

SENTINELS OF ORDER

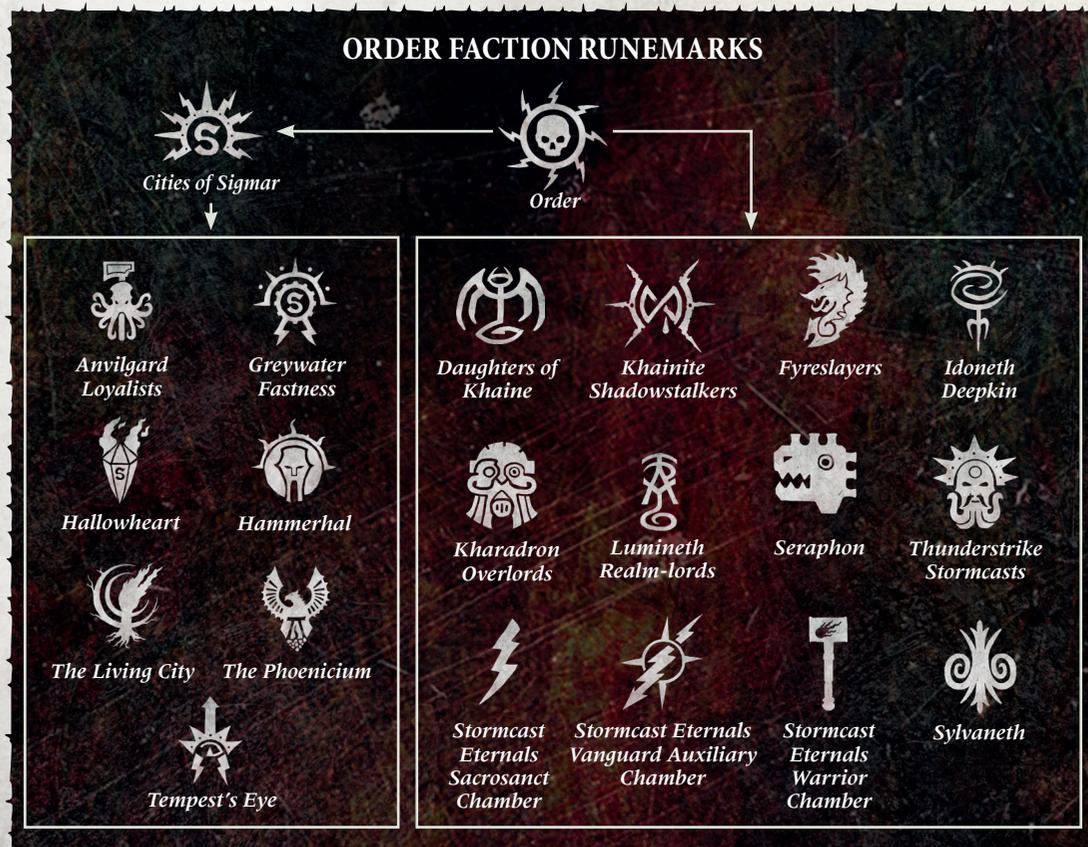
The forces of Order are many and varied, and they do not always share a unified vision of the common good. Yet all are relentless enemies of anarchy and misrule, and their agents roam far and wide across the Mortal Realms, seeking out hidden dangers and vanquishing them before they become too grievous a threat.

The Age of Sigmar has been defined by the restoration of civilisation and justice to the Mortal Realms by the God-King and his allies after centuries of decadent Chaos butchery. Yet this hard-earned progress teeters always upon the precipice of disaster, for the enemies of civilisation are numberless. This is especially true in the Era of the Beast. Vast greenskin tribes rampage across the lands and the rampant aura of bestial savagery turns men into howling beasts. Neither has the ever-present terror of Chaos abated.

Faced with vast dangers, the leaders of the civilised realms have chosen aggressive action rather than passive defence. From roving champions of the

Stormcast Eternals to doughty Fyreslayer mercenaries and the strange, cold warriors of the Idoneth Deepkin, the agents of Order are on the march. They seek out nascent threats to destroy at the source or rare artefacts and wellsprings of arcane power that might be turned towards the cause of progress. The Gnarlwood – and the Ravening Ruin at its centre – offers the opportunity to fulfil both these concerns. According to legend, the crashed ark-ship of Talaxis is filled with all manner of cosmic arcana that might sway the great war in the favour of Order.

Explorers from the Cities of Sigmar were the first to discover the ruins of Talaxis. Ever since the



expedition of Anorio ven Talax returned to Excelsis with armfuls of looted treasure – and a mere fraction of his original party – a flurry of new ventures have been organised, armed and dispatched to lay claim to the Ravening Ruin. Typically formed around a core of Freeguild troops, these parties comprise soot-fingered weaponsmiths of the Ironweld Arsenal, expert aelven rangers from the nomadic Wanderer tribes, and a hundred auxiliaries besides.

The Stormcast Eternals have less avaricious interests in the secrets of the Ravening Ruin, interests they do not care to share with even their own allies. Tales of chambers of revivification and crystals that can stop the passage of time are of particular interest to the Sacrosanct chambers, for these strange, alien devices might hold the key to solving the disturbing flaws in the Reforging process. Desperate for any edge in the ongoing struggle against the greenskin hordes, several Stormhosts have dispatched Thunderstrike-clad warriors to unearth the truth behind the Ravening Ruin.

The aelven empires have always been intrigued by the strange powers of the Seraphon, but for very different reasons. The Lumineth Realm-lords respect the cold-blooded warriors' intimate knowledge of the realms and their metaphysical workings, and they seek anything that might help them purify the land of Chaos corruption. Morathi of the Daughters of Khaine simply desires any weapon or arcane power that might give her a killing edge against her many foes, and she is content to sacrifice scores of

her worshippers in order to secure this. Less easily understood are the motivations of the ocean-dwelling Idoneth Deepkin. Perhaps it is the technology of the Seraphon spawning pools that draws them forth from the undersea cities and into the Gnarlwood. If they were able to gestate batches of new souls, then their dwindling race might be granted a blessed reprieve.

The Sylvaneth see the Gnarlwood simply as another arboreal holding of Alarielle the Everqueen, despite its ferocious inhabitants. As far as these mercurial nature-spirits are concerned, it is another bastion of nature that must be cleansed of those who would despoil it with their presence.

The sky-ports of the Kharadron Overlords have a marked interest in the Gnarlwood, for the Aether-Khemists Guild has detected large deposits of aether-gold in the region. Thus far, however, it has proven impossible to locate this bounty. Chemopheric readings indicate that the aether-gold has somehow been solidified, and it exists not in the skies above the Gnarlwood but somewhere in the forest itself. Enterprising Kharadron Admirals have dispatched shore parties of hard-bitten duardin aeronauts and Grundstok Marines to seek it out.

This frantic rush to claim the Gnarlwood has created a gloriously profitable opportunity for the elite mercenaries of the Fyreslayer lodges. They offer their services to all who can afford their price, hacking their way through the deadly tangle of the forest with an eager song of battle on their lips.



Tasked by the God-King with a mission of supreme importance, the Hammers of Sigmar will lay down their bodies and their souls to see it done.

KHARIBDYSS

Monsters of the blackest depths, Kharibdysses are primeval horrors prized by aelven beasthunters.

KHARIBDYSS  **320**













DAMAGE TABLE

DAMAGE POINTS ALLOCATED	MOVE	DAMAGE
0-10	6	4/8
11-20	5	3/8
21-30	4	3/6
31-40	3	2/6
41-44	2	2/4

KHARIBDYSS ABILITIES



[Double] Quick with the Lash: Add 3 to this fighter's Move characteristic for their next move action in this activation.



[Triple] Abyssal Howl: Roll a dice for each enemy fighter within a number of inches of this fighter equal to the value of this ability. On a roll of 3+, until the end of the battle round, the fighter being rolled for cannot make move actions or disengage actions.



[Quad] Spiked Tail: Allocate a number of damage points equal to the value of this ability to all visible enemy fighters within 3" of this fighter.



Driven into battle by lash and spear, a Kharibdyss surges towards a Chaos Sorcerer, seeking to make the luckless spellcaster its next meal.





DAUGHTERS OF KHAINE

The Daughters of Khaine fight with unbridled aggression, empowered by the act of spilling blood. While the Witch Aelves tear through the ranks with a flurry of vicious dagger strikes, the monstrous Scáthborn and mysterious Shadowstalkers pursue Morathi's own clandestine agenda.

DAUGHTERS OF KHAINE FIGHTER ABILITIES		DAUGHTERS OF KHAINE HERO ABILITIES	
	[Reaction] Gladiatorial Display: A fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. If none of the hit rolls from that attack action result in a critical hit, allocate 4 damage points to the attacking fighter.		[Double] Killing Stroke: Pick a visible enemy fighter within 1" of this fighter and roll a dice. On a roll of 3+, allocate 3 damage points to that fighter.
	[Double] Bathe in Blood: A fighter can only use this ability if they are within 3" of a visible enemy fighter with 1 or more damage points allocated to them. Until the end of this fighter's activation, add 1 to the Attacks and Strength characteristics of melee attack actions made by this fighter.		[Double] Witchbrew: Pick a visible friendly fighter within 3" of this fighter. Until the end of the battle round, add the value of this ability to the Strength characteristic of the next melee attack action made by that fighter.
	[Double] Turned to Crystal: 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.		[Triple] Sacrifice to Khaine: A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 6" of this fighter.
	[Triple] Heartseekers: After the next missile attack action made by this fighter in this activation, if it scored one or more hits, allocate a number of damage points to the target of that attack action equal to the value of this ability.		[Triple] Bloodwrack Stare: Pick a visible enemy fighter within a number of inches of this fighter equal to the value of this ability and roll 2 dice. If either dice rolls a 3+, until the end of the battle round, that fighter cannot make move actions or disengage actions. In addition, for each roll of 6, allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Slaughter's Strength: Until the end of this fighter's activation, add half the value of this ability (rounding up) to the Strength characteristic of melee attack actions made by this fighter.		[Triple] Doomfire Bolt: Pick a visible enemy fighter within 9" of this fighter and roll a number of dice equal to the value of this ability. For each roll of 4+, allocate 2 damage points to that fighter.
	[Quad] Death on the Wind: This fighter makes a bonus move action. Then, they can make a bonus attack action. Add 1 to the Strength characteristic of that attack action if the fighter finished the move action 6" or more from their starting position.		[Quad] Orgy of Slaughter: Until the end of the battle round, add half the value of this ability (rounding up) to the damage points allocated to enemy fighters by each critical hit from melee attack actions made by friendly fighters while they are within 8" of this fighter.

DAUGHTERS OF KHAINE BLOODKINDRED

BLOODWRACK MEDUSA 275

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

↑ 7 | ☉ 4 | ☠ 35

HANDMAIDEN 125

	2	4	3	2/4		
	2	6	4	2/4		

↑ 5 | ☉ 4 | ☠ 12

HAG QUEEN 130

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

↑ 5 | ☉ 3 | ☠ 18

GORGAI 255

	2	6	4	2/4		
	2	6	4	2/4		

↑ 7 | ☉ 4 | ☠ 25

SLAUGHTER QUEEN 160

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

↑ 5 | ☉ 3 | ☠ 18

KRONE 230

	3-20	3	3	2/5		
	1	2	3	1/2		

↑ 7 | ☉ 4 | ☠ 25

MELUSAI IRONSCALE 245

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

↑ 7 | ☉ 4 | ☠ 28

SHRYKE 220

	8	3	4	2/4		
	8	3	4	2/4		

↑ 12 | ☉ 4 | ☠ 15

MASTER OF WARLOCKS 160

	3-10	3	3	1/3		
	1	4	3	1/3		

↑ 10 | ☉ 3 | ☠ 22

HARRIDYNN 210

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

↑ 12 | ☉ 4 | ☠ 15

WITCH AELF HAG 95

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

↑ 5 | ☉ 3 | ☠ 12

HIGH GLADIATRIX 195

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

↑ 5 | ☉ 3 | ☠ 20



WITCH AELF WITH
 PAIRED SCIANSA

1	4	3	1/3	

65

↗5 | ☉3 | ☠8

DOOMFIRE
 WARLOCK

3-10	2	3	1/3	

140

↗10 | ☉3 | ☠18

WITCH AELF WITH
 SCIANSA AND
 BLADED BUCKLER

1	3	3	1/3	

65

↗5 | ☉4 | ☠8

KHINERAI
 HEARTRENDER

8	2	4	1/4	

145

↗12 | ☉4 | ☠10

SISTER OF SLAUGHTER
 WITH KRUIPLASH AND
 SACRIFICIAL KNIFE

2	4	3	1/4	

80

↗5 | ☉3 | ☠8

KHINERAI
 LIFETAKER

1	4	3	1/4	

150

↗12 | ☉4 | ☠10

SISTER OF SLAUGHTER
 WITH KRUIPLASH AND
 BLADED BUCKLER

2	3	3	1/4	

75

↗5 | ☉4 | ☠8

BLOOD SISTER

2	5	3	1/4	

155

↗7 | ☉4 | ☠20

BLOOD STALKER

3-20	2	3	1/5	

170

↗7 | ☉4 | ☠20



Khinerai Lifetaker



KHAINITE SHADOWSTALKERS

Morathi's most trusted agents of murder and misdirection are the Khainite Shadowstalkers. These silent killers wear the mircath – the shademark – a brand woven from Ulguan sorcery that grants them supernatural powers, allowing them to leap between shadows and garrotte their foes with coils of pure darkness.

KHAINITE SHADOWSTALKERS ABILITIES

	<p>[Reaction] Slip Between Shadows: A fighter can make this reaction when an enemy fighter finishes a move action within 3" of them. Note the distance between this fighter and the enemy fighter that made the move action. Remove this fighter from the battlefield and then set this fighter up on a platform or the battlefield floor no further from the enemy fighter that made the move action.</p>
	<p>[Double] Shadow Leap: Until the end of this fighter's activation, this fighter can fly when making move actions.</p>
	<p>[Double] Cursed Darts: Pick a visible enemy fighter within 9" of this fighter and roll 2 dice. For each roll of 4+, allocate 2 damage points to that fighter. In addition, if either dice rolls a 6, until the end of the battle round, halve the Move characteristic of that fighter (rounding up).</p>
	<p>[Double] Instrument of Khaine: 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.</p>
	<p>[Triple] Harness Shadow: Until the end of the battle round, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by enemy fighters while they target a fighter within 3" of this fighter.</p>
	<p>[Triple] Dance of Death: Until the end of this fighter's activation, this fighter can finish disengage actions within 1" of enemy fighters.</p>
	<p>[Quad] Ensnaring Darkness: Either allocate a number of damage points equal to the value of this ability to all visible enemy fighters within 3" of this fighter, or allocate 3 damage points to this fighter and a number of damage points equal to the value of this ability to all visible enemy fighters within 6" of this fighter.</p>



Shroud Queen



Shroudblade with Umbral Spear



Shroudblade with Cursed Swords



Darkflame Warlock with Repeater Crossbows



Darkflame Warlock with Doomfire Ring

KHAINITE SHADOWSTALKERS

SHROUD QUEEN 210

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

6 4 20



DARKFLAME WARLOCK WITH DOOMFIRE RING 105

3-7	2	4	2/4		
1	3	3	1/3		

6 3 12



SLAUGHTERSHADE WITH UMBRAL SPEARS 120

2	4	4	1/4		

6 3 12



SHROUDBLADE WITH CURSED SWORDS 85

1	4	3	1/4		

6 3 8



SLAUGHTERSHADE WITH SHADOW WHIP 125

3	3	4	2/4		

6 3 12



SHROUDBLADE WITH UMBRAL SPEAR 90

2	3	4	1/4		

6 3 8



DARKFLAME WARLOCK WITH REPEATER CROSSBOWS 105

8	4	3	1/3		

6 3 12




Appearing from the shadows like nightmares come to life, the Khainite Shadowstalkers slice their foes to ribbons in a flash of gleaming blades.



FYRESLAYERS

Every Fyreslayer is a born warrior, infused with the power of their Berserker God and able to shrug off the most punishing blows without giving an inch to their enemies. In battle, each duardin fights as a storm of blazing fyresteel, seeking out the greatest champions against whom to test themselves in the crucible of combat.

FYRESLAYERS FIGHTER ABILITIES		FYRESLAYERS HERO ABILITIES	
	[Reaction] Gathered Heroes: A fighter can make this reaction after an enemy fighter finishes a move action visible to this fighter and within 3" of this fighter. Pick another friendly fighter within 3" of this fighter. That fighter makes a bonus move action. After that move action that fighter must be within 1" of the enemy fighter that made the move action.	  	[Reaction] Masterflame Rune: A fighter can make this reaction when a friendly fighter is taken down. Until the end of the battle round, add 1 to the damage points allocated to enemy fighters by each hit and critical hit from melee attack actions made by friendly fighters while they are within 6" of this fighter.
	[Double] Fyresteel Throwing Axe: 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] Volcano's Call: Pick a visible enemy fighter on the battlefield floor within 12" of this fighter and roll a number of dice equal to the value of this ability. For each roll of 4-5, allocate 1 damage point to that fighter. For each roll of 6, allocate 2 damage points to that fighter.
 	[Double] Encase in Molten Rock: The next time this fighter makes an attack action in this activation, subtract half the value of this ability (rounding up) from the Move characteristic of the target fighter (to a minimum of 1) until the end of the battle round.	  	[Double] Runic Empowerment: Pick a visible friendly fighter within 3" of this fighter. Until the end of the battle round, add the value of this ability to the Strength characteristic of the next melee attack action made by that fighter.
	[Double] Relentless Zeal: Add 3 to the Move characteristic of the next move action made by this fighter in this activation.	  	[Double] Lodge Leader: Until the end of the battle round, add 1 to the Strength characteristic of melee attack actions made by visible friendly fighters while they are within 6" of this fighter.
 	[Triple] Duty Unto Death: A fighter can only use this ability if they have 5 or more damage points allocated to them. This fighter makes a bonus move action. Then, they can make a bonus attack action.	 	[Triple] Honour Our Oaths: A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 6" of this fighter.
 	[Triple] Slingshield Charge: 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 the value of this ability.	  	[Triple] Icon of Grimnir: Until the end of the battle round, add half the value of this ability (rounding up) to the Toughness characteristic of friendly fighters while they are within 3" of this fighter.
	[Quad] Unleash Runic Fury: Until the end of this fighter's activation, add the value of this ability to the Attacks characteristic of melee attack actions made by this fighter.	  	[Quad] Battle Fury: Until the end of the battle round, add the value of this ability to the Move characteristic of this fighter. In addition, this fighter makes a bonus move action. Then, they can make a bonus attack action.

FYRESLAYERS HOARDSEEKERS

AURIC RUNEFATHER

							145
	2	3	5	2/5			
							22
3	4	4	4	2			

AURIC HEARTHGUARD KARL

							140
		3-15	2	4	2/4		
							16
1	3	4	1/2				
3	4	4	4	4			

AURIC RUNESON WITH ANCESTRAL WAR-AXE

							130
	1	4	4	2/4			
							20
3	4	4	4	2			

DOOMSEEKER

							135
	1	5	4	2/4			
							20
3	4	4	4	2			

AURIC RUNESON WITH WYRMSLAYER JAVELIN

							130
	8	2	4	2/4			
							20
3	4	4	4	2			

HEARTHGUARD BERZERKER KARL WITH BERZERKER BROADAXE

							140
	2	4	5	2/4			
							16
3	4	4	4	4			

AURIC RUNESMITER

							110
	1	3	4	1/4			
							20
3	4	4	4	1			

HEARTHGUARD BERZERKER KARL WITH FLAMESTRIKE POLEAXE

							140
	2	4	4	2/5			
							16
3	4	4	4	2			

AURIC RUNEMASTER

							120
	2	3	4	1/4			
							22
3	4	4	4	1			

GRIMWRATH BERZERKER

							135
	1	3	5	2/5			
							22
3	4	4	4	2			

AURIC FLAMEKEEPER

							105
	1	3	4	1/4			
							20
3	4	4	4	1			

BATTLESMITH

							120
	1	3	4	2/4			
							20
3	4	4	4	2			

**VULKITE
BERZERKER KARL**

1	4	4	2/4	



3 4 16

**HEARTHGUARD BERZERKER
WITH BERZERKER
BROADAXE**

2	3	5	2/4	



3 4 12

**VULKITE BERZERKER
WITH PAIR OF FYRESTEEL
HANDAXES**

1	4	4	1/3	



3 4 12

**HEARTHGUARD BERZERKER
WITH FLAMESTRIKE
POLEAXE**

2	3	4	2/5	



3 4 12

**VULKITE BERZERKER WITH
FYRESTEEL WAR-PICK AND
BLADED SLINGSHIELD**

1	2	4	1/4	



3 5 12

**AURIC
HEARTHGUARD**

3-15	2	4	2/4	



3 4 12

**VULKITE BERZERKER WITH
FYRESTEEL HANDAXE AND
BLADED SLINGSHIELD**

1	2	4	1/3	



3 5 12



Auric
Hearthguard



Vulkite Berzerker
with pair of
Fyresteel Handaxes



Vulkite
Berzerker Karl



Hearthguard
Berzerker with
Flamestrike Poleaxe



IDONETH DEEPKIN

The Idoneth emerge from their undersea kingdoms to raid for mortal souls – a vital resource that is required in vast amounts to keep their race alive. The Deepkin strike their quarry like a sudden tidal wave, leaving nothing in their wake but corpses and glass-eyed, soul-drained victims that will never awaken from their stupor.

IDONETH DEEPKIN FIGHTER ABILITIES		IDONETH DEEPKIN HERO ABILITIES	
	[Reaction] Fade From Memory: A fighter can make this reaction when an enemy fighter finishes a move action within 3" of them. If there is another friendly fighter visible to that enemy fighter and within range of at least one of that enemy fighter's melee weapons, for the rest of the battle round that enemy fighter cannot target this fighter.		[Double] Riptide: Pick a visible enemy fighter within 12" of this fighter. Until the end of the battle round, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by that fighter.
	[Double] Low Tide: A fighter can use this ability only if it is the first battle round. This fighter can make a bonus move action up to a number of inches equal to the value of this ability.		[Double] Hangman's Knot: Pick a visible enemy fighter within 3" of this fighter and roll a dice. On a roll of 3+, until the end of the battle round, that fighter cannot make move actions or disengage actions.
	[Double] Sweeping Blow: Roll a dice for each visible enemy fighter within 2" of this fighter. On a roll of 5, allocate 1 damage point to the fighter being rolled for. On a roll of 6, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.		[Double] Storm of Blows: Add half the value of this ability (rounding up) to the Attacks characteristic of the next melee attack action made by this fighter in this activation.
	[Double] Storm Fire: Until the end of this fighter's activation, add 1 to the Attacks characteristic of missile attack actions made by this fighter.		[Triple] Scryfish Shoal: Pick a visible enemy fighter within 10" of this fighter and roll 6 dice. For each roll of 4-5, allocate 1 damage point to that fighter. For each roll of 6, allocate 2 damage points to that fighter.
	[Triple] Biovoltaic Barrier: Until the end of the battle round, count each critical hit from attack actions that target this fighter as a hit instead.		[Triple] Way of the Depths: Until the end of the battle round, add 1 to the Strength characteristic of melee attack actions made by this fighter and by visible friendly fighters with the Idoneth Deepkin (☉) faction runemark and either the Agile (⚡) or Minion (♠) runemarks while they are within 6" of this fighter.
	[Quad] Biovoltaic Blast: Allocate a number of damage points equal to the value of this ability to all visible enemy fighters within 3" of this fighter.		[Triple] High Tide: A fighter can only use this ability if it is the third battle round. Add 1 to the Attacks and Strength characteristics of melee attack actions made by friendly fighters while they are within 6" of this fighter.

