

WARHAMMER

AGE OF SIGMAR



FACTION PACK

CITIES OF SIGMAR

BATTLE TRAITS

Cities of Sigmar armies can use the following abilities:

➤ Your Movement Phase

ADVANCE IN FORMATION: *The sound of boots marching in unison grows louder.*

Declare: Pick a friendly **CITIES OF SIGMAR HERO** that has not used an **OFFICAR'S ORDER** ability this turn to use this ability, then pick a friendly **CITIES OF SIGMAR** unit wholly within 12" of that **HERO** and not in combat to be the target. If the target is **HUMAN**, you can pick an additional **CITIES OF SIGMAR** unit wholly within 12" of that **HERO** and not in combat to be a target. You cannot pick the same unit to be a target of this ability more than once per turn.

Effect: Each target can move 3". Each target cannot move into combat during any part of that move.

KEYWORDS

OFFICAR'S ORDER

✂ Any Charge Phase

STRIKE THEM DOWN: *The soldiers are ordered to cut down the enemy post-haste.*

Declare: Pick a friendly **CITIES OF SIGMAR HERO** that has not used an **OFFICAR'S ORDER** ability this turn to use this ability, then pick a friendly **CITIES OF SIGMAR** unit that charged this turn that is wholly within 12" of that **HERO** to be the target.

Effect: Add 1 to the Attacks characteristic of the target's melee weapons for the rest of the turn.

In addition, if the target is an **AELF** unit, add 1 to hit rolls for the target's combat attacks for the rest of the turn.

KEYWORDS

OFFICAR'S ORDER

🏹 Any Shooting Phase

SUPPRESSING FIRE: *A barrage of shots rains down upon the foe, disrupting their cohesion and leaving them vulnerable.*

Declare: Pick a friendly **CITIES OF SIGMAR HERO** that has not used an **OFFICAR'S ORDER** ability this turn to use this ability, then pick a friendly **CITIES OF SIGMAR** unit wholly within 12" of that **HERO** to be the target.

Effect: Each time the target uses a **SHOOT** ability this phase, if all of its attacks targeted the same enemy unit, after that ability has been resolved, roll a dice. If the result is equal to or less than the number of models in that enemy unit that were slain by shooting attacks this phase, that enemy unit has **STRIKE-LAST** for the rest of the turn.

KEYWORDS

OFFICAR'S ORDER

🏰 Any Combat Phase

HOLD THE LINE: *A close-formation battleline held by the resolute faithful of Sigmar is nigh impossible to penetrate.*

Declare: Pick a friendly **CITIES OF SIGMAR HERO** that has not used an **OFFICAR'S ORDER** ability this turn to use this ability, then pick a friendly **CITIES OF SIGMAR** unit wholly within 12" of that **HERO** and that did not charge this turn to be the target.

Effect: The target has **STRIKE-LAST** and **WARD (5+)** for the rest of the turn.

In addition, if the target is **DUARDIN**, subtract 1 from hit rolls for combat attacks that target that unit for the rest of the turn.

KEYWORDS

OFFICAR'S ORDER

BATTLE FORMATIONS

You can pick 1 of the following battle formations for a Cities of Sigmar army. Each battle formation grants a different ability you can use in the battle.

DAWNBRINGER CRUSADE

Passive

'FORWARD, DAWNERS!': *Though the odds of their success have sunk to desperate lows, new Dawnbringer columns plunge into the nightmarish wilds; armed with potent weaponry, ready to drive great spear-like assaults into enemy territory.*

Effect: Add 2" to the Move characteristic of friendly **CITIES OF SIGMAR** units in the first battle round.

IRONWELD GUILD ARMY

Passive

FAITH AND FIREPOWER: *The powerful guilds thrive in industrial cities such as Greywater Fastness, leveraging the skill of Ironweld engineers to supply their forces with expertly crafted weapons.*

Effect: Add 3" to the Range characteristic of ranged weapons used by friendly **CITIES OF SIGMAR** units.

FORTRESS-CITY DEFENDERS

Passive

BULWARK ZONE: *Each great fortress-city is able to hold back the enemies at the gates through the discipline and vigilance of their standing armies.*

Effect: Friendly **CITIES OF SIGMAR** units that have the 'Fortify Position' ability start the first battle round in a fortified position.

In addition, in the first battle round, subtract 1 from wound rolls for attacks that target friendly **CITIES OF SIGMAR** units while they are wholly within friendly territory.

COLLEGIATE ARCANES EXPEDITION

Passive

ELDRITCH EXPERTISE: *Whether from the famed colleges of Hallowheart or the populace of Settler's Gain, the Collegiate Arcane often assembles forces to escort mages on their quests to acquire powerful artefacts or drive back the forces of Chaos.*

Effect: Add 1 to casting rolls for friendly **CITIES OF SIGMAR WIZARDS**.

HEROIC TRAITS

SENTINELS OF ORDER (HERO only)

Passive

MASTER OF BALLISTICS: *This hero takes great pride in the quality of the firearms forged in their city. Thus, they demand the most from the weapons' wielders in battle.*

Effect: If a friendly **CITIES OF SIGMAR** unit uses the 'All-out Attack' command in the shooting phase while it is within this unit's combat range, add 1 to wound rolls for that unit's shooting attacks in that phase. This effect is in addition to the effect of 'All-out Attack'.

Passive

GRIZZLED VETERAN: *This hero has seen countless battles in their time and is able to withstand even the mightiest blows.*

Effect: If the unmodified wound roll for an attack that targets this unit is a 1-3, the attack fails and the attack sequence ends.

Passive

FIERY TEMPER: *While rash and impulsive, this general shows unwavering bravery in the face of the enemy and is often the first to charge into the fray.*

Effect: If this unit charged this turn, you can re-roll charge rolls for friendly **CITIES OF SIGMAR** units while they are wholly within 18" of this unit.

ARTEFACTS OF POWER

TREASURES OF THE CITIES (HERO only)

Passive

SACRED TOME: *Upon this ancient parchment of this hallowed tome are the litanies of the Cults Unberogen.*

Effect: If this unit is not a **PRIEST**, it has **PRIEST (1)**. If this unit is already a **PRIEST**, add 1 to chanting rolls for this unit.

If this unit is a **WIZARD**, it cannot use **SPELL** abilities and **PRAYER** abilities in the same phase.

Passive

GLIMMERING: *The glinting facets of this tiny fragment of Mallus offer fleeting glimpses of the future.*

Effect: Each phase, you can re-roll 1 hit roll, or 1 wound roll, or 1 save roll for this unit.

End of Any Turn

BRAZIER OF HOLY FLAME: *This torch symbolises the light of civilisation being carried into the darkness, a sacred act that emboldens those who march alongside it.*

Declare: Pick a friendly non-**HERO CITIES OF SIGMAR INFANTRY** unit that is not in combat and wholly within 12" of this unit.

Effect: You can return up to D3 slain models to that unit.

SPELL LORE

SPELLS OF THE COLLEGIATE ARCADE

⚔ Your Hero Phase

ELEMENTAL LIGHTNING: *Lightning bursts from the wizard's fingertips and arcs towards the enemy with crackling fury.*

Declare: Pick a friendly **CITIES OF SIGMAR WIZARD** to cast this spell, pick a visible enemy unit within 18" of them that has not been picked to be the target of this ability this turn to be the target, then make a casting roll of 2D6.

Effect: Inflict D3 mortal damage on the target. Then, roll a dice for each other enemy unit within the target's combat range. On a 4+, inflict D3 mortal damage on that unit.

KEYWORDS

SPELL, UNLIMITED

7

⚔ Your Hero Phase

SPEED OF THE TWIN-TAILED

COMET: *The wizard grants their allies swift-moving bestial forms.*

Declare: Pick a friendly **CITIES OF SIGMAR WIZARD** to cast this spell, pick a visible friendly **CITIES OF SIGMAR** unit wholly within 12" to be the target, then make a casting roll of 2D6.

Effect: Until the start of your next turn, add 1 to the number of dice rolled when making charge rolls for the target, to a maximum of 3.

KEYWORDS

SPELL

7

🛡 Your Hero Phase

CINDERCLOUD: *Blinding sparks and thick plumes of smoke mask the battlefield and fall upon the enemy ranks, sowing confusion and stifling their assault.*

Declare: Pick a friendly **CITIES OF SIGMAR WIZARD** to cast this spell, pick a visible enemy unit within 18" of them to be the target, then make a casting roll of 2D6.

Effect: Until the start of your next turn, subtract 1 from the Attacks characteristic of the target's melee weapons.

KEYWORDS

SPELL

7

PRAYER LORE

SCRIPTURES OF SIGMAR

✠ Your Hero Phase

4

WRATH AND RUIN: *The very earth cracks before the priest, venting fire and sulphurous fumes that engulf the enemy.*

Declare: Pick a friendly **CITIES OF SIGMAR PRIEST** to chant this prayer, pick a visible enemy unit within 18" of them to be the target, then make a chanting roll of D6.

Effect: Roll 6 dice. If the chanting roll was 8+, roll 9 dice instead. For each 5+, inflict 1 mortal damage on the target. If 3 or more damage points are allocated to the target as a result of those dice rolls, ignore positive modifiers to save rolls for the target until the start of your next turn.

KEYWORDS

PRAYER, UNLIMITED

✠ Your Hero Phase

4

UNFALTERING AIM: *The moment this prayer is answered, the wind dies down to naught and weapons hold steady as if frozen in time, allowing shots to hit their mark with ease.*

Declare: Pick a friendly **CITIES OF SIGMAR PRIEST** to chant this prayer, pick a visible friendly **CITIES OF SIGMAR** unit wholly within 12" of them to be the target, then make a chanting roll of D6.

Effect: Add 1 to hit rolls for the target's shooting attacks for the rest of the turn. In addition, if the chanting roll was 10+, add 1 to wound rolls for the target's shooting attacks for the rest of the turn.

KEYWORDS

PRAYER

🛡 Your Hero Phase

5

OATH AND STEEL: *The blessing of the maker-gods hardens steel as each suit of armour remembers the hammer blows that forged it.*

Declare: Pick a friendly **CITIES OF SIGMAR PRIEST** to chant this prayer, pick a visible friendly **CITIES OF SIGMAR** unit wholly within 12" of them to be the target, then make a chanting roll of D6. Add 1 to the roll if the chanter is **DUARDIN**.

Effect: Subtract 1 from wound rolls for attacks that target that unit until the start of your next turn. In addition, if the chanting roll was 10+, add 1 to save rolls for the target until the start of your next turn.

KEYWORDS

PRAYER



• CITIES OF SIGMAR WARSCROLL •
TAHLIA VEDRA
 LIONESS OF THE PARCH

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Weapon of Office	6	3+	4+	1	2	-
☠ Infernadine's Leonine Jaws	3	3+	2+	2	3	Anti-MONSTER (+1 Rend), Companion
Infernadine's Scorpid Stinger	2	4+	2+	3	D3+3	Companion

☠ **Passive**

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of Infernadine's Leonine Jaws is 2.

🚩 **Once Per Battle (Army), Any Combat Phase**

LEAD FROM THE FRONT: *The loyalty Vedra commands from her soldiers is unwavering, and the sight of her at the forefront of the assault inspires them to keep fighting till the bitter end.*

Declare: If this unit is in combat, pick up to 3 other friendly **CITIES OF SIGMAR** units wholly within 12" of this unit to be the targets.

Effect: For each target:

- Add 1 to wound rolls for combat attacks made by that unit for the rest of the turn.
- That unit has **WARD (5+)** for the rest of the turn.

⚙ **Passive**

UNPARALLELED TACTICIAN: *Not only does Vedra possess the ability to formulate decisive plans in the very heat of battle, but she also has the guts to see her orders carried through to the very end.*

Effect: When this unit uses an **OFFICAR'S ORDER** ability, you can pick an additional friendly **CITIES OF SIGMAR** unit wholly within 12" of this unit to be a target of that ability.

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

PARALYSING VENOM: *When an enemy beast closes in on Infernadine, his scorpid tail darts forth, injecting a paralysing venom that quickly takes hold.*

Declare: Pick an enemy **MONSTER** that charged this turn and is in combat with this unit to be the target.

Effect: Roll a dice. On a 3+, the target has **STRIKE-LAST** for the rest of the turn.

KEYWORDS

RAMPAGE

KEYWORDS

WARMASTER, UNIQUE, HERO, MONSTER, FLY, WARD (6+)

ORDER, CITIES OF SIGMAR, HUMAN



• CITIES OF SIGMAR WARSCROLL •

PONTIFEX ZENESTRA

MATRIARCH OF THE GREAT WHEEL

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Sceptre of the Wheel	3	4+	4+	-	D3	-
Acolytes' Club and Axe	4	4+	4+	-	1	-

Passive

VOICE OF THE GOD-KING: *Zenestra is the mouthpiece of Sigmar himself upon the battlefield; with a simple utterance, she can banish the sorceries of the enemy.*

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

Your Hero Phase

5

VESSEL OF SIGMAR: *Channelling the divine might of the God-King, Pontifex Zenestra has the power to bless the very earth around her.*

Declare: Make a chanting roll of D6.

Effect: Pick 1 of the following effects to apply until the start of your next turn. Pick up to 2 different effects instead if the chanting roll was 10+.

The Great Wheel Turns: Add 2" to the Move characteristic of friendly **CITIES OF SIGMAR HUMAN** units if they are wholly within 12" of this unit at the start of the move.

Hallowed Ground: Friendly **CITIES OF SIGMAR HUMAN** units have **WARD (5+)** while they are wholly within 12" of this unit.

Cast Out Evil: Roll a D3 for each enemy **WIZARD** and **PRIEST** on the battlefield. On a 2+, inflict an amount of mortal damage on that unit equal to the roll.

KEYWORDS

PRAYER

KEYWORDS

UNIQUE, HERO, PRIEST (2), INFANTRY, WARD (4+)

ORDER, CITIES OF SIGMAR, HUMAN



• CITIES OF SIGMAR WARSCROLL •
FLAGELLANTS

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

✂ Passive

GLORIOUS MARTYRS: *When all hope is lost, a Flagellant will fling themselves at the enemy with reckless abandon, heedless of their own survival.*

Effect: Each time a model in this unit is slain by a combat attack and that model was in combat with the attacking unit, roll a dice. Add 1 to the roll if this unit is wholly within 12" of a friendly **Pontifex Zenestra**. On a 5+, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.



KEYWORDS

INFANTRY, CHAMPION

ORDER, CITIES OF SIGMAR, HUMAN



• CITIES OF SIGMAR WARSCROLL •

FREEGUILD MARSHAL

ON GRIFFON

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

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.

⚙️ **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.

⚙️ 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

KEYWORDS

HERO, MONSTER, FLY

ORDER, CITIES OF SIGMAR, HUMAN



• CITIES OF SIGMAR WARSCROLL •

FREEGUILD MARSHAL

AND RELIC ENVOY

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Duelling Pistols	10"	4	3+	3+	1	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Heirloom Warhammer		3	4+	2+	2	3	-
Master-forged Longsword		4	3+	3+	1	2	-
Silvered Shortsword		4	3+	3+	1	1	-

This unit is armed with 1 of the following options:

- Duelling Pistols and Silvered Shortsword
- Master-forged Longsword
- Heirloom Warhammer

This unit's Relic Envoy is a token.

● Passive

ROUSING ORATOR: *In the face of the oncoming enemy, those Freeguild Marshals who stand shoulder to shoulder with their soldiers employ rousing oratory to inspire them to stand strong.*

Effect: Add 3 to the control scores of other friendly **CITIES OF SIGMAR HUMAN** units while they are wholly within 12" of this unit.

⚙ Start of Battle Round

ATTENDANT RELIC ENVOY: *It is a great honour for a Relic Envoy to serve beneath a Freeguild Marshal. Their duties include hand-delivering messages to the soldiers of the line.*

Declare: Pick a friendly **CITIES OF SIGMAR HUMAN** wholly within 18" of this unit to be the target.

Effect: Place this unit's **Relic Envoy** next to the target (if this unit's **Relic Envoy** is currently next to a different friendly unit, move it next to the target).

While the target has a **Relic Envoy** next to it, it can be picked to be the target of an **OFFICAR'S ORDER** ability even if it is not wholly within 12" of the friendly **HERO** using that ability.

If this unit is destroyed, remove its **Relic Envoy** from the battlefield.

KEYWORDS

HERO, INFANTRY

ORDER, CITIES OF SIGMAR, HUMAN



• CITIES OF SIGMAR WARSCROLL •

FREEGUILD CAVALIER-MARSHAL

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Dragoon Pistol	10"	2	3+	4+	1	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Master-forged Cavalier Sword		5	3+	4+	1	2	-
Warhorse's Steel-shod Hooves		2	5+	3+	-	1	Companion

Passive

'FOR SIGMAR, CHARGE!': *With their blade raised high, the Marshal signals the charge of the Cavaliers.*

Effect: Add 1 to charge rolls for this unit and for friendly **Freeguild Cavaliers** units while they are wholly within 12" of this unit.

Once Per Battle (Army), Any Combat Phase

RUN DOWN THE FOE: *With a Cavalier-Marshal at the helm, a well-timed charge of Freeguild riders can shatter the enemy's formation before they can strike back.*

Declare: If this unit charged this turn, pick a friendly **CITIES OF SIGMAR HUMAN CAVALRY** unit that charged this turn and is wholly within 12" of this unit to be the target.

Effect: This unit and the target have **STRIKE-FIRST** for the rest of the turn.



KEYWORDS

HERO, CAVALRY

ORDER, CITIES OF SIGMAR, HUMAN



• CITIES OF SIGMAR WARSCROLL •

FREEGUILD COMMAND CORPS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Sigmarite Great Weapon	4	3+	3+	1	D3	-
Enchanted Rapier	1	2+	4+	2	D6	Crit (Mortal)
Assortment of Weapons	2	3+	4+	-	1	-
Gargoylian's Bite	3	4+	3+	1	D3	Companion

The Great Herald, War Surgeon and Soul Shepherd are each armed with an Assortment of Weapons. The Arch-Knight is armed with a Sigmarite Great Weapon. The Whisperblade is armed with an Enchanted Rapier. The Mascot Gargoylian is armed with a Gargoylian's Bite.

☼ **Once Per Battle Round (Army), Any Hero Phase**

FREEGUILD ADJUTANTS: *Each member of the Command Corps has their own special skills to be employed.*

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

Effect: For the rest of the turn, the first time the target uses the 'Redeploy', 'Rally', 'Covering Fire' or 'Counter-charge' command, you can pick another friendly **CITIES OF SIGMAR HUMAN** unit wholly within 12" of this unit and that has not used a command this phase to use the same command immediately after the first has been resolved (this is an exception to Commands, 1.2). You must still spend command points as normal to use the command a second time.

U **Passive**

THE MARSHAL'S RETINUE: *As well as bringing their diverse range of skills to the battlefield, the warriors and wisemen of the Command Corps have each sworn to guard the life of a Marshal with their own.*

Effect: While any friendly **Freeguild Marshal and Relic Envoy** units are wholly within this unit's combat range, both this unit and those friendly units have **WARD** (5+).

☼ **Once Per Battle (Army), Reaction:** **Opponent declared a command for a unit within 12" of this unit**

DISPATCH SPIES: *The Whisperblades have networks of informants and operatives at their disposal that they use to unravel the best-laid plans of the enemy.*

Effect: Unless your opponent spends 1 additional command point to use that command, the command has no effect, it still counts as having been used and the command points spent to use the command are still lost.

KEYWORDS

INFANTRY, STANDARD BEARER (1/6)

ORDER, CITIES OF SIGMAR, HUMAN



• CITIES OF SIGMAR WARSCROLL •

FUSIL-MAJOR

ON OGOR WARHULK

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Long Fusil	24"	3	3+	3+	1	2	Crit (Auto-wound), Anti-HERO (+1 Rend)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Warhulk's Mace		4	4+	2+	2	2	-

⚔ Your Shooting Phase

MARK TARGETS: Experts in ballistics, Fusil-Majors can direct the fire of nearby Castelite formations to eliminate priority targets.

Declare: Pick an enemy unit that was targeted by this unit's shooting attacks this turn to be the target.

Effect: Add 1 to hit rolls for attacks made by friendly **CITIES OF SIGMAR HUMAN** units that target that unit for the rest of the turn.

🛡 Your Movement Phase

FORTIFY POSITION: The massive shield carried by a Warhulk is strong enough to deflect a blow from a gargant's club.

Effect: This unit establishes a fortified position and remains in a fortified position until it either uses a **MOVE** ability or is removed from the battlefield. While this unit is in a fortified position, subtract 1 from the Rend characteristic of weapons used for attacks that target this unit.

KEYWORDS

CORE



HERO, INFANTRY

KEYWORDS

ORDER, CITIES OF SIGMAR, HUMAN



• CITIES OF SIGMAR WARSCROLL •

BATTEMAGE

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

Deployment Phase

MAGIC OF THE REALMS: *As varied as the Mortal Realms themselves, each Battlemage knows how to harness the arcane might of the land they call home.*

Effect: Pick a **SPELL** ability that this unit can use. For the rest of the battle, add 1 to casting rolls for this unit when it uses that **SPELL** ability.



KEYWORDS

HERO, WIZARD (1), INFANTRY


ORDER, CITIES OF SIGMAR, HUMAN



• CITIES OF SIGMAR WARSCROLL •

BATTELMAGE

ON GRIFFON

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

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



• CITIES OF SIGMAR WARSCROLL •

BATLEMAGE

ON CELESTIAL HURRICANUM

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

⚔ 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 up to D3 visible friendly **CITIES OF SIGMAR HUMAN** units wholly within 12" of this unit to be the targets.

Effect: Add 1 to hit rolls for the targets' 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



• CITIES OF SIGMAR WARSCROLL •

BATLEMAGE

ON LUMINARK OF HYSH

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Searing Beam of Light	24"	1	2+	—	See below	—	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Wizard's Staff		3	4+	4+	1	D3	-
Warhorses' Steel-shod Hooves		4	5+	3+	-	1	Companion

U Passive

AURA OF PROTECTION: *Luminarks of Hysh are surrounded by a protective magical aura.*

Effect: Friendly **CITIES OF SIGMAR** units have **WARD (6+)** while they are wholly within 12" of this unit.

W 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 •

FREEGUILD STEELHELMS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Freeguild Weapons	2	4+	4+	-	1	-

This unit's musician and standard bearer are the same model.

☼ Once Per Turn (Army),
Your Movement Phase

CONSECRATE THE LAND: *Bellowing Sigmarite hymns, the Battle Priest who accompanies the Steelhelms purges the taint of Chaos from the land and consecrates it in the name of the God-King.*

Declare: If this unit is contesting an objective you control that is not contested by any enemy models, roll a dice.

Effect: On a 3+, that objective is considered by you to be consecrated. While each model in a friendly **CITIES OF SIGMAR HUMAN** unit is contesting a consecrated objective, that unit has **WARD (5+)**. If your opponent gains control of a consecrated objective, it is no longer consecrated.



KEYWORDS

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

ORDER, CITIES OF SIGMAR, HUMAN



• CITIES OF SIGMAR WARSCROLL •

FREEGUILD FUSILIERS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Fusil-cannon: Fortified Position	18"	2	4+	4+	1	1	-
Fusil-cannon: Mobile	12"	1	4+	4+	1	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Bayonet		1	4+	4+	-	1	-

Passive

FUSILIERS, FIRE!: *When in position, Fusiliers unleash devastating volleys of fire into the enemy lines.*

Effect: Each time this unit uses a **SHOOT** ability, if it is in a fortified position, it can pick either of the ranged weapon profiles for all the attacks it makes with its **Fusil-cannons**. If it is not in a fortified position, use the **Mobile** weapon characteristics.



Your Movement Phase

FORTIFY POSITION: *Heavy pavises are slammed into the dirt, forming a wall of oak and iron as strong as a fortification.*

Effect: This unit establishes a fortified position and remains in a fortified position until it either uses a **MOVE** ability or is removed from the battlefield. While this unit is in a fortified position, subtract 1 from the Rend characteristic of weapons used for attacks that target this unit.

KEYWORDS

CORE

Passive

BLACKPOWDER SQUIRE: *When ammunition runs low, Blackpowder Squires bring fresh supplies to the line.*

Effect: This unit has a **Blackpowder Squire** token. Each time this unit uses a **SHOOT** ability, if this unit's **Blackpowder Squire** is on the battlefield, you can re-roll 1 hit roll. If a hit roll re-rolled in this manner is 1, remove this unit's **Blackpowder Squire** from the battlefield.

KEYWORDS

INFANTRY, CHAMPION, STANDARD BEARER (1/10)

ORDER, CITIES OF SIGMAR, HUMAN



• CITIES OF SIGMAR WARSCROLL •

CELESTIAL HURRICANUM

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

✂ 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 up to D3 visible friendly **CITIES OF SIGMAR HUMAN** units wholly within 12" of this unit to be the targets.

Effect: Add 1 to hit rolls for the targets' 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.



• CITIES OF SIGMAR WARSCROLL •

LUMINARK OF HYSH

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Searing Beam of Light	24"	1	2+	—	See below —		-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Warhorses' Steel-shod Hooves		4	5+	3+	-	1	Companion

U Passive

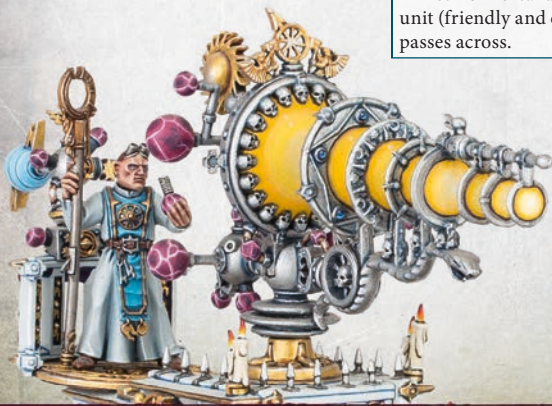
AURA OF PROTECTION: *Luminarks of Hysh are surrounded by a protective magical aura.*

Effect: Friendly **CITIES OF SIGMAR** units have **WARD (6+)** while they are wholly within 12" of this unit.

W 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



• CITIES OF SIGMAR WARSCROLL •

FREEGUILD CAVALIERS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Cavalier Weapon	3	4+	4+	1	1	Charge (+1 Damage)
Warhorse's Steel-shod Hooves	2	5+	3+	-	1	Companion

Any Charge Phase

DEVASTATING CHARGE: *Thundering across the battlefield, the Cavaliers build up momentum before smashing deep into the enemy's ranks, laying about themselves with blade, axe, hammer and flail.*

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

Effect: Roll a dice for each model in this unit that is in combat. For each 4+, inflict 1 mortal damage on the target.



KEYWORDS

CAVALRY, CHAMPION, STANDARD BEARER (1/5)

ORDER, CITIES OF SIGMAR, HUMAN



• CITIES OF SIGMAR WARSCROLL •

IRONWELD GREAT CANNON

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Great Cannon: Cannonball	24"	2	4+	2+	2	D3+2	-
Great Cannon: Grapeshot	12"	5	3+	3+	1	2	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Crew's Tools and Sidearms		2	4+	4+	-	1	-

Passive

SHOT AND SHELL: *The engineers of the Ironweld Arsenal have developed different ammunition for the Great Cannon to fire.*

Effect: Each time this unit uses a **SHOOT** ability, if it is in a fortified position, pick either the **Cannonball** or **Grapeshot** weapon characteristics for all the attacks it makes with its **Great Cannon**. If it is not in a fortified position, use the **Grapeshot** weapon characteristics.

Your Movement Phase

FORTIFY POSITION: *This cumbersome war machine is wheeled into position with its heavy oaken shield facing the foe, protecting the crew from enemy fire.*

Effect: This unit establishes a fortified position and remains in a fortified position until it either uses a **MOVE** ability or is removed from the battlefield. While this unit is in a fortified position, subtract 1 from the Rend characteristic of weapons used for attacks that target this unit.

KEYWORDS

CORE

KEYWORDS

WAR MACHINE

ORDER, CITIES OF SIGMAR, HUMAN



• CITIES OF SIGMAR WARSCROLL • WILDERCORPS HUNTERS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Hunting Crossbow	15"	2	4+	4+	1	1	-
Hunting Arbalest	15"	2	4+	3+	2	D3	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Hunting Weapons		2	4+	4+	-	1	-
Trailhound's Ferocious Bite		2	4+	3+	-	1	Companion

Each model in this unit is armed with a Hunting Crossbow and Hunting Weapons.

- The champion is armed with a Trailhound's Ferocious Bite in addition to their other weapons.
- 1/11 models is an Arbalester and is armed with a Hunting Arbalest instead of a Hunting Crossbow.
- 4/11 models are Trailhounds and are armed with a Trailhound's Ferocious Bite instead of any other weapons.
- The champion cannot replace their weapons.

Passive

HIDDEN AND DANGEROUS: Lurking unseen by the enemy, Wildercorps Hunters stalk their quarry sometimes for days on end before they launch surprise volleys of crossbow bolts from hidden positions.

Effect: This unit is not visible to enemy units more than 12" from it while it is affected by the 'Cover' terrain ability. In addition, add 1 to hit rolls for this unit's shooting attacks while it is wholly within 3" of a terrain feature.

Deployment Phase

EXPERT TRACKERS: These soldiers are tasked with scouting ahead of the main advance.

Effect: This unit can use the 'Normal Move' ability as if it were your movement phase.





• CITIES OF SIGMAR WARSCROLL •

STEAM TANK COMMANDER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Steam Cannon	18"	1	4+	2+	2	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	Ability
Commander's Sword		3	3+	4+	1	2	-
Crushing Wheels		6	4+	2+	1	2	Companion

⚙ 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**.

⚔ 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.



KEYWORDS

HERO, WAR MACHINE

ORDER, CITIES OF SIGMAR, HUMAN



• CITIES OF SIGMAR WARSCROLL •

STEAM TANK

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Steam Cannon	18"	1	4+	2+	2	D3+2	-
Steam Gun	12"	2D6	2+	4+	-	1	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Crushing Wheels		6	4+	2+	1	2	Companion

⚙ 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



• CITIES OF SIGMAR WARSCROLL •

GALEN VEN DENST

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Spell-banishing Pistol	10"	3	3+	3+	1	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Runic Broadsword		4	3+	4+	1	2	Anti-WIZARD (+1 Rend)

✂ Passive

WEAPONS OF BANISHMENT:

Inscribed with the holy writ of Sigmar and inlaid with nullstone and silver, the weapons of the Ven Densts are anathema to spellcasters and their works, banishing all forms of arcane energy in a flash.

Effect: Double the Damage characteristic of this unit's weapons for attacks that target **WIZARDS**, **PRIESTS** and **MANIFESTATIONS**.

⚙ Passive

GUARDIAN AND MENTOR: *When faced with an imminent threat, Galen will protect his daughter at all costs.*

Effect: While a friendly **Doralia ven Denst** is wholly within this unit's combat range, this unit has **STRIKE-FIRST** and both this unit and that **Doralia ven Denst** have **WARD (5+)**.



KEYWORDS

UNIQUE, HERO, INFANTRY

ORDER, CITIES OF SIGMAR, HUMAN



• CITIES OF SIGMAR WARSCROLL •

DORALIA VEN DENST

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Anti-thaumic Crossbow	18"	2	3+	3+	1	2	Anti-WIZARD (+1 Rend)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Consecrated Blade		3	3+	4+	1	2	-

✂ Passive

WEAPONS OF BANISHMENT:

Inscribed with the holy writ of Sigmar and inlaid with nullstone and silver, the weapons of the Ven Densts are anathema to spellcasters and their works, banishing all forms of arcane energy in a flash.

Effect: Double the Damage characteristic of this unit's weapons for attacks that target **WIZARDS**, **PRIESTS** and **MANIFESTATIONS**.



KEYWORDS

UNIQUE, HERO, INFANTRY

ORDER, CITIES OF SIGMAR, HUMAN



• CITIES OF SIGMAR WARSCROLL •
WARDEN KING

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

✂ **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 non-**HERO** **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.

✂ **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.



KEYWORDS

HERO, INFANTRY

ORDER, CITIES OF SIGMAR, DUARDIN



• CITIES OF SIGMAR WARSCROLL •

RUNELORD

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
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)**.

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: Until the start of your next turn, add 1 to the Rend characteristic of the target's melee weapons. In addition, if the chanting roll was 10+, pick another friendly **CITIES OF SIGMAR DUARDIN** unit wholly within 12" of this unit. Add 1 to the Rend characteristic of that unit's melee weapons until the start of your next turn as well.

KEYWORDS

PRAYER



KEYWORDS

HERO, PRIEST (1), INFANTRY

ORDER, CITIES OF SIGMAR, DUARDIN



• CITIES OF SIGMAR WARSCROLL •
LONGBEARDS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Hallowed Weapons	2	3+	4+	1	1	-

● **Passive**

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

Effect: Add 2 to the control scores of friendly **CITIES OF SIGMAR DUARDIN** units, excluding **Longbeards** units, while they are wholly within 12" of this unit.



KEYWORDS

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

ORDER, CITIES OF SIGMAR, DUARDIN



• CITIES OF SIGMAR WARSCROLL • HAMMERERS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Gromril Great Hammer	2	4+	3+	1	2	-

Passive

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

Effect: While any friendly **CITIES OF SIGMAR DUARDIN 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, DUARDIN



• CITIES OF SIGMAR WARSCROLL •
IRONBREAKERS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Drakefire Pistols	10"	1	3+	3+	1	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Ironbreaker Weapon		2	3+	4+	-	1	-

Each model in this unit is armed with Ironbreaker Weapons.

- The champion is armed with Drakefire Pistols in addition to their other weapons.

U Passive

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

Effect: While this unit is affected by the 'Hold the Line' **OFFICAR'S ORDER** ability, it has **WARD (4+)** instead of **WARD (5+)**.



KEYWORDS

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

ORDER, CITIES OF SIGMAR, DUARDIN



• CITIES OF SIGMAR WARSCROLL • IRONDRAKES

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Drakegun	15"	1	3+	3+	1	1	Anti-INFANTRY (+1 Rend)
Grudgehammer Torpedo	15"	1	3+	3+	1	D3	Anti-MONSTER (+1 Rend)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Plated Fists		1	4+	4+	-	1	-

Each model in this unit is armed with a Drakegun and Plated Fists.

- The champion can replace their Drakegun with a Grudgehammer Torpedo.

**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



• CITIES OF SIGMAR WARSCROLL •

COGSMITH

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Cogsmith's Firearms	15"	4	3+	3+	1	1	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
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+, add 1 to hit rolls for the target's attacks until the start of your next turn.



KEYWORDS

HERO, INFANTRY

ORDER, CITIES OF SIGMAR, DUARDIN



• CITIES OF SIGMAR WARSCROLL •

GYROCOPTER

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

Once Per Battle, Your Movement Phase

GUILD BOMBS: Every Gyrocopter goes to battle with a single 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



• CITIES OF SIGMAR WARSCROLL • GYROBOMBER

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

✂ 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



• CITIES OF SIGMAR WARSCROLL •

SORCERESS

MELEE WEAPONS	Atk	Hit	Wnd Rnd	Dmg	Ability	
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 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.



HERO, WIZARD (1), INFANTRY

KEYWORDS

ORDER, CITIES OF SIGMAR, AELF



• CITIES OF SIGMAR WARSCROLL •

SORCERESS

ON BLACK DRAGON

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Black Dragon's Noxious Breath	10"	D3+3	2+	4+	1	1	Shoot in Combat, Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Cruel Weapons		3	3+	4+	1	D3	-
☠ Black Dragon's Fearsome Jaws and Claws		6	4+	2+	2	2	Companion

☠ Passive

BATTLE DAMAGED

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

➤ 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.

⚙ 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.

KEYWORDS

RAMPAGE

⚙ 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.

KEYWORDS

HERO, MONSTER, WIZARD (1), FLY

ORDER, CITIES OF SIGMAR, AELF



• CITIES OF SIGMAR WARSCROLL •
DREADSPEARS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Darkling Spear	2	3+	4+	-	1	Anti-charge (+1 Rend)

✂ 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



• CITIES OF SIGMAR WARSCROLL •
BLACK GUARD

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
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



• CITIES OF SIGMAR WARSCROLL •

WAR HYDRA

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

Once Per Turn, End of Any Turn

SEVER ONE HEAD, ANOTHER TAKES ITS PLACE: It is almost impossible to kill a Hydra, for they regenerate wounds and regrow severed heads with alarming speed.

Effect: Heal (6) this unit.

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: Make 6 rolls of D3. For each roll that exceeds the target's Health characteristic, inflict 1 mortal damage on the target.

KEYWORDS

RAMPAGE



KEYWORDS

MONSTER

ORDER, CITIES OF SIGMAR, AELF



• CITIES OF SIGMAR WARSCROLL •
BLEAKSWORDS

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

✂ Passive

MERCILESS CONQUERORS: *When dispatched to take the enemy's holdings, these warriors race forwards in the blink of an eye.*

Effect: 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



• CITIES OF SIGMAR WARSCROLL • EXECUTIONERS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Executioner's Draich	2	3+	4+	1	1	Crit (Mortal)

✂ Passive

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 attacks score critical hits on unmodified hit rolls of 5+.



KEYWORDS

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

ORDER, CITIES OF SIGMAR, AELF



• CITIES OF SIGMAR WARSCROLL •

DARKSHARDS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Master-crafted Repeater Crossbow	15"	2	3+	4+	-	1	Anti-INFANTRY (+1 Rend)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Cruel Dagger		1	3+	4+	-	1	-

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



• CITIES OF SIGMAR WARSCROLL •

DRAKESPAWN CHARIOT

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

✂ 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



• CITIES OF SIGMAR WARSCROLL •

DREADLORD

ON BLACK DRAGON

RANGED WEAPONS		Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Repeater Crossbow		12"	2	4+	4+	-	1	Crit (2 Hits)
Black Dragon's Noxious Breath		10"	D3+3	2+	4+	1	1	Shoot in Combat, Companion
MELEE WEAPONS			Atk	Hit	Wnd	Rnd	Dmg	Ability
Dreadlord's Weapons			5	3+	4+	1	2	Charge (+1 Damage)
Black Dragon's Fearsome Jaws and Claws			6	4+	2+	2	2	Companion

Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Black Dragon's Fearsome Jaws and 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 all units (friendly and enemy) within this unit's combat range, excluding this unit, 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 •

DARK RIDERS

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

⚙ 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 •

DRAKESPAWN KNIGHTS

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

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 turn, add 1 to the Attacks characteristic of this unit's **Drakespawn's Ferocious Jaws** while it is in combat with any damaged enemy units or while it is in combat with any enemy units that have had any models slain.



KEYWORDS

CAVALRY, CHAMPION, MUSICIAN (1/5), STANDARD BEARER (1/5)

ORDER, CITIES OF SIGMAR, AELF



• CITIES OF SIGMAR WARSCROLL •

ASSASSIN

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

U 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.

X Passive

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.



KEYWORDS

HERO, INFANTRY

ORDER, CITIES OF SIGMAR, AELF



• CITIES OF SIGMAR WARSCROLL •

BLACK ARK FLEETMASTER

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

✂ **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

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

✂ Passive

SKILLED SWASHBUCKLERS: *With a flash of steel, each ill-timed strike directed at a Corsair is paid for in blood as the aelf delivers a perfect riposte.*

Effect: Each time you make an unmodified save roll of 6 for a combat attack that targets this unit, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.



KEYWORDS

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

ORDER, CITIES OF SIGMAR, AELF



• CITIES OF SIGMAR WARSCROLL •

SCOURGERUNNER CHARIOT

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

✂ Passive

LAY THE BEAST LOW: *Loosed by a keen-eyed aelf, a harpoon sails through the air and sinks deep into its target's vital organs.*

Effect: 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

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Fanged Tentacles and Spiked Tail	6	4+	2+	1	D3	Companion
Crew's Goads and Whips	2	3+	4+	-	1	-

● Once Per Turn (Army), End of Any 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+, subtract 5 from the target's control score for the rest of the turn.

KEYWORDS

RAMPAGE



KEYWORDS

MONSTER

ORDER, CITIES OF SIGMAR, AELF



• CITIES OF SIGMAR WARSCROLL •

ALCHEMITE WARFORGER

MELEE WEAPONS	Atk	Hit	Wnd Rnd	Dmg	Ability	
Tongstaff	3	4+	4+	1	D3	-

⚙ Your Hero Phase

RUNIC CRUCIBLE: *The hefty crucibles carried by these arcane metallurgists harness the elemental magics of Chamon and can be used to strengthen the armour of their allies.*

Effect: Pick a friendly **CITIES OF SIGMAR HUMAN** unit wholly within 12" of this unit and roll a dice. On a 3+, add 1 to save rolls for that unit until the start of your next turn.



KEYWORDS

HERO, WIZARD (1), INFANTRY

ORDER, CITIES OF SIGMAR, HUMAN



• CITIES OF SIGMAR WARSCROLL •

CALLIS AND TOLL

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Flintlock Pistols	10"	3	3+	3+	1	1	Anti-WIZARD (+1 Rend), Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Azyrite Blades		4	3+	4+	1	2	Anti-WIZARD (+1 Rend)

✂ Passive

RIGHT TOOLS FOR THE JOB: *Callis and Toll have sacred bullets and blade oils prepared for particularly deadly foes.*

Effect: Double the Damage characteristic of this unit's weapons for attacks that target **WIZARDS**, **PRIESTS** and **MANIFESTATIONS**.

U Passive

WILY TO THE LAST: *Laying low one of these heroes is hard, but laying low both is next to impossible.*

Effect: If this unit has 2 models and would be automatically destroyed, it is not automatically destroyed. Instead, 1 model in this unit is slain.

✂ Reaction: You declared a FIGHT ability for this unit

GET IT DONE: *Callis, Toll and their companions are renowned for their dogged commitment to the mission.*

Effect: Pick a friendly **Toll's Companions** 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

UNIQUE, HERO, INFANTRY, WARD (5+)

ORDER, CITIES OF SIGMAR, HUMAN





• CITIES OF SIGMAR WARSCROLL • TOLL'S COMPANIONS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Exotic Assortment of Weapons	4	3+	4+	1	1	Anti-WIZARD (+1 Rend)

☼ Deployment Phase

HIDDEN AGENTS: *A locked door is to be picked, a high wall is to be scaled and the shadows are to be embraced.*

Declare: Pick this unit and a friendly **Callis and Toll** unit in the same regiment as this unit if those units have not been deployed.

Effect: Set up those units in reserve **in the shadows**. Those units have now been deployed.

KEYWORDS

DEPLOY

U Passive

SAVIOURS OF CINDERFALL: *These companions have endured through thick and thin, watching each other's backs and holding back the tides of darkness.*

Effect: While a friendly **Callis and Toll** unit is wholly within this unit's combat range, both this unit and that **Callis and Toll** unit have **WARD** (5+).

☼ Your Movement Phase

EMERGE FROM THE SHADOWS: *Their mission imperative, these agents only reveal themselves when they are poised to bring down Sigmar's judgement upon their quarry.*

Declare: Pick this unit if it is **in the shadows**.

Effect: Set up this unit anywhere on the battlefield more than 9" from all enemy units. Then, set up the **Callis and Toll** unit that was set up **in the shadows** with this unit wholly within 6" of it and more than 9" from all enemy units.



KEYWORDS

UNIQUE, INFANTRY

ORDER, CITIES OF SIGMAR, HUMAN

SPEARHEAD



CITIES OF SIGMAR

CASTELITE COMPANY

This Spearhead army consists of the following units:

GENERAL

- ◆ Freeguild Cavalier-Marshal

UNITS

- ◆ 5 Freeguild Steelhelms
- ◆ 5 Freeguild Steelhelms
- ◆ 5 Freeguild Cavaliers
- ◆ 1 Ironweld Great Cannon



Although, at its core, the tactical doctrine of Sigmar's mortal armies relies upon massed firepower and defence in depth, there are times when Freeguild commanders must be more flexible. On occasions where the deployment of a full army corps is not viable, smaller formations such as the Castelite Company will be dispatched to seize vital ground and defend it against threats.

Commanded by an experienced Cavalier-Marshal who has displayed particular adaptability and initiative in the face of the enemy, a Castelite Company specialises in absorbing the fury of an enemy attack before unleashing a devastating riposte in return. Freeguild Steelhelms form a sturdy core, advancing into battle with shields locked together, relying on discipline and faith to hold the line against whatever horror comes at them. With this anvil in place, the process of breaking the enemy upon it can begin. An Ironweld Great Cannon sends bone-shattering ordnance blasting through the enemy ranks, while the Cavalier-Marshal leads a thunderous counter-charge to sweep them from the field. Freeguild Cavaliers sing Sigmarite battle-hymns as they crush the opposition beneath the grinding hooves of their destriers or bash in their skulls with hammers and flails.

'Steady yourselves, lads. Raise your shields and stir your spirits. I've never lost a battle, and I don't intend to start today.'

– Cavalier-Marshal Guillam Marcanrothe of Settler's Gain



BATTLE TRAITS

● Once Per Battle Round, Start of Battle Round

THE OFFICAR'S ORDER: *Reading the flow of battle, a ranking Freeguilder dispatches an order that could well turn the tide in the Sigmarites' favour.*

Declare: Pick a battle tactic card in your hand and place it face-down separately next to your other battle tactic cards. The information on it is still hidden from your opponent but make it clear which card is separate. The card stays separate until you use the command on it or score the battle tactic on it as described below.

Effect: When you use the command on that card, it is not discarded but returns to your hand. Your opponent can check the information on it before it returns to your hand. The card goes back to being a

normal battle tactic card, with the exception that you cannot use the command on it in the same phase it went back into your hand.

If you did not use the command on the card you separated, you can still score the battle tactic on it at the end of your turn as normal if you met its conditions. If you do so, discard it as normal. If you neither used the command nor scored the battle tactic on the card, it automatically returns to your hand at the end of your turn.

Designer's Note: *This ability essentially lets you use a command 'for free', but you have to choose the command at the start of the battle round, so it requires some planning ahead!*



REGIMENT ABILITIES: Pick 1 of the following regiment abilities.



☒ Once Per Battle, Your Charge Phase

FOR SIGMAR, CHARGE! *With their blade raised high, the Marshal signals the charge of the Cavaliers.*

Declare: Use this ability before any **CHARGE** abilities are used this phase.

Effect: Friendly **CAVALRY** units that charge this phase have **STRIKE-FIRST** this turn.

☒ Once Per Battle, Enemy Shooting Phase

IRONWELD DISCIPLINE: *With nerves of steel, the crew of the Great Cannon prepare to fire even as enemies close in on all sides.*

Declare: Pick your **Ironweld Great Cannon** to use this ability.

Effect: It can use the 'Shoot' ability as if it were your shooting phase.



ENHANCEMENTS: Give your general 1 of the following enhancements.



☒ Once Per Battle, Start of Any Turn

FLASK OF LETHISIAN DARKWATER: *Sourced from the lakewaters of the city of Lethis, when this potion is carefully sipped, its black liquid soothes the body and soul.*

Effect: Heal (D6) your general.

☒ Passive

HEIRLOOM BLADE: *Wielded in countless battles, the edge of this blade is as keen as the day it was forged.*

Effect: Add 1 to the Rend characteristic of your general's **Master-forged Longsword**.

☒ End of Any Turn

BRAZIER OF HOLY FLAME: *The torch borne by this champion symbolises the light of civilisation being carried forth into the darkness of the wilds, a sacred act that emboldens those who march alongside them.*

Declare: Pick a friendly **Freeguild Steelhelms** unit within your general's combat range.

Effect: You can return up to D3 slain models to that unit.

☒ Passive

GLIMMERING: *The glinting facets of this tiny fragment of Mallus offer fleeting glimpses of the future.*

Effect: Each phase, you can re-roll 1 hit roll, or 1 wound roll, or 1 save roll made for your general.

• SPEARHEAD WARSCROLL •

FREEGUILD CAVALIER-MARSHAL



Every Cavalier-Marshal is trained to be bold and aggressive, taking the fight to the foe when they are at their weakest. Nigh unstoppable on the charge, they gallop hard into the enemy ahead of their soldiers, collapsing battlines in a single decisive attack even as they spur their fellow Sigmarites into battle with rousing calls to action. Though they often carry the weight of a Dawnbringer Crusade upon their shoulders, they are inspiring champions well used to leading by example.

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Dragoon Pistol	10"	2	3+	4+	1	1	Shoot in Combat
 MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
Master-forged Longsword		5	3+	4+	1	2	-
Warhorse's Steel-shod Hooves		2	5+	3+	-	1	Companion

⚙ Your Hero Phase

DECISIVE COMMANDER: *In the face of the oncoming enemy, Freeguild Marshals employ rousing oratory to inspire their soldiers to stand strong in the name of Sigmar.*

Declare: Pick a friendly Freeguild Steelhelms unit wholly within 12" of this unit to be the target and roll a dice.

Effect: On a 2+, pick 1:

On Your Feet!: If the target unit is not in combat, you can return D3 slain models to it.

Yield No Quarter!: Add 3 to the target unit's control score until the start of your next turn.



KEYWORDS

HERO, CAVALRY



While the hard-slogging Freeguild Steelhelms are often individually outmatched by the myriad threats they face in their mission to retake the realms, they have three things on their side: discipline, gutsy determination and their faith in Sigmar. With shields locked together and voices joined in song, they can prove a difficult prospect for even the most hardened killers. The Battle Priests who accompany them are experts in reconsecrating those lands tainted by Chaos, and turning the innate power of the land to their advantage – even if it takes the sacrifice of their comrades-in-arms to do so.

• SPEARHEAD WARSCROLL •



FREEGUILD STEELHELMS

⚔	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Freeguild Weapon	2	4+	4+	-	1	-

🛡 Your Movement Phase

CONSECRATE THE LAND: *Bellowing Sigmarite hymns, the Battle Priest who accompanies the Steelhelms purges the taint of Chaos from the land and consecrates it in the name of the God-King.*

Declare: If this unit is contesting an objective you control that is not contested by any enemy models, roll a dice.

Effect: On a 3+, that objective is considered by you to be **consecrated**. Friendly units have **WARD (6+)** while they are contesting a consecrated objective. If your opponent gains control of a consecrated objective, it is no longer consecrated.



KEYWORDS

INFANTRY, REINFORCEMENTS



The battlefield shakes as the heavy cavalry of the Sigmarite cities make their charge. No idle jousters are the Freeguild Cavaliers but men and women hardened by bitter experience and keen to take out their wrath on the enemies of the God-King. These knights are at their most fearsome when they crash into the foe at full speed, but they are certainly no strangers to brutal attritional melees in which rider and steed are expected to fight for hours at a time without rest.

• SPEARHEAD WARSCROLL •

FREEGUILD CAVALIERS



⚔	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Cavalier Weapon	3	4+	4+	1	1	Charge (+1 Damage)
	Warhorse's Steel-shod Hooves	2	5+	3+	-	1	Companion

⚔ Any Charge Phase

DEVASTATING CHARGE: *Thundering across the battlefield, the Cavaliers build up momentum before smashing deep into the enemy's ranks, laying about themselves with blade, axe, hammer and flail.*

Declare: If this unit charged this phase, pick an enemy unit in combat with it to be the target and roll a dice.

Effect: On a 2+, inflict D3 mortal damage on the target.



KEYWORDS



CAVALRY, REINFORCEMENTS

• SPEARHEAD WARSCROLL •

IRONWELD GREAT CANNON



The massive artillery pieces known as Ironweld Great Cannons act as the bastions of the Castelite formations. Protected by thick oaken gunshields affixed to the weapon's fore, the crew tirelessly load and reload their weapon to ensure the barrage upon the enemy is relentless. Should foes draw too close, a muzzle full of grapeshot will bring their charge to an abrupt and gory halt.

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Great Cannon: Cannonball	24"	2	4+	2+	2	D3+2	-
Great Cannon: Grapeshot	12"	5	3+	3+	1	2	-
 MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
Crew's Tools and Sidearms		2	4+	4+	-	1	-

Passive

SHOT AND SHELL: *The engineers of the Ironweld Arsenal have developed different ammunition for the Great Cannon to fire.*

Effect: Each time this unit uses a **SHOOT** ability, choose either the **Cannonball** or **Grapeshot** weapon characteristics for all the attacks it makes with its Great Cannon. The Cannonball can only be chosen if this unit has not used a **MOVE** ability that turn.



KEYWORDS

WAR MACHINE