

# SCOURGE OF AQSHY

## FACTION RULES: STORMCAST ETERNALS

### ARTEFACTS OF POWER

You can pick an artefact from this table instead of from other Artefacts of Power tables available to this faction.

#### ARTEFACTS OF THE TEMPEST (HERO only)

##### ⚙ Start of Any Turn

###### **PENNANT OF AZYRITE**

**MAJESTY:** *This banner pulses with celestial energies; to look upon it is to be either empowered by or overwhelmed by the glory of Sigmar and the heavens.*

**Declare:** Pick a visible enemy unit within 18" of this unit to be the enemy target, then you can pick a friendly **STORMCAST ETERNALS** unit wholly within 12" of this unit to be the friendly target.

**Effect:** Spend 1 **rage dice**. If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7.

Then, for the rest of the turn, while it is visible to this unit:

- Subtract 1 from casting rolls and chanting rolls for the enemy target.
- Add 1 to casting rolls and chanting rolls for the friendly target.

##### ⚔ Any Combat Phase

**BLADE OF THE SIX SMITHS:** *Crafted by the demigod apprentices of the Great Maker, the strikes of this burnished weapon are truly potent.*

**Declare:** Pick 1 of this unit's non-**Companion** melee weapons to be the target.

**Effect:** For the rest of the turn:

- Halve the Attacks characteristic of the target weapon (rounding up).
- Double the Damage characteristic of the target weapon.
- Attacks made with the target weapon score critical hits on unmodified hit rolls of 3+.

##### ⚙ Passive

**FRACTURED ASTRAL JEWEL:** *Touched by a spark from the Anvil of Apotheosis, this gem once released waves of fortifying energy. Now irreparably cracked, its aura has an antithetical effect.*

**Effect:** If an ability would heal or return any slain models to an enemy unit while it is within 6" of this unit, that ability does not heal any damage points or return any slain models to it.

## SCARS OF WAR

Scars of War are unique enhancements that can be given to non-**HERO** non-**BEAST** **STORMCAST ETERNALS** units. A unit can only have 1 Scar of War.

##### ⚔ Passive

###### **UNCAGED LIGHTNING:**

*The divine lightning wrought into these warriors' forms has become unstable; it leaps forth from them unexpectedly, usually towards those who try to escape their wrath.*

**Effect:** Each time an enemy unit in combat with this unit moves or is removed from the battlefield, after that ability has been resolved, if that enemy unit is on the battlefield and not in combat with this unit, inflict D3 mortal damage on that enemy unit.

##### 🛡 Passive

###### **VETERANS OF AMBERSTONE WATCH:**

*Practised at fighting cunning foes, these warriors ensure they always have the upper hand.*

**Effect:** Enemy units do not have the **STRIKE-FIRST** keyword while they are in combat with this unit.

**Designer's Note:** *Enemy units that have **STRIKE-LAST** would still have **STRIKE-LAST**; they would not be treated as having neither **STRIKE-FIRST** nor **STRIKE-LAST**.*

##### ⚙ Passive

###### **PYROTECHNIC SOULS:**

*When these warriors disincorporate, it makes for a spectacularly explosive display.*

**Effect:** When this unit is destroyed, gain 3 **rage dice**.

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## IRIDAN THE WITNESS

MOVE 12"  
HEALTH 12  
SAVE 3+  
CONTROL 5  
6+

Able to endure the horrors of the Gnaw for far longer than their brethren, Iridan the Witness leads the Stormcasts of the Ruination chambers into battle with the resurgent Skaven in the easternmost Great Parch. Champion of the death god Morrda, they ride atop the Morrgragh Ariax and seek to reawaken their companions' memories of past glories.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Axe of the Final Threshold Crit (Mortal)	4	3+	3+	2	3
Ariax's Plunging Talons Charge (+1 Damage), Companion	6	4+	2+	2	2

### Passive

**THE FLAMES OF HOPE:** *The billowing flames borne by Iridan are instantly recognisable by all of Sigmar's greatest warriors, even those who have lost nearly every part of themselves in his name.*

**Effect:** You can re-roll resistance rolls for friendly **RUINATION CHAMBER** units while they are wholly within 12" of this unit

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

**ON WINGS OF DEATH:** *Ariax swoops over the heads of the foe, robbing them of their will to fight.*

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

**Effect:** If the target charged this turn, apply the effects below. Otherwise, roll a dice. On a 3+, apply the effects below:

- You can remove this unit from the battlefield and set it up again within 1" of the target.
- Subtract 1 from hit rolls for the target's attacks for the rest of the turn.

**KEYWORDS** RAMPAGE

### Your Hero Phase

3

**DEMANDS OF THE WITNESS:** *Iridan understands better than any that the most assured way to avoid the incremental erosion of the flaw in the Reforging process is to avoid being cut down, and so they exhort their charges to vanquish their foes quickly, mercilessly and without hesitation.*

**Declare:** Pick a visible friendly **RUINATION CHAMBER** unit wholly within 12" of this unit to be the target, then make a chanting roll of D6.

**Effect:** If the chanting roll was 7+, 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

**Once Per Turn (Army), Reaction:** This unit was picked to be the target of a non-CORE ability

**GUARDIAN OF THE FINAL THRESHOLD:** *Iridan does battle where others cannot tread, fighting in lands transformed into scenes of apocalypse. Even the most corrosive magics find no purchase on this shepherd of lost souls, their faith granting them near immunity to such impurities.*

**Effect:** Make a resistance roll of D6. On a 3+, that ability has no effect on this unit.



**KEYWORDS**

UNIQUE, HERO, MONSTER, PRIEST (1), FLY, WARD (6+)

ORDER, STORMCAST ETERNALS, RUINATION CHAMBER

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## STORMSTRIKE PALLADORS



Charging across the Aqshian plains upon fleet Gryph-charger mounts, lances couched and swords readied, the Stormstrike Palladors are the death-dealing knights of the Warrior chambers.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
<b>Stormstrike Lance or Blade</b> Anti-INFANTRY (+1 Rend), Charge (+1 Damage)	3	3+	3+	1	1
<b>Gryph-charger's Talons</b> Companion	3	4+	3+	1	1

### Passive

**LIGHTNING QUICK:** *One of the swiftest and most agile mounts in the realms, Gryph-chargers defily speed their riders away from danger.*

**Effect:** No mortal damage is inflicted on this unit by RETREAT abilities.

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

**SHOCK CAVALRY:** *Stormstrike Palladors are masters at performing devastating charges into the unguarded flanks of enemies already engaged in combat.*

**Declare:** If this unit charged this turn, pick an enemy unit in combat with both of the following units to be the target:

- This unit.
- A friendly unit that did not charge this turn.

**Effect:** Add 1 to the Damage characteristic of this unit's melee weapons for attacks that target that enemy unit for the rest of the turn.



### KEYWORDS

CAVALRY, CHAMPION, MUSICIAN (1/3),  
STANDARD BEARER (1/3)  
ORDER, STORMCAST ETERNALS,  
WARRIOR CHAMBER