

# WARHAMMER AGE OF SIGMAR



BATTLETOME SUPPLEMENT

# CITIES OF SIGMAR



We are the last shield of humanity and the gleaming sword of justice in an unjust world. We are all of us loyal servants of the God-King, and though we are neither blessed with supernatural strength nor imbued with eldritch power, we fight on nonetheless, emboldened by the spirit of comradeship and the burning belief that things can be better.

We are the soldiers of the Cities of Sigmar.

With steel and shot and stubborn hearts, we defend those far-flung centres of civilisation that we have carved out of the merciless realms. We may be outmatched and surrounded by ravaging foes who would see us dead or worse, but we shall never yield. We march through hell with a song on our lips and a fluttering standard held high, united by our shared sacrifice.

When battle is joined, we close ranks and slam our shields together, bellowing threats and prayers until our lungs ache. Cannons roar, sending deadly blasts of metal tearing through the foe, and we cheer to see the might of Ironweld siegecraft.

When the smoke clears, only the faithful of Sigmar are left standing.  
So shall it ever be.

# BASTIONS OF ORDER

For generations, the Cities of Sigmar have stood strong as symbols of humanity's defiance. Withstanding assault after assault, they offer a precious glimpse of peace and hope amidst the hazardous expanses of the realms.

It falls to the regiments of the Freeguilds – proud military companies – to defend these settlements, and in the centuries since their inception, they have done so with honour and merit. Until recently, they relied upon ranks of ill-equipped yet highly motivated militia troops, auxiliary units of aelves and duardin, and expensive, unreliable war machines invented by the Ironweld Arsenal. These armies fought bravely, especially in defence, but when it came to offensive operations deep in enemy territory, they lacked resilience. Moreover, as more lost gods returned to the realms and sent out the call to restore the old civilisations of the Age of Myth, mankind's allies began departing the free cities in large numbers, hampering the recruitment of auxiliary forces.

As the times changed, so too did strategies and tactics. It was the visionary First Marshal Tahlia Vedra who

devised a new way of fighting, transforming the sprawling human armies of the Freeguilds into tight formations of tower shields and massed guns. These mobile bastions were capable of holding out against an assault in the field – no matter how ferocious – before responding with a torrent of merciless firepower. The Castelite formations, as they became known, changed the face of Sigmarite warfare forever.

In the wake of this doctrinal revolution, many staples of the Freeguilds were slowly phased out of active service. Uniforms and tactics were standardised across the God-King's dominion. Outdated or unmanageably complex war machines were superseded by new prototypes. Heavy breastplates of mass-produced steel replaced the quartered colours of the old militias, and costly long guns were abandoned in favour of fusil-cannons wielded in concert with slab-like pavise shields. For all that this gear was cumbersome and weighty, it proved a revelation on the open battlefield, allowing ordinary men and women to go toe to toe with those monstrous foes whose presence had once spelled nothing but doom.



## DEFENDERS OF THE FREE CITIES

The armies of the free cities have always been remarkably varied in terms of their composition and the tactics they employ, their military doctrine reflecting their environment and the traditions of their founding. Prior to the pioneering of the Castelite formation, many esoteric units and weapons of war were deployed to defend Sigmar's vision of an empire restored.

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*'Hold your fire, you dogs! Wait until they crest that ridge. Wait until you smell their rotten breath. Wait... wait... now! Give 'em hell!'*

– Gunnery Sergeant Boker,  
Hammerhalian 'Golden Lions'

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Once considered a vital element in the Freeguild way of war, the fanatical warriors known as Flagellants were technically products of the Cults Unberogen, the worshippers of Sigmar. They were sent forth en masse in front of the regular army, fighting and dying and sanctifying impure lands with their lifeblood. Yet although their bravery and willingness to suffer could never be doubted, regimental commanders disliked having such an unpredictable force interfering with their manoeuvres. As strict formation discipline became paramount and Freeguild units were increasingly specialised, it was decreed by Tahlia Vedra that Flagellant reinforcements would thenceforth be fielded and instructed by priests-martial of the Sigmarite cults. They would have little or nothing to do with her highly trained officers, who were far better equipped to handle rank-and-file soldiers than they were wild-eyed zealots.

Not all Freeguild officers adhered to the doctrinal guidelines that dictated how they should fight, however. Many preferred to choose mounts befitting their rank and prestige: fearsome creatures that could go fang to claw against any horrors the realms could throw at them. A popular choice amongst such officers was the griffon, an ancient breed of Azyrite avian famed for its strength and ferocity. Soaring above the battle atop their loyal companion, a Freeguild Marshal could survey the battlefield for opportunities to strike and then descend in a flashing blur of steel and talons in order to exploit them.

### WONDERS OF THE IRONWELD

As the centre of engineering and manufacturing in Sigmar's empire, the Ironweld Arsenal outfits the God-King's mortal armies with a variety of powered war machines. Over the centuries, the guild has modified and adapted its designs many times, cycling old schematics out of development in favour of ever more lethal creations. Even though some of its most famous devices are no longer in widespread use, these weapons



are still recalled with fondness and awe by those who witnessed them in action.

A venerable and effective design, the Steam Tank was once the pre-eminent battle engine of the Freeguilds. Resembling an angular wedge of iron and belching skin-blistering gas from its central chimney, the Steam Tank would crash headlong into its quarry, grinding enemies beneath its ironshod wheels. A hull-mounted cannon added to the devastation, either channelling steam into a deadly spout or else hurling volleys of lead shot. Sometimes these engines were deployed in dedicated squadrons, led by those Steam Tank Commanders savvy – and fortunate – enough to have survived multiple tours of duty inside their sweltering deathtraps. These armoured officers were renowned for their boldness and tireless persecution of the enemy.

Steam Tanks were remarkably successful creations, but because of their complex cogwork mechanisms and the temperamental nature of their steam-powered engines, they could never be fielded in numbers sufficient enough to achieve a breakthrough effect. Attempts were made to integrate them into the Castelite formations, but rugged reliability was considered a far more vital asset than sheer firepower. The deployment of specialist Cogforts further hammered the nail in the coffin of these remarkable machines, which are now more commonly seen in military parades and private Azyrite collections than in the field.

## ELDRITCH SPECIALISTS

The Collegiate Arcane – the ancient and venerated institution governing the use of magic across Sigmar’s empire – has always had an uneasy relationship with the God-King’s forces. Wizards are, by their very nature, uncooperative and truculent, chafing at orders and preferring to take matters into their own hands, often with results as devastating as they are unpredictable. Sigmarite soldiers typically find them unsettling and intimidating, quite rightly fearing the consequences of a badly aimed spell landing amid their ranks.

Battlemages exemplify all the reality-warping potential of magically gifted mortals. Some, such as those of the fire-wielding Bright College, specialise in pyrotechnic displays of arcane might, while others, such as the umbral sorcerers of the Grey College, prefer to employ illusion and misdirection to leave their foes helpless. Each of the colleges considers its own art superior, of course, and friendly rivalries occasionally flare up into genuine feuds.



Once, groups of Battlemages of all stripes were a common sight in Freeguild armies, but in recent years, the Collegiate has withdrawn many of its lower-ranking members from front-line service, diverting these sorcerous agents towards combating the arcane horrors of the Hour of Ruin and advancing the organisation’s cause. Representatives of the magical disciplines still fight alongside Sigmar’s mortal armies, but rarely do they do so in the same numbers and concentrations as before.

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*‘All the secrets of reality are contained in the arcane notes that drift across the realms. Of course, it is also highly useful that one can pluck them from the air and transform them into a lightning bolt or ball of flame.’*

– Gilhuff, Battlemage of the Bright College

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Amber Battlemages hailing from the hunter’s realm of Ghur are experts in bestial transmogrification and aspect-changing, and their service to the Freeguilds is well recorded in the annals. They would often ride to battle atop mighty two-headed Ghurish griffons, massive predators capable of ripping a horse in two with a wrench of their muscled forelimbs.

But what those who waged battle with the Collegiate in the early days of Sigmar’s empire remember most clearly – and with appropriate dread – is their complements of eldritch war machines. These contraptions were unpredictable and dangerous to operate, but they made up for this with a tremendous level of destructive potential.

Often controlled by senior Battlemages, the terrifying Luminarks of Hysh were intended to empower the rituals of banishment and exorcism in which the White College specialised. Concentrating an energy beam through a series of aetherquartz lenses, they unleashed a pinpoint ray of pure radiance that could punch through a city wall or incinerate an entire rank of footsoldiers in a searing flash. But for all their value as weapons of mass destruction, these devices were incredibly delicate and difficult to maintain. Though the White College still possesses several Luminarks, they are rarely seen on the battlefield and are instead used in various esoteric experiments.

Celestial Hurricanums, meanwhile, were primarily operated by the Celestial Battlemages of Azyr. Each consisting of a whirling orrery precariously balanced atop a rattling altar, these devices channelled heavenly power in order to summon blasts of lightning that crashed amongst their foes. In extremis, the Hurricanums could be supercharged by their operators, unleashing aetheric storms to hurl their targets around like ragged dolls.

## CLANS OF THE DISPOSSESSED

The descendants of the once-proud duardin civilisations that thrived in the mountainous regions of the Mortal Realms were known by Sigmar's folk as the Dispossessed, although they themselves preferred the traditional term 'Khazalid'. They escaped the fires of the Age of Chaos by retreating to Azyr alongside the God-King's armies, subsequently dedicating their considerable talents for industry, stonework and battle-craft to aiding Sigmar's vision of restoration – and to fulfilling their bitter grudges against the servants of ruin. For centuries, they were the sturdy anvil upon which Azyr's enemies were broken and the craftsman's hammer that built the foundations of a better world.

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*'Ah, so ye've got yerselves pinned down by a bunch of slobberin' thaggoraki, have ye? Don't worry, manling. The heirs of Grungni are here to pull your scorched backside out of the fire.'*

– Warden King Thumbarr Goldglint

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Even now, with the vast majority of the Dispossessed having emigrated from the free cities to rejoin their recently returned god Grungni, the bond between human and duardin remains – for the most part – as strong as stone. The Dispossessed still fight alongside their Freeguild comrades, even if they now wear the colours and heraldry of their restored mountain kingdoms, and their service in the war against the Dark Gods will not soon be forgotten.

Warden Kings were the leaders of the Dispossessed clans, inheritors of a proud but shattered legacy. In a society that prized wisdom and experience above all, they were almost universally grizzled, grey-haired and scarred, veterans of a hundred or more battles and tunnel skirmishes. A duardin's strength and resilience does not fade with age, and the Warden Kings were expected to be the greatest champions of their people. They fought in the front ranks with hammers or axes, their master-crafted shields turning enemy attacks harmlessly aside while they bellowed orders and oaths to the duardin's Ancestor Gods.

Never far from the Warden King's side was their Runelord, one of the most important figures of the royal court. These learned individuals were masters of runecraft: the duardin art of hammering arcane energy into sigils in order to fill inanimate items with awesome power. Such abilities could be used to snuff out wild sorcery or to unleash sudden blasts of force, leaving enemies sprawling and vulnerable to a well-placed axe blow.

Duardin have always had a strong martial tradition, their short, stocky frames, physical stamina and



muscularity – honed by hours spent in the forges or mine-tunnels of their underground karaks – making them natural fighters. The shield-bearing elites known as Ironbreakers were the core of the city-aligned duardin hosts; these walking tanks were clad from head to toe in gromril, a remarkable metal alloy renowned for its extreme durability. One who reads the annals of any of the great Freeguilds will come across numerous examples of Ironbreakers stubbornly holding a position against overwhelming numbers, delaying and bloodying the enemy until reinforcements arrived.

However, the Dispossessed's way of war was not entirely defensive. They fielded formations of heavy infantry known as Longbeards, who used their shields as bludgeons whilst hacking away with their axes, grumbling all the while. Then there were the Hammerers, who expertly wielded two-handed mauls that could split rock like cordwood; these duardin would smash into the weak flanks of the enemy, causing mayhem and panic with every sweeping blow. Even more terrifying were the Irondrakes, blackpowder specialists who wielded heavy guns the size of small cannons, firing goutts of flesh-melting flame or torpedoes with explosive warheads powerful enough to blast a troggoth into pieces.

## DUARDIN WAR MACHINES

Duardin engineering has a long and proud history, for the folk of the mountains are natural mechanics and inventors who can intricately work stone and metal as if they were fine thread. Indeed, Grungni's folk contributed much founding knowledge to the Ironweld Arsenal, the industrial power of Sigmar's empire. Their designs favour rugged reliability and efficiency, and most duardin creations continue to operate at full capacity for centuries after their first forging, crewed by successive generations of grizzled combat engineers.

It might seem strange that duardin, so closely associated with ground warfare and tunnel fighting, managed to develop and utilise powerful aircraft. But the old Khazalid mountainholds were used to vying for control of the skies with blimp-riding grots, winged monsters and all manner of other menaces – their karaks were regularly attacked from above as well as from below. As a result, duardin inventors created the heavy, barrel-bodied flyers known as Gyrocopters, which, despite their bulky profile, proved the equal of any skyborne threat. Flown by a single pilot and equipped with lead-spitting cannons or guns that could emit streams of flame or gouts of scalding steam, Gyrocopters were a deadly asset.

The Gyrobomber was a heavier version of the Gyrocopter that sacrificed some speed and agility

in favour of racks of grudgesettler bombs. Though it possessed a hull-mounted gun for self-defence, the Gyrobomber's main role was that of a flying artillery piece, releasing its explosive complement over the heads of an enemy army and shredding scores of terrified foes in a storm of fire and shrapnel.

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***'Oi! Stop swinging that hammer like you're tryin' to bash in a troggoth's skull. Damned reckless bearding. You treat these engines with respect, or Grimnir help me, I'll stick a grudgesettler bomb up your nose!'***

**– Cogsmith Klingi Sootbeard**

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Studiously attending to these aerial war machines – and to the many other engineering marvels of the Dispossessed armies – were the Cogsmiths, master mechanics and inveterate tinkerers. Trained from beardlings in the arts of smithing, these non-nonsense duardin could keep even the most complex mechanisms in perfect working order, no matter how long had passed since their construction. They also packed a double-barrelled shotgun known as a 'grudge-raker' and a pair of pistols, just in case the enemy had the nerve to interrupt them halfway through their repairs.



## AELVES OF SIGMAR'S DOMAIN

When Sigmar retreated to Azyr following his defeat at the hands of the Dark Gods, he took with him many aelven refugees who fled the destruction of their ancient settlements. Long-lived, graceful and thoughtful, these traumatised beings proved an asset to the God-King's cause. Many served him as advisors, artisans and arcane experts, while others sought refuge in the pristine forests of the Realm of Heavens, forming tight-knit social groups. Yet even the most loyal of these Azyrite aelves never truly felt at peace in Sigmar's realm, for they yearned for the world that had been taken from them.

Some became bitter and cruel of aspect, plotting vengeance at all costs. Many of these aelves hailed from proud and warlike civilisations; they would never have considered humans worthy friends, had it not been for their greater hatred of Chaos and its servants. When Sigmar returned to the Mortal Realms to wage war, they were eager to join the conflict – not for noble reasons of comradeship and debts owed but because they wished to take back their ancestral holdings from the great enemy. Seldom did these hard-hearted aelves earn the love of their Sigmarite allies, but their ruthless efficiency could not be denied.

### ARMIES OF DREAD

The leaders of the aelven auxiliary forces were undoubtedly the Dreadlords of the Order Serpentis, fearsome dragon-riding warlords who followed the traditions of Narkath, an Ulguan empire wiped out during the Age of Chaos. The heirs of Narkath fled to Azyr, but they took with them the knowledge of how to tame monstrous beasts such as the infamous Black Dragon. Sleek, dark and cruel, Black Dragons are capable of breathing gusts of lung-dissolving poison, and their claws and fangs tear through flesh with terrifying ease. Dreadlords considered them the only mounts worthy of carrying them into battle, where these commanders looked forward to displaying their own martial expertise with blade, lance and shield.

The Order Serpentis also fielded formations of Drakespaw Knights, aelf champions clad in blackened steel plate and mounted atop bipedal reptiles whose lashing talons were just as deadly as their riders' lances. Unlike horses and other quadrupeds, Drakespaw did not lose their effectiveness once they had engaged in close combat; rather, they entered a blood-crazed frenzy, kicking out to disembowel their prey or crushing bone with their powerful jaws. Some of these creatures were trained to pull swift Drakespaw Chariots, crewed by scarred aelven hunters armed with bows and javelins.

In their quest to expand their control over draconic beasts, the Narkathians had dedicated themselves to many sorcerous practices that would have shocked and appalled outsiders. Attempts at breeding and refining their reptilian companions led to the creation of the



### SHADOWBLADES

The art of assassination does not have quite the same grim image among aelven cultures as it does in human circles, for many aelves respect the efficiency and mercy of severing the cord of one life to save many more. Embodying this notion were the Shadowblades, a secretive order of aelven spies and contract killers dedicated to pruning the enemies of civilisation one by one. Even Sigmar was not too proud to employ the Shadowblades to accomplish the tasks his investigators and hunters could not.

The Shadowblades' Assassins preferred to stalk their prey for days, sometimes weeks, before committing to a strike, using their near-supernatural skills to blend with the shadows before slipping a poisoned blade into a vital organ. Those foes who managed to take flight would be run down by galloping Dark Riders, relentless mounted killers armed with repeating crossbows and lances.

War Hydra – a multi-headed, fire-spitting monstrosity possessed of powers of extraordinary regeneration. Sent forth into battle by Serpentis beastmasters, these horrors would spew flames in blazing arcs all around them, rapidly growing new body parts to replace those hacked off by their enemies.

# SCOURGE OF THE SEA

Ever has aelven seamanship been the envy of coast-dwelling peoples, for their ships carve through water with ethereal grace and their sailors can scale a creaking topmast in a matter of moments. These talents have not always been turned to benevolent ends, but Sigmar was willing to employ even the most cold-blooded corsair in pursuit of the enemy's destruction. The Scourge Privateers formed the de facto navy of the Cities of Sigmar for many centuries and served with distinction, if not honour. Their sleek-hulled craft and floating fortresses were a symbol of dread across the Mortal Realms, but eventually their methods became too brutal for the God-King to countenance. They would find gainful employment with the goddess Morathi-Khaine, guarding the waterways of her Ulguan holdings.

Black Ark Fleetmasters were the dreaded warlords of the Scourge, named after the colossal vessels that formed the core of the corsair fleets. These rakish, cruel-hearted warriors were notoriously merciless, taking an almost sadistic joy in their work. Expert swordsmen, their blades danced like sunbeams through water as they cut apart their prey. They draped themselves in cloaks made from flayed sea monsters and displayed their ill-gotten gains about their person with a careless flamboyancy that belied their true nature.

For all their skill at naval warfare, so too were the Scourge Privateers perfectly capable of raiding deep inland in search of plunder or glory. Hardened by their profession, Black Ark Corsairs fought in an acrobatic swashbuckling style, often favouring twin swords to

better unbalance and outmatch their foes, though some chose to carry compact one-handed crossbows that could propel a bolt into an enemy's eye at twenty yards.

## FIENDS FROM THE ABYSS

Perhaps the foremost talent of the Scourge fleets was their ability to seek out and capture some of the realmseas' most horrific monstrosities. Most of these abyss-dwelling terrors ended up carved into pieces, their flesh, talons and toxins fetching a good price back at port. But some offered particularly fine sport, especially when unleashed upon an unsuspecting enemy. The Kharibyds was such a beast, a pallid and slimy pelagic nightmare able to hunt on land or amidst the lightless depths. It possessed multiple tentacle-like heads crowned by sharp teeth; these would snatch up whatever living things were nearby, gulping them down in a series of peristaltic contractions. Kharibydses were infamous for being able to consume basically anything, their stomach acids breaking down even metal and stone without issue.

When they ventured onto land in search of predatory beasts to fill the cages in their holds, the Scourge Privateers often fielded two-man Scourgerunner Chariots. Designed to be fast, agile and able to cross even rough terrain, these war machines were pulled by fleet-footed steeds and equipped with a vicious harpoon launcher. Troublesome prey would be tracked by several charioteers; loosing barbed missiles, they wore the monster down with each gaping wound they inflicted.





## THE DARKLING COVENS

Of all the aelven cultures that escaped the Age of Chaos, perhaps the most infamous and least understood were the Darkling Covens. Steeped in sorcery and secrecy, these insular sects hailed from Ulgu and saw it as their divine right to rule the Realm of Shadows. They were uneasy partners of the God-King, for they willingly practised forms of mind control and enchantment, first rendering foes pliable and then using them as thralls to advance their interests. Sigmar tolerated the Darkling Covens because of their expertise in illusion and shadow magic, which he knew would be invaluable when the moment came to send troops into Ulgu and other dark corners of the realms.

Despite their relatively small numbers, the Darkling Covens were highly influential in the years following the breaking of Sigmar's Tempest. Their enclaves thrived in the gloomy, seldom-visited areas of the free cities, and it was a common sight to see the strangely empty-eyed soldiers of the Covens marching alongside human infantry, obeying the orders of their masters without a flicker of doubt or delay.

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*'What you call cruelty, I simply call expediency. When one is fighting a war, one must do so with the utmost ruthlessness. To do otherwise merely encourages the enemy.'*

– K'thra Druveath,  
Sorceress of the Darkling Covens

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The alliance between the Covens and the Sigmarites, however, would prove a temporary one. Both parties had differences too great to be ignored, and as the aelven goddess Morathi-Khaine grew her power in Ulgu, the Covens naturally gravitated towards those new opportunities, returning to their ancient homelands to revenge themselves upon those who had usurped their control.

The Sorceresses who ruled over the Darkling Covens did so with a combination of glimmering charisma and ruthless exploitation. Reclusive and untrusting even of their own kin, these figures nonetheless wielded great influence in the armies of the Cities of Sigmar, acting as advisors and arcane experts for many crusading hosts. They were considered amongst the finest shadow mages in Sigmar's empire, though their true gifts lay in mental domination; their troops obeyed them not out of loyalty but because of layered enchantments that robbed them of the chance to question their Sorceress's commands.

Some Sorceresses preferred the grandeur and intimidation of riding a gigantic Black Dragon, making use of their long-held connections to the Order Serpentis. If they were terrifying enough on foot, the

addition of a scaly, wiry behemoth transformed these spellcasters into figures of dark horror as they descended from the skies atop the acid-spewing beasts, adding to the resulting devastation with a few well-aimed bolts of magic.

The military of the Darkling Covens was divided into three central pillars, the first comprising front-line troops armed with the familiar weapons of Ulguan aelves. Dreadspears wielded long-hafted pikes to keep the enemy at bay, jabbing and thrusting whilst remaining in a phalanx formation that was stubbornly difficult to break. Bleakswords were equipped with a jagged sword and shield, granting them greater adaptability and the ability to defend themselves against missile attacks. Lastly – and perhaps most importantly for the success of the Darkling strategy – were the Darkshards, who bore repeating crossbows that could fill the sky with lethal bolts. While the heavy infantry lines kept the foe at a safe distance, these marksmen would unleash incessant, withering volleys into their unprotected flanks.

The next tier of the Covens' military structure consisted of the elite Black Guard. These high-helmed warriors wielded devilishly sharp halberds and protected their Sorceress with a determination that bordered on fanaticism. Trained from childhood in the gladiatorial arenas of their kind, they presented their enemies with an impassable barrier of deadly metal, hacking down at any foes foolish enough to engage them.

Finally, the most fearsome of the Covens' warriors were the Executioners. Each wearing an eerie skull-mask and armed with a traditional aelven greatsword known as a draich, these figures venerated forgotten aelven deities of war and strife – including Khaine the Murder God, according to dark rumours. They swept their weapons in lethal arcs, decapitating foes with every strike and seeming to draw energy from every kill. Some humans who fought alongside these masked slayers swore that they were not aelves at all but some kind of shadowy daemon-kin. Whether or not such a claim was true, it can hardly be denied that the Executioners swayed many battles in favour of their Sigmarite allies.



# BATTLETOME SUPPLEMENT CITIES OF SIGMAR

Every Citadel Miniature is a unique piece of the ever-evolving narrative of Warhammer. It is, then, an unfortunate truth that we can't continue to sell and support every model we've ever made indefinitely. As we make new models, and new books to explore their background and rules, we have to stop producing and featuring some older models. But just like many of you, we still treasure our collections of older Citadel Miniatures, and we still want to be able to use them in games and forge glorious narratives on the tabletop!

On 1<sup>st</sup> June 2027, these rules will move over to Warhammer Legends. This means that they will no longer be legal for competitive play. When that time comes, we encourage you to continue to use your collection for casual play, and we will continue to support this battle tome supplement with rules updates as needed throughout the current edition of Warhammer Age of Sigmar. The battle formations and warscrolls in this battle tome supplement are part of the Cities of Sigmar faction.



Celestial and Bright Battlemages

## BATTLE FORMATIONS

You can pick 1 of the following battle formations for a Cities of Sigmar army instead of picking one from the Cities of Sigmar faction rules.

### THRALL WARHOST

✂ **Once Per Turn (Army), Start of Battle Round**

**HAVE NO MERCY:** *Their mistress's commands echoing in their minds, the aelves of the Darkling Covens are compelled to murder the foe with pitiless efficiency.*

**Declare:** Pick a visible enemy unit to be the target.

**Effect:** Until the start of the next battle round, add 1 to wound rolls for combat attacks made by friendly **DARKLING COVENS** units that target that enemy unit while it is damaged or has had any models slain in the same turn.

### GRUDGEBOUND WAR THROG

♣ **Once Per Turn (Army), Enemy Combat Phase**

**I'VE SEEN WORSE AND KILLED BETTER:** *The duardin who battle for the Cities of Sigmar are as gruff and critical as they are loyal, courageous and bold. Little can move them once their mind is set or their feet planted.*

**Declare:** Pick an enemy unit that charged this turn and is in combat with any friendly **DISPOSSESSED** units that did not charge this turn to be the target.

**Effect:** Roll a dice. On a 4+, other than the **Companion** weapon ability, weapon abilities for the target's combat attacks have no effect for the rest of the turn.

MOVE 12"  
HEALTH 15  
SAVE 4+  
CONTROL 5

A Freeguild Marshal mounted upon a noble griffon surveys the battlefield from on high. Identifying where their presence is most required, they descend like a speeding comet to lay waste to their enemies, inspiring their comrades with word and deed.

• CITIES OF SIGMAR WARSCROLL •

# FREEGUILD MARSHAL ON GRIFFON

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Marshal's Armaments Charge (+1 Damage)	5	3+	4+	1	2
Griffon's Razor Claws and Deadly Beak Companion	6	4+	2+	2	3

**Passive**  
**BATTLE DAMAGED**  
**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Griffon's Razor Claws and Deadly Beak** is 4.

**Once Per Turn (Army), Any Combat Phase**  
**PIERCING BLOODROAR:** *The shrill war cry of a mighty griffon can shatter the enemy's resolve.*  
**Declare:** Pick up to 3 enemy units in combat with this unit to be the targets.  
**Effect:** Roll a dice for each target. On a 4+, the target cannot use commands for the rest of the turn.

**KEYWORDS** RAMPAGE

**Reaction:** You declared the 'Redeploy' command for a friendly **CITIES OF SIGMAR HUMAN** unit wholly within 12" of this unit

**TACTICAL ACUMEN:** *Those Freeguild Marshals who have earned the right to ride a griffon into battle not only are skilled warriors but also possess shrewd tactical minds.*

**Effect:** If you roll a 1-3 when determining the distance that unit can move, you can use a value of 4 instead.



**KEYWORDS** HERO, MONSTER, FLY  
 ORDER, CITIES OF SIGMAR, HUMAN

## STEAM TANK COMMANDER

MOVE 8"  
 HEALTH 12  
 SAVE 2+  
 CONTROL 5

At the forefront of larger Steam Tank formations ride the Steam Tank Commanders, veterans of countless battles who are deft at coordinating shock assaults that leave the enemy shattered and reeling.

 RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Steam Cannon	18"	1	4+	2+	1	D3+2
Steam Gun	12"	2D6	2+	4+	-	1
Commander's Rifle	18"	3	3+	3+	1	2
 MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
Commander's Sword	3	3+	4+	1	2	
Crushing Wheels Companion	6	4+	2+	1	2	

 **Once Per Battle, Your Shooting Phase**

**DIVISION COMMANDER:**

*From atop the turret, the commander directs the other tanks in their division upon the battlefield.*

**Declare:** Pick up to 2 friendly **Steam Tank** units to be the targets.

**Effect:** For the rest of the turn, add 1 to hit rolls for shooting attacks made by this unit and by each target.

 **Once Per Turn (Army), Your Hero Phase**

**MORE PRESSURE!:** Pumping pressure into the valves and pistons of a Steam Tank can improve its performance – but risks a catastrophic backfire.

**Effect:** Roll 2D6. If the roll is less than the number of damage points this unit has, inflict D3 mortal damage on this unit. Otherwise, pick 1 of the following effects to apply to this unit until the start of your next turn:

**Power the Wheels:** This unit can use a **RUN** ability and still use **SHOOT** and/or **CHARGE** abilities later in the turn.

**Power the Guns:** Add 3 to the Attacks characteristic of this unit's **Steam Gun**.



KEYWORDS

HERO, WAR MACHINE

ORDER, CITIES OF SIGMAR, HUMAN

## STEAM TANK



Clanking monstrosities of steel and iron, Steam Tanks rattle across the battlefield, blasting away at targets with their cannons and steam-spewing guns while grinding yet more to paste beneath their metal-clad wheels.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Steam Cannon	18"	1	4+	2+	1	D3+2
Steam Gun	12"	2D6	2+	4+	-	1

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Crushing Wheels Companion	6	4+	2+	1	2

⚙️ **Once Per Turn (Army), Your Hero Phase**

**MORE PRESSURE!:** Pumping pressure into the valves and pistons of a Steam Tank can improve its performance – but risks a catastrophic backfire.

**Effect:** Roll 2D6. If the roll is less than the number of damage points this unit has, inflict D3 mortal damage on this unit. Otherwise, pick 1 of the following effects to apply to this unit until the start of your next turn:

**Power the Wheels:** This unit can use a **RUN** ability and still use **SHOOT** and/or **CHARGE** abilities later in the turn.

**Power the Guns:** Add 3 to the Attacks characteristic of this unit's Steam Gun.



KEYWORDS

WAR MACHINE  
ORDER, CITIES OF SIGMAR, HUMAN

## FLAGELLANTS



Entirely consumed by their zealous faith in the God-King, these holy warriors long for nothing more than to martyr themselves in battle. Armed with little more than clubs and flails, they leap upon their foes in a frenzied mob.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Castigating Flails and Clubs	2	4+	4+	-	1

✂️ **Passive**

**GLORIOUS MARTYRS:** While led by leaders of their faith, Flagellants will hurl themselves into battle with reckless fury.

**Effect:** While a friendly **SIGMARITE PRIEST** is wholly within this unit's combat range, add 1 to wound rolls for this unit's combat attacks.



KEYWORDS

INFANTRY, CHAMPION  
ORDER, CITIES OF SIGMAR, HUMAN

## BATTLEMAGE



Masters of the arcane arts, the grizzled Battlemages of the Collegiate Arcane summon lethal storms of magic to lay waste to their foes and shield their comrades from harm with protective enchantments.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Wizard's Staff	3	4+	4+	1	D3

⚙ **Once Per Battle (Army), Deployment Phase**

**PROTECTIVE FOCUS:** Such is this Battlemage's unwavering concentration on one facet of their arcane arsenal that it renders them immune to the adverse effects of spellcasting.

**Effect:** Pick a **SPELL** ability that this unit can use. For the rest of the battle, no mortal damage is inflicted on this unit if it miscasts that spell.



KEYWORDS

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

## BATTLEMAGE ON GRIFFON



When mounted atop a furious, twin-headed Ghurish griffon, a Battlemage of the Amber College can lay waste to their foes from afar or strike from on high in a vicious frenzy of stabbing beaks and ripping talons.

⚔ RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Amber Spear Anti-MONSTER (+1 Rend)	12"	3	4+	3+	1	D3
⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
Beaststaff	3	4+	3+	1	D3	
☠ Griffon's Razor Claws and Twin Beaks Companion	6	4+	2+	2	3	

☠ **Passive**

**BATTLE DAMAGED**

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Griffon's Razor Claws and Twin Beaks** is 4.

⚔ **Once Per Turn (Army), Any Combat Phase**

**GHURISH FEROCITY:** The twin-headed griffons of Ghur ridden by Amber Battlemages are alpha predators that prey upon other megafauna.

**Effect:** Roll a dice. On a 2+, add 1 to the Damage characteristic of this unit's **Griffon's Razor Claws and Twin Beaks** for attacks that target enemy **MONSTERS** for the rest of the turn.

KEYWORDS RAMPAGE

KEYWORDS

HERO, MONSTER, WIZARD (1), FLY  
ORDER, CITIES OF SIGMAR, HUMAN

## LUMINARK OF HYSH



The Luminark of Hysh is a devastating arcane war machine, capable of focusing light through its aetherquartz optics in order to unleash a beam of soulfire that vaporises everything in its path.

### ⚡ RANGED WEAPONS

Rng	Atk	Hit	Wnd	Rnd	Dmg
Searing Beam of Light	24"	1	2+	See below	

### ⚔ MELEE WEAPONS

Atk	Hit	Wnd	Rnd	Dmg	
Warhorses' Steel-shod Hooves Companion	4	5+	3+	-	1

### 🛡 Once Per Turn (Army), Your Hero Phase

**AURA OF PROTECTION:** *Luminarks of Hysh have a protective magical aura that can be activated in times of need.*

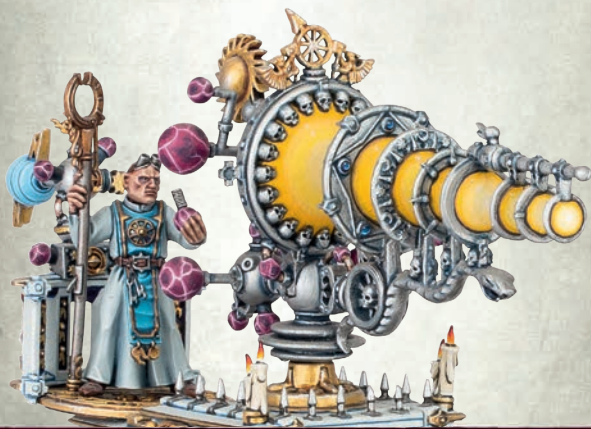
**Declare:** Pick a visible friendly CITIES OF SIGMAR unit wholly within 12" of this unit to be the target.

**Effect:** Roll a dice. On a 3+, until the start of your next turn, the target has WARD (6+) while it is wholly within 12" of and visible to this unit.

### ⚡ Passive

**SEARING BEAM OF LIGHT:** *As interlocking lenses of aetherquartz click into place, a beam of blinding white light shoots forth to incinerate all before it.*

**Effect:** Each time this unit attacks with its **Searing Beam of Light**, pick a point on the battlefield within range to be the target. If the attack scores a hit, draw a straight line between that point and the closest point on this unit's base. Inflict D3 mortal damage on each visible unit (friendly and enemy) that the line passes across.



KEYWORDS

WAR MACHINE  
ORDER, CITIES OF SIGMAR, HUMAN

## BATTELMAGE ON LUMINARK OF HYSH



Powerful Light Wizards from the upper echelons of the Collegiate Arcane sometimes ride to war upon a Luminark of Hysh, directing its searing beam of light to vaporise the direst threats of the enemy whilst deftly casting scouring sorceries of their own.

### ⚡ RANGED WEAPONS

Rng	Atk	Hit	Wnd	Rnd	Dmg
Searing Beam of Light	24"	1	2+	See below	

### ⚔ MELEE WEAPONS

Atk	Hit	Wnd	Rnd	Dmg	
Wizard's Staff	3	4+	4+	1	D3
Warhorses' Steel-shod Hooves Companion	4	5+	3+	-	1

### 🛡 Once Per Turn (Army), Your Hero Phase

**AURA OF PROTECTION:** *Luminarks of Hysh have a protective magical aura that can be activated in times of need.*

**Declare:** Pick a visible friendly CITIES OF SIGMAR unit wholly within 12" of this unit to be the target.

**Effect:** Roll a dice. On a 3+, until the start of your next turn, the target has WARD (6+) while it is wholly within 12" of and visible to this unit.

### ⚡ Passive

**SEARING BEAM OF LIGHT:** *As interlocking lenses of aetherquartz click into place, a beam of blinding white light shoots forth to incinerate all before it.*

**Effect:** Each time this unit attacks with its **Searing Beam of Light**, pick a point on the battlefield within range to be the target. If the attack scores a hit, draw a straight line between that point and the closest point on this unit's base. Inflict D3 mortal damage on each visible unit (friendly and enemy) that the line passes across.



KEYWORDS

HERO, WAR MACHINE, WIZARD (1)  
ORDER, CITIES OF SIGMAR, HUMAN

• CITIES OF SIGMAR WARSCROLL •

## CELESTIAL HURRICANUM



One of the most complex and deadly creations of the Collegiate, the Celestial Hurricanum is a gigantic arcane orrery that can summon a furious magical storm to lay waste to enemy warriors.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Warhorses' Steel-shod Hooves Companion	4	5+	3+	-	1

### ⚔ Once Per Turn (Army), Your Hero Phase

**PORTENTS OF BATTLE:** *Celestial Hurricanums leak magical energy, granting nearby soldiers visions of the imminent future that allow them to land their blows with uncanny accuracy.*

**Declare:** Pick a visible friendly **CITIES OF SIGMAR HUMAN** unit wholly within 12" of this unit to be the target.

**Effect:** Roll a dice. On a 3+, add 1 to hit rolls for the target's combat attacks until the start of your next turn.

### ⚔ Once Per Turn (Army), Your Shooting Phase

**STORM OF SHEMTEK:** *A Celestial Hurricanum can summon a magical storm to batter the foe with the fury of the heavens. As the battle rages, the tempest grows ever stronger.*

**Declare:** Pick a visible enemy unit within 12" of this unit to be the target.

**Effect:** Make a number of D3 rolls equal to the current battle round number. For each 2+, inflict an amount of mortal damage on the target equal to the roll.



KEYWORDS

WAR MACHINE  
ORDER, CITIES OF SIGMAR, HUMAN

• CITIES OF SIGMAR WARSCROLL •

## BATTELMAGE ON CELESTIAL HURRICANUM



Celestial Battlemages harness the cosmic power of High Azyr to bring down storms and send arcs of lightning cascading through the ranks of the enemy, unleashing raw elemental power that is terrible to witness.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Wizard's Staff	3	4+	4+	1	D3
Warhorses' Steel-shod Hooves Companion	4	5+	3+	-	1

### ⚔ Once Per Turn (Army), Your Hero Phase

**PORTENTS OF BATTLE:** *Celestial Hurricanums leak magical energy, granting nearby soldiers visions of the imminent future that allow them to land their blows with uncanny accuracy.*

**Declare:** Pick a visible friendly **CITIES OF SIGMAR HUMAN** unit wholly within 12" of this unit to be the target.

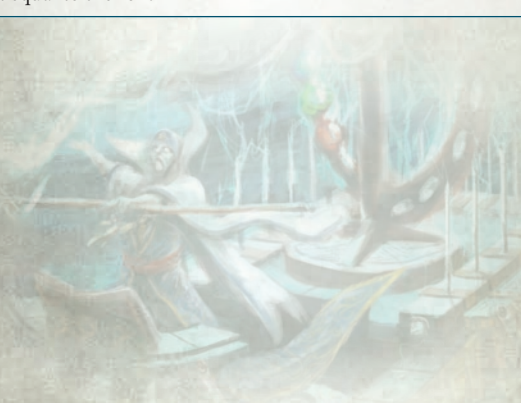
**Effect:** Roll a dice. On a 3+, add 1 to hit rolls for the target's combat attacks until the start of your next turn.

### ⚔ Once Per Turn (Army), Your Shooting Phase

**STORM OF SHEMTEK:** *A Celestial Hurricanum can summon a magical storm to batter the foe with the fury of the heavens. As the battle rages, the tempest grows ever stronger.*

**Declare:** Pick a visible enemy unit within 12" of this unit to be the target.

**Effect:** Make a number of D3 rolls equal to the current battle round number. For each 2+, inflict an amount of mortal damage on the target equal to the roll.



KEYWORDS

HERO, WAR MACHINE, WIZARD (1)  
ORDER, CITIES OF SIGMAR, HUMAN

## WARDEN KING



Warden Kings are the leaders of the Dispossessed duardin, venerable fighters and strategists who seek out the most fearsome enemy combatants and bludgeon them to death with rune-carved warhammers.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Runic Hammer	5	3+	3+	2	2

### ⚔ Once Per Battle (Army), Deployment Phase

**ANCESTRAL GRUDGE BEARER:** Every Warden King knows the names of those who wronged their forebears. As they march out to defend or reclaim their holds, they seek to settle those grudges.

**Declare:** Pick an enemy unit in your opponent's army to bear a grudge against. You can pick an enemy unit that is in reserve.

**Effect:** For the rest of the battle, add 1 to wound rolls for combat attacks made by friendly CITIES OF SIGMAR DUARDIN units that target that unit.

### ⚔ Reaction: You declared a FIGHT ability for this unit

**FEARLESS LEADER:** Warden Kings are often first into the fray, with their oathsworn kin following closely in their wake swinging gromril hammers and settling grudges.

**Effect:** Pick a friendly CITIES OF SIGMAR DUARDIN unit that has not used a FIGHT ability this turn and is within this unit's combat range to be the target. The target can be picked to use a FIGHT ability immediately after the FIGHT ability used by this unit has been resolved.



KEYWORDS

HERO, INFANTRY

ORDER, CITIES OF SIGMAR, DUARDIN

## RUNELORD



Runelords have mastered the ancient art of rune-shaping. Through rituals of hammercraft, they can unbind hostile magic or imbue the weapons of their kin with fearsome killing power.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Rune Staff and Forgehammer	3	4+	3+	1	D3

### ⚙ Passive

**RUNES OF SPELLBREAKING:** Runelords dampen the magic of their enemies with ancient sigils of unbinding.

**Effect:** This unit can use the 'Unbind' ability as if it had WIZARD (1).

### ⚔ Once Per Turn (Army), Your Hero Phase

5

**FORGEFIRE:** Calling upon the latent power of runic engravings, Runelords imbue the weapons of their kin with ancient might.

**Declare:** Pick a friendly CITIES OF SIGMAR DUARDIN unit wholly within 12" of this unit to be the target, then make a chanting roll of D6.

**Effect:** If the chanting roll was 10+, you can pick another eligible unit to be a second target. Until the start of your next turn, add 1 to the Rend characteristic of each target's melee weapons.

KEYWORDS PRAYER



KEYWORDS



HERO, PRIEST (1), INFANTRY


ORDER, CITIES OF SIGMAR, DUARDIN

## GYROBOMBER



Gyrobombers are heavy assault aircraft equipped with racks of devastating bombs that they rain on the heads of their targets, enveloping them in a deadly storm of explosions and flying shrapnel.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
	Clattergun	12"	3	4+	3+	1	D3
	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
	Rotor Blades	3	4+	4+	1	D3	

 **Once Per Turn (Army), Your Movement Phase**

**GRUDGEBUSTER BOMBS:** *Gyrobombers swoop over the enemy lines, dropping a lethal payload onto the hapless warriors below.*

**Declare:** If this unit used a **MOVE** ability this phase, pick an enemy unit that does not have **FLY** and that this unit passed across this turn to be the target.

**Effect:** Pick 1 of the following effects:

**Tactical Bombing:** Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

**Drop It All!** Make 2 rolls of D3. For each 2+, inflict an amount of mortal damage on the target equal to the roll. Then, roll a D3 for each unit (friendly and enemy) within the target's combat range that does not have **FLY**. On a 2+, inflict an amount of mortal damage on that unit equal to the roll. Once the 'Drop It All!' effect of this ability has been resolved, this unit cannot use this ability again for the rest of the battle.



KEYWORDS

WAR MACHINE, FLY

ORDER, CITIES OF SIGMAR, DUARDIN

## GYROCOPTER



Small and nimble single-duardin fighter craft, Gyrocopters roar over the heads of their targets in tight formation, strafing them with flames or scalding steam before wheeling away to begin another attack run.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Gyrocopter Guns	12"	5	4+	3+	1	D3
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
Rotor Blades	3	4+	4+	1	D3	

✂ Once Per Battle (Army), Your Movement Phase

**GUILD BOMBS:** A lone Gyrocopter pilot is tasked with deploying a payload of these volatile blackpowder explosives.

**Declare:** If this unit used a **MOVE** ability this phase, pick an enemy unit that does not have **FLY** and that this unit passed across this turn to be the target.

**Effect:** Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.



KEYWORDS

WAR MACHINE, FLY  
ORDER, CITIES OF SIGMAR, DUARDIN

## COGSMITH



Grizzled combat engineers who know how to squeeze peak performance and killing power from any war machine, Cogsmiths are also proficient warriors capable of cutting down those who would interfere with their field repairs.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Cogsmith's Firearms	15"	4	3+	3+	1	1
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
Gun Butt and Cog Axe	3	4+	4+	1	2	

✂ Once Per Turn (Army), Your Hero Phase

**DIRECT THE GYROCORPS:** With phosphorescent munitions, Cogsmiths can direct bombing runs and counter-attacks by the gyro-machines of the Ironweld Arsenal.

**Declare:** Pick up to 3 visible friendly Gyrocopter or Gyrobomber units wholly within 18" of this unit to be the targets.

**Effect:** Roll a dice for each target. On a 3+, until the start of your next turn:

- Add 1 to hit rolls for the target's attacks.
- Add 2" to the target's Move characteristic.



KEYWORDS

HERO, INFANTRY  
ORDER, CITIES OF SIGMAR, DUARDIN

## IRONBREAKERS



Ironbreakers are the elite guardians of the Dispossessed's underground fortresses. Clad from head to toe in impervious gromril and wielding masterwork axes and hammers, they form a formidable wall against which the enemy is soon shattered.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Ironbreaker Weapon	2	3+	4+	1	1

### 🛡 Passive

**GROMRIL SHIELDWALL:** *Once formed up into a shieldwall, a line of gromril-clad Ironbreakers is nigh impenetrable.*

**Effect:** If this unit has not used a **MOVE** ability this turn and was not set up this turn, attacks that target this unit cannot score critical hits (treat them as regular hits instead).



### KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10),  
STANDARD BEARER (1/10)  
ORDER, CITIES OF SIGMAR, DUARDIN

## IRONDRAKES



Armed with a terrifying array of heavy weaponry, Irondrakes overwhelm their foes with torrents of flesh-melting flame and volleys of high-explosive missiles, relying upon master-crafted gromril armour to fend off all retaliation.

🏹 RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Drakegun Anti-INFANTRY (+1 Rend)	18"	1	3+	3+	1	1

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Plated Fists	1	3+	4+	-	1

### 🏹 Once Per Turn (Army), Your Shooting Phase

**CINDERBLAST BOMB:** *This weapon explodes in a burst of shrapnel and flame.*

**Declare:** If this unit is not in combat, pick a visible enemy unit within 6" of it to be the target.

**Effect:** Roll a dice. On a 3+, inflict an amount of mortal damage on the target equal to the roll.



### KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10),  
STANDARD BEARER (1/10)  
ORDER, CITIES OF SIGMAR, DUARDIN

## LONGBEARDS



Longbeards are the oldest and most experienced duardin warriors, as evidenced by their great, flowing beards and tendency to grumble on relentlessly about their enemies and allies alike – even in the thick of battle.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Venerable Weapons	2	3+	4+	1	1

⚔ Once Per Turn (Army), Any Combat Phase

**'I THOUGHT DUARDIN WERE MADE OF STERNER STUFF!':** A disgruntled look from a grumbling Longbeard is often enough to galvanise the fighting spirits of younger duardin.

**Declare:** Pick another friendly CITIES OF SIGMAR DUARDIN unit wholly within 12" of this unit to be the target. You cannot pick a Longbeards unit.

**Effect:** Roll a dice. On a 3+, add 1 to wound rolls for the target's combat attacks for the rest of the turn.



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10),  
STANDARD BEARER (1/10)

ORDER, CITIES OF SIGMAR, DUARDIN

## HAMMERERS



Hammerers are traditionally tasked with guarding the Warden Kings in battle. The rhythmic rise and fall of their gromril mauls instils fear in their enemies just as it lifts the spirits of their fellow duardin.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Gromril Great Hammer Charge (+1 Damage)	2	3+	3+	1	1

🛡 Passive

**OATHSWORN:** These warriors are oathsworn to protect their liege.

**Effect:** While any friendly Warden Kings are wholly within this unit's combat range, both this unit and those friendly Warden Kings have WARD (5+).



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10),  
STANDARD BEARER (1/10)

ORDER, CITIES OF SIGMAR, DUARDIN

## ASSASSIN



There is no fortress, city or fortified war camp that the feared Shadowblade Assassins cannot infiltrate, and few foes can hope to survive the potent poisons delivered by their wicked daggers.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Poison-coated Blades Anti-HERO (+1 Rend), Crit (Mortal)	6	3+	4+	1	2

### ⚔ Once Per Turn (Army), Any Combat Phase

**IN FOR THE KILL:** *With their target in sight, the Assassin bursts from the shadows and unleashes a flurry of attacks upon the unsuspecting victim.*

**Effect:** This unit has **STRIKE-FIRST** if it charged in the same turn.

### 🛡 Passive

**HIDDEN MURDERER:** *Stalking the shadows, the Assassin only reveals their position when they launch a killing strike.*

**Effect:** While this unit is within the combat range of a friendly **INFANTRY** unit that has 5 or more models and there are no enemy units within this unit's combat range, this unit is not visible to enemy units.



KEYWORDS

HERO, INFANTRY  
ORDER, CITIES OF SIGMAR, AELF

## DARK RIDERS



For those marked by the Dark Riders, there is nowhere to flee. These cloaked killers gallop forth upon red-eyed shadowmares, levelling spears and repeater crossbows to deal a fatal blow to their quarry.

🏹 RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Repeater Crossbow Crit (2 Hits)	12"	2	4+	4+	-	1
⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
Barbed Spear Anti-INFANTRY (+1 Rend)	2	3+	4+	1	1	
Dark Steed's Vicious Bite Companion	2	5+	3+	-	1	

### ⚙ Once Per Turn (Army), End of Any Turn

**SOW HAVOC:** *The speed and discipline of the Dark Riders is unmatched, allowing them to charge the enemy's weak points and retreat before the foe can react.*

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll a dice. On a 3+:

- Inflict D3 mortal damage on the target.
- This unit can immediately use the 'Retreat' ability as if it were your movement phase without any mortal damage being inflicted on it.



KEYWORDS

CAVALRY, CHAMPION, MUSICIAN (1/5),  
STANDARD BEARER (1/5)  
ORDER, CITIES OF SIGMAR, AELF

• CITIES OF SIGMAR WARSCROLL •

## DREADLORD ON BLACK DRAGON



The feared warlords of the Order Serpentis delight in inflicting pain and terror upon their foes. They ride to war on obsidian-scaled dragons that can lay waste to entire armies with their dagger-like claws and foul, choking breath.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Black Dragon's Noxious Breath Shoot in Combat, Companion	10"	2D6	2+	4+	1	1
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
Dreadlord's Weapons Charge (+1 Damage)	5	3+	4+	1	2	
Black Dragon's Claws Companion	7	4+	2+	1	2	
Black Dragon's Jaws Companion	3	4+	2+	2	3	

☠ Passive

**BATTLE DAMAGED**

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Black Dragon's Claws** is 4.

➤ Passive

**UNDER THE SHADOW OF BLACK WINGS:** *Dreadlords send in the cavalry to weaken the enemy before swooping down to deliver the killing blow.*

**Effect:** Add 1 to charge rolls for friendly **CITIES OF SIGMAR AELF CAVALRY** units while they are wholly within 12" of this unit.

⚔ Once Per Turn (Army), Any Combat Phase

**INDISCRIMINATE SLAUGHTER:** *The cruel rituals involved in raising Black Dragons curse them with sadistic urges, causing them to revel in slaughter just as much as their Dreadlord riders.*

**Declare:** Pick each other unit (friendly and enemy) within this unit's combat range to be the targets.

**Effect:** Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

**KEYWORDS** RAMPAGE

**KEYWORDS**

HERO, MONSTER, FLY  
ORDER, CITIES OF SIGMAR, AELF

• CITIES OF SIGMAR WARSCROLL •

## DRAKESPAWN KNIGHTS



Cold-blooded Drakespawn make formidable mounts, for not only do they carry their lance-bearing riders towards the enemy with sure-footed speed, their fangs and claws are sharp enough to tear through metal and bone with ease.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Barbed Lance Charge (+1 Damage)	2	3+	4+	1	1
Drakespawn's Ferocious Jaws Companion	3	4+	3+	1	1

⚔ Once Per Turn (Army), Any Combat Phase

**BESTIAL INSTINCTS:** *As the Drakespawn tear apart their prey, the scent of fresh gore sends them into a frenzy.*

**Effect:** For the rest of the phase, add 1 to the Attacks characteristic of this unit's **Drakespawn's Ferocious Jaws** while it is in combat with any enemy units that had any damage points allocated to them this phase or that had any models slain this phase.



**KEYWORDS**

CAVALRY, CHAMPION, MUSICIAN (1/5),  
STANDARD BEARER (1/5)  
ORDER, CITIES OF SIGMAR, AELF

## DRAKESPAWN CHARIOT



Drakespawn Chariots are elegant yet cruel war machines that are highly manoeuvrable thanks to their single-wheel design. Fitted with an array of scything blades and crewed by skilled Order Serpents knights, they cause dreadful carnage as they plough into the enemy lines.

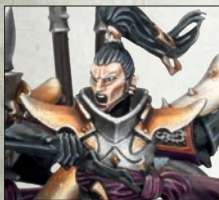
⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Barbed Spear Charge (+1 Damage)	2	3+	4+	1	1
Drakespawn's Ferocious Jaws Companion	6	4+	3+	1	1

### ⚔ Once Per Turn (Army), Any Charge Phase

**SCYTHED RUNNERS:** *Vicious blades are fitted to this chariot, carving apart anything that gets in its way.*

**Declare:** If this unit charged this phase, pick an enemy unit within 1" of it to be the target.

**Effect:** Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.



KEYWORDS

WAR MACHINE  
ORDER, CITIES OF SIGMAR, AELF

## WAR HYDRA



Greatest of all the abominations spawned by the experiments of the Order Serpents are the monstrosities known as War Hydras, each one created through dark sorcery and perfectly tailored for the battlefield. Driven forward by the lashes of scarred handlers, these creatures are imprecise but devastating living weapons.

⚔ RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Fiery Breath Shoot in Combat, Companion	10"	6	4+	3+	-	D3
⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
Razor-sharp Fangs Anti-INFANTRY (+1 Rend), Companion	6	4+	2+	1	2	

### 🛡 Passive

**IMPOSSIBLE TO DESTROY:** *It is almost impossible to kill a Hydra, for they regenerate wounds and regrow severed heads with alarming speed.*

**Effect:** If this unit would be destroyed, before removing it from play, roll 6 dice. Subtract 1 from the number of dice rolled for each **destroyed head token** this unit has.

If any of the rolls are a 5+, this unit is not destroyed and any remaining damage points inflicted on it have no effect. Then, **Heal (1)** this unit for each 5+. Finally, give this unit 1 **destroyed head token**.

### ⚔ Once Per Turn (Army), Any Combat Phase

**SIX-HEADED STRIKE:** *Stoked into a killing rage by their handlers' goads and whips, War Hydras lumber forward into battle, each of their six heads lashing out to strike the enemy.*

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll 6 dice. For each 3+, inflict 1 mortal damage on the target.

KEYWORDS RAMPAGE

KEYWORDS

MONSTER  
ORDER, CITIES OF SIGMAR, AELF

• CITIES OF SIGMAR WARSCROLL •

## BLACK ARK FLEETMASTER



Fleetmasters are rulers of the high seas, Corsair lords who command the marauding Black Arks of the Scourge Privateers. Peerless swordfighters, they delight in seeking out worthy foes against whom to test their skill.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Wicked Cutlass and Murder Hook Crit (Mortal)	5	3+	4+	1	2

⚔ **Reaction:** You declared a **FIGHT** ability for this unit

**'AT THEM, YOU CURS!':** Under the gaze of their Fleetmaster, Scourge Corsairs slaughter the enemy without mercy.

**Effect:** Pick a friendly Black Ark Corsairs unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved. If it is picked to do so, add 1 to the Attacks characteristic of the target's melee weapons for the rest of the turn.



KEYWORDS

HERO, INFANTRY  
ORDER, CITIES OF SIGMAR, AELF

• CITIES OF SIGMAR WARSCROLL •

## BLACK ARK CORSAIRS



Cruel-hearted and avaricious, Black Ark Corsairs are the footsoldiers of the Scourge Privateers. Wielding a variety of lethal weapons, they thrive in the chaos of a swirling melee, where their superior swordsmanship can be put to deadly use.

⚔ RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Repeater Handbow Shoot in Combat	10"	2	4+	4+	-	1
⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
Vicious Blades	2	3+	4+	-	1	

⚔ **Once Per Turn (Army), Any Charge Phase**

**SWIFT SHOTS:** As the enemy bears down upon them, the Corsairs flick their repeater handbows out from beneath their cloaks and fire them point blank at the surprised foe.

**Effect:** If this unit is in combat, it can immediately use the 'Shoot' ability as if it were your shooting phase. All attacks must target the same enemy unit, and the enemy unit picked to be the target of the attacks must be in combat with this unit and have charged this phase.



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10),  
STANDARD BEARER (1/10)  
ORDER, CITIES OF SIGMAR, AELF

• CITIES OF SIGMAR WARSCROLL •  
**SCOURGERUNNER  
 CHARIOT**



Employed to chase down fast-moving prey, Scourgerunner Chariots are swift and deadly war machines armed with a harpoon launcher that can cripple even the most fearsome monster.

⚡ RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Ravager Harpoon Anti-MONSTER (+1 Rend)	16"	2	3+	3+	1	D3
⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
Hook Spear Anti-MONSTER (+1 Rend)	2	3+	4+	2	1	
Dark Steeds' Vicious Bites Companion	4	5+	3+	-	1	

⚡ Once Per Turn (Army), Your Shooting Phase

**PRIZE SPECIMENS:** Having sighted monstrous beasts whose innards fetch a particularly high price on the black market, the aelves will not rest until the monsters' corpses are in their possession.

**Effect:** For the rest of the turn, add 1 to hit rolls and wound rolls for this unit's shooting attacks that target enemy **MONSTERS**.



KEYWORDS

WAR MACHINE  
 ORDER, CITIES OF SIGMAR, AELF

• CITIES OF SIGMAR WARSCROLL •  
**KHARIBDYSS**



The Kharibdyss is a deep-sea abomination that inspires primal terror in its prey. These beasts are employed by the Scourge Privateers to shatter enemy formations, whereupon the scattered and broken survivors are picked off by the cruel Corsairs.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Fanged Tentacles and Spiked Tail Companion	5	4+	2+	1	2

⚔ Once Per Turn (Army), Any Combat Phase

**GOADED AND WHIPPED:** The Kharibdyss's handlers lash the creature into a murderous frenzy.

**Effect:** Double the Attacks characteristic of this unit's **Companion** melee weapons for the rest of the turn.

● Once Per Turn (Army), End of Your Turn

**ABYSSAL HOWL:** These creatures let loose spine-chilling roars when they scent the blood of their prey.

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll a dice. On a 3+, the target has a maximum control score of 1 for the rest of the turn.

KEYWORDS RAMPAGE



KEYWORDS

MONSTER  
 ORDER, CITIES OF SIGMAR, AELF

• CITIES OF SIGMAR WARSCROLL •

# SORCERESS ON BLACK DRAGON

MOVE 12"  
 HEALTH 14  
 SAVE 4+  
 CONTROL 5

Many Sorceresses go to war upon fearsome Black Dragons, delighting in the terror in the eyes of their enemies as the scaled beasts spit clouds of choking fumes and rip their prey apart with sword-sized talons.

RANGED WEAPONS		Rng	Atk	Hit	Wnd	Rnd	Dmg
Black Dragon's Noxious Breath Shoot in Combat, Companion		10"	2D6	2+	4+	1	1
MELEE WEAPONS			Atk	Hit	Wnd	Rnd	Dmg
Cruel Weapons			3	3+	4+	1	D3
Black Dragon's Claws Companion			7	4+	2+	1	2
Black Dragon's Jaws Companion			3	4+	2+	2	3

**Passive**

**BATTLE DAMAGED**  
**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Black Dragon's Claws** is 4.

**Passive**

**DARK SORCERY:** *The Sorceress draws power from the blood spilled by her Black Dragon.*

**Effect:** Add 1 to casting rolls for this unit for each **dark sorcery token** it has.

**Once Per Turn (Army), End of Any Turn**

**FEED ON LIFE FORCE:** *The Black Dragon tears into the enemy, spilling copious blood as the Sorceress completes her dark ritual.*

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll. If any enemy models are slain by this ability, place a **dark sorcery token** next to this unit for the rest of the battle, to a maximum of 3 tokens.

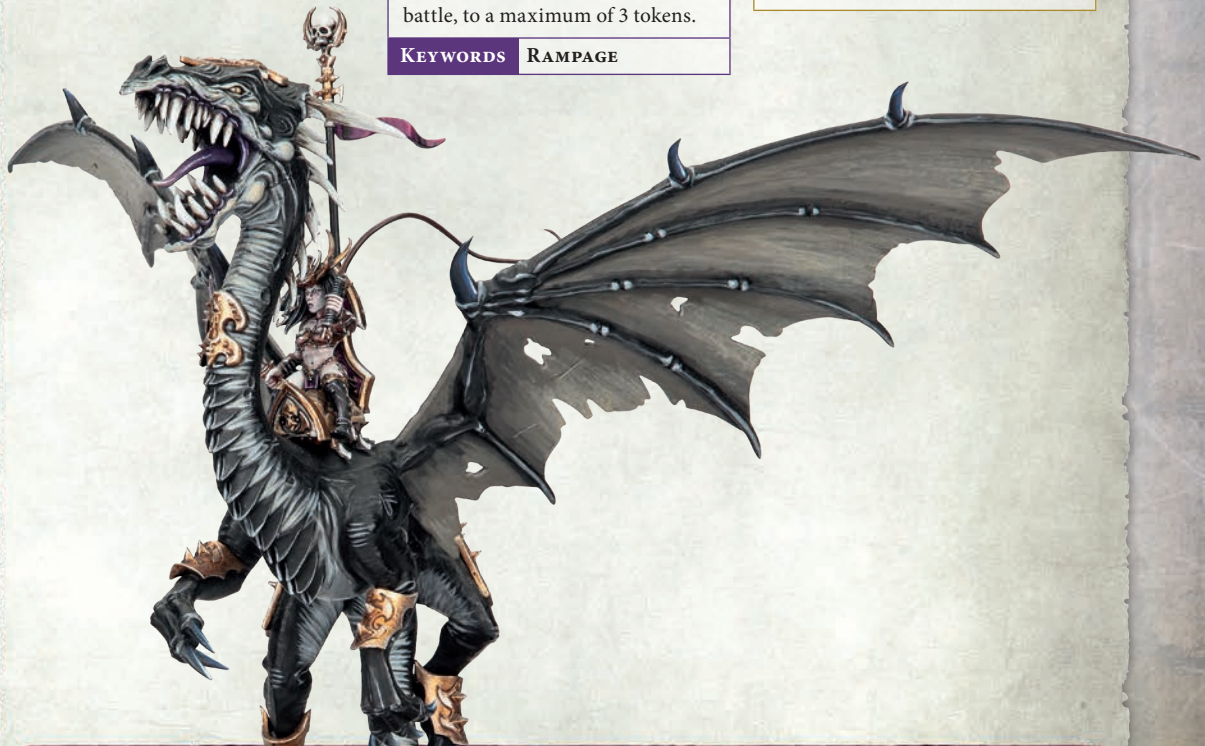
**Once Per Turn (Army), Your Hero Phase**

**COMMAND UNDERLINGS:** *The cold-hearted rulers of the Darkling Covens wield absolute control over their ensorcelled underlings, commanding them to do their bidding unquestioningly.*

**Declare:** Pick up to 3 friendly **CITIES OF SIGMAR AELF INFANTRY** units wholly within 12" of this unit to be targets.

**Effect:** Add 3" to the Move characteristic of each target for the rest of the turn.

**KEYWORDS** RAMPAGE



**KEYWORDS** HERO, MONSTER, WIZARD (1), FLY  
ORDER, CITIES OF SIGMAR, AELF

## SORCERESS



Despots who rule over the Darkling Covens with unquestioned authority and cruel cunning, Sorceresses wield dark and terrible magic that can blast the life from their foes or wrack them with unimaginable agony.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Witchstaff	1	3+	4+	1	D3

⚙ Once Per Turn (Army), Your Hero Phase

**CRUEL SACRIFICE:** *The Sorceress shows no mercy as she slits the throat of a nearby thrall and draws power from the blood that gushes forth.*

**Declare:** Pick a visible friendly CITIES OF SIGMAR AELF unit wholly within 6" of this unit to be the target.

**Effect:** Add 1 to casting rolls for this unit for the rest of the turn. Then, roll a dice. On a 4+, 1 model in the target unit is slain.

🛡 Once Per Turn (Army), Any Combat Phase

**WORD OF PAIN:** *The Sorceress utters a forbidden name, wracking her foes with unbearable pain.*

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll a dice. On a 3+, subtract 1 from hit rolls and wound rolls for the target's attacks until the start of your next turn.



KEYWORDS

HERO, WIZARD (1), INFANTRY  
ORDER, CITIES OF SIGMAR, AELF

## BLACK GUARD



These fanatical warriors guard the rulers of the Darkling Covens. Armed with ebon halberds and clad in ensorcelled plate, they present an impassable and deadly obstacle to any who threaten their wards.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Ebon Halberd	2	3+	4+	1	1

🛡 Passive

**STEEL AND SORCERY:** *Black Guard are often charged with protecting heroes on the field of battle.*

**Effect:** While any friendly CITIES OF SIGMAR AELF INFANTRY HEROES are wholly within this unit's combat range, both this unit and those friendly units have WARD (5+).



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10),  
STANDARD BEARER (1/10)  
ORDER, CITIES OF SIGMAR, AELF

## DARKSHARDS



Armed with fast-firing repeater crossbows, formations of Darkshards unleash a withering hail of iron-tipped bolts into their enemies, each volley piercing eyes and puncturing hearts.

### ☞ RANGED WEAPONS

Rng	Atk	Hit	Wnd	Rnd	Dmg
15"	2	3+	4+	-	1

Master-crafted Repeater Crossbow  
Anti-Infantry (+1 Rend)

### ☞ MELEE WEAPONS

Atk	Hit	Wnd	Rnd	Dmg
1	3+	4+	-	1

Cruel Dagger

### ☞ Once Per Turn (Army), Your Shooting Phase

**STORM OF IRON-TIPPED BOLTS:** *The skies darken moments before the enemy is shredded by a volley of iron bolts.*

**Effect:** If this unit has not used a **MOVE** ability this turn and was not set up this turn, add 1 to the Attacks characteristic of this unit's Master-crafted Repeater Crossbows for the rest of the turn.



#### KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10),  
STANDARD BEARER (1/10)

ORDER, CITIES OF SIGMAR, AELF

## DREADSPEARS



Dreadspear shieldwalls form the armoured core of the Darkling Covens' armies. Fully enthralled to the service of their masters, these cruel warriors fight and slay with unnerving focus.

### ☞ MELEE WEAPONS

Atk	Hit	Wnd	Rnd	Dmg
2	3+	4+	-	1

Darkling Spear  
Anti-charge (+1 Rend)

### ☞ Once Per Turn (Army), Any Combat Phase

**COVEN GUARD:** *These warriors are trained to wait for the perfect moment before thrusting their spears into the hearts of their foes.*

**Effect:** If this unit did not charge this turn, add 1 to wound rolls for this unit's attacks for the rest of the turn.



#### KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10),  
STANDARD BEARER (1/10)

ORDER, CITIES OF SIGMAR, AELF

## BLEAKSWORDS



Bleakswords leap into the fray in a blur of flashing steel. Wielding their duelling swords with unnatural grace, they slice their foes to ribbons with an unstoppable flurry of strikes.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Darkling Sword Crit (2 Hits)	2	3+	4+	-	1

⚔ Once Per Turn (Army), Any Combat Phase

**MERCILESS CONQUERORS:** While the Dreadspears hold the line, the Bleakswords are tasked with seizing objectives, viciously cutting down any opponents in a storm of flashing steel.

**Effect:** For the rest of the turn, add 1 to the Attacks characteristic of this unit's melee weapons while it is contesting an objective you do not control.



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10),  
STANDARD BEARER (1/10)  
ORDER, CITIES OF SIGMAR, AELF

## EXECUTIONERS



These skull-masked killers are the most feared warriors of the Darkling Covens. True virtuosos of slaughter, they have mastered the art of severing heads with every swing of their curved Executioner's draichs.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Executioner's Draich	2	3+	4+	1	1

⚔ Once Per Turn (Army), Any Combat Phase

**SEVERING STRIKE:** Heads roll and crimson arcs of hot blood spurt into the air as these warriors swing their deadly blades.

**Effect:** If this unit charged this turn, this unit's melee weapons have Crit (Mortal).



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10),  
STANDARD BEARER (1/10)  
ORDER, CITIES OF SIGMAR, AELF



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