

## WARSCROLL

# CALLIS AND TOLL

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Flintlock Pistols	12"	3	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Azyrite Blades	1"	4	3+	3+	-1	2

The models in this unit are Armand Callis and Hanniver Toll. Each is armed with Flintlock Pistols and Azyrite Blades.

**Grim Determination:** Witch hunters are tenacious opponents, ignoring wounds that would fell a lesser person.

**Right Tool for the Job:** Callis and Toll have sacred bullets and blade oils prepared for particularly deadly foes.

This unit has a ward of 5+.

**Aqshian Firewood Stakes:** Toll takes advantage of cracks in the enemy's defences to plunge a burning Aqshian firewood stake into a vital organ.

Double the Damage characteristic of an attack made with this unit's weapons if the target of that attack is a WIZARD or DAEMON.

**Get It Done:** Callis, Toll and their companions are renowned for their dogged commitment to the mission.

After this unit has fought for the first time in the combat phase, you can say that Hanniver Toll will attempt to plunge an Aqshian firewood stake into the heart of a foe. If you do so, pick 1 enemy model within 1" of Hanniver Toll and roll 2D6. If the roll is greater than the Wounds characteristic of that enemy model's unit, that model is slain.

If this unit makes a charge move, you can re-roll charge rolls for friendly TOLL'S COMPANIONS units within 12" of this unit until the end of the phase.



Deadly with sword and pistol, Hanniver Toll is a veteran hunter of witches, fiends, monsters and insurrectionists. Backed up by the two-fisted firepower of ex-Freeguild soldier Armand Callis, he wages a ceaseless war against the enemies of Sigmar.

**KEYWORDS** ORDER, CITIES OF SIGMAR, HUMAN, ORDER OF AZYR, HAMMERHAL AQSHA, HERO, SAVIOURS OF CINDERFALL, CALLIS AND TOLL

## WARSCROLL

# TOLL'S COMPANIONS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cane Gun	12"	2	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Perfectly Balanced Sabre	1"	4	3+	3+	-1	1
Decking Rope and Grapnel	2"	1	4+	2+	-2	3
Castellant's Sword	1"	6	3+	3+	-1	1
Vicious Beak and Claws	1"	4	3+	4+	-	1

The models in Toll's Companions are Valius, the Keeper Aqshian, Mistress Verentia and Lyssa Revenya. Valius, the Keeper Aqshian, is armed with a Castellant's Sword. Mistress Verentia is armed with a Decking Rope and Grapnel.

**They Will Break Upon My Shield:** There are few combat techniques Valius has not learnt to counter.

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

While this unit includes Valius, the Keeper Aqshian, ignore negative modifiers to save rolls for attacks that target this unit.

During deployment, instead of setting up this unit and a friendly CALLIS AND TOLL unit on the battlefield, you can place those units to one side and say that they are keeping to the shadows as reserve units. At the end of your movement phase, you can set up this unit wholly within 3" of any terrain features or faction terrain features and more than 9" from all enemy units. Then, set up the friendly CALLIS AND TOLL unit within 3" of this unit and more than 9" from all enemy units. Both units can be set up in the same garrison.

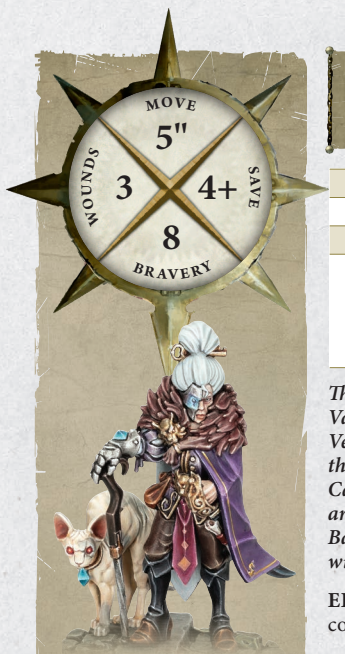
**Secrets from the Shadows:** Mistress Verentia uses information gathered by her spies to predict her foes' manoeuvres.

**ELITE:** Models in this unit can issue commands to their own unit.

**COMPANION:** This unit is accompanied by a Gryph-hound armed with a Vicious Beak and Claws.

While this unit includes Mistress Verentia, each time an enemy unit within 12" of this unit receives a command, roll a dice. On a 5+, you receive 1 command point.

**VALIUS, THE KEEPER AQSHIAN:** Valius, the Keeper Aqshian, has a Wounds characteristic of 5.



Hanniver Toll has assembled a rogue's gallery to aid him in his quest to purify the God-King's cities. The master thief Lyssa Revenya and the information broker Mistress Verentia are as cunning as they are deadly, while Valius, Keeper Aqshian of Hammerhal, brings his celestial strength to the cause.

**KEYWORDS** ORDER, CITIES OF SIGMAR, HUMAN, ORDER OF AZYR, HAMMERHAL AQSHA, HERO, SAVIOURS OF CINDERFALL, TOLL'S COMPANIONS

### CITIES OF SIGMAR (FEBRUARY 2024)

WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES	BASE SIZE
Callis and Toll	2	350	Leader	Single, Unique. These units must be taken as a set referred to as the Saviours of Cinderfall. Although taken as a set, each is a separate unit.	32mm [2]
Toll's Companions	3				40mm [1], 32mm [2]