

## SPEARHEAD

# STORMCAST ETERNALS

## YNDRASTA'S SPEARHEAD

This Spearhead army consists of the following units:

### GENERAL

- ◆ Yndrasta, the Celestial Spear

### UNITS

- ◆ 1 Knight-Vexillor
- ◆ 3 Annihilators
- ◆ 5 Vanquishers
- ◆ 5 Vanquishers
- ◆ Stormstrike Chariot



The warriors under Yndrasta's command ensure that the enemy overextend themselves before the killing strike is dealt. That deadly blow is almost always struck by Sigmar's Huntress herself. It is her spear that plunges into the heart of the enemy's most monstrous champion, and it is her hand that raises their decapitated head to the skies to the thunder of Sigmar's approval.

Yndrasta is one of Sigmar's mightiest champions, her role to hunt down the deadliest and most evil of foes. Her Spearhead formation works in two distinct elements. The first is based around a small force of Vanquishers that strike from the heavens in a blinding column of lightning. At their head, a Knight-Vexillor raises a magical Banner of Apotheosis to heal any wounds they suffer, while a Stormstrike Chariot adds some serious punch to their charge. When the foe musters a counter-attack, its commanders and warbeasts seeking to overrun the Stormcast Eternals infantry, the second part of this dual assault descends in a blaze of force. Here the Annihilators are in their element, their meteoric charge crushing all but the most formidable foes. Yndrasta, waiting for the foe to reveal their hand, is often the last to strike – and when she does so, she is quite capable of slaying even a rampaging gargant with a series of pinpoint spear-thrusts.

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*'Let the vengeance of the God-King blast these fools from our sight. Attack!'*

– Yndrasta, the Celestial Spear

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## BATTLE TRAITS

### SCIONS OF THE STORM

*Upon blessed bolts of lightning do the Stormcast Eternals ride to war, the furious rumble of thunder heralding their arrival.*

**Yndrasta** and your **Annihilators** unit are not set up during the deployment phase. Instead, from the third battle round onwards, they can use the following ability:

#### ⚙ Your Movement Phase

**LIGHTNING-STRIKE ARRIVAL:** *With a clap of thunder, Yndrasta and her allies strike down onto the battlefield.*

**Effect:** Set up this unit anywhere on the battlefield more than 6" from all enemy units.

KEYWORDS    CORE



*Knight-Vexillor*

**REGIMENT ABILITIES:** Pick 1 of the following regiment abilities.

✂ End of Any Turn

**DRIVE THEM BACK:** *Not an inch is given to the enemies of Sigmar.*

**Declare:** Pick any number of friendly units that are both contesting an objective and in combat.

**Effect:** Each of those units can make a pile-in move (Core Rules, 15.3). For each unit that did so, pick an enemy unit within 1" of it and roll a dice. On a 4+, inflict 1 mortal damage on that enemy unit.

U Passive

**DEFEND TO THE LAST:** *These fearless warriors refuse to fall until their task is completed.*

**Effect:** Friendly units have **WARD (6+)** while they are contesting an objective you control.

**ENHANCEMENTS:** Give your general 1 of the following enhancements.

7 Passive

**THE PRIME HUNTRESS:** *Yndrasta relishes hunting the mightiest and most terrifying quarry.*

**Effect:** The Damage characteristic of **Thengavar** (Yndrasta's spear) is 2D6 for attacks that target a **MONSTER**.

✂ Passive

**STRIKE WITH THE TEMPEST'S RAGE:** *Yndrasta's enemies know that to catch her gaze is to be marked for annihilation.*

**Effect:** Your general has **STRIKE-FIRST** if they charged in the same turn.

☞ Once Per Battle, Your Movement Phase

**DAZZLING RADIANCE:** *Yndrasta's god-touched brilliance can call stranded Stormcast souls into the fray once more.*

**Declare:** Pick your general to use this ability if they were set up this phase.

**Effect:** You can return 1 slain model to each friendly unit wholly within 12" of your general.

✂ Once Per Battle, Any Combat Phase

**HAWK OF THE CELESTIAL SKIES:** *The sight of Yndrasta's seraphic form inspires her warriors with immeasurable resolve.*

**Effect:** Until the end of the phase, add 1 to hit rolls for attacks made by friendly units while they are wholly within 12" of your general.



• SPEARHEAD WARSCROLL •

# YNDRASTA

## THE CELESTIAL SPEAR

☞	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Thengavar	12"	1	3+	2+	2	4	Shoot in Combat
☜	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Blade of the High Heavens		5	3+	3+	2	3	-

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

**CHAMPION OF SIGMAR:** *Forged by Sigmar's own hand, Yndrasta is protected by a divine aura so potent that swords and arrows simply rebound off her.*

**Effect:** This unit has **WARD (5+)** this phase.

Yndrasta is Sigmar's Huntress. Her spear, Thengavar, is steel-sister to the God-King's own legendary polearm; when hurled, it seeks out her prey, piercing its monstrous heart before returning to Yndrasta's grip. There are those who whisper that lifetimes of battle have hollowed out Yndrasta's soul and replaced it with pitiless starfire, her divine aura so intense it can protect her even from the emanations of Chaos. Even other Stormcasts mutter a prayer as she hunts the deadliest prey in the realms, for her transformation into an unfeeling instrument of vengeance sparks unease. Yet she remains one of Sigmar's greatest champions, and her might is questioned by none.



KEYWORDS

HERO, INFANTRY, FLY, WARD (6+)

	MOVE	
HEALTH	5"	SAVE
2		3+
	1	
	CONTROL	

Vanquishers bear swords that incorporate shards of celestium, a mineral that radiates the power of foresight. This, combined with their expert bladecraft, makes them deadly fighters indeed. The more foes they face, the higher the toll they take.

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# VANQUISHERS

⚔	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Celestial Greatsword	2	3+	3+	1	1	-

⚔ Passive

**LIGHTNING STRIKES:** *Vanquishers utilise a stance that allows them to make a flurry of rapid strikes against a numerous foe.*

**Effect:** Add 1 to the Damage characteristic of this unit's **Celestial Greatswords** for attacks that target an enemy unit that has 5 or more models.



KEYWORDS

INFANTRY



MOVE  
5"  
HEALTH 6 3+ SAVE  
CONTROL 5

The Knight-Vexillors are warriors of unshakeable will, proving themselves so many times that they have been entrusted with the sacred standards of Azyr. These relics, woven from star-silk by Sigmarite saints, have the power to restore the forms of those who have undergone Reforging.

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## KNIGHT-VEXILLOR

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Sigmarite Warblade	4	3+	3+	1	2	-

### ⚙ Your Hero Phase

**BANNER OF THE REFORGED:** *When a Banner of Apotheosis is planted, its energies heal flesh and restore armour.*

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

**Effect:** Heal (D3) the target. In addition, add 3 to that unit's control score until the start of your next turn.



### KEYWORDS

HERO, INFANTRY

MOVE  
4"  
HEALTH 3 SAVE 2+  
CONTROL 1

Clad in the thickest plate and wielding weaponry hewn from enchanted celestial rock, Annihilators shrug off bolts and arrows as they charge forward with meteoric force. Those struck by them are bowled over even as the death blows rain down to finish the job.

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# ANNIHILATORS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Meteor Hammer	3	3+	3+	1	2	-

**U** Any Charge Phase

**FORCE OF A FALLING STAR:** As Annihilators build up momentum, their charge turns the shockwave of their arrival into a deadly bludgeoning assault.

**Declare:** If this unit charged this phase and the unmodified charge roll was 8+, pick an enemy unit within 1" of it to be the target.

**Effect:** The target has **STRIKE-LAST** this turn.



KEYWORDS

INFANTRY

MOVE  
10"  
HEALTH 10 3+ SAVE  
2 CONTROL

Stormstrike Chariots are potent linebreakers. When the clarion call to attack sounds, they thunder across even the most rugged terrain, with the archer in their carriage sending killing shafts from their great stormbow as they come. The chariot's most devastating weapon, however, is its charge. As the charioteers build up speed, they draw the energies of Azyr to themselves until a crackling aurora surrounds them. Upon impact into the enemy lines, the Stormcasts unleash this energy in thunderous blasts even as they strike out with axe and blade.

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# STORMSTRIKE CHARIOT

☞	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Great Stormbow	18"	2	3+	3+	1	1	-
☞	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Stormstrike Axe		3	3+	3+	1	1	-
	Gryph-chargers' Beaks and Claws		6	4+	3+	1	1	Companion

☞ Any Charge Phase

**AZYZR UNLEASHED:** *The impact of a Stormstrike Chariot on the charge can obliterate even the most durable of shieldwalls.*

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

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



KEYWORDS

WAR MACHINE

## SPEARHEAD

# STORMCAST ETERNALS VIGILANT BROTHERHOOD

This Spearhead army consists of the following units:

### GENERAL

- ◆ Lord-Vigilant on Gryph-stalker

### UNITS

- ◆ 1 Lord-Veritant
- ◆ 3 Prosecutors
- ◆ 5 Liberators



Only when the hordes of Chaos threaten to choke all life from the realms does the God-King call upon the Vigilant Brotherhoods. These are elite formations led by Stormcasts of the Ruination chambers, warriors who have seen battle so many times and whose souls have been so eroded that they are close to pure vessels of Sigmar's will. Though their lack of humanity renders them ruthless, they are nigh incorruptible, their sense of self too diminished for Chaos to find true purchase. This allows them to traverse lands that are so twisted that other warriors would soon wither or mutate upon entering them.

Each Vigilant Brotherhood is led by a Lord-Vigilant. These masterful commanders are hewn from centuries of service, and they tread the thin line between preserving humanity and achieving victory at all costs. Each is chosen by their Gryph-stalker mount, creatures born under the waxing of the fell moon Dharroth and that can detect which Stormcast souls are most resistant to entropy. Swooping above them come Prosecutors wielding flaming sigmarite spears. Though each is an exemplar of Sigmar's creed, their exposure to the Cursed Skies has transformed them into shells of their former selves, leading them to pursue the eradication of Chaos at the expense of all else. A Lord-Veritant always accompanies each Vigilant Brotherhood, keeping watch over the state of their comrades' fading identities whilst adding their considerable might to the force. The final element of the Brotherhood is a core of Liberators, unyielding champions of Order who have perished again and again in defence of the Mortal Realms.

## BATTLE TRAITS

### HOLY ORDERS

*In the years before the Age of Sigmar began, the Stormcast Eternals honed their martial skills and tactical prowess in High Azyr, readying themselves to retake the Mortal Realms. They have fought ever since.*

During the battle, you can use the following abilities:

#### 🛡️ Once Per Turn, Your Hero Phase

**SHIELD OF AZYR:** *Roaring oaths to Sigmar, these warriors are surrounded by an aura of divine protection.*

**Declare:** Pick a friendly unit.

**Effect:** Until the start of your next turn, that unit has **WARD** (5+).

#### ⚔️ Once Per Battle, Your Charge Phase

**STORM CHARGE:** *These warriors are driven forward by their faith, ever eager to bring Sigmar's holy retribution to his enemies.*

**Declare:** Pick a friendly unit that is not in combat.

**Effect:** That unit can use **CHARGE** abilities this turn even if it used a **RUN** ability in the same turn.

**REGIMENT ABILITIES:** Pick 1 of the following regiment abilities.

➤ **Once Per Battle, Reaction:** You declared a **RETREAT** ability

**STRIKE WHERE NEEDED:** *Though often outnumbered by their foes, the Stormcast Eternals are accustomed to fighting on many fronts and focusing their efforts where they will have the greatest impact.*

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

**Effect:** No mortal damage is inflicted on that unit by that **RETREAT** ability. In addition, that unit can still use **CHARGE** abilities this turn even though it used a **RETREAT** ability.

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

**BLAZE OF GLORY:** *As these warriors are struck down, Sigmar's holy lightning wreaks devastation around them before they are called back to the heavens to be Reforged.*

**Declare:** Pick a friendly unit that is in combat.

**Effect:** Until the end of the phase, each time a model in that unit is slain, make a **vengeance roll** of D6. On a 4+, inflict 1 mortal damage on an enemy unit in combat with that unit.

**ENHANCEMENTS:** Give your general 1 of the following enhancements.

🛡 **Passive**

**HALLOWED SCROLLS:** *Sacred parchments inscribed with Sigmarite blessings adorn this warrior.*

**Effect:** Your general has **WARD** (5+).

✂ **Passive**

**MORRDA'S TALON:** *Enemies of the God-King know this weapon by name and fear its keen blade.*

**Effect:** Your general's **Hallowed Greataxe** has **Crit (Mortal)**.

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

**QUICKSILVER DRAUGHT:** *This potion lends uncanny speed to the one who imbibes it.*

**Effect:** Your general has **STRIKE-FIRST** this phase.

● **Once Per Battle, End of Any Turn**

**NULL PENDANT:** *This dark amulet holds magic within that can sap the resolve of the enemy.*

**Declare:** Roll a dice for each enemy unit contesting the same objective as your general.

**Effect:** On a 2+, subtract the roll from the control score of that enemy unit this turn.



The Lord-Vigilants are the steadfast commanders of the Ruination chambers. They wield not only hallowed greataxes but also centuries of experience, leading the charge in the God-King's name. Like the rest of their chamber, they struggle to maintain their memories and empathy, though the Gryph-stalker mounts ridden by the Lord-Vigilants are rumoured to slow the degradation of their souls. This allows them to strike a careful balance as merciless fighters and shrewd commanders. Their ability to read the tides of battle borders on the prophetic. They use this to great effect in order to deliver the judgement of the God-King, spurring their troops to redouble their efforts against key enemy strongpoints even as they ride hard into the foe.

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**LORD-VIGILANT**  
ON GRYPH-STALKER

⚔	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Hallowed Greataxe	5	3+	3+	2	2	-
	Gryph-stalker's Beak and Talons	3	4+	3+	1	2	Companion

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

**DELIVER JUDGEMENT:** *This warrior orders Sigmar's wrath to be delivered unto their enemies.*

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

**Effect:** The target can use 2 **FIGHT** abilities this phase. After the first is used, however, the target has **STRIKE-LAST** for the rest of the phase.

⚔ **Your Hero Phase**

**PLAN THE ATTACK:** *With honed tactical skill, the Lord-Vigilant orders a vital position to be taken.*

**Declare:** Pick an objective you do not control.

**Effect:** For the rest of the turn, add 1 to hit rolls for combat attacks made by friendly units that target enemy units contesting that objective.



KEYWORDS

HERO, CAVALRY



Long have the Lord-Veritants been known as the witchfinders of the realms, their bright fires allowing them to judge the spiritual state of mortals – and, in the heat of battle, send forth a blast of cleansing flame into the foe. Those who serve in the Ruination chambers look not only for corruption of the soul but also any kind of spiritual void. Blindfolded to better focus the spirit-sight with which they scry the souls of friend and foe, they are daunting figures known for their lack of mercy. At their feet bound faithful Gryph-crows, creatures drawn to condemned beings.

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# LORD-VERITANT

⚔	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Staff of Abjuration	1	3+	3+	1	3	-
	Judgement Blade	3	3+	3+	1	D3	Anti-WIZARD (+1 Rend), Anti-PRIEST (+1 Rend)

### U Passive

**SENSE UNHOLY SORCERY:** *Gryph-crows are sensitive to spiritual corruption and immediately alert their masters whenever unholy energies are nearby.*

**Effect:** This unit's **Gryph-crow** is a token. This unit has **WARD (5+)** while its **Gryph-crow** is on the battlefield.

If you make an unmodified ward roll of 1 for this unit, remove its **Gryph-crow** from the battlefield.

### ⚔ Your Hero Phase

**CLEANSING FIRES:** *Erupting forth from the Lord-Veritant's brazier, a torrent of holy fire engulfs the enemy.*

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

**Effect:** On a 3+, roll a dice for each model in the target unit. For each 5+, inflict 1 mortal damage on the target unit.



KEYWORDS

HERO, PRIEST, INFANTRY

MOVE  
12"  
HEALTH 2 3+ SAVE  
1 CONTROL

Though the Prosecutors once shone with the light of Azyr, Be'lakor's fell rituals forced a great many of them to share the skies with billowing clouds of Chaos corruption. Whilst their unshakeable faith in the God-King has afforded them protection against the worst effects of the Cursed Skies, their exposure has left the majority of them hollow-eyed and eerily quiet. Each Reforging claims much more from these warriors than it does their kin. Now they swoop alongside the Ruination chambers, their crumbling souls watched closely by their Lord-Veritants. To see them vent their righteous fury in a death-defying, breakneck charge is to see something of the simmering anger within.

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**PROSECUTORS**



☞	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Stormcall Javelin	10"	1	3+	3+	1	D3	-
☜	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Stormcall Javelin		3	3+	3+	1	1	-

⚙️ **Passive**

**SKIRMISHERS:** *These warriors fight in a dispersed formation.*

**Effect:** This unit has a coherency range of 2".

☞ **Passive**

**HERALDS OF RIGHTEOUSNESS:** *Prosecutors speed across the battlefield in blurs of light.*

**Effect:** When you make a charge roll for this unit, roll 1 additional dice.



**KEYWORDS**

**INFANTRY, FLY, REINFORCEMENTS**



Countless tyrants have fallen to the Liberators. These staunch souls are the most famed warriors of the Redeemer conclaves; whether forming implacable shieldwalls to defend key strongpoints or expertly wielding paired weapons, they are undeniably the soul of their Stormhost made manifest. The iconic line infantry of the Stormcast Eternals, Liberators are depicted in a thousand statues and tapestries, their hammers raised and their Masks Impassive staring down with intimidating intensity. Their appearance has brought hope to countless struggling townships and beleaguered defenders across the realms.

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# LIBERATORS



MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Warhammer	2	3+	3+	1	1	Crit (Mortal)
Grandhammer	2	3+	3+	1	2	Crit (Mortal)

*This unit has 4 Liberators armed with a Warhammer and 1 Liberator armed with a Grandhammer.*

● Passive

**STALWART DEFENDERS:**

*Liberators fiercely guard the lands brought into Sigmar's domain.*

**Effect:** Add 3 to this unit's control score while it contests an objective wholly within friendly territory.



KEYWORDS

INFANTRY, REINFORCEMENTS