












THUNDERSTRIKE STORMCASTS

Clad in Grungni-forged war-plate and wielding weapons that spark with celestial power, the Thunderstrike Stormcasts crash to earth, bringing swift and total ruin to any who would threaten the supremacy of the God-King.

THUNDERSTRIKE STORMCASTS FIGHTER ABILITIES

	[Reaction] Thunderous Departure: A fighter can make this reaction when they are targeted by a melee attack action, after the damage is totalled but before it is allocated to this fighter, if it is enough for this fighter to be taken down. Allocate D6 damage points to their attacker. Fighters with the Beast (🐾) runemark or both the Scout (🏹) and Fly (🦋) runemarks cannot make this reaction.
	[Double] Blaze of Glory: A fighter can only use this ability if they have 15 or more damage points allocated to them. This fighter makes a bonus attack action.
	[Double] Soul-forged Guardians: A fighter can only use this ability if they are within 3" of a visible friendly fighter with the Hero (🌟) runemark. Remove a number of damage points allocated to that fighter up to the value of this ability. Then, allocate D3 damage points to this fighter.
	[Triple] Guiding Lightning: A fighter can only use this ability after it has made a missile attack action in this activation. Until the end of the battle round, add 1 to the Attacks characteristic of attack actions that target the target of that attack action.
	[Triple] Darting Attack: This fighter makes a bonus attack action. Then, they can make a bonus disengage action.
	[Triple] Vanquish the Horde: Roll a dice for each visible enemy fighter within 3" of this fighter. On a roll of 3-4, allocate 1 damage point to the fighter being rolled for. On a roll of 5+, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.
	[Quad] Force of a Falling Star: This fighter makes a bonus move action. If this fighter finishes that move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points equal to double the value of this ability to that enemy fighter.

THUNDERSTRIKE STORMCASTS HERO ABILITIES

	[Double] Shock and Awe: A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by this fighter this activation. This fighter makes a bonus move action or a bonus attack action.
	[Double] Plant the Banner of the Reforged: Remove up to D3 damage points allocated to each friendly fighter within 6" of this fighter (roll for each).
	[Double] Bolt from the Heavens: Pick a visible enemy fighter within 18" of this fighter and roll a number of dice equal to half the value of this ability (rounding up). For each roll of 4+, allocate 3 damage points to that fighter.
	[Triple] Purifying Incense: Until the end of the battle round, subtract 1 from the damage points allocated by each hit and critical hit (to a minimum of 1) from attack actions that target friendly fighters while they are within 6" of this fighter.
	[Triple] Coordinated Strike: Pick a number of visible friendly fighters equal to half the value of this ability (rounding up) within 9" of this fighter. Those fighters can each make a bonus move action or a bonus attack action (some can make a bonus move action and others can make a bonus attack action).
	[Quad] Draw the Gaze of Sigmar: Pick a point on the battlefield that is visible to this fighter. Allocate a number of damage points equal to half the value of this ability (rounding up) to all enemy fighters within 3" of that point.

THUNDERSTRIKE STORMCASTS

LORD-IMPERATANT 240

3-15	4	4	1/4		
1	4	4	2/5		

4 5 30

KNIGHT-VEXILLOR WITH BANNER OF APOTHEOSIS 170

1	3	4	2/4		
1	3	4	2/4		

4 5 28

KNIGHT-ARCANUM 205

3-7	2	4	3/6		
2	3	4	2/4		

4 5 28

KNIGHT-JUDICATOR 235

6-20	1	5	4/10		
1	3	4	2/4		

4 5 28

KNIGHT-RELICTOR 180

1	4	4	2/4		
1	4	4	2/4		

4 5 28

VINDICTOR-PRIME 170

2	3	4	2/5		
2	3	4	2/5		

4 6 25










A Knight-Arcanum orders her warriors forth to eradicate a war-camp of the Corvus Cabal, with the impervious shield of an Annihilator leading the way.





⚡ STORMCAST ETERNALS SACROSANCT CHAMBER

The warrior-mystics of the Sacrosanct chambers are masters of the arcane arts, wielding the power of the celestial storm to smite the enemies of Azyr. Wise and learned souls all, they venture forth to neutralise sources of corrupting energy and reclaim artefacts of unrivalled power that might be turned to the God-King's ends.

STORMCAST ETERNALS SACROSANCT CHAMBER FIGHTER ABILITIES

	[Reaction] Thunderous Departure: A fighter can make this reaction when they are targeted by a melee attack action, after the damage is totalled but before it is allocated to this fighter, if it is enough for this fighter to be taken down. Allocate D6 damage points to their attacker. Fighters with the Beast (🐾) runemark or both the Scout (🏹) and Fly (🦋) runemarks cannot make this reaction.
	[Double] Channelled Empowerment: Add the value of this ability to the Strength characteristic of the next melee attack action made by this fighter in this activation. Fighters with the Beast (🐾) runemark cannot use this ability.
	[Double] Summon Celestial Lightning: Pick a visible enemy fighter within 1" of this fighter and roll a number of dice equal to the value of this ability. For each roll of 4+, allocate 1 damage point to that enemy fighter.
	[Triple] Burst of Celestial Lightning: Add half the value of this ability (rounding up) to the damage points allocated to enemy fighters by each hit and critical hit from the next missile attack action made by this fighter this activation.
	[Triple] Darting Attack: This fighter makes a bonus attack action. Then, they can make a bonus disengage action.
	[Triple] Soul-shield Channelling: Until the end of the battle round, count each critical hit from attack actions that target this fighter as a hit instead.
	[Quad] Thunderous Pounce: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to double the value of this ability.

STORMCAST ETERNALS SACROSANCT CHAMBER HERO ABILITIES

	[Double] Cleanse the Realms of Taint: A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action or a bonus attack action.
	[Double] Meteoric Slam: Until the end of this fighter's activation, add 1 to the Attacks and Strength characteristics of melee attack actions made by this fighter.
	[Triple] Shatter Spirit Flask: Allocate a number of damage points equal to the value of this ability to this fighter and to all visible fighters within 3" of this fighter.
	[Quad] Open Redemption Cache: Allocate a number of damage points equal to the value of this ability to all visible enemy fighters within 3" of this fighter.



Lord-Exorcist

STORMCAST ETERNALS SACROSANCT CHAMBER

LORD-ARCANUM  210

 3-7	 2	 4	 3/6		
 2	 4	 4	 2/4		

⚡ 4 | ⚙ 5 | ☠ 30

KNIGHT-INCANTOR  205

 3-7	 2	 4	 3/6		
 2	 3	 4	 2/4		

⚡ 4 | ⚙ 5 | ☠ 28

LORD-ARCANUM ON CELESTIAL DRACOLINE  315

 3-7	 2	 4	 3/6		
 2	 4	 4	 2/5		

⚡ 10 | ⚙ 5 | ☠ 40

EVOCATOR-PRIME WITH GRANDSTAVE  205

 2	 4	 5	 2/5		
 4	 5	 2/5	 2/5		

⚡ 4 | ⚙ 5 | ☠ 25

LORD-ARCANUM ON GRYPH-CHARGER  305

 3-7	 2	 4	 3/6		
 2	 4	 5	 2/4		

⚡ 10 | ⚙ 5 | ☠ 38

EVOCATOR-PRIME WITH TEMPEST BLADE AND STORMSTAVE  200

 1	 5	 5	 2/4		
 4	 5	 2/4	 2/4		

⚡ 4 | ⚙ 5 | ☠ 25

LORD-EXORCIST  210

 3-7	 2	 4	 3/6		
 2	 3	 4	 2/4		

⚡ 4 | ⚙ 5 | ☠ 30

EVOCATOR-PRIME ON CELESTIAL DRACOLINE WITH GRANDSTAVE  315

 2	 4	 5	 2/6		
 10	 5	 5	 3/5		

⚡ 10 | ⚙ 5 | ☠ 35

LORD-ORDINATOR WITH ASTRAL GRANDHAMMER  220

 2	 3	 5	 3/5		
 4	 5	 30	 30		

⚡ 4 | ⚙ 5 | ☠ 30

EVOCATOR-PRIME ON CELESTIAL DRACOLINE WITH TEMPEST BLADE AND STORMSTAVE  330

 1	 5	 5	 2/5		
 10	 5	 35	 35		

⚡ 10 | ⚙ 5 | ☠ 35

LORD-ORDINATOR WITH PAIRED ASTRAL HAMMERS  210

 1	 4	 5	 2/5		
 4	 5	 30	 30		

⚡ 4 | ⚙ 5 | ☠ 30

CASTIGATOR-PRIME  240

 6-15	 3	 5	 2/4		
 4	 1	 4	 1/4		

⚡ 4 | ⚙ 5 | ☠ 25



SEQUITOR-PRIME WITH TEMPEST BLADE AND SOULSHIELD

							175
1	4	4	2/4				

4 6 25

EVOCATOR ON CELESTIAL DRACOLINE WITH TEMPEST BLADE AND STORMSTAVE

							285
1	5	5	2/4				

10 5 30

SEQUITOR-PRIME WITH STORMSMITE MAUL AND SOULSHIELD

							165
1	3	5	2/4				

4 6 25

EVOCATOR ON CELESTIAL DRACOLINE WITH GRANDSTAVE

							275
2	4	5	2/5				

10 5 30

SEQUITOR-PRIME WITH REDEMPTION CACHE

							170
1	3	5	2/4				

4 6 25

CASTIGATOR

							210
6-15	3	5	2/4				

							210
1	3	4	1/4				

4 5 20



The Sacrosanct chambers might specialise in combating the ethereal and the daemonic, but their mauls can crush skulls as easily as they banish spirits.



EVOCATOR WITH GRANDSTAVE

	2	3	5	2/5	

150

4 5 20

SEQUITOR WITH STORMSMITE MAUL AND SOULSHIELD

	1	2	5	2/4	

120

4 6 20

EVOCATOR WITH TEMPEST BLADE AND STORMSTAVE

	1	4	5	2/4	

150

4 5 20

SEQUITOR WITH STORMSMITE GREATMACE

	2	3	5	3/5	

170

4 5 20

SEQUITOR WITH TEMPEST BLADE AND SOULSHIELD

	1	3	4	2/4	

125

4 6 20

GRYPH-HOUND

	1	4	4	1/4	

115

6 4 12



Sequitior with Stormsmite Greatmace



Evocator with Tempest Blade and Stormstave



Sequitior with Stormsmite Maul and Soulshield





STORMCAST ETERNALS

VANGUARD AUXILIARY CHAMBER

The Vanguard chambers are the scouts and rangers of the Stormhosts, hard-bitten warriors accustomed to waging war for many seasons behind enemy lines. They strike where the enemy is weakest, cutting off supply lines, executing warlords and striking at targets of opportunity before fading back into the wilds.

STORMCAST ETERNALS VANGUARD AUXILIARY CHAMBER FIGHTER ABILITIES		STORMCAST ETERNALS VANGUARD AUXILIARY CHAMBER HERO ABILITIES	
	[Reaction] Thunderous Departure: A fighter can make this reaction when they are targeted by a melee attack action, after the damage is totalled but before it is allocated to this fighter, if it is enough for this fighter to be taken down. Allocate D6 damage points to their attacker. Fighters with the Beast (🐾) runemark or both the Scout (🏹) and Fly (🦋) runemarks cannot make this reaction.		[Double] Lightning-fast Strikes: Add half the value of this ability (rounding up) to the Attacks characteristic of the next melee attack action made by this fighter this activation.
	[Reaction] Warning Cry: A fighter can make this reaction after an enemy fighter finishes a move action visible to this fighter and within 6" of this fighter. Until the end of the battle round, you can re-roll 1 dice during attack actions made by friendly fighters that target that fighter.		[Double] Righteous Aura: Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters while they are within 6" of this fighter.
	[Double] Tireless Hunters: Add 3 to this fighter's Move characteristic for their next move action in this activation.		[Triple] Star-fated Arrow: Pick a visible enemy fighter within 20" of this fighter and roll a dice. On a roll of 3-4, allocate 3 damage points to that fighter. On a roll of 5, allocate 6 damage points to that fighter. On a roll of 6, allocate 10 damage points to that fighter.
	[Double] Ride the Winds Aetheric: This fighter makes a bonus move action up to a number of inches equal to the value of this ability.		[Quad] The Light of Sigmar: Allocate a number of damage points equal to the value of this ability to all visible enemy fighters within 3" of this fighter.
	[Triple] Rapid Fire: Add 2 to the Attacks characteristic of the next missile attack action made by this fighter this activation.		
	[Triple] Darting Attack: This fighter makes a bonus attack action. Then, they can make a bonus disengage action.		
	[Quad] Aimed Strike: Until the end of this fighter's activation, add the value of this ability to the damage points allocated to enemy fighters by each hit and critical hit from attack actions made by this fighter.		



Knight-Zephyros

STORMCAST ETERNALS VANGUARD AUXILIARY CHAMBER

LORD-AQUILOR  **310**

					
10	3	4	1/4		
					
1	4	5	2/5		

10 **5** **38**

KNIGHT-ZEPHYROS  **200**

					
10	3	4	1/4		
					
1	4	4	2/4		

5 **5** **28**

KNIGHT-AZYROS  **260**

					
1	4	4	2/4		
					
1	4	4	2/4		

10 **5** **28**

RAPTOR-PRIME WITH LONGSTRIKE CROSSBOW  **230**

					
6-20	1	5	4/10		
					
1	3	4	1/4		

4 **5** **25**

KNIGHT-VENATOR  **325**

					
3-20	3	4	2/6		
					
1	3	4	1/4		

10 **5** **28**

RAPTOR-PRIME WITH HURRICANE CROSSBOW  **245**

					
3-15	3	4	2/6		
					
1	3	4	1/4		

4 **5** **25**

PALLADOR-PRIME WITH SHOCK HAND-AXE  **285**

					
10	3	4	1/4		
					
1	5	4	2/4		

10 **5** **32**

PALLADOR-PRIME WITH STARSTRIKE JAVELIN  **280**

					
10	3	4	1/4		
					
2	4	4	2/5		

10 **5** **32**

HUNTER-PRIME  **185**

					
10	3	4	1/4		
					
1	4	4	2/4		

5 **5** **25**



Raptor-Prime with Longstrike Crossbow

VANGUARD-RAPTOR WITH LONGSTRIKE CROSSBOW 195

⚔	🏹	🔪	👤	🛡	☀
6-20	1	5	4/10		
🦋	🏹	🔪	👤	🛡	
1	3	4	1/4		

➔ 4 | ☀ 5 | 🦋 20



VANGUARD PALLADOR WITH SHOCK HAND-AXE 230

⚔	🏹	🔪	👤	🛡	☀
10	3	4	1/4		
🏹	🏹	🔪	👤	🛡	
1	4	4	2/4		

➔ 10 | ☀ 5 | 🦋 28



VANGUARD-RAPTOR WITH HURRICANE CROSSBOW 210

⚔	🏹	🔪	👤	🛡	☀
3-15	3	4	2/6		
🦋	🏹	🔪	👤	🛡	
1	3	4	1/4		

➔ 4 | ☀ 5 | 🦋 20



VANGUARD PALLADOR WITH STARSTRIKE JAVELIN 220

⚔	🏹	🔪	👤	🛡	☀
10	3	4	1/4		
🏹	🏹	🔪	👤	🛡	
2	3	4	2/5		

➔ 10 | ☀ 5 | 🦋 28



GRYPH-HOUND 115

🐉	🏹	🔪	👤	🛡	☀
1	4	4	1/4		

➔ 6 | ☀ 4 | 🦋 12



VANGUARD-HUNTER 145

⚔	🏹	🔪	👤	🛡	
10	3	4	1/4		
🏹	🏹	🔪	👤	🛡	
1	3	4	2/4		

➔ 5 | ☀ 5 | 🦋 20



AETHERWING 115

🦋	🏹	🔪	👤	🛡	☀
1	3	2	1/2		

➔ 12 | ☀ 2 | 🦋 6





































A Knight-Heraldor and his Vanguard chamber comrades surround a raging Cygor, dodging hurled boulders as they hew at the gigantic beast's flesh with axe and sword.



STORMCAST ETERNALS WARRIOR CHAMBER

Empowered by the celestial storm and armed with the mightiest heavens-forged weapons, the Stormcast Eternals are the foremost champions of the God-King's powerful empire. Their holy mission is to obliterate all enemies of Azyr, and it is a task they have set about with ferocious zeal and devastating effectiveness.

STORMCAST ETERNALS WARRIOR CHAMBER FIGHTER ABILITIES		STORMCAST ETERNALS WARRIOR CHAMBER HERO ABILITIES	
	[Reaction] Thunderous Departure: A fighter can make this reaction when they are targeted by a melee attack action, after the damage is totalled but before it is allocated to this fighter, if it is enough for this fighter to be taken down. Allocate D6 damage points to their attacker. Fighters with the Beast (🐾) runemark or both the Scout (🏹) and Fly (🦋) runemarks cannot make this reaction.	  	[Double] Warcloak's Storm Magic: Pick a visible enemy fighter within 6" of this fighter and roll 2 dice. For each roll of 4-5, allocate 1 damage point to that fighter. For each roll of 6, allocate a number of damage points to that fighter equal to the value of this ability.
	[Double] Furious Avengers: A fighter can only use this ability if there is another friendly fighter within 6" of this fighter with 1 or more damage points allocated to them. This fighter makes a bonus move action.	 	[Double] Staunch Defender: Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters while they are within 6" of this fighter.
 	[Double] Lay Low the Tyrants: Until the end of this fighter's activation, add 1 to the Attacks and Strength characteristics of melee attack actions made by this fighter that target an enemy fighter with a Wounds characteristic of 15 or more.	  	[Double] Lantern of Abjuration: Until the end of the battle round, subtract 1 from the value of abilities (to a minimum of 1) used by visible enemy fighters while they are within 9" of this fighter.
 	[Double] Sigmarite Shield Bash: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter and roll a dice. On a roll of 3+, allocate a number of damage points to that fighter equal to the value of this ability.	  	[Triple] Battle-horn Thunderblast: Pick a visible enemy fighter within 12" of this fighter that is on a platform. Roll a dice for that fighter and for each other enemy fighter within 6" of that fighter. On a roll of 4+, allocate 3 damage points to the fighter being rolled for.
 	[Double] Wings of Divine Life: Add 3 to this fighter's Move characteristic for their next move action in this activation.	  	[Triple] Warding Lantern: Until the end of the battle round, subtract 1 from the damage points allocated by each hit and critical hit (to a minimum of 1) from attack actions that target friendly fighters while they are within 6" of this fighter.
 	[Triple] Darting Attack: This fighter makes a bonus attack action. Then, they can make a bonus disengage action.	  	[Triple] Lightning Storm: Pick a visible enemy fighter within 12" and roll a number of dice equal to the value of this ability. For each roll of 2+, allocate 1 damage point to that fighter.
 	[Quad] Earth-shattering Blow: This fighter makes a bonus attack action. In addition, add half the value of this ability (rounding up) to the damage points allocated to enemy fighters by each hit and critical hit from that attack action.	   	[Quad] Tempest Winds: Until the end of the battle round, add the value of this ability to the Move characteristic of friendly fighters while they make a move action that starts within 12" of this fighter.

STORMCAST ETERNALS WARRIOR CHAMBER

LORD-CELESTANT  215

						
1	5	4	2/5			

 4  5  30

KNIGHT-VEXILLOR  175

						
1	3	4	2/4			

 4  5  28

LORD-CASTELLANT  195

						
2	2	5	3/6			

 4  5  30

LIBERATOR-PRIME WITH WARHAMMER AND SIGMARITE SHIELD  170

						
1	3	5	2/4			

 4  6  25

LORD-VERITANT  180

						
1	3	4	2/5			

 4  5  30

LIBERATOR-PRIME WITH WARBLADE AND SIGMARITE SHIELD  180

						
1	4	4	2/4			

 4  6  25

LORD-RELICTOR  180

						
1	3	4	2/4			

 4  5  30

LIBERATOR-PRIME WITH PAIRED WARBLADES  190

						
1	5	4	2/4			

 4  5  25

KNIGHT-HERALDOR  185

						
1	4	4	2/4			

 4  5  28


LIBERATOR-PRIME WITH PAIRED WARHAMMERS  190

						
1	4	5	2/4			

 4  5  25

KNIGHT-QUESTOR  190

						
1	4	4	2/5			

 4  6  28

PROTECTOR-PRIME  195

						
3	4	4	3/5			

 3  6  25

LIBERATOR WITH
PAIRED WARHAMMERS

	1	3	5	2/4	

135

↗ 4 | ⚡ 5 | ☠ 20

LIBERATOR WITH
WARBLADE AND
SIGMARITE SHIELD

	1	3	4	2/4	

130

↗ 4 | ⚡ 6 | ☠ 20

LIBERATOR WITH
WARHAMMER AND
SIGMARITE SHIELD

	1	2	5	2/4	

120

↗ 4 | ⚡ 6 | ☠ 20

LIBERATOR WITH
GRANDHAMMER

	1	3	5	3/5	

155

↗ 4 | ⚡ 5 | ☠ 20



Even the bestial fury of Ghur cannot unman the Anvils of the Heldenhammer. The wilds offer no sanctuary from the blades of these grim demigods.



JUDICATOR WITH SKYBOLT BOW

3-20	3	4	2/4	
1	3	4	1/4	

200

↑ 4 | ● 5 | ☠ 20

GRYPH-HOUND

1	4	4	1/4	

115

↑ 6 | ● 4 | ☠ 12

JUDICATOR WITH BOLTSTORM CROSSBOW

3-12	4	4	2/4	
1	3	4	1/4	

195

↑ 4 | ● 5 | ☠ 20

PROSECUTOR WITH PAIRED CELESTIAL HAMMERS

3-8	3	4	2/4	
1	4	4	2/4	

220

↑ 10 | ● 5 | ☠ 20

JUDICATOR WITH SHOCKBOLT BOW

3-20	3	5	2/6	
1	3	4	1/4	

235

↑ 4 | ● 5 | ☠ 20

PROSECUTOR WITH CELESTIAL HAMMER AND SIGMARITE SHIELD

3-8	2	4	2/4	
1	3	4	2/4	

200

↑ 10 | ● 6 | ☠ 20

JUDICATOR WITH THUNDERBOLT CROSSBOW

6-15	5	4	2/4	
1	3	4	1/4	

240

↑ 4 | ● 5 | ☠ 20

PROSECUTOR WITH STORMCALL JAVELIN AND SIGMARITE SHIELD

3-8	2	4	2/5	
2	3	4	2/5	

215

↑ 10 | ● 6 | ☠ 20

PROTECTOR

3	3	4	3/5	

140

↑ 3 | ● 6 | ☠ 20

DECIMATOR

2	3	4	3/6	

135

↑ 3 | ● 6 | ☠ 20



Decimator

PROSECUTOR WITH GRANDHAMMER

1	3	5	3/5			

240

10 | 5 | 20

PROSECUTOR WITH GRANDBLADE

1	4	4	3/5			

250

10 | 5 | 20

PROSECUTOR WITH STORMSURGE TRIDENT AND SIGMARITE SHIELD

3-8	2	4	3/5			

235

2	3	4	3/5			

10 | 6 | 20

RETRIBUTOR

1	3	5	3/5			

130

3 | 6 | 20

PROSECUTOR WITH GRANDAXE

1	3	4	3/6			

230

10 | 5 | 20

PALADIN WITH STARSOUL MACE

1	3	5	4/8			

155

3 | 6 | 20



Prosecutor with Grandaxe

