

FLASHPOINT CLASH

THE TOME CELESTIAL

The Cities of Sigmar are a bulwark against the darkness, a shield against those who would see civilisation cast down and replaced with anarchy. Though their armies consist of mere mortals, they fight fearlessly against all odds in the name of their beloved God-King.



THE CITIES OF SIGMAR

The Cities of Sigmar are the God-King's vision for the future made manifest. Each is a beachhead of civilisation amidst realms still almost entirely dominated by the cruel will of the Dark Gods. Though they are far from unblemished by inequality and cruelty, these settlements offer the hope of a better world – a world where mortals can live in peace and not in constant fear of torment and death. Surrounded by high walls run through with channels of blessed starwater, thickly fortified with gun towers and clanking, smoke-spewing cogforts, the Cities of Sigmar present a formidable obstacle to any who would see Sigmar's ambitions cast down in ruins. Yet the free cities are far from merely a defensive, reactive force – especially in these troubled times.

When the armies of the free cities march to war, the sight is glorious to behold. The skies are filled with fluttering banners bearing the sacred iconography of Sigmar's people, while marching beneath come endless ranks of uniformed foot soldiers, bellowing battle-songs and clutching firearms and gleaming blades. When battle is joined, they form thick ranks around their standards, repelling the enemy with stubborn resolve and disciplined musketry. Though individually outmatched by almost all of the horrors they face, these humble humans, aelves and duardin make up for this discrepancy with discipline and an unshakeable faith in the righteousness of their cause. This resolve is backed up by the mighty, smoke-belching war machines of the Ironweld Arsenal and a bewildering array of specialist auxiliaries.

The defenders of the Cities of Sigmar are inheritors of a proud and tragic legacy, descendents of those battered and bloodied cultures forced to retreat to Azyr when the legions of the Dark Gods swept forth to conquer the realms. They are filled with righteous fury and determined to reclaim all that they lost during the darkest days in the history of mortalkind.

ORIGINS OF THE FREE CITIES

The first free cities were founded at the tail end of the Realmgate Wars, after the God-King's Stormcast Eternals had seized many of the vital arcane passageways that link the Mortal Realms. Desiring to consolidate these territories, and determined to restore the once-glorious empire he had known, the God-King ordered the construction of fortified settlements at key strategic junctures, almost always around the swirling portal of a realmgate.

First, the newly conquered lands were cleansed by throngs of flagellating saints and martyrs, holy men who scourged themselves until their blood seeped into the earth and banished the taint of corruption. Then a Stormkeep was raised – a fortress of the Stormcast, impervious and dominating, its sheer walls lined with ballistae and crackling with aetheric energy. The Stormkeep would form the central spine of each new city, with new districts sprouting



outwards in concentric rings. At first these districts were luxurious and ornate, but they grew increasingly slapdash in their construction as streams of refugees and Azyrite colonists flocked to the frontiers of Sigmar's empire and as enemy armies crashed against their reinforced walls again and again.

The first of the cities were collectively known as the Seeds of Hope and were located in the realms of Fire and Life, where Sigmar's armies made their initial gains. Foremost amongst them was the Twin-Tailed City of Hammerhal, a vast and wondrous megalopolis, which, in fact, comprised two cities in different realms joined together by the immense Stormrift Realmgate: the verdant and bounteous Hammerhal Ghyra and the industrial powerhouse of Hammerhal Aqsha. Empowered by this symbiotic relationship, Hammerhal has grown into the greatest settlement in the Mortal Realms, a jaw-droppingly vast and sprawling city that is home to untold thousands of humans, duardin and aelves. United by shared trauma and their determination to avenge themselves upon their persecutors, these disparate peoples forged strong bonds of fellowship. Though uncomfortable differences and open prejudices still existed, when the hour came for them to join together in defence of their homes, they fought for one another without hesitation.

With the success of the Seeds of Hope, other foundings followed; in Chamon, the caldera city of Vindicarum was hewn out of the interior of a dormant volcano, while in Ghur, the prophecy-rich port of Excelsis grew increasingly

powerful through trade and premonitions harvested from the nearby Spear of Mallus – a titanic shard of the World-that-Was that had crashed into the Ghurish oceans aeons ago. In Shyish, the grim yet resolute people of Lethis learned to live amongst the dead, and even in Ulgu, that most mercurial and treacherous of realms, the shadowy city of Mithåvn grew and thrived. With the rapidity and aggression that are the hallmarks of humanity, the empire of the God-King expanded to encompass a vast swathe of territory. Though, when compared to those lands that remained under the sway of the Dark Gods, Sigmar's gains remained relatively meagre.

DEFENDERS OF CIVILISATION

Each of Sigmar's free cities is akin to a nation-state, capable of mustering its own armies and defending its borders zealously. They must be self-reliant, for they are surrounded on all sides by merciless foes who would see them destroyed. Or worse, conquered and turned to a dreadful purpose. In most cities, the largest standing forces are those of the Freeguilds, composed of thousands of men and women conscripted or willingly recruited into service. Low-born guttersnipes rub shoulders with noble youths eager for a taste of battle and glory, as well as hard-bitten natives of the realms who know all too well what horrors await beyond the safety of high walls.

A city may contain multiple Freeguilds, each with its own traditions, legacy and military doctrine, and these regiments are responsible for offensive campaigns to clear territory as well as the more mundane duties of garrison



detail and policing. Most Freeguilds operate a complex system of reinforcement and relief, as those who have been wounded on the frontlines – or have simply been at the bloody front of battle for too long – are cycled back to fulfil rear-echelon positions, commonly taking roles as city watchmen. This system is far from perfect, of course; organising thousands upon thousands of soldiers is an all but impossible task, and many luckless Freeguild soldiers find themselves trapped at the front for years on end, until they inevitably meet a gruesome fate on the battlefield.

The Freeguilds are commanded by officers trained in the finest martial academies of the Sigmarite empire and tested in the fiery crucible of battle. Although it is true that many of these battlefield commanders are descended from Azyrite stock, and are fiercely proud of their heritage, the status of one's birth is not a prerequisite. Any hint of incompetence at the strategic level is quickly identified and excised by Sigmar's uncompromising agents, and the God-King has little time for those who prize the lottery of birth over skill and gritty resolve. The Freeguild Generals command not just massed ranks of frontline infantry and musket-wielding sharpshooters but also devastating artillery detachments from the Ironweld Arsenal – the God-King's master engineers and weaponsmiths. They can also field some of the finest cavalry in the realms in the form of the feared Demigryph Knights, whose half-avian mounts can deliver a punishing charge into the enemy across even the most rugged terrain.

**'If I should fall in hard-pitched battle
An orruk's axe betwixt mine eyes
Then sing for me, while I lie bleeding
And mourn for a career most fleeting
But heed ye well the Colonel's cry,
"March on lads, there's no retreating!"'**

– Marching song of the Golden Lions, Freeguild of Hammerhal Aqsha

It is not just humans who fight on behalf of the God-King. During the darkest days of the Age of Chaos, Sigmar offered sanctuary to countless tribes and kingdoms of duardin, aelves and other cultured races, and in return these landless souls pledged to aid him in battle. Armies of the Cities of Sigmar rarely enter battle without a bevy of auxiliary formations, whether they consist of aerial squadrons of duardin-designed steamcopters or small bands of aelven Wanderers, expert navigators of the deepest woodlands. These auxiliaries cover any weaknesses in the Sigmarite military doctrine, allowing Sigmar's commanders to adapt their order of battle and tactical approach for almost any theatre of war. This adaptability through cooperation is a testament to the strength of the God-King's vision of the realms united in purpose; though the Cities of Sigmar might be outnumbered and outpowered by the mighty hosts of their foes, few of their rivals can call upon such a vast array of specialised troops.





AN ERA OF EXPANSION

The Era of the Beast offers many lethal challenges to Sigmar's growing empire, as rampaging hordes of orruks hurl themselves upon the free cities, and the cursed emanations of Ghur revert humans into slaving beasts. Yet the God-King cannot afford to halt his momentum and has refused to slow the pace of his conquests. It is the armies of the Cities of Sigmar that provide the military core of the Dawnbringer Crusades, those great expeditions that march forth into the Chaos-ravaged wilderness to settle new lands in the God-King's name.

To embark upon a Dawnbringer Crusade is to dedicate oneself to a holy mission, assigned by the God-King himself. Borne at the fore of each crusade are relic braziers lit from the sacred flame kept at the temple in each parent city's heart, itself an ever-burning fire carried through a realmgate from Azyr long ago, at least according to the claims of Sigmar's Devoted priests. Those who willingly join – or are conscripted – into such a crusade are known colloquially as Dawnbringers or simply Dawners, for it is their role to bring their city's light into the long night of evil that typified the Age of Chaos. Although almost every crusade is accompanied by a mighty company of Stormcast Eternals to provide protection and obliterate threats as they emerge, the God-King's champions are few. Each Dawner must be prepared to give their life in service of a holy mission.

The lords of each free city are responsible for organising and supplying these immense expeditions, and the composition and temperament of each crusade varies depending on the culture of its home city. Those from Hammerhal Aqsha, for example, tend to consist of vast, armoured columns that smash a path through the wilds with a combination of engineering ingenuity and sheer firepower. Crusades out of the Ulguan shadow-port of Mithåvn, by contrast, must, by their very nature, be subtle and adaptable, for they are forced to navigate the treacherous, mist-shrouded coastal valleys of the Realm of Shadows. Such journeys require the aid of keen-minded seers and veteran pathfinders, natives well used to interpreting the mercurial patterns of Ulgu.

Dawnbringer Crusades are not idly dispatched, for even the populous strongholds of Sigmar cannot afford to throw away the lives of their citizens and soldiery on foolish endeavours. Exhaustive preparations must be made, both in assembling the mighty war machine of the crusade itself but also when it comes to choosing the location and path of its journey. All Dawnbringer Crusades are launched to seize a site of particular strategic value, whether that might be a key realmgate offering passage between vital locations, a source of potent magic, or deposits of priceless resources such as realmstone. Advance scouts – often, but not exclusively, comprised of swift-moving aelven Wanderers or other light infantry – are sent forth to plot a route through the tangled wilds, while battle-seers and augursmiths of the Collegiate are called upon to identify potential hazards before they can doom an expedition.

Even with such precautions, a vast proportion of Dawnbringer Crusades meet with disaster, ambushed en route to their location by hollering orruks or sadistic Chaos-worshippers to be surrounded and torn apart piecemeal. Others are swept off course by sudden, arcane storms, decimated by disease and pestilence, or simply swallowed up by the sheer immensity of their surroundings. In Ghur, the rampaging worshippers of Gorkamorka have overrun several crusades, the doomed Dawners forming makeshift barricades from steam wagons and the corpses of slain mount-beasts as they continue fighting until their supplies of smokepowder and bullets are emptied.

Those fortunate souls who manage to reach their destination find that their travails have only just begun. Construction begins on a Sigmarite strongpoint: a fortified frontier outpost that offers shelter and protection against the aura of Chaos corruption that suffuses those regions beyond the control of the God-King. Back-breaking labour begins as walls are erected and nexus syphons raised high, empowered by ley lines of geomantic power. Prefabricated structures are unloaded alongside sacred statues and magic-repelling nullstone defences. All this is often done while under near-constant attack, while exhausted gunners keep the foe at bay with rippling volleys of musketry. Many crusades falter at this critical moment; if the defenders can survive long enough, they will have laid the foundations of a proud and self-reliant settlement – and perhaps, in time, a true free city.





TRIUMPHS AND DISASTERS

Sigmar has ordered the commencement of a great many Dawnbringer Crusades over the recent decades, ranging in size from a few hundred individuals to tens of thousands. Some have met with glorious success, while others are only spoken of in hushed whispers – such is the aura of dark tragedy that their name conjures.

THE ARIDIAN VENTURES

The fiery region of Aridia is a natural focus point for the God-King's military endeavours, for it lies in the Great Parch – an area heavily settled by Sigmarites. The campaigns known as the Aridian Ventures in fact consist of multiple Dawnbringer Crusades launched in concert with the aim of driving the Chaos tribes that infest Aridia into the sea and cleansing and settling the newly conquered lands left behind. This grand campaign is overseen by the conclave of Hammerhal, and its notable successes have been lauded as a triumph. General Zherman's advance into the Sootstain Hills has led to the establishment of several promising strongpoints, while to the east, armoured columns of duardin combat-engineers have driven deep into the Reaver Wastes, pulverising a number of skinning-camps belonging to Korghos Khul's infamous Goretide before bringing forward mobile cogforts to establish new perimeters. These victories have done much to distract from several grievous defeats; the ill-fated Onyx Crusade was surrounded and slaughtered to the last by frenzied Khorne-worshippers, and the skulls of luckless Dawners still litter the barrens of Bitter Cinder.

THE CALAMITY OF GILDVINE

The great expedition known as the Gildvine Crusade was intended to drive deep into the southern woodlands of Erosia to seize territories rich in magic. At first, the crusaders made great gains, slaughtering tribes of Nurgle-worshippers along the Clogged Tributaries and pursuing the survivors deep into the forest. A number of Sigmarite strongpoints were constructed, and, for a while, the messages dispatched back to Hammerhal Ghyra were optimistic. Then, all communication ceased. A few half-mad survivors stumbled out of the trees and recounted an unnerving tale to their rescuers. The Dawners of the Gildvine Crusade had stumbled upon something impossibly ancient within the Erosian forest: a formless, gibbering mass of flesh and dark sorcery, worshipped as a deity by throngs of mildew-furred beastmen. Their armies were overwhelmed by mutant horrors, and those luckless few taken alive were sacrificed to the mutant god-thing.

THE COLD IRON LANDINGS

The freezing glaciers of Cold Iron Anvil contain many precious metals beneath their glistening surface – minerals and veins of Chamonic realmstone greatly desired by the God-King's alchemists and arcane engineers. Sensing an opportunity for profit – and eager to lay claim to the Anvil's precious aether-gold

streams – the Kharadron of Barak-Nar proposed a joint offensive. The Skyhammer Crusade combines the military might of the free city of Vindicarum with the phenomenal airpower of the sky-ports. Barrel-hulled Arkonaut landers soar above the jagged peaks of the Anvil before dipping their wings and descending into the ice-caverns beneath where the Tzeentchian lairs are located. They unload masses of zealous Vindicarian Freeguilders right into the heart of the enemy's stronghold while Stormcast warriors of the Celestial Vindicators slam to earth on pillars of lightning, striking into the enemies' flanks. Caught entirely unprepared by this rapid assault, thousands of Chaos-worshippers are slaughtered, and several Sigmarite strongpoints are founded atop sites of potent geomantic power.



A battletome update contains official new rules that are considered to be part of the battletome that is being updated. Treat them exactly as you would the rules that appear in the battletome itself.

BATTLETOME: CITIES OF SIGMAR UPDATE

Welcome to the *Battletome: Cities of Sigmar* update. Over the following pages, you will find a host of new and exciting rules to use alongside *Battletome: Cities of Sigmar* in open, narrative and matched play.

ALLEGIANCE ABILITIES

This section of this article has a set of mount traits enhancements you can use for **CITIES OF SIGMAR** **HEROES** that are riding **MONSTERS**.

• OPEN PLAY •

This section includes rules that can only be used by a Cities of Sigmar army.

• MATCHED PLAY •

This section includes grand strategies and battle tactics that can only be used by a Cities of Sigmar army.

• PATH TO GLORY •

This section contains rules for using your Cities of Sigmar collection in a Path to Glory campaign.

THE DEVOURING FOGS

The last section is a campaign arc for a player with a Cities of Sigmar army and one other player who has a Chaos, Destruction or Death army. The player commanding the Cities of Sigmar army has been dispatched to find a route through a terrifying region of Ulgu called the Devouring Fogs. The players will fight a series of five battles to decide if the Cities of Sigmar player is able to find a route, or if they will fail in this task as so many have done before.

ALLEGIANCE ABILITIES

Add the following enhancements to the Allegiance Abilities section in *Battletome: Cities of Sigmar*.

MOUNT TRAITS

You can pick 1 **HERO** with a Griffon or Black Dragon mount to have 1 of the following mount traits.

Soaring Guardian: *If the rider of this loyal mount is seriously injured, it soars away and carries them to safety.*

Model with Griffon mount only. The first time this model is slain, before removing it from the battlefield, roll a dice. On a 1, this model is slain. On a 2+, this model is not slain. If this model is not slain, remove it from the battlefield and set it up anywhere on the battlefield more than 9" from all enemy units. After this model is set up, you can heal up to D3 wounds allocated to it, and any wounds that remain to be allocated to them are negated.

Foetid Breath: *The clouds of noxious gas breathed out by this fearsome Black Dragon are especially deadly.*

Model with Black Dragon mount only. When this model attacks with its Noxious Breath, it inflicts 1 mortal wound for each roll of 5+ instead of for each 6.

OPEN PLAY

If you are using the Open War battlepack from the *Warhammer Age of Sigmar Core Book*, you can use the following twists and ruses as well as those found in the battlepack.

CITIES OF SIGMAR TWIST

If the roll on the Twist table is a 1, roll again on the following Twist table instead of using No Twist. If both players have a Twist table that is used on a roll of 1, then both players roll on their Twists tables and both twists are used for the battle.

CITIES OF SIGMAR TWIST TABLE	
D6	Twist
1-3	Internal Strife: <i>The different peoples and races that inhabit each of the Cities of Sigmar do not always get along in total harmony.</i>
	This twist has no effect on the battle.
4-6	Maelstrom of Battle: <i>Each of the free cities safeguards a vital strategic location that is almost continuously being fought over. Both sides are willing to draw on all of their reserves to win any battles fought in this territory.</i>
	At the end of their movement phase, each player can pick 1 friendly Battleline unit that has been destroyed. A new replacement unit identical to the unit that was destroyed is added to their army. They must set up that unit wholly within 6" of the edge of the battlefield and more than 9" from all enemy units.

CITIES OF SIGMAR RUSE

When you generate your ruse, you can use the following ruse instead of the one you generate on the Ruse table (choose which to use after you have made your roll on the Ruse table).

Obliteration Strike: *When a founding site is chosen, the Stormcast Eternals strike from the heavens, obliterating every hostile being within a dozen leagues.*

During deployment, instead of setting up a **STORMCAST ETERNALS** unit on the battlefield, you can place it to one side and say that it is set up in the Celestial Realm as a reserve unit. At the end of your movement phase, you can set up 1 or more of the reserve units in the Celestial Realm on the battlefield, more than 9" from all enemy units.



MATCHED PLAY

If the battlepack you are using says that you must pick grand strategies and battle tactics for your army, you can pick from the following lists as well as those found in the battlepack you are using.

GRAND STRATEGIES

After you have picked your army, you can pick 1 of the grand strategies from the list below and record it on your army roster.

BASTIONS OF HOPE

Cities of Sigmar army only.

Mighty Beachhead: *The Cities of Sigmar form beachheads for Sigmar's crusades, centres of strength from which the God-King's armies can launch assaults to drive back his many foes.*

When the battle ends, you complete this grand strategy if you control more terrain features than your opponent. If your opponent has set up any faction terrain features, then they each count as 3 terrain features instead of 1 when determining if you have completed this grand strategy.

BATTLE TACTICS

At the start of your hero phase, you can pick 1 battle tactic from the list below. You must reveal your choice to your opponent, and if your battle tactic instructs you to pick something, you must tell your opponent what you pick. You have until the end of that turn to complete the battle tactic. You cannot pick the same battle tactic more than once per battle.

HONOUR AND GLORY

Cities of Sigmar army only.

Banners Held High: *When a Cities of Sigmar army advances, its standard bearers proudly hold up their banners, signifying the domination of the God-King over the Mortal Realms.*

Pick 2 objective markers on the battlefield that are not wholly within your territory and which are more than 12" apart. You complete this battle tactic if a friendly Standard Bearer model is within 1" of each objective marker at the end of this turn.

Sanctify: *In order to expand the territory controlled by the God-King, his most devoted followers must sanctify and cleanse the land.*

Pick 1 friendly **FLAGELLANTS** unit that is not within 6" of an objective wholly or partially within enemy territory. You complete this battle tactic if that unit is within 6" of an objective wholly or partially within enemy territory at the end of this turn.

PATH TO GLORY

This section contains rules for using a Cities of Sigmar army on a Path to Glory campaign. It includes additional rules, quests, veteran abilities and unique territories that can only be used by a Cities of Sigmar army.

HONOURED RETINUES AND GENERALS ADJUTANTS

You can decide if your Path to Glory army will include an honoured retinue and/or general's adjutant each time you pick the army. You can pick a different unit for each role each time you pick the army.

CITIES OF SIGMAR QUESTS

If your army is a Cities of Sigmar army, you can pick the following quest for your Path to Glory roster.

QUEST EXCEPTIONAL BEASTS

Some of the Griffons and Black Dragons ridden by the Cities of Sigmar heroes are amongst the most exceptional creatures of their type.

Pick 1 **HERO** with a Griffon or Black Dragon mount that does not already have a mount trait enhancement, and pick 1 mount trait they are allowed to take. Write down that mount trait in your quest log.

At the end of a Path to Glory battle, you complete this quest if that unit destroyed any enemy units during the battle.

When you complete this quest, you can add the mount trait you picked to your vault but it can only be given to the unit you picked when you embarked on this quest (note down the name of the unit next to the mount trait). If that unit is removed from your order of battle, then remove the mount trait from your vault too.

VETERAN ABILITIES

Each time a **CITIES OF SIGMAR** unit on your Path to Glory roster gains a veteran ability, you can pick 1 of the veteran abilities from the table below instead of the table found in the Core Book.

Cities of Sigmar Veteran Abilities

Elite Cavalry: *These elite riders charge across the battlefield, crushing foes beneath their thundering hooves.*

Mounted units only. This unit can use this veteran ability once per battle when it is picked to fight in the combat phase if it has made a charge move in the same turn. Add 1 to hit rolls and wound rolls for attacks made by that unit until the end of that phase.

A Resounding Welcome: *This elite artillery company introduces themselves with a prolonged and punishing bombardment upon the enemy battleline.*

Artillery only. In your shooting phase in the first battle round, this unit can shoot twice.

Masters of Ambush: *Striking from quarters unseen, these fleet-footed aelf warriors are amidst their foes with blades whirling before the enemy even realises their doom.*

AELF units only. This unit can use this veteran ability once per battle after you make a charge roll for it. If it does so, you can re-roll that charge roll.

Stoic Willpower: *These battle-hardened duardin warriors have become inured to the effects of magical spells.*

DUARDIN units only. This unit can use this veteran ability once per battle before it is affected by a spell. If it does so, ignore the effects of that spell on this unit.

Swift Like the Wind: *Whether mounted on horseback or in the seat of a flying engine, this fast-moving company uses their missile weapons with a swiftness that leaves their enemies reeling.*

Mounted units with missile weapons only. This unit can use this veteran ability once per battle in your shooting phase, if it ran in the same turn. It can shoot in that shooting phase.



TERRITORIES

When making an exploration roll, if the roll is 61-66, that roll will correspond to a territory on the table below. Alternatively, you can pick 1 result from the territories table in the Core Book that corresponds to a roll of 21-42.

Some of these territories allow you to send a unit to them. A unit cannot be sent to more than 1 territory in each aftermath sequence, and any such units cannot be picked for the 'Borderlands' territory in the core rules.

CITIES OF SIGMAR FACTION TERRITORIES (D66)

61-62 STORMVAULT

Your forces have secured one of the mysterious stormvaults revealed during the Necroquake.

You can never have more than 1 territory of this type. This territory has no effect until it is upgraded.

[Upgrade 15GP] Vault Opened: In step 3 of the aftermath sequence, you can pick 1 **HERO** on your order of battle to be sent to this territory to delve into the Stormvault. If you do so, roll a dice. Add 1 to the roll if you pick a **STORMCAST ETERNALS HERO**. On a 1-2, you must make an injury roll for that **HERO**. On a 3-4, nothing happens. On a 5, you must make an injury roll for that **HERO** and you can add an artefact of power to your vault. On a 6+, you can add an artefact of power to your vault.

63-64 ALLIED ENCLAVE

This territory is home to an enclave that is part of the Grand Alliance of Order. They agree to aid you in your war against your common enemies.

Pick an allied faction. You can add up to 3 allied units from that faction to your roster even if this would exceed your Allied Units limit.

[Upgrade 5GP] Trusted Comrades: When you pick an army, you can choose a **HERO** from this faction as the general of your army. If you do so, for that battle they gain the **CITIES OF SIGMAR** keyword and the City keyword for your army (if it has one).

65-66 SETTLEMENT SITE

Your forces have found the perfect location for the foundation of a new settlement.

This territory has no effect until it is upgraded.

[Upgrade 5GP] Bastion of Hope: Increase your unit limit by 3 to a maximum of 30.



HEROIC UPGRADES

During your Path to Glory campaign, you may be able to pick heroic upgrades for your **HEROES**. A heroic upgrade replaces the warscroll of a **HERO** with another, more powerful one and represents them becoming a mighty champion in your army.

You can pick a heroic upgrade in step 7 of the aftermath sequence. To do so, consult the table below and pick 1 of the eligible options. Each heroic upgrade lists the warscroll the **HERO** will be upgraded to, which warscroll is required, the amount of renown points that **HERO** must have and the amount of glory points you must spend. Once you have picked a heroic upgrade, replace your **HERO**'s warscroll on your order of battle with the new one chosen. You can pick only 1 heroic upgrade in each aftermath sequence.

If the new warscroll is a type that is limited on your order of battle – for example, if it is a **MONSTER** – you will need to have increased your order of battle limits to accommodate it before it can be upgraded.

CORE ENHANCEMENTS

When you pick a heroic upgrade for a **HERO**, they keep their renown points and any core enhancements that they are still eligible for. If your **HERO** had any core enhancements that they are no longer eligible for, they lose those core enhancements. If this enables you to pick a new core enhancement for your order of battle, you can do so.

Upgraded Warscroll	Required Warscroll	Required Renown Points	Glory Points Cost
Freeguild General on Griffon	Freeguild General	35	6
Battlemage on Griffon	Battlemage from Ghur	35	6
Luminark of Hysh with White Battlemage	Battlemage from Hysh	30	5
Celestial Hurricanum with Celestial Battlemage	Battlemage from Azyr	30	5
Sorceress on Black Dragon	Sorceress	35	6
Anointed on Frostheart Phoenix	Anointed	35	6
Anointed on Flamespyre Phoenix	Anointed	35	6

