

 240 Strength: 4, Toughness: 5, Willpower: 30 Attacks: 2, Defence: 4, Initiative: 5, Leadership: 2/5		 240 Strength: 4, Toughness: 5, Willpower: 30 Attacks: 1, Defence: 5, Initiative: 5, Leadership: 2/4		 255 Strength: 4, Toughness: 5, Willpower: 30 Attacks: 3-15, Defence: 3, Initiative: 5, Leadership: 2/4	
 180 Strength: 4, Toughness: 5, Willpower: 20 Attacks: 2, Defence: 3, Initiative: 5, Leadership: 2/5		 180 Strength: 4, Toughness: 5, Willpower: 20 Attacks: 1, Defence: 4, Initiative: 5, Leadership: 2/4		 195 Strength: 4, Toughness: 5, Willpower: 20 Attacks: 3-15, Defence: 3, Initiative: 5, Leadership: 2/4	
 240 Strength: 4, Toughness: 6, Willpower: 30 Attacks: 1, Defence: 4, Initiative: 4, Leadership: 2/4		 240 Strength: 4, Toughness: 6, Willpower: 30 Attacks: 1, Defence: 3, Initiative: 5, Leadership: 2/4		 245 Strength: 4, Toughness: 6, Willpower: 30 Attacks: 1, Defence: 3, Initiative: 5, Leadership: 2/4	
 180 Strength: 4, Toughness: 6, Willpower: 20 Attacks: 1, Defence: 3, Initiative: 4, Leadership: 2/4		 180 Strength: 4, Toughness: 6, Willpower: 20 Attacks: 1, Defence: 2, Initiative: 5, Leadership: 2/4		 185 Strength: 4, Toughness: 5, Willpower: 20 Attacks: 2, Defence: 3, Initiative: 5, Leadership: 3/5	

ABILITIES

STORMCAST ETERNALS: SACROSANCT CHAMBER

[Double] **Channelled Empowerment:** Until the end of this fighter's activation, add the value of this ability to the Strength characteristic of the next attack action made by this fighter that has a Range characteristic of 3 or less.

[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 4+, allocate 1 damage point to that enemy fighter.

[Double] **Cleanse the Realms of Taint:** A fighter can use this ability only 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.

[Triple] **Burst of Celestial Lightning:** Add half the value of this ability (rounding up) to the damage points allocated by each hit or critical hit from the next attack action made by this fighter this activation that targets an enemy fighter more than 3" away.

[Triple] **Soul-shield Channelling:** Until the end of the battle round, add the value of this ability to the Toughness characteristic of this fighter.

[Quad] **Open the 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.

TYPES DE COMBATTANTS

STORMCAST ETERNALS: CHAMBRE SACRO-SAINTE

Castigators

Evocators

Sequitors