

WARHAMMER AGE OF SIGMAR

ORDER BATTLETOME STORMCAST EXTREMIS





From the maelstrom of a sundered world, the Eight Realms were born. The formless and the divine exploded into life. Strange, new worlds appeared in the firmament, each one gilded with spirits, gods and men. Noblest of the gods was Sigmar. For years beyond reckoning he illuminated the realms, wreathed in light and majesty as he carved out his reign. His strength was the power of thunder. His wisdom was infinite. Mortal and immortal alike kneeled before his lofty throne. Great empires rose and, for a while, treachery was banished. Sigmar claimed the land and sky as his own and ruled over a glorious age of myth.

But cruelty is tenacious. As had been foreseen, the great alliance of gods and men tore itself apart. Myth and legend crumbled into Chaos. Darkness flooded the realms. Torture, slavery and fear replaced the glory that came before. Sigmar turned his back on the mortal kingdoms, disgusted by their fate. He fixed his gaze instead on the remains of the world he had lost long ago, brooding over its charred core, searching endlessly for a sign of hope. And then, in the dark heat of his rage, he caught a glimpse of something magnificent. He pictured a weapon born of the heavens. A beacon powerful enough to pierce the endless night. An army hewn from everything he had lost. Sigmar set his artisans to work and for long ages they toiled, striving to harness the power of the stars. As Sigmar's great work neared completion, he turned back to the realms and saw that the dominion of Chaos was almost complete. The hour for vengeance had come. Finally, with lightning blazing across his brow, he stepped forth to unleash his creation.

The Age of Sigmar had begun.



With strikes of sky-splitting lightning, the Stormcast

Eternals arrived in the Mortal Realms bringing bloody retribution to the minions of the Dark Gods. This was Sigmar's war – a crusade to free the realms, a campaign to exact vengeance for the wanton slaughter wrought in the Age of Chaos.

With the dawn of this new age, the armies at Sigmar's command had power enough to stand against the forces of Chaos. Yet as the shock of those initial strikes wore off, and the overwhelming numbers of the foe were brought to bear, the Stormhosts of the Heavens began to find themselves hard pressed.

Had the God-King waited too long? Had his foes grown too powerful? Not even the divine are free of doubt.

As the Chaos Gods sent forth their seemingly endless counter-attacks, the Heavens too were emptied. In Sigmar's hour of need, Dracothion arrived once more. Roaring, the Great Drake released a bolt of celestial judgement, and across Sigmaron the doors of a hundred Temples opened.

It was time to unleash the might of the Extremis Chambers.







ROAR OF THE HEAVENS

With hurricane force, Drakesworn Templars mounted upon immense Stardrakes descend from on high, waves of celestial energy surging before them. The ground shakes beneath the thunderous charge of the Dracothian Guard. This is the Extremis Chamber, the heavy cavalry of the Heavens.

Every Stormcast Eternal is a hero, a mortal plucked from battle by Sigmar and whisked away to Azyr. There, in the Heavens, aspirants are broken and then reforged, their spirits alloyed with the divine might of the God-King himself. Clad in heavy armour of sigmarite and armed with weapons wreathed in lightning, each Stormcast is more than a match for a dozen mortal warriors. Yet such are the forces arrayed against them – towering monsters, mutated warriors and daemons from the Realm of Chaos – that sometimes even the Warrior Chambers are not enough to prevail. In those direst of circumstances, against the most powerful foes, there is but one recourse: the aid of the Extremis Chambers.

Led by a Lord-Celestant, an Extremis Chamber is composed entirely of the most elite Stormcasts, each mounted atop either a Dracoth or a huge Stardrake. Fast-striking and hard-hitting, even a single element from an Extremis Chamber can change the course of a battle. When deployed in its entirety, an Extremis Chamber is a thunderbolt of devastation, the most formidable Stormcast Eternal formation yet to descend from the Heavens.

Well did Sigmar know his foe. In ages past, the God-King had witnessed spears and arrows bounce like hail off the Juggernaut riders of Khorne; he had seen first-hand the line-cracking fury of a Bloodthirster assault. In battles beyond count, Sigmar had watched blue

flame and plaguestorms wash over his own armies, blunting his assaults or smashing apart his defences. In the role of defender, Sigmar had learned that massing the best troops into a single strike force could win even the most protracted conflict, for it gave rise to an unstoppable momentum, a spear-thrust that could shatter battle lines and rip out the heart of the enemy.

‘Be it Man, Beast, or Daemon – all who face us upon the field of battle shall learn fear.’

- Lord-Celestant Imperius



LORD CELESTANT-IMPERIUS

The first of the Stormhosts, the Hammers of Sigmar, was also the first to form an Extremis Chamber. Named the Hammers Draconis, their Reforging was completed just after the launch of Sigmar's war to reclaim the Mortal Realms. Lord-Celestant Imperius was placed in command of the Hammers Draconis, for he was born to lead in battle. The mortal Imperio was the last emperor of Hydonia, a continent-wide empire in Ghur. For years, Imperio fought valiantly against Chaos invaders, but his own brother turned to the Dark Gods, rising up to lead a great host of cultists in a civil war that engulfed his lands. Surrounded in his citadel, Imperio refused to be taken like a beast in a trap, and instead mounted his armoured ghurstryder and led his household knights on a final charge. Singing his deathsong, Imperio sallied out, driving deep into the encircling foes. Thus did Sigmar look down from the Heavens to see a leader undaunted. Although now reforged as Imperius, he still sees himself on that same last ride of vengeance.





Envisioned by Sigmar and Dracothion, the Extremis Chambers were fashioned after their own unique bond – a pairing of man and starbeast, indomitable warrior and creature of great celestial power. Such a formation was seen as Order's answer to the greater daemons – a force that could lead any attack, or cleanse any battlefield. The deployment of an Extremis Chamber would instil fear in all who opposed the might of the righteous.

The plan was for every Stormhost to contain at least one Extremis Chamber. Some Stormhosts, like the Hammers of Sigmar, would have many such formations. However, the undertaking was slow and oft delayed. Not a single Extremis Chamber was battle-ready when Sigmar cast his first lightning bolt into the Mortal Realms, beginning his war to overthrow the cruel tyranny of the Chaos Gods.

It took time to find and reforge the greatest of mankind's heroes, but securing the oaths of Dracoths and Stardrakes proved more difficult still. Those children of Dracothion that died had ever been reincarnated amongst the Heavens, their spirits returning to new forms. However, the influx of Chaos was circumventing this age-old cycle, and the creatures were becoming a dying race.

Dracothion feared the intrigues of the Dark Gods, and so he looked to the future. The Great Drake saw many evil portents, reading signs of a looming disaster hidden in the stars. He saw hints that foretold the machinations of Archaon and the Dark Gods coming to fruition unless the Extremis Chambers could halt them.

Driven by great urgency, the mighty Dracothion visited Sigmaron,

speeding the creation of the Extremis Chambers with his own roaring bolts of celestial energy.

So did the Extremis Chambers at last join the fray. First were the Hammers Draconis of the Hammers of Sigmar, but even as they were sent to war, other chambers were judged battle-ready. The Blackbolts of the Anvils of the Heldenhammer were grim in deed and aspect; their Dracoths shimmered, darkening like ominous thunderheads. The Hammerclaws – another chamber of the Hammers of Sigmar – were amongst the quickest to claim glory, defeating all in the Gladitorium, while the Chamber Resplendent of the Hallowed Knights brought Sigmar triumph in the Ghurlands. The Stormdrakes of the Tempest Lords laid waste to the dreaded Skullfort, demolishing it so no two stones stood atop each other. And the legends grew.





The siege of the Terclava Realmgate seemed inevitable. Every day the infernal machinery of the ratmen destroyed more of the citadel's defences. Three times did the crusaders from Azyrheim sally forth against that enclosing array of weaponry, and three times were they repulsed, each charge resulting in a greater loss of life. It was death to attempt to cross so much open ground against that eldritch firepower, but there was no other choice. Then came the lightning.

In the wake of those bright flashes a new army had taken the field. There stood the Extremis Chamber of the Heavenwrought, Dracoth cavalry and Stormcast Eternals mounted upon Stardrakes. Cheers rose from the citadel, the beleaguered defenders rallying behind this army from the heavens. Soon, however, those cheers were drowned out as the skaven gunlines rippled.

Black warp lightning sizzled as it ripped through reality. Poison-gas shells arced high, whistling down to blossom into clouds of toxic death. Steady staccato

clattering revealed banks of ratling cannons, each multi-barrelled weapon sending hails of warpstone bullets whizzing through the air. Piercing cracks and green contrails marked concealed jezzail sharpshooters.

Clawing at the dirt, the Dracothian Guard began their charge, swiftly gaining momentum and then full speed. Half a league they rode, then half a league more. Onwards they closed, missile fire pattering off the woven glaive-wall of energy around the foremost Fulminators. The second line, the Tempestors, fired their own blazing shots, silencing the nearest skaven guns, and then more besides. Into the mouth of hell rode the Lightning Echelon, with the Thunderwave Echelon behind. Black fire leapt out to greet them, shrouding the Stormcasts and eliciting groans from the citadel, then cheers as out rode the Dracoths once more. With a thundercrack the heavy cavalry struck. They were amongst the war machines, and even from a distance the defenders could see the skaven scaffold towers topple and fall, the ratmen fleeing. In the annals of Terclava, that charge would be forever honoured.

With the Extremis Chambers now campaigning across every realm, the High Star Sigendil above Sigmaron burned all the brighter, blazing its cold blue light so that it was visible even during daylight hours. All those who opposed the God-King looked up in the skies and cursed the brilliant light above them. To them it was little more than a hateful reminder that one realm still remained to be conquered, that Sigmar had thus far escaped his due. But to the oppressed, the dispossessed, the scattered nomads driven from their homes and pursued by minions of the Dark Gods, the star's beams offered something else altogether – it offered hope.



A stormlance is capable of slaying the most terrible enemies of Order.

Already the people whispered that mighty Dracothion had returned, that the night stars rippled with the movements of his massive coils. The star knights of Sigmar now rode upon dragons, and they could breathe thunderclouds or call down starfire to smite evil. So did Dracothion's roar echo alongside Sigmar's thunder.

'Aye, roar, Dracothion. Let the realms ring to our fury; let worlds shake. I call now for my Extremis Chambers.'

- Sigmar, the God-King



Upon first meeting, both Stormdrake and Stormcast Eternal felt a natural kinship. The children of Dracothion looked upon the new immortals and saw true scions of Sigmar, the boldest of warriors. In the Stardrakes, the Stormcasts saw nobility, celestial power made manifest. Bonded together, each grew mightier still, forming a starborne alliance, a formation unmatched by the minions of the Dark Gods.

Cast down from the Heavens with irresistible force, the Extremis Chambers struck upon the blasted battlefields of the Mortal Realms like the very breath of Dracothion.



The two echelons of the Dracothian Guard strike as one, channelling the power of the tempest into their charge. From above sweep the Drakesworn Templars, ensuring none shall escape from their celestial justice.

Shining. Resplendent. They are both the glory and the terror of the heavens. When deployed as one, the Extremis Chamber is the wrath of Sigmar himself, and no enemy can stay their judgement.



CHILDREN OF DRACOTHIAN

In the Dracoths and Stardrakes, the Stormcast Eternals found a powerful ally in their battle against Chaos. The children of Dracothion were mighty creatures, saturated with celestial magic and eager to see the Mortal Realms restored to the reign of Order.

Across the realms legends are told of the Great Drake, Dracothion, ruler of the Night Sky, Hunter of the Azyrite Cosmos. Long before the first cities were raised, people and beasts alike looked skywards. The righteous marvelled at the beauty and order of the stars, while the wicked despised them, wishing to strike down their loathsome light. Many myths sprang up about those heavens, and how the zodiac god-beasts came to call them home. There dwelt Dracothion, a constellation writ large across the black pall of eternity.

Primitive races across the realms marked the outline of Dracothion amongst the firmament. To prophets or those gifted with witchsight, however, something more than clusters of celestial bodies could be discerned.

The keenest of observers could pick out scales that glinted like stars, or perceive a sinuous shift that sent ripples across the heavens. More tangible evidence of the Great Drake, however, could be seen throughout the realms themselves.

It was during the most intense starfalls that Dracothion's offspring descended from the heavens. These were the Stardrakes – creatures noble of aspect and filled with celestial magic. Although they shared many characteristics with dragons – large reptilian bodies, vast wings and long serpentine necks – the Stardrakes were something altogether different. The beasts shimmered with coruscating energies; one moment they radiated a brilliant light, the next they faded to the colour of the night sky, a flickering

iridescence playing over their dusky scales. It was this celestial energy that gave them mystical powers.

Reclusive creatures, Stardrakes have established scattered strongholds, always choosing the most isolated locations. Most favoured are the realms' highest places, the eldest beasts nestling amidst the peaks of the mightiest mountain ranges. From these lofty perches the Stardrakes hunt the upper aether or bask in starlight. As creatures of celestial magic, they feed upon both flesh and the rays of the firmament itself. With powerful claws and fangs the size of blades, Stardrakes can down even the winged stymphalions or zephyrgriffs in the high atmosphere, or swoop over mountain peaks in pursuit of





quarry the size of a Thundertusk or grigordon. Stardrakes will attack any beast of Chaos upon sight, but will never deign to consume such foul fare. As the offspring of Dracothion, Stardrakes are creatures of Order – the corruptions of Chaos are anathema to them. For those found wanting in purity, Stardrakes can roar forth a devastating thunderhead, or call blazing starfire down from the heavens.

For fierce temperament and savage instincts, few creatures can match the Dracoth. Looming over even the tallest of men, these quadrupedal beasts absorb celestial energies, spitting them out as bolts of crackling lightning. Dracoths hunt in packs, and share their larger relatives' hatred for Chaos. Unlike Stardrakes, however, Dracoths are primarily encountered in the hinterlands of Azyr, with only rare sightings of the creatures in other realms.

The exact connection between Dracoths and Stardrakes is unknown. Some speculate that Dracoths are distant descendants of the Great Drake, but there are some scholars of Azyrheim who contend that Dracoths are Stardrake hatchlings, offspring that will one day return to the Heavens to undergo metamorphosis amongst the stars.

It is known that Stardrakes and Dracoths do not die as do mortal creatures, but are instead reincarnated. Their souls return to the stars, and they are born anew from the breath of Dracothion. However, so tainted has

the aether become by Chaos that the starsoul does not always return to the Heavens, but can remain trapped in the high places of the world.

Highly intelligent, Stardrakes and Dracoths understand the languages of man, duardin and aelf, although they speak exclusively in their own inscrutable tongue. Throughout the ages these celestial creatures did not willingly engage with other races, save only when they were united by a common foe. Once a threat was defeated, alliances were abandoned as the Dracoths or Stardrakes returned to their isolated ways. That changed with the coming of the Stormcast Eternals.

Sigmar called upon the aid of all creatures and gods of Order to aid his greatest endeavour. It was Dracothion who first charged the Anvil of Apotheosis – for while Vulcatrrix's fire burned hotter, it was the magic of the Great Drake's bolt that ensured her flames would burn for eternity. Reading the future, Dracothion saw that Sigmar's warriors would need more. So it was that Dracothion made a pact with Sigmar, claiming that those who proved themselves worthy might form bonds with his own children. Together, immortal man, Dracoth, and Stardrake could stand against even the mightiest of Chaos champions and greater daemons. Although the plan took many years to bear fruit, it had begun. The Stormcast Eternal known as Vandus Hammerhand was the first to tame a Dracoth, and as the beast bowed before him and became his steed, the realms entered a new era of war.

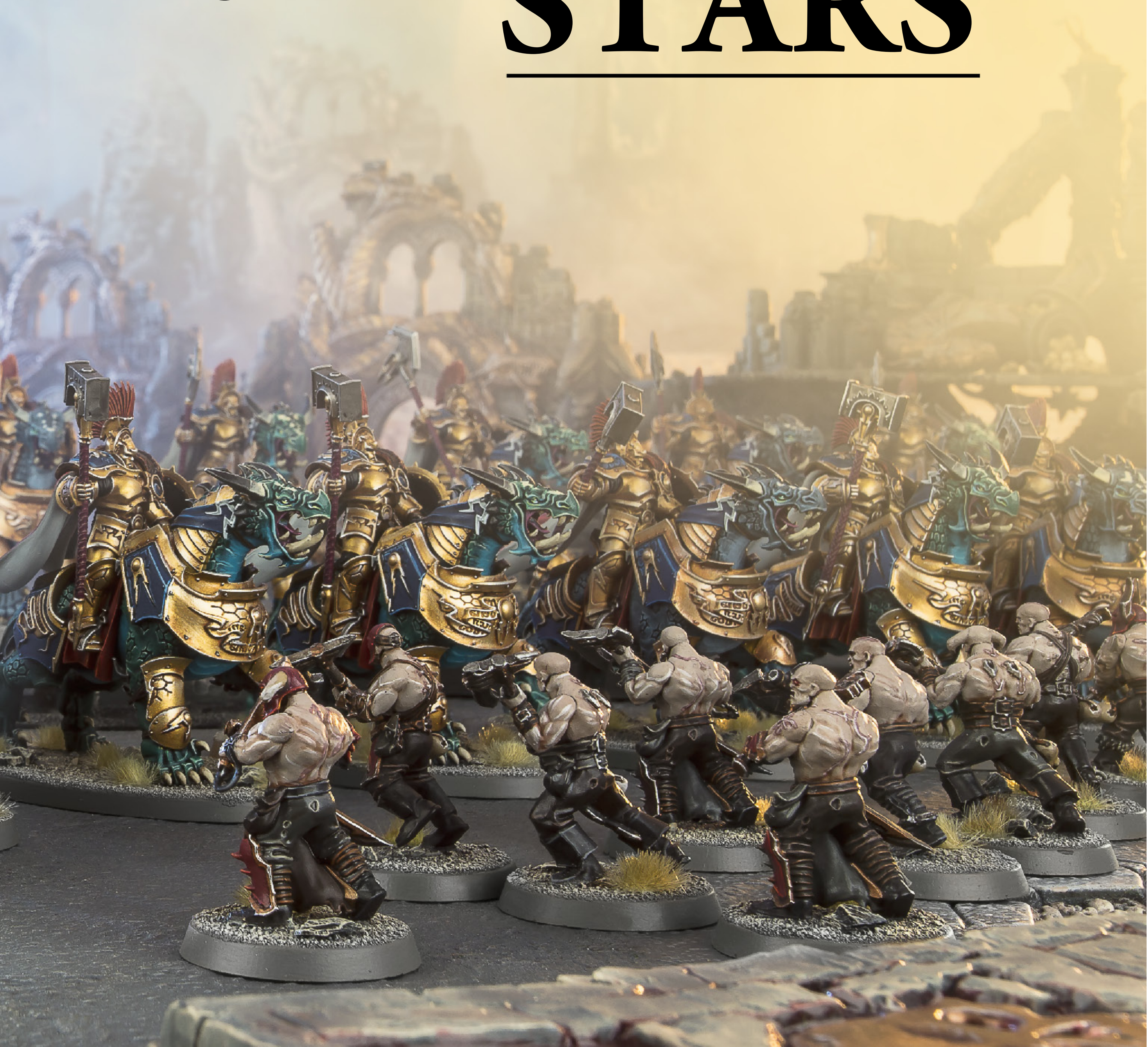








GLORY OF THE STARS





THE EXTREMIS CHAMBERS

Each Extremis Chamber was assembled according to the wishes of Sigmar and Dracothion, organised to provide each Stormhost with a breakthrough force. Those founding decrees have been set in stone upon the stairvaults of each Drakesworn Temple, divine edicts for both man and star-made beast.

All Extremis Chambers are organised in the same manner, each composed of three parts: a Lord-Celestant, Drakesworn Templars, and warriors of the Dracothian Guard. Every Stormhost has at least one of these powerful formations, while some Stormhosts, such as the Hammers of Sigmar, contain even more. While founded upon the same principles, each Extremis Chamber is unique, reflecting individual traits of man and starbeast, as well as the temperament of the Stormhost. For instance, none are as relentless as the Celestial Vindicators, and the most righteous of all are the warriors of the Hallowed Knights.

The most powerful Stormcasts of the Extremis Chambers are their Lord-Celestants. It was they who absorbed the most divine energy upon the Anvil of Apotheosis, and who then succeeded at the Trials of Starwalking when questing to meet the Dracoth packs. Once anointed as a Lord-Celestant, only the Stormhost's Lord-Commander and the God-King himself rank higher.

The Drakesworn Templars are few in number, but each is a mighty champion of his kind. The Templars can fight alone, group together into formidable battalions or act as leaders for retinues of Dracothian Guard. It is the Templars that lead the rites of the Drakesworn Temples, including those of the Warrior Code and Laws of Judgement.

The Dracothian Guard make up the bulk of an Extremis Chamber, and are organised into two divisions: Lightning Echelons and Thunderwave Echelons. Each of these echelons is composed of two types of retinue, armed and trained to fight in a specific manner.





TALTUS STRONGARM, DRACOTHIAN GUARD

As a member of the Hammerhands, Taltus Strongarm was a Retributor under the command of Lord-Celestant Vandus. During the battles of the Igneous Delta, Taltus was cut down by the overwhelming numbers of the Goretide. He remembered felling dozens of the snarling warriors, battering them with sledgehammer blows – but then came pain. The agony of death was soon washed away as Taltus returned to the Heavens. Yet comfort was fleeting; his body was destroyed and his spiritual being subjected to the soul-searing torment of Reforging. This time, however, the process differed. Adrift on the Sea of Stars, Taltus awoke to see something impossibly vast ripple through the blackness. Dracothion had come, and with his breath came yet another beginning. Reborn, Taltus emerged from the vaults more powerful than ever. This time, he absorbed more energies on the Quest of Starfire and tamed a Dracoth during the Trials of Starwalking. Now, Taltus is a Concussor, a Dracothian Guard of the Hammers Draconis.



Imperius awaited judgement on his latest trial, sure that he had failed. Despite his rising concern, the celestial vista had a calming effect. At the lowest gate of Sigmar's Palace, Imperius stood upon the brink of the Sigmarabulum. Nothing in his mortal life had prepared him for the glories of the Heavens. To look upon the stars and multicoloured nebulae of the firmament was a sight he had thought never to behold. His Reforging had been arduous and it seemed never to end, but staring upon such perfection served as a balm to his weary soul. Such respites were brief. Always there were more drills, contests where every warrior strove to best their comrades. Up until the latest venture, Imperius had won every exercise, mastered every feat. Confident to the point of arrogance, this current failure had shaken him, as did the waiting.

Imperius and his peers had just returned from the lands below, from the Boralis mountain range. There, every aspirant had partaken in the Trials of Starwalking – each warrior had set off on his own, attempting to find hidden pathways that led from the freezing peaks into the lower Heavens. Imperius learned later that many failed to find the path, and others were turned aside by strange

encounters. Imperius had navigated the ethereal trail, soon finding himself surrounded by zephyr spirits that whispered promises, or winged beasts that assailed him. Doubtless they were the reason many aspirants returned empty-handed from that quest. Those that pressed on found Dracoth packs, having been deemed worthy enough to tame one of the enormous mounts. They were, it seemed, fated for some greater purpose. Imperius heard the strange calls of the Dracoths, but did not find any. His only discovery was a small, glowing sphere that he still held in his hand. Although the fist clenched around the gem was mailed in sigmarite, he still felt the orb's radiation – a feeling both burning and freezing at the same time. At last, the heaven guard opened the gates, and Imperius was escorted to meet his fate. Every step upwards felt like doom, yet when he passed the final arch and entered the throne room of Sigmar he felt only awe. There, beneath Sigendil, the High Star, Imperius fell to his knees before the almighty presence of the God-King himself.

'Rise, Imperius. Few are deemed worthy enough to find a solargem. I name you Lord-Celestant,' boomed a voice like thunder. 'Now return to the highest stars.'



The elements of an Extremis Chamber first train to fight independently. A lone Drakesworn Templar or a single retinue of Dracothian Guard can turn the tide of battle. However, as powerful as individual factions might be, only when deployed en masse is the true might of an Extremis Chamber revealed.

Cast from the Heavens, the Extremis Chamber arrives upon the battlefield with a thunderclap. Amidst roaring challenges, the Lightning Echelon of the Dracothian Guard are the first to attack. At the fore are the Fulminators, their stormstrike glaives lowered and charged with power. They are the tip of the spear, their role to penetrate the enemy’s heart. The crackling energy generated by their weapons offers protection to themselves and those that

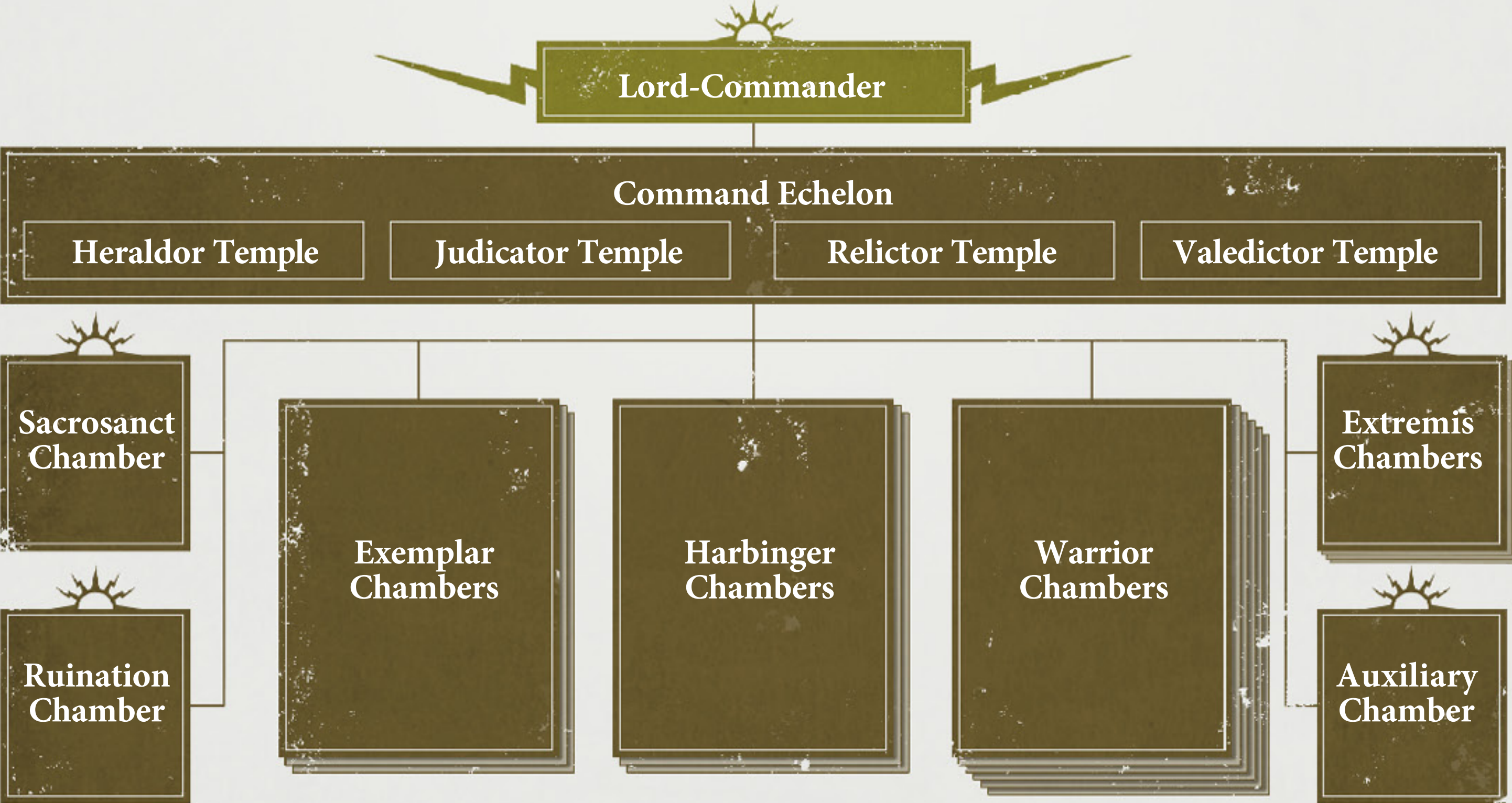
follow. Immediately behind the initial assault comes the second half of the Lightning Echelon, the Tempestors. With their volleystorm crossbows, they fire ahead to weaken the enemy and shoot down any that might hinder the advance. The arrival of the Thunderwave Echelon is signalled by the Concussors. Their lightning hammer assault sunders any battle line, ensuring the foe cannot surround the Lightning Echelon and opening the way for the killing strike. The final stage of the attack comes in the form of the Desolators. With sweeps of their thunderaxes, they cleave apart the shattered and bloodied foe.

Landing behind the Dracothian Guard come a trio of Drakesworn Templars. Depending upon need, the winged

Stardrakes can launch swooping strikes to support their smaller kindred, either assaulting together or separating to smash the enemy centre and flanks simultaneously. Amassing their celestial power, the Drakesworn Templars can unleash a surge of energy like the blast of an exploding star, which can heal brethren or slay foes.

The Lord-Celestant’s primary role is to direct the warriors under his command, lending his sword-arm only where it is most needed. His weapon is the Extremis Chamber itself – one he has honed to martial perfection in the brutal training exercises of the Gladitorium. Through his leadership, the might of immortal man works in glorious harmony with the star-charged power of Dracothion’s children.

STORMCAST ETERNAL STORMHOST





LORD-CELESTANT

DRAKESWORN TEMPLE

Drakesworn Templar

Drakesworn Templar

Drakesworn Templar

DRACOTHIAN GUARD

LIGHTNING ECHELON

Dracothian Guard Tempestors

Dracothian Guard Tempestors

Dracothian Guard Fulminators

Dracothian Guard Fulminators

THUNDERWAVE ECHELON

Dracothian Guard Desolators

Dracothian Guard Desolators

Dracothian Guard Concussors

Dracothian Guard Concussors



DRAKENSWORN TEMPLARS

The combination of a Stardrake – a powerfully magical creature of the Heavens – and one of the most skilled fighters of the Stormcast Eternals creates a Drakesworn Templar. These knights of Azyr are celestial judgement made manifest, who exact Sigmar’s vengeance on the deadliest enemies of Order.

A lone Drakesworn Templar can sunder an enemy’s battle line or stave in an entire flank of an army. Propelled by mighty wingbeats, the Stardrake hurtles into the foe, striking with impact enough to splinter hell-forged armour. The Stardrake’s claws rip through steel, raking down whole ranks of victims, while powerful jaws deliver a bite that can shear through a gargant’s leg with ease. From atop his saddle, the Stormcast Eternal swings his lightning-wreathed weapon to smite all about him. When all of an Extremis Chamber’s Drakesworn Templars ride to war, they can level enemy strongholds or devastate entire armies.

All Drakesworn Templar aspirants attempt the Trials of Starwalking. Many return empty-handed, haunted by what they have seen, but some of the bravest encounter Dracoths.

A smaller percentage still are deemed worthy enough to find a solargem – nothing less than a Stardrake’s soul. Once, before the coming of Chaos, that newborn star material would return to the heavens to be reincarnated into a newly formed body. Since the great corruption, however, the souls often become trapped in the lower Heavens. They are protected by enchantments; only the most noble can see a solargem, and only those blessed with divinity can touch such purity. Even other Stormcast Eternals hold Drakesworn Templars in awe, recognising them as mystically pure beings and great champions of Order.

By returning a solargem to the heavens, a Stormcast Eternal forges a bond with a child of Dracothion, much as Sigmar and the Great Drake did in the Age of Myth. Stardrakes are no mere steeds of

war, but an ancient race older and wiser than mankind. Seeing the collapse of reason and the growing menace of Chaos, the Stardrakes wish to do their part to restore the balance of Order, and thus do the celestial creatures willingly join Sigmar’s crusade. After a series of bonding rituals, Stormcast Eternal and immortal starbeast form a rapport – a union of minds where each instinctively understands the will of the other. Together, they seek not only revenge for the wreckage wrought upon the realms, but justice, for the Laws of Order demand that the guilty must be judged.

When not actively campaigning, the Templars and Stardrakes maintain their Stormhost’s Drakesworn Temple – the great star dome where their Extremis Chamber train and worship together.

There was great wisdom in Sigmar and Dracothion’s decision to pair man and starbeast.

The bonding of the two races was to have deeper ramifications beyond simply creating a powerful battlefield formation. As ancient as the first stars, the Stardrakes were unrivalled in wisdom, matchless in righteous reason. Everything witnessed by those celestial creatures was theirs to judge. For ages before mankind first crawled forth from the primordial seas, the Stardrakes upheld the Laws of Order. The coming

of Chaos was abhorrent to the noble star-beasts, an execrated evil that had to be abolished. Yet time and again their purest reason was defeated. Here, the children of Dracothion could learn from the fledgling race of mankind. Passion. Faith. Their sheer stubbornness and unyielding will in the face of the most hopeless odds. There was a spirit and vitality in humanity – traits magnified a hundredfold in Sigmar’s Stormcast Eternals. Together, man and starbeast might triumph where all others had failed.





DRACOTHIAN GUARD

The Dracothian Guard are formed of four distinct types of retinue, composed into two echelons. Striking in successive waves, the Dracothian Guard hit swift and hard, for every immortal man and celestially empowered beast is selected, equipped, and trained for a specific battlefield role.

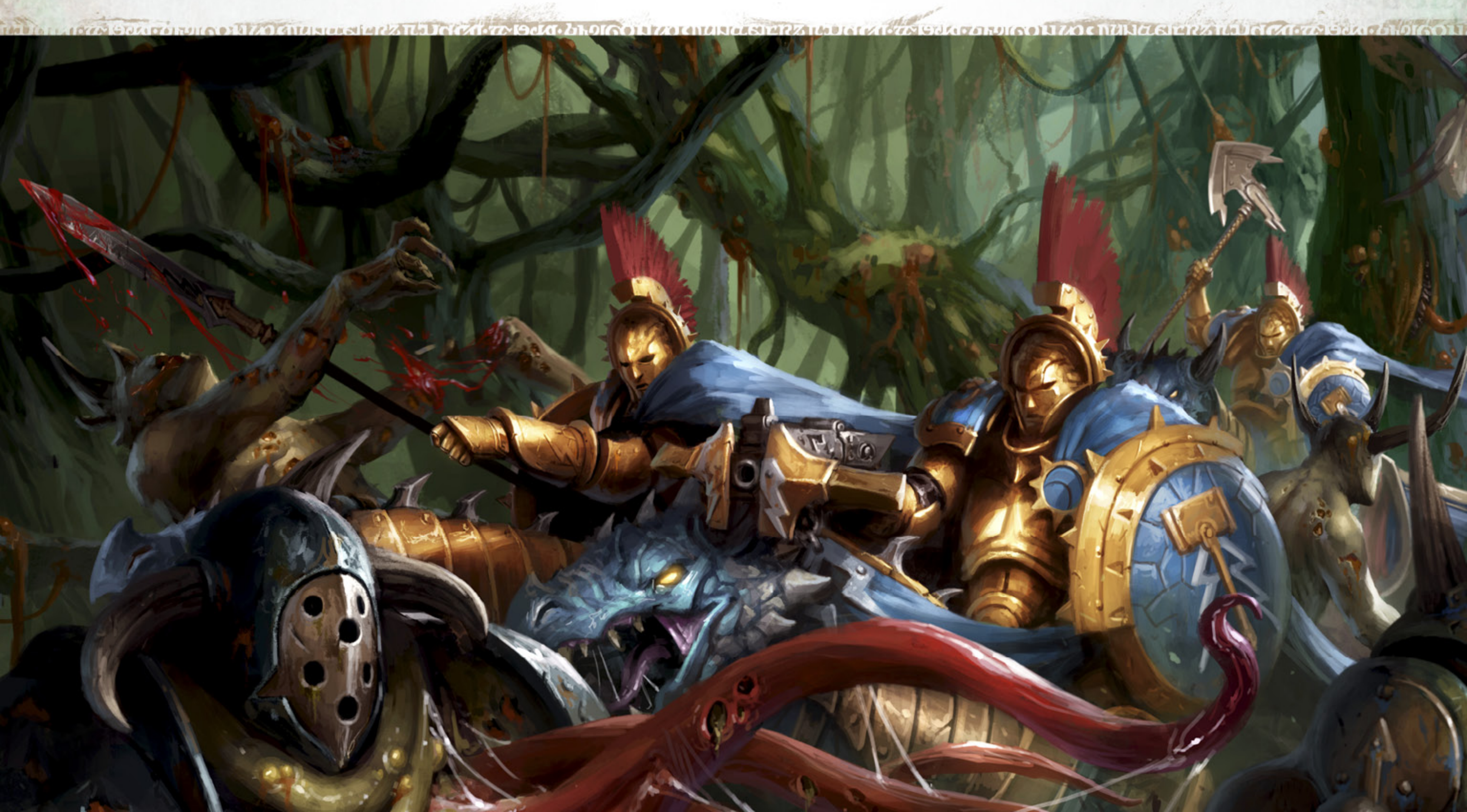
The fighting heart of the Extremis Chamber is composed of the Dracothian Guard – heavily armoured knights mounted atop thickly muscled reptilian beasts, who fulfil the role of the Stormcast Eternals’ shock cavalry. Their charge is a battering ram, a destructive wedge that can splinter apart enemy armies in a wave of claws, crackling weapons and celestial bolts.

Like the elder Stardrakes, the Dracoths too seek to restore Order. However, Dracoths are far less patient than their larger kin, being much more apt to charge into battle at the nearest opportunity. Such a temperament

is fitting, for those Stormcasts who succeed in the Trials of Starwalking are also, invariably, the boldest and bravest of their kind. Together, rider and beast are eager to seek out the foe and exact bloody vengeance upon them.

The retinue and echelon to which a Dracoth or Stormcast Eternal is assigned to within the Dracothian Guard depends upon their skills and individual traits. The most aggressive of all are destined to be Fulminators – the tip of the spear and the first to lead the Lightning Echelon into combat. No matter the odds, these individuals seek the enemy as soon as possible. Only the

best marksmen become Tempestors, and the Dracoths selected for those retinues are the most quick-witted. It is their task to manoeuvre into position while their rider aims and fires, every movement a balance between lining up the best angles of fire while maintaining proximity to the magical protection offered by the stormstrike glaives of the Fulminators. Of all the Dracothian Guard, it is these retinues that are most likely to fight in a fluid style – responding to targets of opportunity, or peeling off to counter threats to the Guard’s flanks. Such adaptability requires the most independent-minded Dracoths.

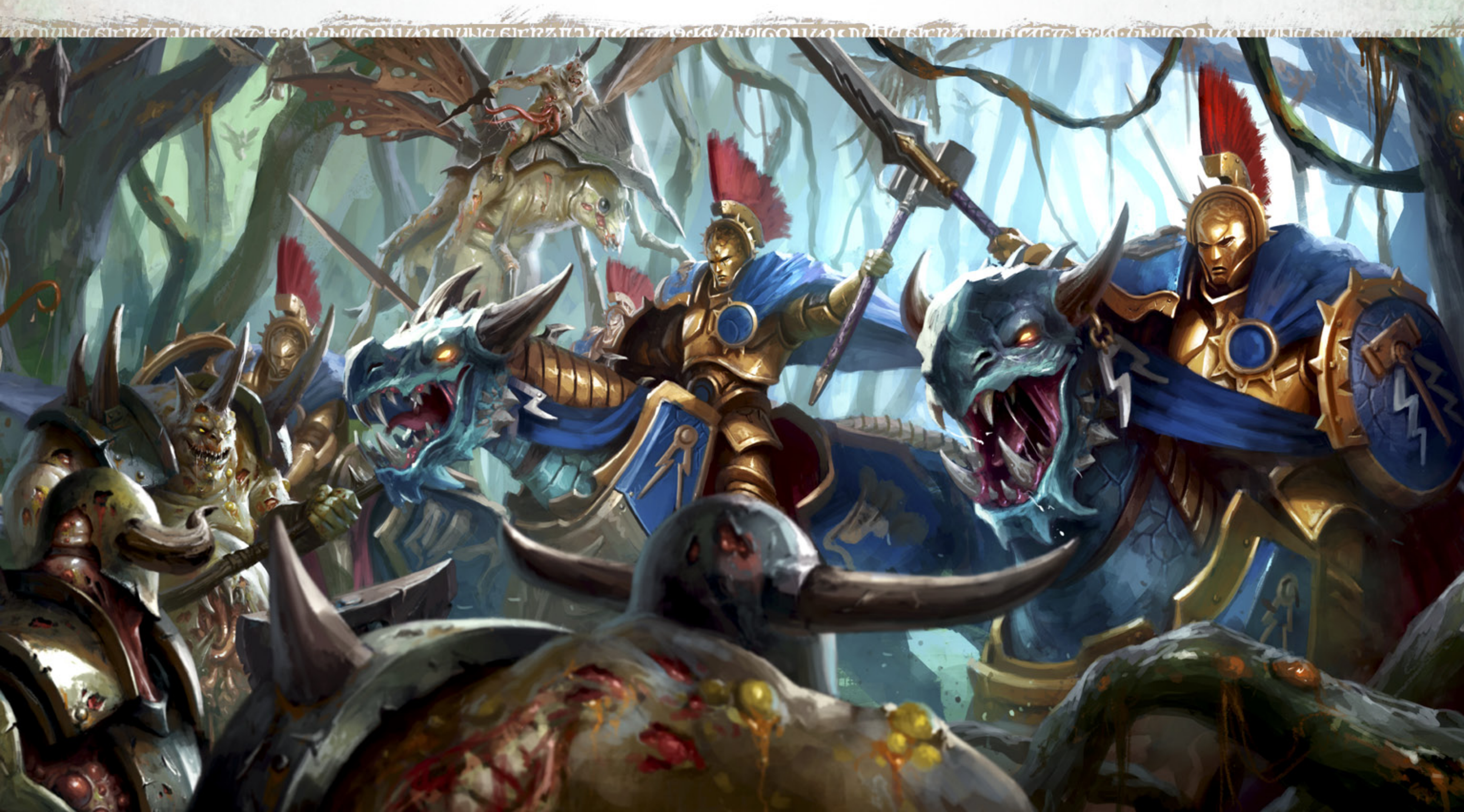




The first retinues of the Thunderwave echelon are the Concussors. Their riders and beasts alike are chosen for strength and brawling ability, for it is the savage shock of their attack that sets up the enemy for the ultimate strike. Merciless are those in the retinues that follow, for it is their duty to finish off the foe. All of them. The Stormcast Eternals and Dracoths that become Desolators are uncompromising, utterly committed to exacting total retribution. Theirs is the final judgement.

Once assigned to a retinue, a Dracothian Guard does not change role. However, each time they are Reforged, Stormcasts from the Paladin Conclaves must take the Trials of Starwalking. Some warriors that fail in their first venture succeed in later tests. Thus have some Paladins left their old retinues after taming a Dracoth, instead joining the Extremis Chamber.

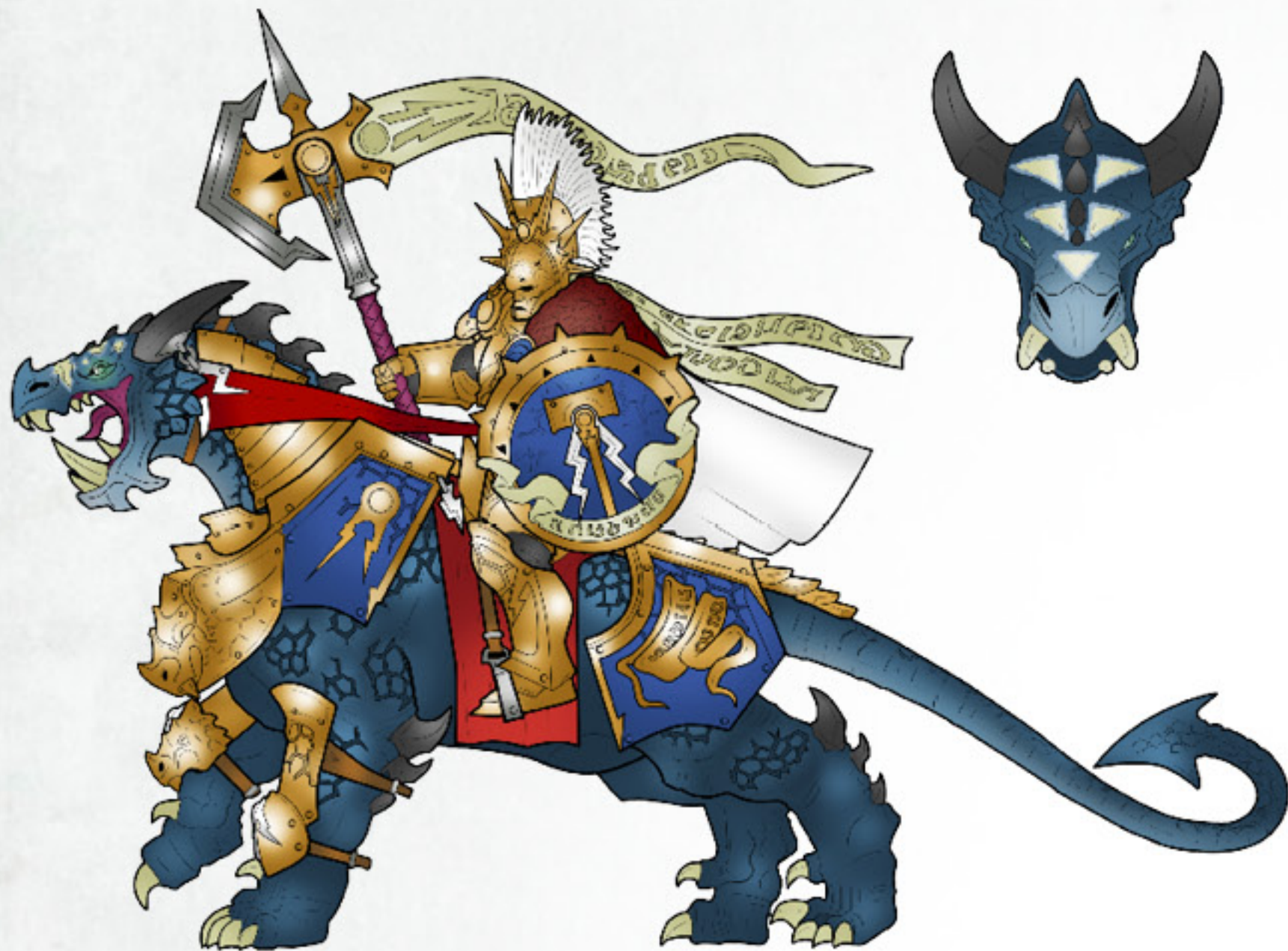
Warlord Khast was a disciple of war, his mind bent solely upon conquest. He had risen from foot soldier to warband leader to commander of the Bloodskulls partly because of his matchless martial skill, but largely because he had never lost a battle. It was said that Khast could smell upon the wind the precise moment to release his Wrathmongers, or where best to herd his Khorgoraths. His enemies had attempted every gambit, but all were crushed in turn. So when Warlord Khast looked upon the dragon army that formed out of lightning strikes, he felt no fear, only curiosity. Here was something new to kill. The reptilian cavalry were too few to menace his legion. Khast respected their temerity, but not their sense. It would be child's play to envelop their charge, crushing their flanks. Yet within moments, it was Khast who was scrambling. The initial onset of the demi-drake cavalry carved a hole through his battle line. His reserves were countered, met with a hail of fire from the second line of foes. Even as his troops attempted to hold, enormous winged dragons arrived, timing the eldritch shock wave of their landing with the impact of their second cavalry line. It was too quick, too coordinated. Such a thing had never happened before, but Khast recognised that he had been outmanoeuvred. Only raw savagery might grasp victory now. Bellowing his blood-cry, Khast hefted his axe even as the scintillating shadow of a celestial dragon fell across him. So was Khast judged, and found wanting.



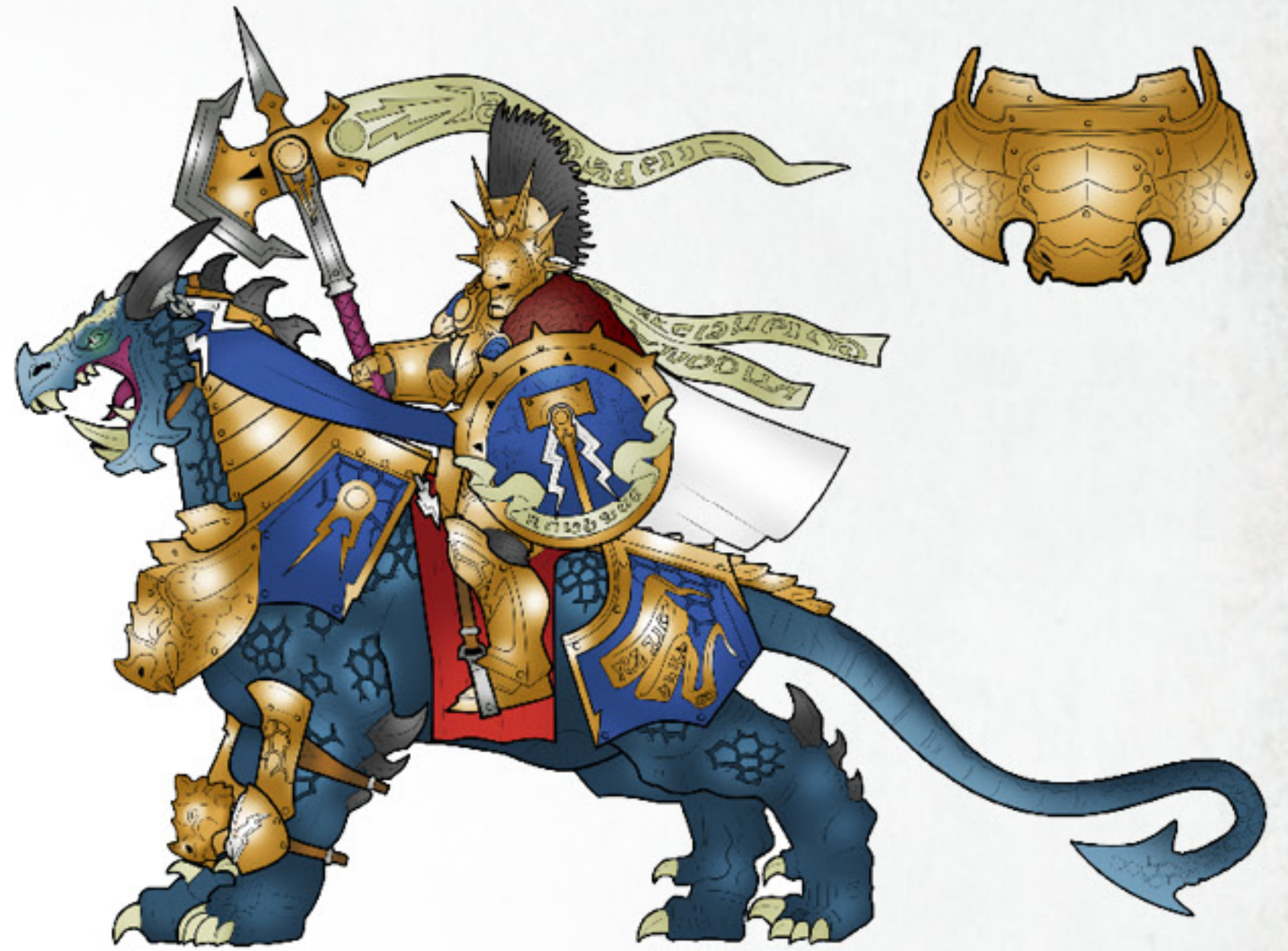


HAMMERS OF SIGMAR

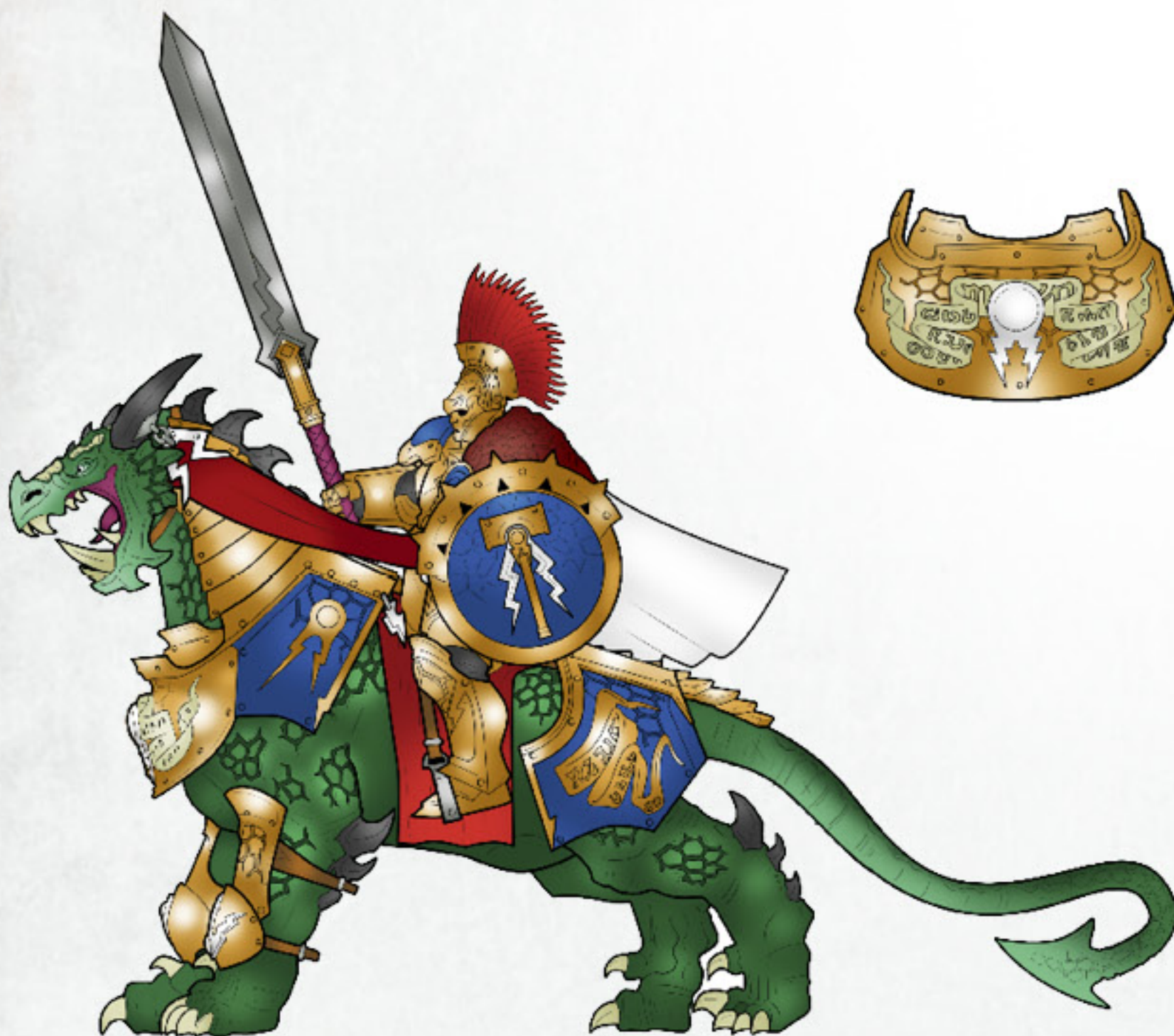
No Stormhost has more Extremis Chambers than the Hammers of Sigmar. These pages present examples of the markings and regalia that differentiate each of the many retinues and chambers.



A Lord-Celestant can be identified by his bespoke helm and shield. His chamber is marked by the colour of his plume, in this case the Heavenwrought.



With a plume of black, this Lord-Celestant can be recognised as the leader of the Hammerclaws Extremis Chamber. He bears an ornate thunderaxe.



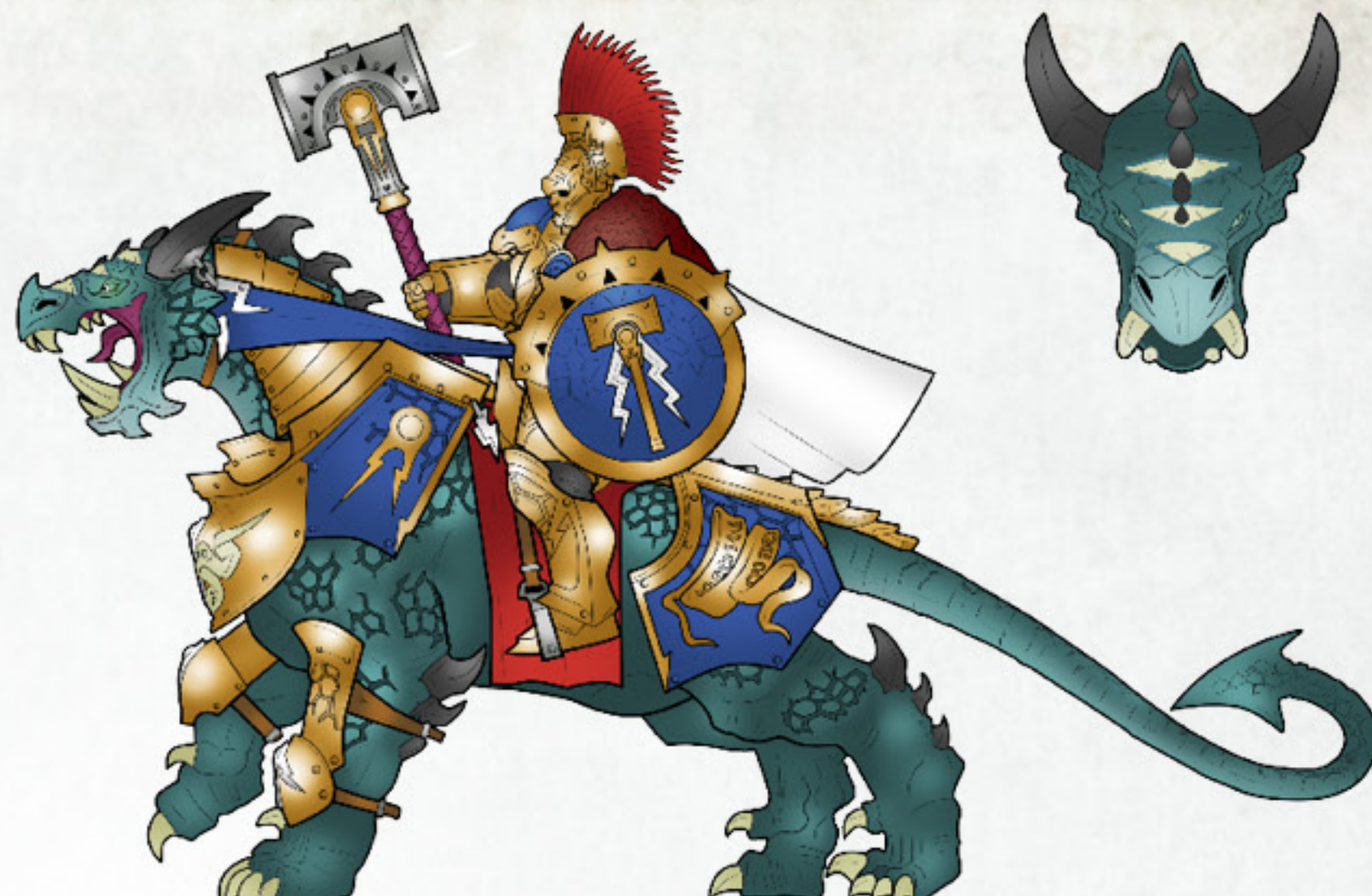
As seen on this Fulminator's mount, the colouration of Dracoths can differ, denoting age, habitat or ancestry. Some retinues contain only Dracoths of the same colour.



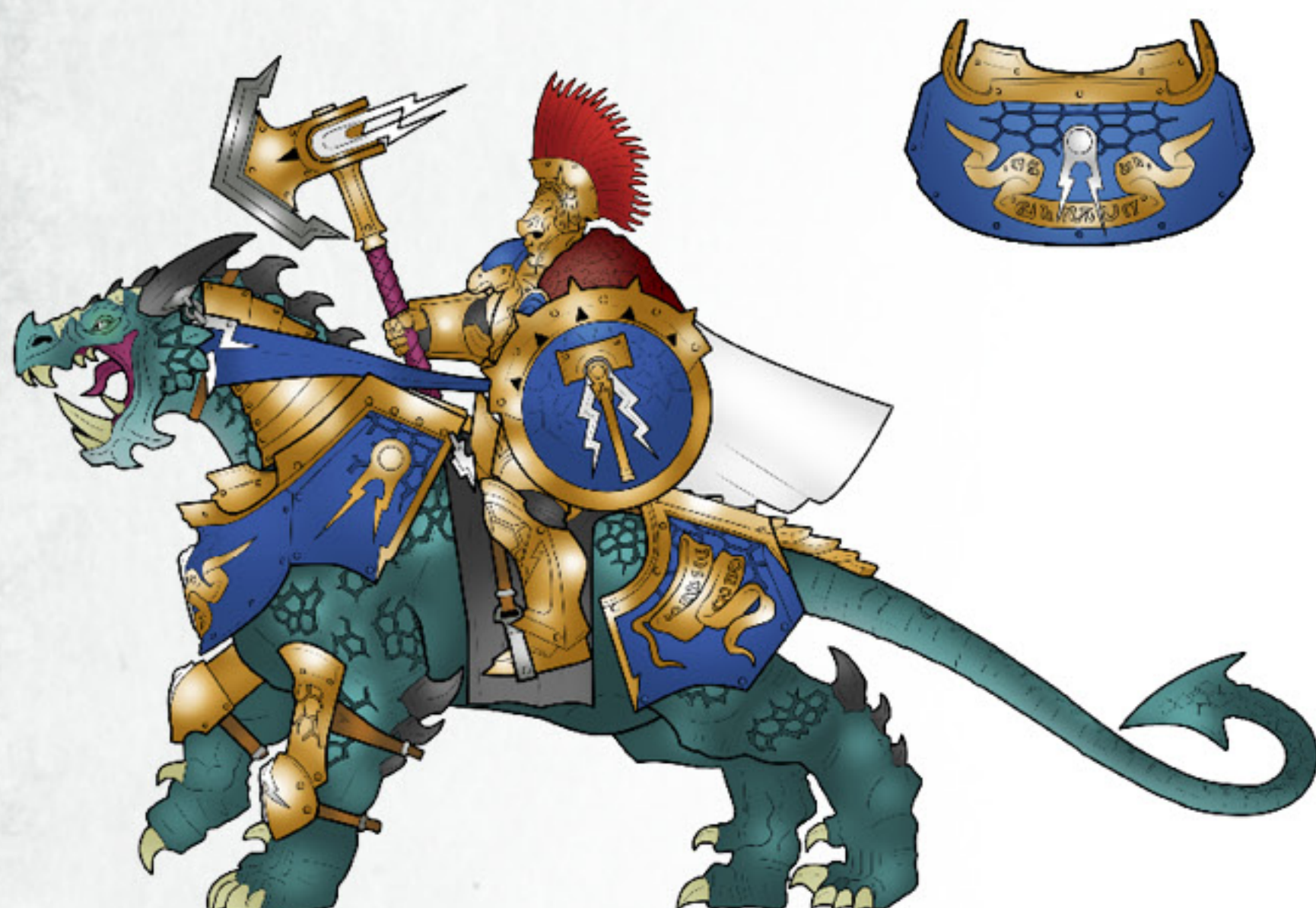
This Fulminator boasts reins of red – an honour badge awarded to those warriors that fought in the first glorious battle of the Hammers Draconis.



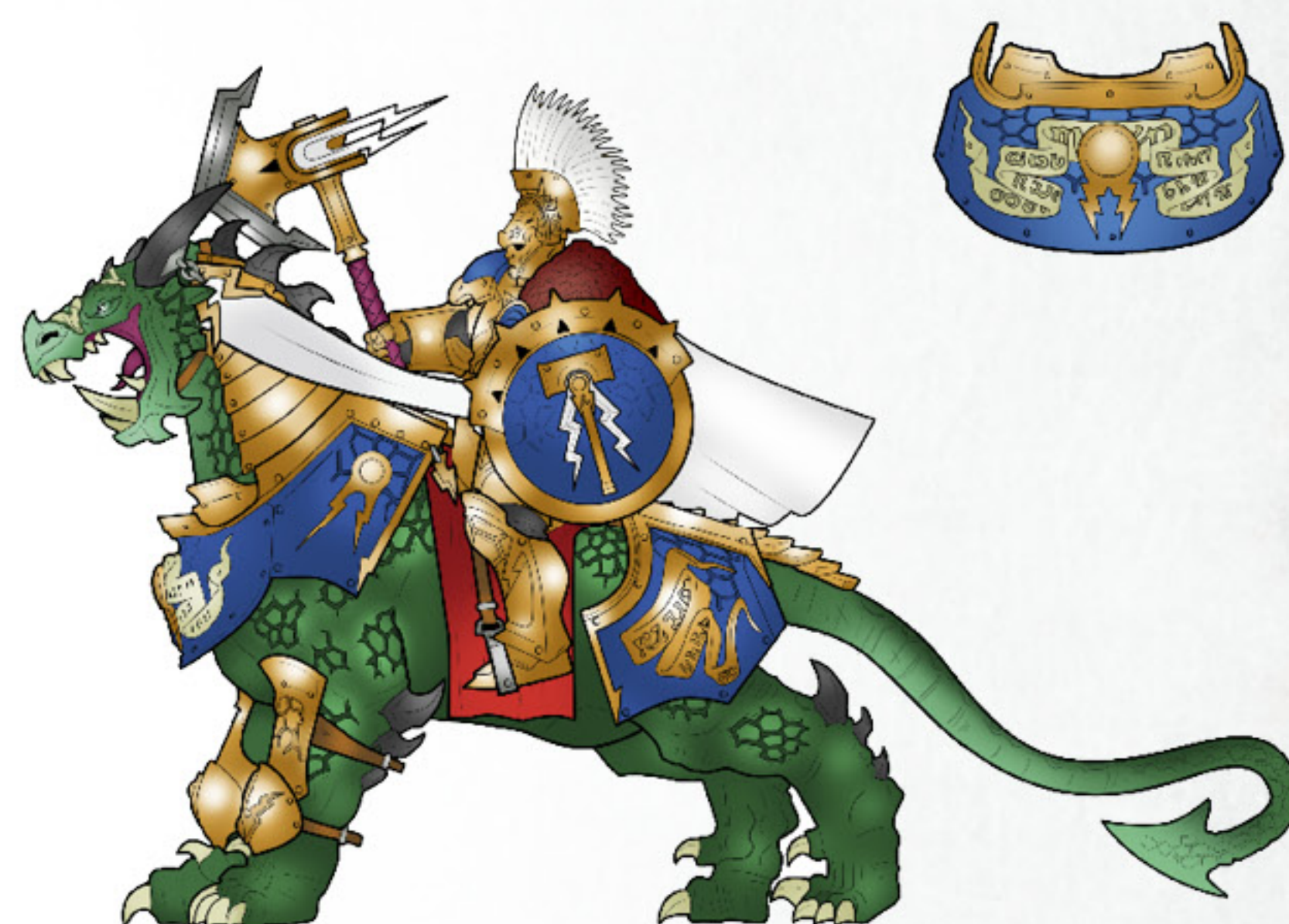
A Concussor of the Hammerclaws. His retinue wear cloaks formed from the skins of great beasts slain during the cleansing of Azyr.



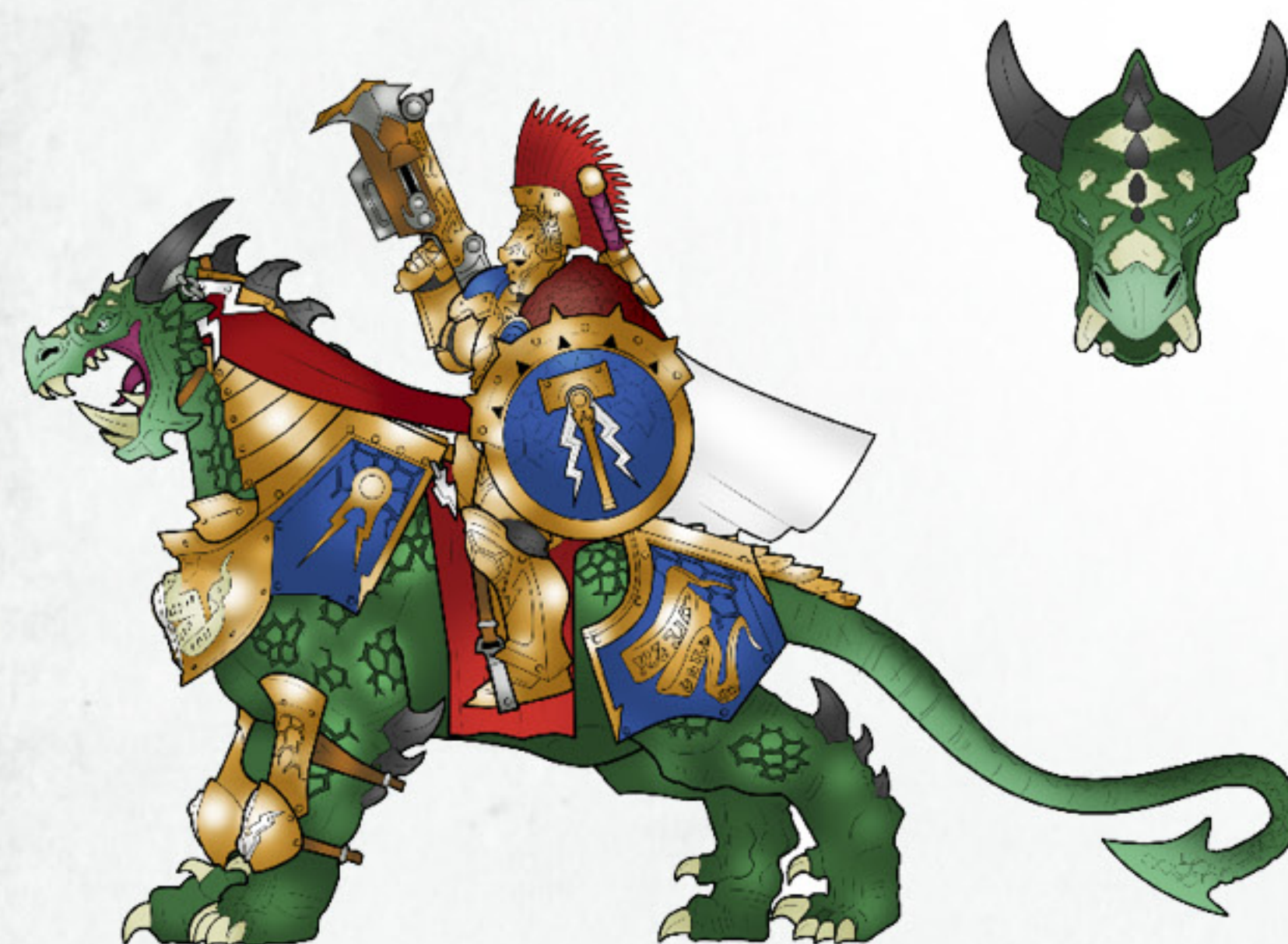
Concussor of the Hammers Draconis. His Dracoth bears distinctive head markings and a breastplate of golden sigmarite adorned with an honour scroll.



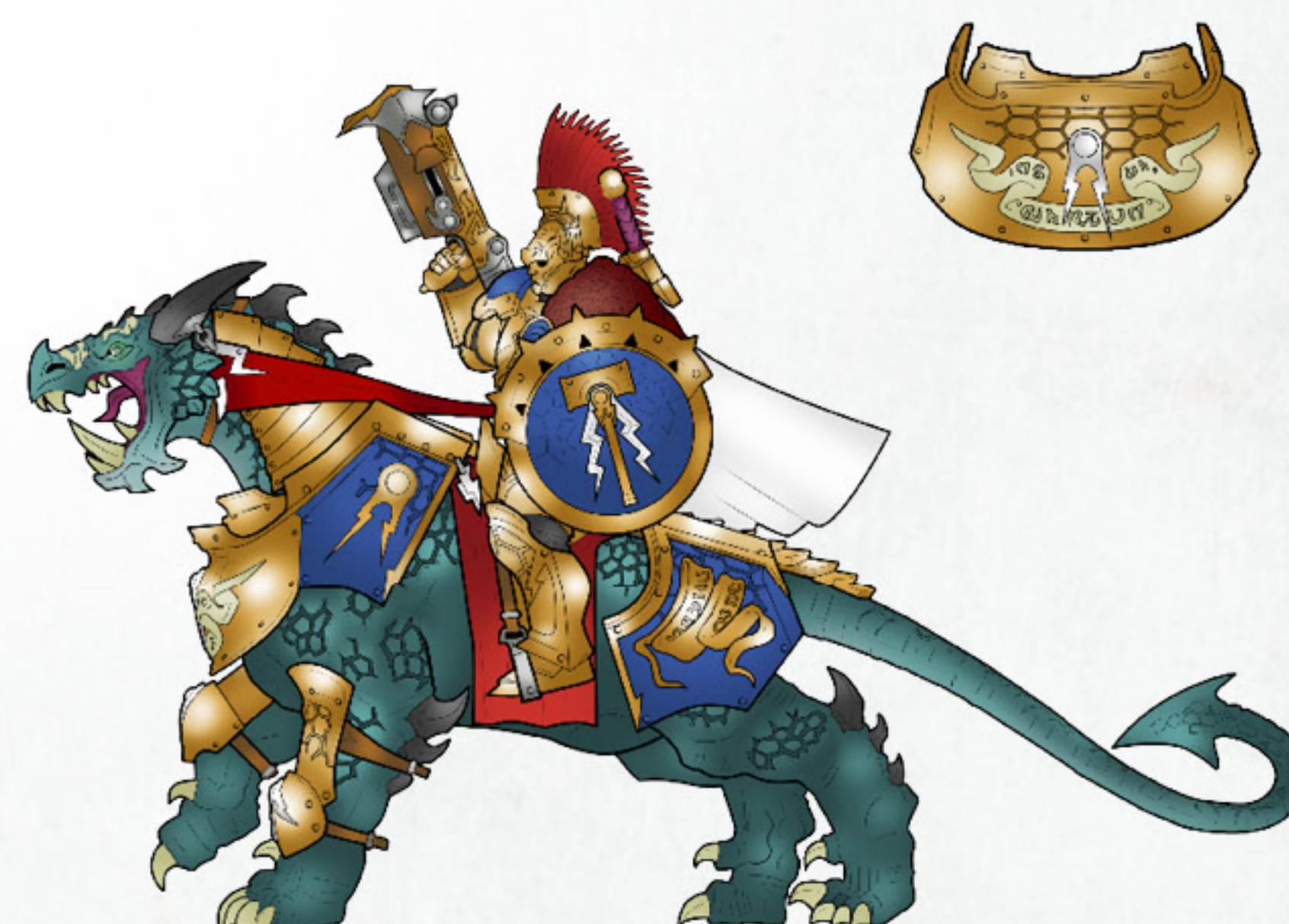
A Desolator of the Hammers Draconis. His retinue display distinctive black saddle cloths.



Here is seen a Desolator from the Heavenwrought. His white reins are an honour marking.



Note the markings upon this Tempestor's Dracoth. It is common for the eldest and most revered of these star creatures to bear such elaborate patterns.

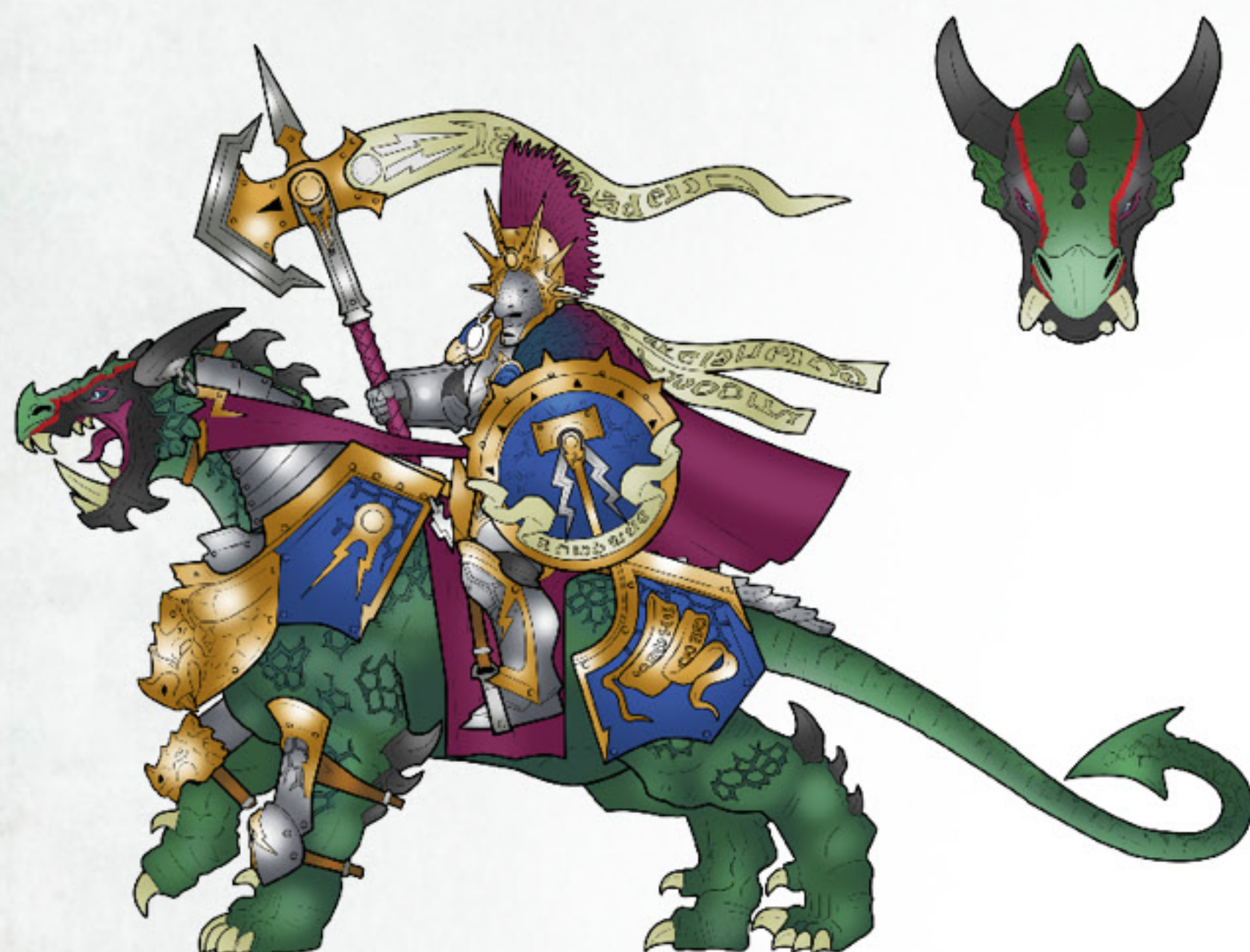


Although in the same retinue as the previous Tempestor, this warrior's mount is darker of hue and bears a different pattern of facial markings.

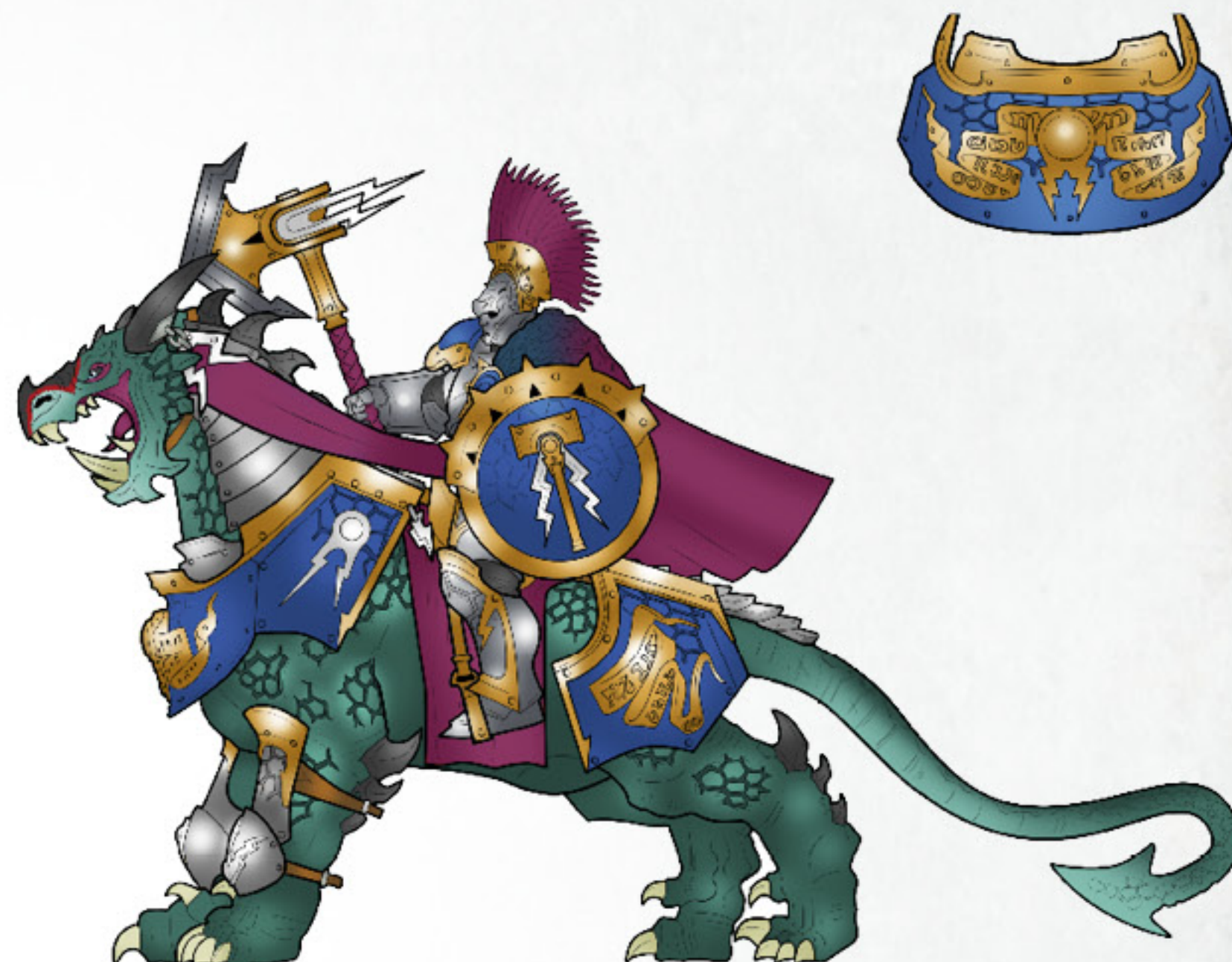


HERALDRY OF THE HEAVENS

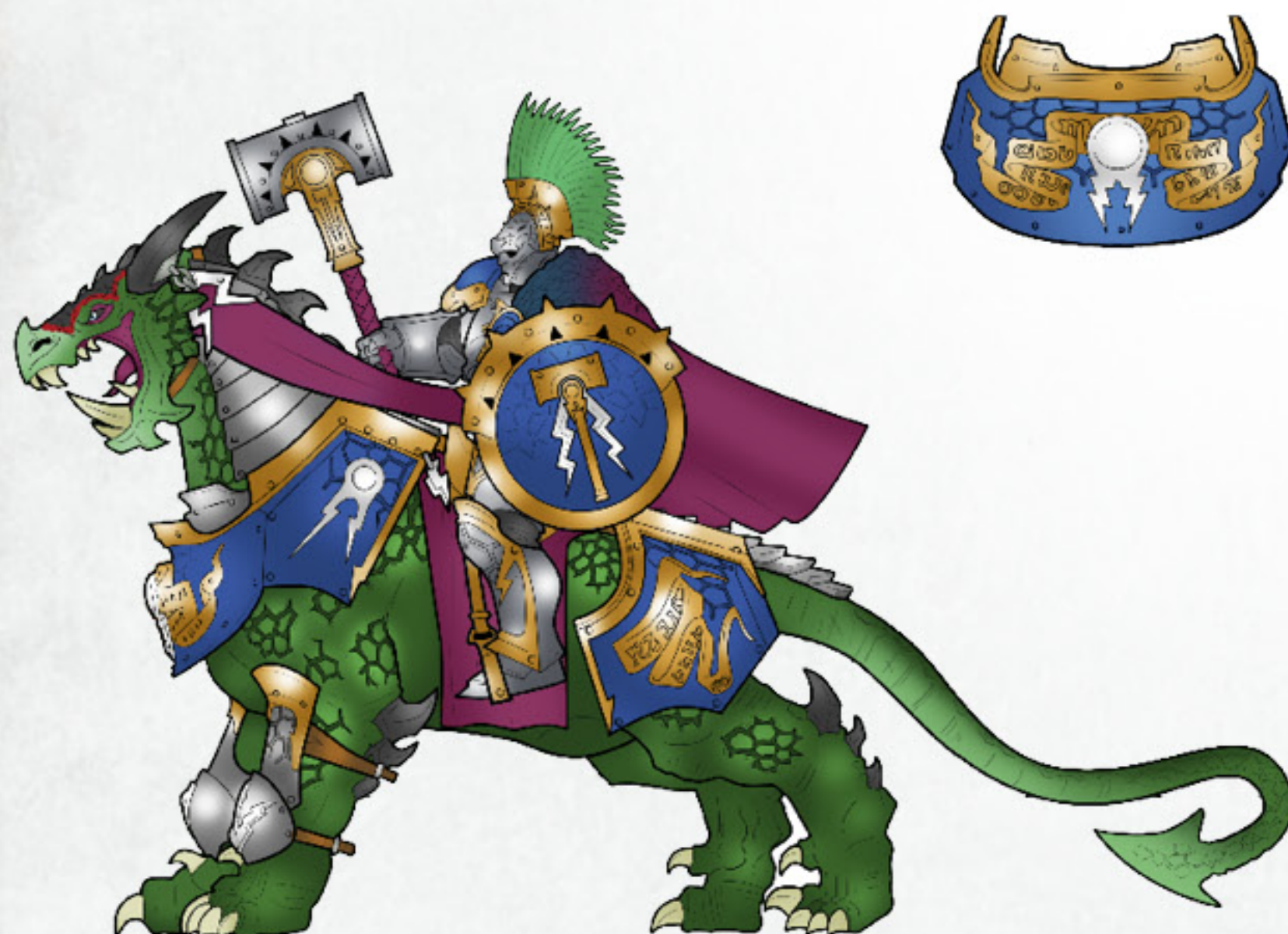
Each Stormhost has its own colours and markings. Here you can find examples of the regalia of some of the formations that have thus far taken part in the battles to reclaim the Mortal Realms.



Lord-Celestant of the Hallowed Knights. His purple plume marks him as the leader of the Chamber Resplendent and his Dracoth's golden breastplate honours this rank.



Here is seen a Desolator from the Chamber Resplendent. His mount's red facial markings identify many of the Dracoths of the chamber, although their patterns vary.



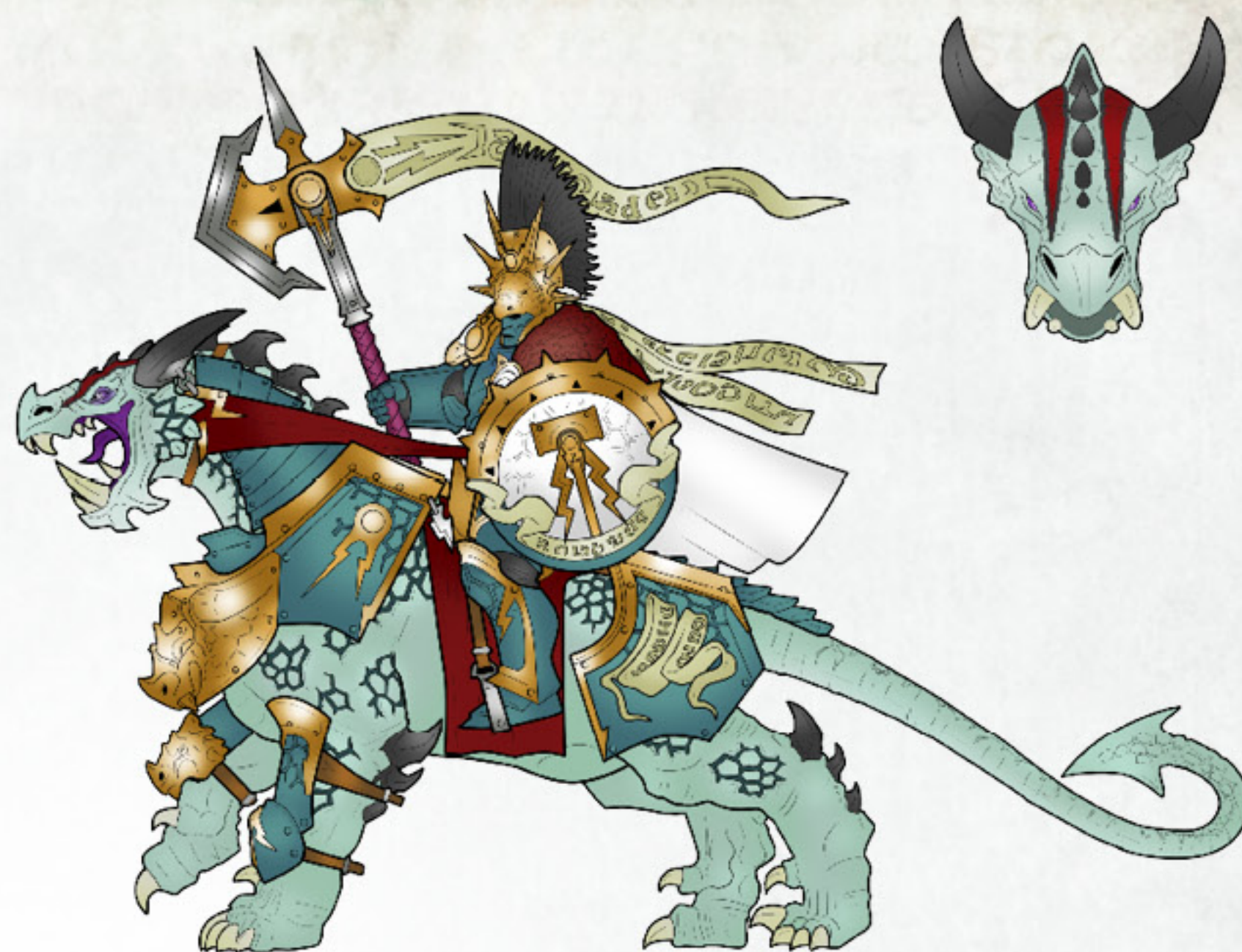
A Concussor of the Purifiers Extremis Chamber, who are distinguished by their green plumes. His retinue all sport white comet-markings on their barding.



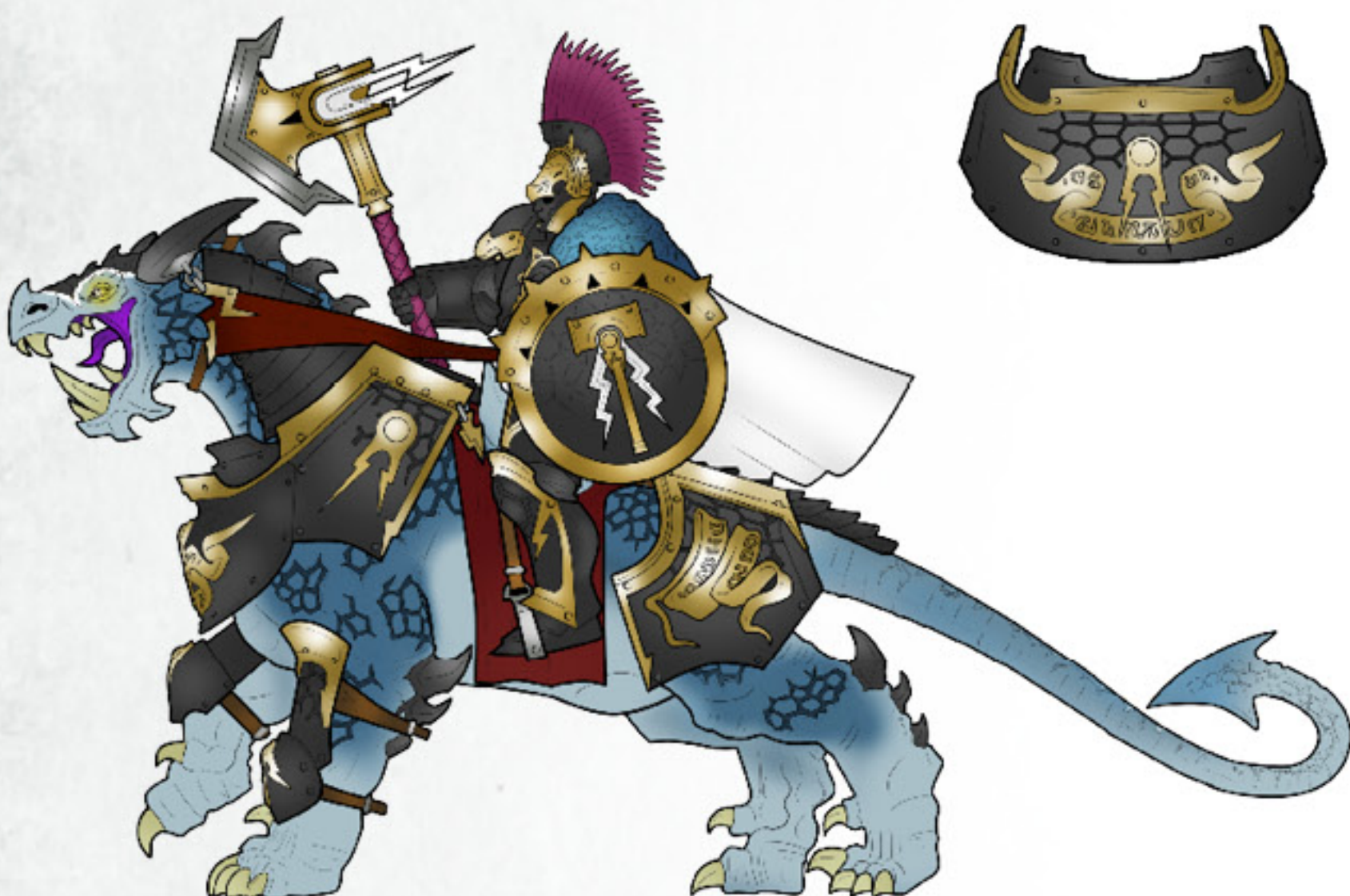
A Fulminator of the Purifiers chamber. As a member of the Lightning Echelon, this warrior's shield bears silver lightning; white bolts denote the Thunderwave Echelon.



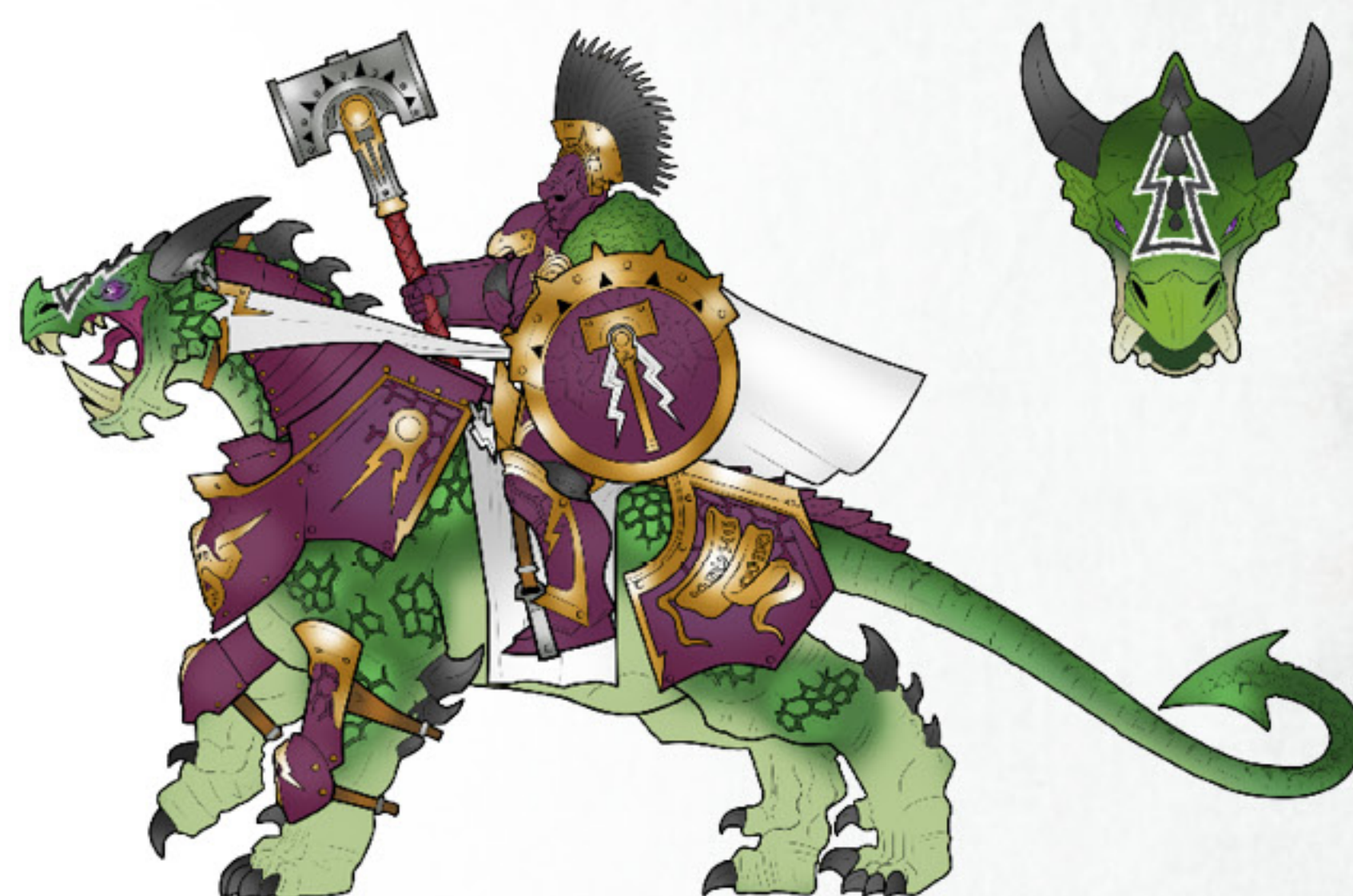
Bearing a stormstrike glaive, this Fulminator comes from the Celestial Vindicators Stormhost, the purple plume denoting the Vendetta Chamber.



A Lord-Celestant of the Celestial Vindicators. Black plumes are worn by all of his chamber – the Foehammers – and blessed pennants mark his high office.



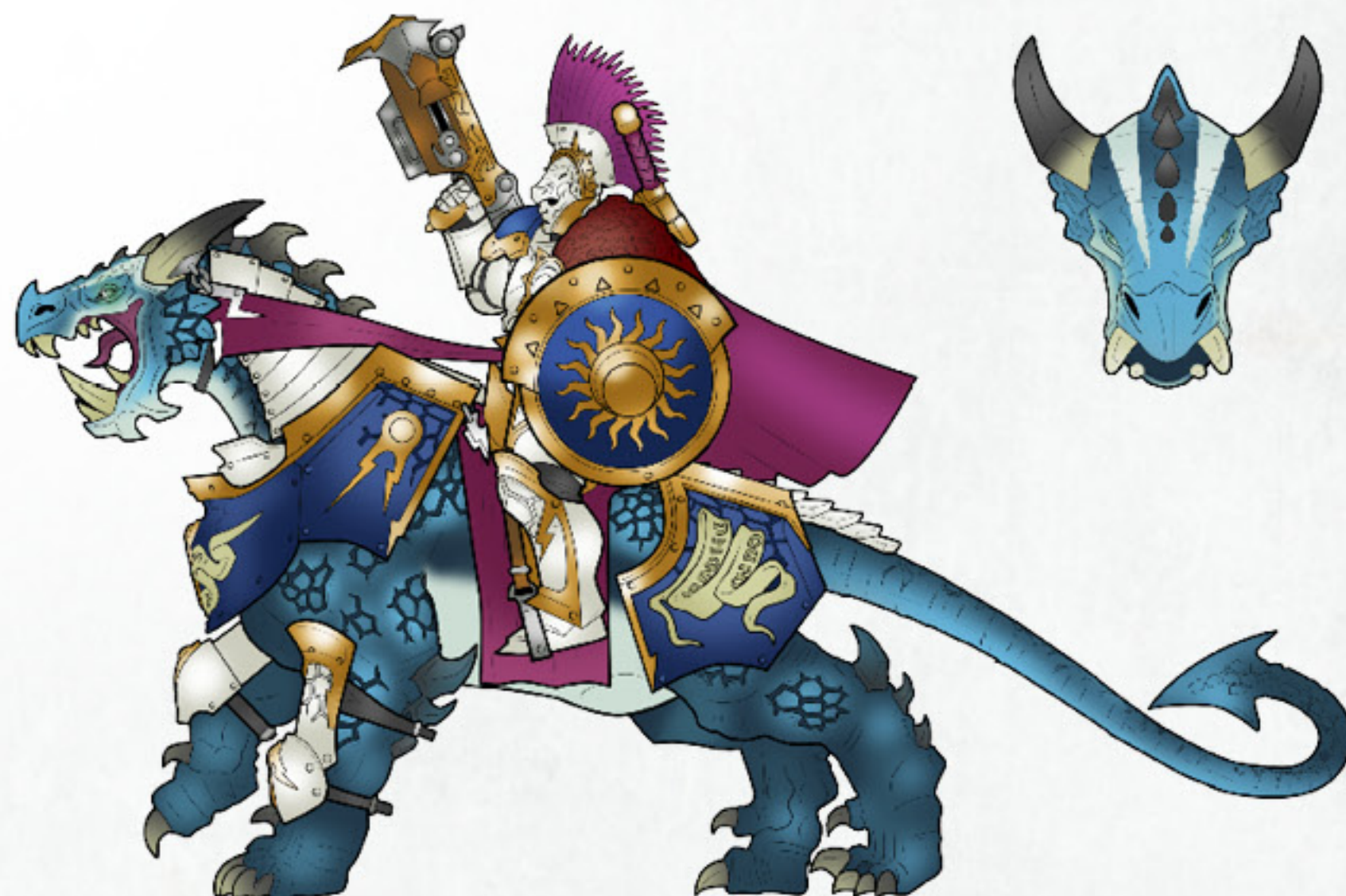
All Dracothian Guard wear scale-patterned armour, as this warrior from the Anvils of the Heldenhammer shows.



A Concussor of the Astral Templars. His retinue's cloaks are partly fashioned from scales shed from their Dracoths.



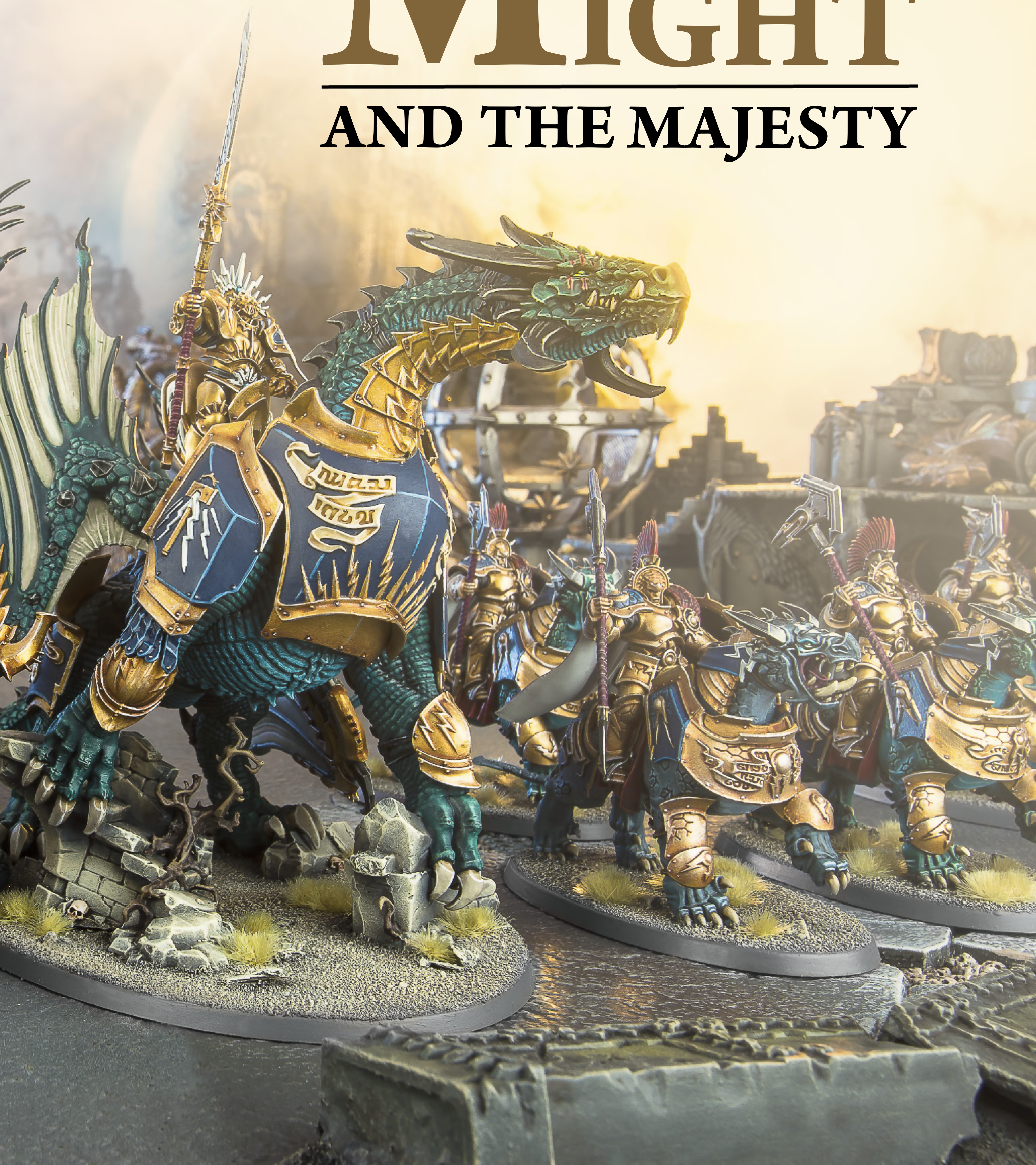
The blue, white and silver armour and the hammer device borne on the shield reveal this to be a Desolator from the Tempest Lords Stormhost, Retribution Seekers Chamber.



The Knights Excelsior wear armour of white and bear the blazing golden sun upon their shields. The purple plume denotes the Honour Implacable chamber.



THE MIGHT AND THE MAJESTY







Tempestors use their volleystorm crossbows to blast a path through their foe.



Dracothian Guard Concussors arrive in support of a retinue of Retributors.











Fulminators lead the Dracothian Guard charge while Drakesworn Templars loom behind.



Led by their Lord-Celestant, Desolators unleash their fury upon the rot-bearing denizens of the Dreglurg Swamps.



Dracothian Guard Concussor



Dracothian Guard Tempestors

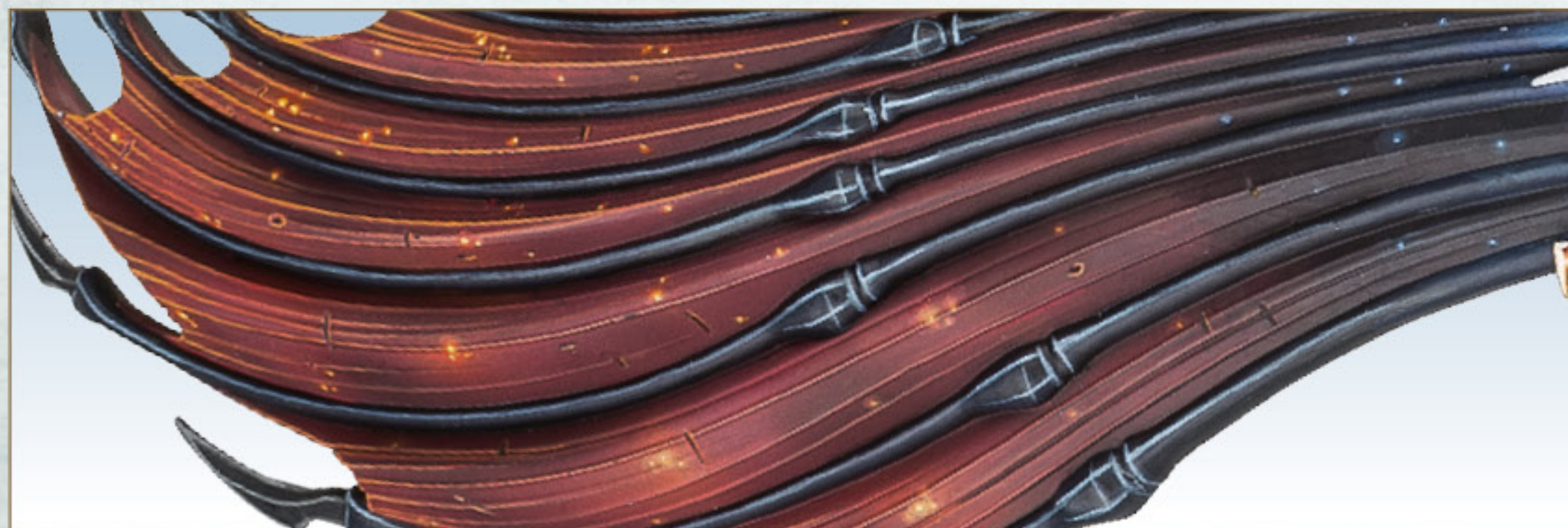


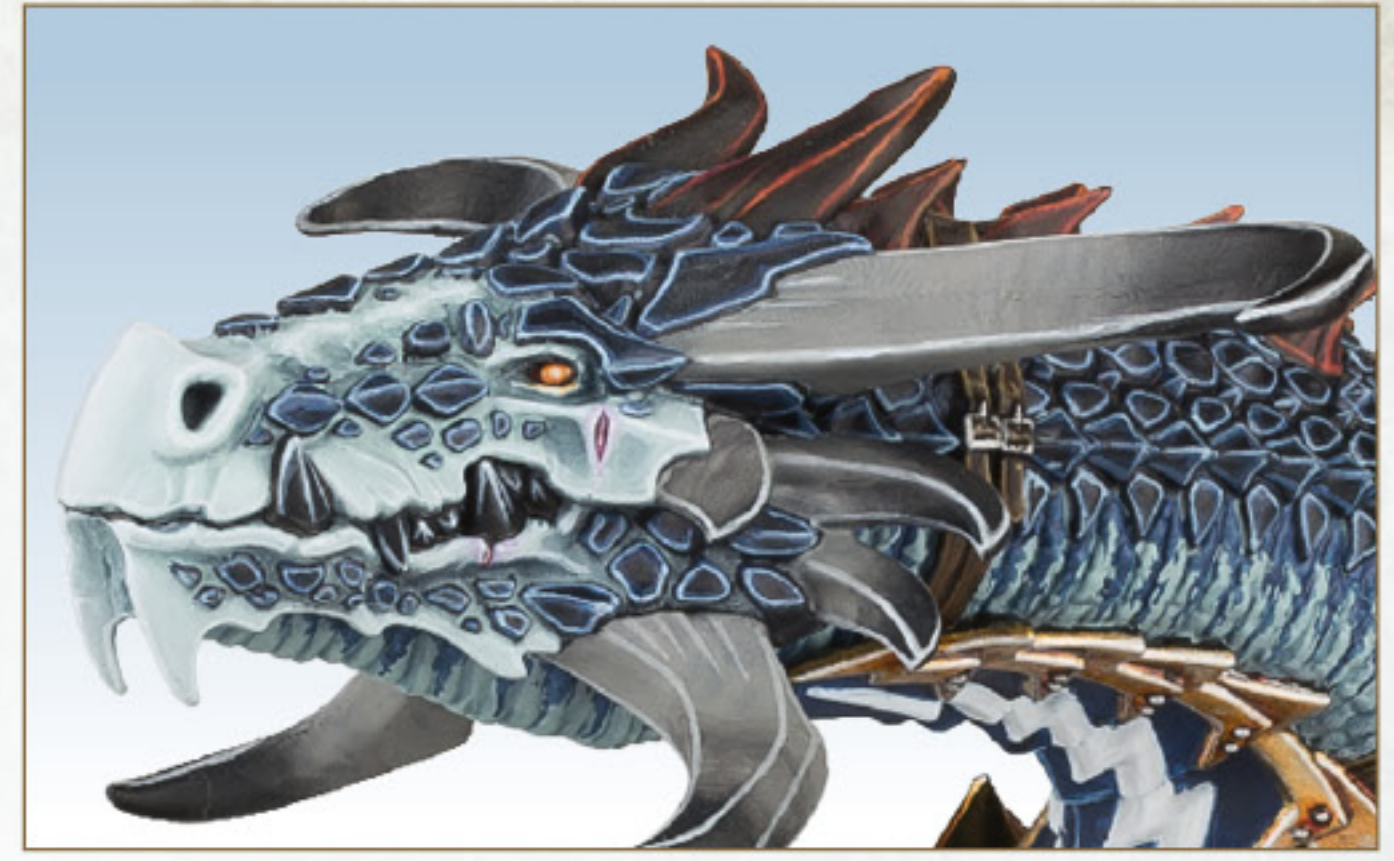
Lord-Celestant on Dracoth

'EAVY METAL



Lord-Celestant on Stardrake

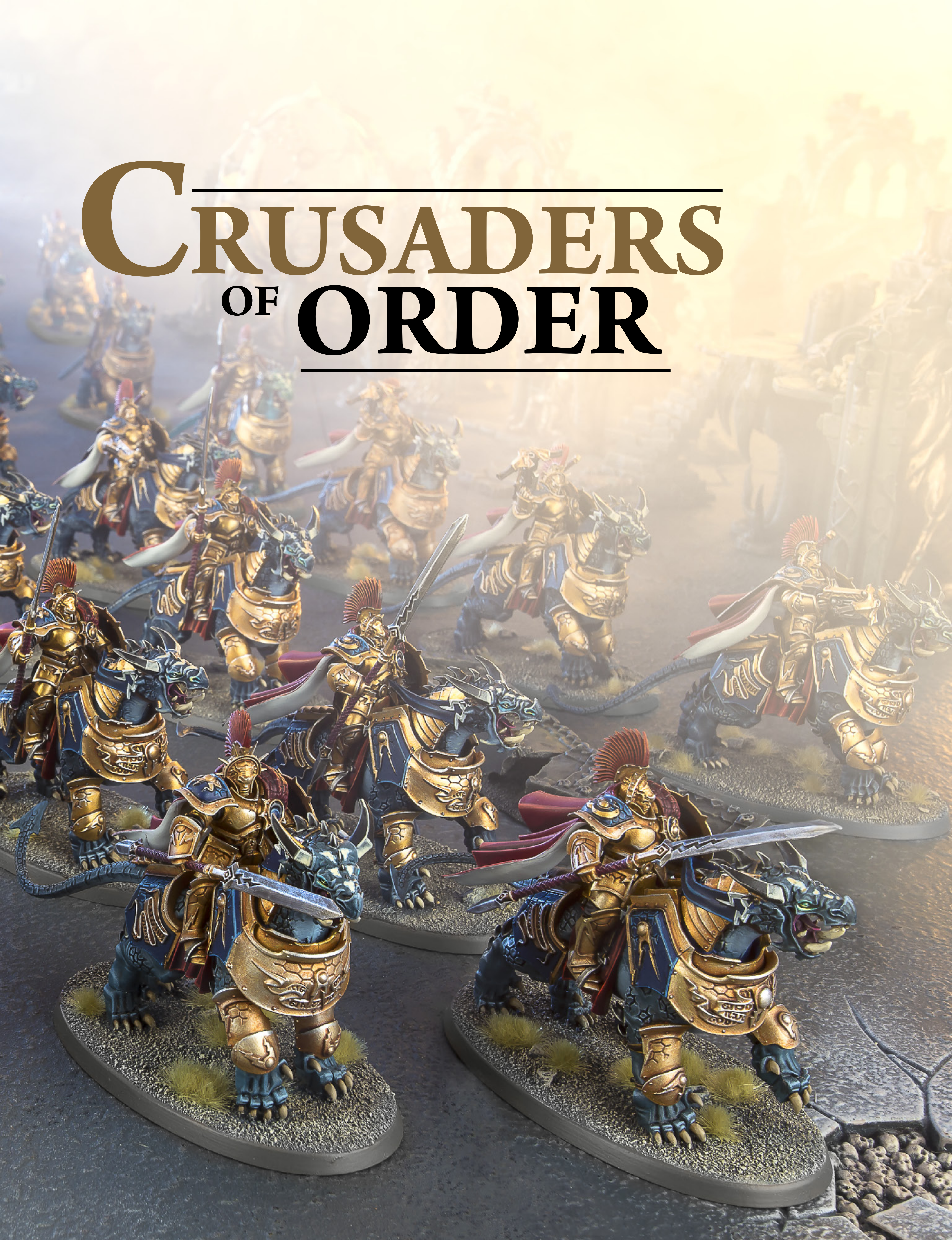




Drakesworn Templar



CRUSADERS OF ORDER





THE REALMGATE WARS

When Sigmar cast the Stormcast Eternals into battle, it heralded the dawn of a new age. All across the Mortal Realms, the God-King challenged the tyrannical rule of the Chaos powers. With thunder and lightning, the Age of Sigmar was begun.

After betrayal, defeat, and the breaking of alliances, Sigmar retreated to the Heavens, sealing all the Gates of Azyr behind him. Without Sigmar's presence, the Mortal Realms were overrun by invading Chaos armies, daemon legions, tunnelling skaven hordes and the brayherds of the beastmen. By controlling the Realmgates – mystical portals that allowed travel between the realms – the minions of Chaos isolated the major kingdoms of the free peoples, grinding them into submission.

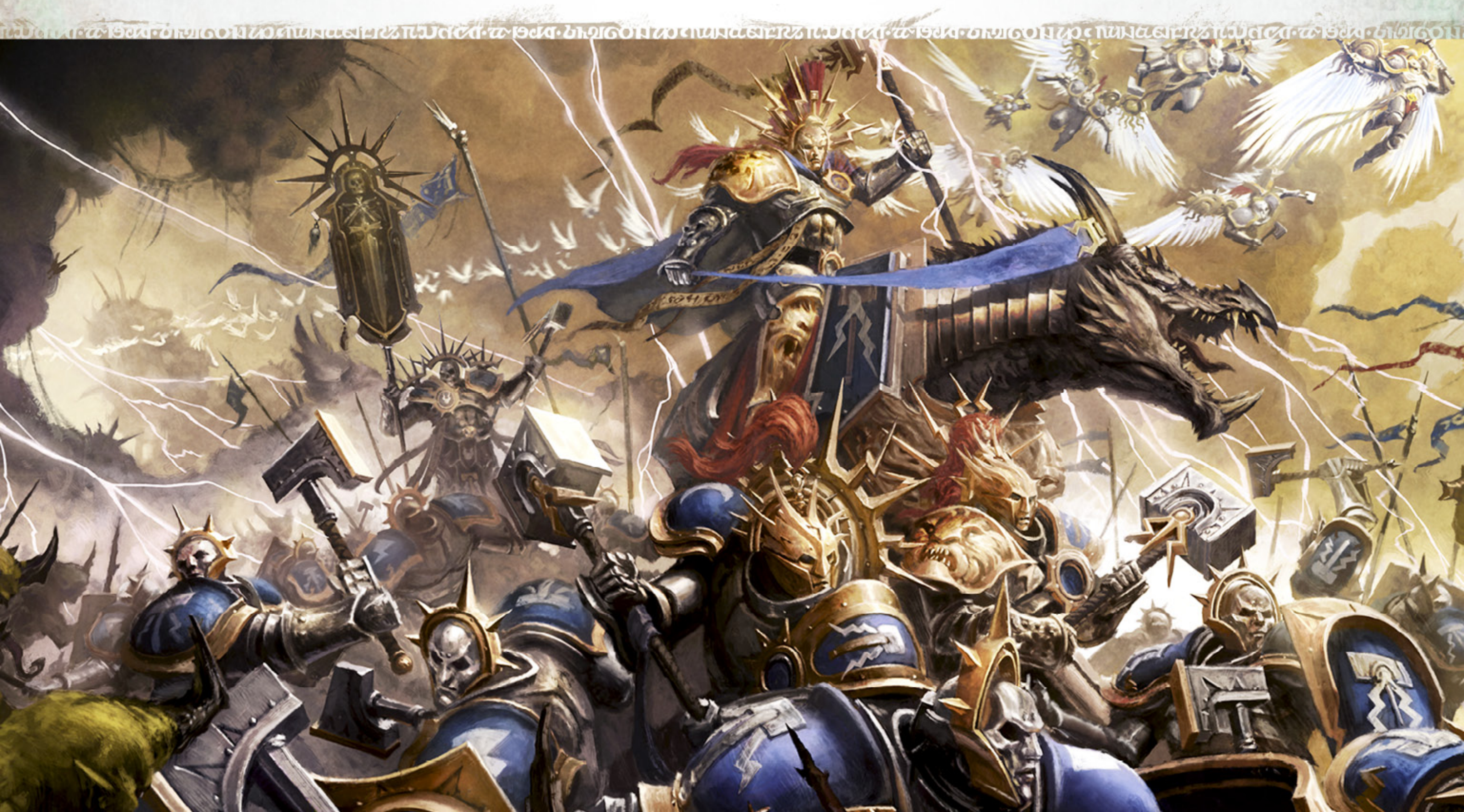
So complete were the triumphs of Chaos that reality began to crumble. Many Realmgates were corrupted,

warping to become pathways to the Realm of Chaos, allowing passage to daemon legions and great influxes of entropic energies.

From his palace, Sigmaron, built atop the artificial ring that encircled the Broken World, the God-King watched the collapse of the Mortal Realms. The Broken World itself was all that survived from Sigmar's first war with the Dark Gods – a metallic core that throbbed with ancient magics. The sight of the ruined world and the continuing terrors were agony for Sigmar, for he was a warrior god, and his retreat to Azyr was not cowardice

but necessity. Sigmar knew he could not achieve victory against Chaos with a mortal army – he needed a stronger force. Thus, in the Heavens of Azyr mortal heroes were alloyed with the gifts of the gods, along with eldritch and technological marvels. So were born the Stormcast Eternals.

While the muster in the Heavens proceeded, corruption spread throughout the Mortal Realms. Civilisations were destroyed, and dispossessed tribes were hunted down or turned so that they worshipped the Dark Gods. The God-King's allies of old were sundered, so that each power





faced the onslaught alone. This was the Red Age, the Age of Chaos. Fearing that if he waited any longer there would be nothing left to save, Sigmar unleashed his armies, hurling the Stormcast Eternals into the Mortal Realms with bolts of lightning.

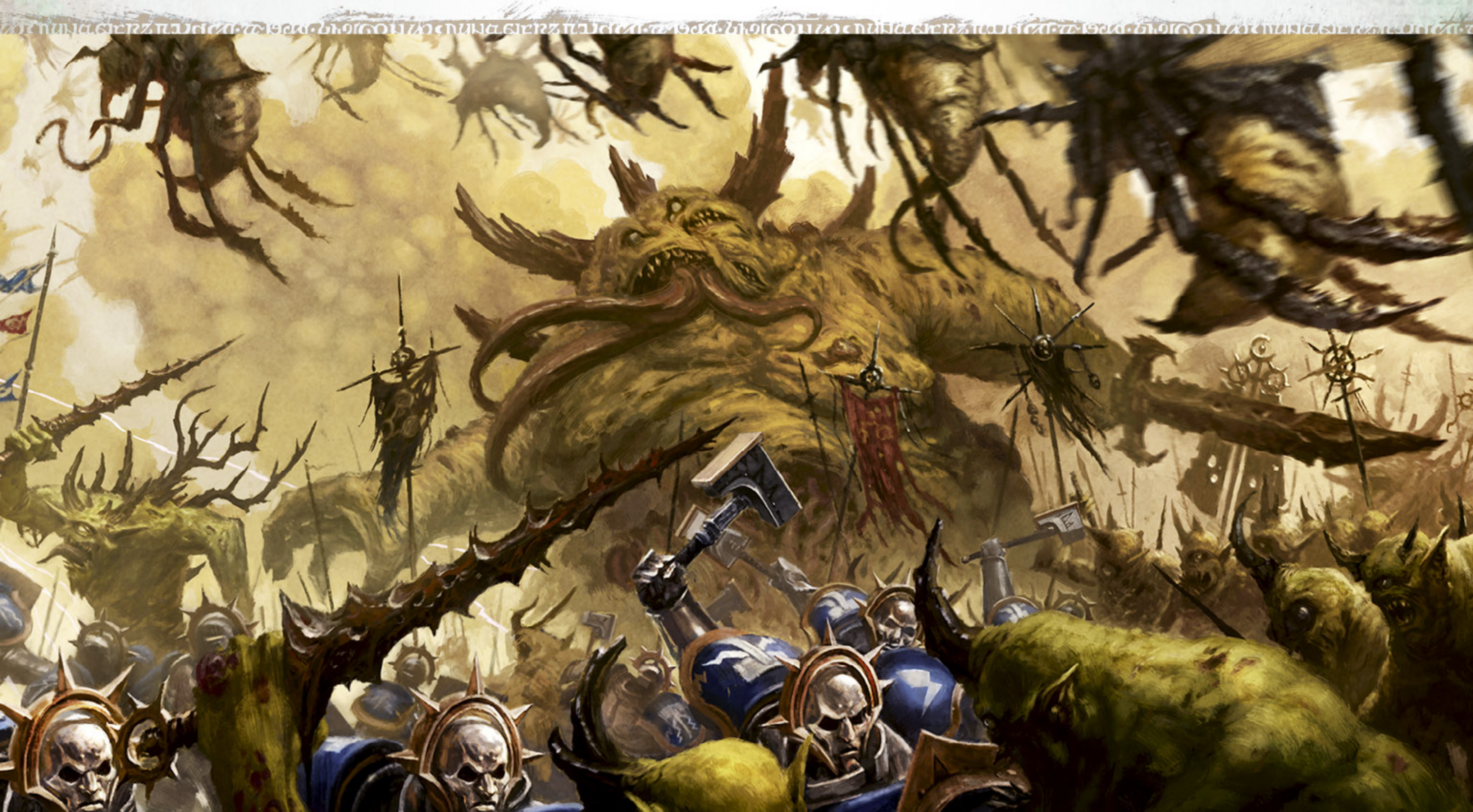
To unlock the mystically sealed Gates of Azyr, the portals needed to be opened from both sides simultaneously. The first Thunderstrike Brotherhoods assailed a hundred Realmgates and more. Even as the hordes of Chaos responded, bringing their overwhelming numbers to bear, many gates to the Heavens were opened, allowing Stormcast reinforcements to march through the portals.

So began the Realmgate Wars, an eruption of escalating battles with the fate of the Mortal Realms hanging in the balance.

Driven by dire forebodings, the Great Drake came down from the stars. Uncoiling, Dracothion descended until he rested over Sigmaron, palace of the God-King. For a time, Sigmar put aside his Reforging and climbed atop the highest stair, his crown scraping Sigendil, the captured star that blazed in the great atrium far above his throne. There, amidst the shining Heavens, the God-King greeted his old friend and companion. Brief was that meeting, but joyous – for there was a soulbond between them, as Dracothion had recognised since first he saved Sigmar from the depths of the void. Not since the Battle Beyond the Stars had they shared each other's company, but this was not the time for feasting or the recounting of deeds of old.

It was with a warning that Dracothion came – the Seer Stars whispered doom, the constellations span sinister, and all the conjunctions were aligned for evil. With his mind bent upon his new war and seeking out allies of old, Sigmar had missed the ominous stirrings of the zodiac god-beasts. It was not too late, Dracothion warned, but plans had to accelerate. With bolts of celestial judgement, Dracothion set alight the domes of each Stormhost's Drakesworn Temples. There was no time to lose; all of the Extremis Chambers were to be readied for immediate war.

Thus was the first of the Extremis Chambers ordered into battle.





THE BATTLE FOR SIGMAR'S GATE

There was one Realmgate that became pivotal not because of its strategic import, but rather because it was the focal point of a divine battle of wills. Both Sigmar and the Blood God, Khorne, looked upon the growing conflict and demanded victory, sending forth their mightiest armies...

The tale begins in the distant Age of Myth. It was Dracothion that first showed Sigmar the Realmgates. The first portal they travelled through took them from the stars of Azyr to the Great Plateau of Aqshy. There, the God-King and the Great Drake were greeted by throngs of primitives, who quickly took to worshipping them.

Sigmar brought prosperity. Within generations, a civilisation sprang up around the Realmgate – the golden city of Vellixia. This was to be mankind's greatest city of the arts. Wide streets were lined with statues, sweeping plazas held interlinking fountains, and everywhere domed temples honoured Vellixia's great benefactors.

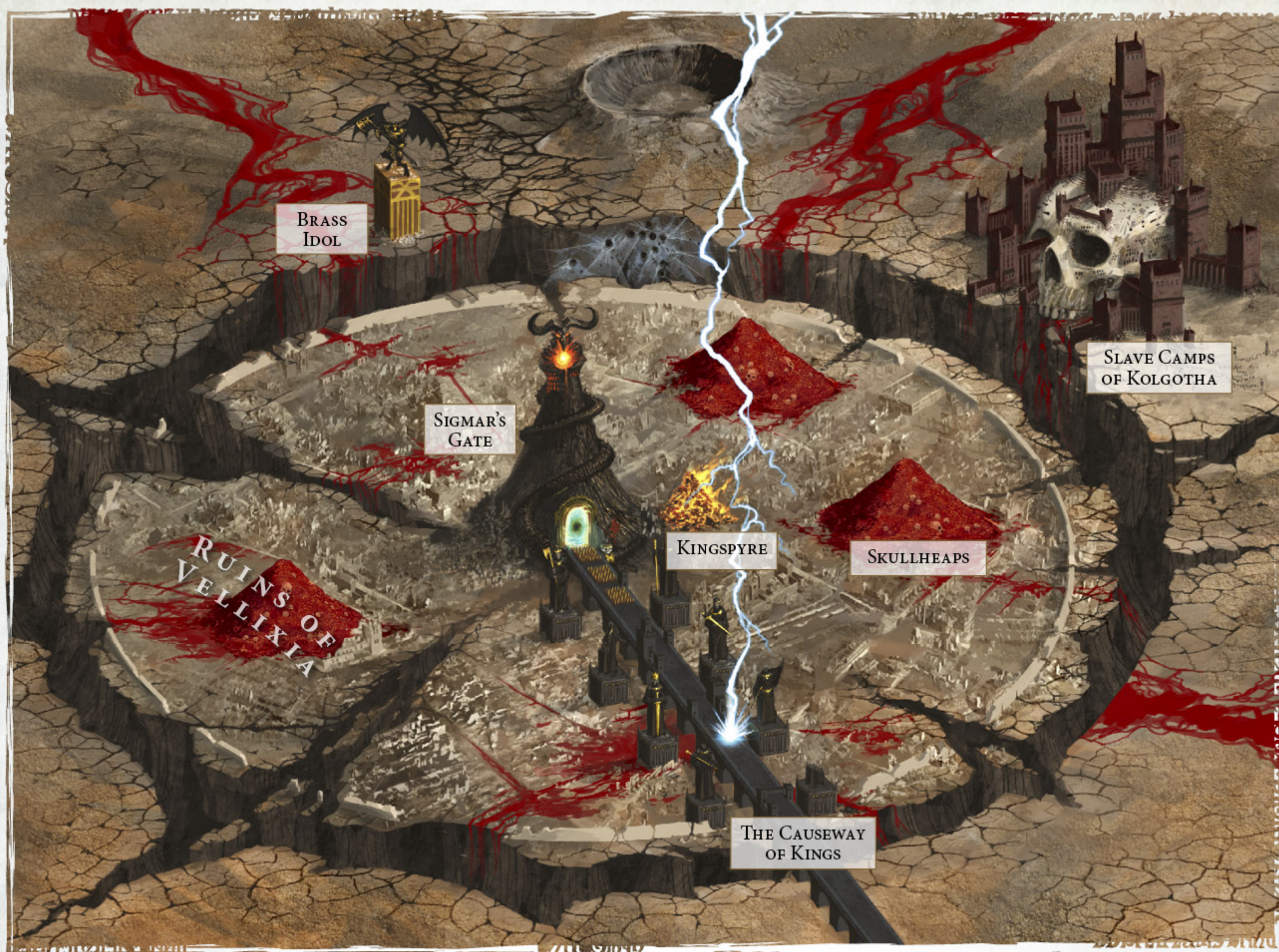
Sigmar often returned to Vellixia, arriving by the Realmgate that now bore his name. After feasts of honour, the God-King led armies out of the city until it was said that no monster dared hunt within a thousand days' march of its bounds. With the passing of each of Vellixia's rulers, Sigmar would arrive to lift high the statue of the former emperor, and hear the oaths of their successor. As centuries passed, the statues of ancient rulers lined the viaduct that led from the Realmgate. There, the greatest of all statues was erected – Sigmar carved in stone splendour, a masterpiece to stand guard over the Realmgate and the city that surrounded it. It was that very pride and glory that brought the city's doom.

In the Age of Chaos all realms suffered, but none more so than Aqshy. Perhaps it was the spirit of the people and creatures of the Realm of Fire that attracted Khorne's brazen eye, for the Blood God coveted it above all others. Ever prone to displays of supremacy, Khorne made a special target of Vellixia and its famous Realmgate. So ferocious was the siege of the golden city that it broke the earth, tearing Vellixia apart like an island on a sea of destruction. Every temple was destroyed and skulls stacked upon their ruins. Sigmar's Gate was assailed many times, but the power of the portal could not be broken, and like all those leading to Azyr, it remained locked.



ULI'ZHARK, THE RED BUTCHER

The sight of unrent flesh causes pain to Ul'zhark, the Herald of Khorne best known to mortals as the Red Butcher. Once an undistinguished foot soldier of Khorne, Ul'zhark won champion's status upon the only path the followers of the Blood God can take: the way of war and slaughter. Wielding his hellblade in a blurring pattern of death, the Bloodletter carved a gore-soaked trail. Whether the enemy was daemonic or mortal, a towering monster or ranked regiment, it mattered not. In Nurgle's Garden, Ul'zhark slew his way through a tallyband of Plaguebearers before burrowing deep into a Great Unclean One with his blade. He continued to hack and slice at the greater daemon's spilled innards until not a single organ twitched. Risen to Herald, Ul'zhark joined the Destroyer Legion beneath Kul'rhex, earning the title of 'the Red Butcher' after his role in the destruction of the Hyborlands and the bloody sacking of its capital. It is his task to guard the Gate of Sigmar, summoning Kul'rhex and the rest of his legion if he cannot defeat any who dare trespass.



At the beginning of the Realmgate Wars, shortly after the campaign in the Igneous Delta, the Stormcast Eternals arrived at Sigmar's Gate. The Stormborn Warrior Chamber of the Hammers of Sigmar smashed aside the ravagers that used the ruined city for debased rituals. Those not slain fled, scattering to hide amongst the rubble.

Enraged at the reappearance of his old rival, Khorne rose from his Brass Throne, shaking the realms with his bellow. At the command of their enraged liege, untold armies began counter-attacks, charging headlong to retake the Realmgates. The task of seizing the portal that bore Sigmar's name, however, was not entrusted

to some nameless or unproven commander, but one of Khorne's most powerful lieutenants.

It was in torrents of blood and fire that the greater daemon Kul'rhex, the King of Skulls, came to the Gate of Sigmar. He bore the ever-burning Crown of Flame and led his own Slaughterguard of Bloodthirsters, and he could not be stopped. Single-handedly, the fuming incarnation of fury sent over one hundred Stormcasts streaking back to the Heavens, mauling them so badly that it would take years to reforge them. By the time Kul'rhex's Destroyer Legion materialised there was no one left to fight. Led by the Herald Ul'zhark, they were sent to seek out the scattered

remnants of the ravagers that had fled, for Khorne demanded the deaths of those unworthy cowards.

Sigmar cast down three more stormstrikes, each host seeking to reclaim the ancient Realmgate in the name of Order and righteousness. Although each assault was mightier than the last, all fell before Kul'rhex. Thundering in rage, Sigmar cast about him for more troops, but there were none available. Every Stormhost was either deployed or undergoing the Reforging process. It was then that Dracothion arrived, bearing ill omens to Sigmar, but also offering hope. With the Great Drake's aid, it was possible for the Extremis Chambers to be readied.



Dracothion's cosmic bolt had filled the Drakesworn Temples across Sigmaron with celestial energy, speeding the process, yet there was still but a single Extremis Chamber ready for immediate action. Only the Hammers Draconis, the first Extremis Chamber of the Hammers of Sigmar, answered the muster horn. Sigmar cast the initial elements of the rapidly assembling chamber down into the ruins of Vellixia. There, a worthy test awaited.

A booming peal of thunder rolled over Vellixia, a single column of lightning splitting the lowering skies. Where the flashpoint had struck a broad viaduct, there stood Lord-Celestant Imperius, his Stardrake Loxia lifting her head and roaring a challenge that rivalled the distant thunder. Behind

the Lord-Celestant stood the Lightning Echelon – the first two battle lines of the Dracothian Guard. The Dracoths reared, raising their own throaty cries.

The viaduct known as the Causeway of Kings stretched before the Hammers Draconis, raising them high above the city ruins. It led directly to Mount Vell, at the top of which stood the Gate of Sigmar. Once, the route had been glorious, its long march flanked by enormous statues. Now, each carven likeness was disfigured and headless. In asserting their dominance, the minions of Khorne had decapitated each statue, piling the stone heads around Mount Vell in brazen mockery. The peak was now the Kingspyre, a monument of the bleak future for those who did not embrace almighty Khorne.

Doom! At the far end of the viaduct, the Heldrum began its dread call. Crafted from the skull of a gargant of epic proportions, it took a battering ram to sound, and a disfavoured Bloodthirster was chained to it for that sole purpose. The reverberations of that bass rumble echoed, shaking the causeway. In response, a red column issued forth from the mountain – the Bloodletters of the Destroyer Legion, with Ul'zhark at their fore. Gangle-limbed they loped, their ranks stretched across the breadth of the viaduct, their numbers without end. *Doom!* banged the drum.

Lord-Celestant Imperius, atop his Stardrake, spearheaded the Dracothian Guard Lightning Echelon. At the last moment, just before the two forces collided, Loxia spread her wings. Like





sails suddenly filling with wind, her great pinions snapped out, lifting her up. Hovering above the daemons with booming wingbeats, Loxia breathed out a thunderhead, a cumulonimbus of lightning-charged fury. The timing was perfect. Just as the war-cloud enveloped the foe, the Fulminators struck home. Nothing could withstand that charge of lowered stormstrike glaives, each crackling with Azyrite energy. Behind the surging lancestrike came a wall of rending Dracoth claws. On they drove, cleaving and tearing through the foe.

Doom! rolled the Heldrum, its infernal beat louder than ever. Stormcast and starbeast alike felt rising dread, lending them an urgency to reach the cursed instrument before it resounded once more.

Lord-Celestant Imperius felt the celestial energies surging through Loxia. Upon seeing the leering red faces below, Imperius knew his own hatred was rising, but it was held in check by the bond he shared with the Stardrake. Through that connection, Imperius was filled with her calm serenity. There was no mistaking the loathing she too directed at their common foe, but it was not like his own hot-blooded feelings of revenge – it was a slow-burning anger as cold and ancient as the stars themselves. Below, the Lord-Celestant saw a Bloodletter rise, having somehow escaped the Dracothian Guard's initial onslaught. With loping strides the daemon sought to sink its hellblade into the back of a Fulminator. Loxia too had seen the creature, whipping her tail downwards. Yet her intervention was not needed. The next wave of the Dracothian Guard followed hard on the heels of the first, the keen-eyed Tempestors levelling so many volleystorm crossbows at the daemon that by the time the Stardrake's tail struck home it passed through only the red mist where the Bloodletter had once been. Just as Imperius began to think the battle might be all but won, the drumbeat echoed again. Its throbbing pulse caused the very air to shimmer red and brought down a deluge of blood. Then, upon the drum's eighth beat, reality itself cracked open.

TYCHUS BEASTBANE, TEMPESTOR

In his mortal life, there was no archer that could best Tycole of the nomadic Hurgan tribes in feats of marksmanship. Seeking to avoid the beast-filled forests, the Hurgan travelled the plains, but there were no safe havens in Ghur. In those open places the tribe was subjected to raids by stabharriers, Manticores and harpy packs. Against these swooping terrors, Tycole learned to loose spreads of arrows with rapid speed and unerring aim. With his Reforging, the newly named Tychus took those skills beyond mortal limits. With his volleystorm crossbow, he could snap-fire a crackling bolt of energy into the visor of an onrushing Chaos warrior at a hundred paces, even while riding his galloping Dracoth. As a member of the Hammers Draconis, Tychus was instrumental in fomenting the tactics of the Tempestors and the Lightning Echelons. While training in the Gladitorium, it was Tychus that led his retinue to blast clear a pathway for the Fulminators, simultaneously shooting down any foe that threatened the Dracothian Guards' flanks.





THERE SHALL COME A KING

On the eighth beating of the Heldrum, the thumping reverberations could be felt in the Brass Citadel in the Realm of Chaos. The signal meant only one thing – Khorne’s age-old enemy had returned once more to the Gate of Sigmar. Thus did the war escalate and draw the Blood God’s eye...

In a roar of fire, Kul’rhex returned. The hulking Bloodthirster with the Crown of Flame materialised at the archway of Mount Vell, rising to his full height as he scanned the foe before him. The air behind Kul’rhex shimmered as his Slaughterguard – a trio of Bloodthirsters – arrived. The rest of the Destroyer Legion soon followed.

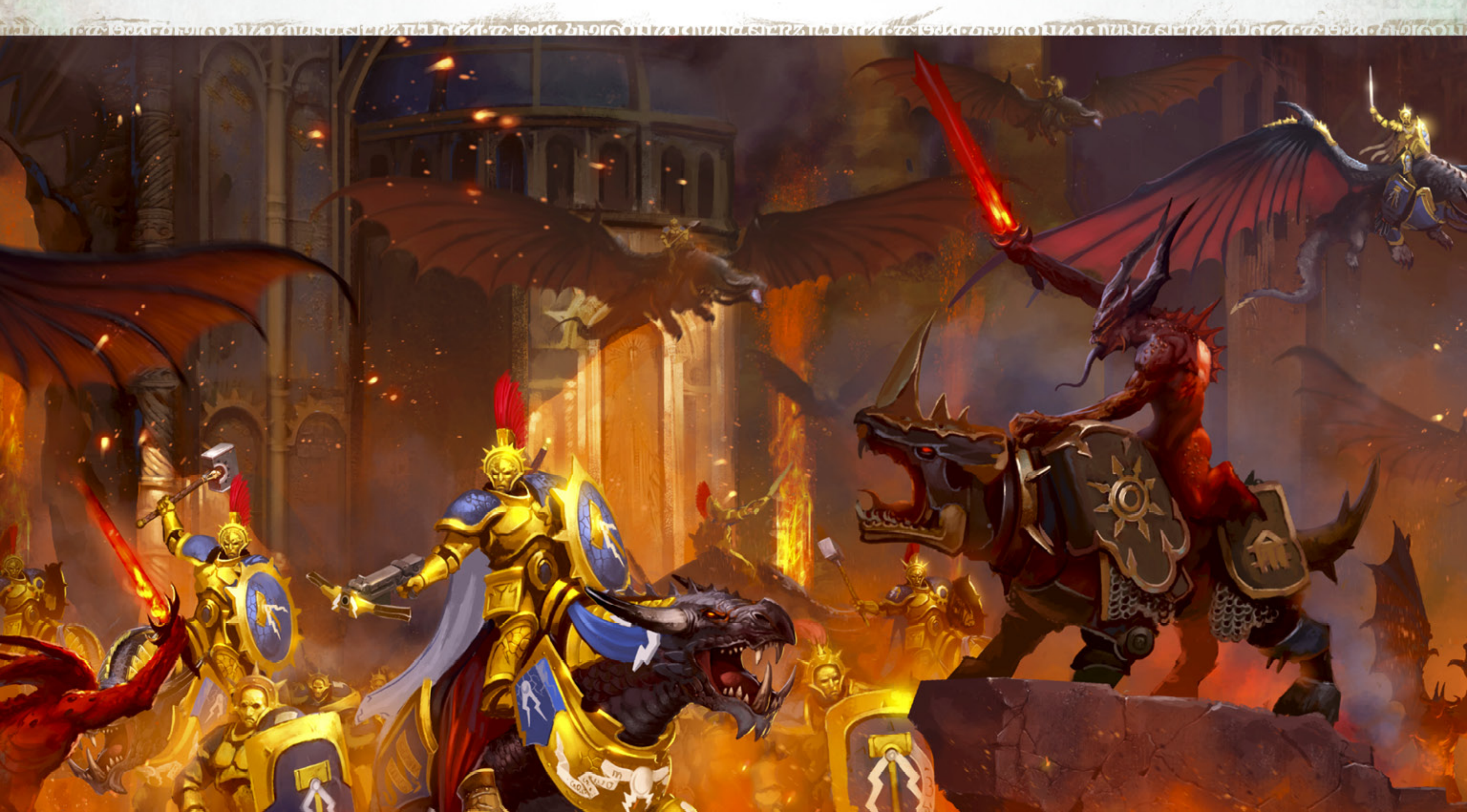
As the Dracothian Guard of the Lightning Echelon pressed into the Bloodletters, Lord-Celestant Imperius landed his Stardrake upon the viaduct, crushing the last of the original host. For a moment the two sides stood still, each taking the measure of the other.

With a furnace roar of anger that caused the surrounding air to flicker and catch fire, Kul’rhex bellowed a guttural challenge. So long and loud was that blistering war cry that even the Bloodthirster’s patron god looked down and approved. Behind Kul’rhex sounded brazen trumpets and the baying of Flesh Hounds.

Rising to the challenge, the Dracoths reared, their claws gouging the stone causeway in their eagerness to charge the hated foe. Indeed, they would have done so if not for the Lord-Celestant atop the Stardrake before them. Theirs was a noble presence, their calm

holding in check the impulses of the Dracothian Guard. Although they too sought vengeance, they needed no posturing or grandiose display.

No response could have raised Kul’rhex’s ire more than that calm appraisal. Infuriated, the greater daemon rushed forward, his Destroyer Legion following hard behind. Seeing the oncoming of their foe, Lord-Celestant Imperius countered with his own charge. What followed next was a clash that harkened back to the wars fought during the Age of Myth, a time when the gods themselves took to the fields of battle.





As the opposing lines crashed together, it was as if the realms themselves held their breath. Such was the magnitude of the clash that gods and void beasts alike were drawn to witness the battle. It was not the strategic import of the site nor the size of the conflict that drew their gaze, for thousands of larger battles could be found raging across the realms. The Battle for the Gate of Sigmar was symbolic – a battle of wills between gods of war rather than a struggle to gain any great tactical advantage. The God-King pitted strength against strength, testing the unproven might of his new army against one of the Dark Gods' most powerful lieutenants and his undefeated legion.

On the viaduct, the two forces closed. Kul'rhex launched into combat with a final bounding leap. Flames trailed his axe and blazed through his mane, while

his lash dripped with the blood of an eternity of battle. None could stay the battering-ram momentum of the King of Skulls.

As his mount twisted to avoid the bull rush of the greater daemon, both Lord-Celestant and Stardrake struck out. Raking claws and Imperius' crackling hammer did naught to slow down the furious Kul'rhex. Snarling, the greater daemon swung his axe – but his blow sailed wide, for the Bloodcrushers and Dracothian Guard had also arrived and their impact jostled even the titanic Bloodthirster.

The charge of the Juggernauts was like a brass avalanche, yet no less deadly was the onslaught of the Dracothian Guard. The Dracoths, though not as armoured as the Juggernauts, proved more nimble, and the Bloodcrushers of Khorne had no answer for the lightning bolts the

descendants of Dracothion could spit. Were it not for Kul'rhex, the Dracothian Guard might have won. Shunted away from his original target, the King of Skulls attempted to fight his way back to the Lord-Celestant, striking down all in his way. With a single axe blow, the Bloodthirster clove a Dracoth and its rider in two, while his whip cracked out to unseat another Stormcast Eternal. Several blue streaks flashed to the Heavens. An almighty bolt from above answered them in turn. In the wake of that strike, the rest of the Hammers Draconis appeared.

On came the Thunderwave Echelon of the Dracothian Guard, the Concussors and Desolators moving to aid their brethren. Behind them, looming large, were three Drakesworn Templars, a wave of celestial energy washing outwards from them to kill foes and heal comrades.





Although the viaduct was wide enough for fifty men to stand abreast, there was little room for manoeuvre. The clash quickly became a grinding combat. Lord-Celestant Imperius and his Stardrake sought to reach the Bloodthirster, but could not fight through the wall of Khornate cavalry that separated them. Imperius' hammerblows pulped Bloodletters and cracked open Juggernauts. Roaring, the Stardrake swiped a pair of Bloodcrushers over the side of the viaduct to fall to their deaths below.

On the battle went, with both Sigmar and Khorne willing their champions to victory. Thunder rumbled and torrents of blood rained down. The sky itself seemed to catch fire as the gaze of Khorne scalded the battlefield. To break the stalemate, the Drakesworn Templars took to the air. They swooped, the Stardrakes breathing lightning-filled clouds that rolled over the oncoming troops. Wheeling,



Lord-Celestant Imperius fights with Grolhed, a celestine hammer forged by the Six Smiths. In his hands, the weapon crackles with barely contained celestial power.

the Stardrakes strafed the causeway, swooping low to lash survivors with their tails. Coruscating energy wreaked havoc upon the daemons. Seeking to counter the aerial threat, Kul'rhex's Slaughterguard launched themselves skywards. One of the Bloodthirsters was targeted by the Tempestors, its wings blasted apart so that it spiralled down, crashing into the mountainside and sending rocks and statues tumbling onto the viaduct. Weakened by Dracoth lightning bolts, the last two greater daemons proved no match for the Drakesworn Templars.

Although his legion was collapsing, Kul'rhex had not yet tasted defeat. He hacked his way to the Lord-Celestant, an axe blow bludgeoning the Stormcast leader off his high mount. So Bloodthirster strove against Stardrake, each straining with all their might, a titanic struggle that only ended when at last Kul'rhex lowered his head to sink his fangs deep into Loxia's neck.



LORD-CELESTANT IMPERIUS AND LOXIA

Lord-Celestant Imperius' first task as a newly appointed leader was to return the solargem he had found upon his Trials of Starwalking. After many perilous encounters, Imperius reached his destination and presented the gleaming orb to the Skytemple. It was there that Loxia chose him, for she was the eldest of her kin and such was her right. When the Great Father, Dracothion, had called for aid, seeking Stardrakes to join Sigmar's crusade in the Mortal Realms, Loxia had been amongst the first to volunteer. She had reason enough to loathe the Chaos powers, and she longed for revenge. The venerable Stardrake passed over all the warriors that had thus far entered the Skytemple, but there was something about the bright soul she saw in Imperius that attracted her. The stars signified heroic deeds for this one, and great feats in battle. So it was that on that day Loxia allowed the throne-like saddle of a Stormcast Eternal to be fixed upon her.

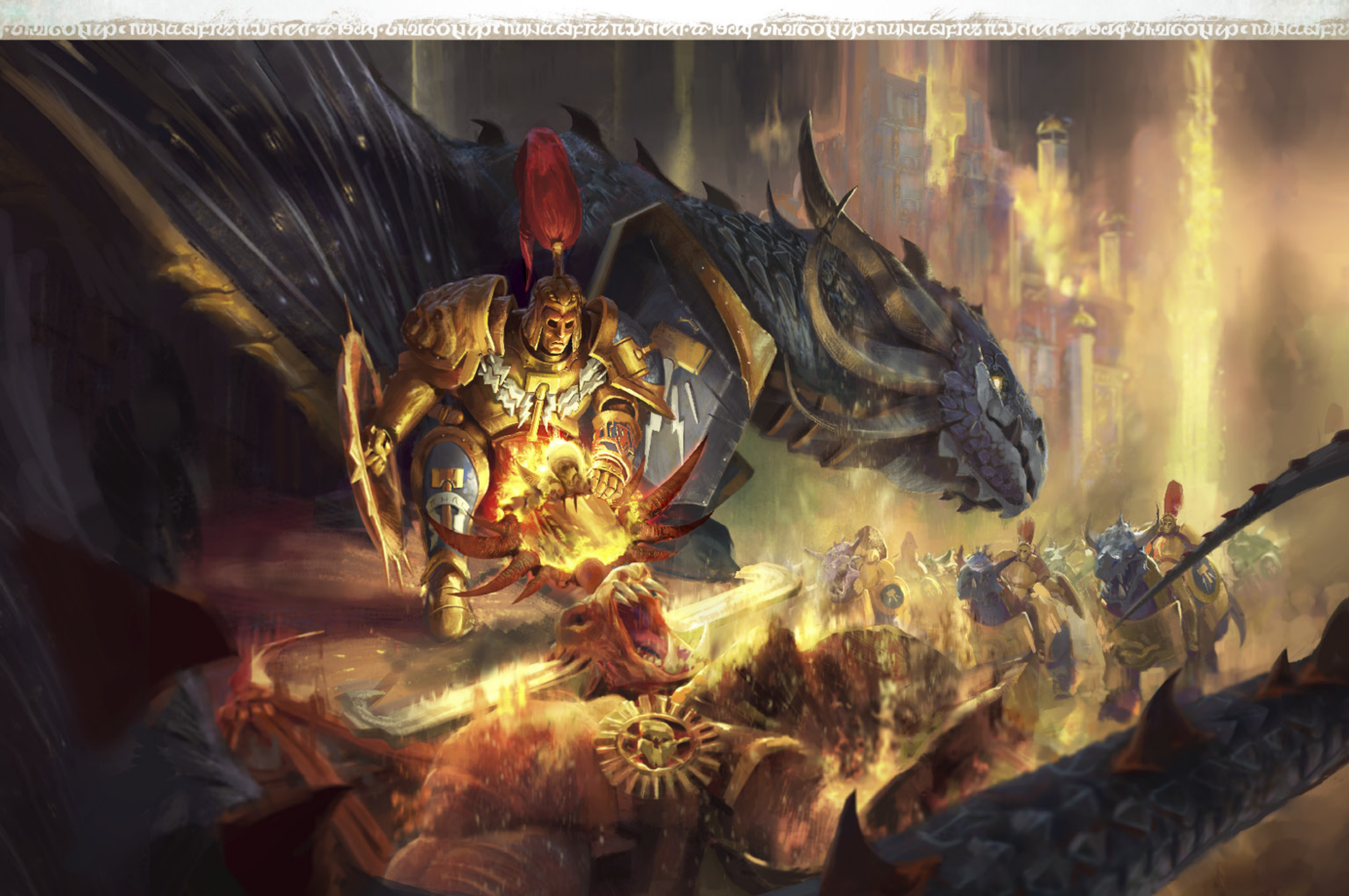


Kul'rhex turned to the Lord-Celestant, Stardrake blood still dripping off the Bloodthirster's bestial face. 'Face me,' cried Imperius, enraged over the pain he felt from his shared bond with Loxia.

Glowing with azure energies, Imperius charged, shining like a star beneath the gloom of the towering Bloodthirster's outspread wings. Three times the assailants traded blows. Imperius felt his life force slipping away, felt Loxia's already gone beyond where he could follow. Enraged, the Lord-Celestant put everything he had into one final blow, bringing Grolhed, his slab-headed hammer, down in a two-handed strike. With thundercrack force, Imperius smote through the parrying axe, shattering bone and flesh, and the hatred that bound the daemon together. Eight steps back the Bloodthirster staggered before

falling. The hellish light in its eyes flickered, faded, and then was gone. With a clang, Imperius let his hammer fall. It smoked, burning black. Blood oozed from the joints of the Lord-Celestant's battered armour. For a moment, Imperius swayed. Slowly, as if each step caused him great agony, Imperius strode to the fallen body of Kul'rhex. Before the broken corpse could dissolve back to the Realm of Chaos, he reached down to tear the Crown of Flames from the Bloodthirster's mane. And lo, he held not a burning halo of fire, but a bejewelled crown fit for a god.

Gaining strength, Imperius strode to the unguarded archway. There, a fallen statue's head had rolled upright, its likeness that of Sigmar himself. Reverently, the Lord-Celestant placed the crown upon his god's head. 'The true king,' he said, 'has returned.'



BATTLEPLAN

THE CHAMBER UNLEASHED



HOW TO USE THE BATTLEPLANS

This book contains two linked battleplans, enabling you to fight a two-part battle based upon the story on the previous pages. These battles should be fought using all of the rules on the *Warhammer Age of Sigmar* rules sheet unless the battleplan specifically indicates otherwise. Each of the battleplans includes a map reflecting the landscape on which the battle was fought; these maps usually show a battlefield that is 6 feet by 4 feet in size, but you can use a smaller or larger area if you wish.

The Extremis Chamber is too mighty to be squandered on anything but Sigmar's deadliest foes, and the resulting battles are often too titanic to be held within a single battleplan! The following pages feature a pair of battleplans intended to be fought one after the other. The first represents one of the Dracothian Guard's famed line-breaking charges, while the second shows how the presence of an Extremis Chamber can draw even greater adversaries to the field. Together, these battleplans are ideal for recreating the battle for Sigmar's Gate from the previous pages.

THE ARMIES

One player commands the Extremis Chamber army, and the other represents their deadly Nemesis.

The two battleplans that follow are intended to be played one after the other, representing a two-part battle. As such, any models that are not slain at the end of the first battle form the basis of the armies in the second battle. This is described in more detail on page 59.

For the first battle, it is recommended that each player's army contains no more than a single MONSTER.



EXTREMIS CHAMBER'S OBJECTIVES

You were created to take on Sigmar's greatest foes, and the time has come to prove your might in the crucible of battle. A great foe has struck down wave after wave of Stormcasts, but your vengeance will be swift and unrelenting. Annihilate them.

NEMESIS' OBJECTIVES

Many of your allies have fallen to the blades of Azyrheim's mightiest warriors, but your great host stands fast. Let them come! With each slain Stormcast your renown grows ever greater, and Sigmar's folly becomes ever clearer. After today, your supremacy will be beyond question.

DESPERATE TIMES CALL FOR DESPERATE MEASURES

During both battles, the Nemesis can choose one of the following strategies in each of their hero phases:

Summon Aid: Add a new unit to your army, setting it up so that all its models are in your territory and within 6" of the northern or southern edge of the battlefield. Models cannot be set up within 9" of the enemy, and cannot move this turn.

Mighty Surge: Each model in your army heals D3 wounds.

Tactical Supremacy: You can use two command abilities this turn. Either your general can use two different command abilities, or a **HERO** in your army can use a command ability as well as your general. In either case, the same command ability cannot be used more than once.



BATTLEPLAN PART 1

THE BATTLEFIELD

The battlefield represents one part of the Nemesis' battle line, an area that has been selected to deploy the Extremis Chamber with maximum impact and leave the enemy the least chance of retreat.

You can either generate the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown below.

SET-UP

First, the Extremis Chamber player divides their units into two waves. Any Fulminators or Tempestors in the army must be part of the first wave, while any Concussors or Desolators must be part of the second wave. Aside from that, they should divide their units as evenly as possible between the two waves.

Then, the Nemesis sets up their army within their territory. Count up the number of models in the Nemesis' force, as this will be used when determining the victor.

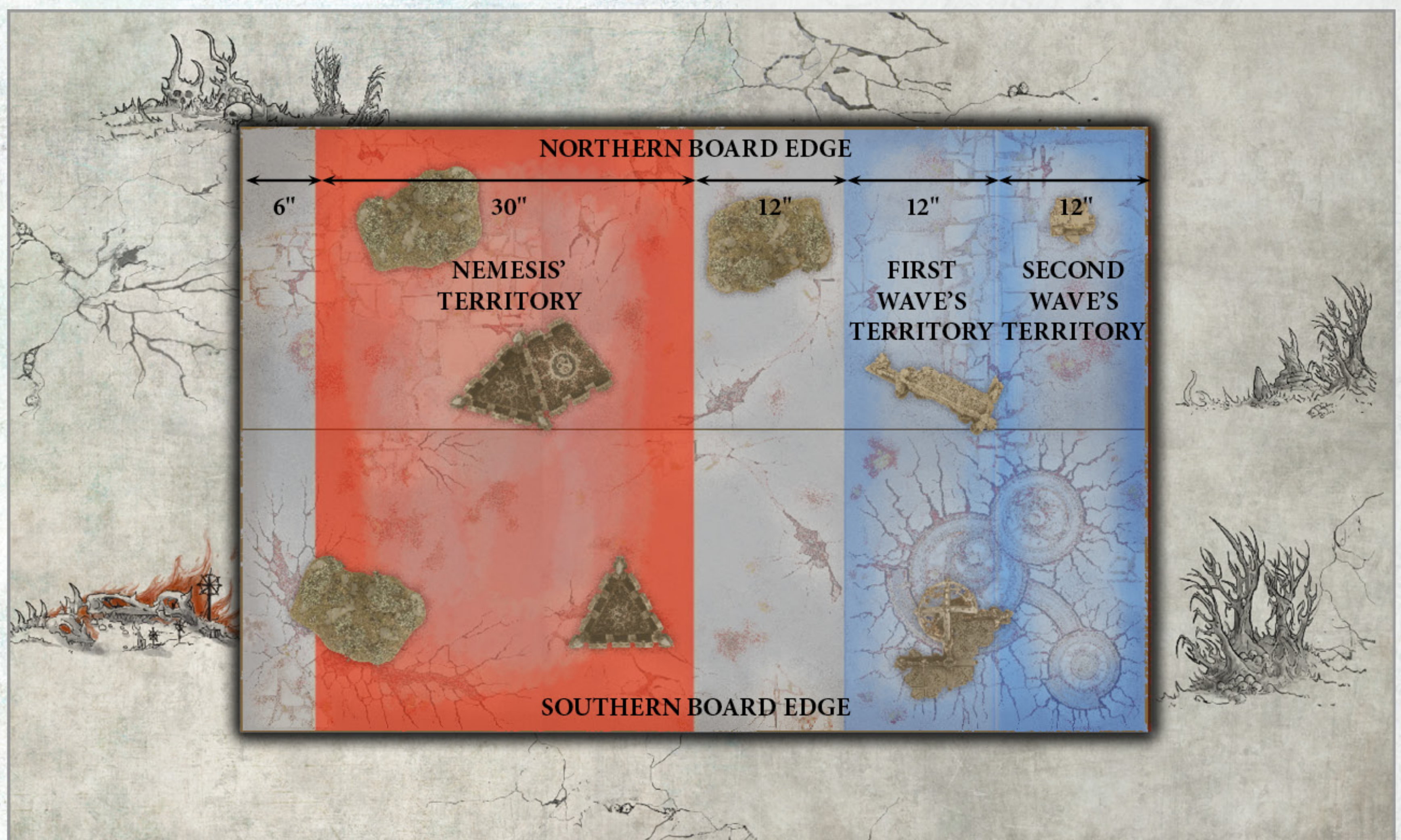
Finally, the Extremis Chamber player sets up their army, ensuring that each wave is within its territory as shown on the map below.

FIRST TURN

The Extremis Chamber player takes the first turn in the first battle round.

NO RESPITE

Once per battle, the general of the Extremis Chamber army can use the Inspiring Presence command ability in addition to another command ability from their warscroll.





THUNDERING FURY

The Extremis Chamber is an uns subtle weapon, best suited to devastating charges that sunder the foe in short order. Once per battle, at the start of their charge phase, the Extremis Chamber player can declare a massed charge. Until the end of their turn, they can add 1 to the result of any hit and wound rolls for models in their force that charged in the same turn.

THE TIDE SWELL

The Nemesis' force grows stronger with every passing moment – they must be broken swiftly, before they become an unstoppable force. In their first hero phase, the Nemesis player cannot choose to Summon Aid (see page 56). If they wish to Summon Aid in their second hero phase, they must roll a dice – on a result of 1, 2 or 3, they must pick a different strategy.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, keep track of the number of models in the Nemesis' force that are slain. If the total exceeds the number of models that were in the Nemesis player's starting force, the battle ends immediately and the Extremis Chamber player wins a **major victory**.

Otherwise, the battle lasts for five rounds. If the Extremis Chamber force has slain at least half as many models as were in the Nemesis player's starting force, the Extremis Chamber player wins a **minor victory** – otherwise, the Nemesis wins a **major victory**.

THE BATTLE IS NOT YET WON

With the first part of the battle over, you must now reset the battlefield for the next battleplan.

Leave the scenery as it is – the next battle will take place over the same battlefield. Then, remove any remaining units and set them aside. These units will take part in the next battle, and will be referred to as 'battle-weary' units. Any models from those units that have suffered wounds will still have those wounds at the start of the next battle, but any other effects (such as abilities which last until the start of your next hero phase) are not carried over.

If you're not going to fight the next battle immediately, make a note of the scenery set-up and any battle-weary units so that you can continue the battle when you want to.



BATTLEPLAN PART 2

RELIEF FORCES

Before the battle begins, each player musters a relief force from the miniatures in their collection (not including their battle-weary units from the previous battle, which will already be on the field). The Nemesis also chooses a suitably impressive model (a **HERO** or **MONSTER**, ideally) to be their overlord – the supreme leader of their host, called to battle to combat the Extremis Chamber.

THE GENERAL

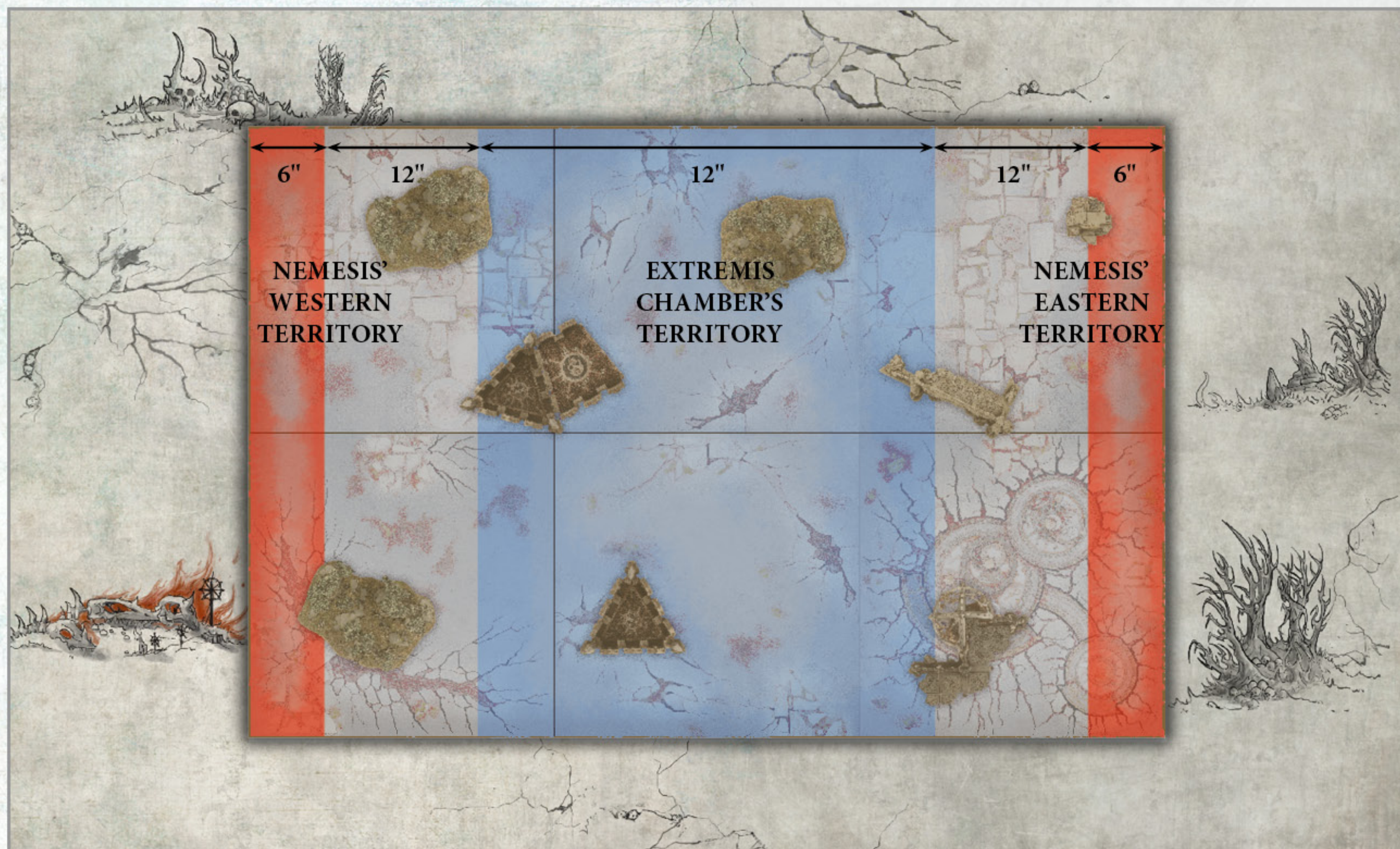
If either player's general from the previous battle is among their battle-weary units, they are still the general for this battle. Otherwise, the players can choose a general as normal.

SET-UP

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. First, the Extremis Chamber player sets up all of their battle-weary units anywhere within their territory. The Nemesis then sets up their battle-weary units in their territory.

The players then alternate setting up units from their relief forces, one at a time, starting with the Extremis Chamber player. Relief force models must be set up in their own territory, more than 12" from enemy territory.

Continue setting up units until one player wishes to stop; the other player can then set up a maximum of two more units from their relief force. Any remaining units are held in reserve, and play no part in the battle for now.





THE OVERLORD

The overlord arrives in the hero phase of the Nemesis player's third turn.

If the Nemesis claimed a victory in the first battle, there is a chance the overlord will arrive earlier. The Nemesis rolls a dice at the start of their first and second hero phases; on a result of 5 or 6, the overlord arrives.

When the overlord arrives, they immediately become the general of the Nemesis force, replacing the existing general if there is one.

The Nemesis can re-roll hit, wound and save rolls of 1 for the overlord to represent the titanic might of this terrifying master of battle.

STARBORNE STRIKE

If the Extremis Chamber claimed a victory in the first battle, they can enact a starborne strike in any one of their hero phases, as long as the overlord is on the battlefield. They can set up a single **STARDRAKE** anywhere on the battlefield that is more than 9" from the enemy. This counts as its move for the turn.

BENEATH THE GODS' GAZE

Just as the Extremis Chamber fights under the watchful eye of Sigmar, any opponent worthy of their attention must surely have their own god's blessing. After rolling to determine who takes the first turn in a battle round, each player gains as many blessings as the number they rolled. Each blessing can be used to re-roll any single dice before the start of the next battle round.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. If one player has no models on the battlefield at the end of a battle round, the game ends and their opponent achieves a **major victory**.

Otherwise, the battle ends at the end of the fifth battle round. If the overlord has been slain, the Extremis Chamber player wins a **major victory** if they were also victorious in the first battle, or a **minor victory** if they were not.

If the overlord has not been slain when the battle ends, the Nemesis wins a **major victory** if they were also victorious in the first battle, or a **minor victory** if they were not.

In any other case, the battle ends in a draw.

EXTREMIS UNLEASHED

Born from Sigmar's sacred bond with Dracothion, the Extremis Chambers were envisioned as a spearhead for the God-King's armies. Although not completed in time to join the initial Stormcast Eternal strikes into the Mortal Realms, they were committed soon after. So were born new legends...

THE GREAT AWAKENING

Alarmed by ominous starsigns, Dracothion arrived above Sigmaron. There, the Great Drake urged Sigmar that all haste was needed; the machinations of Chaos had to be thwarted. Upon learning that few Extremis Chambers were ready for battle, Dracothion himself used his celestial power to speed their creation.

THE HAMMERS DRACONIS

The first fully formed and trained Extremis Chamber, the Hammers Draconis, were hurled into battle for the first time. At the Gate of Sigmar, before the eyes of the gods themselves, the full might of an Extremis Chamber is unleashed. Against Khorne's daemons, the Hammers Draconis were not found wanting.

BREAKING THE SIEGE OF THE GRIMSTAG

An Extremis Chamber of the Celestial Vindicators Stormhost arrived to break the skaven army besieging the Grimstag lodge of the Fyreslayers. Many oaths were sworn that day, and a strong alliance forged.

STRIKING AS ONE

After Prosecutors failed, a stronger mobile force was needed to claim the Shifting Gates in Shyish from the Soulbright Vampire Draximoff and his Black Knights. The creature was finally defeated when both Dracothian Guard echelons of the Boltwing Chamber charged as one, smashing the undead to dust in one glorious charge.

LIKE A BURNING BOLT OF JUSTICE

The Stormdrakes Extremis Chamber descended in lightning to crush the slavers of Marrowtyne. So grave were the horrors discovered that it was not enough to destroy the Chaos armies – their Dreadhold was reduced to a scattered expanse of scorched rubble.

THE IRON GARGANTS OF DPIRELOK COAST

When the Brightmane Warrior Chamber of the Lions of Sigmar proved unable to halt the heavily armoured and woad-guarded Aleguzzler Gargants that were rampaging across the Spirelok Coast, the Tempestors of the Astral Templars were sent into action, felling their titanic quarry with massed fire from their volleystorm crossbows.

JUSTICE, NOT MERCY

Assembled by Archaon to march upon the Flamelands, the barbaric hordes under Killax Redblade halted upon seeing Sigmar's Lightning strike. Although outnumbered by hundreds to one, the Extremis Chamber of the Knights Excelsior charged. The echelons rode through the horde again and again until none were left alive.

BRIGHT SHINES SIGENDIL

The eldest of the Stardrakes learned that they could tap into the power of Sigendil – the High Star that hangs above Sigmaron. An entire Extremis Chamber could ride its starlight to travel into any of the Mortal Realms, arriving with a blast wave of celestial energy.

AND A TEMPLAR SHALL LEAD THEM

Drakesworn Templar Ghalladus arrived, alone, to lead the Vengeance-Seekers Warrior Chamber of the Anvils of the Heldenhammer to victory over the teeming skaven hordes of Clan Gryx.

PRAISE FROM THE PRAISEWORTHY

Not even three Stormhosts could prevail against the Blooded Legions of Khuraxe. So hard-pressed were the Stormcast Eternals that the Celestant-Prime was sent to aid them. Yet even with the avatar of Sigmar fighting alongside them, all might have been lost if not for the arrival of the Blackbolts Extremis Chamber. Their coming was like a hurricane of Azyrite force. After the hard-fought victory, the Celestant-Prime raised Ghal Maraz to them in tribute.

CURSE OF A THOUSAND DEATHS

His latest plague foiled by the arrival of an Extremis Chamber, the dreaded Great Unclean One Feculox swore to inflict a thousand deaths upon Dracothion's children, to rot them even as they reincarnated.

DESTROYERS

Seeking to draw Khorne's eye from more strategic sites, Sigmar deployed the Sablestrike Extremis Chamber of the Blackhammers to raze the Monument of Blood, the largest tribute to the god in Ghur.

ALLIES FROM THE STARS

This time, it was not the seraphon that arrived unlooked for to turn the tide of battle. At the Battle of the Crystal Stairs, three Slann Starmasters were trapped and would have perished were it not for the arrival of the Drakestorm Extremis Chamber. The slann offered thanks in the Stardrake's own language.

A THUNDERBOLT LIKE NO OTHER

Arriving via the light of Sigendil, the entire Firebolts Extremis Chamber landed in the midst of the Battle of Evertree. Rippling with celestial power, the charge of their Dracothian Guard was unstoppable, breaking the power of the Glistenguard before the all-powerful Seventh Plague could be summoned.

TO HOLD THE GRANG VALLEY

Extremis Chambers had been most often used on the offensive – to break sieges or smash apart armies. In the Grang Valley, however, Savage Orruks beyond count threatened to overrun the last villages. For three days and three nights, the Dauntless Extremis Chamber held, finally bleeding the greenskin army dry.

THE LIGHTNING ECHELON TRIUMPHANT

Drakesworn Templar Dralthus led the Lightning Echelon of the Enfuriation Extremis Chamber against Lord Tyrkrit and his Manticore Legion. Although the cost was high, the Stormcasts emerged victorious.

THE SINKING OF THE SKAB ARMADA

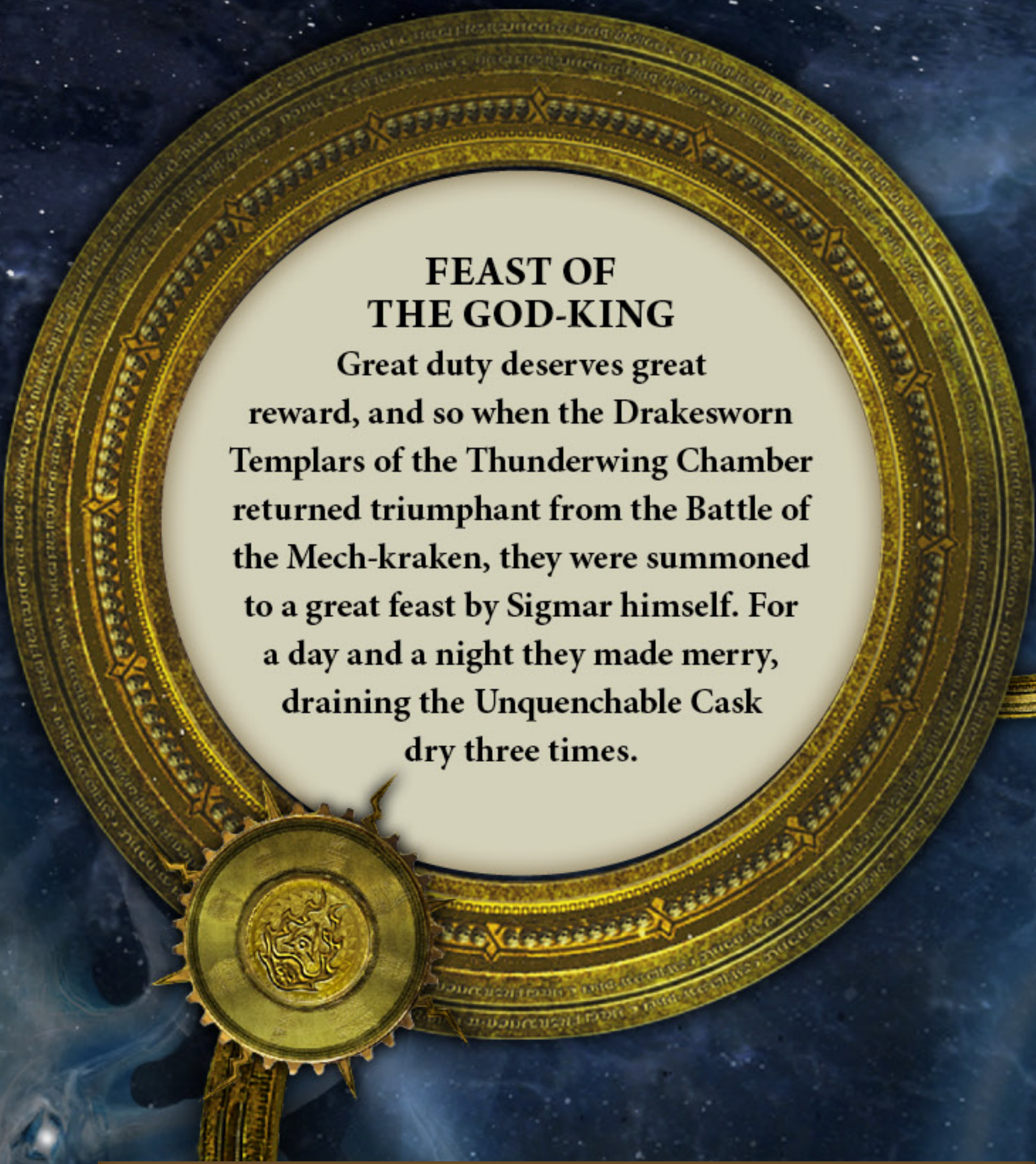
The Drakesworn Templars of the Hammerclaw Extremis Chamber were sent to the Sea of Spines to turn back the skaven fleet of Clan Skab. Diving, swooping and finally plunging underneath the waves, the Hammerclaws sank every vessel.

THUNDER OF THE HEAVENS

For the first time, three Extremis Chambers deployed together at the Battle of the Plague Star. There, the machinations of the Clans Pestilens and the Plaguelord Pustulmachus were foiled by the draconic onslaught. Only Pustulmachus escaped celestial vengeance on that day.

HUNTING THE ENDLESS DESERT

Across the boundless desert of Bahar, the Seeker Chariot army of Slithness sought their missing god Slaanesh, leaving destruction in their wake. Even a lightning deployment proved too slow to catch the swift-moving foe. Against a trio of Drakesworn Templars, however, the army was at last brought to battle and destroyed.



FEAST OF THE GOD-KING

Great duty deserves great reward, and so when the Drakesworn Templars of the Thunderwing Chamber returned triumphant from the Battle of the Mech-kraken, they were summoned to a great feast by Sigmar himself. For a day and a night they made merry, draining the Unquenchable Cask dry three times.

TO AID THE SYLVANETH

Detecting a Tzeentchian plot to destroy the soulpod of Alarielle, Sigmar hurled down the Sigendilites Extremis Chamber. Guided by Zelcryx, third disciple of the Silver Tower, an army hidden by illusion marched through the Black Kingdom of Ghyran. Creatures of celestial magic, the Stardrakes could see through the deception and made short work of the mage and his army.

BATTLE OF THE NIGHT SKIES

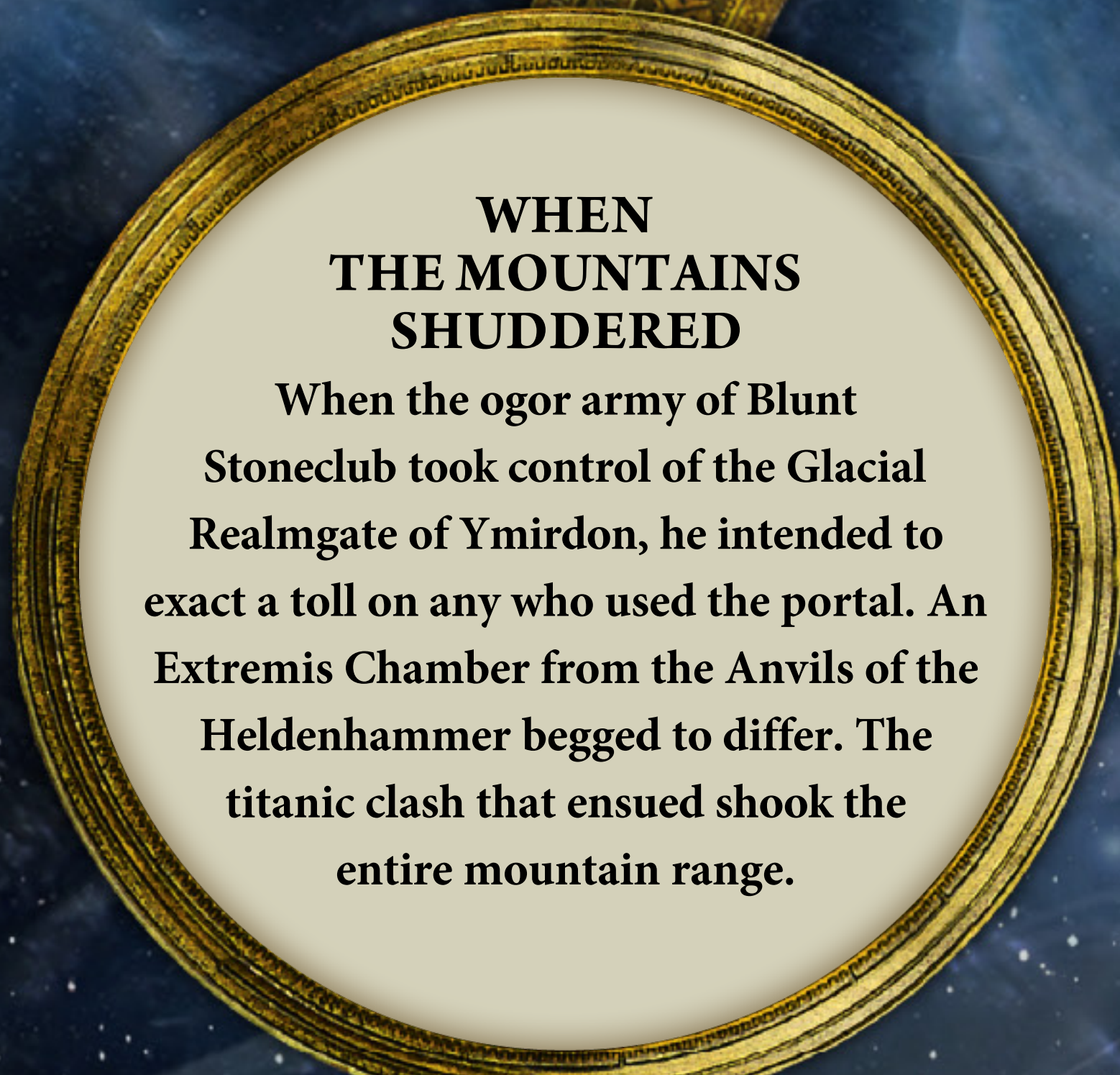
A terrorflock of Manticores – eternal enemies of the Stardrakes – was intercepted mid-flight by Drakesworn Templars. It was a hard-fought battle witnessed only by the moon, although so much dark blood fell from the skies that many below predicted fell omens. Archaon awaited his aerial reinforcements, but they never arrived...

WAR OF THE GODBEASTS

The Extremis Chambers filled a pivotal role in the war for the Flameworlds that burned in the fires of the solar drake Ignax. In Ghyran, they were sent to halt the brewing cataclysm, opposing Archaon's agents as they awoke the corrupted world titan Behemat.

CAUSEWAY TO THE HEAVENS

In addition to the Boralis Mountains in Azyr, several other pathways to the stars were discovered across the Mortal Realms. This was a sign of hope, for it meant new cosmic hunting grounds would be opened to the search for solargems. The Stardrakes' numbers had dwindled since the coming of Chaos, and despite their seeming immortality, the ancient creatures were now clearly a dying race.



WHEN THE MOUNTAINS SHUDDERED

When the ogor army of Blunt Stoneclub took control of the Glacial Realmgate of Ymirdon, he intended to exact a toll on any who used the portal. An Extremis Chamber from the Anvils of the Heldenhammer begged to differ. The titanic clash that ensued shook the entire mountain range.



H FROM THE HEAVENS





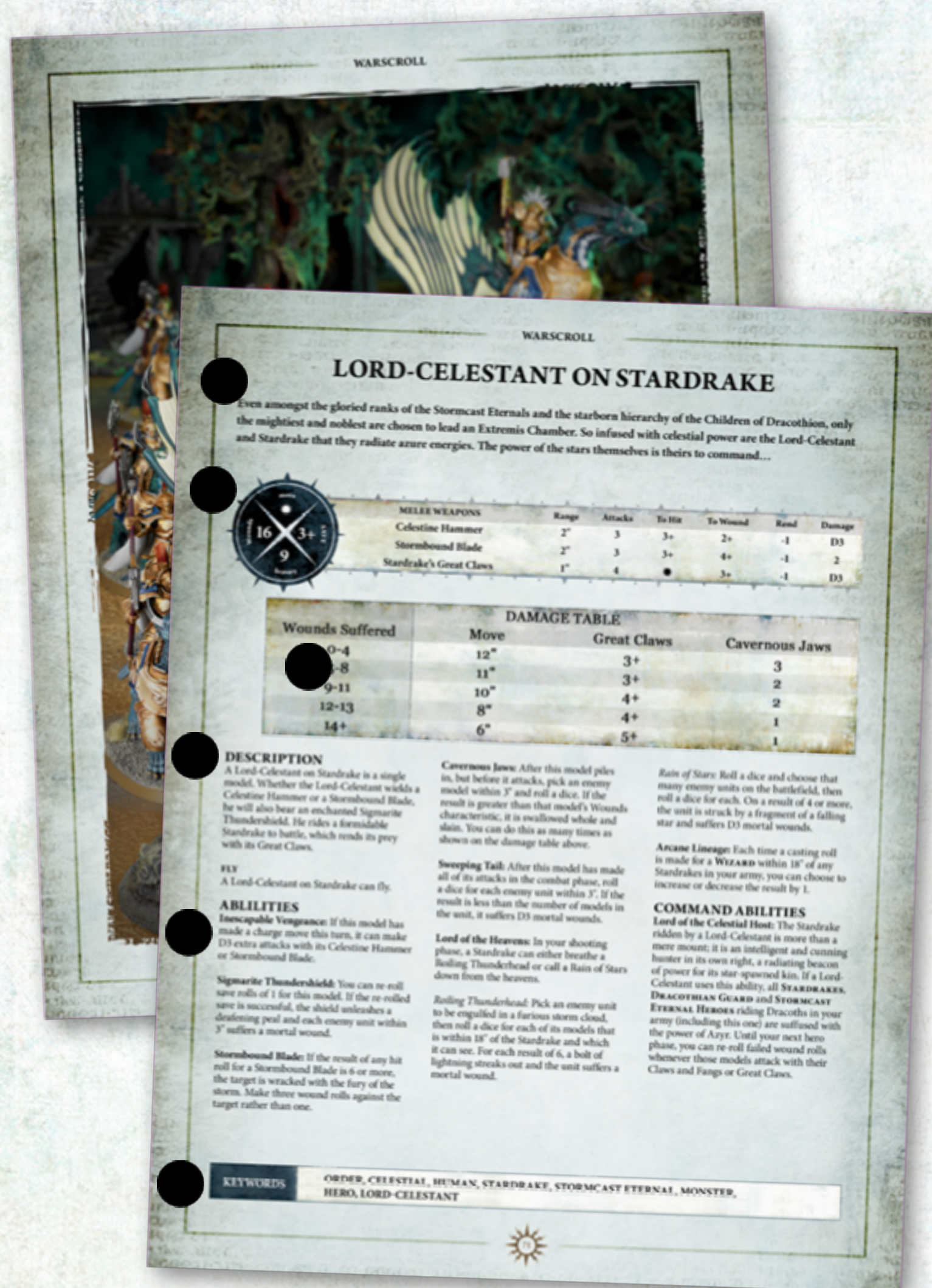
WARSCROLLS

The warriors and creatures that battle in the Mortal Realms are incredibly diverse, each one fighting with their own unique weapons and combat abilities. To represent this, every model has a warscroll that lists the characteristics, weapons and abilities that apply to the model.

Every Citadel Miniature in the Warhammer range has its own warscroll, which provides you with all of the information needed to use that model in a game of *Warhammer Age of Sigmar*. This means that you can use any Citadel Miniatures in your collection as part of an army as long as you have the right warscrolls.

When fighting a battle, simply refer to the warscrolls for the models you are using. Warscrolls for all of the other models in the *Warhammer Age of Sigmar* range are available from Games Workshop. Just visit our website at games-workshop.com for more information on how to obtain them.

The key below explains what you will find on a warscroll, and the *Warhammer Age of Sigmar* rules sheet explains how this information is used in a game. The warscroll also includes a picture of a unit of the models that the warscroll describes, and a short piece of text explaining the background for the models and how they fight.



1. Title: The name of the model that the warscroll describes.

2. Characteristics: This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.

3. Description: The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).

4. Abilities: Abilities are things that the model can do during a game that are not covered by the standard game rules.

5. Keywords: All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.

6. Damage Table: Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.



HINTS & TIPS

Modifiers: Many warscrolls include modifiers that can affect characteristics. For example, a rule might add 1 to the Move characteristic of a model, or subtract 1 from the result of a hit roll. Modifiers are cumulative.

Random Values: Sometimes, the Move or weapon characteristics on a warscroll will have random values. For example, the Move characteristic for a model might be 2D6 (two dice rolls added together), whereas the Attacks characteristic of a weapon might be D6.

When a unit with a random Move characteristic is selected to move in the movement phase, roll the indicated number of dice. The total of the dice rolled is the Move characteristic for all models in the unit for the duration of that movement phase.

Generate any random values for a weapon (except Damage) each time it is chosen as the weapon for an attack. Roll

once and apply the result to all such weapons being used in the attack. The result applies for the rest of that phase. For Damage, generate a value for each weapon that inflicts damage.

When to Use Abilities: Abilities that are used at the start of a phase must be carried out before any other actions. By the same token, abilities used at the end of the phase are carried out after all normal activities for the phase are complete.

If you can use several abilities at the same time, you can decide in which order they are used. If both players can carry out abilities at the same time, the player whose turn is taking place uses their abilities first.

Save of ‘-’: Some models have a Save of ‘-’. This means that they automatically fail all save rolls (do not make the roll, even if modifiers apply).

Keywords: Keywords are sometimes linked to (or tagged) by a rule. For example, a rule might say that it applies to ‘all **STORMCAST ETERNALS**’. This means that it would apply to models that have the Stormcast Eternal keyword on their warscroll.

Keywords can also be a useful way to decide which models to include in an army. For example, if you want to field a Stormcast Eternals army, just use models that have the Stormcast Eternal keyword.

Minimum Range: Some weapons have a minimum range. For example 6"-48". The weapon cannot shoot at an enemy unit that is within the minimum range.

Weapons: Some models can be armed with two identical weapons. When the model attacks with these weapons, do not double the number of attacks that the weapons make; usually, the model gets an additional ability instead.



LORD-CELESTANT ON STARDRAKE

Even amongst the gloried ranks of the Stormcast Eternals and the starborn hierarchy of the Children of Dracothion, only the mightiest and noblest are chosen to lead an Extremis Chamber. So infused with celestial power are the Lord-Celestant and Stardrake that they radiate azure energies. The power of the stars themselves is theirs to command...



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestine Hammer	2"	3	3+	2+	-1	D3
Stormbound Blade	2"	3	3+	4+	-1	2
Stardrake's Great Claws	1"	4	*	3+	-1	D3

Wounds Suffered	DAMAGE TABLE		
	Move	Great Claws	Cavernous Jaws
0-4	12"	3+	3
5-8	11"	3+	2
9-11	10"	4+	2
12-13	8"	4+	1
14+	6"	5+	1

DESCRIPTION

A Lord-Celestant on Stardrake is a single model. Whether the Lord-Celestant wields a Celestine Hammer or a Stormbound Blade, he will also bear an enchanted Sigmarite Thundershield. He rides a formidable Stardrake to battle, which rends its prey with its Great Claws.

FLY

A Lord-Celestant on Stardrake can fly.

ABILITIES

Inescapable Vengeance: If this model has made a charge move this turn, it can make D3 extra attacks with its Celestine Hammer or Stormbound Blade.

Sigmarite Thundershield: You can re-roll save rolls of 1 for this model. If the re-rolled save is successful, the shield unleashes a deafening peal and each enemy unit within 3" suffers a mortal wound.

Stormbound Blade: If the result of any hit roll for a Stormbound Blade is 6 or more, the target is wracked with the fury of the storm. Make three wound rolls against the target rather than one.

Cavernous Jaws: After this model piles in, but before it attacks, pick an enemy model within 3" and roll a dice. If the result is greater than that model's Wounds characteristic, it is swallowed whole and slain. You can do this as many times as shown on the damage table above.

Sweeping Tail: After this model has made all of its attacks in the combat phase, roll a dice for each enemy unit within 3". If the result is less than the number of models in the unit, it suffers D3 mortal wounds.

Lord of the Heavens: In your shooting phase, a Stardrake can either breathe a Roiling Thunderhead or call a Rain of Stars down from the heavens.

Roiling Thunderhead: Pick an enemy unit to be engulfed in a furious storm cloud, then roll a dice for each of its models that is within 18" of the Stardrake and which it can see. For each result of 6, a bolt of lightning streaks out and the unit suffers a mortal wound.

Rain of Stars: Roll a dice and choose that many enemy units on the battlefield, then roll a dice for each. On a result of 4 or more, the unit is struck by a fragment of a falling star and suffers D3 mortal wounds.

Arcane Lineage: Each time a casting roll is made for a **WIZARD** within 18" of any Stardrakes in your army, you can choose to increase or decrease the result by 1.

COMMAND ABILITIES

Lord of the Celestial Host: The Stardrake ridden by a Lord-Celestant is more than a mere mount; it is an intelligent and cunning hunter in its own right, a radiating beacon of power for its star-spawned kin. If a Lord-Celestant uses this ability, all **STARDRAKES**, **DRACOTHIAN GUARD** and **STORMCAST ETERNAL HEROES** riding Dracoths in your army (including this one) are suffused with the power of Azyr. Until your next hero phase, you can re-roll failed wound rolls whenever those models attack with their Claws and Fangs or Great Claws.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STARDRAKE, STORMCAST ETERNAL, MONSTER, HERO, LORD-CELESTANT



Drakesworn Templar

Drakesworn Templars are the Heavens’ might made manifest. A Stardrake can roar forth lightning-charged clouds, summon starfire from the skies, or sweep enemies away with claws, fangs and a tail that strikes like a thunderbolt. From atop his mount, the Templar wields a storm-wrought weapon to smite down all that are judged unworthy.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skybolt Bow	24"	1	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tempest Axe	2"	6	3+	3+	-	1
Arc Hammer	1"	2	3+	3+	-1	3
Stormlance	3"	3	3+	3+	-1	2
Stardrake’s Great Claws	1"	4	*	3+	-1	D3

DAMAGE TABLE			
Wounds Suffered	Move	Great Claws	Cavernous Jaws
0-4	12"	3+	3
5-8	11"	3+	2
9-11	10"	4+	2
12-13	8"	4+	1
14+	6"	5+	1

Description

A Drakesworn Templar is a single model. The Templar wields either a Tempest Axe, an Arc Hammer or a Stormlance, and some also bear a Skybolt Bow. He rides a fearsome Stardrake, which strikes down its prey with its Great Claws.

Fly

A Drakesworn Templar can fly.

Abilities

Inspirational Lieutenant: Although Drakesworn Templars do not often lead Sigmar’s armies to war, they are held in awe by other Stormcasts for the bond they have forged with a Stardrake. Add 1 to the Bravery of **STORMCAST ETERNAL** units in your army while they are within 10" of any Drakesworn Templars from your army.

Tempest Axe: A hurricane is unleashed each time a Tempest Axe strikes the foe. After this model attacks with its Tempest Axe, roll a dice for each unit that suffered any wounds from it. If the result is higher than the unit’s Wounds characteristic, its models move 1" rather than 3" when they pile in until the end of the phase.

Arc Hammer: The static hum of an Arc Hammer rises to an almighty concussive crescendo as it strikes. If the hit roll for an Arc Hammer is 6 or more, make two wound rolls instead of one.

Stormlance: If the hit roll for a Stormlance is 6 or more and the target is a **MONSTER**, lightning surges forth and the attack inflicts D6 mortal wounds instead of its normal damage.

Skybolt Bow: Drakesworn Templars often direct attacks with well-placed skybolts. If this model scores a hit on an enemy unit with a Skybolt Bow, that unit is illuminated by a blazing bolt of lightning. In the next combat phase, you can add 1 to the result of any hit rolls for **DRACOTHIAN GUARD** that attack that unit.

Cavernous Jaws: After this model piles in, but before it attacks, pick an enemy model within 3" and roll a dice. If the result is greater than that model’s Wounds characteristic, it is swallowed whole and slain. You can do this as many times as shown on the damage table above.

Sweeping Tail: After this model has made all of its attacks in the combat phase, roll a dice for each enemy unit within 3". If the result is less than the number of models in the unit, it suffers D3 mortal wounds.

Lord of the Heavens: In your shooting phase, a Stardrake can either breathe a Roiling Thunderhead or call a Rain of Stars down from the heavens.

Roiling Thunderhead: Pick an enemy unit to be engulfed in a furious storm cloud, then roll a dice for each of its models that is within 18" of the Stardrake and which it can see. For each result of 6, a bolt of lightning streaks out and the unit suffers a mortal wound.

Rain of Stars: Roll a dice and choose that many enemy units on the battlefield, then roll a dice for each. On a result of 4 or more, the unit is struck by a fragment of a falling star and suffers D3 mortal wounds.

Arcane Lineage: Each time a casting roll is made for a **WIZARD** within 18" of any Stadrakes in your army, you can choose to increase or decrease the result by 1.

Keywords

ORDER, CELESTIAL, HUMAN, STARDRAKE, STORMCAST ETERNAL, MONSTER, HERO, DRAKESWORN TEMPLAR



LORD-CELESTANT ON DRACOTH

Fuelled by the powers celestial, the Lord-Celestant that leads a Stormcast Eternal chamber is an exceptional warrior, unmatched in martial prowess. Upon a lightning-spitting Dracoth, the gleaming commander bolsters his brethren's resolve while delivering a vengeance that is both violent and inescapable.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stormstrike Glaive	2"	4	3+	4+	-1	1
Lightning Hammer	1"	3	3+	3+	-1	2
Thunderaxe	2"	3	3+	3+	-1	2
Tempestos Hammer	2"	3	3+	2+	-1	D3
Dracoth's Claws and Fangs	1"	3	3+	3+	-1	1

DESCRIPTION

A Lord-Celestant on Dracoth is a single model. He wields either a Tempestos Hammer, a Thunderaxe, a Lightning Hammer or a Stormstrike Glaive. Some also carry a Sigmarite Thundershield. In any case, he rides a Dracoth which fights with its ferocious Claws and Fangs.

ABILITIES

Tempestos Hammer: With the momentum of a charge behind it, few can stand against the impact of a Tempestos Hammer. If this model has made a charge move this turn, it can make D3 extra attacks with its Tempestos Hammer.

Thunderaxe: In the capable hands of a Lord-Celestant, a Thunderaxe draws on the celestial energies of those around him until it is crackling with barely contained power. Add 1 to the Attacks of this model's Thunderaxe for each other **STORMCAST ETERNAL** unit from your army within 5".

Lightning Hammer: If the result of a hit roll for this model's Lightning Hammer is 6 or more, the target unit immediately suffers two mortal wounds as warriors are blasted to ash, before the wound roll is made. If a unit suffers any mortal wounds in this way, it is stunned for the rest of the combat phase and cannot pile in before it attacks.

Stormstrike Glaive: Lowering his Stormstrike Glaive and wielding it as a lance, a Lord-Celestant can bring down the mightiest foes. If this model has made a charge move this turn, its Stormstrike Glaive causes 3 Damage rather than 1, and has a Rend of -2 rather than -1.

Sigmarite Thundershield: You can re-roll save rolls of 1 for this model. If the re-rolled save is successful, the shield unleashes a deafening peal and each enemy unit within 3" suffers a mortal wound.

Intolerable Damage: If the wound roll for the Dracoth's Claws and Fangs attack is 6 or more, then that attack causes D6 Damage rather than 1.

Storm Breath: You can make a storm breath attack with this model in your shooting phase. To do so, pick a point on the battlefield that is within 12" of this model. Roll a dice for each unit (friend or foe) that is within 2" of the point that you picked. On a roll of 4 or more, the unit being rolled for suffers D3 mortal wounds.

COMMAND ABILITY

Lord of the Host: If a Lord-Celestant uses this ability, until your next hero phase you do not have to take battleshock tests for this model or any friendly **STORMCAST ETERNALS** that are within 24" of this model at the start of the battleshock phase.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, LORD-CELESTANT



FULMINATORS

Aggressive and bold, there is no foe the Fulminators dare not charge. A surge of celestial energy builds before the ground-shaking impetus of their onset, a crackling war-cloud that travels like a bow wave before their lowered Stormstrike Glaives. They are the tip of the Dracothian Guard spear, and they clear a path for all who follow.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lightning Surge	6"	D3	3+	See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stormstrike Glaive	2"	3	3+	3+	-1	1
Dracoth's Claws and Fangs	1"	3	3+	3+	-1	1

DESCRIPTION
A unit of Fulminators has any number of models. They bear gleaming Stormstrike Glaives and Sigmarite Shields, and ride ferocious Dracoths which unleash a Lightning Surge as they close in to attack with their enormous Claws and Fangs.

ABILITIES
Glaivewall: Fulminators swing their glaives in great arcs as they advance, projecting a barrier of Azyrite force. Add 1 to the result of any save rolls you make for this unit during the shooting phase.
Impaling Strikes: This unit's Stormstrike Glaives cause 3 Damage rather than 1 if it charged in the same turn.
Sigmarite Shields: You can re-roll save rolls of 1 for this unit.

Intolerable Damage: If the wound roll for a Dracoth's Claws and Fangs is 6 or more, then that attack causes D6 Damage rather than 1.
Lightning Surge: Some Dracoths, trained for line breaking, spit a crackling torrent of energy at enemies that come too close. When a unit is hit by a Lightning Surge, do not make a wound roll; instead, the unit suffers a mortal wound, or two mortal wounds if it is within 3" of the attacking model.

KEYWORDS	ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, DRACOTHIAN GUARD, FULMINATORS
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TEMPESTORS

While their Dracoths charge forward spitting sizzling bolts of lightning, the Tempestors unleash the fury of their volleystorm crossbows, loosing a hail of bolts that burn like blazing meteorites. Tempestors can concentrate their fire to fell the most powerful of foes, or blast holes in enemy lines for other Dracothian Guard to exploit.



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Volleystorm Crossbow		12"	4	3+	4+	-	1
Lightning Surge		6"	D3	3+	See below		
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Warblade		1"	3	3+	4+	-	1
Dracoth's Claws and Fangs		1"	3	3+	3+	-1	1

DESCRIPTION
A unit of Tempestors has any number of models. They are armed with rapid-firing Volleystorm Crossbows and bear lethal Warblades across their back, ready to face the foe at close quarters. They also carry Sigmarite Shields, and ride ferocious Dracoths which unleash a Lightning Surge as they close in to attack with their enormous Claws and Fangs.

ABILITIES
Disruptive Fire: At the start of your shooting phase, you can declare that this unit will concentrate its fire on an enemy unit within 12". All models from this unit must attack that unit with their Volleystorm Crossbows. Until your next hero phase, your opponent must subtract 1 from the result of any hit rolls made for that unit.
Sigmarite Shields: You can re-roll save rolls of 1 for this unit.

Intolerable Damage: If the wound roll for a Dracoth's Claws and Fangs is 6 or more, then that attack causes D6 Damage rather than 1.
Lightning Surge: Some Dracoths, trained for line breaking, spit a crackling torrent at enemies that come too close. When a unit is hit by a Lightning Surge, do not make a wound roll; instead, the unit suffers a mortal wound, or two mortal wounds if it is within 3" of the attacking model.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, DRACOTHIAN GUARD, TEMPESTORS



CONCUSSORS

Thunder cracks with every weighty blow delivered by the Concussors. Those foes not slain outright by bludgeoning strikes are battered into submission, stunned by the azure shock waves released by those resounding impacts. Thus do the Concussors dispense justice upon the unworthy, leaving the enemy hordes ripe for the killing blow.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Storm Blast	12"	1	4+	See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lightning Hammer	1"	3	3+	3+	-1	2
Dracoth's Claws and Fangs	1"	3	3+	3+	-1	1

DESCRIPTION

A unit of Concussors has any number of models. They wield sparking Lightning Hammers and carry Sigmarite Shields. They ride ferocious Dracoths which spit deadly Storm Blasts at their victims before attacking with their enormous Claws and Fangs.

ABILITIES

Thunderstrike: If the result of a hit roll for this unit's Lightning Hammers is 6 or more, the attack inflicts a mortal wound in addition to any other damage it causes. If a unit suffers any mortal wounds in this way, it is stunned for the rest of the combat phase and cannot pile in before it attacks.

Intolerable Damage: If the wound roll for a Dracoth's Claws and Fangs is 6 or more, then that attack causes D6 Damage rather than 1.

Sigmarite Shields: You can re-roll save rolls of 1 for this unit.

Storm Blast: Dracoths can spit devastating bolts of lightning which blast open amid the enemy ranks, leaving warriors maimed and reeling. When a unit is hit by a Storm Blast, do not make a wound roll; instead, the unit suffers D3 mortal wounds.

KEYWORDS	ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, DRACOTHIAN GUARD, CONCUSSORS
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DESOLATORS

The Desolators form the ultimate attack wave of the Dracothian Guard. It is their task to finish the battle, for they are the final judgement of the Heavens. Lightning arcs between the Desolators’ axe strokes, a cumulative fury that scythes down all who have not fallen before the burning bolts spat by the Dracoths. Against their celestial reckoning, none may escape.

MOVE

10"

WOUNDS

5

3+

SAVE

7

BRAVERY

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Storm Blast	12"	1	4+	See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Thunderaxe	2"	3	4+	3+	-1	2
Dracoth’s Claws and Fangs	1"	3	3+	3+	-1	1

DESCRIPTION

A unit of Desolators has any number of models. They bear keen-edged Thunderaxes for scything down entire ranks of the foe, and carry Sigmarite Shields. They ride ferocious Dracoths which spit deadly Storm Blasts at their victims before attacking with their enormous Claws and Fangs.

ABILITIES

Fury of the Storm: Lightning crackles between the heads of the Desolators’ axes when they attack as one. A Desolator makes 4 attacks with its Thunderaxe rather than 3 if there are at least 4 models in its unit, or 6 attacks if there are at least 6 models in its unit.

Intolerable Damage: If the wound roll for a Dracoth’s Claws and Fangs is 6 or more, then that attack causes D6 Damage rather than 1.

Sigmarite Shields: You can re-roll save rolls of 1 for this unit.

Storm Blast: Dracoths can spit devastating bolts of lightning which blast open amid the enemy ranks, leaving warriors maimed and reeling. When a unit is hit by a Storm Blast, do not make a wound roll; instead, the unit suffers D3 mortal wounds.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, DRACOTHIAN GUARD, DESOLATORS



WARSCROLL BATTALIONS

The warriors of the Mortal Realms often fight in battalions. Each of these deadly fighting formations consists of several units that are organised and trained to fight alongside each other. The units in warscroll battalions can employ special tactics on the battlefield, making them truly deadly foes.

If you wish, you can organise the units in your army into a warscroll battalion. Doing so will give you access to additional abilities that can be used by the units in the battalion. The information needed to use these powerful formations can be found on the warscroll battalion sheets that we publish for *Warhammer Age of Sigmar*. Each warscroll battalion sheet lists the units that make it up, and the rules for any additional abilities that units from the warscroll battalion can use.

When you are setting up, you can set up all of the units in a warscroll battalion instead of setting up a single unit. Alternatively, you can set up some of the units from a warscroll battalion, and set up any remaining units individually later on, or you can set up all of the units individually. For example, in a battle where each player takes it in turns to set up one unit, you could set up one, some or all of the units belonging to a warscroll battalion in your army.

On the following pages you will find a selection of warscroll battalions. Usually, a unit can only belong to one battalion, and so can only benefit from a single set of battalion abilities. However, some very large battalions include other, smaller battalions, and in this case it is possible for a unit to benefit from the abilities of two different battalions at the same time.



- 1. Title:** The name of the warscroll battalion and a short overview of the background for it and how it fights.
- 2. Organisation:** This section lists the units that make up the warscroll battalion and any restrictions that may apply to the models that you can include.
- 3. Abilities:** Every warscroll battalion includes one or more abilities that some or all of the units from the battalion can use. The abilities listed for a warscroll battalion only apply to the units that make it up (even if there are other units of the same type in your army). These abilities are in addition to the abilities listed on the units' warscrolls.



STORMCAST ETERNALS

DRAKESWORN TEMPLE

The full assembly of a Drakesworn Temple generates a scintillating pulse of starfire, a wave of cosmic force that ripples outwards. Stormcasts and other celestial creatures are rejuvenated by the nova surge, while foes are scalded by incandescent purity, blasted by the very wrath of the Heavens.

ORGANISATION

A Drakesworn Temple consists of the following units:

- 3 Drakesworn Templars

ABILITIES

Nova Surge: The members of a Drakesworn Temple can summon a Nova Surge, their Stardrakes gleaming with the light of a thousand stars before sending out waves of celestial energy. In your hero phase, if all three models from a Drakesworn Temple are within 10" of each other, they can unleash a Nova Surge. When they do so, roll a dice – each unit within that many inches of any of the Drakesworn Templars is caught in the surge. **STORMCAST ETERNAL** units from your army heal D3 wounds, while enemy units suffer D3 mortal wounds.

Imposing Presence: If the presence of a single Stardrake on the battlefield is enough to give any enemy pause, it would take a herculean effort to stand firm before a Drakesworn Temple. While there are least two models from a Drakesworn Temple on the battlefield, subtract 1 from the Bravery of any enemy units that are within 10" of any of them.



STORMCAST ETERNALS LIGHTNING ECHELON

First to the fight, the Dracothian Guard Lightning Echelon strikes with thunderbolt force. Trusting the righteousness of their celestial shield, the Fulminators boldly penetrate the foe's line while Tempestor volleys clear the path. The Lightning Echelon is a spear thrust into the enemy army's heart.

ORGANISATION

A Lightning Echelon consists of the following units:

- 2 units of Fulminators
- 2 units of Tempestors

ABILITIES

Protection of Azyr: Riding in close formation, the Fulminators of a Lightning Echelon can extend their celestial shield to defend their Tempestor brethren. Add 1 to the result of any save rolls you make for a **TEMPESTORS** unit from a Lightning Echelon if it is within 2" of any **FULMINATORS** from the same battalion.

Linebreaker Assault: Lightning Echelons are known for their devastating headlong charges, never slowing until they have broken the enemy's ranks. Once per battle, in the charge phase, a Lightning Echelon can make a Linebreaker Assault. Each model in the battalion that has already charged this phase inflicts a mortal wound on a unit within ½" of it. Then, each unit in the battalion can charge again even if it has already charged, and can pass through enemy models when it does so.



STORMCAST ETERNALS

THUNDERWAVE ECHELON

Following hard in the wake of their Lightning Echelon brethren, the Thunderwave Echelon has but one task: annihilation. Concussors widen the gap in the enemy line, shock waves stunning those not broken asunder by thunderous hammerblows. Then come the Desolators, cleaving all in their path.

ORGANISATION

A Thunderwave Echelon consists of the following units:

- 2 units of Concussors
- 2 units of Desolators

ABILITIES

Ride of the Annihilators: The warriors of a Thunderwave Echelon revel in riding down the foe with hammer and axe, running down any in reach and breaking the spirit of those that survive. Each time a model flees from an enemy unit that is within 3" of a unit from a Thunderwave Echelon, roll a dice. On a result of 5 or 6, another model from the same unit is run down and removed from play.

Ruinous Assault: The duty of the Thunderwave Echelon is to follow in the wake of the Lightning Echelon, targeting units one at a time and destroying them utterly. Once per battle, in the combat phase, a Thunderwave Echelon can make a Ruinous Assault. Each unit in the battalion can immediately pile in and attack again, in an order of your choice.



STORMCAST ETERNALS

EXTREMIS CHAMBER

When fully assembled, an entire Extremis Chamber can strike into the Mortal Realms upon the beams of the High Star Sigendil. In a scintillating flash, they appear onto the battlefield, sending forth waves of celestial power. Many foes flee rather than face such righteous fury.

ORGANISATION

An Extremis Chamber consists of the following units and battalions:

- 1 Lord-Celestant on Stardrake or Lord-Celestant on Dracoth
- 1 Drakesworn Temple
- 1 Lightning Echelon
- 1 Thunderwave Echelon

ABILITIES

Borne by the High Star: Instead of setting up a unit from an Extremis Chamber on the battlefield, you can place it to one side and say that it is riding the High Star Sigendil. In any of your movement phases, you can transport all units that are riding the star to the battlefield. When you do so, place a dice anywhere on the battlefield to show the epicentre of the starblast. Set up each of the transported units within 20" of the dice, and more than 6" from the enemy. This is their move for that movement phase. Then, roll a dice for each enemy unit within 15" of the dice. On a result of 4 or more, it suffers D3 mortal wounds from the furious impact.

Celestial Terror: The arrival of an Extremis Chamber on the battlefield is a portent of doom for any who stand against the Stormcasts or their allies. If your opponent makes a battleshock test for an enemy unit that is within 3" of two or more units from an Extremis Chamber, they must roll two dice and use the highest result.

THE RULES

Warhammer Age of Sigmar puts you in command of a force of mighty warriors, monsters and war engines. This rules sheet contains everything you need to know in order to do battle amid strange and sorcerous realms, to unleash powerful magic, darken the skies with arrows, and crush your enemies in bloody combat!

THE ARMIES

Before the conflict begins, rival warlords gather their most powerful warriors.

In order to play, you must first muster your army from the miniatures in your collection. Armies can be as big as you like, and you can use as many models from your collection as you wish. The more units you decide to use, the longer the game will last and the more exciting it will be! Typically, a game with around a hundred miniatures per side will last for about an evening.

WARSCROLLS & UNITS

All models are described by warscrolls, which provide all of the rules for using them in the game. You will need warscrolls for the models you want to use.

Models fight in units. A unit can have one or more models, but cannot include models that use different warscrolls. A unit must be set up and finish any sort of move as a single group of models, with all models within 1" of at least one other model from their unit. If anything causes a unit to become split up during a battle, it must reform the next time that it moves.

TOOLS OF WAR

In order to fight a battle you will require a tape measure and some dice.

Distances in *Warhammer Age of Sigmar* are measured in inches ("), between the closest points of the models or units you're measuring to and from. You can measure distances whenever you wish. A model's base isn't considered part of the model – it's just there to help the model stand up – so don't include it when measuring distances.

Warhammer Age of Sigmar uses six-sided dice (sometimes abbreviated to D6). If a rule requires you to roll a D3, roll a dice and halve the total, rounding fractions up. Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. You can never re-roll a dice more than once, and re-rolls happen before modifiers to the roll (if any) are applied.

THE BATTLEFIELD

Be they pillars of flame, altars of brass or haunted ruins, the realms are filled with strange sights and deadly obstacles.

Battles in *Warhammer Age of Sigmar* are fought across an infinite variety of exciting landscapes in the Mortal Realms, from desolate volcanic plains and treacherous sky temples, to lush jungles and cyclopean ruins. The dominion of Chaos is all-pervading, and no land is left untouched by the blight of war. These wildly fantastical landscapes are recreated whenever you play a game of *Warhammer Age of Sigmar*.

The table and scenery you use constitute your battlefield. A battlefield can be any flat surface upon which the models can stand – for example a dining table or the floor – and can be any size or shape provided it's bigger than 3 feet square.

First you should decide in which of the seven Mortal Realms the battle will take place. For example, you might decide that your battle will take place in the Realm of Fire. Sometimes you'll need to know this in order to use certain abilities. If you can't agree on the realm, roll a dice, and whoever rolls highest decides.

The best battles are fought over lavishly designed and constructed landscapes, but whether you have a lot of scenery or only a small number of features doesn't matter! A good guide is at least 1 feature for every 2 foot square, but less is okay and more can make for a really interesting battle.

To help you decide the placement of your scenery, you can choose to roll two dice and add them together for each 2 foot square area of your battlefield and consult the following table:

Roll	Terrain Features
2-3	No terrain features.
4-5	2 terrain features.
6-8	1 terrain feature.
9-10	2 terrain features.
11-12	Choose from 0 to 3 terrain features.

MYSTERIOUS LANDSCAPES

The landscapes of the Mortal Realms can both aid and hinder your warriors. Unless stated otherwise, a model can be moved across scenery but not through it (so you can't move through a solid wall, or pass through a tree, but can choose to have a model climb up or over them). In addition, once you have set up all your scenery, either roll a dice on the following table or pick a rule from it for each terrain feature:

THE SCENERY TABLE

Roll Scenery

- Damned:** If any of your units are within 3" of this terrain feature in your hero phase, you can declare that one is making a sacrifice. If you do so, the unit suffers D3 mortal wounds, but you can add 1 to all hit rolls for the unit until your next hero phase.
- Arcane:** Add 1 to the result of any casting or unbinding rolls made for a wizard within 3" of this terrain feature.
- Inspiring:** Add 1 to the Bravery of all units within 3" of this terrain feature.
- Deadly:** Roll a dice for any model that makes a run or charge move across, or finishing on, this terrain feature. On a roll of 1 the model is slain.
- Mystical:** Roll a dice in your hero phase for each of your units within 3" of this terrain feature. On a roll of 1 the unit is befuddled and can't be selected to cast spells, move or attack until your next hero phase. On a roll of 2-6 the unit is ensorcelled, and you can re-roll failed wound rolls for the unit until your next hero phase.
- Sinister:** Any of your units that are within 3" of this terrain feature in your hero phase cause fear until your next hero phase. Subtract 1 from the Bravery of any enemy units that are within 3" of one or more units that cause fear.

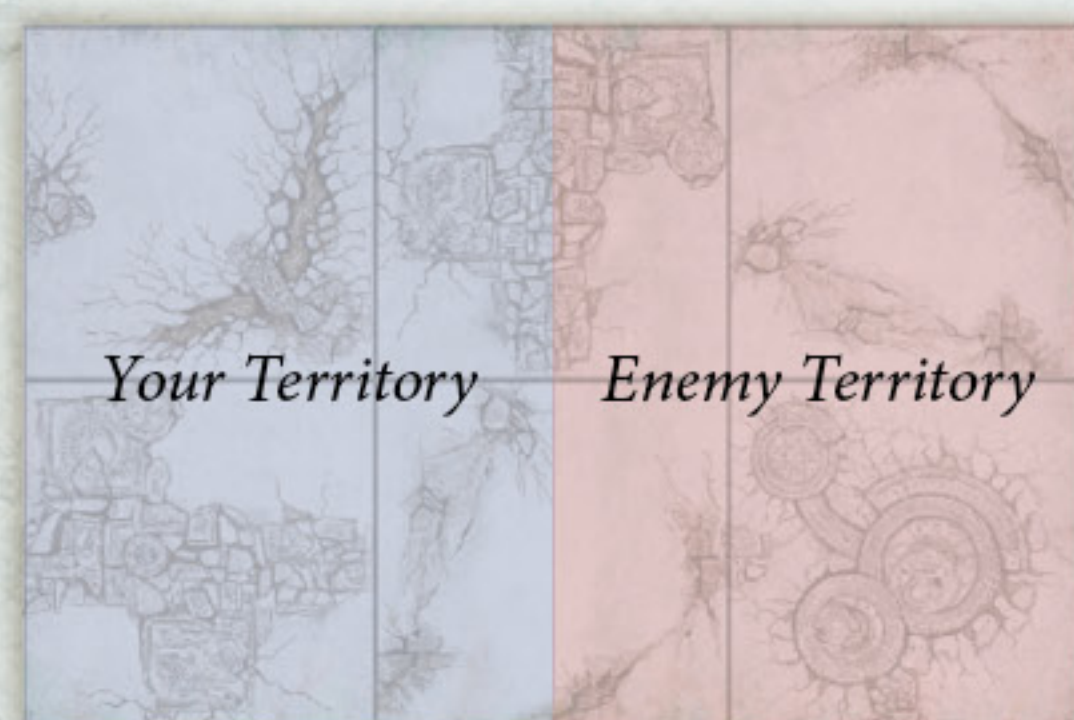
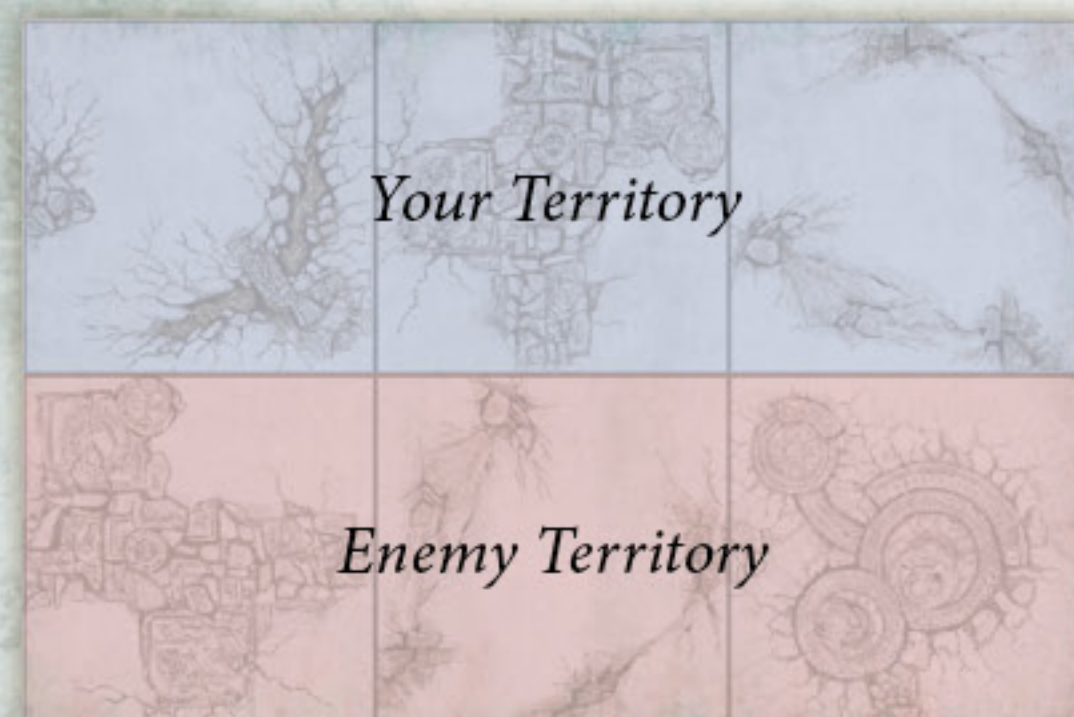
THE BATTLE BEGINS

Thunder rumbles high above as the armies take to the battlefield.

You are now ready for the battle to begin, but before it does you must set up your armies for the coming conflict.

SET-UP

Before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must divide the battlefield into two equal-sized halves; their opponent then picks one half to be their territory. Some examples of this are shown below.



The players then alternate setting up units, one at a time, starting with the player that won the earlier dice roll. Models must be set up in their own territory, more than 12" from enemy territory.

You can continue setting up units until you have set up all the units you want to fight in this battle, or have run out of space. This is your army. Count the number of models in your army – this may come in useful later. Any remaining units are held in reserve, playing no part unless fate lends a hand.

The opposing player can continue to set up units. When they have finished, set-up is complete. The player that finishes setting up first always chooses who takes the first turn in the first battle round.

THE GENERAL

Once you have finished setting up all of your units, nominate one of the models you set up as your general. Your general has a command ability, as described in the rules for the hero phase on the next page.

GLORIOUS VICTORY

In the Mortal Realms battles are brutal and uncompromising – they are fought to the bitter end, with one side able to claim victory because it has destroyed its foe or there are no enemy models left on the field of battle. The victor can immediately claim a **major victory** and the honours and triumphs that are due to them, while the defeated must repair to their lair to lick their wounds and bear the shame of failure.

If it has not been possible to fight a battle to its conclusion or the outcome is not obvious, then a result of sorts can be calculated by comparing the number of models removed from play with the number of models originally set up for the battle for each army. Expressing these as percentages provides a simple way to determine the winner. Such a victory can only be claimed as a **minor victory**. For example, if one player lost 75% of their starting models, and the other player lost 50%, then the player that only lost 50% of their models could claim a minor victory.

Models added to your army during the game (for example, through summoning, reinforcements, reincarnation and so on) do not count towards the number of models in the army, but must be counted among the casualties an army suffers.

SUDDEN DEATH VICTORIES

Sometimes a player may attempt to achieve a sudden death victory. If one army has a third more models than the other, the outnumbered player can choose one objective from the sudden death table after generals are nominated. A **major victory** can be claimed immediately when the objective is achieved by the outnumbered player.

TRIUMPHS

After any sudden death objectives have been chosen, if your army won a major victory in its previous battle, roll a dice and look up the result on the triumph table to the right.

THE SUDDEN DEATH TABLE

Assassinate: The enemy player picks a unit with the **HERO, WIZARD, PRIEST** or **MONSTER** keyword in their army. Slay the unit that they pick.

Blunt: The enemy player picks a unit with five or more models in their army. Slay the unit that they pick.

Endure: Have at least one model which started the battle on the battlefield still in play at the end of the sixth battle round.

Seize Ground: Pick one terrain feature in enemy territory. Have at least one friendly model within 3" of that feature at the end of the fourth battle round.

THE TRIUMPH TABLE

Roll Triumph

- 1-2 Blessed:** You can change the result of a single dice to the result of your choosing once during the battle.
- 3-4 Inspired:** You can re-roll all of the failed hit rolls for one unit in your army in one combat phase.
- 5-6 Empowered:** Add 1 to your general's Wounds characteristic.

BATTLE ROUNDS

Mighty armies crash together amid the spray of blood and the crackle of magic.

Warhammer Age of Sigmar is played in a series of battle rounds, each of which is split into two turns – one for each player. At the start of each battle round, both players roll a dice, rolling again in the case of a tie. The player that rolls highest decides who takes the first turn in that battle round. Each turn consists of the following phases:

1. Hero Phase

Cast spells and use heroic abilities.

2. Movement Phase

Move units across the battlefield.

3. Shooting Phase

Attack with missile weapons.

4. Charge Phase

Charge units into combat.

5. Combat Phase

Pile in and attack with melee weapons.

6. Battleshock Phase

Test the bravery of depleted units.

Once the first player has finished their turn, the second player takes theirs. Once the second player has also finished, the battle round is over and a new one begins.

RULES

PRE-BATTLE ABILITIES

Some warscrolls allow you to use an ability ‘after set-up is complete’. These abilities are used before the first battle round. If both armies have abilities like this, both players roll a dice, re-rolling in the case of a tie. The player that rolls highest gets to use their abilities first, followed by their opponent.

HERO PHASE

As the armies close in, their leaders use sorcerous abilities, make sacrifices to the gods, or give strident commands.

In your hero phase you can use the wizards in your army to cast spells (see the rules for wizards on the last page of these rules).

In addition, other units in your army may have abilities on their warscrolls that can be used in the hero phase. Generally, these can only be used in your own hero phase. However, if an ability says it can be used in every hero phase, then it can be used in your opponent’s hero phase as well as your own. If both players can use abilities in a hero phase, the player whose turn it is gets to use all of theirs first.

COMMAND ABILITY

In your hero phase, your general can use one command ability. All generals have the Inspiring Presence command ability, and some may have more on their warscroll.

Inspiring Presence: Pick a unit from your army that is within 12" of your general. The unit that you pick does not have to take battleshock tests until your next hero phase.

MOVEMENT PHASE

The ground shakes to the tread of marching feet as armies vie for position.

Start your movement phase by picking one of your units and moving each model in that unit until you’ve moved all the models you want to. You can then pick another unit to move, until you have moved as many of your units as you wish. No model can be moved more than once in each movement phase.

MOVING

A model can be moved in any direction, to a distance in inches equal to or less than the Move characteristic on its warscroll. It can be moved vertically in order to climb or cross scenery, but cannot be moved across other models. No part of the model may move further than the model’s Move characteristic.

ENEMY MODELS

When you move a model in the movement phase, you may not move within 3" of any enemy models. Models from your army are friendly models, and models from the opposing army are enemy models.

Units starting the movement phase within 3" of an enemy unit can either remain stationary or retreat. If you choose to retreat, the unit must end its move more than 3" away from all enemy units. If a unit retreats, then it can’t shoot or charge later that turn (see below).

RUNNING

When you pick a unit to move in the movement phase, you can declare that it will run. Roll a dice and add the result to the Move characteristic of all models in the unit for the movement phase. A unit that runs can’t shoot or charge later that turn.

FLYING

If the warscroll for a model says that the model can fly, it can pass across models and scenery as if they were not there. It still may not finish the move within 3" of an enemy in the movement phase, and if it is already within 3" of an enemy it can only retreat or remain stationary.

SHOOTING PHASE

A storm of death breaks over the battle as arrows fall like rain and war machines hurl their deadly payloads.

In your shooting phase you can shoot with models armed with missile weapons.

Pick one of your units. You may not pick a unit that ran or retreated this turn. Each model in the unit attacks with all of the missile weapons it is armed with (see Attacking). After all of the models in the unit have shot, you can choose another unit to shoot with, until all units that can shoot have done so.

CHARGE PHASE

Howling bloodcurdling war cries, warriors hurl themselves into battle to slay with blade, hammer and claw.

Any of your units within 12" of the enemy in your charge phase can make a charge move. Pick an eligible unit and roll two dice. Each model in the unit can move this number in inches. You may not pick a unit that ran or retreated this turn, nor one that is within 3" of the enemy.

The first model you move must finish within ½" of an enemy model. If that’s impossible, the charge has failed and no models in the charging unit can move in this phase. Once you’ve moved all the models in the unit, you can pick another eligible unit to make a charge, until all units that can charge have done so.

COMBAT PHASE

Carnage engulfs the battlefield as the warring armies tear each other apart.

Any unit that has charged or has models within 3" of an enemy unit can attack with its melee weapons in the combat phase.

The player whose turn it is picks a unit to attack with, then the opposing player must attack with a unit, and so on until all eligible units on both sides have attacked once each. If one side completes all its attacks first, then the other side completes all of its remaining attacks, one unit after another. No unit can be selected to attack more than once in each combat phase. An attack is split into two steps: first the unit piles in, and then you make attacks with the models in the unit.

Step 1: When you pile in, you may move each model in the unit up to 3" towards the closest enemy model. This will allow the models in the unit to get closer to the enemy in order to attack them.

Step 2: Each model in the unit attacks with all of the melee weapons it is armed with (see Attacking).

BATTLESHOCK PHASE

Even the bravest heart may quail when the horrors of battle take their toll.

In the battleshock phase, both players must take battleshock tests for units from their army that have had models slain during the turn. The player whose turn it is tests first.

To make a battleshock test, roll a dice and add the number of models from the unit that have been slain this turn. For each point by which the total exceeds the highest Bravery characteristic in the unit, one model in that unit must flee and is removed from play. Add 1 to the Bravery characteristic being used for every 10 models that are in the unit when the test is taken.

You must choose which models flee from the units you command.

ATTACKING

Blows hammer down upon the foe, inflicting bloody wounds.

When a unit attacks, you must first pick the target units for the attacks that the models in the unit will make, then make all of the attacks, and finally inflict any resulting damage on the target units.

The number of attacks a model can make is determined by the weapons that it is armed with. The weapon options a model has are listed in its description on its warscroll. Missile weapons can be used in the shooting phase, and melee weapons can be used in the combat phase. The number of attacks a model can make is equal to the Attacks characteristic for the weapons it can use.

PICKING TARGETS

First, you must pick the target units for the attacks. In order to attack an enemy unit, an enemy model from that unit must be in range of the attacking weapon (i.e. within the maximum distance, in inches, of the Range listed for the weapon making the attack), and visible to the attacker (if unsure, stoop down and get a look from behind the attacking model to see if the target is visible). For the purposes of determining visibility, an attacking model can see through other models in its unit.

If a model has more than one attack, you can split them between potential target units as you wish. If a model splits its attacks between two or more enemy units, resolve all of the attacks against one unit before moving onto the next one.

MAKING ATTACKS

Attacks can be made one at a time, or, in some cases, you can roll the dice for attacks together. The following attack sequence is used to make attacks one at a time:

1. Hit Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Hit characteristic, then it scores a hit and you must make a wound roll. If not, the attack fails and the attack sequence ends.

2. Wound Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Wound characteristic, then it causes damage and the opposing player must make a save roll. If not, the attack fails and the attack sequence ends.

3. Save Roll: The opposing player rolls a dice, modifying the roll by the attacking weapon's Rend characteristic. For example, if a weapon

has a -1 Rend characteristic, then 1 is subtracted from the save roll. If the result equals or beats the Save characteristic of the models in the target unit, the wound is saved and the attack sequence ends. If not, the attack is successful, and you must determine damage on the target unit.

4. Determine Damage: Once all of the attacks made by a unit have been carried out, each successful attack inflicts a number of wounds equal to the Damage characteristic of the weapon. Most weapons have a Damage characteristic of 1, but some can inflict 2 or more wounds, allowing them to cause grievous injuries to even the mightiest foe, or to cleave through more than one opponent with but a single blow!

In order to make several attacks at once, all of the attacks must have the same To Hit, To Wound, Rend and Damage characteristics, and must be directed at the same enemy unit. If this is the case, make all of the hit rolls at the same time, then all of the wound rolls, and finally all of the save rolls; then add up the total number of wounds caused.

INFLECTING DAMAGE

After all of the attacks made by a unit have been carried out, the player commanding the target unit allocates any wounds that are inflicted to models from the unit as they see fit (the models do not have to be within range or visible to an attacking unit). When inflicting damage, if you allocate a wound to a model, you must keep on allocating wounds to that model until either it is slain, or no more wounds remain to be allocated.

Once the number of wounds suffered by a model during the battle equals its Wounds characteristic, the model is slain. Place the slain model to one side – it is removed from play. Some warscrolls include abilities that allow wounds to be healed. A healed wound no longer has any effect. You can't heal wounds on a model that has been slain.

MORTAL WOUNDS

Some attacks inflict mortal wounds. Do not make hit, wound or save rolls for a mortal wound – just allocate the wounds to models from the target unit as described above.

COVER

If all models in a unit are within or on a terrain feature, you can add 1 to all save rolls for that unit to represent the cover they receive from the terrain. This modifier does not apply in the combat phase if the unit you are making saves for made a charge move in the same turn.

WIZARDS

The realms are saturated with magic, a seething source of power for those with the wit to wield it.

Some models are noted as being a wizard on their warscroll. You can use a wizard to cast spells in your hero phase, and can also use them to unbind spells in your opponent's hero phase. The number of spells a wizard can attempt to cast or unbind each turn is detailed on its warscroll.

CASTING SPELLS

All wizards can use the spells described below, as well as any spells listed on their warscroll. A wizard can only attempt to cast each spell once per turn.

To cast a spell, roll two dice. If the total is equal to or greater than the casting value of the spell, the spell is successfully cast.

If a spell is cast, the opposing player can choose any one of their wizards that is within 18" of the caster, and that can see them, and attempt to unbind the spell before its effects are applied. To unbind a spell, roll two dice. If the roll beats the roll used to cast the spell, then the spell's effects are negated. Only one attempt can be made to unbind a spell.

ARCANE BOLT

Arcane Bolt has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster and which is visible to them. The unit you pick suffers D3 mortal wounds.

MYSTIC SHIELD

Mystic Shield has a casting value of 6. If successfully cast, pick the caster, or a friendly unit within 18" of the caster and which is visible to them. You can add 1 to all save rolls for the unit you pick until the start of your next hero phase.

THE MOST IMPORTANT RULE

In a game as detailed and wide-ranging as *Warhammer Age of Sigmar*, there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, have a quick chat with your opponent, and apply the solution that makes the most sense to you both (or seems the most fun!). If no single solution presents itself, both of you should roll a dice, and whoever rolls higher gets to choose what happens. Then you can get on with the fighting!



WHAT'S NEXT?

Warhammer Age of Sigmar is a collecting, painting and gaming experience whose appeal and excitement lasts a lifetime. Whether it be assembling and painting a mighty horde of fantastical warriors or immersing yourself in the magical worlds and stories of the realms, *Warhammer Age of Sigmar* offers endless opportunities for enjoyment. Equally, if you hunger to launch your own crusade of conquest, you'll be hurling your armies into bloody battle before you know it.

INTO THE REALMS...

They say that every journey begins with a single step, and in the case of *Warhammer Age of Sigmar* there is no better first step than the starter set itself. Contained within this exceptional set is an impressive range of beautifully detailed Citadel Miniatures, excellent starting forces for the brave and noble Stormcast Eternals and the murderous Khorne Bloodbound. This starter set is the starting point of a truly

epic story, pitting Vandus Hammerhand and his Hammers of Sigmar against the daemon-worshipping Korghos Khul and his cruel Goretide warriors. As such, not only does this starter set get you off to a great start with your model collections, but it also represents an excellent way to learn the *Warhammer Age of Sigmar* rules and plunge straight into the story of the Age of Sigmar.





Another excellent avenue into *Warhammer Age of Sigmar* is the book of the same name. Providing the perfect companion volume to the contents of the starter set, this book is replete with beautiful artwork, helpful painting guides and showcases of models painted by the world-renowned 'Eavy Metal team – all in all, it's an excellent visual guide to the war across the realms. Furthermore, this book expands hugely upon the back

story of *Warhammer Age of Sigmar*, setting out the blood-soaked history of the Age of Chaos and revealing the opening moves of the God-King Sigmar's great gambit to defeat the Dark Gods. As if all this were not enough, it provides a wealth of warscrolls and battleplans allowing you to expand your own collections of miniatures, add new factions to your battles, and fight through many exciting new scenarios as your army grows.

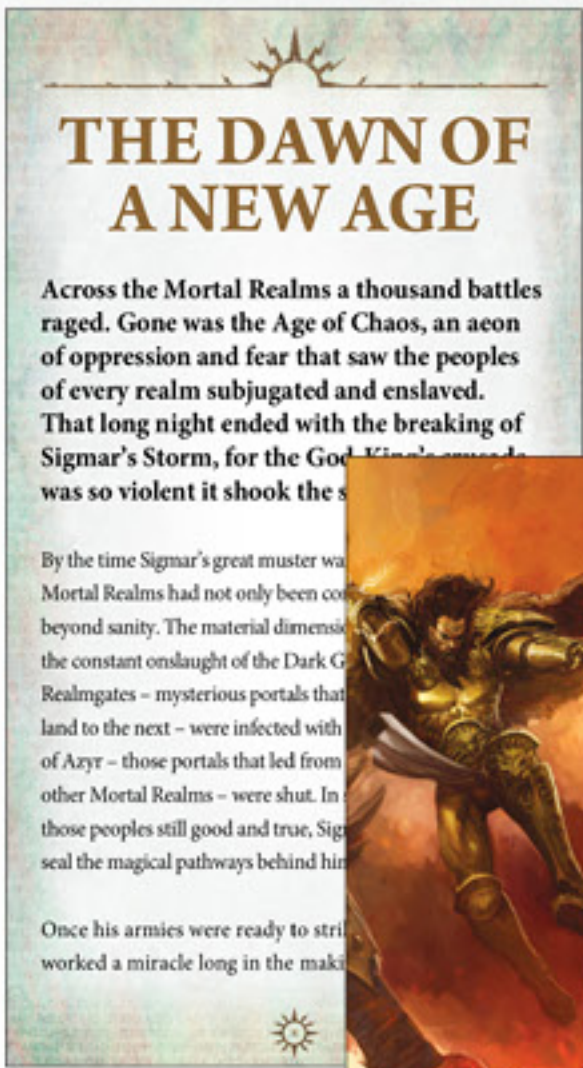
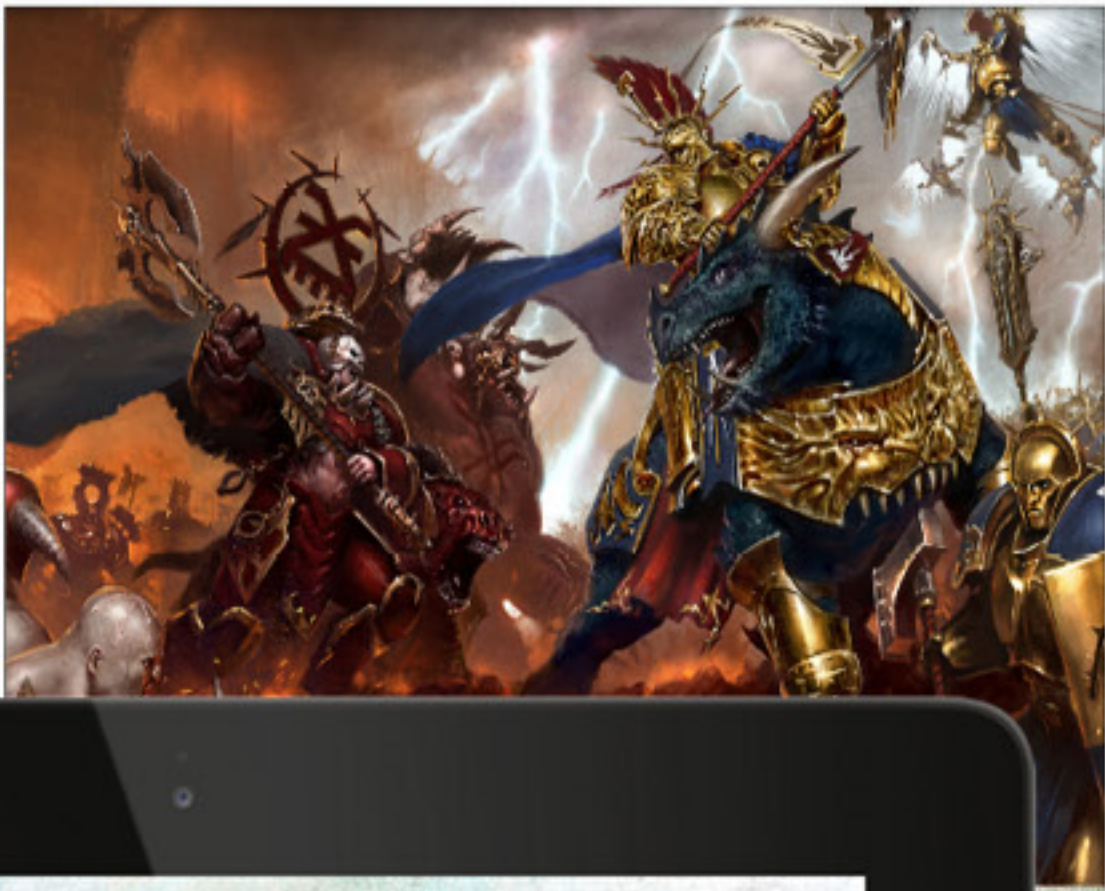




THE REALMGATE WARS

A major feature of *Warhammer Age of Sigmar* is its grand, ongoing narrative. This is more than just a collecting and gaming experience, it is also an interactive saga of battle in which you play the lead role. Just as *Warhammer Age of Sigmar* helps you begin this journey, so your copy of *The Realmgate Wars: Quest for Ghal Maraz* plunges you deeper into this epic

tale. This is an excellent next step down the collecting road, as this book details a plethora of new units to add to your armies and new battleplans for them to fight through. This is but the first in an ongoing series of narrative supplements, so as your collection of Citadel Miniatures grows and diversifies, so the stories you can tell on the battlefield grow ever more grand and exciting as well.

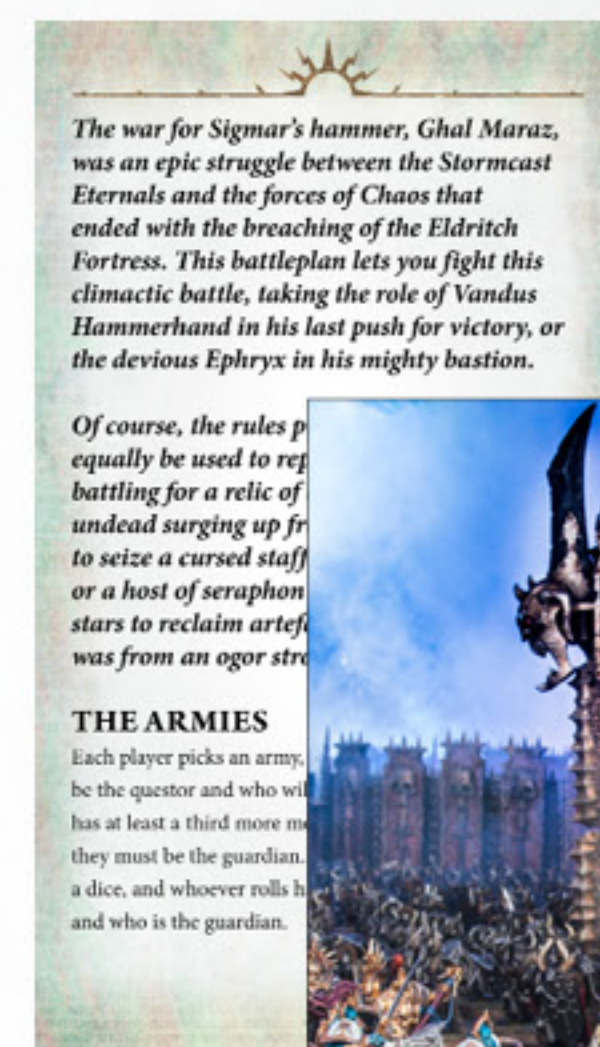




BATTLETOMES

Many collectors begin their journey with the miniatures from the *Warhammer Age of Sigmar* starter set, which provides all the excitement and satisfaction you need in your introduction to the battlefields of the Mortal Realms. Soon enough though, you will probably find that the many factions that wage war across the realms draw your eye. With their ever-growing miniatures ranges and inspiring stories, the races of the realms offer near-endless diversity for collectors; in each case, this history and model range is fully explored in the battletome

that accompanies that race. Whether it be the gore-drenched berserkers of the Khorne Bloodbound, the god-forged heroes of the Stormcast Eternals, the strange and otherworldly seraphon, or any of the other warlike races that populate the realms, the battletome will furnish you with everything you need to collect, organise, and tell stories upon the battlefield with that race. Thus, with each battletome you read, your knowledge of the races of *Warhammer Age of Sigmar* will grow, and most likely your miniatures collection along with it.

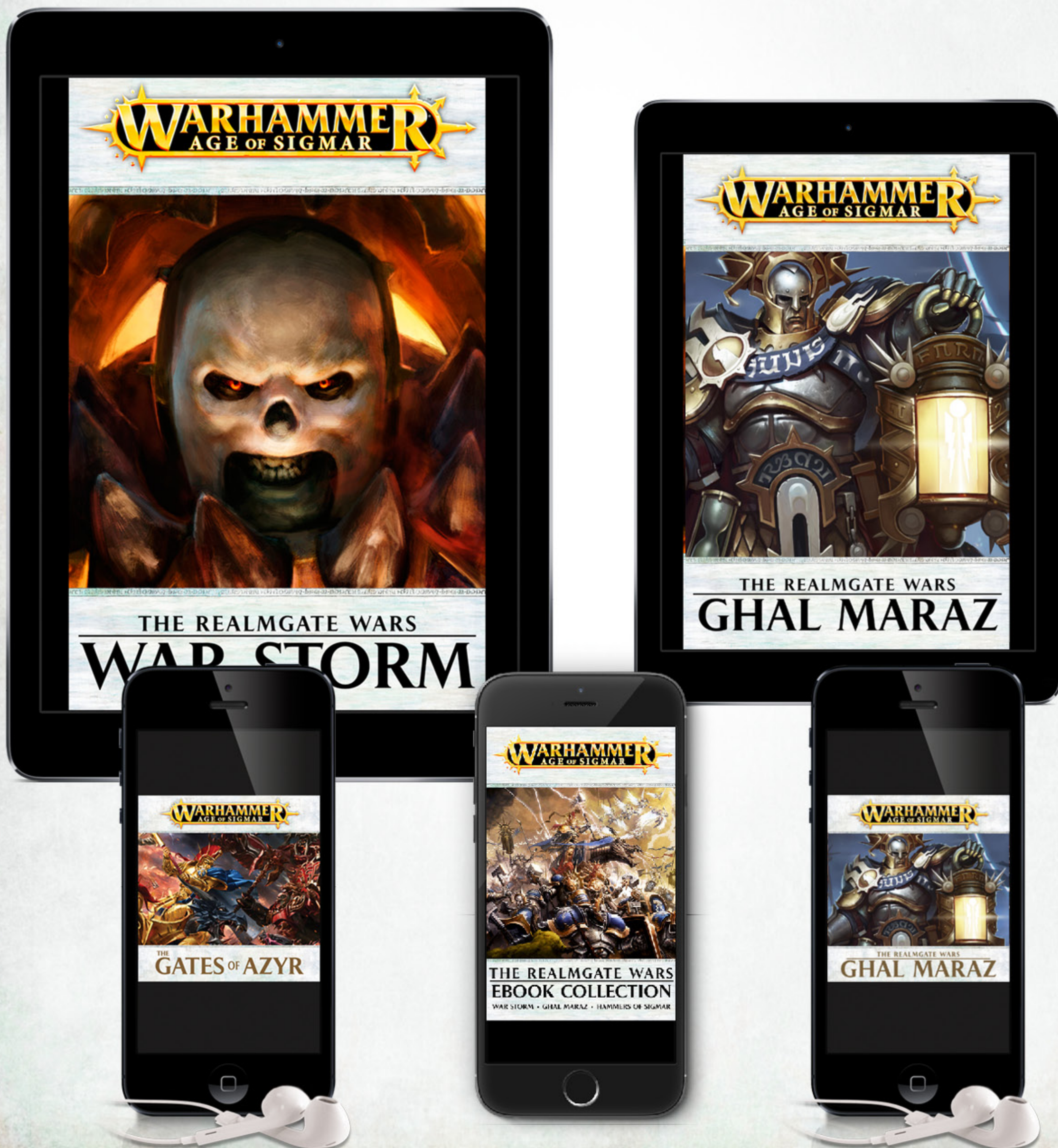




THE STORY CONTINUES

With such vast and thrilling worlds to explore, there's always scope for more stories and greater adventures. As a fantastic companion to the narrative presented in the *Warhammer Age of Sigmar* collecting and gaming supplements – and your own tabletop tales of war and glory – you can also read about the exploits of the heroes and villains of the realms in our accompanying novels. These books can be both an invaluable

source of inspiration for your collection, and a great way to live out the action of the Realmgate Wars and beyond, blow by visceral blow. Such exciting tales as *War Storm* and *Ghal Maraz* tie directly into the *Warhammer Age of Sigmar* narrative as it develops, giving you yet another route into the Mortal Realms and providing unique insights into the action that aren't available anywhere else.





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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.

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