongue... there was no better feeling.

He turned back to seething tides of the foe. They were easy enough to see. The lower ramparts were scarcely twenty metres above the ground and were the first target of any besieging force, if they made it under the range of the higher batteries.

Below him, the skaven pressed forward across the no man's land of shattered trees and bubbling swamps. A horde stretching the entirety of the southern wall – and probably farther than that. Thousands of them, squealing and scuttling through a rain of shot and fire.

'I can't believe the treekin let them through,' one of the crewmen muttered.

'I can,' Dornisson said, flatly. The Sylvaneth were no friends to Greywater Fastness. They were no friends to anyone. He could well imagine the treekin watching from the edges of the swamps as the blunt slab of iron and smoke that was Greywater Fastness was drowned in vermin. He cast a hard glare at the offending crewman.

'Best keep your mind on your duties and not on what the treekin did or didn't do.'

A moment later, Luminark arrays mounted on the uppermost ramparts lit up the smoggy night. Arcane detonations lanced the writhing mass of ratmen, punching holes in the scurrying horde. The whole seething, chattering mass seemed to waver for a few moments. Then, inevitably, it recovered and charged on.

As the thunder faded, Dornisson heard a familiar whine. He looked up and saw a Gyrobomber squadron streak out over the horde. Rotor arrays whirring, the squadron swung across the skaven vanguard. Grudgebuster bombs pummelled the earth, hurling burning bodies skyward in great gouts of earth and fire.

But as the craft veered to make a second pass, one of the skaven war engines spat a crackling stream of sickly green lightning, tearing through one of the Gyrobombers in the process. The craft exploded in mid-air and chunks of burning wreckage rained over the horde. Despite their losses, the skaven continued their advance.

Dornisson cursed and spat as a tide of iron and filth suddenly rushed the lower ramparts. At his command, Helblasters vomited fire. Skaven fell in twitching heaps.

'Maybe we should sound the alarm,' one of his crewmen said. 'Get the Greycaps up here.' Each of the ramparts had an alarm bell, designed to let those soldiers stationed in the nearest runner-keep know that the enemy had reached the walls.

'We don't need them,' Dornisson said, sharply. 'This is our battery, and we don't need any Freeguild jack-a-dandies to protect it. You've got guns – use them.'

As he spoke, ladders made from wood and bone clacked against the stonework. Crude anchoring pitons dug in as ratkin swarmed up the ladder, squealing and chattering.

Dornisson cursed and unlimbered his grudge-raker. He swung the multi-barrelled weapon around as the first verminous snouts appeared over the top of the parapet and fired, scything the nearest section of the rampart clean. But as he reloaded, another creature scrambled up and leapt atop him, sending him sprawling. His grudge-raker clattered from his grip. He twisted aside as the skaven struck at him, clawing for his pistols. He heard someone ringing the alarm bell, despite his orders, and cursed. Whoever it was, he'd have their hide – provided they survived the next few moments.

The skaven's blade scraped across his gromril plate, drawing sparks. He rolled onto his back.

'Get off of my rampart,' he growled. The skaven had a moment to goggle at the pistols in the Cogsmith's hands before Dornisson pulled the triggers.

Even as the skaven was blasted over the rampart's edge, Dornisson heard the tromp of hobnailed boots. A unit of Greycaps flooded onto the rampart, their handguns barking. The Freeguilders were hardened fighters and when they'd emptied their weapons, they used the stocks, their knives or simply their hands and feet.

'Still breathing, Dornisson?' one asked, stepping over him.

'No thanks to you,' Dornisson grouched, hauling himself to his feet and retrieving his grudge-raker. The skaven were falling back, trailing squeals of panic in their wake. Those of his crew who had survived the onslaught cheered, but Dornisson silenced them with a glare.

'Who told you to stop firing?' he rumbled. 'When I say continuous rain of fire, by Grungni's fiery beard, I mean continuous rain of fire!'

The crews leapt to obey. Dornisson smiled grimly as the thunder of the guns started up once more.

Yes, indeed. There was no better feeling.

THE PHOENICIUM

Despite the grandeur of its gleaming spires and autumnal gardens, the City of the Phoenix in Ghyran is a strange and haunting place. Its great walls are shaped from ancient amber, and preserved forever within them are those who sought and failed to lay waste to the city in centuries past.

The city known as the Phoenicium was once little more than an ancient ruin lying at the foot of the vast, tree-like Arborean Mountain. During a mighty battle, the lower slopes of the mountain were torn asunder and a tidal wave of sticky sap was released, engulfing the city and the helpless combatants before solidifying into a giant glacier of hardened amber.

It was this strange scene that was discovered by the Anointed of the Phoenix Temple many centuries later. The aelves watched in astonishment as their Flamespyre and Frostheart Phoenixes took to the air, flying over the preserved city and trailing sorcerous energy as they whirled and spun. The rock-hard amber slowly melted, forming a golden mist that enveloped the ruins and persists to the present day, cloaking its wondrous promenades and white marble towers in a warming haze. Enemies who stray too close to this mist are transformed into amber statues and added to the gleaming ramparts.

Many worshippers of the Ur-Phoenix make their pilgrimage to the Phoenicium, the holy city of their deity, and the ranks of the city's armies are thronged with silent, merciless warriors. This is the centre of the Phoenix Temple's power in the Mortal Realms, and those warriors overcome by grief, horror and loss finally find peace upon the flaming shrines of the city's temples.

For many of the aelves who are descended from the great civilisations lost during the ravages of the Age of Chaos, the Phoenicium is a testament to their former glory. Within its walls, they occupy themselves with art and enlightened study as their ancestors did in ages past. The metaphorical rise of the Ur-Phoenix from the ashes is symbolic of their own desire to rebuild what was lost. It is they who are the dominant culture in the Phoenicium, in terms of both raw population and seats in the Grand Conclave. Nevertheless, they recognise a kinship with their fellow races and welcome both duardin and

humans into the city – although only aelves may serve in the armies of the Phoenix Temple. The God-King's stake in the Phoenicium is directly represented by the Lions of Sigmar. This proud yet reclusive Stormhost occupies the Golden Castrum, an amber Stormkeep at the centre of the city.

Though the rulers of the Phoenicium prefer to see their home city as a beacon of culture rather than a military stronghold, its standing armies are ever ready and eager to defend its borders. When the city rouses for war, Flamespyre and Frostheart Phoenixes descend from their roosts high up on the Arborean Mountain, their mournful cries filling the Phoenicium's defenders with resolve. As the elite warriors of the Phoenix Guard swing their halberds with artful precision, the offspring of the Ur-Phoenix swoop down over their heads to unleash magical gouts of ice and fire into the thick of the enemy ranks, leaving piles of ash and shattered ice in their wake.





FLAMES OF THE PHOENIX

The human inhabitants of the Phoenicium might not truly understand the spiritual connection between the Ur-Phoenix and their aelven allies, but they still consider the avian godbeast a symbol of hope and salvation. More than once its elemental offspring have come to the aid of the city's Freeguild armies.

The sea wind brought with it the stink of rotting meat and the cries of the damned. Shema gripped her spear more tightly and tried to ignore the terror that threatened to unravel her. The things that floundered towards the shore were unlike anything she had fought before. Their charnel stink caused her to gag.

She had served in the Holdashi Irregulars for only a few months. The bruises she'd earned on the training fields were still fresh.

Now she faced creatures from her darkest nightmares. They had come aboard vessels dredged from the sea's bottom by deathly magics and crewed by the souls of the drowned. An armada of reeking, barnacle-encrusted hulks, each full of bursting with a cannibal cargo.

They spilled onto shore in foul waves – not dead things but living beasts, twisted by madness and magic. Ghouls. Shema felt her stomach twist in disgust at the sight of the creatures and she was reminded of the ugly, hairless rats that infested the paupers' fields of Holdash.

Ravenous and insane, the pallid mordants scrambled up the broken ground towards the shimmering ranks of the Phoenix Guard. To either side of this gleaming line, the Freeguild companies drawn from the scion-cities of Holdash and Houndsgate readied themselves for their part in the bloody drama being enacted.

The expected order came, rolling down the line from sergeant to sergeant. She automatically lifted her spear, bracing it on the rim of her shield the way she'd been taught by the drillmasters of the Phoenicium. She hoped she'd have the courage to use it.

She watched the aelves, envying them their discipline. It was said by the veterans of the Irregulars that the Ur-Phoenix burned all fear from its followers. Looking at the aelves, she

could believe it. Her eyes were drawn upwards to the company banner, which bore the flaming wing of a Phoenix. She wondered if the Ur-Phoenix really did watch over them. She hoped so.

As the first wave of mordants crested the shore, the halberds of the Phoenix Guard swung up and out with artful precision, lopping off limbs, splitting skulls and spilling entrails. The silent warriors painted the shallows red with gore, but still more of the creatures came. Aelven warriors were dragged down through sheer weight of numbers. Larger beasts, giants among their own kind, smashed the aelves from their feet and tore them apart.

The first of the ghouls reached the Freeguild shieldwall a moment later. Shema yelled as splintered claws caught at her shield, trying to yank it aside. The ghoul gabbled unintelligibly, spraying her with drool. There were words there amid the noise, but she couldn't make them out – for which she was grateful.

She thrust her spear out the way she'd been taught and was rewarded by a crunching sensation. Something wet and noisome splashed her. The ghoul slumped, nearly dragging her shield from her arm. Desperate, she jerked it free of the dying creature's grip, even as a shadow stretched across the battle line. She looked up and saw a massive blotch of darkness dropping towards her. She flung herself back, nearly falling over. Others did the same and the line dissolved in panic.

Ragged wings of exposed bone and tattered flesh unleashed gale-force winds as an enormous bat-like shape crashed down among them. Shema felt a pulse of fear shoot through her as she took in the rotting, chiropteran features and the malignant light boiling within the holes where its eyes ought to have been. A Terrorgheist – or so she'd heard such monstrosities called. It gave vent to an ear-splitting

screech, and those soldiers closest to the beast fell, clutching their heads, blood streaming from their eyes and noses.

The creature's head swung about, and Shema froze as it fixed on her. She wanted to run. Instead, she lifted her shield, knowing it would do little good. The Terrorgheist lumbered swiftly towards her, balancing on its wing-stumps. She readied her spear. Whatever happened next, the God-King would not find her wanting.

But even as she prepared to sell her life dearly, a mournful cry from overhead startled her. There was a flare of light – of warmth – and the Terrorgheist shrilled in pain. It started to turn, a gout of magical fire washing over its rotting hide. A crimson shape, wreathed in crackling flame, swept past, darting around the undead chiropteran with impossible speed. A second shape joined the first, and then a third. Fire and ice washed over the struggling bat-thing, burning and freezing it simultaneously.

A few moments later, the struggling Terrorgheist combusted into particles of ash and ice-crystal. What was left of it tumbled to the shore, and the glowing flight of Phoenixes turned their attentions to the mordants. Grey-skinned cannibals screamed as boiling waters cooked them alive or were caught fast as the sea suddenly froze. As if a signal had been given, the Phoenix Guard advanced into the shallows, silent and implacable. Those few mordants who had survived soon perished.

Shema and the others cheered wildly while the children of the Ur-Phoenix circled above them. A Flamespyre Phoenix swooped low, its wings trailing the mystic flames that were its birthright. The Anointed sitting atop its back raised his halberd as if in acknowledgement, and Shema found herself returning the gesture.

It seemed the Ur-Phoenix had been watching over her after all.

ANVILGARD

The harsh frontier port of Anvilgard borders the sweltering jungles of the Charrwind Coast in Aqshy, a region known for its monstrous wildlife. Though the city presents a sombre, traditionalist front, scores of aelven outcasts have found opportunity here, including beast hunters, corsairs and the secretive leaders of the Darkling Covens.

Anvilgard is a heavily fortified seaport situated on the shores of the Searing Sea. The city is strategically vital, as it stands watch over both the Golvarian Passage and a highly contested and valuable stretch of ocean filled with precious resources and long-lost treasures. Nomadic tribesmen and foreign traders flock to the city's markets to sell produce and trinkets looted from scattered ruins deep in the Searing Sea. Aelven corsairs regulate this busy trade, maintaining order in the straits with merciless efficiency.

Anvilgard is situated amidst a thick expanse of sweltering jungle and encircled by a volcanic mountain range. The locals know this region as the Crucible of Life. The nearby volcanoes are constantly erupting and drowning areas of the jungle

in molten lava, but once the ash has settled, the flora – infused with potent Aqshian magic – grows back with unnatural aggressiveness. This rapid growth would overwhelm the city of Anvilgard were it not for the noxious defoliants developed by Ironweld alchemists. Great dragon-headed guard towers spit torrents of this substance into the air, where it withers and kills any plant life that encroaches upon the city walls. Though apparently harmless to the city's inhabitants, it shrouds the streets in a semi-permanent grey murk.

This gloomy backdrop provides an excellent home for those who prefer to work in the shadows. First founded by the Anvils of the Heldenhammer, Anvilgard maintains a stern visage of

traditionalism; however, beneath this noble exterior, the city is rife with illicit trade and criminality. A cabal of outcasts has arisen to claim dominion over this nest of trafficking and vice. Known as the Blackscale Coil, this organisation is ruled by a shadow council of aelves, including Fleetmasters of the Scourge, Sorceresses of the Darkling Covens and Beastmasters of the Order Serpentinis. In addition, it has agents of all races embedded in every military and social stratum of the city. The Coil manipulates the Grand Conclave of Anvilgard from afar using a combination of blackmail, threats and murder – all performed with such silent efficiency that as yet the dreaded Lord-Veritants have not been dispatched to root the cabal out.





BLOOD IN THE WATER

The Scourge Privateers of Anvilgard make their living by hunting and trapping the hideous monsters of the Charrwind Coast. They then either sell them on to curious collectors for a hefty price or turn them against their enemies – with spectacularly gruesome results.

Salekh ducked smoothly beneath the sweep of the orruk's crude blade, and his cutlass danced across the greenskin's ribs. The orruk staggered, snarling guttural obscenities.

'Quietly now,' Salekh said. As the creature turned, he snatched his murder hook from his belt and buried it in the orruk's wide skull. The greenskin slumped with a disgruntled sigh, and Salekh kicked it free of his weapon.

'I can't stand the way they howl, can you, Mercaen?'

'No, Captain,' his first mate said, as he dragged a curved knife across a wounded orruk's throat. 'Fair hurts the ears.'

Salekh looked out over the water. The burning shanty-port made a lovely light, illuminating the sleek, feral lines of his ship, anchored close by. The Freeguild steamgalleons had breached the harbour hours ago and the Scourge wolfships had poured in, emptying their holds of Freeguild marines and Black Ark Corsairs. But the orruks, true to form, weren't giving up without a fight.

'How predictable these beasts are,' he said, his lip curled in a sneer.

He spied a Corsair parrying a wild blow before removing the offending sword arm with his riposte. Another leapt lightly across a pile of broken crates, her repeater handbow humming as she pinned a squealing grot to the dock. She left the wailing creature there and padded after new prey.

It wasn't all going their way, of course. No raid ever did. Salekh winced as an orruk smashed a Corsair from his feet with a bone-splintering blow and stamped on the dazed aelf's head. The orruk didn't have long to celebrate, as a volley of handbow bolts knocked him sprawling over the body of his opponent.

The wind turned again, and the

smoke thickened. It boiled suddenly, and then an orruk was pounding across the rickety dock towards him, rusty cutlass raised over his misshapen head. The brute's frame was studded with handbow bolts, but he showed no signs of slowing.

Mercaen moved to intercept the orruk, but Salekh waved him off. He grinned fiercely and readied himself, looking forward to the fight. But it wasn't to be. There came a crack of thunder, and the orruk's head was reduced to a bloody mess. The body stumbled on a few steps before sinking down at Salekh's feet.

Salekh stared at it for a moment, and then looked up. 'He was mine, Berger.'

'I didn't see your brand on him,' the human said, lowering her smoking handgun. The Freeguilder wore the black and crimson of the Rumrunners, one of Anvilgard's marine regiments. She shrugged. 'My apologies, though. Next time, I'll let him split your narrow skull.'

Salekh snorted and nudged the body of the greenskin with the toe of his boot. Past Berger, he could see the rest of the Rumrunners moving through the smoke, their handguns barking.

He watched the flames leap across the rusty ramparts of the shanty-port. The orruks called it Blista Bakk, for reasons that escaped him. He smiled sourly. It hadn't taken much to convince the Grand Conclave to deal with the pestiferous beasts – a few bribes, a few threats. That was just how business was done in Anvilgard.

'We've got them on the run,' Berger said, cheerfully. She took off her cap and ran her fingers over her shorn scalp. A tattoo, resembling a black coil of tendril, marked the spot just behind her ear.

'For the moment.' Salekh watched the last of the greenskins vanish into the ruined buildings and sighed.

There would be more where they came from. That was just how it was with orruks; there were always more. Which meant more effective means of disposal were required. He gestured to Mercaen. 'Are the beastmasters ready?'

Mercaen nodded. 'Say the word, Captain.'

Salekh was about to reply when he heard a clatter and turned. The Freeguilders had started dragging the scrap that littered the dockside into place as makeshift defences. 'What are they doing?'

Berger glanced at him. 'Building barricades. To keep them penned up.'

'Why are you bothering with that?' Salekh ran his thumb along the edge of his cutlass. 'We came here to root them out, remember?' He sheathed the blade and signalled Mercaen. The Corsair darted back towards the ship.

'Well, I'm sure as Sigmar not going in there after them,' Berger said. 'We're not being paid enough to fight greenskins in close quarters.' She frowned. 'And not all of us enjoy it the way you do.'

'Oh, we're not going in there after them either. That'd be too much like work.' He smiled nastily as he heard the tell-tale groan of the wooden hatches in his wolfship's hull being winched open. 'Besides, it's past their feeding time anyway.'

Berger looked at him in confusion. 'Feeding time?'

A monstrous roar of hunger and rage split the air. A moment later, a monstrous, many-headed Kharibdyss was floundering ashore, goaded by its beastmasters. The coiling, serpentine heads flexed and snapped as the luminescent beast hauled itself towards the burning buildings and the meal it scented there.

Salekh laughed as the screaming began. 'Much easier this way, don't you agree?'

HALLOWHEART

A city of wild and living magic, **Hallowheart** is home to some of the most powerful spellcasters in the Realm of Fire. It is built upon a pillar of rock that descends into the vast Shimmering Abyss, once home to a behemoth aberration of Tzeentch but now filled with precious realmstone ripe for mining.

The Hallowed Knights founded Hallowheart within a huge, crater-like pit known as the Shimmering Abyss. Emerging from the depths of this funnel-shaped chasm is a towering basalt mesa that was once used as a nest by the Wyrdflame Drake, a serpentine dragon of living flame that was corrupted by the influence of Tzeentch. This monstrous creature was slain by a combined force of Hallowed Knights and Fyreslayer mercenaries from the Vostarg Lodge shortly after the Realmgate Wars, clearing a path for the construction of a truly majestic stronghold.

Atop the great column of fire-hardened rock was built the city of Hallowheart itself, descending level by level into the depths of the Abyss. Winding stairways jut from the

central column, leading to bustling mining camps built into the walls of the surrounding cavern. The location offers a rich bounty of valuable crystals and minerals; by trading these resources, the city has become wealthy and powerful very quickly.

Among the magically infused minerals is also the much-prized primordial emberstone. Drifting accumulations of this powerful but volatile matter burn with a furious sentence, and it takes brave and skilled miners – aided by the latest esoteric magical technologies designed by the Ironweld – to gather them. Whitefire Court, the great hall of the Collegiate Arcane, is constructed almost entirely from this rare material, and it morphs and twists daily according to the whims of its occupants.

Hallowheart seethes with latent magical energy, but this powerful eldritch aura comes at a price. Both the Devoted of Sigmar and the city's Stormcast Eternal guardians maintain a vigilant watch for the merest sign of corruption or any lingering remnant of the Tzeentchian taint that once ran rife through the Shimmering Abyss. Indeed, the corruption of the cavern's previous inhabitants may run deeper than even the most pessimistic Witch Hunters fear. The Hallowed Knights are often seen embarking upon secretive missions into the depths of the mines, and entire excavation teams have disappeared without a trace. Rumours swirl, and these whispers are only exacerbated by the frequent sight of grim Lord-Veritants upon the city streets.

THE FLAMESCAR PLATEAU

After the forces of Sigmar secured their beachheads in the Brimstone Peninsula, Golvaria and the lower reaches of Capilaria, the God-King's eye swiftly turned towards securing new borders. The resource-rich land of the Flamescar Plateau was judged a prime target, not solely for its rich mineral and metal deposits but because of the ancient legacy that dwelt beneath its ash deserts, smouldering mountain ranges and petrified forests.

The Plateau was once home to the Agloraxi Empire, a magocracy ruled by pyromancers and sorcerers that dominated vast portions of the Parching Waste. Their civilisation had fallen in the dark days of the Age of Chaos, but many of their arcane inventions still remained. Most terrible of all was the Prismatikon, a weapon of supreme devastation that had the ability to bring fiery death to distant realms. It was this device that Sigmar desired to recover, for its power could not be allowed to fall into enemy hands. Thus, he launched the Blazing Crusade, gathering his armies and those of his allies and marching upon the Plateau to drive the forces of Chaos and the savage armies of Gorkamorka from the land. Hallowheart was one of three great cities to dispatch armies to the Flamescar Plateau, sending hosts of hardy Freeguild warriors and Battlemages of the Collegiate Arcane. Deadly battles broke out across the Plateau as the powers of the

realms clashed. New fortresses and settlements were raised to protect conquered territories, and relics of the past were uncovered. Though the final fate of the Flamescar Plateau is yet to be decided, the wizards of Whitefire Court in Hallowheart have recovered many priceless magical treasures of the Agloraxi, which they continue to study and test.





Despite these sinister developments, the city's inhabitants see their silver guardians as nothing less than angels made flesh. The Celestrine Cathedral, constructed by the Stormhost at the city's highest point, is an extraordinary monument to the God-King, an awe-inspiring palace of worship whose enchanted stained-glass walls perpetually gleam with the cleansing light of dawn. The cathedral's convocation halls and soaring basilicas can house many thousands of worshippers – as they did during the crisis of the Living Inferno, when sentient fires raced through the streets of Hallowheart in the wake of the Arcanum Optimar. Hallowheart also houses the Shining Citadel, the foremost Stormkeep of the Hallowed Knights.

An extremely powerful aura of Aqshian magic emanates from Hallowheart's crystal caverns, and

over time this radiance has imbued the population with strange powers. From the lowliest foot soldier to the Battlemages of Whitefire Court, all who dwell within the city's borders share a lingering portion of this eldritch energy. This can manifest in many different ways, from strange birthmarks to an excess of inexplicable good fortune. In all cases, this attunement to the flow of magic grants natives of the city surprising resilience to sorcerous attacks. Spells hurled at formations of Hallowheart warriors have been to known to sputter and disappear before impact, as if breaking against an invisible wall.

The fireballs and lightning bolts cast by Hallowheart Battlemages suffer no such misfortune. Those practitioners of the arcane arts raised within the borders of Hallowheart find themselves able

to summon and control the winds of magic with almost preternatural ease. Many find work as roving spellhunters, seeking out and dispelling the voracious, predatory spells that ravage the realms. Many others serve in Hallowheart's grand armies.

The city also boasts a number of devastating Luminarks and Celestial Hurricanums, which make use of a variety of magical foci in order to unleash ruinous magical attacks. Clusters of heavily armoured infantry gather around these incredibly powerful wizards and arcane engines, creating a wall of grinding metal that thunders forward to exploit the gaps blasted in enemy lines. Frenzied Fyreslayers are often found at the head of the charge, having lent their axes to the city's cause in exchange for a portion of its vast gold reserves.



MAGIC UNBOUND

The horror of rogue magic has caused as much devastation to the city of Hallowheart as any orruk horde or Chaos warband. The city's commanders rely upon Battlemages to combat such destructive phenomena. These students of the arcane risk their lives and souls to unbind and harness roaming, predatory spells.

Down!' Gull caught the back of Deker's robes and dragged the Battlemage off of his feet. A sizzling current of magical flame passed overhead, filling the air with acrid smoke and turning a nearby stone wall to bubbling slag.

'Fascinating,' Deker said, adjusting his spectacles. The Battlemage sounded more interested than afraid. Then again, Gull expected no less from a scion of the Whitefire Court. Insane, the lot of them. Something to do with the magic in their blood.

The Freeguilder levered himself to his feet, silversteel armour clanking. The thing – a howling, skull shaped conflagration – had turned away, its attentions momentarily drawn to another part of the battlefield that had once been a mining encampment. Eyes stinging from the smoke, he sought out the Luminark and cursed. The arcane engine was well and truly stuck now, if it hadn't been before. The stony ground had melted beneath its wheels, and though the horses strained in their traces, they couldn't dislodge it.

He looked around at what was left of the Luminark's escort – only a handful of men and women now, armed with halberds and armoured in silversteel. The rest had been reduced to motes of ash by the sorcerous flames of the rogue spell as it rampaged across what was left of the camp.

He turned back to Deker. 'Where's Piscos?' The last he'd seen of him, the old acolyte had been atop the Luminark when the spell had crashed across their path.

Deker absently patted at his now-filthy white robes. 'He caught the brunt of its attack, I'm afraid. Never could remember his Agloraxi dispelling incantations, the poor fellow.' He produced a coloured prism from a pocket and examined

the still-howling skull through its facets. 'Magnificent. Sergeant, have you ever seen the like?'

'Once,' Gull said. He frowned at Deker's callous dismissal of his assistant's demise. Piscos had been a decent enough sort, if a bit fussy. 'When the Purple Death came to Hallowheart. One of those things was loose as well.'

'A Burning Head, I believe it's called. A manifestation of Aqshy's elemental fury.'



'Can you do anything about it?' Deker shrugged. 'Maybe. But first, we need to get the Luminark moving. It's far too valuable to allow that impertinent conjuration to destroy it. Or worse – to have it captured by our foes.' Deker hiked up his robes and made his way across the bubbling street. 'Come along, Sergeant. The Burning Head is preoccupied for the moment. Let us make haste. Time waits for no man or mage.'

Gull sighed. 'You heard him. On your feet.'

Smoke hung thick on the air as they gathered about the stranded Luminark. They'd scattered when the predatory spell had appeared, seeking cover. In Hallowheart, you learned early to go to ground when magic was in the air. Especially

the sort of magic that had a mind of its own. Gull took stock of his surroundings.

The mining camp sprawled through a large tunnel, one of thousands that now occupied the walls of the vast cavern known as the Shimmering Abyss. It was akin to a small city, one comprising a mix of tents and more permanent duardin-built structures as well as winding stairways that led out and up to the great fire-hardened column of rock that supported the city of Hallowheart.

Right now, most of the camp was on fire, thanks to the Burning Head, which careened through the narrow streets, sucking in air and expelling heat with an ear-splitting howl. But beneath the spell's clamour, Gull could hear the ring of steel and the cries of the dying. The enemy had been waiting for them. The reports of missing miners, the strange lights in the depths, all of it had been bait to draw someone down.

Deker clambered gracelessly aboard the engine, robes flapping. 'We need to get her moving, Sergeant. It might spell the difference between victory and defeat.'

'It'd be easier if you weren't up there,' Gull pointed out.

'Someone must oversee the operation,' Deker said. He peered through his prism. 'Hmm. The skeins of magic are thickening... that predatory spell is still close. I'd hurry.'

Gull was about to reply when he heard the clatter of loose stones and an avian squawk. The horses stamped the earth, eyes rolling. Gull caught a whiff of something – like the air after an alchemical storm. He knew that smell. He turned from the Luminark, his hand falling to the hilt of his sword.

'Weapons up,' he shouted. 'We've got visitors!'

Something screeched, unpleasantly close to hand. Then, with a scrabble



of talons on stone, half a dozen blue-skinned, inhuman creatures burst into view from among the burning tents.

'Tzaangors!' one of Gull's men yelled. The bestial creatures had circled around, probably hoping to flank the Luminark before it could get into position. The rogue spell had made their task easier. They raced towards the Luminark, screeching in triumph.

'Defend the Luminark!' Gull roared, as one of the bird-headed beastmen sprang towards him, a curved blade in its talons. Gull hurled himself aside, and the creature's blade became wedged in the Luminark's frame.

Gull drew his sword from its sheath as the Tzaangor tore its weapon free and spun to face him. For a few moments, steel rang against steel. But the creature was stronger than he was, and it drove him back with a flurry of wild blows.

Out of the corner of his eye, he saw the others doing their best to keep the beastmen away from the Luminark. Deker, standing atop the engine, raised his prism to his eye and a moment later, bolts of burning energy arced from its facets to consume one of the creatures. At least the Battlemage was pulling his weight for once.

Gull lost sight of the others as the Tzaangor pressed its attack. Their blades locked and they staggered in a circle. The Tzaangor loomed over him, its eyes gleaming with malign delight. Suddenly, it lunged, jabbing at him with its beak. Gull was forced to leap back. He realised too late that he'd left himself open.

Before the Tzaangor could strike, however, it abruptly stiffened and sank down, the sword clattering from its grip. As it fell, Gull spotted the familiar, scarred, soot-streaked features of his rescuer and felt a flush of relief.

'It's about time, Thurgin,' he said. 'Where were you? You were supposed to help us protect this thing.'

'We were busy killing changespawn,' the Fyreslayer growled. 'Like we're paid to do.' He reached down a wide hand, marked with gleaming runes of gold, and

plucked a fyresteel throwing axe from the back of the Tzaangor's feathered skull. Four more of the burly duardin, Vulkite Berzerkers of the Vostarg Lodge, were with him.

Between them, the Fyreslayers and the Freeguild had made short work of the remaining Tzaangors. Thurgin grinned at him and gestured to the Luminark.

'Having trouble with your toy, manling?'

'A bit,' Gull said. 'The Luminark is stuck. We could use some help.'

Thurgin laughed. 'Do we look like labourers? We're paid to fight, not push.'

Deker cleared his throat. 'Actually, according to the terms of the most recent revision of the contract between the Hallowheart Conclave and the Vostarg Lodge, you are bound to provide, and I quote, all necessary battlefield assistance.'



Thurgin stared at the Battlemage, his expression volcanic. Gull laughed. 'You heard him, Thurgin. Get your back into it.' He turned. 'That goes for the rest of you – come on!' The Fyreslayers hesitated, but only for a few moments. A contract was a contract, after all.

Freeguilders and Fyreslayers threw themselves against the arcane engine, heaving and cursing. But despite their best efforts, the Luminark merely rocked on its axle.

'It's not moving,' Thurgin growled.

'It will,' Gull said, through gritted teeth. 'Just keep pushing.' It was getting hot. The air tasted of cinders. He peered around the side of the Luminark and saw flame boil along the street. The Burning Head was coming back. 'Keep pushing,' he repeated, desperately.

'We might want to hurry,' Deker said, with infuriating calm. 'The

spell isn't the only thing interested in us. Look.' He pointed, and Gull spotted more Tzaangors creeping through the tents. Twice as many as last time.

'If you climbed down and helped, it might go faster,' Thurgin snarled, glaring up at the Battlemage. Deker was oblivious to the Fyreslayer's anger. He was staring at the approaching spell.

'Possibly,' he said. 'I'm busy at the moment, however.'

'Doing what?' Thurgin demanded.

'Concentrating.'

'Concentrating on what?'

A screech echoed from close by. More Tzaangors. Gull could see them surrounding the Luminark. The creatures seemed confident they would have it, despite the presence of the spell – or maybe because of it. Thurgin spat a curse, and reached for a throwing axe.

'No need for that, I assure you,' Deker said. He peered through the array of arcane optics atop the Luminark and adjusted the lenses. The Tzaangors crept closer. The beasts cackled as they drew near.

'Deker,' Gull began.

'Patience, Gull. The Luminark is no duardin handgun. It is an instrument of precision, requiring careful calibration... like so.' The battlemage threw a lever and the Luminark shuddered. The lenses cycled and flared, spitting a coruscating beam of pure light. The cackles became screams as Tzaangors were hurled into the air, their bodies aflame. Those that could, fled. The rest burned.

But there was no time to celebrate. Heat washed over them. The Burning Head rose up over the street, a giant, fiery skull balancing on a column of swirling flame. Deker lifted his prism and spoke in a language Gull didn't understand.

The heat receded. The Burning Head turned slowly, almost reluctantly. Deker gestured and it began to move south – in pursuit of the fleeing Tzaangors. The Battlemage smiled in satisfaction and looked down at them.

'Now then, put your backs into it, fellows – another push should do it, I think.'

TEMPEST'S EYE

The enormous Titanspear Mountain rises proudly above the ash plains of the Brimstone Peninsula in Aqshy, its summit masked by banks of pure white clouds. Carved out of the bedrock of this immense monolith is Tempest's Eye, a wondrous city of soaring towers and palaces that dominates both land and sky for many leagues around.

Tempest's Eye is a mountaintop stronghold and bustling trade port, a multi-levelled city linked together by winch-lifts and cable carriages. Jutting from its cliffs are several busy docks, where hundreds of duardin airships and gyrocutters tie up daily, unloading goods and bartering and trading in the city's merchant districts. Situated as it is so close to the firmament, an aura of celestial magic gathers strongly about the Eye. Dotted around the city are many planar observatories and arcane orreries. Within these strange structures, seers and battle-scryers work to keep constant vigil over the surrounding lands.

Upon the Eye's highest peak stands Castle Regal, the great Stormkeep of the Tempest Lords. These patricians and warrior-nobles rule over the Eye with a fair but strong hand and

are far more firmly rooted in the city's politics and lawmaking than is usual for a Stormhost. Having been recruited from the aristocratic dynasties of Hysh, the Tempest Lords see themselves not just as warriors but as rulers born to inspire those less learned and wise than themselves. Thus, both the foremost Lord-Castellant and Lord-Celestant of Castle Regal have permanent seats in the Eye's Grand Conclave, and no civic or martial edicts are passed without their signatures.

Though the city of Tempest's Eye itself is situated at the summit of a mountain range, stretching out before it are expansive, open ash steppes dotted with fortified outposts and war camps of the Freeguild. A significant portion of the city's military might consists of cavalry forces such as Outriders and

Pistoliers, who are used to travelling and fighting across vast distances. Guided by the city's celestial seers, these swift-moving forces range far into the wilds beyond the Eye's borders to seek out and harry the city's foes, drawing them into position for a killing strike from above. At the optimum moment, a Tempest Lord Vanguard Wing of airborne warriors will descend like comets from the skies, laying waste to the unprepared foes with hurled javelins and hammers.

Often, these elite winged warriors will be accompanied by formations of Kharadron bombers, whose barrages of high-yield ordnance swiftly pulverise all resistance. The duardin of the sky-ports have earned great profits by trading with the Eye and see it as an asset well worth protecting.





COLD STEEL ON COLD WIND

Surrounded on all sides by hostile armies, the city of Tempest's Eye must rely upon its expert scouts and skirmishes to pre-emptively strike against any emerging threats. Shadow Warriors prowl the alpine valleys surrounding the mountain citadel, slaying their prey with blades and white-feathered arrows.

Raelyn nocked a white-fletched arrow and held it, keeping time with her own heartbeat. Her breath frosted on the morning air. The Shadow Warrior sighted down the length of her shaft, seeing the path it would take in her mind's eye. The first shot was always the most important.

Below, the fires had at last guttered out, leaving the planar observatory a blackened ruin. The mutilated bodies of its attendants and acolytes hung from the fire-scarred timbers like meat in a butcher's window.

Raelyn did her best to ignore the dead and instead concentrate on their killers. There were thirty of them, at least. They would sleep through the day, gorged on meat and drink, before moving on and leaving the ruin defiled and stinking of their spoor.

She recognised their char-blackened fur. She had hunted the beastmen of the Scorchpelt Greatfray before.

Raelyn released the arrow, praying the wind wouldn't turn. It cut a fine line between the screen of scrub trees, angling downwards through a shattered window and took the intended target in the eye. The beastman spun and fell. It was only the first.

Arrows arced down from a hundred different points as Raelyn's fellow Shadow Warriors loosed a deadly rain upon the defilers of the observatory. White-fletched arrows sprouted from confused beastmen, toppling them into fires or dropping them where they stood. The surviving creatures gave vent to wild cries and bellows of challenge.

A shrill whistle sounded to Raelyn's left. She caught the flash of a storm-blue cloak and whistled in response. The lean shape of an aelven Shadow Warrior detached himself from a nearby outcrop of rock and slid down into the gully beside her, without dislodging a single stone.

'Well?' she asked, but softly.

'The humans are on the way.'

Raelyn nodded. 'Good.' Though the Freeguild Outriders were swift on open ground, in the mountains they were at a disadvantage. But their repeater handguns would come in handy before the day was out. 'And the duardin?'

'Also on the way. Or so their message claimed.'

Raelyn frowned. The Grundcorps had promised aid, once the enemy was identified. It was part of the ever-evolving web of trade agreements and contracts that bound the Kharadron traders to the Grand Conclave of Tempest's Eye. The city protected Kharadron interests in the foothills and surrounding townships. In return, the Kharadron provided military aid when required. Or when they could be bothered to do so.

She pushed the thought aside and peered down into the still-smouldering ruin. 'How many of them are left?'

The aelf shrugged. 'Enough to prove troublesome.' He tilted his head back and made a show of sniffing the air. 'More on the way, as well.'

She studied him. 'Your nose isn't that good, Maslaer,' she said, after a moment.

Something that might have been a smile surfaced briefly on Maslaer's face. 'No. Reports from the duardin mining outposts farther down the mountain. The beasts have been sighted creeping around their encampments. These are just scouts.'

Raelyn grunted. 'That explains why the Kharadron were willing to send reinforcements without too much haggling.' She drew another arrow from her quiver and nocked it. 'Let's make sure they have an easy job of it, then. Signal the others.'

Maslaer nodded, and a moment later he was gone as silently as he'd appeared. Raelyn rose and moved slowly down the scree towards the observatory.

It was an old game, this, and one the aelves knew well. The mountains were full of monsters too cunning to be roused by Freeguilder or Kharadron patrols. But there was one gambit sure to draw out even the slyest of beasts.

Raelyn ducked beneath the hanging bodies and let out an audible curse. She let some of the fear she felt creep into her words, so that her quarry could hear it. She could feel them watching her. She heard the clatter of stones and the low murmur of voices as other members of the patrol entered the ruin and made as much noise as possible.

If they were lucky, the beasts would think that their ambushers had grown overconfident and come out of hiding. Raelyn paused as she caught a whiff of abattoir musk and heard a faint growl from close by.

Raelyn ducked aside as a beast lurched out of a nearby archway. She retreated, drawing the beast into an open area. She prayed Maslaer and the others were in position. The beastman was big, covered in scars and ritual markings, a rusted axe in its grasp. Goatish lips peeled back from yellowing fangs as it bounded towards her with a dreadful bellow.

The howl was cut short a moment later when an arrow sprouted between its shoulder blades. Another caught it in the throat. It staggered on, shaking its head as if in puzzlement, before collapsing in a heap.

She could hear the sound of similar encounters echo throughout the observatory. But none of them lasted longer than a few seconds. A few moments later, Maslaer whistled from somewhere above. Raelyn whistled back. The task was complete. And just in time, too. A brayhorn blared, somewhere down the mountain. The rest of the herd was on its way. But they'd find a poor reception. She readied another arrow.

And waited.

THE COLLEGIATE ARCAINE

Feared and respected by all, the Battlemages of the Collegiate Arcane are amongst the most powerful spellcasters in the realms. Each has dedicated their entire life to the study of magic. Utilising sorcerous foci and engines of untold destructive power, they lay waste to the enemies of Azyr.

When the old empires fell and Sigmar's folk made their retreat to the Eternal City, they counted many wizards, thaumaturges and war-seers among their number.

These masters of the arcane possessed a priceless cumulative pool of knowledge, each having long studied the strange magical energies of their home realm. The descendents of a thousand different cultures, magocracies and kingdoms, they included pyromancers from Aqshy, hedge druids from the Jade Kingdoms and soul whisperers from the grave-deserts of Shyish.

It was decided by the God-King that this wisdom must be preserved at all costs, and so it was that the Collegiate Arcane was founded. The Towers of the Eight Winds were constructed in the skies above Azyrheim, kept aloft by powerful enchantments so that they drift above the Eternal City like glimmering stone candles. Each of these structures is an arcane laboratory and college dedicated to the study of the mystic lore and recovered artefacts of one of the Eight Realms. Known as Battlemages, the wizards of the Collegiate spend a decade of their lives studying at each tower. Only

the most venerable of their number can be considered experts in all eight disciplines and ascend to the rank of Grandmaster of the Collegiate.

Nevertheless, even an apprentice of the Collegiate is a force to be reckoned with. Those who wield the powers of the arcane become suffused with the particular energies of the realm in which they were born. Thus, a Battlemage hailing from the Bright Plains of Hysh may well be able to call upon the umbral powers of the Shadow Realm to wreath themselves and their allies in darkness, but they would be far more potent when calling upon the Guardians of Pha – magical entities from the Realm of Light that shield those who summon them with barriers of radiant luminescence.



The Collegiate has constructed towers and academies of magic in all of the major free cities, and its wizards are called upon when the deadly presence of magic threatens their survival. The expertise of the Battlemages is sought to purify corrupted Realmgates, to seek out and destroy the catalysts causing daemonic incursions, and to lay waste to those foes who cannot be destroyed by steel and cannon fire alone. Their furious magical barrages have turned the tide of countless battles. Unlike the aelven masters of the Eldritch Council, mages of the Collegiate cannot instinctively control their magic. Instead, they rely upon sorcerous foci and strange, techno-arcane devices to channel their power. These focal objects often take the form of simple items such as enchanted staves, hourglasses, amulets and the like. Battlemages work their spells through these items, summoning arcs of scorching lightning and choking wisps of shadow to annihilate their foes.

A Battlemage's power is not solely offensive in nature. Magic can be shaped to all needs, and masters of

the Collegiate can likewise envelop their allies in shimmering shields of magical force or infuse them with the wild strength of Ghurish beasts. Battlemages typically do not dedicate much time to mastering the cruder physical disciplines of warfare and may appear as easy targets in single combat. Those who attempt to strike them down would be wise not to underestimate the difficulty of such a task. Not only can a Battlemage shield themselves with enchantments, their staves and blades are also potent sources of arcane energy – a single blow can wreath the target in flames or wither their flesh to dust.

Amber Battlemages – those who hail from the primal plains of Ghur – sometimes use their mystical connection to beasts to secure a

war mount. There are tales of these sorcerers riding to battle upon giant bat-winged frogs, solar bears, silt-serpents and other rare and ferocious beasts. However, they are most commonly found atop proud, twin-headed Ghurish griffons – an offshoot of the Azyrite breed noted for their greater aggression and strength.

Severe threats to a free city's safety, such as daemonic assaults or screeching hosts of vengeful spirits, require more drastic measures than the deployment of a few Battlemages. On such occasions, the Collegiate Arcane will send forth its dreaded magical war machines. A Luminark of Hysh consists of a series of focal lenses crafted from pure, refined aetherquartz – the crystallised essence of the Realm

of Light. When magical energy is focused through these lenses, it coalesces into a searing beam of pure radiance that can punch straight through a Dreadhold's walls or burn a gargant to ashes in an instant. A senior White Battlemage is tasked with maintaining the unthinkable complex mechanisms of the Luminark – and blasting apart any foes who attempt to destroy it. Only at the most dire moments does the Collegiate sanction the use of a Celestial Hurricanum. These orreries act as an aetheric vortex, drawing in great torrents of arcane energy. The Acolytes who operate the Hurricanum can channel this stored power into the terrifying Storm of Shemtek, a magical squall that devastates nearby foes with forks of aetheric lightning and blazing comets.

TAMING THE ARCANES

The realms were forever altered when Nagash, Supreme Lord of the Undead, worked a terrible ritual that inverted the magical energies of the Realm of Death. The howling vortex known as the Shyish Nadir was created at the centre of the realmsphere, and it slowly began to draw the underworlds into its gaping maw. With each afterlife so devoured, Nagash's power swelled.

This perversion of magical laws was dreadful enough, but the carnage unleashed by the Nadir was not restricted to Shyish. It caused a tidal wave of aetheric magic to smash across the realms, throwing the metaphysical bindings of the world into disarray. Voracious, semi-sentient manifestations of raging magic roared into life – skull-shaped fireballs the size of steam tanks, vast disembodied jaws that devoured all in their path and a thousand other disasters. Worse still, enchantments and carefully woven warding spells were shattered, secrets unearthed and once-mighty arcane citadels reduced to scorched wastelands. This era of rampant magic became known as the Arcanum Optimar. It was a time of terrible danger – and, for the wizards of the Collegiate, unrivalled opportunity.

Predatory spells caused untold damage in cities such as Excelsis, Hammerhal Aqsha and the frozen port of Izalend. The Living Inferno of Hallowheart very nearly spelled that city's doom, and countless frontier settlements and fortresses were obliterated entirely. Many wizards and masters of lore were lost in those dark days, immolated in explosions of fire as they attempted to work a simple enchantment or splintered into atoms by a sudden roar of aetheric wind. Yet even in such desperate times, there were intriguing

glimmers of potential. Some mages found themselves able to channel extraordinary power, their most minor spells transformed into city-levelling eruptions. Certainly, most of these spellcasters were consumed by the very magic they channelled, but there was clearly a great untapped source of energy to be studied. More intriguingly still, the Battlemages of Hallowheart found a way to contain living spells, trapping them inside voidstone amphorae warded by Azyrite runes. These spells could then – with a not insignificant element of danger – be unleashed upon one's foes, whereupon they would explode from their prisons with terrible fury.

So it was that the Grandmasters of the Collegiate established the Order of the Chained Flame, whom the free peoples know by the more prosaic title of the Spell Hunters. These grizzled mages specialise in dispelling and unbinding rogue spells, having been given licence to form their own retinues of magic-hunting mercenaries. They are a common sight on the streets of the free cities, their skin a canvas of burns and scars, their packs and belts heavy with all manner of arcane ephemera.

While the Spell Hunters go out in the field to tame the deadliest wild magic, the Grandmasters lock themselves in their eldritch laboratories, studying and dissecting captured spells to examine their inner workings. It is whispered that, as a result of their experiments, the Collegiate has developed new and terrible weapons of war: aetheric lance-cannons that can be fired through the void to strike distant lands; negastone arks that, when activated, drag all nearby into their crushing embrace; and chronomantic orbs that can slow the passage of time for the wielder.

THE FREEGUILDS

They ready for war in their multitudes, the brave defenders of Sigmar's cities. Though they are mere mortals, without supernatural strength or magical power, they bravely set their steel against the monstrous and the daemonic, trusting in their faith and in the glorious dream of the God-King's realm-spanning empire.

Armed with nothing but their faith and a length of trusty steel, the warriors of the free peoples take to battlefields dominated by monsters and living gods. Standing side by side in ranked formation, they set their spears against the charge of Chaos-warped abominations, blood-drooling berserkers and hulking orruk champions. As the blood flows and the bodies fall, they roar their battle cries and wave their battle standards, defiant until the last.

Though it is the God-King's champions, the Stormcast Eternals, who earn the greatest glory and renown through their valorous deeds, Sigmar's empire is built on the blood and sacrifice of millions of humble humans, duardin and aelves. These heroes will not be remembered by name, save for those engraved upon scattered and time-worn monuments, but they do not fight for recognition. They fight to protect their families, friends and way of life.

Soldiers of the Freeguild regiments guard Sigmar's great cities. Each of these honourable companies descends from the twelve great tribes that returned to Azyr at the God-King's side during the dark days of the Age of Chaos. All through their long absence from the realms, they maintained their traditions of martial excellence, training in mock battle and endless drill, preparing for the hour when they would return to the wider realms to make war upon the hated servants of Chaos. The descendents of these great tribes still bear their ancient symbols: the Crowned Skull of Penumbra, the Iron Bull of Tarsus, the Sanguine Lady of Flames. Yet no longer do their ranks consist solely of Azyrite stock. The ruthless mathematics of warfare in the Mortal Realms require a constant influx of new recruits, and so many of the Reclaimed – those descended from the few scattered nomadic cultures that survived the Age of

Chaos – now wear the uniforms of Freeguild soldiers. Though the tension between blue-blooded Azyrites and the Reclaimed still simmers, the latter have more than proved their worth by providing the well-drilled Freeguild regiments with invaluable regional knowledge and auxiliary specialisations.

Each of the free cities boasts at least a handful of Freeguilds, organised into distinct regiments under the command of a Freeguild General. The soldiers operate as both city guard and standing army, often developing their own unique fighting style to fit their surroundings. In some cities, each regiment maintains its own unique traditions and colours, while in other cities, they operate as a more unified force under the same banners and wearing the same uniforms. In either case, the tactics employed by the Freeguilds differ from realm to realm. The Blackshore Guard of Lethis, for instance, carry blessed trinkets and gewgaws to protect themselves from the ethereal foes that haunt the lands around them and fire musket balls of enchanted silver marked with sigils of banishment. The Freeguilds of Greywater Fastness are renowned as the finest gun troops in the realms, while those of Anvilgard are prized for their ability to hack their way through the most hostile environments.

The Freeguild Guard make fine use of their greatest strength – manpower. Even in the few short generations since Sigmar returned to the realms, the population of the free cities has greatly expanded, having been supplemented by the Reclaimed and fresh colonists from Azyrheim. When the regiments muster for war, they do so in vast numbers, each front-line company often comprising scores of men and women, a blend of grizzled veterans and fresh-eyed greenhorns. Not all of these warriors are willing recruits – conscription

is a fact of life in Sigmar's empire, with every city district expected to provide a tithe of fresh bodies each campaign season. Stalwart career soldiers stand beside noble sons and low-born alley snipes. Yet the bonds of comradeship quickly grow, and whether they wear the finest plate armour or are so poor that they have neither a warm coat nor a pair of sturdy boots to call their own, the soldiers' common humanity and unwavering faith in the God-King unites them and makes them a force to be respected on the battlefield.

To lead his faithful warriors into the furnace of battle, Sigmar demands commanders of rare quality. Each Freeguild General is a veteran of countless battles, a master of strategy and tactics who has studied the art of war in one of the free cities' famous martial colleges. They wield their armies like a master duellist wields a blade, exploiting every weakness in their opponent's defence with ruthless skill. Generals are often granted the honour of riding into battle upon a griffon, a winged hunter of the Azyrite plains. With claws like scimitars and a beak that can peel iron, these mounts make for loyal and deadly companions. Sat astride such a beast, the Freeguild General soars over the battlefield, analysing the ebb and flow of combat. If their presence is necessary to shore up a wavering flank, the General will strike from the skies like a comet. As the griffon bowls over dozens of foes in a blur of fur, blood and lashing talons, the warrior atop it bellows a war cry and raises a rune-marked weapon aloft to drive their troops onward.

The Freeguild Guard are levies that function as patrolling watchmen on the streets of their home cities and as a defensive anvil on the battlefield. Their weaponry is as diverse as the soldiers themselves. Spears, swords and halberds are common amongst the better-equipped units,



but hardscrabble regiments of lesser renown often arm themselves with anything they can get their hands on. These so-called 'militia weapons' can consist of clubs, blades, bows and perhaps a scattering of wheel-lock handguns. The role of the Freeguild Guard in combat is not a glamorous one. They must absorb the greatest concentrations of enemy strength, fighting side by side with shields raised, even as their comrades are smashed and carved apart or immolated by streams of sorcerous magic. Relying upon sheer weight of numbers to break the foe's assault, the Guard strikes back with spear and blade, fighting as a single entity to bring down monstrous foes many times their size.

While the Guard bravely make their stand, formations of Handgunners unleash a fearsome barrage of musketry into the enemy ranks. Blackpowder weaponry is a potent asset for Sigmar's armies, for even the most towering, muscle-bound Khornate savage can be put down with a well-placed volley of lead shot. The crossbow is another favoured tool; Freeguild Crossbowmen are often fielded in large bodies so that when they loose their bolts, they

fill the sky with a deadly rain of iron-tipped death.

The largest and strongest veteran soldiers are chosen for the Greatsword formations. Clad in magnificent plate armour and wielding zweihanders that can cleave an orruk in two with one blow, these warriors are the elite shock troops of the Freeguild armies. They are sent forth to carve openings in the enemy line, a task they carry out with ferocious zeal. Many battles have been decided the instant that the Greatswords bounded forward to slice apart their foes, slaying with grim smile on their faces and a song upon their lips.

If the infantry formations of the Freeguild regiments are the anvil upon which the enemy breaks, then its elite cavalry are the hammer that strikes the crushing blow. Freeguild Pistoliers and Outriders mounted upon swift steeds constantly harry the flanks of the enemy. The former wield braces of pistols, long-barrelled firearms that can be accurately fired from horseback, even in the thick of melee. They are well known for their near-reckless courage, eagerly patrolling the borders of their

home cities in the search for foes against which to test their mettle. Outriders are typically older, more seasoned riders, trusted with long-range reconnaissance and other essential missions. They are the finest marksmen in the cavalry regiments and are armed with repeater handguns, with one Outrider chosen to wield a deadly grenade-launching blunderbuss, firing explosive shells that detonate in a flesh-shredding storm of shrapnel.

The honour of delivering the fatal blow to the heart of the enemy goes to the Demigryph Knights. These are the finest warriors of the free cities, often noble-born scions descended from the great Azyrite bloodlines, raised in the saddle to master the art of cavalry combat. Demigryph mounts – sure-footed beasts native to the great alpine mountain ranges of Azyr – are as much a weapon as the sigmarite-tipped lances and greatblades that their riders wield. When these fearless beasts strike home a charge, they leap high over the enemy's reaching spears, crashing down amongst their prey in a frenzy of slaughter, ripping with their hooked beaks and tearing with their dagger-sized claws.

THE DISPOSSESSED

The duardin of the Dispossessed are the remnants of proud empires shattered during the Age of Chaos. By their hand are many of the God-King's sturdiest edifices and fortifications raised, though they are more than mere builders – when battle calls, they march towards it without fear, clad from head to toe in shining gromril.

During the Age of Myth, many Khazalid empires rose across the Eight Realms, built into the heart of vast mountain ranges and subterranean caverns. Ruled by proud worshippers of the smith-god Grungni, these hardy folk mastered the arts of blacksmithing and masonry, constructing magnificent underground holds that glittered with gems, gold and impervious gromril iron. Yet, as formidable as these strongholds were, they could not keep at bay the full fury of the Dark Gods' daemonic legions. The Age of Chaos laid waste to almost

all of the great duardin civilisations. A few ragged survivors abandoned their overrun homelands and, guided by their wise Warden Kings, fled with the God-King Sigmar to the safety of Azyr.

Calling themselves the Dispossessed in memory of their fallen holds, these duardin did not give in to despair or nihilism. Instead, they carefully maintained the practices of smithcraft and rune-shaping that had long been the source of their power, turning their expertise to the benefit of Sigmar's grand vision of

reconquering the realms. When a new free city is constructed, it is the Dispossessed who decide upon the most efficient and defensible layout for the city's fortifications, and it is they who lay the first rune-marked stones. Yet they are not solely tasked with defence and consolidation; when an enemy fortress proves impervious to massed attacks, or a particularly stubborn infestation of skaven or grots is found beneath the earth, it is the Dispossessed who are called upon.

As well as being accustomed to fighting in the cramped confines of a dark tunnel, these duardin are experts in siegecraft, as skilled at bringing down stout walls as they are at erecting them. Even the youngest beardless knows how to swing an axe or hammer, and the enchanted gromril armour that Dispossessed Ironbreakers and Hammerers wear into battle shrugs off all but the deadliest of blows.

Over centuries of battle and hard labour, veteran tunnel-fighters grow stark white beards that signify their age and prestige. Tough as old nails, these dour duardin are known as Longbeards and are as famed for their martial skill as they are for their incessant grumbling. Other old hands join the ranks of the Irondrakes and wield flame-spitting cannons.

The Dispossessed are typically led to war by their Warden Kings. Wise and ancient beings, these duardin rulers have seen it all over the course of their long lives – and they have come away largely unimpressed. They seek out the mightiest foes against which to test their heirloom hammers, fighting savagery with grim steel. Meanwhile, the custodians of duardin lore known as Runelords utilise their strange mastery of runecraft to dampen and dispel enemy magic.



THE IRONWELD ARSENAL

The lords of the Ironweld Arsenal are the techno-arcane engineers of Sigmar's empire, masters of strange cogwork war machines and blackpowder weaponry. In battle, they use their devastating inventions to lay waste to the enemies of Order, leaving behind nothing but smoking ash and melted metal.

Formed in the aftermath of Sigmar's retreat to Azyr, the Ironweld Arsenal is a conglomeration of human and duardin weaponsmiths who are responsible for creating some of the most bizarre and deadly machines ever fashioned by mortalkind. The cogwork factories of Azyrheim have produced all manner of killing machines: gear-driven gunwalkers, steam-powered artillery trains and repeating cannons that can spit a hundred lethal rounds of super-heated metal in the blink of an eye.

It is the Cogsmiths who are responsible for the majority of these devices. Tinkerers and combat engineers without peer, these figures – whether human or duardin – delight in taking to the battlefield to watch their war machines in action, making the necessary repairs in the event of inevitable wear and tear. Any foe that interrupts their inspections tends to meet a messy end at the barrel of a shotgun.

Artillery weapons are particularly prized by the Ironweld Arsenal, for the ability to cause massive carnage from a safe range is of prime importance in realms populated by slaving, razor-clawed horrors and axe-swinging orruk barbarians. The Helblaster Volley Gun is a many-barrelled blackpowder weapon, capable of unleashing a truly terrifying hail of bullets into charging foes and often used in conjunction with a Helstorm Rocket Battery. While the Helblaster mows down charging foes, the Helstorm rains explosive missiles upon distant targets, blasting great chunks out of the earth and sending maimed enemy soldiers spinning through the air.

Of course, one cannot win a battle with long-range firepower alone. When the need arises for a hammer blow to smash the enemy asunder, flights of Gyrocopters and Gyrobombers are the perfect tools



for the task. These steam-powered aircraft roar over the heads of the enemy, dropping bombs and unleashing flesh-melting jets of steam and fire. Few armies can stand such a devastating onslaught from on high.

Just as the destruction seems to have reached its peak, the masters of the Ironweld unleash their Steam Tanks. Formidable fusions of human and duardin technology, these rattling, smoke-spewing monstrosities of burnished metal rumble towards the enemy, the sound of their motion

as they roll across the earth almost as deafening as the thunderous crescendo of their heavy cannons. As the enemy fruitlessly attempts to cleave through the Steam Tank's thickly plated hull, the contraption simply grinds over them, crushing them to a bloody paste beneath its immense weight. The tank's commander can even send their steel mount into overdrive by increasing the pressure of its steam engine, thereby boosting its speed or the power of its guns – though doing so risks a catastrophic explosion as the metal buckles and overheats.

DARKLING COVENS

The Darkling Covens are secretive orders of aelf spellcasters who practise the darkest sorceries. Allied with the armies of Azyr solely to further their own ends and to bring about the reformation of their Stygian empires, they bring their dark and terrible arts to bear against the enemies of Order.

When the armies of the Dark Gods invaded the lands of Ulgu, the Realm of Shadow, they laid waste to many proud aelven empires. Countless powerful sorceresses and wizard-queens were driven back to the safety of Azyrheim, forced to abandon all they owned in their desperate flight. Upon arrival in the Eternal City of Azyrheim, these shadowy spellcasters remained apart from their fellow refugees. Insular by nature, they were unwilling to share their accumulated knowledge and

expertise with the wizards of the aelven conclaves or the Collegiate Arcane. Instead, they formed their own cults and hidden orders. Collectively, these would become known as the Darkling Covens.

During the long centuries in which they dwelt within Azyr, the Covens were careful to avoid the attentions of Sigmar's Witch Hunters and his assassins, the Shadowblades. They still practised their rituals of sorcery and enchantment, but they did so

beneath layers of misdirection and illusion, all the while subtly seeding their influence into the workings of the Eternal City. Whether human Freeguild soldier, duardin clan chief or aelven ranger, none were immune to the bewitching spells of the Sorceresses. To this day, the spy networks of the Darkling Covens are some of the finest and most widespread in the Eight Realms. Many a Lord Protector or High Arbiter secretly enacts the desires of the Covens, their mind shackled by dark enchantments.



Having joined Sigmar's great crusade against Chaos – or at least encouraged this perception amongst their allies – the Darkling Covens have established their own strongholds across the Mortal Realms and gathered thousands of warriors to their cause. While their agents weave webs of intrigue within the free cities, the armies of the Covens march into battle against greenskin warclans, Chaos hosts and other savage foes. No offensive is launched by the Covens without a specific goal that benefits their quest for power, be this the reclamation of arcane treasures from the Age of Myth, the disposal of a potential threat or the gathering of allies of convenience. Indeed, many Darkling Covens have found common cause with the Idoneth Deepkin, even surreptitiously providing the sea-dwelling aelves with shipments of rich souls in exchange for promises of aid in the future.

A single Sorceress rules each of the Covens, though there are several underlings and major-domos. Cold-hearted masters of shadow magic possessed of depthless malice and cruel ambition, Sorceresses rarely deign to take to the battlefield, preferring to weave their webs of intrigue behind the scenes. When they do go to war, however, the consequences for their foes are grave indeed. They wield magic with a

skill born of generations of study, summoning witchfires and bolts of eldritch energy to wither their foes to dust. Such is their mastery of esoteric lore that they can even intone blasphemous words of pain – phrases in long-forgotten tongues that, when heard, cause wracking waves of agony to course through the unfortunate victim. Never cursed with the inconvenience of a conscience, Sorceresses will, if the situation calls for it, ritually slaughter their own warriors in order to fuel their spells.

Many Sorceresses maintain close ties with the Order Serpentis, the dragon-riding aelven knights. This alliance was first forged during the Age of Myth, when the Sorceresses aided the Order in the creation of the first Black Dragons. Some Sorceresses even ride these exceedingly rare and lethal beasts into battle, hurling sorcerous bombardments from the back of their draconic monster as it attacks the foe with raking claws and goutts of toxic fumes expelled from its serpentine jaws.

Though they have a retinue of major-domos and generals to take care of matters beneath their concern, Sorceresses have absolute power over their Covens. Such is their dark charisma that they can field entire regiments of dominated soldiers, ensorcelled aelves who will throw away their lives without hesitation to protect their mistress. Dreadspears form the spine of most Darkling Coven armies. They are the wall upon which the enemy breaks, hardened veterans who fight in tight phalanxes, inviting the enemy onto their gleaming spear tips.

While the Dreadspear line holds fast and unmoving, units of Bleakswords march forth to slice their way through the enemy ranks. Wielding perfectly balanced Darkling swords, these expert duellists weave a blurring pattern of cold steel, finding a way past shields and armoured chestplates to skewer vital organs. Utterly devoted to their mistress, the Bleakswords will spill torrents of blood to earn her favour and risk their lives in seemingly desperate

assaults for the merest glance of recognition – an honour they will never receive.

Darkshards are the deadly ranged units of the Darkling Covens. Armed with fast-shooting repeater crossbows, they fill the skies with thick clouds of missiles that rain down upon the enemy. Darkshards are fair shots, but they are trained to focus on speed over accuracy. They riddle their targets with iron-tipped bolts, viciously barbed to ensure they cannot be removed without tearing apart the victim's flesh in the process.

The honour of protecting the Sorceress goes to the Black Guard, the most skilled and ruthless warriors of the Coven. Unlike the majority of their kin, these champions are not mind-leashed through sorcery. Instead, they are raised from birth to ensure absolute loyalty and given a measure of autonomy to anticipate and react to any potential threats to the Sorceress with swift and merciless judgement. Their upbringing is harsh, with constant drill and deadly gladiatorial training against captured monsters and thralls.

Very few of those chosen for this duty survive to earn their black helm, but those who do are masters of a variety of ancient martial forms and are clad in the finest arms and armour. The Black Guard are peerless killers. Their weapon of choice is the ebon halberd. Crafted from cursed shadowsteel, a substance as light as parchment and as sharp as a Black Dragon's fangs, these polearms can be wielded in one hand or two, set against an opponent's charge or swept in graceful arcs to decapitate and dismember.

Members of the Black Guard are amongst the few souls that the rulers of the Covens trust. Though they are expected to march without hesitation into the most nightmarish battles and test their skill against the most horrendous abominations the realms can offer, they are rewarded well for their efforts. When not killing on behalf of their leaders,

they are granted the finest luxuries and, after centuries of service, many ascend to positions of great power within the Covens: castellans of the cults' lairs, masters of the spies and assassins or envoys to the lesser races.

Most mysterious of all the Covens' warriors are the Executioners. Skull-masked warriors wielding two-handed blades known as draichs, these aelves have devoted themselves entirely to the art of slaughter. Some say that they worship the aelf god Khaine, Lord of Murder, but the Executioners do not speak of their faith – indeed, they seldom speak at all – to those outside their order. They simply kill, gracefully and relentlessly, severing heads with every swing of their blades.

Even the Sorceresses are unnerved by the single-minded devastation that the Executioners revel in and the harsh bursts of laughter that can be heard beneath the smiling grilles of their war masks as they lop off heads and limbs. When they are not on the field of battle, Executioners reside in isolated towers and fortresses far outside the boundaries of society. None but those who wear the mask are allowed inside the walls of these strongholds, but those who pass beneath their foreboding walls can hear the hideous screams of captives echoing from within.

It is not known exactly why the Executioners fight on behalf of the Covens, for they do not appear to be bound in service to the Sorceresses. Some posit that the Covenmasters provide the masked beings with sacrifices for their fell rituals. Others claim that, beneath their masks, the Executioners are in fact hybrids of aelf and Shadowkin – cursed by-products of the Covens' dark experiments, condemned to an existence of constant pain that can only be alleviated by the act of killing. Whatever the truth, none who have faced these mysterious warriors on the battlefield ever wish to repeat the experience; the Executioners' swords seem to seek out necks to cleave with uncanny accuracy until they are fighting upon a carpet of severed heads.



SCOURGE PRIVATEERS

Ruthless masters of the seas, the Scourge Privateers are the inheritors of a proud naval heritage. Their ancestors once ruled with an iron fist over vast, ocean-spanning empires. Now they earn their living as monster hunters and coastal raiders for the God-King's armies, though they still have grand ambitions of conquest.

For generations, aelven pirates of the Scourge have travelled the waterways of the realms, hunting the mighty sea monsters that lurk beneath the surface. Those monstrosities that offer good sport are dragged back to the free ports to be sold to pitmasters or curious wizards for a rich haul. Others are slain by blade, bow or harpoon, stripped of valuable materials and dumped overboard to be devoured in the feeding frenzies of the deep ocean.

Aside from their mercantile exploits, the Fleetmasters of the Scourge are ambitious beings who chafe under the command of Sigmar's lieutenants. They crave their own power, and many disavow the rules of the God-King's new empire in order to pursue their own ends. Their Black Arks are immense, floating fortress-cities built on the shells and hides of living behemoths of the

oceans. Their interiors are forbidden to any but the warriors of the Scourge and their luckless prisoners; though slavery is outlawed under Azyrite decree, there are loopholes that the Fleetmasters are quick to exploit. When they raid, these Black Ark Fleetmasters take to their own vessels – swift-moving frigates and wolfships that carve through the waves like a blade through flesh.

Black Ark Fleetmasters are flamboyant figures, often clad in drakeskin cloaks and vibrant silks. Each is a graceful master of the blade, well used to fighting on slick, treacherous surfaces. They are infamously ruthless and cruel-hearted, and they take great joy in slicing their foes apart piece by piece.

Black Ark Corsairs are the hardened crew members of Scourge wolfships. Whether fighting on the high seas or

on coastal raids, they are seasoned sword-fighters who have spent their entire lives killing and plundering. They use their sea-drake cloaks as tools in battle, intercepting enemy blades and missiles on the toughened hide before delivering a fatal riposte. On land, Corsairs are supported by Scourgerunner Chariots. These swift war machines are designed to outmanoeuvre and corral lumbering land monsters while their aelven riders hurl volleys of barbed harpoons.

Should the enemy truly stoke the wrath of the Scourge, the black-hearted aelves will unleash their most ferocious weapons; dragged up from the darkest trenches of the deep sea, the monsters known as Kharibdysses are driven into battle by grim-faced handlers, where their multiple many-fanged heads wreak terrible carnage.



SHADOWBLADES

The enemies of Order whisper of the legendary Shadowblades in terror. Moving like wisps of shadow, these peerless Assassins can breach any castle, dance past any lethal trap and evade the most watchful guardians in order to sink a dagger into the heart of their target.

The art of assassination is usually associated with thugs and criminals in the eyes of humans and duardin, who typically scorn such underhanded methods. Aelves see things quite differently. As far as they are concerned, there is purity in the act of taking a single life in order to save others. The greatest aelven lifetakers are the Shadowblades, mysterious adherents of an ancient cult dedicated to purging the enemies of Azyr.

Very little is known about the origins of the Shadowblades or the exact nature of their secretive order. There are many rumours, none of which have been confirmed. Some say that they worship a dead god of umbral might, while others claim that they wield the powers of the Great Void, the vast nothingness that lies between the realms. Only one thing is known to be true: if a sorcerous black mark in the shape of a curved blade appears on a person's flesh, that unfortunate soul has been marked for death. To take flight is futile, and attempts to resist merely prolong the inevitable. It may take hours, days or even years, but the Shadowblades always find their target in the end. Chaos Lords, orruk Megabosses, undead tyrants and even traitorous Freeguild Generals – all have met a swift and bloody fate at the end of a Shadowblade Assassin's dagger.

The Shadowblades were first deployed en masse by Sigmar in the aftermath of his retreat to the Eternal City, where they were tasked with purging those inhabitants of Azyrheim who showed signs of Chaos corruption. It was a task they carried out with merciless efficiency. Over the course of a bloody century of murders and disappearances, any semblance of corruption was ruthlessly eradicated from Azyr. Tales of those dark days are still told in Sigmar's free cities, whispered grimly over campfires and in dank, half-lit taverns.



True masters of death, the Shadowblades are able to summon wisps of blackest night with which to mask their faces and conceal their movements. They strike when their enemies least expect it, slashing throats and puncturing hearts, before dancing gracefully out of reach and allowing their deadly poisons to finish the task.

Should the enemy flee, the Assassins will send forth their Dark Riders – aelven killers mounted upon swift steeds from the Realm of Shadow. Few enemies can outrun these relentless, red-eyed nightmares or the pinpoint volleys of bolts spat forth by the Riders' repeater crossbows. The mark is soon run down, spitted by a barbed spear or trampled beneath obsidian hooves. On occasion, Dark Riders fight alongside the military forces of a free city. They terrorise enemy encampments and patrols, appearing

from the shadows to slaughter at will and disappearing before their foes can react.

Not all who study the art of killing hunt alone. Shadow Warriors are aelves who have been inducted into the strange rituals of the Shadowblades and trained in the black arts of guerrilla warfare and ambush. Despite being notoriously insular and secretive, the Shadow Warriors act as scouts and skirmishers for many of Sigmar's free cities – though their fellow citizens find the grim aelves to be unsettling allies. It is said that their ranks are composed of those who lost everything they once held dear to the depredations of evil and that they can now only find peace through inflicting pain and death upon their foes. Striking from the shadows, they riddle their enemies with arrows before rushing from cover to finish them off with cruel blades.

THE PHOENIX TEMPLE

Many aelves worship the Ur-Phoenix, for in its cycle of death and rebirth they see a symbol of hope for their fading race. Warriors of the Phoenix Temple are reborn as silent seekers of revenge, grim-faced revenants who scour the taint of Chaos from the land with frost and flame.

The Phoenix Temple is a warrior conclave dedicated to the Ur-Phoenix, a magical godbeast symbolising fire and rebirth. Its warriors are aelves who have been reborn in sacred flames and now fight with a new and terrible focus. In battle, they do not utter a word, instead fighting in total silence. As they carve apart their foes with graceful sweeps of their gleaming halberds, the skies overhead are lit by trails of burning embers and shards of glittering ice; descending from above, the Phoenixes lay waste to the servants of Chaos.

To be allowed within the hallowed halls of the Phoenix Temple, an aelf must have sacrificed their mind and body in the great battle against Chaos. Scarred, broken and traumatised beyond the capacity for speech, these fallen heroes are borne by robed priests to the sacred pyres, raised as shrines to the Ur-Phoenix. In a ceremony that can last for many days, a dying Phoenix – one of the godbeast's rare and mystical offspring – wraps its wings around the supplicant. Both beings are engulfed by elemental magic and as one are reborn, restored in mind, body and spirit.

There is a price to pay for this serenity. The aelf must join the ranks of the Phoenix Guard, a revenant band of warrior-champions who fight to preserve the flame of the Ur-Phoenix and to banish the corruption of Chaos from the realms. Clad in gleaming golden armour and wielding enchanted halberds, these warriors march across the most hellish battlefields in the realms, enduring that which others could not face. They slay in total silence, accepting death and injury with stoic resolve – freed from mortal fears, the Phoenix Guard trust in their new-found destiny as defenders of the pure and the righteous. The commanders of the Guard are known as the Anointed.

These warriors have fought the servants of Chaos and other grave threats for centuries. Travelling to the Pyre of the Phoenix in Hysh, a crystallised valley filled with the godbeast's smouldering ashes, they meditated for many years, glimpsing echoes of the Ur-Phoenix's numerous resurrections and fractured images that revealed the destiny of the aelfen race. Carrying the blessing

of their deity, these enlightened champions fight with fearsome intensity and inspire all those who look upon them. Many go to war upon Flamespyre or Frostheart Phoenix mounts. Imbued with their progenitor's powerful magic, the spawn of the Ur-Phoenix blaze with radiant auras of fire and ice that devastate those beneath them as they sweep overhead.



THE WANDERERS

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Moving like shadows through the wild woodlands of the realms, the Wanderers seek to regenerate the lands beyond Azyr by restoring the ancient ley lines that link them. Those who stand in the way of this goal are swiftly dispatched with blade, bow and spell.

The Wanderers have always been staunch enemies of Chaos. Once, they served as the guardians of Ghyran, the Realm of Life, and dwelt in great canopy-cities deep within its continent-sized forests. When the Age of Chaos dawned and war came to the Eight Realms, these aelven warriors fought as hard as any to stem the tide of darkness. But there could be no triumph against the infinite legions of the Dark Gods. One by one, the great forest sanctuaries were burned to ashes or overcome by the diseases of the Plague God Nurgle.

With heavy hearts, the forest rulers abandoned their ancient glades and forest kingdoms and retreated to Azyr alongside Sigmar the God-King. They became the Wanderers – a nomadic people with no homeland to call their own, fighting for a world they had already lost. Neither Alarielle the Everqueen nor her Sylvaneth warriors would ever forgive their flight from Ghyran, and the Wanderers would forever be denied a place at their deity's side.

Nonetheless, the Wanderers continue to fight, for they still cherish the magic of life. They follow the light of Sigendil as it filters out from Azyr, seeking the broken trails of ancient ley lines and restoring them with waystones, strange arcane artefacts created during the formation of the Mortal Realms. In this way, they seek to soothe the tormented wilds and erase the taint of Chaos from the earth.

The Nomad Princes – descendants of the kings and queens of old – lead this sacred task, guiding the arrows and spears of their kinfolk with uncanny precision. The Eternal Guard form an impenetrable wall of wood and iron around their liege, calling on the very roots of the earth to create a fortress of boughs. Wildwood Rangers have dedicated their lives to hunting the monstrous



beasts that roam the forests of Ghyran. Wielding two-handed draichs, they dart gracefully into battle, ducking the clumsy swings of their foes before slicing them apart. The elite Sisters of the Watch, sentinels of the sacred ley lines, loose volleys of blazing eldritch arrows, piercing hearts and eyes with breathtaking accuracy. Those enemies who try to flee this deadly barrage are cut down by Wild Riders, swift-moving cavalry mounted

upon fleet stag-beasts. With the enemy engaged and surrounded, the Wanderers then call upon the forest itself to aid them. The Sisters of the Thorn summon barbed thorns to shield their brethren from harm while hurling barbed blackbriar javelins with deadly accuracy and summoning goutts of greenflame to slay their foes. When the corpses of the enemy litter the forest floor, the Wanderers fade once more into the shadows of the Wyldwoods.

THE ORDER SERPENTIS

The black knights of the Order Serpentinis seek out the most vile and cruel-hearted beasts of the realms, leashing these savage creatures to their will and riding to battle upon their backs. Malicious and quick to anger, they are not so much allies of the God-King's armies as weapons of utter destruction to be unleashed upon the foe.

The origins of the Order Serpentinis date back to the days of the Age of Myth. The Order once ruled over the empire of Narkath in Ulgu, a mist-shrouded land of boiling acid lakes and perpetual black rain dominated by claw-shaped castles of black iron. Though they offered tribute to Sigmar's pantheon, the aelves of Narkath saw the laws of Azyr as little more than the hypocritical creed of

weaklings. They practised slavery, sacrifice and other vile deeds, and they sought any excuse to make war upon their neighbours. In those days, every knight of the Order Serpentinis rode to battle upon a Black Dragon, a creature of malicious temperament and predatory intellect. The sight of these great drakes soaring out of the storm-wracked skies, eyes glowing like green

coals, was enough to strike terror into any opposing army. Though the actions of the Narkathians caused much consternation in High Azyr, Malerion the Shadow King, a member of the Pantheon of Order, protected them from censure, considering them an asset of great value.

For all its dark glory, the empire of Narkath would crumble in the span of mere decades. Even shadowy and impenetrable Ulgu was not safe from the depredations of the Age of Chaos; though the Order Serpentinis obliterated many of the armies of daemons that poured through the mountain passes of their homeland in a numberless tide, they could not slay them all. Most of the Order fell in battle, refusing in their boundless pride to even consider abandoning Narkath to the enemy. More practical-minded members of the Order Serpentinis decided that they would rather suffer indignity than annihilation. They fled to Azyr, seeking refuge in the Realm of Heavens alongside the worshippers of the God-King. There they dwelt all through the darkness of the Age of Chaos, brooding upon their defeat and readying what remained of their armies for Sigmar's great war of vengeance.

So many Black Dragons were slain during the fall of Narkath that only the Order's Dreadlords are now permitted to ride them. These ancient masters of war are consumed with bitterness and rage for all they have lost, and they delight in inflicting terrible suffering upon those whom they believe have wronged them. Such is their ferocity that even the commanders of the God-King's armies are wary of unleashing the Black Dragon riders – only when the enemy must be utterly wiped from the face of the realms are they sent forth to do their bloody work. A Dreadlord is a master of the skies, so attuned to



their mount that they can perform seemingly impossible feats in mid-air, thrusting out their Lance of Spite to impale foes tossed skyward by the Black Dragon's powerful forelimbs or twisting in their saddle to decapitate a passing opponent. Instead of a lance, many Dreadlords bear an Exile Blade, one of the great heirloom swords recovered from the doom of Narkath. Forged from meteoric iron, these blades can carve through gromril with a single stroke. They are often wielded in pairs but can be combined with an ensorcelled Tyrant Shield to fend off incoming strikes.

Of course, a Dreadlord's greatest weapon is the vile creature beneath him. These serpentine horrors are the last of the ancient Narkathian dragons, hatched from eggs suffused with dark magic and submerged in the blood of tortured victims. While these rituals imbued newborn Black Dragons with great strength and resilience, they also cursed them with an insatiable lust for death and torment. The relationship between Dreadlord and Black Dragon is not one of master and beast; it is a symbiotic relationship between two ice-hearted killers. If its rider provides it with victims to slay and flesh to devour, the Black Dragon will gladly suffer the indignity of bearing them into battle. Delighting in the opportunity to slaughter at will, Black Dragons shred their prey with razor-sharp claws or spew forth great clouds of noxious gas that fill enemy lungs with bubbling blood.

The fell reputation of the Dreadlords precedes them, and none know the cruelty of these tyrants better than those who fight under their banners. There are tales of Dreadlords flaying alive those who have failed them in battle or feeding the unfortunate souls to their serpentine mounts. Warriors of the Order would rather die on the edge of a foe's blade than flee from the field and risk a gruesome end at the tender mercies of their master.

Since Black Dragons are too scarce to form the backbone of an Order Serpentis army, the Dreadlords have been forced to find new mounts

for their subordinates. Utilising the foulest magics, the masters of the Order breed all manner of monstrosities within their draconic hatcheries. The most common of these are the Drakespawn, reptilian steeds that carry the majority of the Order's knights into battle. As foul-tempered and cruel as the great drakes from which they were spawned, these creatures nevertheless make for deadly mounts. They are capable of bounding over even the roughest terrain with ease, allowing them to outflank the most cannily positioned armies. The reptilian beasts then dash towards their prey at a blistering speed; at the last moment, their riders lower and brace their barbed lances before carving through the enemy using the force of their momentum. Unlike many heavy cavalry units, a Drakespawn Knight's effectiveness is not diminished once they are locked in close combat – the razor-sharp claws and talons of their steed take a terrible toll on nearby foes, opening bellies and tearing out throats until its scales are doused in gore.

Where the enemy line is at its thickest, Drakespawn Chariots are dispatched to force a breakthrough. Hauled by the same vicious creatures that the knights of the Order Serpentis ride to battle, these war machines are armed with great scything blades. As the chariot thunders across the ground, these blades bisect any foes not slain by the spears of its aelven charioteers or cut down by well-placed bolts from repeater crossbows.

Greatest of all the abominations spawned by the experiments of the Order Serpentis are the monstrosities known as War Hydras. Driven forward by the lashes of scarred handlers, these creatures are imprecise but devastating living weapons. They are horrifying to behold in battle as they rampage among the enemy ranks, their fanged jaws snapping out to devour unfortunate victims whole. Their reptilian maws are even capable of breathing gouts of flesh-melting flame. Worse still for their intended prey, it is almost impossible to slay a

Hydra. Their draconic blood boiling with strange, sorcerous power, the creatures regenerate wounds and hacked-off heads at a terrifying rate. It is said that the only way to truly destroy a War Hydra is to burn every last scrap of its flesh and drop of its blood – otherwise it will simply reconstitute itself, hungrier and more ferocious than ever.



'Speak to me thus again, velleth, and I will tear out your eyes. You sought the destruction of your enemies, did you not? Then look upon the burning wasteland my armies leave behind, and do not bleat at me like some witless child. This is how the Order Serpentis makes war. Now get out of my way.'

- Dreadlord Vulmir of Fang Pass, after the Great Infamy at Desolate Wood



While the Dreadlords of the Order Serpentis are driven by a burning desire to inflict death and agony on all worshippers of the Dark Gods, they are also motivated by ambition. They see the God-King's crusade as the best way to regain all that they have lost, and they intend to bide their time until they can rise to their former glory. Serpentis hunting parties roam across the realms, seeking great beasts and reptilian horrors to drag back to the Order's hatcheries and breeding pits, where they will be remade in the image of the Black Dragons of old. The Dreadlords also wield great influence in many free cities, including harsh and gloomy Anvilgard, where they have formed a profitable and powerful underground connection with the Darkling Covens in order to pull the strings of government. The Tower of Nar Kavas in Athanasia and the obsidian citadels of the Isle of Exiles have both been claimed by the Order as forward strongholds from which to launch fresh assaults upon the armies of Chaos. The power of the Order Serpentis is slowly expanding, one slaughtered foe at a time.





Arrayed in gleaming ranks before the golden walls of their home city, the armies of Hammerhal ready for battle against the enemies of the God-King.



THE FREE PEOPLES

Each of Sigmar's great cities bears its own proud heraldry and traditional colours, which are worn by the warriors that fight in its name. The sight of such a host marching to battle, standards fluttering and spear tips gleaming in the sun, is enough to fill any opponent with deep foreboding.



The armies of the Living City make war upon any who would despoil their woodland home. Aelves, humans and Sylvaneth alike take up arms together in the name of the Everqueen and the God-King Sigmar.



Striking from the depths of the forest without a moment's warning, a Nomad Prince of the Living City and his warriors seek to spill the rancid blood of their hated foes, the Putrid Blightkings of Nurgle.



The ironoak sigil of the Living City contains the comet of Sigmar and the symbol of Ghyran united as one.



Hammerer of the Living City

Wildwood Ranger of the Living City

Nomad Prince of the Living City



*Freeguild Guard of
Hallowheart*



*Ironbreaker of
Hallowheart*



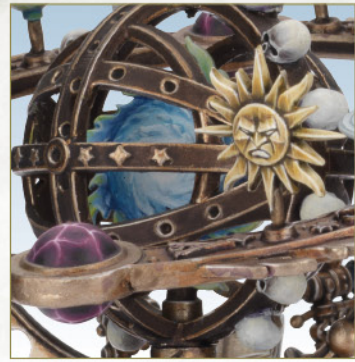
*Battlemage of
Hallowheart*



*The burning gem of Hallowheart
symbolises the city's mineral wealth
and magical heritage.*



Soldiers of Hallowheart have matched their blades against the sorcerous minions of Tzeentch on many occasions, for the Changer of the Ways has long desired to see their city burn.



Celestial Hurricanum



The Phoenixicum is the greatest stronghold of the Phoenix Temple in the Mortal Realms. Its silent Phoenix Guard are revenants of vengeance who live to slay the minions of the Dark Gods, such as the verminous skaven.



Phoenix Guard of the Phoenixicum



Freeguild Guard of the Phoenixicum



Irondrake of the Phoenixicum



Heraldry of the Phoenixicum often features the fiery shrines of the Phoenix Temple, a symbol of rebirth.



The angular iconography of Greywater Fastness hints at the city's utilitarian and industrial nature.



Freeguild Handgunner of Greywater Fastness



Longbeard of Greywater Fastness



Wildwood Ranger of Greywater Fastness



Ironweld Cogsmiths are a common sight in the armies of Greywater Fastness, tuning and tinkering with war machines to further increase their killing power.



The sigil of Tempest's Eye features the great tower of Castle Regal, Stormkeep of the Tempest Lords.



Shadow Warrior of Tempest's Eye



Hammerer of Tempest's Eye



Freeguild Guard of Tempest's Eye



The silent killers known as Shadow Warriors are a key component of the armies of Tempest's Eye. They work in tandem with the Stormcast warriors of the Tempest Lords to outmanoeuvre and destroy the city's many enemies.



The deadly black kraken is the heraldic creature of Anvilgard, befitting the city's grim reputation.



Ironbreaker of Anvilgard



Bleaksword of Anvilgard



Flagellant of Anvilgard



Anvilgard musters to fend off a Nighthaunt invasion, unleashing two monstrous Kharibdysses against the spectral fiends.

PRIDE OF HAMMERHAL

The armies of the Cities of Sigmar are resplendent to behold, filled with rank upon rank of uniformed soldiers of various races and martial backgrounds, from humble human warriors to the imposing champions of the Stormcast Eternals. Below you will find an example of how such a formidable force can be assembled.

Collecting a Cities of Sigmar army can be incredibly rewarding because of the massive variety of different units to choose from. There are several ways you can go about assembling your collection. You might pick models that appeal to you from a visual perspective, or perhaps you might build around units that suit your favoured play style. There's no right or wrong way to go about collecting your army, so go with whatever method seems best to you!

The force presented below is an army of Hammerhal, greatest of Sigmar's

free cities. Built around a core of Freeguild troops, including deadly Greatswords, we have also added a number of Ironweld war machines and Dispossessed units to provide some lethal firepower – such as a deadly Steam Tank to smash its way through the enemy line.

Our warlord is a Freeguild General on Griffon, an imposing model that provides a fine centrepiece for our collection. He is ably supported by some formidable Stormcast allies, including a Lord-Arcanum mounted atop a Gryph-charger.

1. Lord-Arcanum on Gryph-charger
2. Freeguild General on Griffon
3. Demigryph Knights
4. Celestar Ballista
5. Castigators
6. Battlemage
7. Freeguild Greatswords
8. Flagellants
9. Freeguild Crossbowmen
10. Freeguild Guard
11. Steam Tank
12. Helblaster Volley Gun
13. Ironweld Cogsmith
14. Dispossessed Irondrakes





The iconography of Hammerhal echoes the heraldry of the Hammers of Sigmar, most famed of Stormhosts.



Ironweld Cogsmith of Hammerhal



Freeguild Greatsword of Hammerhal



PAINTING YOUR CITIES OF SIGMAR ARMY

Whether you are a master of the brush with decades of experience or you have never painted a Citadel Miniature in your life, painting a Cities of Sigmar army offers a unique and exciting challenge. The pages that follow contain some tips and examples to get you started with painting your own resplendent host.

There is nothing like the sight of a fully painted army of Citadel Miniatures, and a great host of uniformed soldiery can be truly breathtaking. There is real satisfaction to be had in adding colour to your collection, teasing out the finely sculpted details, making your miniatures your own and creating a unified force. After all, one painted model looks great, but an entire army brought together through shared colours, iconography and ornate heraldry is even better.

Before painting your models, you'll first need to assemble them. To begin with, we suggest you follow the advice given in the construction booklet provided with your models.

There's no right or wrong way to go about painting your collection of miniatures. Some people revel in treating each miniature as a work of art, lavishing attention on every millimetre of every model and painstakingly crafting scenic bases. Others prefer a far simpler approach with basic but consistent paint jobs that allow them to quickly complete legions of warriors. And, of course, there is plenty of middle ground for those that enjoy painting their troops but want to devote special attention to key figures such as a thundering Steam Tank. Again, there is no one way to paint, just the way that works best for you. In the end, the goal is to field a fully painted Cities of Sigmar army on the tabletop.

On the following pages, you will find stage-by-stage guides, variant colour schemes and top tips to help you paint your battle-hardened army.

WARHAMMER TV

Warhammer TV's painting tutorials have insights for everyone as they show you how to paint Citadel Miniatures from start to finish. The guides are available for free on games-workshop.com and can also be watched via the Warhammer TV YouTube channel. Why not take a moment to check them out?

HAMMERHAL GOLDEN ARMOUR



1 Apply a basecoat of Retributor Armour.



2 Shade with an even mix of Reikland Fleshshade and Reikland Fleshshade Gloss.



3 Highlight with Liberator Gold.



4 Add a second highlight of Stormhost Silver.

HAMMERHAL UNIFORM DETAILS



Base: Kantor Blue.
Shade: Nuln Oil.
Highlight: Teclis Blue, Fenrisian Grey.



Base: Celestra Grey.
Highlight: Ulthuan Grey, White Scar.



Base: Ushabti Bone.
Shade: Seraphim Sepia.
Highlight: Screaming Skull, Pallid Wych Flesh.
Writing: Rhinox Hide.



Base: Leadbelcher.
Shade: Agrax Earthshade.
Highlight: Ironbreaker, Stormhost Silver.

PALE SKIN TONE



1
Apply a basecoat of Cadian Flestone.



2
Shade with Reikland Fleshshade.



3
Highlight with Kislev Flesh.



4
Add a second highlight of Flayed One Flesh.

DARK SKIN TONE



1
Apply a basecoat of Catachan Flestone.



2
Layer with Bloodreaver Flesh.



3
Highlight with Knight-Questor Flesh.

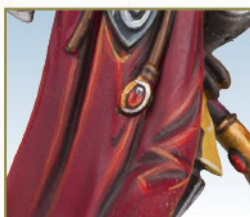


4
Paint the teeth with Corax White and add a thin line of Rhinox Hide across the middle.

GREYWATER FASTNESS UNIFORM DETAILS



Base: Averland Sunset.
Shade: Casandora Yellow.
Highlight: Dorn Yellow.



Base: Khorne Red.
Shade: Nuln Oil.
Highlight: Evil Sunz Scarlet, Fire Dragon Bright.

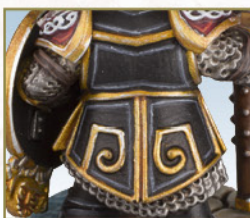


Base: Stegadon Scale Green.
Shade: Nuln Oil.
Highlight: Thunderhawk Blue, Karak Stone.



Painting patterns on clothes and accessories is a great way to distinguish heroes and unit leaders.

ANVILGARD UNIFORM DETAILS



Base: Abaddon Black.
Highlight: Eshin Grey, Administratum Grey.



Base: Mephiston Red.
Shade: Nuln Oil.
Highlight: Evil Sunz Scarlet, Fire Dragon Bright.



Base: Celestra Grey.
Recess Shade: 1:1 mix of Nuln Oil/Lahmian Medium.
Highlight: Ulthuan Grey, White Scar.



Base: Macragge Blue.
Shade: Nuln Oil.
Highlight: Alaitoc Blue, Lothorn Blue.

HALLOWHEART UNIFORM DETAILS



Base: Macragge Blue.
Shade: Nuln Oil.
Highlight: Calgar Blue, Fenrisian Grey.



Base: Celestra Grey.
Recess Shade: Nuln Oil.
Highlight: Ulthuan Grey, White Scar.



Base: Leadbelcher.
Shade: Nuln Oil.
Layer: Runefang Steel.
Highlight: Stormhost Silver.



Base: Screamer Pink.
Shade: Nuln Oil.
Highlight: Pink Horror, Emperor's Children.

THE LIVING CITY UNIFORM DETAILS



Base: Incubi Darkness.
Shade: Nuln Oil.
Highlight: Sotek Green, Administratum Grey.



Base: Corax White.
Shade: 1:2 mix of Ogryn Camo/Lahmian Medium.
Highlight: White Scar.



Base: 1:1 mix of Terradon Turquoise/Ironbreaker.
Shade: 1:1 mix of Biel-Tan Green/Nuln Oil Gloss.
Highlight: Stormhost Silver.



Base: Elysian Green.
Shade: Athonian Camoshade.
Highlight: Ogryn Camo, Krieg Khaki.

THE LIVING CITY BANNER ICON



Plot out the design. Start with the largest circle first and work inwards. Use simple lines as guides for what will become the tree and the comet tails.



Fill in the inner circle and fatten out the two lines into the comet's tail. Paint the tree trunk using the line as a guide for its angle and length.



Add smaller details such as branches, leaves and fine roots.



Finally, tidy up the design using the banner base colour (Corax White). Don't forget to paint in gaps between the comet tails and the circular branches.

THE PHOENICIUM UNIFORM DETAILS



Base: Retributor Armour.
Shade: Reikland Fleshshade.
Highlight: Liberator Gold, Stormhost Silver.



Base: Xereus Purple.
Shade: Nuln Oil.
Highlight: Genestealer Purple.



Base: Celestra Grey.
Recess Shade: Nuln Oil.
Highlight: Ulthuan Grey, White Scar.



For the black flames, basecoat with Abaddon Black, then highlight with Eshin Grey followed by Administratum Grey.

TEMPEST'S EYE UNIFORM DETAILS



Base: Kantor Blue.
Shade: Nuln Oil.
Highlight: Altdorf Guard Blue, Calgar Blue.



Base: Runefang Steel.
Shade: Nuln Oil, Soulstone Blue.
Highlight: Stormhost Silver.

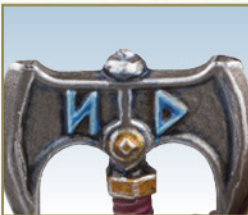


Base: Celestra Grey.
Recess Shade: Nuln Oil.
Highlight: Ulthuan Grey, White Scar.



Base: Rhinox Hide.
Highlight: Gorthor Brown, Baneblade Brown.

WEAPONS



Base: Caledor Sky.
Highlight: Hoeth Blue, Fenrisian Grey.



Base: Runefang Steel.
Contrast: 1:1 mix of Leviadon Blue/Lahmium Medium.
Highlight: Stormhost Silver.



Base: Leadbelcher.
Shade: Agrax Earthshade.
Highlight: Runefang Steel.



Base: Warplock Bronze.
Shade: Agrax Earthshade Gloss.
Highlight: Runelord Brass.

BASING TECHNIQUES



For a lava texture, apply Averland Sunset and Fuegan Orange, then cover with Mordant Earth.



The cracks in this Shattered Dominion base have been filled with Stirland Mud.



A small amount of Valhallan Blizzard gives the impression of a snowy cityscape.



This rust effect is achieved by stippling Ryza Rust randomly around the base.

CITIES OF SIGMAR

This battletome contains all of the rules you need to field your Cities of Sigmar miniatures on the battlefields of the Mortal Realms, from a host of exciting allegiance abilities to a range of warscrolls and warscroll battalions. The rules are split into the following sections.

ALLEGIANCE ABILITIES

This section describes the allegiance abilities available to a Cities of Sigmar army. The rules for using allegiance abilities can be found in the core rules.

BATTLE TRAITS

Abilities available to every unit in a Cities of Sigmar army (pg 63), as well as abilities specific to units from each of the cities (pg 64-77).

COMMAND TRAITS

Abilities available to the general of a Cities of Sigmar army if it is a **HERO**, depending on the city from which your army hails (pg 64-77).

ARTEFACTS OF POWER

Artefacts available to **HEROES** in a Cities of Sigmar army, depending on the city from which your army hails (pg 64-77).

SPELL LORES

Spells available to **WIZARDS** in a Cities of Sigmar army, depending on the city from which your army hails (pg 64-77).

BATTLEPLANS

This section includes a new narrative battleplan that can be played with a Cities of Sigmar army (pg 78-79).

PATH TO GLORY

This section contains rules for using your Cities of Sigmar collection in Path to Glory campaigns (pg 80-85).

WARSCROLLS

This section includes all of the warscrolls you will need to play games of Warhammer Age of Sigmar with your Cities of Sigmar miniatures. There are two types of warscroll included in this section:

WARSCROLL BATTALIONS

These are formations made up of several Cities of Sigmar units that combine their strengths to gain powerful new abilities (pg 86-88).

WARSCROLLS

A warscroll for each unit is included here. The rules for using a Cities of Sigmar unit, along with its characteristics and abilities, are detailed on its warscroll (pg 89-126).

PITCHED BATTLE PROFILES

This section contains Pitched Battle profiles for the units and warscroll battalions in this book (pg 127-128).

ALLIES

This section has a list of the allies a Cities of Sigmar army can include (pg 128).



ALLEGIANCE ABILITIES

FREE CITIES BATTLE TRAITS

WAYS OF THE FREE PEOPLES

STRONGHOLDS OF ORDER

In the wake of the Realmgate Wars, great cities of Order were established across the Mortal Realms, each with their own proud traditions and martial heritage.

When you choose a Cities of Sigmar army, you must give it a city keyword from the list below. All **CITIES OF SIGMAR** units in your army gain that keyword, and you can use the allegiance abilities listed for that city on the pages indicated.

- **HAMMERHAL** (pg 64-65)
- **LIVING CITY** (pg 66-67)
- **GREYWATER FASTNESS** (pg 68-69)
- **PHOENICIUM** (pg 70-71)
- **ANVILGARD** (pg 72-73)
- **HALLOWHEART** (pg 74-75)
- **TEMPEST'S EYE** (pg 76-77)

If a model already has a city keyword on its warscroll, it cannot gain another one. You can still include the model in your army, but you cannot use the allegiance abilities for its city.

AMPLIFIED SORCERIES

Intense study has allowed the Collegiate Arcane to summon particularly devastating spells.

If a **CITIES OF SIGMAR WIZARD** successfully casts an endless spell and that spell has any of the abilities listed below, those abilities are in effect for that spell regardless of the realm in which the battle is taking place.

- Empowered by Aqshy
- Empowered by Chamon
- Empowered by Ghur
- Empowered by Ghyran
- Empowered by Hysh
- Empowered by Shyish
- Empowered by Ulgu

WARRIORS OF THE REALMS

Inhabitants of the God-King's cities learn to adapt to and master their native realms.

The battle traits for each City of Sigmar will list the Mortal Realm in which the city is located. If you are using the rules from *Warhammer Age of Sigmar: Malign Sorcery*, your army must be from the same Mortal Realm as the one in which the city is based. In the case of Hammerhal, your army can be from either Aqshy or Ghyran.



HONOURED RETINUE

A general of the free cities is often accompanied to battle by a hand-picked bodyguard consisting of the city's finest champions.

When you choose the general of a Cities of Sigmar army, if the general has a Wounds characteristic of 6 or less, you can pick up to 1 friendly unit to be your general's retinue. This unit must have between 5 and 20 models.

If you pick a retinue, your general gains the following ability:

Loyal Shields: *A general's trusted companions protect their master in battle.*

Roll a dice before you allocate a wound or mortal wound to your general while they are within 3" of their retinue. On a 4+, that wound or mortal wound is allocated to the retinue instead of the general.

THE GENERAL'S ADJUTANT

Many commanders of the free cities retain a loyal aide-de-camp tasked with providing strategic council.

When you choose the general of a Cities of Sigmar army, if your general has a Wounds characteristic of 6 or less, you can pick up to 1 friendly **HERO** to be your general's adjutant. This **HERO** must have a Wounds characteristic of 6 or less and cannot be your general.

If you pick an adjutant, your general gains the following ability:

Wise Council: *A good general listens well to his officers.*

At the start of your hero phase, if your general is within 3" of their adjutant, roll a dice. On a 4+, you receive 1 extra command point.

STORMKEEPS

From the centre of each free city rises a Stormkeep, a fearsome citadel of the Stormcast Eternals.

1 in every 4 units in a Cities of Sigmar army can be a **STORMCAST ETERNALS** unit. Those units gain the **CITIES OF SIGMAR** keyword and the city keyword chosen for your army.

HAMMERHAL BATTLE TRAITS

THE TWIN-TAILED CITY

HAMMERHAL armies only.

A CITY OF TWO REALMS

Hammerhal spreads over both Aqshy and Ghyran, its two halves linked by the colossal Stormrift Realmgate.

A Hammerhal army can be from either Aqshy or Ghyran.

BANNERS HELD HIGH

The banners of Hammerhalian regiments are heirloom artefacts, stitched with golden thread and resonant with proud martial history.

At the start of your hero phase, roll a dice for each friendly HAMMERHAL unit that includes any Standard Bearers. For each 6, you receive 1 extra command point.

THE MAGISTER OF HAMMERHAL

Aventis Firestrike has the office of Magister of Hammerhal and speaks with the authority of Sigmar himself on all matters that concern the city.

If your army includes AVENTIS FIRESTRIKE and he is your general, at the start of your first hero phase, you receive 1 extra command point.

THE PRIDE OF HAMMERHAL

Soldiers of Hammerhal would gladly die rather than dishonour their beloved city.

Do not take battleshock tests for HAMMERHAL units that are wholly within your territory.

COMMAND ABILITY

Righteous Purpose: *All warriors of the Twin-tailed City believe in their righteous duty to cleanse the realms, and an eloquent commander can stir this pride with devastating effect.*

You can use this command ability at the end of the combat phase. If you do so, pick 1 friendly HAMMERHAL unit that is wholly within enemy territory, wholly within 12" of a friendly HAMMERHAL HERO, and within 3" of an enemy unit. That friendly unit can fight. A unit cannot benefit from this command ability more than once per phase.

HAMMERHAL COMMAND TRAITS

THE TWIN-TAILED CITY

HAMMERHAL generals only.

D3 Command Trait

1 Acadamae Prodigy:

This warrior is a learned graduate from the city's finest war colleges, the Acadamae Martial.

Add 1 to the Attacks characteristic of this general's melee weapons. In addition, at the start of the battle, you receive 1 extra command point.

2 Blood of the Twelve:

This general traces their lineage back to one of the twelve great families of Azyrheim, which inspires their warriors to fight all the harder.

You can re-roll wound rolls of 1 for attacks made with melee weapons by friendly HAMMERHAL units wholly within 12" of this general.

3 Aggressive General:

This commander seeks glory and fame in battle and fights at the head of every charge.

Add 1 to hit rolls for attacks made with melee weapons by friendly HAMMERHAL units that are wholly within 12" of this general if this general made a charge move in the same turn.

HAMMERHAL ARTEFACTS OF POWER

TREASURES OF HAMMERHAL

HAMMERHAL HEROES only.

D3 Artefact of Power

1 Armour of Mallus: *It is said that this obsidian suit of armour was fashioned from a shard of Mallus, the core of the world-that-was. It offers supreme protection against both physical and supernatural attacks.*

Add 1 to save rolls for attacks that target the bearer.

2 Saint's Blade: *First wielded by a nameless saint from the Age of Myth, this blade thirsts for the liberation of the realms from Chaos.*

Pick 1 of the bearer's melee weapons. Improve the Rend characteristic of that weapon by 1. In addition, while the bearer is within 6" of an objective marker, add 1 to the damage inflicted by attacks made with that weapon.

3 The Twinstone: *A gem imbued with Fire and Life.*

You can use this artefact in each of your hero phases. If you do so, pick its Aqshy aspect or its Ghyran aspect.

Aqshy Aspect: Add 1 to hit rolls for attacks made with melee weapons by friendly HAMMERHAL units wholly within 12" of the bearer.

Ghyran Aspect: Roll 1 dice for each friendly HAMMERHAL unit wholly within 12" of the bearer. On a 4+, you can heal up to D3 wounds allocated to that unit.

HAMMERHAL SPELL LORES

You can choose or roll for one of the following spells for each WIZARD in a Hammerhal army.



LORE OF CINDER

D3 Spell

1 Wings of Fire: *The mage conjures wings of flame that guide his comrades swiftly to battle.*

Wings of Fire has a casting value of 6. If successfully cast, pick 1 friendly unit that is visible to the caster. Add 1 to run and charge rolls for that unit until the start of your next hero phase. In addition, until the start of your next hero phase, that unit can fly.

2 Cindercloud: *Blinding sparks and thick plumes of smoke mask the battlefield, obscuring the wizard's allies from harm.*

Cindercloud has a casting value of 7. If successfully cast, until the start of your next hero phase, subtract 1 from hit rolls for attacks that target friendly units wholly within 9" of the caster.

3 Twin-tailed Comet: *A blazing comet races across the sky before plummeting into the enemy lines.*

Twin-tailed Comet has a casting value of 7. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. That unit suffers D3 mortal wounds. If that unit has 10 or more models, it suffers D6 mortal wounds instead.

THE LIVING CITY BATTLE TRAITS

THE VIRIDIAN SHIELD

LIVING CITY armies only.

DEEP IN THYRIA

The Living City is located in the Everspring Swathe, deep amidst the wilds of Thyria.

A Living City army must be from Ghyran.

THE CITY WARGROVES

Wargroves of the mysterious Sylvaneth inhabit the Living City, rousing to the soldiers' war cry in times of need.

A Living City army can include SYLVANETH units. 1 in every 4 units in an army can be a SYLVANETH unit. Those units gain the CITIES OF SIGMAR keyword and the LIVING CITY city keyword.

HUNTERS OF THE HIDDEN PATHS

The warriors of the Living City know of hidden waylines through the realms that they navigate to surprise and ambush all who threaten them.

Instead of setting up a LIVING CITY unit on the battlefield, you can place it to one side and say that it is set up on the hidden paths as a reserve unit. You can set up 1 reserve unit on the hidden paths for each LIVING CITY unit you have set up on the battlefield.

At the end of your movement phase, you can set up 1 or more of these units on the battlefield, wholly within 6" of the edge of the battlefield and more than 9" from any enemy units. Any reserve units on the hidden paths that are not set up on the battlefield before the start of the fourth battle round are destroyed.

ATTUNED TO NATURE

Every inhabitant of the Living City has an affinity with the natural world, and into battle they carry remedies, elixirs and herbal cures for battle wounds.

At the start of your hero phase, you can heal 1 wound allocated to each friendly LIVING CITY unit.

COMMAND ABILITY

Strike then Melt Away: *The warriors of the Living City strike from afar before disappearing from sight.*

You can use this command ability at the end of your shooting phase. If you do so, pick 1 friendly LIVING CITY unit that shot in that phase, is more than 9" from any enemy units and is wholly within 18" of a friendly LIVING CITY HERO. That unit can make a normal move (it cannot run). A unit cannot benefit from this command ability more than once per phase.

THE LIVING CITY COMMAND TRAITS

BLESSED OF THE EVERQUEEN

LIVING CITY generals only.

D3 Command Trait

- 1 Ironoak Artisan:** *This warlord has mastered the difficult art of carving rare ironoak into weapons and armour.*

Add 1 to save rolls for attacks that target this general. In addition, add 1 to wound rolls for attacks made with melee weapons by this general.

- 2 Forest Strider:** *This warlord is used to travelling through the thickest and most treacherous terrain.*

This general can run and still charge in the same turn. In addition, friendly units are not affected by the Deadly scenery rule if they start a move wholly within 12" of this general.

- 3 Druid of the Everspring Circle:** *This warrior is also a powerful mage.*

If this general is a WIZARD, they know all spells from the Lore of Leaves instead of only 1. If this general is not a WIZARD, they know 1 spell from the Lore of Leaves and can attempt to cast it in their hero phase.

THE LIVING CITY ARTEFACTS OF POWER

RELICS OF EVERSPRING

LIVING CITY HEROES only.

D3 Artefact of Power

- 1 **Spear of the Hunt:** *This warrior carries the fabled Spear of the Hunt, a weapon that gives the bearer unrivalled momentum in battle.*

Pick 1 of the bearer's melee weapons. Improve the Rend characteristic of that weapon by 1. In addition, the bearer (and their mount) fights at the start of the combat phase if they made a charge move in the same turn. The bearer cannot fight again in that combat phase unless an ability or spell allows them to fight more than once.

- 2 **Deepmire Cloak:** *The hues of this cloak deepen and change to conceal the bearer within a dark shadow.*

If the bearer has a Wounds characteristic of 6 or less, while they are in cover, the bearer cannot be chosen to be the target of a missile weapon.

If the bearer has a Wounds characteristic of 7 or more, while they are in cover, subtract 1 from hit rolls for attacks made with missile weapons that target the bearer.

- 3 **Wardroth Horn:** *In times of dire need, the Wardroth Horn is sounded and the Sylvaneth allies who hear it are roused to protect the city of their Everqueen with wrath and determination.*

Once per battle, in your hero phase, the bearer can sound the Wardroth Horn. If they do, until the start of your next hero phase, add 1 to the Attacks characteristic of melee weapons used by LIVING CITY SYLVANETH units.

THE LIVING CITY SPELL LORES

You can choose or roll for one of the following spells for each WIZARD in a Living City army.

LORE OF LEAVES

D3 Spell

- 1 **Lifesurge:** *Flowers bloom and vines grow at the feet of these warriors as they are blessed and encircled by a healing aura.*

Lifesurge has a casting value of 6. If successfully cast, pick 1 friendly model within 18" of the caster that is visible to them. You can heal up to D6 wounds allocated to that model.

- 2 **Cage of Thorns:** *Thick brambles enclose the foe.*

Cage of Thorns has a casting value of 7. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. Halve the Move characteristic of that unit until the start of your next hero phase. In addition, until the start of your next hero phase, the first time that unit moves, it suffers D6 mortal wounds.

- 3 **Ironoak Skin:** *The allies of this mage have their skin monumentally transformed into hardened ironoak.*

Ironoak Skin has a casting value of 6. If successfully cast, pick 1 friendly unit wholly within 18" of the caster that is visible to them. Subtract 1 from wound rolls for attacks that target that unit until the start of your next hero phase.

GREYWATER FASTNESS BATTLE TRAITS

HEART OF INDUSTRY

GREYWATER FASTNESS armies only.

AMIDST THE GHOUL MERE

The relentless industry of this smog-spilling city has desecrated the land around it.

A Greywater Fastness army must be from Ghyran.

RUNE LORE

Runelords of Greywater Fastness aid their Ironweld allies by inscribing powerful runes upon their machines of war.

In your hero phase, 1 friendly GREYWATER FASTNESS RUNELORD can chant the following prayer in addition to any prayer on their warscroll. If they do so, make a prayer roll by rolling a dice. On a 1, the prayer is not answered. On a 2+, the prayer is answered.

Rune of Unfaltering Aim: If this prayer is answered, pick 1 friendly IRONWELD ARSENAL WAR MACHINE unit within 3" of this model. Until the start of your next hero phase, add 1 to hit rolls for attacks made with missile weapons by that unit.

HOME OF THE GREAT IRONWELD GUILDS

The finest blackpowder weapons are manufactured in the Ironweld factories of Greywater Fastness.

Increase the Range characteristic of missile weapons used by friendly GREYWATER FASTNESS IRONWELD ARSENAL units by 3" (this does not affect the weapon's minimum range, if it has one). In addition, if you are fighting a Pitched Battle, you can include 1 additional IRONWELD ARSENAL Artillery unit in your army.

COMMAND ABILITY

Salvo Fire: *A devastating salvo of firepower is unleashed upon the enemy.*

You can use this command ability in your shooting phase. If you do so, pick 1 friendly GREYWATER FASTNESS FREEGUILD HANDGUNNERS unit or 1 friendly GREYWATER FASTNESS IRONDRAKES unit wholly within 12" of a friendly GREYWATER FASTNESS HERO. Add 1 to hit rolls for attacks made with missile weapons by that unit until the end of that phase. A unit cannot benefit from this command ability more than once per phase.

GREYWATER FASTNESS COMMAND TRAITS

SENTINELS OF GREYWATER

GREYWATER FASTNESS generals only.

D3 Command Trait

- 1 Seat on the Council:** *This warrior has a seat on the Ironweld Council and holds great authority in the city.*

At the start of your hero phase, if this general is on the battlefield, roll a dice. On a 4+, you receive 1 extra command point.

- 2 Drillmaster:** *This general has a reputation for their strict and demanding training regimes.*

You can re-roll hit rolls of 1 for attacks made with missile weapons by friendly GREYWATER FASTNESS units that are wholly within 12" of this general while this general is more than 3" away from any enemy units.

- 3 Ghoul Mere Ranger:** *This general has spent years in the polluted marshes that surround the city and is an expert in traversing harsh terrain.*

Friendly units wholly within 12" of this general can run and still shoot later in the same turn.

GREYWATER FASTNESS ARTEFACTS OF POWER

TREASURES OF THE GUILDS

GREYWATER FASTNESS HEROES only.

D3 Artefact of Power

- 1 **Steam-piston Plate Mail:** *Truly a marvel of duardin and Ironweld ingenuity, this thick gromril plate is underfitted with a harness of steam-powered pistons.*

Add 1 to save rolls for attacks that target the bearer. In addition, if the bearer does not have a mount, add 1 to the bearer's Move characteristic.

- 2 **Runic Munitions:** *Each of these mastercrafted munitions has had duardin runes of power etched upon them.*

Pick 1 of the bearer's missile weapons. Add 1 to the Damage characteristic of that weapon.

- 3 **Mastro Vivetti's Magnificent Macroscope:** *This telescope is fitted with lenses of rare Hyshian glass. The view it provides allows the bearer to track enemy movements from afar and launch long-range attacks with deadly accuracy.*

At the start of the first battle round, you receive 1 extra command point. In addition, add 1 to hit rolls for attacks made with missile weapons by the bearer.

GREYWATER FASTNESS SPELL LORES

You can choose or roll for one of the following spells for each WIZARD in a Greywater Fastness army.

LORE OF SMOG

D3 Spell

- 1 **Descending Ash Cloud:** *The enemy warriors are engulfed in a cloud of ash that obscures their vision.*

Descending Ash Cloud has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. Subtract 1 from hit rolls for attacks made by that unit until the start of your next hero phase.

- 2 **Eroding Blast:** *A blast of energy withers plant life and erodes armour in seconds.*

Eroding Blast has a casting value of 6. If successfully cast, pick 1 terrain feature wholly within 18" of the caster that is visible to them. Roll 1 dice for each model within 1" of that terrain feature. For each 5+, that model's unit suffers 1 mortal wound. In addition, until your next hero phase, that terrain feature has the Deadly scenery rule in addition to any other scenery rules it may have.

- 3 **Choking Fumes:** *Thick tendrils of cloying smog weave through the enemy lines, choking and strangling the foe.*

Choking Fumes has a casting value of 6. If successfully cast, pick 1 enemy unit within 15" of the caster that is visible to them. Roll 1 dice for each model from that unit that is within 15" of the caster. For each 5+, that unit suffers 1 mortal wound.

THE PHOENICIUM BATTLE TRAITS

THE AMBERFLAME WARHOST

PHOENICIUM armies only.

AT THE FOOT OF QUOGMIA MOUNTAIN

The Phoenixium resides at the foot of the great Arborean Mountain in Ghyran.

A Phoenixium army must be from Ghyran.

VENGEFUL REVENANTS

Fierce retribution is dealt unto the enemies of the Phoenixium, delivered by the blades of fallen warriors revered as glorious martyrs.

Add 1 to hit and wound rolls for attacks made with melee weapons by friendly PHOENICIUM units if any friendly PHOENICIUM units have been destroyed in the same phase.

BLOOD OF THE UR-PHOENIX

The Phoenixes of this city are paragons of their kind, said to be born from the blood of the Ur-Phoenix.

Add 1 to the Wounds characteristic of PHOENICIUM FROSTHEART PHOENIXES and PHOENICIUM FLAMESPYRE PHOENIXES.

COMMAND ABILITY

Living Idols: *Warriors of the Phoenixium consider Phoenixes to be blessed creatures and will fight to the death to protect them from harm.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly PHOENICIUM HERO FLAMESPYRE PHOENIX or 1 friendly PHOENICIUM HERO FROSTHEART PHOENIX. Until the end of that phase, if a friendly PHOENICIUM model is slain while it is within 12" of that HERO, that model can fight before it is removed from play.

THE PHOENICIUM COMMAND TRAITS

ENLIGHTENED WARRIORS

PHOENICIUM generals only.

D3 Command Trait

- 1 Seeker of Vengeance:** *This general has been reborn as a silent avatar of retribution.*

Add 1 to the Attacks characteristic of this general's melee weapons if 1 or more friendly models have been slain in the same phase. Add 3 to the Attacks characteristic of this general's melee weapons instead of 1 if 5 or more friendly models have been slain in the same turn.

- 2 One with Fire and Ice:** *Long sessions of meditation have revealed secrets of elemental power to this warrior.*

If this general is a WIZARD, they know all spells from the Lore of the Phoenix instead of only 1. If this general is not a WIZARD, they know 1 spell from the Lore of the Phoenix and can attempt to cast it in your hero phase.

- 3 Aura of Serenity:** *This general has found an inner peace, and their unshakeable calm inspires their warriors.*

Do not take battleshock tests for friendly PHOENICIUM units while they are wholly within 12" of this general.

THE PHOENICIUM ARTEFACTS OF POWER

TREASURES OF THE PHOENIX TEMPLE

PHOENICIUM HEROES only.

D3 Artefact of Power

- 1 **Amber Armour:** *This armour is fashioned from impervious golden resin.*

If the weapon used for an attack that targets the bearer has a Rend characteristic of -1, change the Rend characteristic for that attack to '-2'.

- 2 **Phoenix Pinion:** *The bearer of this radiant feather is granted great swiftness and the power of flight.*

The bearer can fly. In addition, the bearer can run and still charge later in the same turn.

- 3 **Phoenix Pyre Ashes:** *Powerful healing magic resides in these still-warm embers.*

If the unmodified save roll for an attack that targets the bearer is 6, you can heal 1 wound allocated to the bearer.

THE PHOENICIUM SPELL LORES

You can choose or roll for one of the following spells for each WIZARD in a Phoenixium army.

LORE OF THE PHOENIX

D3 Spell

- 1 **Amber Tide:** *A wave of viscous sap engulfs the enemy, hampering their movements.*

Amber Tide has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. Until the start of your next hero phase, halve that unit's Move characteristic.

- 2 **Phoenix Cry:** *An ear-splitting avian cry, rings out across the battlefield.*

Phoenix Cry has a casting value of 5. If successfully cast, until the start of your next hero phase, subtract 1 from the Bravery characteristic of enemy units while they are within 18" of the caster.

- 3 **Golden Mist:** *A glistening cloud of golden vapour enshrouds the caster, healing those around them.*

Golden Mist has a casting value of 6. If successfully cast, you can heal D3 wounds allocated to each friendly PHOENICIUM unit within 12" of the caster that is visible to them.

ANVILGARD BATTLE TRAITS

CITY OF SCALES

ANVILGARD armies only.

ON THE SHORES OF THE SEARING SEA

This dark port city dominates the wild lands of the Charrwind Coast in the Realm of Fire.

An Anvilgard army must be from Aqshy.

ILLICIT DEALINGS

To have power and influence in Anvilgard, one must know the right people. In battle, the city's commanders call upon these contacts to give them every advantage they can glean.

When you choose an Anvilgard army, you can profit from one of the following benefits of illicit dealings:

Black Market Bounty: 1 additional friendly ANVILGARD HERO can bear an artefact of power from the Anvilgard Artefacts of Power table.

Dabblings in Sorcery: 1 additional friendly ANVILGARD DRAGON, ANVILGARD KHARIBDYSS or ANVILGARD WAR HYDRA can have a Drakeblood curse from the Drakeblood Curses table.

Hidden Agents: You receive D3 extra command points.

DRAKEBLOOD CURSES

Dark experiments and blood rituals are carried out upon the monsters caught by the city's beasthunters, giving rise to all manner of horrible mutations.

If an Anvilgard army includes any DRAGONS, KHARIBDYSSSES or WAR HYDRAS, 1 of those models has a Drakeblood curse. Choose which model will have the Drakeblood curse, then pick from or roll on the Drakeblood Curses table opposite.

You can choose 1 additional friendly ANVILGARD DRAGON, ANVILGARD KHARIBDYSS or ANVILGARD WAR HYDRA to have a Drakeblood curse for each warscroll battalion in your army. A model cannot have more than 1 Drakeblood curse, and an army may not include duplicates of the same Drakeblood curse.

COMMAND ABILITY

Make an Example of the Weak: *This champion mercilessly cuts down a faltering warrior, sending a clear message that weakness will not be tolerated.*

You can use this command ability at the start of the battleshock phase. If you do so, pick 1 friendly ANVILGARD unit wholly within 12" of a friendly ANVILGARD HERO. 1 model in that unit is slain. However, in that phase, you do not need to take battleshock tests for friendly ANVILGARD units wholly within 18" of that unit.

ANVILGARD COMMAND TRAITS

RULERS OF ANVILGARD

ANVILGARD generals only.

D3 Command Trait

- 1 Blackfang Crimelord:** *This general operates from the shadows, using bribery, murder and intimidation to dominate their foes.*

Pick 2 different benefits of illicit dealing instead of 1 (see the Illicit Dealings battle trait above).

- 2 Slayer of Monsters:** *This general has long battled the monstrosities that haunt the Charrwind Coast.*

Add 1 to hit and wound rolls for attacks made by this general that target an enemy MONSTER.

- 3 Secretive Warlock:** *Away from prying eyes, this general has dedicated themselves to the study of forbidden lore.*

If this general is a WIZARD, they know all spells from the Lore of Dark Sorcery instead of only 1. If this general is not a WIZARD, they know 1 spell from the Lore of Dark Sorcery and can attempt to cast it in their hero phase.

ANVILGARD ARTEFACTS OF POWER

RELICS OF ANVILGARD

ANVILGARD HEROES only.

D3 Artefact of Power

- 1 **Drakescale Cloak:** *A mantle of thick drake hide.*

Roll a dice each time you allocate a wound or mortal wound to the bearer. On a 5+, that wound or mortal wound is negated.

- 2 **Venomfang Blade:** *This weapon seeps deadly poison.*

Pick 1 of the bearer's melee weapons. If the unmodified wound roll for an attack made with that weapon is 6, that attack inflicts D3 mortal wounds on the target in addition to any normal damage.

- 3 **Asphyxica Censer:** *This device emits a deadly gas.*

At the end of your combat phase, roll 1 dice for each enemy unit within 3" of the bearer. On a 4+, that unit suffers D3 mortal wounds.

DRAKEBLOOD CURSES

DARK MUTATIONS

D3 Drakeblood Curse

- 1 **Acidic Blood:** *A vile toxin fills this beast's veins.*

Roll a dice each time you allocate a wound to this model that was inflicted by a melee weapon and not negated. On a 4+, the attacking unit suffers 1 mortal wound.

- 2 **Jutting Bones:** *Sharp bones burst from the flesh of this creature.*

After this model makes a charge move, you can pick 1 enemy unit within 1" of this model and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.

- 3 **Fell Gaze:** *This creature's eyes are pools of limitless malice.*

Subtract 2 from the Bravery characteristic of enemy units while they are within 12" of any models that have this Drakeblood curse.

ANVILGARD SPELL LORES

You can choose or roll for one of the following spells for each WIZARD in an Anvilgard army.

LORE OF DARK SORCERY

D3 Spell

- 1 **Sap Strength:** *Wisps of magic enfeeble the enemy.*

Sap Strength has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. Subtract 1 from hit rolls for attacks made by that unit until the start of your next hero phase.

- 2 **Shadow Daggers:** *A flurry of eldritch daggers shoots forth.*

Shadow Daggers has a casting value of 7. If successfully cast, pick 1 enemy unit within 9" of the caster that is visible to them. That unit suffers D6 mortal wounds.

- 3 **Vitriolic Spray:** *The caster's foes are doused in acid.*

Vitriolic Spray has a casting value of 8. If successfully cast, pick 1 enemy unit within 6" of the caster that is visible to them. Until the start of your next hero phase, that unit has a Save characteristic of '+2'.

HALLOWHEART BATTLE TRAITS

THE RADIANT CITY

HALLOWHEART armies only.

IN THE SHIMMERING ABYSS

Situated upon a pillar of rock that descends into the vast Shimmering Abyss, Hallowheart is home to the most powerful spellcasters in Aqshy.

A Hallowheart army must be from Aqshy.

ELDRITCH ATTUNEMENT

All of those who dwell in Hallowheart are infused with the city's magical energies. Spells hurled at formations of Hallowheart warriors have been known to sputter and disappear before impact, as if breaking against an invisible wall.

Each time a friendly HALLOWHEART unit is affected by a spell or endless spell, you can roll a dice. If you do so, on a 5+, ignore the effects of that spell or endless spell on that unit.

MAGES OF THE WHITEFIRE COURT

Across the free cities, the wizards of Hallowheart are held in esteem and feared in equal measure.

HALLOWHEART WIZARDS can attempt to cast 1 extra spell in each of their hero phases.

COMMAND ABILITY

Arcane Channelling: *The wizard lets untapped arcane power flow through their body, sacrificing their flesh in order to unleash the most devastating magic.*

You can use this command ability at the start of your hero phase. If you do so, pick 1 friendly HALLOWHEART WIZARD HERO and roll a dice. That WIZARD suffers a number of mortal wounds equal to that roll. In addition, until the start of your next hero phase, add that roll to casting rolls made by other friendly HALLOWHEART WIZARDS while they are within 12" of that WIZARD.

HALLOWHEART COMMAND TRAITS

HEROES OF HALLOWHEART

HALLOWHEART generals only.

D3 Command Trait

- 1 Veteran of the Blazing Crusade:** *This general has earned the respect of their warriors through deeds of bravery carried out during the Blazing Crusade.*

Do not take battleshock tests for friendly HALLOWHEART units while they are wholly within 18" of this general.

- 2 Warden of the Flame:** *This title is bestowed upon the leader of the city's standing army, a role granted only to the shrewdest of tacticians.*

At the start of your hero phase, roll a dice. On a 4+, you receive 1 extra command point.

- 3 Famed Spell-hunter:** *This general has dedicated their life to hunting down malign sorceries.*

If this general is a WIZARD, add 3 to the roll when this general attempts to dispel an endless spell. If this general is not a WIZARD, they can attempt to dispel 1 endless spell in your hero phase.

HALLOWHEART ARTEFACTS OF POWER

RELICS OF HALLOWHEART

HALLOWHEART HEROES only.

D3 Artefact of Power

- 1 **Agloraxi Prism:** *This ancient gem masks the bearer in a shimmering heat haze.*

Subtract 1 from hit rolls for attacks made with missile weapons that target the bearer.

- 2 **Pauldrons of Living Flame:** *Fashioned from primordial emberstone, these pauldrons can unleash gouts of flame.*

At the end of your combat phase, roll a dice for each enemy unit within 3" of the bearer. On a 4+, that unit suffers D3 mortal wounds.

- 3 **Whitefire Tome:** *A book of esoteric arcane secrets.*

If the bearer is a WIZARD, they know all spells from the Lore of Whitefire instead of only 2. If the bearer is not a WIZARD, they know 1 spell from the Lore of Whitefire and can attempt to cast it in your hero phase.

HALLOWHEART SPELL LORES

You can choose or roll for 2 of the following spells for each WIZARD in a Hallowheart army.

LORE OF WHITEFIRE

D6 Spell

- 1 **Roaming Wildfire:** *The foe is engulfed in flames that sweep uncontrolled through their lines.*

Roaming Wildfire has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. That unit suffers D3 mortal wounds. Then roll a dice for each other enemy unit within 6" of that unit. On a 4+, that other unit suffers D3 mortal wounds.

- 2 **Sear Wounds:** *Blasts of flame instantly cauterise wounds.*

Sear Wounds has a casting value of 6. If successfully cast, pick 1 friendly unit within 18" of the caster that is visible to them. You can heal up to D6 wounds allocated to that unit.

- 3 **Elemental Cyclone:** *A whirlwind of fire and ice blasts out from the wizard's outstretched hands.*

Elemental Cyclone has a casting value of 6. If successfully cast, pick 1 enemy unit within 12" of the caster that is visible to them. Roll 1 dice for each model from that unit that is within 12" of the caster. For each 4+, that unit suffers 1 mortal wound.

- 4 **Warding Brand:** *A fiery sigil causes any who harm these warriors to be wreathed in flames.*

Warding Brand has a casting value of 6. If successfully cast, pick 1 friendly unit wholly within 18" of the caster that is visible to them. Until the start of your next hero phase, roll a dice each time a wound inflicted by a melee weapon is allocated to a model from that unit and not negated. On a 4+, the attacking unit suffers 1 mortal wound.

- 5 **Crystal Aegis:** *A prismatic shield protects the caster's allies from magical harm.*

Crystal Aegis has a casting value of 5. If successfully cast, until the start of your next hero phase, add 1 to rolls for the Eldritch Attunement battle trait (see opposite) for friendly HALLOWHEART units wholly within 12" of the caster.

- 6 **Ignite Weapons:** *The weapons of the caster's allies radiate intense white flames.*

Ignite Weapons has a casting value of 6. If successfully cast, pick 1 friendly unit wholly within 18" of the caster that is visible to them. Add 1 to wound rolls for attacks made by that unit until the start of your next hero phase.

TEMPEST'S EYE BATTLE TRAITS

THE AETHERGUARD

TEMPEST'S EYE armies only.

ATOP TITANSPEAR MOUNTAIN

The ashplains of the Brimstone Peninsula are dominated by the shadow of the Titanspear, and it is atop this immense mountain that the armies of the Tempest's Eye mobilise for battle.

A Tempest's Eye army must be from Aqshy.

ALERT AND FOREWARNED

Very few enemies can surprise the forces of Tempest's Eye. In most cases, their movements will have been tracked by celestial orreries weeks before battle is met.

Add 3" to the Move characteristic of friendly TEMPEST'S EYE units until the end of the first battle round. In addition, add 1 to save rolls for attacks that target friendly TEMPEST'S EYE units in the first battle round.

OUTRIDERS OF THE REALMS

The warriors of Tempest's Eye can traverse even the toughest terrain with surprising speed.

Add 1 to run rolls for friendly TEMPEST'S EYE units.

STANDING CONTRACTS

The rulers of Tempest's Eye have established a strong working relationship with the Kharadron Overlords, who supply military aid in exchange for exclusive trading rights.

A Tempest's Eye army can include KHARADRON OVERLORDS units. 1 in every 4 units in the army can be a KHARADRON OVERLORDS unit. Those units gain the CITIES OF SIGMAR keyword and the TEMPEST'S EYE keyword.

COMMAND ABILITY

Rapid Redeploy: *The commander orders their warriors to deftly disengage from the enemy before unleashing a volley of fire into their ranks.*

You can use this command ability in your shooting phase. If you do so, pick 1 friendly TEMPEST'S EYE unit that is wholly within 12" of a friendly TEMPEST'S EYE HERO. That unit can shoot even if it ran in the same turn.

TEMPEST'S EYE COMMAND TRAITS

LORDS OF THE EYE

TEMPEST'S EYE generals only.

D3 Command Trait

1 Aetherguard Captain: *This general is a seasoned leader of the Aetherguard, a master of hit and run tactics.*

Add 1 to charge rolls for friendly TEMPEST'S EYE units while they are wholly within 12" of this general.

2 Hawk-eyed: *This general has a keen ability to spot weak points in the enemy line and direct the fire of their warriors accordingly.*

Add 1 to wound rolls for attacks made with missile weapons by friendly TEMPEST'S EYE units wholly within 12" of this general.

3 Swift as the Wind: *This general favours speed in battle above all else.*

This general can run and still charge in the same turn. In addition, this general (and their mount) fights at the start of the combat phase.

TEMPEST'S EYE ARTEFACTS OF POWER

TREASURES OF TITANSPEAR

TEMPEST'S EYE HEROES only.

D3 Artefact of Power

- 1 Patrician's Helm:** *This eagle-crested helm is awarded to the greatest champions of Tempest's Eye.*

Do not take battleshock tests for friendly TEMPEST'S EYE units while they are wholly within 12" of the bearer.

- 2 Seerstone Amulet:** *This scrying gem allows the bearer to communicate with the seers of Tempest's Eye.*

At the start of your hero phase, if the bearer is on the battlefield, roll a dice. On a 4+, you receive 1 extra command point.

- 3 Zephyrite Banner:** *This magical standard can summon a rushing wind that hastens those nearby.*

You can re-roll charge rolls for friendly TEMPEST'S EYE units while they are wholly within 12" of the bearer.

TEMPEST'S EYE SPELL LORES

You can choose or roll for one of the following spells for each WIZARD in a Tempest's Eye army.

LORE OF EAGLES

D3 Spell

- 1 Aura of Glory:** *The caster projects a regal aura that inspires those nearby to greatness.*

Aura of Glory has a casting value of 7. If successfully cast, until the start of your next hero phase, add 1 to the Attacks characteristic of melee weapons used by friendly TEMPEST'S EYE units while they are wholly within 12" of the caster.

- 2 Strike of Eagles:** *Hosts of golden eagles swoop down to rip and tear at the enemy.*

Strike of Eagles has a casting value of 7. If successfully cast, pick 1 enemy unit within 30" of the caster that is visible to them, and roll 6 dice. For each 4+, that unit suffers 1 mortal wound.

- 3 Celestial Visions:** *The minds of the caster's allies are filled with glimpses of the future.*

Celestial Visions has a casting value of 7. If successfully cast, you receive 1 extra command point.

BATTLEPLAN

A CALL FOR AID

The great Cities of Sigmar are bastions of hope and civilisation, but they are few in number – each is akin to a single flickering flame amidst a vast and turbulent storm.

Over the course of their short but bloody history, enemies have laid siege to these cities on numerous occasions, and at times they were faced with such peril that they would have surely fallen if not for the allies who came to their aid.

This battleplan tells one such tale, a tale of a city besieged for weeks by an enemy warlord. Disease and starvation has spread through the beleaguered and trapped populace like wildfire, and though there are allies to the north-east and south-west, they know nothing of the city's plight – the enemy shoots on sight any messenger bird that leaves the city walls.

To send word of their predicament, the city's warriors must sally out and carve a path through the enemy lines for a message bearer to escape.

It is now or never; without aid, all hope will be lost and the city will surely fall.

THE ARMIES

Each player picks an army as described in the core rules. One player is the Defender. Their opponent is the Besieger. The Defender must use a Cities of Sigmar army.

After the Besieger has picked their army, they must secretly split it into a north-easterly contingent and a south-westerly contingent. There must be at least 1 unit in the north-easterly contingent for every unit in the south-westerly contingent. The Besieger notes down on a piece of paper which contingent each unit in their army is in.

The Defender then chooses whether the battle takes place to the north-east of the city or to the south-west of the city.

SET-UP

The Besieger sets up their army first. If the battle is to take place in the north-east, the Besieger can only set up units from their north-easterly contingent. If the battle is to take place in the south-west, the Besieger can only set up units from their south-westerly contingent.

In both cases, the units that are not set up are placed to one side as reserve units and will arrive during the battle (see Reinforcements Arrive).

The Besieger must set up their units wholly within their territory and more than 9" from enemy territory. The Defender must then set up their army wholly within their territory, more than 9" from enemy territory. The territories are shown on the map.

MESSENGERS

A select few of your warriors receive sealed parchments stamped with the royal sigil of the city. Theirs is a forlorn task – to break through the enemy lines, traverse the wilds beyond and bring news of the city's plight to neighbouring allies.

After both armies have been set up but before the first turn begins, the Defender secretly chooses 3 of their units to bear the message for aid and notes this down on a piece of paper.

FIRST TURN

The Defender can choose which player takes the first turn.





COMMAND ABILITIES

The following additional command abilities can be used in this battle:

Fall Back!: *Throwing themselves into the fray, a champion of the city commands their warriors to disengage to safety.*

The Defender can use this command ability in the combat phase. If they do so, when picking a friendly unit to fight, if that unit is wholly within 18" of a friendly **CITIES OF SIGMAR HERO**, that unit must make a normal move and must retreat instead of fighting.

Sound the War Horns!: *The Besieger's army forms battle lines upon command, desperate to stop any forces breaking through.*

The Besieger can use this command ability at the end of their movement phase. If they do so, they must pick 1 friendly unit that has been set up on the battlefield in the same turn and is wholly within 18" of a friendly **HERO**. That unit can make a normal move of D6" (it cannot run).

REINFORCEMENTS ARRIVE

The city's forces assemble at dawn, rushing out of the city gates from an unexpected quarter. The Besieger's scattered forces rally to the sound of blaring horns and race around the city walls, eager to join the fight.

At the end of the Besieger's movement phase, they can roll 1 dice for each friendly unit that is in reserve. If the roll is equal to or less than the number of the current battle round, that unit can be set up anywhere on the battlefield that is wholly within 6" of a Reinforcements Battle Edge (see map) and more than 9" from any enemy units.



ESCAPE

A path has been carved through the enemy lines. Seizing their chance, warriors bearing the city's message make their way out into the wilderness beyond.

At the start of the Defender's hero phase, if a friendly unit bearing the message for aid is within 3" of the Escape Route Battlefield Edge (see map), the Defender can choose for that unit to escape. If they do so, they must remove that unit from the battlefield.

GLORIOUS VICTORY

The battle ends after the fifth battle round or after every unit that was bearing the message for aid has either escaped or been destroyed.

At the end of the battle, if only 1 unit bearing the message for aid has escaped, the Defender wins a **minor victory**. If 2 or more units bearing the message for aid have escaped, the Defender wins a **major victory**. Otherwise, the Besieger wins a **major victory**.

PATH TO GLORY

Path to Glory campaigns centre around collecting and fighting a series of battles in the Mortal Realms. Players start off with a small warband. Over the course of several battles, each warband will gather more followers to join them in their quest for glory and renown.

In order to take part in a Path to Glory campaign, you will need two or more players. Each player will need a **HERO** to be their champion and must then create a warband to follow their champion into battle.

The players fight battles against each other using the warbands they have created. The results of these battles will gain their warbands glory. After battle, warbands may swell in numbers as more warriors flock to their banner, or existing troops may become more powerful.

After gaining sufficient glory or growing your warband enough to dominate all others through sheer weight of numbers, you will be granted a final test. Succeed, and you will be crowned as the victor of the campaign, your glory affirmed for all time.

CREATING A Warband

In a Path to Glory game, you do not select your army in the normal manner. Instead, you create a warband that consists of a mighty champion, battling to earn the favour of the gods, and their followers. The details and progress of each warband need to be recorded on a warband roster, which you can download for free from games-workshop.com.

To create a warband, simply follow these steps and record the results on your warband roster:

1. First, pick a faction for your warband. Each faction has its own set of warband tables that are used to generate the units in the warband and the rewards they can receive for fighting battles. The warband tables included in this battletome let you collect a Cities of Sigmar warband, but other Warhammer Age of Sigmar publications include warband tables to let you collect warbands from other factions.

2. Next, choose your warband's champion by selecting one of the options from your faction's champion table. Give your champion a suitably grand name and write this down on your warband roster.
3. Having picked your champion, the next step is to make follower rolls to generate your starting followers. The champion you chose in step 2 will determine how many follower rolls you have. To make a follower roll, pick a column from one of the followers tables and then roll a dice. If you prefer, instead of rolling a dice, you can pick the result from the followers table (this still uses up the roll).



Sometimes a table will require you to expend two or more rolls, or one roll and a number of Glory Points (see Gaining Glory), in order to use it. Note that the option to expend Glory Points can only be used when you add new followers to your warband after a battle (see Rewards of Battle). In either case, in order to generate a follower unit from the table, you must have enough rolls and/or Glory Points to meet the requirements, and you can then either roll once on the table or pick one result from the table of your choice. If you expend Glory Points, you must reduce your Glory Points total by the amount shown on the table.

Followers are organised into units. The followers table tells you how many models the unit has. Follower units cannot include additional models, but they can otherwise take any options allowed by their warscroll. Record all of the information about your followers on your warband roster.

4. You can use 1 follower roll to allow your champion to start the campaign with a Champion's Reward or to allow 1 of your follower units to start the campaign with a Follower's Reward (see Rewards of Battle).
5. Finally, give your warband a name, one that will inspire respect and dread in your rivals. Your warband is now complete and you can fight your first battle. Good luck!

TO WAR!

Having created a warband, you can now fight battles with it against other warbands taking part in the campaign. You can fight battles as and when you wish, and you can use any of the battleplans available for Warhammer Age of Sigmar. The units you use for a game must be those on your roster.

When you use a Cities of Sigmar warband in a Path to Glory game, you can use the battle traits from page 63 and the battle traits of your city (pg 64-77), but you cannot use any other Cities of Sigmar allegiance abilities.

Any casualties suffered by a warband are assumed to have been replaced in time for its next battle. If your champion is slain in a battle, it is assumed that they were merely injured; they are back to full strength for your next game, thirsty for vengeance!

GAINING GLORY

All of the players in the campaign are vying for glory. The amount of glory they have received is represented by the Glory Points that the warband has accumulated. As a warband's glory increases, it will also attract additional followers, and a warband's champion may be granted rewards.

Warbands receive Glory Points after a battle is complete. If the warband drew or lost the battle, it receives 1 Glory Point. If it won the battle, it receives D3 Glory Points (re-roll a result of 1 if it won a **major victory**).

Add the Glory Points you scored to the total recorded on your roster. Once you have won 10 Glory Points, you will have a chance to win the campaign (see Eternal Glory).



REWARDS OF BATTLE

After each battle you can take one of the three following options. Alternatively, roll a D3 to determine which option to take.

D3 Option

1 Additional Followers:

More loyal followers flock to your banner.

You receive 1 follower roll that can be used to select a new unit from a followers table and add it to your warband roster. See step 3 of Creating a Warband for details of how to use the followers table to add a unit to your warband. Once 5 new units have joined your warband, you will have a chance to win the campaign (see Eternal Glory).

2 Champion's Reward: *Your champion's prowess grows.*

Roll on the champion rewards table for your warband and note the result on your warband roster. Your champion can only receive one Champion's Reward – if they already have one Champion's Reward, you must take a Follower's Reward instead.

3 Follower's Reward: *Your warriors become renowned for their mighty deeds.*

Pick 1 unit of followers and then roll on the followers rewards table for your warband. Note the result on your warband roster. A unit can only receive one Follower's Reward. If all of your follower units have one Follower's Reward, you must take Additional Followers instead.

ETERNAL GLORY

There are two ways to win a Path to Glory campaign: by Blood or by Might. To win by Blood, your warband must first have 10 Glory Points. To win by Might, your warband must have at least 5 additional units of followers. In either case, you must then fight and win one more battle to win the campaign. If the next battle you fight is tied or lost, you do not receive any Glory Points – just keep on fighting battles until you win the campaign... or another player wins first!

You can shorten or lengthen a campaign by lowering or raising the number of Glory Points needed to win by Blood or the number of extra units that must join a warband to win by Might. For example, for a shorter campaign, you could say that a warband only needs 5 Glory Points before the final fight, or for a longer one, you could say that 15 are needed.

CITIES OF SIGMAR WARBAND TABLES

Use the following tables to determine the champion that leads your warband, the followers that make up the units that fight at their side, and the rewards they receive after battle.

CHAMPION TABLE

Champion	Follower Rolls
Anointed on Flamespyre Phoenix	2 rolls
Anointed on Frostheart Phoenix	2 rolls
Battlemage on Griffon	2 rolls
Dreadlord on Black Dragon	2 rolls
Freeguild General on Griffon	2 rolls
Sorceress on Black Dragon	2 rolls
Celestial Hurricanum with Celestial Battlemage	3 rolls
Luminark of Hysh with White Battlemage	3 rolls
Steam Tank with Commander	3 rolls
Anointed	4 rolls
Assassin	4 rolls
Nomad Prince	4 rolls
Warden King	4 rolls
Black Ark Fleetmaster	5 rolls

HERO FOLLOWERS TABLE

D6	Followers
1	Freeguild General
2	Battlemage
3	Cogsmith
4	Runelord
5	Assassin
6	Sorceress

ELITE FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Followers
1	10 Black Guard
2	10 Executioners
3	10 Eternal Guard
4	10 Sisters of the Watch
5	10 Phoenix Guard
6	10 Irondrakes

ARMY REGULARS FOLLOWERS TABLE

D6	Aelf Followers	Duardin Followers	Human Followers
1	10 Bleakswords	10 Longbeards	10 Freeguild Guard
2	10 Darkshards	10 Longbeards	10 Freeguild Guard
3	10 Dreadspears	10 Ironbreakers	10 Freeguild Crossbowmen
4	10 Black Ark Corsairs	10 Ironbreakers	10 Freeguild Handgunners
5	10 Wildwood Rangers	10 Hammerers	10 Flagellants
6	10 Shadow Warriors	10 Hammerers	10 Freeguild Greatswords

CAVALRY FOLLOWERS TABLE

D6	Aelf Followers	Human Followers
1	5 Dark Riders	5 Freeguild Pistoliers
2	Scourgerunner Chariot	5 Freeguild Pistoliers
3	Drakespawn Chariot	5 Freeguild Outriders
4	5 Drakespawn Knights	5 Freeguild Outriders
5	5 Wild Riders	3 Demigryph Knights
6	5 Sisters of the Thorn	3 Demigryph Knights

AUXILIARY FOLLOWERS TABLE (uses 2 rolls, or 1 roll and 1 Glory Point)

D6	Monsters	Ironweld Arsenal
1	War Hydra	1-3 Gyrocopters
2	War Hydra	1-3 Gyrocopters
3	War Hydra	1-2 Gyrobombers
4	Kharibdyss	Helblaster Volley Gun
5	Kharibdyss	Helstorm Rocket Battery
6	Kharibdyss	Steam Tank

ELITE AUXILIARY FOLLOWERS TABLE (uses 3 rolls, or 1 roll and 2 Glory Points)

D6	Phoenix Temple	Collegiate Arcane
1-3	Frostheart Phoenix	Luminark of Hysh
4-6	Flamespyre Phoenix	Celestial Hurricanum

ARMY REGULARS, CAVALRY, ELITE, AUXILIARY AND ELITE AUXILIARY FOLLOWERS REWARDS TABLE

D6 Reward

- 1 Seasoned Veterans:** *These warriors share a fighting spirit forged through countless battles.*

Add 1 to the Bravery characteristic of this unit.

- 2 Blademasters:** *These warriors have dedicated themselves to the mastery of their weapons.*

Add 1 to hit rolls for attacks made with melee weapons by this unit.

- 3 Hardened Fighters:** *A life of endless battle has toughened these warriors and given them a hardy resilience.*

Add 1 to the Wounds characteristic of this unit.

- 4 Fleet of Foot:** *These warriors are oft ordered to scout ahead and spy the enemy locations, and they have become skilled in traversing battlefield terrain.*

Add 1 to the Move characteristic of this unit.

- 5 Skilled Marksmen:** *These warriors are famed as marksmen without peer.*

Add 1 to hit rolls for attacks made with missile weapons by this unit. Pick another reward if this unit does not have any missile weapons.

- 6 Favoured Warriors:** *These warriors have an uncanny fortune in battle and can emerge from seemingly dire situations unscathed.*

Roll a dice each time you allocate a wound or mortal wound to this unit. On a 6, that wound or mortal wound is negated.

HERO FOLLOWERS REWARDS TABLE

D6 Reward

- 1-2 Hardy Warrior:** *This warrior shows great resilience in battle.*

Add 1 to the Wounds characteristic of this **HERO**.

- 3-4 Relic of Legend:** *This champion carries a legendary artefact into battle.*

Randomly generate an artefact of power for this **HERO** by rolling on the Artefacts of Power table for the city from which your warband hails. If this **HERO** already has an artefact of power, pick another reward from this rewards table.

- 5-6 Master of Magic:** *Exhaustive study of the arcane has seen this mage expand their magical powers.*

This **HERO** knows one spell from the Spell Lores table for the city from which your warband hails. If this **HERO** is not a **WIZARD**, pick another reward from this rewards table.

CHAMPION REWARDS TABLE

D6 Reward

- 1 Inspiring Leader:** *This champion is revered by the warriors in their command.*

Add 1 to the Bravery characteristic of friendly units while they are wholly within 12" of this champion.

- 2 Impervious:** *This champion is as stubborn and resilient as granite.*

Add 1 to the Wounds characteristic of this champion.

- 3 Tactician:** *This champion is a master of strategy and tactics.*

At the start of your hero phase, roll a dice. On a 4+, you receive 1 extra command point.

- 4 Artefact of Power:** *An ancient artefact of power has fallen into this champion's possession.*

Randomly generate an artefact of power for your champion by rolling on the Artefacts of Power table for the city from which your warband hails. If your champion already has an artefact of power, pick another reward from this rewards table.

- 5 Tricks of the Trade:** *This champion has mastered a variety of unconventional tactics.*

Randomly generate a command trait by rolling on the Command Traits table for the city from which your warband hails. If your champion already has a command trait, pick another reward from this rewards table.

- 6 Arcane Might:** *This champion is a powerful spellcaster.*

This champion knows 1 spell from the Spell Lores table for the city from which your warband hails. If your champion is not a WIZARD, pick another reward from this rewards table.

WARSCROLLS

This section includes Cities of Sigmar warscrolls and warscroll battalions. Updated October 2019; the warscrolls printed in this book take precedence over any warscrolls with an earlier publication date or no publication date.

WARSCROLL BATTALION

HAMMERHALIAN LANCERS



Hammerhalian Lancers are renowned across the realms for their deadly cavalry charges and utter lack of fear. Led by a General sat astride a noble griffon, these dashing warriors charge their armoured Demigryphs into the heart of the enemy line with lances levelled, obliterating their foes in a single, devastating blow.

ORGANISATION

- 1 HAMMERHAL Freeguild General on Griffon
- 3-6 units of HAMMERHAL Demigryph Knights

ABILITIES

Glorious Cavalry Charge: *Lances are levelled in unison as these elite cavalry riders thunder across the battlefield.*

Add 1 to hit and wound rolls for attacks made with melee weapons by units from this battalion that made a charge move in the same turn and are wholly within 18" of the Freeguild General on Griffon from the same battalion.



WARSCROLL BATTALION VIRIDIAN PATHFINDERS

ORGANISATION

- 1 LIVING CITY Nomad Prince
- 3 units of LIVING CITY Wildwood Rangers
- 0-1 units of LIVING CITY Wild Riders

ABILITIES

Masters of Ambush: *Striking from quarters unseen, these warriors are amidst their foes with blades whirling before the enemy even realises their doom.*

Add 1 to charge rolls for friendly units from this battalion if they used the Hunters of the Hidden Paths battle trait to set up on the battlefield in the same turn.

WARSCROLL BATTALION GREYWATER ARTILLERY COMPANY

ORGANISATION

- 1 GREYWATER FASTNESS Cogsmith
- 2-4 GREYWATER FASTNESS Helstorm Rocket Batteries or GREYWATER FASTNESS Helblaster Volley Guns

ABILITIES

A Greywater Welcome: *The artillery companies of Greywater Fastness introduce themselves with a prolonged and punishing bombardment upon the enemy battle line.*

In your shooting phase in the first battle round, friendly WAR MACHINES from this battalion can shoot twice if they are within 6" of a friendly HERO from this battalion and are not within 3" of any enemy units.

WARSCROLL BATTALION WHITEFIRE RETINUE

ORGANISATION

- 3-6 HALLOWHEART HERO WIZARDS

ABILITIES

Triarch Covenant: *These powerful wizards wage war in tandem, forming a powerful nexus of sorcery upon the battlefield.*

Add 1 to casting and unbinding rolls for friendly WIZARDS from this battalion while they are within 6" of another friendly model from the same battalion.

WARSCROLL BATTALION

AETHERGUARD WINDRUNNERS**ORGANISATION**

- 1 TEMPEST'S EYE Freeguild General on Griffon
- 3-6 units of TEMPEST'S EYE Freeguild Outriders or TEMPEST'S EYE Freeguild Pistoliers
- 0-2 TEMPEST'S EYE Grundstok Gunhaulers

ABILITIES

Swift Like the Wind: *Whether mounted on horseback or in the seat of a flying engine, warriors of Tempest's Eye strike with a swiftness that leaves their enemies reeling.*

Units from this battalion can retreat and still shoot and/or charge later in the same turn.

WARSCROLL BATTALION

CHARRWIND BEASTHUNTERS**ORGANISATION**

- 1 ANVILGARD Black Ark Fleetmaster
- 3 units of ANVILGARD Black Ark Corsairs
- 1-3 units of ANVILGARD Scourgerunner Chariots
- 0-1 ANVILGARD Kharibdyss

ABILITIES

Beasthunters: *Veterans of the wild Charrwind Coast, these warriors show no mercy as they ruthlessly hunt their prey.*

Add 1 to wound rolls for attacks made by units from this battalion that target an enemy **MONSTER**.

WARSCROLL BATTALION

PHOENIX FLIGHT**ORGANISATION**

- 1-2 PHOENICIUM FROSTHEART PHOENIXES
- 1-2 PHOENICIUM FLAMESPYRE PHOENIXES

ABILITIES

Golden Aura of the Phoenicum: *Amber light radiates from the fledglings of the Ur-Phoenix, cauterising wounds with a golden glow.*

At the start of your hero phase, you can heal 1 wound allocated to each friendly **PHOENICIUM** unit wholly within 12" of any units from this battalion.



FREEGUILD GENERAL ON GRIFFON



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A Freeguild General mounted upon a noble griffon surveys the battlefield from on high. Identifying where their presence is most required, they descend like a speeding comet to lay waste to their enemies, inspiring their comrades with word and deed.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sigmarite Runesword	1"	5	3+	4+	-1	2
Sigmarite Greathammer	1"	3	3+	3+	-2	D3
Freeguild Lance	2"	4	3+	4+	-1	2
Razor Claws	2"	☀	4+	3+	-1	2
Deadly Beak	2"	2	3+	3+	-2	☀

DAMAGE TABLE			
Wounds Suffered	Move	Razor Claws	Deadly Beak
0-3	15"	6	4
4-6	13"	5	3
7-9	11"	4	2
10-11	9"	3	1
12+	7"	2	1

DESCRIPTION

A Freeguild General on Griffon is a single model armed with one of the following weapon options: Sigmarite Runesword; Sigmarite Greathammer; or Freeguild Lance. A Freeguild General on Griffon can also carry a Freeguild Shield.

MOUNT: This model's Griffon attacks with its Razor Claws and Deadly Beak.

FLY: This model can fly.

ABILITIES

Charging Lance: *Expert cavalymen one and all, Freeguild Generals armed with lances can shatter an enemy line with their well-timed strikes.*

This model's Freeguild Lance has a Rend characteristic of -2 instead of -1 if this model made a charge move in the same turn.

Freeguild Shield: *With breathtaking skill and speed, this general pivots upon their mount to deflect harmful blows from the enemy.*

Add 1 to save rolls for attacks that target this model if this model carries a Freeguild Shield.

Skilled Rider: *Foregoing their shield, this general uses their free hand to deftly steer their mount into the fray.*

Add 1 to run and charge rolls for this model if it does not carry a Freeguild Shield.

Piercing Bloodroar: *The shrill war cry of a mighty griffon can shatter the enemy's resolve.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 8" of any friendly units with this ability.

COMMAND ABILITY

Rousing Battle Cry: *Atop their griffon, this general implores the warriors under their command to run down the enemy and strike true in the name of Sigmar.*

You can use this command ability at the start of your charge phase. If you do so, pick 1 friendly **FREEGUILD HERO** with this command ability. Until the end of that phase, add 1 to charge rolls for friendly **FREEGUILD** units while they are wholly within 12" of that **HERO**. In addition, in the next combat phase, add 1 to hit rolls for attacks made with melee weapons by friendly **FREEGUILD** units while they are wholly within 12" of that **HERO**. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, FREEGUILD, MONSTER, HERO, FREEGUILD GENERAL



• WARSCROLL •

FREEGUILD GENERAL



Freeguild Generals inspire their soldiers to acts of astonishing bravery with their mere presence. Master duellists and peerless strategists, they are as comfortable crossing blades with the foe as they are issuing decisive commands that lead to glorious victory.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Zweihander	1"	3	3+	3+	-2	D3

DESCRIPTION

A Freeguild General is a single model armed with a Zweihander.

ABILITIES

Decapitating Swing: *A single strike from a Zweihander can take the head clean off the shoulders.*

If the unmodified hit roll for an attack made with a Zweihander is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Inspiring Leader: *This officer is a respected and consummate commander.*

Add 1 to the Bravery characteristic of friendly FREEGUILD units while they are wholly within 18" of this model.

COMMAND ABILITY

Hold the Line: *This warrior stands strong in the face of the enemy and inspires their fellow soldiers to do the same.*

You can use this command ability in your hero phase. If you do so, pick up to 3 friendly FREEGUILD units wholly within 18" of a friendly FREEGUILD HERO with this command ability. Until the start of your next hero phase, add 1 to hit and wound rolls for attacks made by those friendly units if they have not made a normal move or a charge move in the same turn. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, FREEGUILD, HERO, FREEGUILD GENERAL



• WARSCROLL •

DEMIGRYPH KNIGHTS



Wielding gleaming lances and halberds, Demigryph Knights are amongst the finest warriors of the free cities. Their fleet-footed mounts have razor-sharp beaks that can tear through armour and flesh with ease.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Demigryph Knight's Halberd	2"	3	3+	3+	-1	1
Demigryph Knight's Lance	2"	3	3+	4+	-	1
Beak and Talons	1"	3	3+	3+	-1	1

DESCRIPTION

A unit of Demigryph Knights has any number of models. The unit is armed with one of the following weapon options: Demigryph Knight's Halberd; or Demigryph Knight's Lance.

MOUNT: This unit's Demigryphs attack with their Beaks and Talons.

PRECEPTOR: 1 model in this unit can be a Preceptor. Add 1 to the Attacks characteristic of that model's Demigryph Knight's Halberd or Demigryph Knight's Lance.

STANDARD BEARER: 1 in every 3 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

HORNBLOWER: 1 in every 3 models in this unit can be a Hornblower. Add 1 to run and charge rolls for units that include any Hornblowers.

ABILITIES

Charging Lance: *Demigryph Knights are deadly on the charge.*

This unit's Demigryph Knight's Lances have a Rend characteristic of -2 instead of '-1' and a Damage characteristic of 2 instead of 1 if this unit made a charge move in the same turn.

Savage Ferocity: *The sharp beak of a Demigryph can punch through enemy armour.*

If the unmodified wound roll for an attack made with this unit's Beak and Talons is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, FREEGUILD, DEMIGRYPH KNIGHTS



FREEGUILD GREATSWORDS

Greatsword units are composed of the best and most experienced warriors of the Freeguild regiments. Clad in finely wrought plate armour and wielding two-handed greatblades, they carve a bloody swathe through anything in their path.



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MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Zweihander	1"	2	3+	3+	-1	1

DESCRIPTION

A unit of Freeguild Greatswords has any number of models, each armed with a Zweihander.

GUILD CHAMPION: 1 model in this unit can be a Guild Champion. Add 1 to the Attacks characteristic of that model's melee weapon.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

HORNBLOWER: 1 in every 10 models in this unit can be a Hornblower. Add 1 to run and charge rolls for units that include any Hornblowers.

ABILITIES

Decapitating Swing: A single strike from a Zweihander can take the head clean off the shoulders.

If the unmodified hit roll for an attack made with a Zweihander is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Oathsworn Honour Guard: These veteran warriors will not allow the enemy to close upon an officer in their guard.

Add 1 to hit rolls for attacks made with melee weapons by this unit if it is wholly within 18" of any friendly FREEGUILD HEROES.

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, FREEGUILD, FREEGUILD GREATSWORDS



FREEGUILD GUARD

The Freeguild Guard form the backbone of the military forces of the free cities. Armed with swords, spears and whatever other weapons they can scavenge, these soldiers form a wall of steel and broad shields against the enemies of mortalkind.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Freeguild Halberd	1"	1	4+	3+	-1	1
Freeguild Spear	2"	1	4+	4+	-	1
Freeguild Sword	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Freeguild Guard has any number of models. The unit is armed with one of the following weapon options: Freeguild Halberd; Freeguild Spear; or Freeguild Sword and Shield.

SERGEANT: 1 model in this unit can be a Sergeant. Add 1 to the Attacks characteristic of that model's melee weapon.

DRUMMER: 1 in every 10 models in this unit can be a Drummer. Add 1 to run and charge rolls for units that include any Drummers.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

ABILITIES

Massed Ranks: The regiments of the Freeguild Guard are organised and disciplined.

Add 1 to hit rolls for attacks made by this unit if it has 10 or more models. Add 2 to hit rolls instead of 1 if this unit has 20 or more models.

Parry and Block: Wielding a shield in battle offers protection from enemy attacks.

Add 1 to save rolls for attacks that target a unit armed with Freeguild Swords and Shields.

Wall of Spears: Only the foolish dare charge a regiment bristling with spears and pikes.

Add 1 to hit rolls for attacks made with Freeguild Spears that target an enemy unit that made a charge move in the same turn.

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, FREEGUILD, FREEGUILD GUARD

FREEGUILD OUTRIDERS

Outriders are light cavalry scouts armed with a variety of blackpowder weapons. They harry the flanks of the enemy's formation, blasting away with pinpoint precision before wheeling their mounts about to evade retribution.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Grenade-launching Blunderbuss	12"	1	4+	3+	-1	D3
Brace of Pistols	9"	2	3+	3+	-1	1
Repeater Handgun	16"	D3	5+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Freeguild Cavalry Sabre	1"	1	4+	4+	-	1
Stamping Hooves	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Freeguild Outriders has any number of models, each armed with a Repeater Handgun and Freeguild Cavalry Sabre.

MOUNT: This unit's Steeds attack with their Stamping Hooves.

SHARPSHOOTER: 1 model in this unit can be a Sharpshooter. Add 1 to the Attacks characteristic of that model's Freeguild Cavalry Sabre. In addition, a Sharpshooter can replace their Repeater Handgun with one of the following weapon options: Grenade-launching Blunderbuss; or Brace of Pistols.

TRUMPETER: 1 in every 5 models in this unit can be a Trumpeter. Add 1 to run and charge rolls for units that include any Trumpeters.

ABILITIES

Expert Gunners: Outriders can unleash salvos of fire with deadly precision if they are not in melee.

Add 1 to the Attacks characteristic of this unit's Repeater Handguns if this unit is not within 3" of any enemy units.

Skilled Riders: Each of these soldiers is a master equestrian.

This unit can run and/or retreat and still shoot later in the same turn.

KEYWORDS ORDER, HUMAN, CITIES OF SIGMAR, FREEGUILD, FREEGUILD OUTRIDERS



FREEGUILD PISTOLIERS



Pistoliers are master horsemen skilled in both marksmanship and swordplay. As their hardy horses gallop towards the foe, these cavalymen fire their pistols with devastating accuracy before switching to keen sabres to carry the charge home.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brace of Pistols	9"	2	4+	3+	-1	1
Repeater Handgun	16"	D3	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sabre and Pistol Butt	1"	2	4+	4+	-	1
Stamping Hooves	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Freeguild Pistoliers has any number of models, each armed with a Brace of Pistols and a Sabre and Pistol Butt.

MOUNT: This unit's Steeds attack with their Stamping Hooves.

OUTRIDER: 1 model in this unit can be a Outrider. Add 1 to the Attacks characteristic of that model's Sabre and Pistol Butt. In addition, an Outrider can replace their Brace of Pistols with a Repeater Handgun.

TRUMPETER: 1 in every 5 models in this unit can be a Trumpeter. Add 1 to charge rolls for units that include any Trumpeters.

ABILITIES

Hail of Bullets: *Pistoliers unleash a hail of bullets as they charge towards a foe.*

After this unit makes a charge move, it can shoot with any Braces of Pistols it is armed with.

Reckless Riders: *The young, brash warriors ride their mounts at a gallop even in the heat of battle.*

You can re-roll run and charge rolls for this unit.

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, FREEGUILD, FREEGUILD PISTOLIERS



FREEGUILD HANDGUNNERS



Armed with long-barrelled wheellock firearms, these soldiers are drilled to hammer the enemy with relentless, raking volleys of metal shot. Should any foes survive, they switch to daggers and gun butts to finish them off.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Long Rifle	30"	1	4+	3+	-1	2
Repeater Handgun	16"	D3	4+	3+	-1	1
Freeguild Handgun	16"	1	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dagger	1"	1	5+	5+	-	1

DESCRIPTION

A unit of Freeguild Handgunners has any number of models, each armed with a Freeguild Handgun and Dagger.

MARKSMAN: 1 model in this unit can be a Marksman. A Marksman may replace their Freeguild Handgun with one of the following weapon options: Long Rifle; or Repeater Handgun. In addition, add 2 to hit rolls for attacks made with that model's Freeguild Handgun.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

PIPER: 1 in every 10 models in this unit can be a Piper. Add 1 to run and charge rolls for units that include any Pipers.

ABILITIES

Stand and Shoot: *As the enemy charge, these warriors make one last shot, praying it will be enough to blunt their advance.*

Once per turn, when an enemy unit ends a charge move within 3" of this unit and there are no other enemy units within 3" of this unit, this unit can shoot.

Steady Aim: *Taking a deep breath and steadying their hands, each gunner draws a bead upon a single target.*

Add 1 to hit rolls for attacks made by this unit if it has 10 or more models, there are no enemy models within 3" of this unit, and this unit has not made a move in the same turn.

Crack Shot: *Tales are told of battles won with a single, well-paced shot from a long rifle.*

Enemy **HEROES** do not benefit from the Look Out, Sir! rule for attacks made with a Long Rifle.

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, FREEGUILD, FREEGUILD HANDGUNNERS



FREEGUILD CROSSBOWMEN

The crossbow is a favoured weapon of Freeguild marksmen. Easy to master and capable of punching through steel plate, a unit of trained sharpshooters armed with such a weapon can pepper their quarry with a lethal hail of bolts.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Freeguild Crossbow	24"	1	4+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dagger	1"	1	5+	5+	-	1

DESCRIPTION

A unit of Freeguild Crossbowmen has any number of models, each armed with a Freeguild Crossbow and Dagger.

MARKSMAN: 1 model in this unit can be a Marksman. Add 1 to hit rolls for attacks made with this model's Freeguild Crossbow.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

PIPER: 1 in every 10 models in this unit can be a Piper. Add 1 to run and charge rolls for units that include any Pipers.

ABILITIES

Reload, Fire!: *Crossbowmen rely upon massed hails of bolts to overwhelm their enemies.*

Add 1 to the Attacks characteristic of this unit's Freeguild Crossbows if it has 10 or more models, there are no enemy models within 3" of this unit, and this unit has not made a move in the same turn.

KEYWORDS ORDER, HUMAN, CITIES OF SIGMAR, FREEGUILD, FREEGUILD CROSSBOWMEN



FLAGELLANTS

Entirely consumed by their zealous faith in the God-King, these holy warriors long for nothing more than to martyr themselves in battle. Armed with little more than clubs and flails, they leap upon their foes in a frenzied mob.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Castigating Flails and Clubs	1"	2	5+	4+	-	1

DESCRIPTION

A unit of Flagellants has any number of models, each armed with Castigating Flails and Clubs.

PROPHET: 1 model in this unit can be a Prophet. Add 1 to the Attacks characteristic of that model's melee weapon.

ABILITIES

Glorious Martyrs: *Hymns are sung of the venerated fallen, driving those who remain into a righteous battle frenzy.*

Add 1 to the Attacks characteristic of this unit's melee weapons if any models from this unit have been slain in the same turn. Add 2 to the Attacks characteristic instead of 1 if 5 or more models from this unit have been slain in the same turn.

Fanatical Fury: *These warriors race into the fray without fear, striking down any that defy the glory of Sigmar.*

Add 1 to hit and wound rolls for attacks made by this unit if it made a charge move in the same turn.

Reckless Abandon: *When all hope is lost, a Flagellant will fling himself at the enemy with reckless abandon, heedless of his own survival.*

Each time a model from this unit flees, you can pick 1 enemy unit within 6" of this unit and roll a dice. On a 4+, that enemy unit suffers 1 mortal wound.

KEYWORDS ORDER, HUMAN, CITIES OF SIGMAR, DEVOTED OF SIGMAR, FLAGELLANTS



BATTELMAGE



Masters of the arcane arts, the grizzled Battlemages of the Collegiate Arcane summon lethal storms of magic to lay waste to their foes and shield their comrades from harm with protective enchantments.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wizard's Staff	2"	1	4+	3+	-1	D3

DESCRIPTION

A Battlemage is a single model armed with a Wizard's Staff.

ABILITIES

Magic of the Realms: *Battlemites are as varied as the Mortal Realms themselves, and each knows how to harness the arcane might of the land they call home.*

When you select this model to be part of your army, you must choose the realm that your Battlemage comes from. You can choose from the following realms: *Aqshy*, *Azyr*, *Chamon*, *Ghur*, *Ghyran*, *Hysh*, *Shyish* or *Ulgur*. Add 1 to casting rolls for this model if the battle is taking place in the realm it comes from.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt and Mystic Shield spells.

In addition, this model knows the spell from this warscroll that includes the name of the realm it comes from. For example, Battlemites that come from Azyr know Chain Lightning.

Chain Lightning (Azyr): *Lightning bursts from the wizard's fingertips and arcs towards the enemy with crackling fury.*

Chain Lightning has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. That unit suffers D3 mortal wounds. Then, roll a dice for every other enemy unit within 6" of the original target. On a 4+, that unit suffers D3 mortal wounds.

Fireball (Aqshy): *The wizard claps their hands, conjuring a small orb of flame that they hurl at the foe.*

Fireball has a casting value of 5. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. If the enemy unit has 1 model, it suffers 1 mortal wound; if it has 2 to 9 models, it suffers D3 mortal wounds; and if it has 10 or more models, it suffers D6 mortal wounds.

Mystifying Miasma (Ulgur): *The wizard creates a numbing fog that causes their foolish foes to listlessly stagger and stumble.*

Mystifying Miasma has a casting value of 4. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. That unit cannot run until your next hero phase. In addition, subtract 2 from charge rolls for that unit until your next hero phase.

Pall of Doom (Shyish): *A cloud of terrifying darkness pours forth and engulfs the wizard's foes.*

Pall of Doom has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. Subtract 2 from the Bravery characteristic of that unit until your next hero phase.

Pha's Protection (Hysh): *The wizard calls upon the beneficent Guardians of Light to protect their allies from harm.*

Pha's Protection has a casting value of 5. If successfully cast, pick 1 friendly unit within 18" of the caster that is visible to them. Subtract 1 from hit rolls for attacks that target that unit until your next hero phase.

Shield of Thorns (Ghyran): *At the wizard's command, crawling brambles burst from the ground, forming a living barrier around their allies.*

Shield of Thorns has a casting value of 5. If successfully cast, pick 1 friendly unit within 18" of the caster that is visible to them. Until your next hero phase, any enemy unit that finishes a charge move within 3" of that unit suffers D3 mortal wounds.

Transmutation of Lead (Chamon): *As the wizard gestures at their foes, their weapons and armour become significantly heavier and more cumbersome.*

Transmutation of Lead has a casting value of 7. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. Until your next hero phase, halve the Move characteristic of the unit you picked, rounding up. In addition, if that unit has a Save characteristic of 2+, 3+ or 4+, you can re-roll hit rolls of 1 for attacks that target that unit until your next hero phase.

Wildform (Ghur): *The wizard transforms their allies into swift-moving bestial forms.*

Wildform has a casting value of 5. If successfully cast, pick 1 friendly unit within 12" of the caster that is visible to them. Add 2 to run and charge rolls for that unit until your next hero phase.

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, COLLEGIATE ARCADE, HERO, WIZARD, BATTELMAGE



BATTELMAGE ON GRIFFON



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When mounted atop a furious, twin-headed Ghurish Griffon, an Amber Battlemage can lay waste to their foes from afar or strike from on high in a vicious frenzy of stabbing beaks and ripping talons.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Beaststaff	2"	1	4+	3+	-1	D3
Twin Beaks	2"	4	3+	3+	-1	★
Razor Claws	2"	★	4+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	Twin Beaks	Razor Claws
0-3	15"	3	6
4-6	13"	2	5
7-9	11"	2	4
10-11	9"	1	3
12+	7"	1	2

DESCRIPTION

A Battlemage on Griffon is a single model armed with a Beaststaff.

MOUNT: This model's Griffon attacks with its Twin Beaks and Razor Claws.

FLY: This model can fly.

ABILITIES

Amber Battlemage: *An affinity with Ghur runs through the veins of each of these mages.*

Add 1 to casting rolls for this model if the battle is taking place in Ghur.

Two-headed: *This Ghurish cousin to the Azyrite griffon has two razor-beaked heads.*

If the unmodified hit roll for an attack made with Twin Beaks is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield, Amber Spear and Wildform spells.

Amber Spear: *The wizard conjures a magical amber spear that they hurl at the foe with uncanny accuracy.*

Amber Spear has a casting value of 7. If successfully cast, pick 1 point on the battlefield within 18" of the caster that is visible to them and draw an imaginary straight line 1mm wide between that point and the closest part of the caster's base. Roll a dice for each unit that has models passed across by this line. On a 2+, that unit suffers D3 mortal wounds.

Wildform: *The wizard transforms their allies into swift-moving bestial forms.*

Wildform has a casting value of 5. If successfully cast, pick 1 friendly unit within 12" of the caster that is visible to them. Add 2 to run and charge rolls for that unit until your next hero phase.

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, COLLEGIATE ARCANE, MONSTER, HERO, WIZARD, BATTELMAGE



LUMINARK OF HYSH



The Luminark of Hysh is a devastating arcane war machine, capable of focusing light through its aetherquartz optics in order to unleash a beam of soulfire that vaporises everything in its path.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Searing Beam of Light	30"	1	See below			
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wizard's Staff	2"	1	4+	3+	-1	D3
Arcane Tools	1"	4	5+	5+	-	1
Steel-shod Hooves	1"	4	4+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Aura of Protection	Searing Beam of Light
0-2	10"	10"	2+
3-4	9"	8"	3+
5-6	8"	6"	4+
7-8	7"	4"	5+
9+	6"	2"	6+

DESCRIPTION

A Luminark is a single model armed with a Searing Beam of Light.

WHITE BATTLEMAGE: This model can include 1 White Battlemage armed with a Wizard's Staff. If it does, this unit has the **HERO** and **WIZARD** keywords. However, if it does, the Look Out, Sir! rule does not apply to this model, and any command traits or artefacts of power only affect attacks made by the White Battlemage.

CREW: This model has a crew of Acolytes that attack with their Arcane Tools. For rules purposes, the crew are treated in the same manner as a mount.

MOUNT: This unit's Warhorses attack with their Steel-shod Hooves.

ABILITIES

Aura of Protection: *Luminarks of Hysh are surrounded by a protective magical aura.*

Roll a dice each time you allocate a wound or mortal wound to a friendly **CITIES OF SIGMAR** model within range of the Aura of Protection ability of any friendly **LUMINARKS OF HYSH**. On a 6+, that wound or mortal wound is negated. The range of the Aura of Protection ability for this model is shown on the damage table above.

Locus of Hysh: *The light of Hysh fills the minds of spellcasters nearby, allowing them to utter words of unbinding with pristine clarity.*

Add 1 to unbinding rolls for friendly **COLLEGIATE ARCANE WIZARDS** wholly within 12" of any friendly **LUMINARKS OF HYSH**.

Searing Beam of Light: *As interlocking lenses of aetherquartz click into place, a beam of blinding white light burns forth to immolate all before it.*

Do not use the attack sequence for an attack made with this model's Searing Beam of Light. Instead, pick 1 point on the battlefield within range of this model's Searing Beam of Light that is visible to this model and draw an imaginary straight line 1mm wide between that point and the closest part of this model's base. Roll a dice for each unit that has models passed across by this line. For each roll that is equal to or greater than the Searing Beam of Light value shown on this model's damage table, that unit suffers D3 mortal wounds.

White Battlemage: *These arcane experts have mastered the magical winds of Hysh.*

Add 1 to casting rolls for this model if the battle is taking place in Hysh.

MAGIC

A White Battlemage is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield, Burning Gaze and Pha's Protection spells.

Burning Gaze: *Bolts of burning light fly from the wizard's eyes, searing all that they touch.*

Burning Gaze has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" that is visible to the caster. That unit suffers D3 mortal wounds. Double the number of wounds inflicted if that unit has 10 or more models, or triple the number of wounds inflicted if that unit has 20 or more models.

Pha's Protection: *The wizard calls upon the benevolent Guardians of Light to protect their allies from harm.*

Pha's Protection has a casting value of 5. If successfully cast, pick 1 friendly unit within 18" of the caster that is visible to them. Subtract 1 from hit rolls for attacks that target that unit until your next hero phase.

LUMINARK OF HYSH

KEYWORDS ORDER, HUMAN, CITIES OF SIGMAR, COLLEGIATE ARCANE, LUMINARK OF HYSH

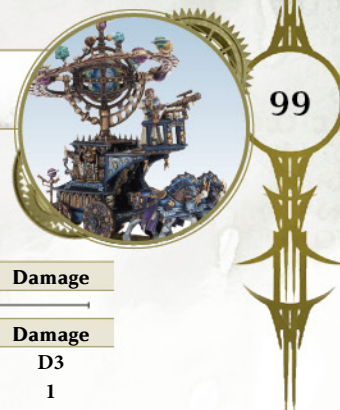
LUMINARK OF HYSH WITH WHITE BATTLEMAGE

KEYWORDS ORDER, HUMAN, CITIES OF SIGMAR, COLLEGIATE ARCANE, HERO, WIZARD, LUMINARK OF HYSH



CELESTIAL HURRICANUM

One of the most complex and deadly creations of the Collegiate, the Celestial Hurricanum is a gigantic arcane orrery that can summon a furious magical storm to lay waste to enemy warriors.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Storm of Shemtek	18"	1	See below			
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wizard's Staff	2"	1	4+	3+	-1	D3
Arcane Tools	1"	4	5+	5+	-	1
Steel-shod Hooves	1"	4	4+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Portents of Battle	Storm of Shemtek
0-2	10"	10"	3
3-4	9"	8"	2
5-6	8"	6"	2
7-8	7"	4"	1
9+	6"	2"	1

DESCRIPTION

A Celestial Hurricanum is a single model armed with the Storm of Shemtek.

CELESTIAL BATTLEMAGE: This model can include 1 Celestial Battlemage armed with a Wizard's Staff. If it does, this unit has the **HERO** and **WIZARD** keywords. However, if it does, the Look Out, Sir! rule does not apply to this model, and any command traits or artefacts of power only affect attacks made by the Celestial Battlemage.

CREW: This model has a crew of Acolytes that attack with their Arcane Tools. For rules purposes, the crew are treated in the same manner as a mount.

MOUNT: This unit's Warhorses attack with their Steel-shod Hooves.

ABILITIES

Celestial Battlemage: *Natives of Azyr, these wizards have an unrivalled affinity for celestial magic.*

Add 1 to casting rolls for this model if the battle is taking place in Azyr.

Locus of Azyr: *Fellow mages in the vicinity of the Hurricanum feel their arcane might strengthened.*

Add 1 to casting rolls made for friendly **COLLEGIATE ARCAN WIZARDS** wholly within 12" of any friendly **CELESTIAL HURRICANUMS**.

Portents of Battle: *Celestial Hurricanums leak magical energy, granting nearby soldiers visions of the imminent future that allow them to land their blows with uncanny accuracy.*

Add 1 to hit rolls for attacks made by friendly **CITIES OF SIGMAR** models within range of the Portents of Battle ability of any friendly **CELESTIAL HURRICANUMS**. The range of the Portents of Battle ability for this model is shown on the damage table above.

Storm of Shemtek: *A Celestial Hurricanum can summon a magical storm to batter the foe with the fury of the heavens.*

Do not use the attack sequence for an attack made with the Storm of Shemtek. Instead, roll a number of dice equal to the Storm of Shemtek value shown on this model's damage table. For each 2+, the target suffers D3 mortal wounds.

MAGIC

A Celestial Battlemage is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield, Chain Lightning and Comet of Casandora spells.

Chain Lightning: *Lightning bursts from the wizard's fingertips and arcs towards the enemy with crackling fury.*

Chain Lightning has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. That unit suffers D3 mortal wounds. Then, roll a dice for every other enemy unit within 6" of the original target. On a 4+, that unit suffers D3 mortal wounds.

Comet of Casandora: *Reaching out to the heavens, the wizard grasps a flaming comet and sends it crashing down upon the battlefield.*

Comet of Casandora has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them and roll 2D6. If the roll is less than or equal to that unit's Move characteristic, that unit suffers D3 mortal wounds. If the roll is greater than that unit's Move characteristic, that unit suffers D6 mortal wounds.

CELESTIAL HURRICANUM

KEYWORDS ORDER, HUMAN, CITIES OF SIGMAR, COLLEGIATE ARCAN, CELESTIAL HURRICANUM

CELESTIAL HURRICANUM WITH CELESTIAL BATTLEMAGE

KEYWORDS ORDER, HUMAN, CITIES OF SIGMAR, COLLEGIATE ARCAN, HERO, WIZARD, CELESTIAL HURRICANUM

SORCERESS ON BLACK DRAGON

Many Sorceresses go to war upon fearsome Black Dragons, delighting in the terror in the eyes of their enemies as the scaled beasts spit clouds of choking black fumes and rip their prey apart with sword-sized talons.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Breath	6"	1	See below			
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Witch Rod	1"	1	4+	3+	-1	D3
Darkling Sword	1"	3	4+	4+	-	1
Witch Lash	2"	1	3+	4+	-	1
Fearsome Jaws	3"	3	4+	☀	-2	D6
Razor-sharp Claws	2"	☀	4+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	Fearsome Jaws	Razor-sharp Claws
0-3	14"	1+	6
4-6	12"	2+	5
7-9	10"	3+	4
10-12	8"	4+	3
13+	6"	5+	2

DESCRIPTION

A Sorceress on Black Dragon is a single model armed with one of the following weapon options: Witch Rod; or Darkling Sword. A Sorceress on Black Dragon can also be armed with a Witch Lash.

MOUNT: This unit's Black Dragon attacks with its Fearsome Jaws, Razor-sharp Claws and Noxious Breath.

FLY: This model can fly.

ABILITIES

Blood Sacrifice: *The Sorceress shows no mercy as she slits the throat of a nearby thrall and draws power from the blood that gushes forth.*

At the start of your hero phase, you can pick 1 friendly **DARKLING COVEN** model within 3" to be slain. If you do so, add 2 to casting rolls for this model until the end of that phase.

Noxious Breath: *The Black Dragon unleashes a cloud of caustic, choking gas.*

Do not use the attack sequence for an attack made with a Black Dragon's Noxious Breath. Instead, roll a number of dice equal to the number of models from the target unit that are in range of the attack. For each 6, the target unit suffers 1 mortal wound.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Bladewind spells.

Bladewind: *The Sorceress summons a storm of ethereal blades to slice her foes to ribbons.*

Bladewind has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them and roll 9 dice. For each roll that is lower than that unit's Save characteristic, that unit suffers 1 mortal wound.

COMMAND ABILITIES

Command Underlings: *The cold-hearted rulers of the Darkling Covens wield absolute control over their ensorcelled underlings, commanding them to do their bidding.*

You can use this command ability in your hero phase. If you do so, pick 1 friendly **DARKLING COVEN** unit wholly within 12" of a friendly **DARKLING COVEN HERO** with this command ability. Until your next hero phase, that unit can run and still shoot and/or charge later in the same turn.

Inspire Hatred: *Dark words of power spoken by the Sorceress fill her underlings with an unbridled malice that fuels their attacks upon the enemy.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **DARKLING COVEN** unit wholly within 12" of a friendly **DARKLING COVEN HERO** with this command ability. You can re-roll wound rolls of 1 for attacks made by that unit in that combat phase.

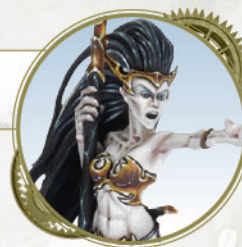
KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, DARKLING COVEN, MONSTER, HERO, WIZARD, SORCERESS



• WARSCROLL •

SORCERESS



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Despots who rule over the Darkling Covens with unquestioned authority and cruel cunning, Sorceresses wield dark and terrible sorceries that can blast the life from their foes or wrack them with unimaginable agony.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Witchstaff	2"	1	4+	3+	-1	D3

DESCRIPTION

A Sorceress is a single model armed with a Witchstaff.

ABILITIES

Blood Sacrifice: *The sorceress shows no mercy as she slits the throat of a nearby thrall and draws power from the blood that gushes forth.*

At the start of your hero phase, you can pick 1 friendly **DARKLING COVEN** model within 3" to be slain. If you do so, add 2 to casting rolls for this model until the end of that phase.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Word of Pain spells.

Word of Pain: *The Sorceress utters a forbidden name, wracking her foes with unbearable pain.*

Word of Pain has a casting value of 7. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. That unit suffers D3 mortal wounds. In addition, subtract 1 from hit rolls for attacks made by that unit until your next hero phase.

COMMAND ABILITY

Command Underlings: *The cold-hearted rulers of the Darkling Covens wield absolute control over their ensorcelled underlings, commanding them to do their bidding.*

You can use this command ability in your hero phase. If you do so, pick 1 friendly **DARKLING COVEN** unit wholly within 12" of a friendly **DARKLING COVEN HERO** with this command ability. Until your next hero phase, that unit can run and still shoot and/or charge later in the same turn.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, DARKLING COVEN, HERO, WIZARD, SORCERESS



• WARSCROLL •

BLACK GUARD



These fanatical warriors guard the rulers of the Darkling Covens. Armed with ebon halberds and clad in ensorcelled plate, they present an impassable and deadly obstacle to any who threaten their ward.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ebon Halberd	2"	2	3+	3+	-1	1

DESCRIPTION

A unit of Black Guard has any number of models, each armed with an Ebon Halberd.

CAPTAIN: 1 model in this unit can be a Captain. Add 1 to the Attacks characteristic of that model's melee weapon.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

DRUMMER: 1 in every 10 models in this unit can be a Drummer. Add 1 to run and charge rolls for units that include any Drummers.

ABILITIES

Elite Bodyguard: *Those who stray too close to a Sorceress in the guard of these grim warriors will soon feel the taste of ebon steel.*

Add 1 to hit rolls for attacks made by this unit if this unit is wholly within 12" of a friendly **DARKLING COVEN HERO**.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, DARKLING COVEN, BLACK GUARD

EXECUTIONERS



These skull-masked killers are the most feared warriors of the Darkling Covens. True virtuosos of slaughter, they have mastered the art of severing heads with every swing of their curved Executioner's Draichs.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Executioner's Draich	1"	2	3+	3+	-	1

DESCRIPTION

A unit of Executioners has any number of models, each armed with an Executioner's Draich.

DRAICH MASTER: 1 model in this unit can be a Draich Master. Add 1 to the Attacks characteristic of that model's melee weapon.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

DRUMMER: 1 in every 10 models in this unit can be a Drummer. Add 1 to run and charge rolls for units that include any Drummers.

ABILITIES

Severing Strike: *Heads roll and crimson arcs of hot blood spurt into the air as these warriors swing their deadly blades.*

If the unmodified hit roll for an attack made with an Executioner's Draich is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

KEYWORDS ORDER, AELF, CITIES OF SIGMAR, DARKLING COVEN, EXECUTIONERS

BLEAKSWORDS



Bleakswords leap into the fray in a blur of flashing steel. Wielding their duelling swords with unnatural grace, they slice their foes to ribbons with an unstoppable flurry of strikes.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkling Sword	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Bleakswords has any number of models, each armed with a Darkling Sword.

LORDLING: 1 model in this unit can be a Lordling. Add 1 to the Attacks characteristic of that model's melee weapon.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

HORNBLOWER: 1 in every 10 models in this unit can be a Hornblower. Add 1 to run and charge rolls for units that include any Hornblowers.

ABILITIES

Quicksilver Strike: *These warriors seem to move in the blink of an eye, unleashing lethal ripostes and counter-strikes.*

If the unmodified hit roll for an attack made with a Darkling Sword is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

Ranks of Cold Steel: *The massed ranks of the Darkling Covens fight with deadly coordination.*

Add 1 to hit rolls for attacks made by this unit if it has 10 or more models.

KEYWORDS ORDER, AELF, CITIES OF SIGMAR, DARKLING COVEN, BLEAKSWORDS



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DREADSPEARS



Dreadspear shieldwalls form the armoured core of the Darkling Covens' armies. Fully enthralled to the service of their masters, these cruel warriors fight and slay with unnerving focus.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkling Spear	2"	1	4+	4+	-	1

Description

A unit of Dreadspears has any number of models, each armed with a Darkling Spear.

LORDLING: 1 model in this unit can be a Lordling. Add 1 to the Attacks characteristic of that model's melee weapon.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

HORNBLOWER: 1 in every 10 models in this unit can be a Hornblower. Add 1 to run and charge rolls for units that include any Hornblowers.

Abilities

Coven Guard: *These warriors are trained to wait for the perfect moment before thrusting their spears into the heart of the foe.*

If the unmodified hit roll for an attack made with a Darkling Spear is 6, that weapon has a Rend characteristic of -1 instead of '-' for that attack.

Ranks of Cold Steel: *The massed ranks of the Darkling Covens fight with deadly coordination.*

Add 1 to hit rolls for attacks made by this unit if it has 10 or more models.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, DARKLING COVEN, DREADSPEARS



• WARSCROLL •

DARKSHARDS



Armed with fast-firing repeater crossbows, formations of Darkshards unleash a withering hail of iron-tipped bolts into their enemies, each volley piercing eyes and puncturing hearts.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Repeater Crossbow	16"	2	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cruel Dagger	1"	1	5+	5+	-	1

DESCRIPTION

A unit of Darkshards has any number of models, each armed with a Repeater Crossbow and Cruel Dagger.

GUARDMASTER: 1 model in this unit can be a Guardmaster. Add 1 to hit rolls for attacks made with this model's missile weapon.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

HORNBLOWER: 1 in every 10 models in this unit can be a Hornblower. Add 1 to run and charge rolls for units that include any Hornblowers.

ABILITIES

Storm of Iron-tipped Bolts: *The skies darken moments before the enemy below is shredded by a volley of iron bolts.*

Add 1 to hit rolls for attacks made with this unit's Repeater Crossbows if it has 10 or more models.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, DARKLING COVEN, DARKSHARDS



WARDEN KING



Warden Kings are the leaders of the Dispossessed duardin, venerable fighters and strategists who seek out the most fearsome enemy combatants and bludgeon them to death with rune-carved warhammers.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rune Hammer	1"	4	3+	3+	-1	D3

DESCRIPTION

A Warden King is a single model armed with a Rune Hammer.

ABILITIES

Oath Stone: *Carved with runes that tell of the glorious deeds of their forebears, this relic stone ignites the will of the King's warriors with a fiery determination.*

In your hero phase, you can say this model will stand atop its oath stone. If you do so, until the start of your next turn, this model cannot move. In addition, until the start of your next turn, do not take battleshock tests for friendly DISPOSSESSED units wholly within 18" of this model.

COMMAND ABILITY

Ancestral Grudge: *Past insults are never forgotten by the Warden Kings. There will come a time when all slights are repaid in blood.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 enemy unit within 18" of a friendly HERO with this command ability. Until the end of that phase, add 1 to the Attacks characteristic of attacks made with melee weapons used by friendly DISPOSSESSED units that target that unit. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS ORDER, DUARDIN, CITIES OF SIGMAR, DISPOSSESSED, HERO, WARDEN KING



RUNELORD



Runelords have mastered the ancient art of rune-shaping. Through rituals of hammercraft, they can unbind hostile magic or imbue the weapons of their kin with fearsome killing power.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rune Staff	1"	1	4+	3+	-	D3
Forgehammer	1"	2	4+	4+	-	1

DESCRIPTION

A Runelord is a single model armed with a Rune Staff and Forgehammer.

ABILITIES

Runes of Spellbreaking: *Runelords dampen the magic of their enemies with ancient sigils of unbinding.*

This model can attempt to dispel 1 endless spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. Add 2 to dispelling and unbinding rolls for this model.

Rune Lore: *Calling upon the latent magic of runic engravings, Runelords imbue the weapons and armour of their kin with ancient power.*

In your hero phase, this model can chant 1 of the following prayers. If it does so, pick 1 of the prayers and then make a prayer roll by rolling a dice. On a 1, the prayer is not answered. On a 2+, the prayer is answered.

Ancestral Shield: Pick 1 friendly DISPOSSESSED unit wholly within 12" of this model. Until the start of your next hero phase, roll a dice each time you allocate a wound or mortal wound to that unit. On a 6, that wound or mortal wound is negated.

Forgefire: Pick 1 friendly DISPOSSESSED unit wholly within 12" of this model. Until the start of your next hero phase, improve the Rend characteristic of that unit's weapons by 1.

KEYWORDS ORDER, DUARDIN, CITIES OF SIGMAR, DISPOSSESSED, HERO, PRIEST, RUNELORD



LONGBEARDS



Longbeards are the oldest and most experienced duardin warriors, as evidenced by their great, flowing beards and tendency to grumble on relentlessly about their enemies and allies alike – even in the thick of battle.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancestral Great Axe	1"	1	3+	3+	-1	1
Ancestral Weapon	1"	1	3+	4+	-	1

DESCRIPTION

A unit of Longbeards has any number of models. The unit is armed with one of the following weapon options: Ancestral Great Axe; or Ancestral Weapon and Gromril Shield.

OLD GUARD: 1 model in this unit can be a Old Guard. Add 1 to the Attacks characteristic of that model's melee weapon.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

MUSICIAN: 1 in every 10 models in this unit can be a Musician. Add 1 to run and charge rolls for units that include any Musicians.

ABILITIES

Gromril Shieldwall: A wall of duardin-forged steel is a nigh impenetrable barrier.

Add 1 to save rolls for attacks made with melee weapons that target a unit with Gromril Shields.

Old Grumblers: Longbeards are always grumbling about something, from the youth of today not properly respecting their elders to their enemies' cowardly reliance upon magic.

In your hero phase, you can say that this unit is grumbling. If you do so, pick 1 of the complaints below. That complaint is in effect until the start of your next hero phase.

'I thought duardin were made of sterner stuff!': Add 1 to the Bravery characteristic of friendly DISPOSSESSED units while they are wholly within 12" of any units with this complaint.

'Put your back into it, beardling!': You can re-roll wound rolls of 1 for attacks made by friendly DISPOSSESSED units while they are wholly within 12" of any units with this complaint.

'Too much damned magic flying about these days!': A unit with this complaint can attempt to dispel 1 endless spell in your hero phase.

KEYWORDS

ORDER, DUARDIN, CITIES OF SIGMAR, DISPOSSESSED, LONGBEARDS

IRONDRAKES



Armed with a terrifying array of heavy weaponry, Irondrakes overwhelm their foes with torrents of flesh-melting flame and volleys of high explosive missiles, relying upon mastercrafted gromril armour to fend off all retaliation.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Grudgehammer Torpedo	20"	1	3+	3+	-2	D3
Drakegun	16"	1	3+	3+	-1	1
Drakefire Pistol	8"	1	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Mailed Fist	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Irondrakes has any number of models, each armed with a Drakegun and Mailed Fist.

IRONWARDEN: 1 model in this unit can be an Ironwarden. Add 1 to the Attacks characteristic of that model's Mailed Fist. In addition, an Ironwarden can replace their Drakegun with one of the following weapon options: Grudgehammer Torpedo; Drakefire Pistol and Cinderblast Bomb; or a pair of Drakefire Pistols.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

HORNBLOWER: 1 in every 10 models in this unit can be a Hornblower. Add 1 to run and charge rolls for units that include any Hornblowers.

ABILITIES

Blaze Away: *Once in position, Irondrakes rain unrelenting fire upon the foe.*

Add 1 to the Attacks characteristic of this unit's missile weapons if there are no enemy units within 3" of this unit and this unit has not made a move in the same turn.

Cinderblast Bomb: *This weapon explodes in a burst of shrapnel and flame.*

Once per battle, in your shooting phase, a model armed with a Cinderblast Bomb can throw it. If it does so, pick 1 enemy unit within 6" of that model and roll a dice. On a 2+, that unit suffers D3 mortal wounds.

Forge-proven Gromril Armour: *Missiles bounce harmlessly off the mastercrafted armour of these warriors.*

Add 1 to save rolls for attacks made with missile weapons that target this unit.

Grudgehammer Torpedo: *These armour-piercing warheads can bring down the mightiest foes.*

A Grudgehammer Torpedo has a Damage characteristic of D6 instead of D3 if the target is a MONSTER.

Paired Drakefire Pistols: *With a pistol in each hand, this warrior guns down the enemy.*

Add 1 to the Attacks characteristic of a Drakefire Pistol for models armed with a pair of Drakefire Pistols.

KEYWORDS

ORDER, DUARDIN, CITIES OF SIGMAR, DISPOSSESSED, IRONDRAKES



IRONBREAKERS



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Ironbreakers are the elite guardians of the Dispossessed's underground fortresses. Clad from head to toe in impervious gromril and wielding masterwork axes and hammers, they form an impenetrable wall against which the enemy is soon shattered.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Drakefire Pistol	8"	2	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ironbreaker Weapon	1"	2	3+	4+	-	1
Mailed Fist	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Ironbreakers has any number of models, each armed with an Ironbreaker Weapon.

IRONBEARD: 1 model in this unit can be an Ironbeard. An Ironbeard can replace their Ironbreaker Weapon with a Mailed Fist and one of the following weapon options: Drakefire Pistol and Cinderblast Bomb; or a pair of Drakefire Pistols. In addition, add 1 to the Attacks characteristic of that model's melee weapon.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

DRUMMER: 1 in every 10 models in this unit can be a Drummer. Add 1 to run and charge rolls for units that include any Drummers.

ABILITIES

Cinderblast Bomb: *This weapon explodes in a burst of shrapnel and flame.*

Once per battle, in your shooting phase, a model armed with a Cinderblast Bomb can throw it. If they do so, pick 1 enemy unit within 6" of that model and roll a dice. On a 2+, that unit suffers D3 mortal wounds.

Paired Drakefire Pistols: *With a pistol in each hand, this warrior guns down the enemy.*

Add 1 to the Attacks characteristic of a Drakefire Pistol for models armed with a pair of Drakefire Pistols.

KEYWORDS

ORDER, DUARDIN, CITIES OF SIGMAR, DISPOSSESSED, IRONBREAKERS

HAMMERERS

Tasked with defending the rulers of the Dispossessed against all threats, Hammerers pound out a rhythmic beat on the skulls of their enemies as they swing their heavy weapons with bone-breaking force.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gromril Great Hammer	1"	2	3+	3+	-1	1

DESCRIPTION

A unit of Hammerers has any number of models, each armed with a Gromril Great Hammer.

KEEPER OF THE GATE: 1 model in this unit can be a Keeper of the Gate. Add 1 to the Attacks characteristic of that model's melee weapon.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

MUSICIAN: 1 in every 10 models in this unit can be a Musician. Add 1 to run and charge rolls for units that include any Musicians.

ABILITIES

Kingsguard: These warriors will fight for their lords until the bitter end.

Do not take battleshock tests for this unit while it is wholly within 12" of a friendly **DISPOSSESSED HERO**.

Shattering Blow: A single strike from a gromril hammer can pulverise the victim's ribcage or shatter their skull.

If the unmodified wound roll for an attack made with a Gromril Great Hammer is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

KEYWORDS ORDER, DUARDIN, CITIES OF SIGMAR, DISPOSSESSED, HAMMERERS

COGSMITH

Grizzled combat engineers who know how to squeeze peak performance and killing power from any war machine, Cogsmiths are also proficient warriors capable of cutting down those who would interfere with their field repairs.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Grudge-raker	16"	D3	4+	3+	-1	1
Duardin Pistols	8"	2	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cog Axe	1"	4	3+	4+	-	1
Gun Butt	1"	1	4+	4+	-	1

DESCRIPTION

A Cogsmith is a single model armed with Duardin Pistols and Gun Butt. In addition, it is armed with one or both of the following weapon options: Grudge-raker; or Cog Axe.

ABILITIES

Free Arm: Cogsmiths always keep a hand on their weapons, ready to deal with any incoming foes.

Add 1 to hit rolls for attacks made with this model's missile weapons if it is not armed with a Cog Axe. Add 1 to hit rolls for attacks made with this model's melee weapons if it is not armed with a Grudge-raker.

Master Engineer: Extensive field repairs are conducted by Cogsmiths in the heat of battle.

In your hero phase, you can pick 1 friendly **IRONWELD ARSENAL WAR MACHINE** unit within 3" of this model. You can heal up to D3 wounds allocated to that unit.

KEYWORDS ORDER, DUARDIN, CITIES OF SIGMAR, IRONWELD ARSENAL, HERO, ENGINEER, COGSMITH



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GYROCOPTERS



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Small and nimble single-duardin fighter craft, Gyrocopters roar over the heads of their targets in tight formation, strafing them with flames or flesh-melting steam before wheeling away to begin another attack run.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brimstone Gun	16"	3	3+	3+	-1	1
Steam Gun	8"	See below	3+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rotor Blades	1"	D3	5+	4+	-	1

DESCRIPTION

A unit of Gyrocopters has any number of models. The unit is armed with Rotor Blades, Guild Bombs and one of the following weapon options: Brimstone Gun; or Steam Gun.

FLY: This unit can fly.

ABILITIES

Steam Gun: *This weapon sprays the foe with scalding vapour.*

Before attacking with a Steam Gun, pick 1 enemy unit within 8" of the attacking model. The Attacks characteristic of that model's Steam Gun is equal to the number of models from that enemy unit within 8" of the attacking model. All attacks made with that Steam Gun must target that enemy unit.

Guild Bombs: *Every Gyrocopter goes to battle with a single payload of these volatile blackpowder explosives.*

Once per battle, after this unit has made a normal move, pick 1 enemy unit and roll 1 dice for each model in this unit that passed across any models from that enemy unit. For each 2+, that enemy unit suffers D3 mortal wounds.

KEYWORDS

ORDER, DUARDIN, CITIES OF SIGMAR, IRONWELD ARSENAL, WAR MACHINE, GYROCOPTERS



• WARSCROLL •

GYROBOMBERS



Gyrobombers are heavy assault aircraft equipped with racks of devastating bombs that they rain on the heads of their targets, enveloping them in a deadly storm of explosions and flying shrapnel.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Clattergun	20"	4	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rotor Blades	1"	D3	5+	4+	-	1

DESCRIPTION

A unit of Gyrobombers has any number of models, each armed with a Clattergun, Rotor Blades and Grudgebuster Bombs.

FLY: This unit can fly.

ABILITIES

Grudgebuster Bombs: *Gyrobombers swoop over the enemy lines, dropping a lethal payload onto the hapless warriors below.*

After this unit has made a normal move, pick 1 enemy unit and roll 1 dice for each model in this unit that passed across any models from that enemy unit. For each 2+, that enemy unit suffers D3 mortal wounds.

KEYWORDS

ORDER, DUARDIN, CITIES OF SIGMAR, IRONWELD ARSENAL, WAR MACHINE, GYROBOMBERS



STEAM TANK



Clanking monstrosities of steel and iron, Steam Tanks rattle across the battlefield, blasting away at targets with their cannons and steam-spewing guns while grinding yet more to paste beneath their metal-clad wheels.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Steam Cannon	8"	1	4+	2+	-2	D6
Steam Gun	30"	2D6	4+	3+	-	1
Long Rifle	30"	1	3+	3+	-1	2
Repeater Handgun	16"	D3	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crushing Wheels	1"	D6	4+	3+	-1	2
Sword or Rod	1"	2	5+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Steam Cannon	Steam Gun
0-2	2D6"	30"	2+
3-4	2D6"	24"	3+
5-7	D6"	18"	4+
8-9	D6"	12"	5+
10+	D3"	6"	6+

DESCRIPTION

A Steam Tank is a single model armed with a Steam Cannon, Steam Gun and Crushing Wheels.

COMMANDER: This model can include 1 Commander armed with a Long Rifle, Repeater Handgun, and Sword or Rod. If it does, this unit has the **HERO** keyword. However, if it does, the Look Out, Sir! rule does not apply to this model, and any command traits or artefacts of power only affect attacks made by the Commander.

ABILITIES

Bouncing Cannon Balls: Large blocks of enemy troops are prime targets for a Steam Cannon.

Add 1 to hit rolls for attacks made by this model's Steam Cannon that target an enemy unit that has 10 or more models.

I'll Fix It: Steam Tank Commanders are known to make spot repairs during battle.

In your hero phase, you can heal up to D3 wounds allocated to this model if it includes a Commander and has not used the More Pressure! ability.

More Pressure!: Pumping pressure into the valves and pistons of a Steam Tank can improve its performance – but risks a catastrophic backfire.

At the start of your hero phase, you can choose to overpressure this model's boiler. If you do so, roll 2D6. If the roll is less than the number of wounds currently allocated to this model, this model immediately suffers D3 mortal wounds.

If the roll is equal to or greater than the number of wounds currently allocated to this model, until the start of your next hero phase, you can add 2 to this model's Move characteristic and add 2 to the Attacks characteristic of this model's Steam Gun.

Steel Behemoth: Enemy warriors are crushed beneath the ironclad bulk of this war machine.

After this model makes a charge move, you can pick 1 enemy unit within 1" of this model and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.

COMMAND ABILITY

Target Sighted: From atop the turret, the Commander directs the other tanks in their division to let loose a thundering salvo upon the enemy lines.

You can use this command ability at the start of your shooting phase. If you do so, pick 1 friendly **IRONWELD ARSENAL HERO** with this command ability and 1 enemy unit. Until the end of that phase, add 1 to hit rolls for attacks that target that enemy unit made by friendly **STEAM TANKS** while they are within 6" of that friendly **IRONWELD ARSENAL HERO**. A unit cannot benefit from this command ability more than once per phase.

STEAM TANK

KEYWORDS ORDER, HUMAN, CITIES OF SIGMAR, IRONWELD ARSENAL, WAR MACHINE, STEAM TANK

STEAM TANK WITH COMMANDER

KEYWORDS ORDER, HUMAN, CITIES OF SIGMAR, IRONWELD ARSENAL, WAR MACHINE, HERO, STEAM TANK



HELBLASTER VOLLEY GUN

A single Helblaster can mow down scores of enemy warriors. Its multiple barrels spit forth a fearsome hail of metal shot and can even be fired simultaneously in order to increase the weapon's killing power.



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MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Volley of Shots (1 Deck)	24"	D6	4+	3+	-1	1
Volley of Shots (2 Decks)	24"	2D6	4+	3+	-1	1
Volley of Shots (3 Decks)	24"	3D6	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Tools	1"	3	5+	5+	-	1

DESCRIPTION

A Helblaster Volley Gun consists of a Volley Gun and a crew of three Ironweld Crew. The Volley Gun is armed with a Volley of Shots, while the Ironweld Crew are armed with Crew's Tools.

The Volley Gun and its crew are treated as a single model, using the characteristics given above. The crew must remain within 1" of the Volley Gun.

ABILITIES

Point Blank: *At close range, avoiding the massive amounts of firepower unleashed by this war machine becomes nigh impossible.*

Add 1 to hit rolls for attacks made with this model's missile weapons that target an enemy unit wholly within 12" of this model.

Helblaster Volley: *It is possible for the crew to load all of the Volley Gun's decks to deliver a devastating round of fire upon the enemy; however, doing so risks the weapon jamming.*

Before attacking with a Volley of Shots, choose either the 1 Deck, 2 Decks or 3 Decks missile weapon characteristics for that shooting attack. However, if the roll to determine the Attacks characteristic includes a double, this model cannot shoot in that phase and instead suffers 1 mortal wound.

Working Like Clockwork: *Ironweld Engineers know just how to tinker with Volley Guns to ensure they work at maximum efficiency and do not jam in the heat of battle.*

You can re-roll any dice when rolling to determine the Attacks characteristic of this model's Volley of Shots if this model is within 3" of a friendly IRONWELD ARSENAL ENGINEER.

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, IRONWELD ARSENAL, WAR MACHINE, HELBLASTER VOLLEY GUN



HELSTORM ROCKET BATTERY



Imprecise yet utterly terrifying weapons, Helstorm Rocket Batteries fire off intense volleys of screaming missiles that rain down amidst the ranks of the enemy, blasting them into shreds.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Helstorm Rocket Salvo	10"-36"	3	5+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Tools	1"	3	5+	5+	-	1

DESCRIPTION

A Helstorm Rocket Battery consists of a Rocket Battery and a crew of three Gunnery Crew. The Rocket Battery is armed with a Helstorm Rocket Salvo, while the Gunnery Crew are armed with Crew's Tools.

The Rocket Battery and its crew are treated as a single model, using the characteristics given above. The crew must remain within 1" of the Rocket Battery.

ABILITIES

Rocket Salvo: *A relentless bombardment of rockets rains down upon the enemy, detonating in a series of blossoming fireballs.*

Add 1 to hit rolls for attacks made with this model's Helstorm Rocket Salvo if all of the attacks made by that Helstorm Rocket Salvo in the same phase target the same enemy unit.

Calculated Trajectory: *Ironweld engineers are excellent judges of wind speed, orientation and other factors, and they can vastly improve a Rocket Battery's chances of hitting the foe.*

You can re-roll hit rolls of 1 for attacks made with this model's Helstorm Rocket Salvo if this model is within 3" of a friendly IRONWELD ARSENAL ENGINEER.

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, IRONWELD ARSENAL, WAR MACHINE, HELSTORM ROCKET BATTERY



• WARSCROLL •

ANOINTED



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Commanders of the Phoenix Guard, the Anointed have been granted the blessing of the Ur-Phoenix. They march through the thickest storms of enemy magic without injury, before sweeping their foes aside with gleaming halberds.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Great Phoenix Halberd	2"	4	3+	3+	-1	1

DESCRIPTION

An Anointed is a single model armed with a Great Phoenix Halberd.

ABILITIES

Blessing of the Ur-Phoenix: *Motes of elemental magic sparkle about this warrior, protecting them from harm.*

This model can attempt to dispel 1 endless spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Witness to Destiny: *Incoming blows and bolts of sorcery somehow contrive to miss their mark.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 4+, that wound or mortal wound is negated.

COMMAND ABILITY

Captain of the Phoenix Guard: *Marked for greatness by their deity, the commanders of the Phoenix Guard can inspire their warriors to acts of greatness.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly HERO with this command ability. Until the end of that phase, you can re-roll wound rolls for attacks made by friendly PHOENIX TEMPLE units while they are wholly within 12" of that HERO.

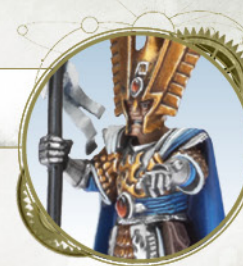
KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, PHOENIX TEMPLE, HERO, ANOINTED



• WARSCROLL •

PHOENIX GUARD



Each member of this elite band is a revenant warrior, reborn to safeguard the flame of the Ur-Phoenix and lay waste to the servants of darkness. They go about this task in grim silence, wielding their halberds with unmatched grace.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Phoenix Halberd	2"	2	3+	3+	-1	1

DESCRIPTION

A unit of Phoenix Guard has any number of models, each armed with a Phoenix Halberd.

KEEPER OF THE FLAME: 1 model in this unit can be a Keeper of the Flame. Add 1 to the Attacks characteristic of that model's melee weapon.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

DRUMMER: 1 in every 10 models in this unit can be a Drummer. Add 1 to charge rolls for units that include any Drummers.

ABILITIES

Emboldened: *The will of these warriors never falters in the presence of the Phoenix Temple's champions.*

Do not take battleshock tests for this unit while it is wholly within 12" of a friendly PHOENIX TEMPLE HERO.

Witness to Destiny: *Incoming blows and bolts of sorcery somehow contrive to miss their mark.*

Roll a dice each time you allocate a wound or mortal wound to this unit. On a 4+, that wound or mortal wound is negated.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, PHOENIX TEMPLE, PHOENIX GUARD



FROSTHEART PHOENIX



Some of the Ur-Phoenix's spawn radiate the elemental power of ice. Surrounded by a freezing aura that slows nearby foes to a crawl, these Frostheart Phoenixes strike from on high with deadly force, ripping and tearing their prey to pieces.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ice-cold Talons	2"	☀	3+	3+	-1	2
Great Phoenix Halberd	2"	4	3+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Ice-cold Talons	Blizzard Aura
0-2	16"	8	9"
3-4	14"	6	6"
5-7	12"	5	3"
8-9	10"	4	2"
10+	8"	3	1"

DESCRIPTION

A Frostheart Phoenix is a single model armed with Ice-cold Talons.

ANOINTED: This model can included 1 Anointed armed with a Great Phoenix Halberd. If it does, this model has the **HERO** keyword. However, if it does, any command traits or artefacts of power only affect attacks made by the Anointed.

FLY: This model can fly.

ABILITIES

Attuned to Magic: *The spawn of the Ur-Phoenix are imbued with potent magical energy.*

In your hero phase, if a friendly **WIZARD** within 12" of this model casts a spell that is not unbound, this model is imbued with magical energy until the start of your next hero phase. Add 1 to save rolls for attacks that target this model while it is imbued with magical energy (this ability can never add more than 1 to the save roll).

Blizzard Aura: *The chilling aura given off by a Frostheart Phoenix encases nearby foes in ice, slowing them and restricting their movement.*

Subtract 1 from wound rolls for attacks made with melee weapons by enemy units within range of the Blizzard Aura ability of any friendly models. The range of the Blizzard Aura ability for this model is shown on the damage table above.

Witness to Destiny: *Incoming blows and bolts of sorcery somehow contrive to miss their mark.*

If this model includes an Anointed, roll a dice each time you allocate a wound or mortal wound to this model. On a 4+, that wound or mortal wound is negated.

COMMAND ABILITY

Captain of the Phoenix Guard: *Marked for greatness by their deity, the commanders of the Phoenix Guard can inspire their warriors to acts of greatness.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **FROSTHEART PHOENIX** that includes an Anointed. Until the end of that phase, you can re-roll wound rolls for attacks made by friendly **PHOENIX TEMPLE** units that are wholly within 12" of that **FROSTHEART PHOENIX**.

FROSTHEART PHOENIX

KEYWORDS ORDER, AELF, CITIES OF SIGMAR, PHOENIX TEMPLE, MONSTER, FROSTHEART PHOENIX

ANOINTED ON FROSTHEART PHOENIX

KEYWORDS ORDER, AELF, CITIES OF SIGMAR, PHOENIX TEMPLE, MONSTER, HERO, FROSTHEART PHOENIX



FLAMESPYRE PHOENIX



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Trailing blazing streams of fire, Flamespyre Phoenixes sweep low over the heads of their prey, engulfing them in a magical inferno. Even if brought low by blade or spell, these creatures are reborn in a blinding burst of light and heat.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Flaming Talons	2"	☀	4+	3+	-1	2
Great Phoenix Halberd	2"	4	3+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Flaming Talons	Wake of Fire
0-2	16"	6	5
3-4	14"	5	4
5-7	12"	4	3
8-9	10"	3	2
10+	8"	2	1

DESCRIPTION

A Flamespyre Phoenix is a single model armed with Flaming Talons.

ANOINTED: This model can include 1 Anointed armed with a Great Phoenix Halberd. If it does, this model has the **HERO** keyword. However, if it does, any command traits or artefacts of power only affect attacks made by the Anointed.

FLY: This model can fly.

ABILITIES

Attuned to Magic: *The spawn of the Ur-Phoenix are imbued with potent magical energy.*

In your hero phase, if a friendly **WIZARD** within 12" of this model casts a spell that is not unbound, this model is imbued with magical energy until the start of your next hero phase. Add 1 to save rolls for attacks that target this model while it is imbued with magical energy, (this ability can never add more than 1 to the save roll).

Phoenix Reborn: *In the fires of battle, the Phoenix is born anew.*

The first time this model is slain, before removing it from the battlefield, roll a dice. On a 1-3, this model is slain. On a 4-6, this model is not slain, all wounds allocated to it are healed, and any wounds that currently remain to be allocated to it are negated.

Wake of Fire: *Streams of flames follow in the wake of this creature, engulfing the enemy in a fiery inferno.*

After this model has made a normal move, pick 1 enemy unit that has any models that this model passed across and roll a dice. On a 2+, that unit suffers a number of mortal wounds equal to the Wake of Fire value shown on this model's damage table.

Witness to Destiny: *Incoming blows and bolts of sorcery somehow contrive to miss their mark.*

If this model includes an Anointed, roll a dice each time you allocate a wound or mortal wound to this model. On a 4+, that wound or mortal wound is negated.

COMMAND ABILITY

Captain of the Phoenix Guard: *Marked for greatness by their deity, the commanders of the Phoenix Guard can inspire their warriors to acts of greatness.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **FLAMESPYRE PHOENIX** that includes an Anointed. Until the end of that phase, you can re-roll wound rolls for attacks made by friendly **PHOENIX TEMPLE** units that are wholly within 12" of that **FLAMESPYRE PHOENIX**.

FLAMESPYRE PHOENIX

KEYWORDS ORDER, AELF, CITIES OF SIGMAR, PHOENIX TEMPLE, MONSTER, FLAMESPYRE PHOENIX

ANOINTED ON FLAMESPYRE PHOENIX

KEYWORDS ORDER, AELF, CITIES OF SIGMAR, PHOENIX TEMPLE, MONSTER, HERO, FLAMESPYRE PHOENIX

DREADLORD ON BLACK DRAGON

The feared warlords of the Order Serpentis delight in inflicting pain and terror upon their foes. They ride to war on obsidian-scaled dragons that can lay waste to entire armies with their dagger-like claws and foul, choking breath.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Repeater Crossbow	16"	4	4+	4+	-	1
Noxious Breath	6"	1	See below			
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Exile Blade	1"	6	3+	4+	-	1
Lance of Spite	2"	3	3+	3+	-1	1
Fearsome Jaws	3"	3	4+	☀	-2	D6
Razor-sharp Claws	2"	☀	4+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	Fearsome Jaws	Razor-sharp Claws
0-2	12"	2+	6
3-4	10"	3+	5
5-7	8"	3+	4
8-9	6"	4+	3
10+	4"	4+	2

DESCRIPTION

A Dreadlord on Black Dragon is a single model armed with one of the following weapon options: Exile Blade and Tyrant Shield; Exile Blade and Repeater Crossbow; Lance of Spite and Tyrant Shield; Lance of Spite and Repeater Crossbow; or a pair of Exile Blades.

MOUNT: This model's Black Dragon attacks with its Fearsome Jaws, Razor-sharp Claws and Noxious Breath.

FLY: This model can fly.

ABILITIES

Lance of Spite: *The ensorcelled tip of this lance can punch through the thickest armour with contemptuous ease.*

This model's Lance of Spite has a Rend characteristic of -2 instead of -1 and a Damage characteristic of 2 instead of 1 if this model made a charge move in the same turn.

Noxious Breath: *The Black Dragon vomits forth a cloud of noxious gas.*

Do not use the attack sequence for an attack made with a Black Dragon's Noxious Breath. Instead, roll a number of dice equal to the number of models from the target unit that are in range of the attack. For each 6, the target unit suffers 1 mortal wound.

Paired Exile Blades: *A Dreadlord can more easily land a killing blow when equipped with two swords.*

You can re-roll hit rolls for attacks made with a pair of Exile Blades.

Tyrant Shield: *Strikes from the enemy are effortlessly battered aside by this impervious shield.*

Add 1 to save rolls for attacks that target this model if it is armed with a Tyrant Shield.

COMMAND ABILITY

Do Not Disappoint Me: *Warriors who serve a Dreadlord would rather die upon the blades of the enemy than risk the ire of their black-hearted master.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **HERO** that knows this ability. Add 1 to wound rolls for attacks made by friendly **ORDER SERPENTIS** units that are wholly within 18" of that **HERO**. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, ORDER SERPENTIS, MONSTER, HERO, DREADLORD



WAR HYDRA



Stoked into a killing rage by the goads and lashing whips of their handlers, War Hydras lumber forward into battle, their multiple heads spitting flesh-melting gouts of flame as they stomp and crush the enemy to bloody paste.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fiery Breath	9"	☀	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Razor-sharp Fangs	2"	☀	4+	3+	-1	D3
Clawed Limbs	1"	2	3+	3+	-1	1
Cruel Goads and Whips	2"	2	4+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Fiery Breath	Razor-sharp Fangs
0-2	8"	6	6
3-5	7"	5	5
6-7	6"	4	4
8-9	5"	3	3
10+	4"	2	2

DESCRIPTION

A War Hydra is a single model armed with Fiery Breath, Razor-sharp Fangs and Clawed Limbs.

CREW: This model has a crew of Handlers that attack with their Cruel Goads and Whips. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Quick with the Lash: Scarred handlers lash their whips to drive the war beast into a terrible rage. They must be wary, however, for the creature's fury can easily be turned upon its masters.

Before you make a charge roll for this model, you can say that its Handlers are going to apply the lash. If you do so, roll 3D6, remove 1 dice of your choice, and then use the remaining 2D6 to determine the charge roll. However, if the 3D6 roll was a triple, this model suffers 1 mortal wound and it cannot make a charge move in that phase.

Sever One Head, Another Takes Its Place: It is almost impossible to kill a Hydra, for they regenerate wounds and regrow severed heads at an alarming rate.

At the start of each of your hero phases, you can heal up to D3 wounds allocated to this model.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, ORDER SERPENTIS, MONSTER, WAR HYDRA



• WARSCROLL •

DRAKESPAWN CHARIOTS

Drakespawn Chariots are fleet-moving war machines equipped with vicious scythes to slice the limbs from passing foes and crewed by hunters who riddle their targets with barbed bolts from their repeater crossbows.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Repeater Crossbow	16"	4	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbed Spear	2"	2	3+	4+	-1	1
Ferocious Jaws	1"	4	3+	4+	-	1

DESCRIPTION

A unit of Drakespawn Chariots has any number of models. Each Drakespawn Chariot has a crew armed with a Barbed Spear and Repeater Crossbow.

MOUNT: This unit's Drakespawn attack with their Ferocious Jaws.

ABILITIES

Scythed Runners: *Vicious blades are fitted to this chariot, carving apart anything that gets in its way.*

Each time a model from this unit finishes a charge move, you can pick 1 enemy unit within 1" of that model and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds. If this unit has more than 1 model, roll to determine if mortal wounds are inflicted after each model completes its charge move, but do not allocate

the mortal wounds until after all of the models in the unit have moved.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, ORDER SERPENTIS, DRAKESPAWN CHARIOTS



• WARSCROLL •

DRAKESPAWN KNIGHTS

Cold-blooded Drakespawn make for formidable mounts, for not only do they carry their lance-bearing riders towards the enemy with sure-footed speed, their fangs and claws are sharp enough to tear through metal and bone with ease.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbed Lance	2"	1	3+	4+	-1	1
Ferocious Jaws	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Drakespawn Knights has any number of models, each armed with a Barbed Lance.

MOUNT: This unit's Drakespawn attack with their Ferocious Jaws.

DREAD KNIGHT: 1 model in this unit can be a Dread Knight. Add 1 to the Attacks characteristic of that model's melee weapon.

STANDARD BEARER: 1 in every 5 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

HORNBLOWER: 1 in every 5 models in this unit can be a Hornblower. Add 1 to charge rolls for units that include any Hornblowers.

ABILITIES

Lance Charge: *As the Drakespawn thunder across the battlefield, lances are levelled ready to be driven deep into the enemy.*

This unit's Barbed Lances have a Rend characteristic of -2 instead of -1 and a Damage characteristic of 2 instead of 1 if this unit made a charge move in the same turn.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, ORDER SERPENTIS, DRAKESPAWN KNIGHTS



• WARSCROLL •

ASSASSIN



There is no fortress, city or fortified war camp that the feared Shadowblade Assassins cannot infiltrate, and few foes can hope to survive the potent poisons delivered by their wicked daggers.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Poison-coated Blades	1"	6	3+	3+	-1	1

DESCRIPTION

An Assassin is a single model armed with Poison-coated Blades.

ABILITIES

Deathshead Poison: Assassins utilise deadly blends of venom to ensure their mark is slain.

If the unmodified wound roll for an attack made with Poison-coated Blades is 6, that attack inflicts D3 mortal wounds and the attack sequence ends (do not make a save roll).

Hidden Murderer: Concealed within a mass of soldiers, the Assassin only reveals their identity when they launch a killing strike.

Instead of setting up this model on the battlefield, you can place it to one side and say that it is set up in hiding as a reserve unit. If you do so, at the start of a combat phase, you can set up this model within 1" of a friendly **CITIES OF SIGMAR** unit that has 5 or more models and a Wounds characteristic of 1. If this model is not set up on the battlefield before the start of the fourth battle round, it is slain.

KEYWORDS ORDER, AELF, CITIES OF SIGMAR, SHADOWBLADES, HERO, ASSASSIN



• WARSCROLL •

SHADOW WARRIORS



Utterly dedicated to the eradication of their enemies, the cloaked killers known as Shadow Warriors strike without warning, loosing a pinpoint hail of arrows before closing to finish their quarry with cold steel.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ranger Bow	18"	1	3+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Coldsteel Blade	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Shadow Warriors has any number of models, each armed with a Ranger Bow and Coldsteel Blade.

SHADOW WALKER: 1 model in this unit can be a Shadow Walker. Add 1 to hit rolls for attacks made with that model's missile weapon.

ABILITIES

One with the Shadows: These warriors are experts at ambushes and guerilla warfare.

Instead of setting up this unit on the battlefield, you can place this unit to one side and say that it is set up in the shadows as a reserve unit. If you do so, at the end of your movement phase, you can set up this unit anywhere on the battlefield more than 9" from any enemy units. Any reserve units in the shadows that are not set up on the battlefield before the start of the fourth battle round are destroyed.

Strike Unseen: From deep cover, the Shadow Warriors draw a bead upon their quarry, bowstrings taut, arrows knocked and ready for the killing shot.

Add 1 to hit and wound rolls for attacks made with missile weapons by this unit if this unit is in cover.

KEYWORDS ORDER, AELF, CITIES OF SIGMAR, SHADOWBLADES, SHADOW WARRIORS



• WARSCROLL •

DARK RIDERS



For those marked by the Dark Riders, there is nowhere to flee. These cloaked killers gallop forth upon red-eyed shadowmares, levelling spears and repeater crossbows to deal a fatal blow to their quarry.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Repeater Crossbow	16"	3	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbed Spear	2"	1	4+	4+	-	1
Vicious Bite	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Dark Riders has any number of models, each armed with a Repeater Crossbow and Barbed Spear.

MOUNT: This unit's Dark Steeds attack with their Vicious Bite.

HERALD: 1 model in this unit can be a Herald. Add 1 to hit rolls for attacks made with that model's missile weapon.

STANDARD BEARER: 1 in every 5 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

HORNBLOWER: 1 in every 5 models in this unit can be a Hornblower. Add 1 to charge rolls for units that include any Hornblowers.

ABILITIES

Murderous Charge: *Driven home by the momentum of their wielders' charge, spears thrust deep into the enemy's flesh.*

This unit's Barbed Spears have a Damage characteristic of 2 instead of 1 if this unit made a charge move in the same turn.

Sow Terror and Confusion: *Dark Riders wage a war of terror and confusion, striking at their enemy's weakest points with merciless precision.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 12" of any friendly **DARK RIDERS**.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, SHADOWBLADES, DARK RIDERS



KHARIBDYSS



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A monstrous abomination dragged up from the Stygian depths of the deep ocean, the Kharibdyss rampages across the battlefield, its fanged tentacles lashing out to clamp upon heads and tear off limbs.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fanged Tentacles	3"	☀	4+	3+	-1	2
Spiked Tail	2"	D6	4+	☀	-	1
Clawed Limbs	1"	2	3+	3+	-1	1
Cruel Goads and Whips	2"	2	4+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Fanged Tentacles	Spiked Tail
0-1	7"	6	2+
2-3	6"	5	3+
4-5	5"	4	4+
6-7	5"	3	5+
8+	4"	2	6+

DESCRIPTION

A Kharibdyss is a single model armed with Fanged Tentacles, a Spiked Tail and Clawed Limbs.

CREW: This model has a crew of Handlers that attack with their Cruel Goads and Whips. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Abyssal Howl: *These creatures let loose spine-chilling roars when they scent the blood of their prey.*

Subtract 1 from the Bravery characteristic of enemy units within 12" of any models with this ability.

Feast of Bones: *The grisly remains of the enemy are snatched up and devoured by the many-fanged maws of this terrible creature.*

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, you can heal D3 wounds allocated to this model.

Quick With The Lash: *Scarred handlers lash their whips to drive the war beast into a terrible rage. They must be wary, however, for the creature's fury can easily be turned upon its masters.*

Before you make a charge roll for this model, you can say that its Handlers are going to apply the lash. If you do so, roll 3D6, remove 1 dice of your choice, and then use the remaining 2D6 to determine the charge roll. However, if the 3D6 roll was a triple, this model suffers 1 mortal wound and it cannot make a charge move in that phase.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, SCOURGE PRIVATEERS, MONSTER, KHARIBDYSS

BLACK ARK FLEETMASTER

Fleetmasters are rulers of the high seas, Corsair lords who command the marauding Black Arks of the Scourge Privateers. Peerless swordfighters, they delight in seeking out worthy foes against whom to test their skill.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Black Ark Cutlass	1"	3	3+	4+	-	1
Murder Hook	1"	2	4+	3+	-1	1

DESCRIPTION

A Black Ark Fleetmaster is a single model armed with a Black Ark Cutlass and Murder Hook.

ABILITIES

Murderous Swashbuckler: *Fleetmasters are master duellists who carve their foes apart one graceful strike at a time.*

If the unmodified hit roll for an attack made with a Black Ark Cutlass is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

Sea Dragon Cloak: *These cloaks of scaly hide protect the bearer from arrows and other projectiles.*

Add 1 to save rolls for attacks made with missile weapons that target this model.

COMMAND ABILITY

At Them, You Curs!: *Under the command of their captain, Scourge Corsairs slaughter the enemy without mercy.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **SCOURGE PRIVATEERS** unit wholly within 12" of a friendly **HERO** with this command ability. Add 1 to the Attacks characteristic of that unit's melee weapons until the end of that phase. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS ORDER, AELF, CITIES OF SIGMAR, SCOURGE PRIVATEERS, HERO, BLACK ARK FLEETMASTER

BLACK ARK CORSAIRS

Cruel-hearted and avaricious, Black Ark Corsairs are the footsoldiers of the Scourge Privateers. Wielding a variety of lethal weapons, they thrive in the chaos of a swirling melee, where their superior swordsmanship can be put to deadly use.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Repeater Handbow	9"	2	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wicked Cutlass	1"	1	4+	4+	-	1
Vicious Blade	1"	1	4+	5+	-	1

DESCRIPTION

A unit of Black Ark Corsairs has any number of models. The unit is armed with a Vicious Blade and one of the following weapon options: Repeater Handbow; or Wicked Cutlass.

REAYER: 1 model in this unit can be a Reayer. Add 1 to hit rolls for attacks made by this model.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

HORNBLOWER: 1 in every 10 models in this unit can be a Hornblower. Add 1 to run and charge rolls for units that include any Hornblowers.

ABILITIES

Flashing Steel: *These warriors overwhelm the enemy in a blur of slashing blades.*

Add 1 to hit rolls for attacks made by this unit if it has 15 or more models.

Sea Dragon Cloak: *These cloaks of scaly hide protect the bearer from arrows and other projectiles.*

Add 1 to save rolls for attacks made with missile weapons that target this unit.

KEYWORDS ORDER, AELF, CITIES OF SIGMAR, SCOURGE PRIVATEERS, BLACK ARK CORSAIRS



SCOURGERUNNER CHARIOTS



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Employed to chase down fast-moving prey, Scourgerunner Chariots are swift and deadly war machines armed with a deadly harpoon launcher that can cripple even the most fearsome monster.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ravager Harpoon	18"	2	3+	3+	-1	D3
Repeater Crossbow	16"	4	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hook-spear	2"	2	4+	4+	-	1
Vicious Bite	1"	4	4+	5+	-	1

DESCRIPTION

A unit of Scourgerunner Chariots has any number of models. Each Scourgerunner Chariot has a crew armed with a Hook-spear, Ravager Harpoon and Repeater Crossbow.

MOUNT: This unit's Dark Steeds attack with their Vicious Bite.

HIGH BEASTMASTER: 1 model in this unit can be a High Beastmaster. Add 1 to hit rolls for attacks made with that model's missile weapons.

ABILITIES

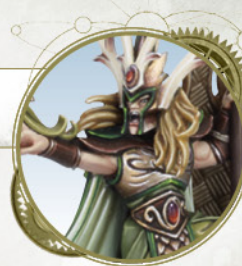
Lay the Beast Low: *Loosed by a keen-eyed aelf, a harpoon sails through the air and sinks deep into its target's vital organs.*

If the unmodified hit roll for an attack made with a Ravager Harpoon is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

KEYWORDS ORDER, AELF, CITIES OF SIGMAR, SCOURGE PRIVATEERS, SCOURGERUNNER CHARIOTS



NOMAD PRINCE



It is the task of the Nomad Princes to lead the hosts of the Wanderers against their many enemies. Masters of forest and fen, they guide their kin along ancient paths to battle, directing their arrows and blades to purge the corrupted and the unclean.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Starlight Spear	2"	4	3+	3+	-1	2

DESCRIPTION

A Nomad Prince is a single model armed with a Starlight Spear.

ABILITIES

Harrying Bird of Prey: *The Princes of the forest train hunting hawks to scout ahead of their armies and pluck out the eyes of unsuspecting foes.*

In your hero phase, you can pick 1 enemy **HERO** within 16" of this model. Until your next hero phase, subtract 1 from casting, dispelling and unbinding rolls for that model, and subtract 1 from hit rolls for attacks made by that model.

COMMAND ABILITY

Lord of the Deepwood Host: *Nomad Princes command the forest armies of the Wanderers with great cunning and merciless aggression.*

You can use this command ability at the start of your shooting phase or at the start of the combat phase. If you do so, pick 1 friendly **HERO** with this command ability. Until the end of that phase, add 1 to hit rolls for attacks made by friendly **WANDERER** units while they are wholly within 12" of that **HERO**. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS ORDER, AELF, CITIES OF SIGMAR, WANDERER, HERO, NOMAD PRINCE



• WARSCROLL •

ETERNAL GUARD



The grim warriors of the Eternal Guard safeguard the nomadic paths of the Wanderers, slaying anything that threatens the survival of their kindred with thrusts from their deadly spear-staves.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spear-stave	2"	2	3+	4+	-	1

DESCRIPTION

A unit of Eternal Guard has any number of models, each armed with a Spear-stave.

ETERNAL WARDEN: 1 model in this unit can be an Eternal Warden. Add 1 to the Attacks characteristic of that model's melee weapon.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

HORNBLOWER: 1 in every 10 models in this unit can be a Hornblower. Add 1 to run and charge rolls for units that include any Hornblowers.

ABILITIES

Fortress of Boughs: *Eternal Guard are skilled at deflecting enemy strikes, forming an impenetrable wall.*

Add 1 to save rolls for attacks that target this unit if this unit has not made a move in the same turn.

Form Fortress of Boughs: *The Eternal Guard form into a phalanx, their spears thrusting and cutting with graceful yet disciplined efficiency.*

Add 1 to hit and wound rolls for attacks made by this unit if this unit has not made a move in the same turn.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, WANDERER, ETERNAL GUARD



• WARSCROLL •

WILDWOOD RANGERS



Wildwood Rangers are tasked with hunting and slaying those monstrous abominations that despoil the majesty of nature. It is a calling that they carry out swiftly and brutally with their curved draich blades.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ranger's Draich	2"	2	3+	3+	-1	1

DESCRIPTION

A unit of Wildwood Rangers has any number of models, each armed with a Ranger's Draich.

WILDWOOD WARDEN: 1 model in this unit can be a Wildwood Warden. Add 1 to the Attacks characteristic of that model's melee weapon.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

HORNBLOWER: 1 in every 10 models in this unit can be a Hornblower. Add 1 to run and charge rolls for units that include any Hornblowers.

ABILITIES

Guardians of the Kindred: *The Wildwood Rangers track and slay the monstrous creatures that despoil the woods of the realms.*

A Ranger's Draich has a Damage characteristic of 2 instead of 1 if the target is a **MONSTER**.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, WANDERER, WILDWOOD RANGERS



WILD RIDERS



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Wild Riders are vengeful fey warriors that bound into battle upon mystical steeds. They display a reckless indifference to danger as they direct their mounts to trample and gore the enemy while stabbing out with hunting spears.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hunting Spear	2"	2	3+	4+	-1	1
Antlers and Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Wild Riders has any number of models, each armed with a Hunting Spear.

MOUNT: This unit's Fey Steeds attack with their Antlers and Hooves.

WILD HUNTER: 1 model in this unit can be a Wild Hunter. Add 1 to the Attacks characteristic of that model's Hunting Spear.

STANDARD BEARER: 1 in every 5 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

HORNBLOWER: 1 in every 5 models in this unit can be a Hornblower. Add 1 to run and charge rolls for units that include any Hornblowers.

ABILITIES

Unbound Fury: *These warriors embody nature's vengeful wrath.*

This unit's Hunting Spears have a Rend characteristic of -2 instead of -1 and a Damage characteristic of 2 instead of 1 if this unit made a charge move in the same turn.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, WANDERER, WILD RIDERS



SISTERS OF THE WATCH



There are few finer sharpshooters in the realms than the Sisters of the Watch, warriors dedicated to protecting the ancient ley lines of the realms. Their enchanted bows loose not arrows of wood and iron but bolts of flaming arcane energy.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Watch Bow	18"	1	3+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ithilmar Sword	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Sisters of the Watch has any number of models, each armed with a Watch Bow and Ithilmar Sword.

HIGH SISTER: 1 model in this unit can be a High Sister. Add 1 to the Attacks characteristic of that model's missile weapon.

ABILITIES

Eldritch Arrows: *These magical bolts of blue-white fire engulf their targets in flame.*

If the unmodified wound roll for an attack made with a Watch Bow is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Loose Until the Last: *As the enemy close in, these warriors hold fast, loosing a final devastating volley.*

Once per turn, if an enemy unit ends a charge

move within 3" of this unit and there are no other enemy units within 3" of this unit, this unit can shoot.

Quicksilver Shot: *The martial discipline of these proud warriors is something to be feared as they unleash an endless hail of arrows.*

Add 1 to the Attacks characteristic of this unit's Watch Bows if there are no enemy models within 3" of this unit and this unit has not made a move in the same turn.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, WANDERER, SISTERS OF THE WATCH



SISTERS OF THE THORN



The Sisters of the Thorn are a fellowship of arcane warriors who summon the fury of the wilds to obliterate the enemies of nature even as they hurl deadly volleys of blackbriar javelins with uncanny accuracy.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blackbriar Javelin	9"	2	4+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Deepwood Coven Staff	2"	1	4+	4+	-	1
Antlers and Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Sisters of the Thorn has any number models, each armed with a Deepwood Coven Staff and Blackbriar Javelin.

MOUNT: This unit's Fey Steeds attack with their Antlers and Hooves.

HANDMAIDEN OF THE THORN: 1 model in this unit can be a Handmaiden of the Thorn. Add 1 to the Attacks characteristic of that model's Deepwood Coven Staff.

STANDARD BEARER: 1 in every 5 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

HORNBLOWER: 1 in every 5 models in this unit can be a Hornblower. Add 1 to run and charge rolls for units that include any Hornblowers.

MAGIC

This unit is a **WIZARD** while it has 2 or more models. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Armour of Thorns spells.

Armour of Thorns: *The Sisters cause crawling brambles to burst from the ground and form a living barrier around their allies.*

Armour of Thorns has a casting value of 7. If successfully cast, pick 1 friendly **WANDERERS** unit wholly within 18" of the caster that is visible to them. Until that unit moves, that unit is treated as being in cover.

In addition, until that unit moves, if the unmodified save roll for an attack made with a melee weapon that targets that unit is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, WANDERER, WIZARD, SISTERS OF THE THORN

PITCHED BATTLE PROFILES

The table below provides points, minimum and maximum unit sizes and battlefield roles for the warscrolls and warscroll battalions in this book, for use in Pitched Battles. Spending the points listed on this table allows you to take a minimum-sized unit with any of its upgrades. Understrength units cost the full amount of points. Larger units are taken in multiples of their minimum unit size; multiply their cost by the same amount as you multiplied their size. If a unit has two points values separated by a slash (e.g. '60/200'), the second value is for a maximum sized unit. Units that are listed as 'Unique' are named characters and can only be taken once in an army. A unit that has any of the keywords listed on the Allies table can be taken as an allied unit by a Cities of Sigmar army. Updated October 2019; the profiles printed here take precedence over any profiles with an earlier publication date or no publication date.

CITIES OF SIGMAR WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Helblaster Volley Gun	1	1	120	Artillery	
Helstorm Rocket Battery	1	1	130	Artillery	
Bleakswords	10	40	90/320	Battleline	
Darkshards	10	40	100	Battleline	
Dreadspears	10	40	90/320	Battleline	
Eternal Guard	10	30	130/330	Battleline	
Freeguild Crossbowmen	10	30	100	Battleline	
Freeguild Guard	10	40	80/280	Battleline	
Freeguild Handgunners	10	30	100	Battleline	
Ironbreakers	10	30	130/330	Battleline	
Longbeards	10	30	110/270	Battleline	
Celestial Hurricanum	1	1	220	Behemoth	
Flamespyre Phoenix	1	1	200	Behemoth	
Frostheart Phoenix	1	1	220	Behemoth	
Kharibdyss	1	1	170	Behemoth	Battleline in an ANVILGARD army
Luminark of Hysh	1	1	210	Behemoth	
Steam Tank	1	1	200	Behemoth	Battleline in a Cities of Sigmar army if general is a STEAM TANK HERO
War Hydra	1	1	170	Behemoth	Battleline in an ANVILGARD army
Anointed	1	1	100	Leader	
Assassin	1	1	80	Leader	
Battlemage	1	1	90	Leader	
Black Ark Fleetmaster	1	1	60	Leader	
Cogsmith	1	1	60	Leader	
Freeguild General	1	1	100	Leader	
Nomad Prince	1	1	120	Leader	
Runelord	1	1	90	Leader	
Sorceress	1	1	90	Leader	
Warden King	1	1	110	Leader	
Anointed on Flamespyre Phoenix	1	1	300	Leader, Behemoth	
Anointed on Frostheart Phoenix	1	1	320	Leader, Behemoth	
Battlemage on Griffon	1	1	300	Leader, Behemoth	
Celestial Hurricanum with Celestial Battlemage	1	1	280	Leader, Behemoth	
Dreadlord on Black Dragon	1	1	300	Leader, Behemoth	
Freeguild General on Griffon	1	1	320	Leader, Behemoth	
Luminark of Hysh with White Battlemage	1	1	270	Leader, Behemoth	
Sorceress on Black Dragon	1	1	300	Leader, Behemoth	
Steam Tank with Commander	1	1	250	Leader, Behemoth	
Black Ark Corsairs	10	40	80/280		Battleline in a Cities of Sigmar army if general is SCOURGE PRIVATEERS

CITIES OF SIGMAR WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Black Guard	10	30	140		Battleline in a Cities of Sigmar army if general is DARKLING COVEN
Dark Riders	5	20	110/360		Battleline in a Cities of Sigmar army if general is SHADOWBLADES
Demigryph Knights	3	12	180		Battleline in a Cities of Sigmar army if general is FREEGUILD
Drakespaw Chariots	1	3	80/210		Battleline in a Cities of Sigmar army if general is ORDER SERPENTIS
Drakespaw Knights	5	20	170		Battleline in a Cities of Sigmar army if general is ORDER SERPENTIS
Executioners	10	30	130/330		Battleline in a Cities of Sigmar army if general is DARKLING COVEN
Flagellants	10	40	80/280		Battleline in a Cities of Sigmar army if general is HUMAN
Freeguild Greatswords	10	30	160/420		Battleline in a Cities of Sigmar army if general is FREEGUILD
Freeguild Outriders	5	20	100		Battleline in a Cities of Sigmar army if general is TEMPEST'S EYE
Freeguild Pistoliers	5	20	100		Battleline in a Cities of Sigmar army if general is TEMPEST'S EYE
Gyrobombers	1	3	80/210		
Gyrocopters	1	3	70/180		
Hammerers	10	30	140/360		Battleline in a Cities of Sigmar army if general is DISPOSSESSED
Irondrakes	10	30	150		Battleline in a Cities of Sigmar army if general is DUARDIN
Phoenix Guard	10	30	160/420		Battleline in a Cities of Sigmar army if general is PHOENIX TEMPLE
Scourgerunner Chariots	1	3	60/150		Battleline in a Cities of Sigmar army if general is SCOURGE PRIVATEERS
Shadow Warriors	10	30	110		Battleline in a Cities of Sigmar army if general is SHADOWBLADES
Sisters of the Thorn	5	20	130		Battleline in a Cities of Sigmar army if general is WANDERER
Sisters of the Watch	10	30	160		Battleline in a Cities of Sigmar army if general is WANDERER
Wild Riders	5	20	130		
Wildwood Rangers	10	30	130		Battleline in a Cities of Sigmar army if general is WANDERER
<i>Aetherguard Windrunners</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Charrwind Beasthunters</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Greywater Artillery Company</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Hammerhalian Lancers</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Phoenix Flight</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>Viridian Pathfinders</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Whitefire Retinue</i>	-	-	140	<i>Warscroll Battalion</i>	

FACTION	ALLIES
Cities of Sigmar	Daughters of Khaine, Fyreslayers, Idoneth Deepkin, Kharadron Overlords (except in a Tempest's Eye army), Sylvaneth (except in a Living City army or a Greywater Fastness army).

EXPLORE THE DIGITAL RANGE

RULES AND BATTLETOMES

The Age of Sigmar is an epic setting populated by myriad armies, powerful heroes and magnificent monsters. It plays host to vast, realm-spanning wars between the forces of Order and Chaos, Destruction and Death. Read on to explore these battle-torn landscapes and learn of the many peoples and creatures of the realms.



WARHAMMER AGE OF SIGMAR CORE BOOK

The Mortal Realms have been ground beneath the iron heel of the Dark Gods. These monstrous deities once believed their final victory to be near, yet they have underestimated the forces of Order that stand against them. Across the realms, bolts of energy deliver Sigmar's heroic Stormcast Eternals into battle as the Pantheon of Order gathers its strength. With new cities and fortresses raised in the wake of each conquest, civilisation takes root once more. Yet from the shadow of progress, new and deathly evils come into the light...

This book tells the epic story of the Age of Sigmar, from mythic beginnings to an arcane apocalypse, and provides you with exciting ways to forge your own legends. Inside you will find showcases of Citadel Miniatures, epic stories, and detailed maps of the Mortal Realms – as well as rules that bring your Warhammer Age of Sigmar battles to life on the tabletop.



ORDER BATTLETOME: STORMCAST ETERNALS

By Sigmar's will they are reformed, heroes locked in a hellish war without respite.

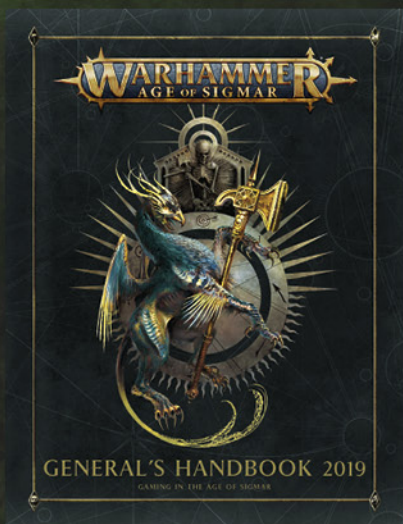
Each Stormcast Eternal was once a mortal who sought to defy the dominion of Chaos. Taken to Azyr by Sigmar and reformed in the fires of the God-King, these warriors have become living weapons that wield the power of the storm. Thundering down to the Mortal Realms in blasts of lightning, the Stormhosts take their bloody revenge on the hordes of Chaos over and over again. But of late, there are those brave enough to ask – at what cost?



DESTRUCTION BATTLETOME: ORRUK WARCLANS

With a mighty cry of ‘Waaagh!’, the warclans of the orruks shake the Mortal Realms to their core.

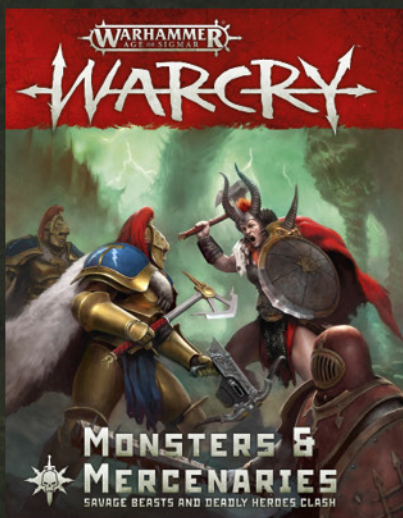
Since the earliest days of the Age of Myth, the orruks have been bashing up anyone and anything they can get their hands on. Brutal Ironjawz clad in thick armour smash through the enemy with bellicose joy, while the insane Bonesplitterz tirelessly hunt down the mightiest of monsters. When these greenskins fight together under a powerful boss, the resulting Big Waaagh! can unleash an unstoppable tide of destruction.



GENERAL'S HANDBOOK 2019

A guide to playing games in the Mortal Realms. Packed with inspiration and brimming with battles, this volume explores all kinds of new and interesting ways for you to enjoy Warhammer Age of Sigmar.

This book expands on the Warhammer Age of Sigmar core rules to support an array of gaming styles that suit all hobbyists, from casual collectors who play occasional games with their friends to veteran warriors who spend years honing their forces for competitive tournaments.



WARHAMMER AGE OF SIGMAR: WARCRY MONSTERS & MERCENARIES

Dangers abound throughout the Eightpoints. Dark forests and shadowy caves conceal monstrous horrors, while across the land all manner of deadly champions seek out new challengers to test their blades against. Each day is a battle for survival, and in this realm of endless carnage only the mightiest warbands can hope to prosper. Those who achieve glory in battle may even be able to compel such monsters and heroes to fight by their side, providing them with a deadly edge in the brutal conflicts that rage across the land.

In pursuit of these allies, warbands of all kinds – be they depraved worshippers of Chaos, cursed heralds of Death, brutish followers of Destruction or noble champions of Order – cross the land in a manner of deadly quests. They pass into the darkest reaches of the Eightpoints in search of greater power, and hunt down the most fearsome of monsters to bind to their cause. Many are slain, nothing more than a grisly demise in a beast's stomach or the edge of a rival's blade. Yet those who succeed become legendary, right, champions of battle and bloodshed whose deeds are remembered for evermore!

