



SAVIOURS OF CINDERFALL

The backstreets and hidden catacombs of the God-King's free cities conceal innumerable threats, from lurking monsters to hidden cults. It is the duty of the Saviours of Cinderfall to root out these horrors with blade and spell, and there are few more effective at this than Hanniver Toll and his companion Armand Callis. Along with a motley retinue of hired blades, these heroes fight a bitter underground war to keep the Cities of Sigmar from sliding into disorder and bloodshed.

FACTION RULES

This document includes additional fighter profiles for the Order of Azyr faction as well as abilities specific to those fighters. The Order of Azyr belongs to Grand Alliance Order (☉).

SPECIAL RULES

When picking a warband from the Order of Azyr faction, the following rule is in addition to the bullet points under 'The Warbands' in the core rules (Core Book, pg 60) and 'Step 1 – Choose Your Faction and Fighters' in the core rules (Core Book, pg 99).

- Each fighter with the **Order of Azyr** (☉) runemark can only be included once in your warband.

REACTION



[Reaction] **Grim Resolve:** A fighter can make this reaction after they are targeted by an attack action but before the hit rolls are made. Remove D3 damage points allocated to this fighter.

SAVIOURS OF CINDERFALL FIGHTER ABILITIES



[Triple] **Right Tool for the Job:** Pick an enemy fighter within 3" of this fighter. Melee attack actions made by this fighter this activation that target that enemy fighter score a critical hit on a 5+.



[Triple] **Give 'Em Both Barrels:** This fighter makes a bonus ranged attack action. The Range characteristic for that attack action is double the value of this ability.



[Triple] **They Will Break Upon My Shield:** Until the end of the battle round, subtract the value of this ability from the damage points allocated to this fighter by each hit and critical hit from attack actions that target this fighter (to a minimum of 1).



[Triple] **Secrets from the Shadows:** Pick a [double], [triple] or [quad] from your opponent's ability dice. Roll a dice and add the value of this ability to the roll. On a 7+, that [double], [triple] or [quad] is discarded.



[Triple] **Tangle Them Up:** Pick a visible enemy fighter within 3" of this fighter. Until the end of the battle round, subtract 2 from the Attacks characteristic (to a minimum of 1) of melee attack actions made by that fighter.

HANNIVER TOLL					   		125
							
1	4	3	2/5				
							
8	3	4	1/3				
ARMAND CALLIS					  		130
							
1	2	4	2/3				
							
8	3	4	2/3				
VALIUS, THE KEEPER AQSHIAN					  		220
							
1	4	5	3/5				
							
8	3	4	2/3				
MISTRESS VERENTIA					 		100
							
1	3	3	2/4				
							
8	1	4	3/6				
LYSSA REVENYA					  		75
							
3	2	3	1/3				
							
3	2	3	1/3				
BALTHUS					 		95
							
1	4	4	1/4				
							
6	4	8					