



CITIES OF SIGMAR

SENTINELS OF EMBERGARD

This Spearhead army consists of the following units:

GENERAL

- ◆ Jorvan Kreel, Heir of the Kraken
(Thexa, the ash panther, is a token)

UNITS

- ◆ 1 Mallus Forgepriest
- ◆ 5 Freeguild Gallants
- ◆ 5 Freeguild Grenadiers
- ◆ 5 Freeguild Grenadiers



It takes especially hard-bitten souls to fight in Embergard. Many Freeguilders are sent to this vital bastion, but only the most vicious survive to achieve veteran status. Those who do often slip outside typical chains of command, gravitating towards charismatic captains proven in battle. They become known as Sentinels of Embergard, determined to defend the corpse-city.

Jorvan Kreel, Heir of the Kraken, is one such leader: a debonair, if glory-hungry, ranger from fallen Anvilgard. Alongside his faithful ash panther Thexa, he now roams the City of Ash, harrying the ratmen from their holes. He is invariably accompanied by the uncompromising elite of the Freeguild Grenadiers, whose incendiary arsenal and heavy bardiches are suited to savage urban fighting, as well as the armoured and honour-bound Gallants. Kreel is hardly a man of faith, but he appreciates its power. Often, then, he is accompanied by a Mallus Forgepriest – warrior-priests whose bellowed orisons inspire holy purpose in their fellows.

'I imagine the vermin believe that they have us trapped. Well, my friends – what say we go and disabuse them of the notion, eh?'

– Jorvan Kreel, Heir of the Kraken



In the aftermath of the Vermindoom, Jorvan Kreel leads a party of grizzled Freeguild veterans to the ruins of Embergard to combat the Skaven infestation. The hour is dark, but the fiery spirit of the Aqshians burns bright.

BATTLE TRAITS

➤ **Once Per Turn (Army), Reaction:** You declared a **FIGHT** ability for your general or a friendly non-HERO unit wholly within 12" of your general

RANGER DOCTRINES: *Kreel was once a captain in the Wildercorps. While he now commands an eclectic assortment of forces, the fluid tactics he honed in his prior life can still be used to great effect.*

Used By: The unit using that **FIGHT** ability.

Effect: Immediately after that **FIGHT** ability has been resolved, pick a point on the battlefield within 6" of your general. Remove the unit using this ability from the battlefield and set it up again within 1" of that point and not in combat.



REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

➤ **Passive**

CLOSE-QUARTERS DRILL: *Kreel has trained his Grenadiers to hold their fire until it can be unloaded right in their foes' faces.*

Effect: Friendly units' ranged weapons have **Shoot in Combat** but you must subtract 1 from hit rolls for their shooting attacks while they are in combat.

● **Passive**

COME AND TAKE IT, BLAGGARDS!: *Though their city lies in ruin, these warriors defy any enemy who tries to prise the wreckage from them.*

Effect: Add 5 to the control scores of friendly non-HERO units while they are in combat with any enemy units that have 6 or more models or a Health characteristic of 3 or more.

ENHANCEMENTS: Give your general 1 of the following enhancements.

➤ **Any Shooting Phase**

THROWING KNIVES: *Jorvan Kreel has, over the course of his adventures, acquired an assortment of deadly blades ready to be hurled into a chest, stomach or skull.*

Declare: Pick a visible enemy unit within 10" of your general to be the target.

Effect: Roll a dice. On a 3+, inflict 1 mortal damage on the target.

➤ **Once Per Battle, Your Movement Phase**

TRAINED RANGER: *The pathfinding skills he picked up in the jungles of the Charrwind Coast serve Kreel well in Embergard's urban sprawl.*

Declare: Pick a friendly unit wholly within 6" of a battlefield edge to be the target.

Effect: Remove the target from the battlefield and set it up again wholly within 3" of a battlefield edge and more than 6" from all enemy units.

➤ **Passive**

HOT-BLOODED ENDURANCE: *A lifetime spent in the wilderness has left Kreel an indefatigable warrior.*

Effect: Your general can use **CHARGE** abilities even if they used a **RUN** or **RETREAT** ability in the same turn and no mortal damage is inflicted on them by **RETREAT** abilities.

➤ **Once Per Battle, Any Combat Phase**

BLADE OF THE KRAKEN: *In a decisive moment, Kreel fights ferociously to avenge Embergard's fall – and also to maintain his warrior reputation...*

Effect: Double the Attacks characteristic of your general's melee weapons for the rest of the turn.

MOVE
6"
HEALTH 5 SAVE 4+
CONTROL 2

Jorvan Kreel seems to live a bleakly charmed life. Once, he was a Ranger-Colonel of Anvilgard, patrolling the outskirts of that skulduggerous city. He escaped the Khainite invasion and spent years assembling a mercenary fleet to take revenge. The Vermindoom shattered that hope and put him on the path to Embergard. Aided by Thexa, his loyal ash panther companion, Kreel remains a courageous, tenacious and cunning leader of men, if sometimes an arrogant loose cannon. None can be sure if he wishes to protect Embergard for its own sake or use it as a stepping stone towards vengeance...

• SPEARHEAD WARSCROLL •

JORVAN KREEL

HEIR OF THE KRAKEN

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Ranger Blades	6	3+	4+	1	2	-

Your Hero Phase
VETERAN SKIRMISHERS: *Kreel has trained his ragtag soldiers well, emphasising speed and surety of foot over headlong sprints.*
Declare: Pick a friendly unit wholly within 12" of this unit to be the target.
Effect: Roll a dice. On a 3+, for the rest of the turn, add 2" to the target's Move characteristic but it cannot use RUN abilities.

End of Any Turn
PROWLING ASH PANTHER: *Thexa prowls the shadows, waiting for the right moment to pounce.*
Effect: If this unit has the Thexa token, give that token to an enemy unit within 6" of this unit.
 If an enemy unit has the Thexa token, inflict D3 mortal damage on that enemy unit. Then, give this unit the Thexa token.



Thexa token

KEYWORDS HERO, INFANTRY

MOVE
5"
HEALTH 5 SAVE 4+
CONTROL 2

Many are the fanatical Cults Unberogen, but few are more eager to take to the battlefield than the Mallus Forgepriests. These warrior-preachers worship Sigmar as a hammer set to crush all who would threaten civilisation, and they revere the meteoric iron recovered from fallen Azyrite comets as a holy material that demands to be turned into blessed weapons. A Forgepriest is both a fierce warrior and an agent of purification and consecration. Where they stride, bellowing their Sigmarite hymns, corruption of all kinds seems to wither away – emboldening those who fight nearby.

• SPEARHEAD WARSCROLL •

MALLUS FORGEPRIEST

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Sigmarite Warhammer	4	4+	3+	1	D3	-

Your Hero Phase
CONSECRATE THE LAND: *Bellowing Sigmarite hymns, the priest purges the taint of Chaos from the land and consecrates it in the name of the God-King.*
Declare: Pick an objective within 12" of this unit, then make a chanting roll of D6.
Effect: On a 3+, for the rest of the turn, friendly units have WARD (5+) while they are contesting that objective.



KEYWORDS HERO, PRIEST, INFANTRY

MOVE 5"
HEALTH 2 SAVE 3+
CONTROL 1

Gallants see themselves as especially honourable warriors. Each is a veteran; perhaps they found that a life of peace after their tour of duty did not suit them, or their home was destroyed by one of Sigmar's many enemies. Either way they have returned to the front, forming martial circles with other like-minded souls and practically demanding to be deployed where the fighting is thickest. Gallants often position themselves slightly outside the command structure of the Freeguilds; the heraldry they bear is in memory of fallen strongpoints and cities, a promise to avenge the dead.

• SPEARHEAD WARSCROLL •

FREEGUILD GALLANTS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Weapons of Gallantry	2	3+	4+	1	1	-

Any Combat Phase

UNBREACHABLE WILL: *Having each survived punishing trials, Freeguild Gallants break before no foe.*

Declare: If this unit has not charged this turn, pick an enemy unit in combat with it to be the target.

Effect: For the rest of the turn, subtract 1 from the Rend characteristic of the target's weapons for attacks that target this unit.



KEYWORDS

INFANTRY

MOVE 5"
HEALTH 1 SAVE 4+
CONTROL 1

Freeguild Grenadiers are close-quarters specialists: the roughest, toughest and most recklessly courageous of a city's soldiery. They inevitably draw the bloodiest and dirtiest missions, be it cutting through a tumbled strongpoint or leading a purge operation into a subterranean nest of evil. It is a mark of the Grenadiers' slightly mad bravado that they take pride in such tasks – maybe even eagerly anticipate them. Part of this enthusiasm perhaps comes from the chance to deploy their murderous arsenal, from flesh-mangling scattershot blasters and bombs to incinerating flame-hurlers.

• SPEARHEAD WARSCROLL •

FREEGUILD GRENADIERS

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Ruin-sweeper Arsenal	10"	1	4+	2+	2	1	-

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Grenadier Bardiche	2	4+	4+	1	2	-

Once Per Turn (Army), End of Any Turn

CINDER AND ASH: *Freeguild Grenadiers carry specialised gear to reduce dug-in enemies to a panicked, screaming bonfire of melting flesh and charred hair.*

Declare: Pick up to 1 terrain feature contested by this unit and up to 1 objective contested by this unit, then pick any enemy units also contesting them to be the targets.

Effect: Roll a dice for each target. On a 3+, inflict 1 mortal damage on the target.



KEYWORDS

INFANTRY, REINFORCEMENTS

SKAVEN

CRIXXIT'S KILL-PACK

This Spearhead army consists of the following units:

GENERAL

◆ Deathmaster Crixxit

UNITS

- ◆ 1 Deathmaster
- ◆ 5 Gutter Runners
- ◆ 5 Gutter Runners
- ◆ 10 Night Runners

Each unit of Gutter Runners has 1 Bomb Rat token.



The Clans Eshin favour the hidden dagger over the open claw. Yet certain contracts demand more than one knife in the gloom. When a target is particularly well defended or several souls marked for death congregate, a clan's Nightlord may unleash a kill-pack – an entire force of lethal agents.

A kill-pack includes Eshin ratmen of every rank, each of whom has a specific role in the operation. Though they are not told as much, it is the task of the Night Runners to distract and die, but they are still sufficiently trained and equipped to pose a real danger to the foe. Gutter Runners are veterans entrusted to wreak havoc in accordance with their masters' designs. Deadliest are the Deathmasters: nigh-on supernaturally capable assassins, each a master of shadowy techniques and vicious martial styles. When an especially challenging mission beckons, the vaunted Deathmaster Crixxit may deign to lead a kill-pack. Clad in a cloak of living umbra and wielding blades coated in liquid warpstone poisons, Crixxit is amongst the few Eshin assassins who lets his name be known far and wide. Partially this is because he revels in his infamy and how it grants him his pick of contracts, and partially it is for the terror that accompanies any whisper of his coming.

'Challenging, this one. Man-things know they are hunted, so they hide-cower. But Crixxit finds them. Now... where is payment?'

– Deathmaster Crixxit



Cloaked in skulking shadows, Crixxit's Kill-Pack stalks its prey unseen – until, in a cacophony of wicked chitters and screeches, they pounce with darkened knives drawn.

BATTLE TRAITS

↗ Once Per Turn (Army), Any Combat Phase

CLOAKED IN SHADOW: *By the time enemies have uncovered a band of Skaven assassins, the ratmen are already in place to strike.*

Declare: Pick a friendly **HERO** to use this ability. Then, pick a different friendly unit that has 2 or more models to be the target.

Effect: Make a **shadow-travel roll** of D6. On a 3+, remove the **HERO** using this ability from the battlefield and set them up again wholly within 6" of the target. They can be set up in combat with any enemy units that are already in combat.



REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

↗ Once Per Battle (Army), Your Movement Phase

WAY OF THE SKITTERING SHADE: *It is said that a soul marked for death is never more than a few feet from lurking Eshin agents.*

Declare: Pick a friendly unit that is wholly within 6" of a battlefield edge to be the target.

Effect: Remove the target from the battlefield and set it up again wholly within 3" of a battlefield edge and more than 6" from all enemy units.

✂ Once Per Battle (Army), Any Combat Phase

WAY OF THE FIENDISH CLAW: *Veteran Deathmasters are experts in many wicked martial arts that harness their natural twitchy agility.*

Declare: Pick a friendly **HERO** to be the target.

Effect: The target has **STRIKE-FIRST** for the rest of the turn.

ENHANCEMENTS: Give your general 1 of the following enhancements.

↗ Passive

MURDEROUS ACROBATICS: *Glowing eyes locked on his target, Crixix deftly weaves past and leaps across any who would impede him.*

Effect: When your general uses the 'Charge' ability, they can pass through enemy models.

↗ Passive

MASTER OF SHADOWS: *Swathed in darkness, Crixix can slip in and out of the gloom with ease, his victims' cooling corpses the only sign of his passing.*

Effect: When your general uses the 'Cloaked in Shadow' ability, add 1 to the **shadow-travel roll**.

U Passive

JUST ANOTHER SHADOW: *Crixix is adept at stalking unseen until the moment to strike arrives.*

Effect: While your general is wholly within the combat range of a friendly unit that has 3 or more models, your general has **WARD (4+)**.

U Any Combat Phase

DEATH SCREECH: *When needs must, Crixix can unleash a deafening screech to stun foes.*

Declare: Pick an enemy unit within 6" of your general to be the target.

Effect: Roll a dice. On a 3+, for the rest of the turn, subtract 1 from hit rolls for the target's attacks.

MOVE

5+

7"

HEALTH

6

2

CONTROL

5+

SAVE

Rumours abound regarding Crixxit's ability to haunt any shadow, breach any chamber and reach any quivering target. Most of these are spread by Crixxit himself, for when a target is afraid, they are vulnerable. While in the employ of Be'lakor, Crixxit brought about the end of a Silver Tower – one of the legendary floating fortresses of Tzeentch – by detonating warpstone bombs in the heart of its portal chamber. Doing so solidified his legend and earned him the semi-sentient Shadowblood Cloak. Now Crixxit stalks Embergard, bloodying his blades on any who would unite the shaken defenders.

• SPEARHEAD WARSCROLL •

DEATHMASTER CRIXXIT

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
The Blades of Thirteen Cuts	13	2+	4+	1	1	Crit (Mortal)

Your Hero Phase

GO-GO, HUNT THEM DOWN: *Crixxit dispatches his Gutter Runners to pounce on unsuspecting prey.*

Declare: Pick a visible friendly Gutter Runners unit wholly within 12" of this unit to be the target. Then, roll a dice.

Effect: On a 3+, add 1 to charge rolls for the target for the rest of the turn.



KEYWORDS

HERO, INFANTRY, WARD (5+)

MOVE

6+

7"

HEALTH

5

2

CONTROL

5+

SAVE

Deathmasters are singularly adept killers, the pride of the Clans Eshin. A significant part of their training centres around suppressing the naturally self-interested Skaven mindset and honing the ability to set aside their own ambitions for the sake of the mission – at least, so much as any ratman can. Skulking unseen, Deathmasters wait for their target to let down their guard before striking with great acrobatic ferocity, wielding an array of esoteric weapons such as warpstone throwing stars and weeping blades, which can kill with the lightest scratch. Trying to land a hit on a Deathmaster is like trying to strike darkness – and when their kill is made, they vanish into the gathering gloom like a wraith.

• SPEARHEAD WARSCROLL •

DEATHMASTER

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Weeping Blade	5	3+	4+	1	D3	Anti-HERO (+1 Rend), Crit (Mortal)

Passive

SHADOWY KILLERS: *Ulguan illusions and other tools of misdirection shroud Deathmasters in perpetual darkness, keeping them from harm.*

Effect: If the unmodified hit roll for an attack that targets this unit is 1-4, the attack fails and the attack sequence ends.



KEYWORDS

HERO, INFANTRY, WARD (6+)

MOVE 6+

HEALTH 1

7"

SAVE 6+

CONTROL 1

Gutter Runners are shadowy death squads in service to the Clans Eshin. These ratmen are claw-picked for their skills of stealth and ambush, for the Eshin maintain that promotion must be earned through merit rather than spur-of-the-moment coups. Of course, a Skaven who can assassinate a troublesome rival or superior without compromising the mission at hand is likely to earn the approval of their masters. Trained in unique combat arts, Gutter Runners are deadly close-quarters opponents, wielding lethal poisons and an array of rat-borne explosives to disorient and devastate foes.

• SPEARHEAD WARSCROLL •

GUTTER RUNNERS



MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Eshin Specialist Blades	3	3+	4+	1	1	Crit (Mortal)

✂ Once Per Turn (Army), Your Charge Phase

BOMB RATS: Many Gutter Runners are experts in the use of improvised explosives, using skittering Bomb Rats to rush the enemy and detonate amongst them in a burst of warpstone-fuelled fury.

Declare: You can only use this ability if this unit has a Bomb Rat token. Pick an enemy unit within 9" of this unit to be the target. Then, roll a dice.

Effect: On a 3+, inflict 1 mortal damage on the target. On a 1-2, remove this unit's Bomb Rat token from the battlefield.



Bomb Rats

KEYWORDS

INFANTRY, REINFORCEMENTS, WARD (6+)

MOVE 6+

HEALTH 1

7"

SAVE 6+

CONTROL 1

Night Runners are the lowliest acolytes of the Clans Eshin, seen as an entirely disposable asset by their masters. Often their fate is to be hurled into the enemy's path and provide a distraction with their messy deaths, allowing more adroit killers to carry out their subtle missions amongst the mayhem. Still, Night Runners are trained and equipped to a level beyond their equivalents in the other Great Clans. Wielding shuriken, slings and poisoned blades, they can overwhelm isolated prey, while the smoke bombs they carry allow the most capable among them to slip away before retribution arrives.

• SPEARHEAD WARSCROLL •

NIGHT RUNNERS



RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Slings and Poisoned Stars	10"	2	4+	4+	-	1	Crit (Auto-wound), Shoot in Combat

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Poisoned Blades	2	4+	5+	-	1	Crit (Mortal)

➤ Once Per Turn (Army), Any Combat Phase

SMOKE BOMBS: The Clans Eshin use smoke bombs to cause confusion and disorientate the enemy.

Declare: This unit can only use this ability if it is in combat. Roll a dice.

Effect: On a 4+, this unit can immediately use the 'Retreat' ability as if it were your movement phase.



KEYWORDS

INFANTRY, REINFORCEMENTS, WARD (6+)