

• LEGENDS WARSCROLL •

EDMARK VALORAN

THE MANTICORE KNIGHT



Few warriors are more confident of their martial brilliance than Edmark Valoran. His bluster is not without merit, for his record of brave service in the God-King's armies is undeniable. Yet after an incident saw his flesh riddled with shards of Aqshian realmstone and allies slain by his hand, he seeks to restore his honour. Should he be roused to anger, the Manticore Knight's emberstone-pierced skin will flash red, and nearby enemies will be incinerated by a sudden burst of livid flames.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Knightly Battleaxe	5	3+	4+	1	2

🛡 Passive

SHIELD OF THE MANTICORE: *Valoran's gleaming shield is an impressively resilient piece of defensive equipment.*

Effect: Subtract 1 from the Rend characteristic of weapons used for attacks that target friendly **INFANTRY HEROES** while those friendly units are within 3" of this unit.

⚔ Passive

EMBERSTONE-RIDDED FLESH: *Empowered by his rage, the emberstone embedded in Edmark's skin causes his body to erupt into livid flames, burning those nearby who would do him harm.*

Effect: Each time you make an unmodified save roll of 1 for a combat attack that targets this unit, inflict 1 mortal damage on the attacking unit after that **FIGHT** ability has been resolved.



KEYWORDS

UNIQUE, HERO, INFANTRY
ORDER, CITIES OF SIGMAR, HUMAN

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BREN TYLIS

THE RENEGADE SAINT



Thief. Fugitive. Brigand. Bren Tylis has been all these and more in her life as a roving sellsword. Not for the first time, she finds herself on the run from Sigmar's unforgiving clergy – but this time with just cause. She bears the relics of Saint Yondara, her fallen ancestor and a sworn guardian of the Everspring. That holy duty has now passed to Bren Tylis; through her own blessed skull, Yondara can commune with her living relative and guide Tylis's hand.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Hand-and-a-half Sword	5	3+	4+	2	2

🛡 Passive

YONDARA'S GUIDANCE: *Guided by the wisdom of her forebear, Tylis is determined to finally achieve something glorious after a career of ignoble bloodshed.*

Effect: The first time this unit would be destroyed, before removing it from the battlefield, roll a dice. On a 3+, this unit is not destroyed and any remaining damage points inflicted on it have no effect. Then, **Heal** (5) this unit.

➦ Once Per Battle, Deployment Phase

WELL TRAVELLED: *As a roaming sword-for-hire, Bren has a knack for finding her way into the best positions.*

Effect: Remove this unit from the battlefield and set it up again on the battlefield more than 3" from all enemy units.



KEYWORDS

UNIQUE, HERO, INFANTRY
ORDER, CITIES OF SIGMAR, HUMAN



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INARA SION

THE CLEANSING BLADE



Few of Ghyran's human populace are as venerable as Inara Sion. Kept in perfect health by draughts of pure Aqua Ghyranis, Sion has devoted her life to defeating the corruption that engulfed her former home. Inara learned her martial talents from the order of the Jade Circle, who sought to blend the mystical command of water with elegant sword-art. Eschewing armour, she moves with liquid grace, always seeming a step ahead of her clumsy foes.

 RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Purified Water Blast Crit (Auto-wound)	10"	3	3+	4+	1	D3
 MELEE WEAPONS	Atk		Hit	Wnd	Rnd	Dmg
Blade of Flowing Waters Crit (Auto-wound)	3		3+	4+	1	D3

Your Hero Phase

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BARRIER OF WATER: *Inara directs Aqua Ghyranis to form a shimmering wall, its purity barring passage to any who would harm her.*

Declare: Pick a visible enemy unit within 12" of this unit to be the target. Then, make a casting roll of 2D6.

Effect: Until the start of your next turn, each time the target is picked to use a **MOVE** ability, roll a dice as a reaction. On a 3+, the target cannot end that move closer to this unit.

KEYWORDS SPELL

Once Per Battle, Any Hero Phase

SACRED AMPHORA: *The vessel that Inara carries contains pure, life-giving liquid that was taken from the Everspring long ago.*

Declare: Pick a visible friendly unit within 3" of this unit to be the target.

Effect: Heal (2D3) the target.



KEYWORDS

UNIQUE, HERO, WIZARD (1), INFANTRY
ORDER, CITIES OF SIGMAR, HUMAN



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DROLF IRONHEAD

THE GRIZZLED EXPLORER



As the last living descendant of his duardin clan, Drolf Ironhead bears the weight of an unfulfilled oath: to slay the Prince of Sores who brought about his kin's demise. Taciturn, grizzled and outwardly dour, Drolf has spent his entire life traversing the wilderness of Aquia. With his twin axes, he hacks a path through obstacles and enemies alike, while his snaplock crossbow can put a bolt in a Pestigor's eyeball at a hundred yards.

 RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Snaplock Crossbow	10"	3	3+	4+	1	2
 MELEE WEAPONS	Atk		Hit	Wnd	Rnd	Dmg
Runic Axes	5		3+	4+	1	2

Passive

RUNIC AXES: *As enemies close in around him, the runes on Drolf's twin axes glow bright, granting his strikes even greater lethality.*

Effect: While this unit is in combat with 2 or more enemy units, this unit's **Runic Axes** have **Crit (2 Hits)**.

Your Movement Phase

EXPERT RANGER: *Decades of survival out in the wilds have given Drolf the tools to navigate even seemingly impenetrable terrain.*

Declare: If this unit is not in combat, pick a non-FACTION TERRAIN terrain feature within 3" of this unit to be the target.

Effect: Remove this unit from the battlefield and set it up again within 3" of the target and not in combat.



KEYWORDS

UNIQUE, HERO, INFANTRY
ORDER, CITIES OF SIGMAR, DUARDIN

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JACOBUS VYNE

THE JADE WIZARD



Jacobus Vyne is a powerful mage of the Collegiate Arcane and a master of nature magic and Ghyranite lore. Attuned to the Realm of Life in a way that few humans are, Vyne can send lianas, branches and roots snaking to throttle Nurgle's minions, while his enchanted sickle cuts through flesh and bone as easily as it does a flower's stem. Jacobus can even commune with the land to bring forth an arcane spirit he calls Wisper that functions as a guardian and familiar.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Vineroot Staff Anti-FACTION TERRAIN (+1 Rend)	9"	2	3+	3+	2	3

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Enchanted Sickle	3	4+	4+	1	D3

Your Hero Phase

VERDANT GROWTH: Perfectly attuned to the nature of Ghyran, Vyne can cause structures to become overgrown in an instant.

Declare: Pick an objective or visible non-FACTION TERRAIN terrain feature within 12" of this unit to be the target. Then, make a casting roll of 2D6.

Effect: For the rest of the battle, subtract 1 from hit rolls for shooting attacks that target friendly INFANTRY or CAVALRY units while they are wholly within 3" of the target.

KEYWORDS SPELL

Your Movement Phase

SUMMON WISPER: Focusing intently, Jacobus summons his spirit ally to aid him in battle.

Effect: If there is not a friendly Wisper on the battlefield, set up a friendly Wisper wholly within 12" of this unit, visible to it and more than 9" from all enemy units. This unit has summoned that MANIFESTATION.



KEYWORDS

UNIQUE, HERO, WIZARD (1), INFANTRY
ORDER, CITIES OF SIGMAR, HUMAN

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WISPER



A connection to the primal essence of Aquia, the vulpine forest spirit Wisper is a swift and sharp-fanged creature through which Jacobus Vyne can channel his most powerful incantations.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Vulpine Fangs	2	4+	5+	-	1

Passive

SPIRITUAL LOCUS: Vyne can focus his magic through Wisper.

Effect: Each time a friendly Jacobus Vyne uses a SPELL or SHOOT ability, you can measure range and visibility from this MANIFESTATION instead of from that friendly unit.



KEYWORDS

MANIFESTATION, ENDLESS SPELL, WARD (6+)
ORDER, CITIES OF SIGMAR

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DRASHER VORN

THE RAMPAGING BEAST



Chief of the Arak Klor, the hulking Drasher Vorn is a mighty warrior of inhuman strength. He wields the Ebon Claw, an artefact that grants his tribe bestial power at the cost of turning many of them into mindless berserkers. As he suffers wounds, the chieftain grows ever more wrathful, snarling and raking the Ebon Claw across his flesh. At the height of his rage, Vorn transforms in a blur of violence, crushing skulls and snapping spines as he hurls himself at his terrified foes.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Feral Claws Crit (2 Hits)	6	4+	2+	2	2

Any Hero Phase

EBON CLAW: By drawing their own blood with the Ebon Claw, the Arak Klor can shift their bodies and take on the forms of mighty predators.

Effect: Allocate D3 damage points to this unit (ward rolls cannot be made for those damage points). Then, add the number of damage points allocated to this unit by this ability this turn to the Attacks characteristic of this unit's melee weapons for the rest of the turn.

End of Any Turn

FURY OF THE WILDLANDS: Drasher's animalistic wrath is fuelled by violence.

Declare: You must use this ability.

Effect: If any enemy models have been slain by this unit's combat attacks this turn, until the end of the next turn:

- This unit cannot use **RETREAT** abilities.
- Add 1 to hit rolls for this unit's combat attacks.



KEYWORDS

UNIQUE, HERO, INFANTRY, WARD (6+)
ORDER, CITIES OF SIGMAR, HUMAN

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KELTHANNOR

THE FOREST PRINCE



Veteran of a thousand bloody skirmishes, Kelthannor of the Golden Hunt is not a being to take lightly. He and his centauroid kin worship Kurnoth, the warlike consort of Alarielle the Everqueen, and to them, the pursuit of worthy prey is a spiritual duty. Though he is haughty, impulsive and often dismissive of those without royal blood in their veins, Kelthannor's bravery cannot be questioned, and neither can his skill with a bow.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Kurnothi Princeling's Bow Crit (Auto-wound)	18"	3	3+	3+	2	2

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Hooves and Knuckles Charge (+1 Damage)	4	3+	3+	1	1

Your Hero Phase

CLARION OF THE FOREST PRINCE: Kelthannor's war-horn blasts clear and loud as he controls the battle from afar.

Declare: Pick a friendly non-WAR MACHINE unit wholly within 12" of this unit to be the target.

Effect: The target can move 3". It can move through and end that move within the combat ranges of enemy units that it was in combat with at the start of that move, but not those of other enemy units. It does not have to end the move in combat.

Any Shooting Phase

DEBILITATING SHOT: Kelthannor sends a steady stream of arrows whipping through the air to both maim and impede his quarry.

Declare: Pick an enemy unit that has no more than 1 model and that had any damage points allocated to it this phase by this unit's shooting attacks to be the target.

Effect: Roll a dice. On a 3+, subtract 1 from the Attacks characteristic of the target's weapons until the start of your next turn.



KEYWORDS

UNIQUE, HERO, CAVALRY
ORDER, SYLVANETH, KURNOTH

LEGENDS REGIMENT OF RENOWN

HEROES OF THE JADE ABBEY

Renowned for defeating the plague daemon Gelgus Pust, thwarting his plans to befoul the life-giving waters of the Everspring and ultimately banishing evil from the Jade Abbey, these legendary heroes are welcomed with open arms into the forces of Order.



ORGANISATION

This Regiment of Renown is built during army composition. You must include at least 1 of the units opposite in this regiment and can include 1 of each of them. Add together the points values of each unit you include in this regiment to determine its points cost.

- ◆ 0-1 Edmark Valoran, the Manticores Knight
- ◆ 0-1 Bren Tylis, the Renegade Saint
- ◆ 0-1 Inara Sion, the Cleansing Blade
- ◆ 0-1 Drolf Ironhead, the Grizzled Explorer
- ◆ 0-1 Kelthannor, the Forest Prince
- ◆ 0-1 Jacobus Vyne, the Jade Wizard
- ◆ 0-1 Drasher Vorn, the Rampaging Beast

REGIMENT	UNIT SUMMARY	POINTS	NOTES
Heroes of the Jade Abbey	• Edmark Valoran, the Manticores Knight	+110	This Regiment of Renown can be included in the following factions: Cities of Sigmar, Daughters of Khaine, Fyreslayers, Idoneth Deepkin, Kharadron Overlords, Lumineth Realm-lords, Seraphon, Stormcast Eternals, Sylvaneth.
	• Bren Tylis, the Renegade Saint	+120	
	• Inara Sion, the Cleansing Blade	+120	
	• Drolf Ironhead, the Grizzled Explorer	+100	
	• Kelthannor, the Forest Prince	+150	
	• Jacobus Vyne, the Jade Wizard	+130	
	• Drasher Vorn, the Rampaging Beast	+150	

ABILITIES

✖ Passive

STRONGER TOGETHER: *Fighting shoulder to shoulder, the saviours of the Jade Abbey are nigh unstoppable.*

Effect: While each unit in this Regiment of Renown is wholly within 6" of each other unit in this Regiment of Renown, add 1 to the Attacks characteristic of melee weapons used by units in this Regiment of Renown.

🛡 End of Any Turn

WATERS OF THE EVERSPRING: *A single drop from the shimmering depths of the Everspring can cure sickness and heal suppurating wounds.*

Effect: Heal (1) each unit in this Regiment of Renown.