

STORMVAULT™

From the maelstrom of a sundered world, the eight Mortal Realms were born - strange new lands where spirits, gods and men struggle for survival and supremacy. Noblest of the gods is Sigmar. His strength is the power of thunder. His wisdom is infinite. For years beyond reckoning he strived against the sinister powers of Chaos, and for a time he ruled over a glorious age of myth.

During that mythical era, Sigmar amassed many powerful artefacts through discovery, tribute and conquest. Fearing for their safety, Sigmar had vast repositories built across the Mortal Realms in which his arcane treasures could be stored and concealed. Known as the Stormvaults, these mighty sites took many forms, and the location of each was hidden with powerful magic. Here the artefacts would remain, safe from the clutches of evil and sustained by the power of their native Realms, until a time when Sigmar had need of them.

But evil never sleeps. Darkness and war flooded the realms once more, and Sigmar's great achievements crumbled to Chaos. With the Stormvaults now laid bare, scavengers, opportunists and tyrants alike could now lay claim to the formidable artefacts within. Wielded by the wicked, these ancient relics could bring flame and ruin to every corner of civilisation. So Sigmar sent his greatest champions on a momentous new quest - to reach the Stormvaults first.



ENTER THE MORTAL REALMS

INTRODUCTION

Welcome to Stormvault, a cooperative game of exploration and adventure for 2-5 players set in the Mortal Realms! As mighty Stormcast Eternals Heroes you must work together to find three Gateway Shards – mysterious artefacts scattered in ages past – and take them to the Stormvault located inside the Whispering Keep in Shyish, where they will grant you access to long-hidden treasures of the God-King Sigmar. It will be no easy task, however; fearsome champions of the Chaos Gods roam the Mortal Realms, and they will do all they can to thwart your quest and claim victory for their dark patrons.

OBJECT OF THE GAME

The object of the game is to open the Stormvault by placing a Gateway Shard token on each of the three Gateways of the Whispering Keep. To find these Gateway Shards, the Heroes will need to move around each of the six realms of the game board, exploring each location in turn.

CHALLENGE LEVEL

Stormvault can be played at three different levels of challenge, depending on how brave, skilful or foolhardy the players are feeling!

Before the game begins, decide which of the three challenge levels on the right you will be playing at. Each one comes with defeat conditions; if any of these conditions occurs, the game immediately ends – you have lost! It is recommended that you play your first game at the Introductory challenge level, ensuring all players are familiar with the rules before attempting a higher challenge level.

At the Introductory challenge level, do not use the Mark of Chaos cards. In Standard and Heroic games, these cards detail the rules for the four different types of Chaos Champion, representing the unique powers granted to them by their deities – these rules apply for the duration of the game.

Challenge Level Defeat Conditions

Introductory **Chaos Ascendant:** *The Chaos Champions and their followers have overwhelmed the realms' defenders and ravaged the lands, making the quest for the Stormvault to no avail – the wider war is lost!*

If there are no remaining cards in the Chaos deck at the end of any turn, you lose.

Standard **Chaos Ascendant:** As above.

A Reforging Too Far: *The mystical resurrection of the Stormcast Eternals comes at a price, their noble essence diminishing with each reforging until they become shells of their former selves.*

If the Reforgings Tracker reaches 0, you lose.

Heroic **Chaos Ascendant:** As above.

A Reforging Too Far: As above.

Godly Supremacy: *Without their rival deities' followers to keep their ambitions in check, one of the Chaos Gods has overrun the landscape with their fearsome servants.*

If 6 Chaos Champion tokens of the same type (Khorne, Nurgle, Tzeentch or Slaanesh) are in play on the board at the same time, you lose.



COMPONENTS

Stormvault contains the following components:

- 6 Stormcast Eternals Hero miniatures
- 6 Stormcast Eternals Hero cards
- Game board
- 40 Quest cards
- 36 Chaos cards
- 4 Mark of Chaos cards
- 24 Chaos Champion tokens
- 5 Gateway Shard tokens
- 25 Hero tokens
- Reforgings token
- Combat dice
- Quest dice
- Drawstring bag



Khorne Chaos
Champion Token



Slaanesh Chaos
Champion Token



Tzeentch Chaos
Champion Token



Nurgle Chaos
Champion Token



Stormcast Eternals Hero Miniature



Stormcast Eternals Hero Card



Chaos Card



Hero Token



Quest Dice



Combat Dice



Reforgings Token



Drawstring Bag



Gateway Shard
Token



Quest Card



Mark of Chaos Card

GETTING READY TO PLAY

THE GAME BOARD

Place the game board in the centre of the table. The game board depicts locations (A) joined together by lines called pathways (B). Heroes can move along any pathway, whereas Chaos Champions can only move along the arrowed pathways (C). Heroes can move along any pathway, whereas Chaos Champions can only move along the arrowed pathways (C).



Each location is contained within one of six realms that make up the game board, each with a Chaos Stronghold (D) at its centre. The six realms that your Heroes will explore are:



*Aqshy,
the Realm
of Fire*



*Ghur,
the Realm
of Beasts*



*Chamon,
the Realm
of Metal*



*Shyish,
the Realm
of Death*



*Ghyran,
the Realm
of Life*



*Ulgu and Hysh,
the twin Realms of
Light and Shadow*



Realmgate

Each realm is colour coded and has a corresponding realm symbol, as shown above. Note that whilst the twin realms of Hysh and Ulgu have their own symbol and colour they are treated as a single realm for the purposes of game play. Some pathways have a Realmgate icon, denoting that the pathway connects one realm to another.

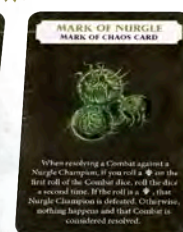
In addition, Azyr, the Celestial Realm, is located in the top right of the game board (1), and the Whispering Keep – within which lies the Stormvault the Heroes seek – is located in the bottom left of the game board (2).



3



10





SETTING UP THE GAME

Starting with the youngest player and proceeding clockwise around the table, each player in turn selects their Hero from the six Stormcast Eternals miniatures found on the coloured plastic frames. These will need to be removed and assembled before your first game – assembly instructions can be found on pages 13-14. Each Hero has a unique ability on their Hero card, and so plays slightly differently.

Each player's Hero starts in Azyr, Sigmar's celestial domain (1). Once you have placed your Hero here, take their matching Hero card and place it on the table in front of you (3).

Each named location in a realm has a matching name along the outside of the board (4) for the placement of Quest cards. Shuffle the Quest cards deck, and, without looking at the fronts of the cards, place one card face down under each location name along the outside of the board (5).

Place the Gateway Shard tokens on the Undiscovered Gateway Shard space (6).

Shuffle the deck of Chaos cards and place it face down on the Chaos deck space (7).

There are spaces on the board for discarded Chaos cards (8) and discarded Quest cards (9). The space for discarded Quest cards is known as the Gifts of Sigmar space.

Unless you're playing an Introductory level game, place the four Mark of Chaos cards beside the board (10) where all players can reference them.

Place the Reforgings tokens at 8 on the Reforgings tracker (11), unless you're playing an Introductory level game, in which case this is not used.

Next, you must set up a Chaos Champion in each Chaos Stronghold. To do so, first place three of each type of Chaos Champion token (Khorne, Nurgle, Tzeentch and Slaanesh) into the drawstring bag. Then, draw a single token out of the bag for each Chaos Stronghold and place that token on the corresponding location (12).

Once there is a Chaos Champion on every Chaos Stronghold, roll the Quest dice for each, and move the Chaos Champion a number of pathways equal to that roll, always following an arrowed pathway.

Finally, put all remaining Chaos Champion tokens into the drawstring bag, and place the Hero point tokens, Combat dice and Quest dice within easy reach (13). You are now ready to play the game.



PLAYING THE GAME

SEQUENCE OF PLAY

The youngest player goes first, and then play continues clockwise from them.

While a player is taking their turn, they are known as the active player. Each player's turn consists of the following three steps (explained in greater detail below):

1. **Storm Strike** – *In a burst of lightning, the God-King Sigmar sends his finest warriors into the Mortal Realms.*
2. **Chaos Activation** – *The peril escalates as the champions of Chaos hunt down the Stormcast Eternals.*
3. **Hero Activation** – *The heroes quest through the realms, battling Chaos champions they encounter and exploring uncontested locations.*

Once a player has completed their turn the next player has their turn and follows the same sequence. The game continues in this way until Victory is achieved or one of the Defeat conditions of the challenge level being played occurs.

STORM STRIKE

If your Hero is not in Azyr at the start of your turn, skip the Storm Strike step and move on to the Chaos Activation step.

If your Hero is in Azyr at the start of your turn, you must set them up on the board by selecting a Storm Strike location (as denoted by the icon below) that is not occupied by another Hero and placing your



Storm Strike location

Hero at that location. If that location is occupied by one or more Chaos Champions, a Combat occurs (see Combats, to the right). Once you have set up your Hero in this way, move on to the Chaos Activation step.

CHAOS ACTIVATION

Draw the top card from the Chaos deck and follow its instructions in the order they appear. The instructions on Chaos cards fall into two categories, as described below.

Once all of a Chaos card's effects – and any resulting Combats – have been resolved, the card is placed on the Chaos cards discard space, the Chaos Activation step ends and the Hero Activation step begins.

New Foes

Many Chaos cards cause new Chaos Champions to be placed on the board. Chaos Champions are always placed in the Chaos Stronghold location of the realm specified on the card. To place a Chaos Champion, randomly draw a Chaos Champion token from the drawstring bag, and place it on the Stronghold in the realm stated on the Chaos Card. You may be instructed to do so in more than one realm – where this is the case, the player who drew the Chaos card can choose the order in which this takes place.

If a Chaos card instructs you to place a new Chaos Champion in a realm, and there are already one or more Chaos Champions on that realm's Stronghold, do not place a new Chaos Champion in that realm.

Movement

When instructed to move a Chaos Champion, move that Champion along the arrowed pathway pointing away from their current location, stopping when they reach the next location. Note that it is possible for multiple Chaos Champions to be on the same location.

If a Chaos card causes more than one Chaos Champion to move, the active player decides the order in which this takes place. If a Chaos Champion moves onto a location occupied by a Hero, that Champion immediately stops in that location and a Combat occurs (see right).

Note that if, when you come to move a Chaos Champion, it is on the same location as a Hero, it does not move; instead, a Combat occurs between the Chaos Champion and that Hero.

In this situation, the player who controls that Hero rolls the Combat dice.

COMBATS

Combats are resolved using the Combat dice. They can occur at any time during the turn.

Combats During the Chaos Activation Step

Whenever a Chaos Champion moves onto a location occupied by a Hero, their move ends and a Combat occurs.

Combats During the Storm Strike and Hero Activation Steps

Whenever a Hero moves onto a location occupied by one or more Chaos Champions, a Combat occurs between that Hero and each of those Chaos Champions. In this situation, the active player rolls the Combat dice once for each Chaos Champion on their Hero's location, in an order of their choice.

Rolling the Combat Dice

When the Combat dice is rolled, the following results apply:

- If the * is rolled, the player's Hero is defeated and is moved to Azyr. If a defeated Hero was carrying one or more Gateway Shard tokens, place these on the board at the location where that Hero was defeated. In addition, a defeated Hero with any Quest cards must choose one and discard it. Finally, move the Reforgings token 1 space along the Reforgings tracker (unless this is an Introductory level game).
- If a blank face is rolled, nothing happens.
- If a ☠ is rolled, the Chaos Champion being rolled for is defeated – remove that Champion's token from the board and return it to the drawstring bag. In addition, when a Chaos Champion is defeated, the player who rolled that Combat dice receives a value 1 Hero token, which they place face up in front of them. You can trade five value 1 tokens for a value 5 token at any time.

HERO ACTIVATION

The Hero Activation step is split into three stages, each named for the action you can take with your Hero in that stage. These stages are completed in the following order:

1. Quest
2. Explore
3. Receive a Gift of Sigmar

QUEST

The Quest action consists of moving your Hero and battling against Chaos Champions.

At the start of your Quest action, roll the Quest dice. The result of this roll determines how many Quest points you have available to spend during this action. You can spend Quest points to move your Hero and initiate Combats with Chaos Champions.

Moving Your Hero

During the Quest action you can spend Quest points to move your Hero to other locations along the pathways that connect them. Moving your Hero along a single pathway costs 1 Quest point. You can move your Hero onto any adjacent location connected by a pathway, in any direction along a pathway – the arrows on pathways only dictate the direction of movement for Chaos Champions. To move onto the Whispering Keep location, however, your Hero must be carrying one or more Gateway Shards.

You can move your Hero onto a location occupied by another Hero (unless that location is also occupied by one or more Chaos Champions), but your Hero can never end a Quest action on a location occupied by another Hero.

If your Hero moves onto a location with one or more Gateway Shard tokens on it (due to being dropped there by a defeated Hero), you can claim any number of these; take the tokens and place them on your Hero card.

If your Hero moves onto a location occupied by one or more Chaos Champions, you must resolve a Combat against every Chaos Champion in that location (see Combats, opposite). As opposed to those Combats initiated by a player (as described below), Combats that occur as a result of moving into a location do not cost any Quest points.

Once you have resolved a Combat against each Chaos Champion, you can spend Quest points to move onwards from that location.

Initiating Combats

During your Quest action you can also spend Quest points to initiate Combats. This represents seizing the initiative and attacking your foes more relentlessly.

There are two situations in which you can initiate a Combat during your Quest action:

- At the start of your Quest action, before moving your Hero for the first time, there is one or more Chaos Champions on your Hero's current location.
- You have resolved all Combats that occurred as a result of moving your Hero onto the same location as a Chaos Champion (as described above).

To initiate a Combat at either of these times, first declare which Chaos Champion on your Hero's current location will be targeted, and then resolve a Combat against that Champion using the Combat dice (as described opposite). Initiating a Combat costs 1 Quest point for each Chaos Champion you choose to target. You may continue to spend Quest points to initiate Combat in this way until there are no more Chaos Champions on your Hero's location, or until you run out of Quest points to spend, or if your Hero is defeated. You can target the same Chaos Champion more than once during your Quest action.

Each time you spend a Quest point, you may find it useful to turn the Quest dice to display the number of Quest points that remain unspent. You do not have to spend all of your Quest points. Your Quest action ends when you either run out of Quest points to spend or decide that you do not wish to spend any more Quest points – any unspent Quest points are lost.

EXPLORE

You can perform an Explore action if there are no Chaos Champions on your Hero's location and there is a Quest card waiting to be claimed at that location's corresponding point along the board edge. If you choose to do so, pick up that location's Quest card and add it to your hand. You may keep your hand of Quest cards secret if you wish, or you can show them to the other players at any time.

If you pick up a Gateway Shard card, take a Gateway Shard token and place it on your Hero card, and then place the Gateway Shard card to one side or back into the game box – it is no longer needed in this game.

After you have resolved an Explore action, or if you were unable to or chose not to, you may then choose to spend Hero points to receive a Gift of Sigmar (see below).

RECEIVE A GIFT OF SIGMAR

A Receive a Gift of Sigmar action allows you to spend Hero points to add one randomly determined discarded Quest card to your hand. To perform the action, discard 3 points' worth of Hero tokens you have collected during the game, shuffle the cards on the Gifts of Sigmar space, draw the top card and add it to your hand.

If you have fewer than 3 points' worth of Hero tokens, or if there are no discarded cards on the Gifts of Sigmar space, then you cannot receive a Gift of Sigmar in this way.

Once you are done your turn ends and play passes to the next player in a clockwise direction around the table.

PLACING GATEWAY SHARDS

If your Hero is in the Whispering Keep location when you reach the Explore action of your turn, and there is one or more Gateway Shards on their Hero card, you

must immediately place each Gateway Shard token they have onto an empty Gateway space, one at a time, until either they run out of Gateway Shard tokens or all three spaces are filled. Each time you place a Gateway Shard token in this way, you receive a value 5 Hero token.

After placing all of your Hero's Gateway Shard tokens, if any Gateway spaces are unoccupied, your Hero is moved back to Azyr and the Explore stage ends.

WINNING THE GAME

When all three Gateway spaces are occupied by Gateway Shard tokens, the game ends and you are victorious!

Victory Point Score

To evaluate your success and add a target for future attempts at the game, calculate your group's Victory Point Score. The higher this score, the more glorious your achievements and the harder they will be to live up to.

If the game ends in victory, follow the steps below to calculate your Victory point score:

- Add together the value of all the Hero tokens each player ended the game with;
- Add to this total the number of cards left in the Chaos deck at the end of the game;
- Add to this total the number of remaining Reforgings on the tracker (unless you are playing at Introductory challenge level);
- Finally, halve the score if you were playing at Introductory challenge level, or double it if you were playing at Heroic level.

Using Quest Cards

Quest cards feature a variety of effects and can be used at various different times during the game. Each card will tell you when it can be used. Unless a Quest card specifies otherwise, you can only use a Quest card from your hand while it is your turn.

Many Quest cards have effects that cause part of the game to work in a different way to the normal rules. Whenever this is the case, the Quest card takes precedence.

There is no limit to how many Quest cards you can use during your turn, except that you cannot use more than one card with the same name in one turn.

Once you have used a Quest card, place it face down on the Gifts of Sigmar space.

CARD COMMENTARIES

QUEST CARDS

Misdirection

This Quest card allows you to move a Chaos Champion along a pathway of your choice, which is a powerful ability – you don't have to move them along an arrowed pathway, and you can move them out of a location you or one of your fellow Heroes wishes to explore or pass through, avoiding the risk of not defeating them in combat. You can even move the Chaos Champion into a different realm if they are in a location with an adjacent pathway that passes through a Realmgate. This card is used before your Hero's Quest action, so you can immediately take advantage of the Chaos Champion's new location. Note that you can only move the Champion along one pathway, even if they are a Slaanesh Champion.



Gateway to Azyr

This card is used at the start of your turn, before the Storm Strike step. This means that after you play it and move to Azyr, you can immediately Storm Strike, so it's a great way to get across the board quickly. Unlike when you return to Azyr after being defeated, your Hero is not forced to lose any Gifts of Sigmar or drop any Gateway Shards they're carrying (as they've not been defeated), so this card can be incredibly useful if you have a Gateway Shard and there are Chaos Champions barring your route to the Whispering Keep. The closest Storm Strike location is in Aqshy, though, so unless you combine this with the Focused Strike Quest card (which lets you Storm Strike anywhere apart from the Whispering Keep itself) you may still need to risk combat with a Chaos Champion or two.



CHAOS CARDS

Fresh Hunting Grounds

When you draw this card, you first place a Chaos Champion as instructed. Then you need to check which realms contain Chaos Champions but no Heroes. After that, look whether any of those Chaos Champions are in locations which are connected to a different realm by an adjacent pathway with a Realmgate. If any Chaos Champions are, move those Champions along the pathway so they move into the connected realm. Note that while the Champions won't move from realms which contain one or more Heroes, they can move into a Realm – or even a location – which contains a Hero, potentially triggering an unexpected combat.



Merciless Invasion

This card makes the Chaos Champions far more dangerous than normal, increasing the likelihood of the Heroes being defeated in a combat. Two of the Quest cards also ask you to treat the results of the roll of the Combat dice differently to normal – Mighty Bulwark and Wrath of the Storm. The first makes you treat * results as blank results. If this is used in the same turn as Merciless Invasion is drawn, blank results will be treated as * results, and * results will be treated as blank results, negating the Chaos Champions' advantage. Wrath of the Storm instead allows you to treat blank results as ⚡ results until the end of the Quest action. If this is used in the same turn in which the Merciless Invasion Chaos card is drawn, blank results will be treated as ⚡ results instead of * results, as Quest cards take precedence over the normal rules – in this case, Wrath of the Storm is even more useful than normal!

FRESH HUNTING GROUNDS



CHAOS CARD

NEW FOES: Place a new Chaos Champion on the Chaos Stronghold in your Hero's current realm.

MOVEMENT: Move all Chaos Champions on a location adjacent to a Realmgate, in a realm in which there are no Heroes, through the Realmgate to the connecting location.

MERCILESS INVASION



CHAOS CARD

MOVEMENT: Move all Chaos Champions in your Hero's current realm. When resolving any Combats during this Chaos Activation, treat all rolls of blank faces as * instead.

HINTS AND TIPS

The advice below includes some handy tips to help you open the elusive Stormvault in your games, and to increase your Victory Points Score as you play on. Once you've played a few games, you'll find your own favoured tactics and approaches. Good luck!

- The reference page on the back of this booklet is an easy way to make sure you don't miss out any steps when you take your turn – keep it in sight while you play.
- When you play in Heroic challenge level, there are three ways you can lose the game – you'll need to think about how you stop each of these from occurring. The game ends if:
 1. There are no remaining cards in the Chaos deck at the end of a turn. To avoid this, you need to pick up as many Quest cards as you can, as quickly as possible. You'll need to spread your Heroes across the realms, and use your Quest cards to help each other reach distant locations.
 2. The Reforgings Tracker reaches 0. To avoid this, you need to pick your battles – only fight Chaos Champions that you're confident of beating, or if there's no other way to your objective.
 3. There are 6 Chaos Champions of the same type on the board at once. To avoid this, you'll need to keep an eye on which Champions are in play, and make the best use of your Heroes' unique abilities (see below) if a particular type is patrolling the realms in force.
- Each of the different Heroes has a unique ability, but four of them – Alya, Uran, Thurnos and Oswin – grant similar benefits. These four are specialists at fighting a particular type of Chaos Champion, allowing you to defeat a single Champion of that type in a combat without needing to roll the Combat dice. This ability can only be used once per turn, so you'll need to think about where it gives you the greatest benefit if there's more than one Champion within range of your Hero.
- When a Chaos card causes more than one Chaos Champion to move, the active player decides the order in which they move. Make sure to move them in an order that serves the Heroes' cause; sometimes, this can make all the difference.
- Making the most of the Quest cards you pick up is crucial – they can allow you to move your Hero around more quickly, make them more powerful in combat or more resilient, or help you explore the realms. It's best to let your fellow Heroes know what you're planning – you'll need to work in concert to achieve victory.
- It can be tempting to spend all of your Hero tokens on receiving Gifts of Sigmar, and in your first few games this is often a good idea. However, every Hero token you hold at the end of the game contributes to the group's Victory Point Score – in particular, if you think there's a good chance the Heroes will find the Gateway Shards needed to open the Stormvault without any extra help, you might be better off holding onto the tokens you've earned.



ALTERNATE WAYS TO PLAY

RANDOMLY SELECTING STARTING HEROES

As an alternative to each player selecting a Hero during set-up, you can choose to shuffle the Hero cards and randomly deal one out to each player. The card you are dealt will be the Hero you play as during the game.

SIGMAR'S CHAMPION

You can add an extra level of friendly rivalry to your games by choosing to compete to be crowned Sigmar's Champion. If you do, all Hero tokens earned by players should be kept face down until the end of the game.

If the game ends in victory, add up the total point value of Hero tokens received by each player. The player with the most Hero points is named Sigmar's Champion, the first among equals who has earned true glory! If there is a tie for most Hero points, those players share the honour.

AGAINST ALL ODDS

For a shorter game, remove the six Aspiring Champions cards from the Chaos deck during setup and place them back in the game box (they won't be used). Note that doing this will significantly increase the challenge level of the game, as the threat of running out of Chaos cards and losing the game due to the Chaos Ascendant defeat condition becomes far more likely.



ACHIEVEMENTS

Once you've got the hang of Stormvault, you can track your achievements on this page. Make a note of when you completed each achievement, and who was playing when you did. Some of them are fairly easy to achieve, but others will test even the most dedicated of players!

- Win your first game on the Introductory challenge level

Date: __/__/__ Players:

- Win your first game on the Standard challenge level

Date: __/__/__ Players:

- Win your first game on the Heroic challenge level

Date: __/__/__ Players:

- Win the game without any heroes having to be reforged

Date: __/__/__ Players:

- Win the game with every Hero

Alya Uran Thurnos Quain Oswin Bran

- Win the game in 2020

Date: __/__/__ Players:

- Win the game in 2021

Date: __/__/__ Players:

- Win the game in 2022

Date: __/__/__ Players:

- Win the game without ever dropping a Gateway Shard

Date: __/__/__ Players:

- Win the game in 20 minutes or less

Date: __/__/__ Players:

- Win the game having drawn two Chaos cards in each Chaos activation step

Date: __/__/__ Players:

- Win the game while on holiday

Date: __/__/__ Players:

- Win the game without using the effects on any Gateway to Azyr or Fate's Mercy cards

Date: __/__/__ Players:

- Win the game and claim all five Gateway Shards

Date: __/__/__ Players:

- Win the game twenty times

Date: __/__/__ Players:

Date: __/__/__ Players:

Date: __/__/__ Players:

SIGMAR'S CHOSEN



Alya the Stalwart

Her spirit called from its ancient grave and reforged as a warrior of the Anvils of the Heldenhammer, Alya does Sigmar's bidding with a grim ruthlessness that is chilling to behold.



Uran Trueblade

Like all of his brethren in the vengeful Celestial Vindicators, Uran Trueblade exists to destroy the forces of Chaos, his motives as unchangeable as his sombre turquoise mask.



Thurnos Brightsoul

Clad in the proud white and gold of the Maelstrom of Light Stormhost, Thurnos Brightsoul is a wise and powerful magic wielder who has vanquished daemonic foes upon countless battlefields.



Oswin the Swift

A faithful ally and a gifted tracker, Oswin the Swift of the Hallowed Knights Stormhost is well-suited to the wild places of the realms. He fears no evil, ever trusting in the God-King to light a path to victory.



Quain Hawksight

Quain Hawksight is a sharp-eyed ranger of the Astral Templars Stormhost, known for his perfect timing and precision. Aided by his soaring Star Falcon, he is never caught off guard by the enemies he hunts.



Bran Surebolt

Bran Surebolt fights in a hurricane of blade strokes and bolt shots, engaging the foe with the same courage found in all warriors of the Lions of Sigmar Stormhost.

THE QUEST FOR THE STORMVAULT

In the distant Age of Myth, the God-King Sigmar accrued many powerful artefacts. From arcane weapons to strange tomes of spell lore, these objects were invaluable assets in the hands of the righteous, but Sigmar was ever fearful that his enemies might seize them and turn them to evil purposes. To avert this danger he ordered the construction of mighty treasure-houses known as Stormvaults. Spread throughout the Mortal Realms, these structures took many forms, but each was a formidable sanctuary guarded by protective magics. Indeed, the very locations of the Stormvaults were kept secret from all but an enlightened few, masked from perception by illusion and spellcraft. It seemed at last that the safety of Sigmar's greatest treasures was assured.

THE WHISPERING KEEP

Although one of numerous Stormvaults Sigmar's artisans built in the Realm of Death, the vast fortress known as the Whispering Keep contains some of the God-King's most potent relics. Ranging from tiny divinatory trinkets to magically imbued siege engines, the artefacts were laid to rest in great tomb-like chambers at the vault's core – for their power was intrinsically linked to Shyish, and to remove them to Azyr's vaults was to risk their destruction. Each of the keep's treasures would have been a grave threat in the wrong hands, but none more so than the Armour Aetheric – a mysterious suit of battle-plate which allowed its wearer to walk the void itself, crossing even

into the heavenly domain of Azyr and walking its hallowed ground unseen.

In its construction alone the Whispering Keep was a marvel of defensive architecture, its towering walls accessible only by narrow walkways raised aloft like aqueducts. But the castle's secrets were also protected by eldritch forces – along its battlements patrolled living gargoyles of black stone, animated by powerful enchantments and tasked with slaying any intruders. Strangest of all, the castle itself planted words of fear and doubt into the minds of any would-be trespassers, chilling the stoutest hearts with hissed warnings and deceptions. Often these maddening whispers would foil treasure-seekers even before the keep was in sight, convincing them that their road was fruitless, their appetites in vain.

Only one carrying a fabled Gateway Shard could hope to pass safely into the Whispering Keep. Hewn from the same spellbound rock as the keep's gargoyle sentinels, these strange fragments acted as pass keys, silencing the castle's whispers and pacifying its guardians. Once through these defences, a visitor would encounter a series of huge obsidian doors, each of which could only be unlocked by a Gateway Shard. Knowing what riches lay beyond the doors, Sigmar had the shards sent far and wide throughout the Mortal Realms, placing them in the safekeeping of trusted temples until a time when the Whispering Keep's treasures might be needed.

HEROES OF A NEW AGE

Centuries passed and empires rose and fell, but still the Stormvaults remained hidden, their secrets safe from the forces of Chaos that overran the lands during the terrible Age of Chaos. When the hour of vengeance finally arrived, Sigmar unleashed armies of immortal warriors known as Stormcast Eternals, who spearheaded his crusades and stood as a mighty bulwark against the dark powers known as the Chaos Gods. The Stormcasts are the angelic champions of Azyr, remade from only the most courageous mortals. Clad in heavenly sigmarite armour, they never truly die, but are reforged time and again upon the Anvil of the Apotheosis and sent back into the fires of battle. They are Sigmar's greatest creations, called upon to overcome the gravest challenges and threats.

The Stormcast Eternals are grouped into self-sufficient armies known as Stormhosts, each with its own traditions and martial philosophies. Though each Stormcast is a well-rounded and experienced warrior, they excel in different ways – some favour disciplined ranked combat, while others are agile hunters or wielders of potent magic. All of these skills have their place on the battlefield, and collectively the Stormhosts have won countless glories and secured long-lost

THE DARK GODS

In the nightmarish Realm of Chaos the Dark Gods reign, plotting the ruin of the Mortal Realms. Four great powers dominate, each vying for supremacy but all united in their hatred of Sigmar. Khorne the Blood God cares only for battle; Tzeentch is the Changer of Ways, master of deception and sorcery; Nurgle is the Plague God, a jovial father of diseases and despair; and the Dark Prince Slaanesh is the lord of all excesses, whispering to the indulgent even from the cosmic prison in which he is shackled.

The followers of Chaos take many forms, from corrupt human zealots and warlords to hulking, mutated beasts. Most feared of all are the gods' daemons – formed from the essence of the Ruinous Powers, these hellish manifestations are Chaos incarnate.



kingdoms in the name of the God-King. But even as the Stormcast Eternals won triumph after triumph, a cataclysm approached.

A DEATHLY CURSE

In Shyish, the Realm of Death, the Great Necromancer Nagash plotted his apocalyptic revenge upon those who had wronged him by denying him the souls of the deceased. His foes were many, but none was a greater focus of his ire than Sigmar, the hated Soul-Thief, whose immortal Stormcast Eternals Nagash viewed as a monumental insult. At the heart of his grim domain Nagash had his minions construct a vast inverted pyramid, wrought from the magical substance known as grave-sand, to act as the focal point of a ritual of death magic more powerful than anything seen before. With his work finally complete, Nagash spoke the last words of his masterful spell, even as armies of every allegiance battled desperately to halt the deed. Nagash's enemies failed, however, and in a colossal shock wave of magical energy, the Shyish necroquake erupted into being, its deathly curse spreading like a tidal wave across the Mortal Realms.



But a thread of corruption had marred Nagash's masterwork. A force of the anarchic ratmen known as skaven had burrowed deep into the Great Black Pyramid, tainting the perfection of the Necromancer's spell. As a result, not only did the spell awake billions of dead souls to assail the living, but it also unbalanced the very fabric of reality, throwing the primordial laws of magic into disarray. Wizards across the Mortal Realms found new powers at their command, and predatory incantations raged freely.

The necroquake had another devastating effect. The ancient enchantments that had shrouded the Stormvaults for millennia were torn away, exposing Sigmar's great treasure-houses to the prying eyes of the avaricious. It was not long before glory-seeking looters began to find these sites of arcane power, and the God-King knew that his enemies would follow close behind.

The Whispering Keep felt the full force of the Shyish necroquake, and the enchantments that had protected it



for so long became strangely flawed. Far from deterring intruders, the keep's whispers now enticed travellers with promises of the arcane treasures held within, and even aided their navigation to the castle's gates, as though eager to add their souls to its store of riches. The stone gargoyles maintained their vigil, but they now roamed wildly throughout the keep's precincts, entering into a violent frenzy at the sight of trespassers. The only hope of calming the creatures' wrath and passing through the obsidian doors deep within the Stormvault lay as ever in the scattered Gateway Shards, but these had fared poorly beneath the ravages of time. Through the rise and fall of civilisations, many of the shards had been buried in the ruins of toppled temples, or carried off as loot by pillaging armies.

Yet in a strange twist of fate, the rush of deathly energy that followed the necroquake had awoken a latent power within the lost shards, akin to the sentience of the Whispering Keep itself. Now the shards cried out to the Stormcast Eternals – whom they judged to be their greatest protectors – but their voices were quiet, easily drowned out by the clamour of battle. Sigmar quickly realised that a unique strategy would be needed if the Whispering Keep was to be reclaimed.

A QUEST BEGINS

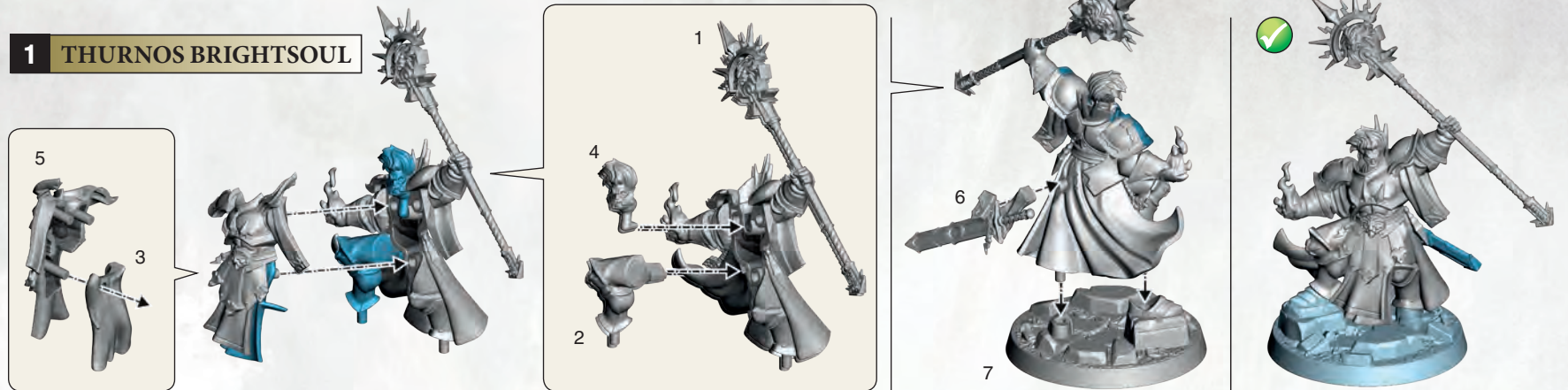
Conscious that hostile forces would soon reach the Whispering Keep and claim it for themselves, Sigmar personally selected a group of Stormcast Eternals to embark on an unprecedented mission. These gifted heroes would strike down into the Mortal Realms and quest far and wide for the Gateway Shards, from great cities to shattered ruins and vast wildernesses. Like pilgrims they would wander, heedless of the immensity of their goal or the dangers upon the path, until the distant voice of a shard was heard. Then their true task began – to bring that shard safely to the Whispering Keep, lodge it securely in place, then quest on once more, until the artefacts were found in sufficient number to unlock each of the keep's great portals and secure their precious treasures for Sigmar.

But the heroes' quest was not unhindered. The Chaos Gods had also felt the shock waves of the necroquake, and looked greedily upon the Stormvaults now revealed. From fearsome fortresses across the Mortal Realms they sent forth their champions, hunting like lone wolves or in packs, to destroy Sigmar's hopes of victory. The race to control the Whispering Keep had begun.

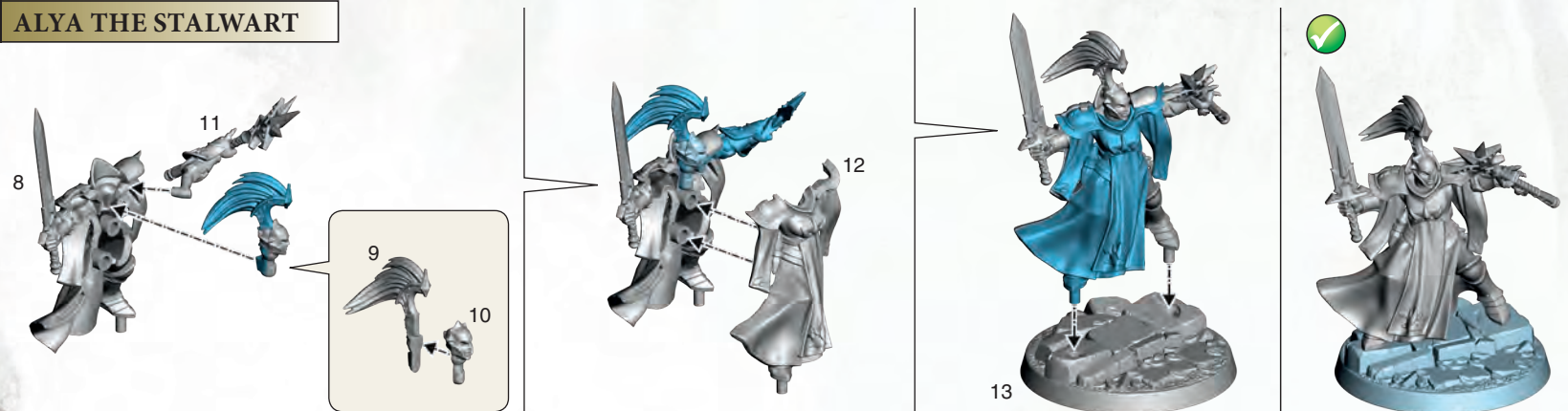
ASSEMBLING YOUR HEROES

This box contains six finely detailed Citadel Miniatures, which come unassembled and unpainted. If you've never assembled plastic models before, don't worry, just follow the step-by-step guides on these pages. Before you can assemble any of your models, you will need to remove them from the plastic frames. It's best to remove your models from the frames one at a time, so you don't lose pieces or get confused as to what goes where. All of the miniatures in this set have been designed so that the pieces push together snugly enough to stay together during play.

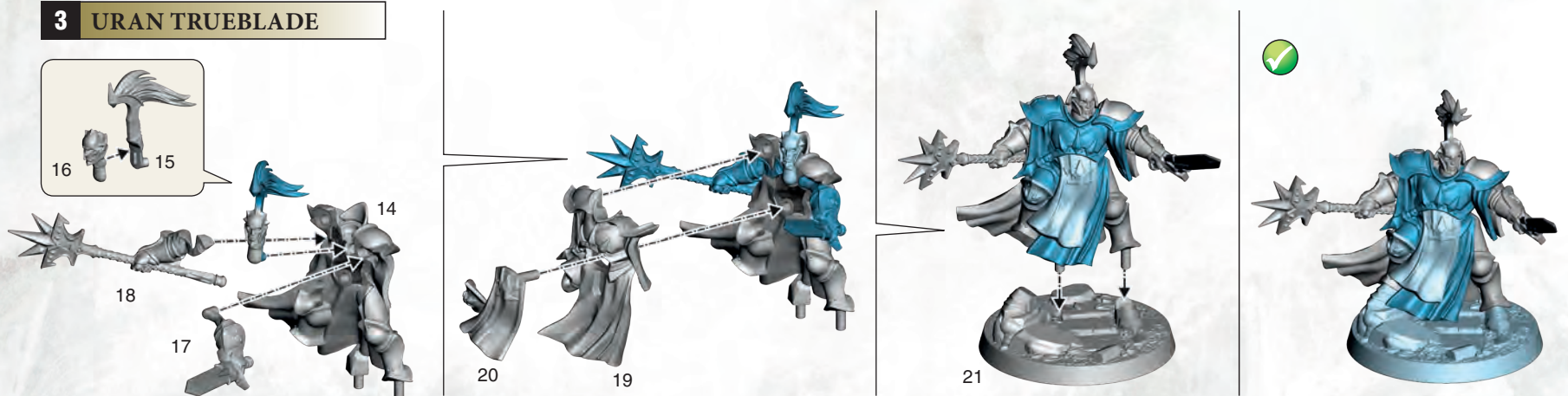
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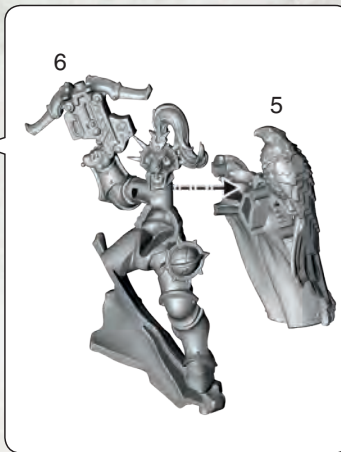
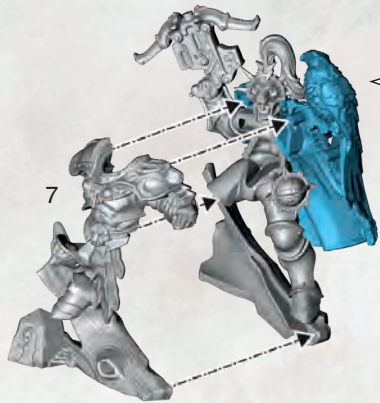
2 ALYA THE STALWART



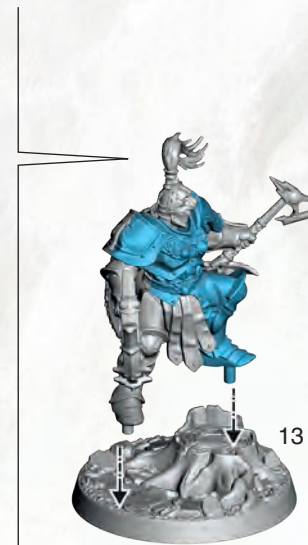
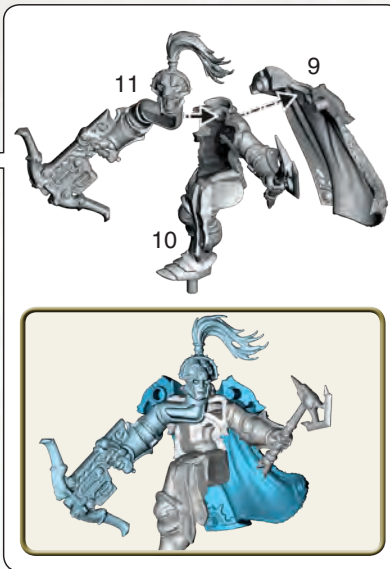
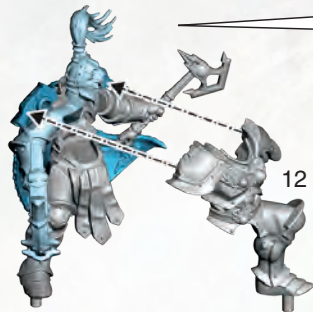
3 URAN TRUEBLADE



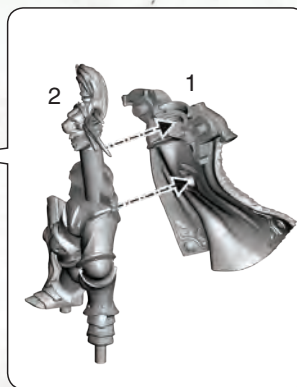
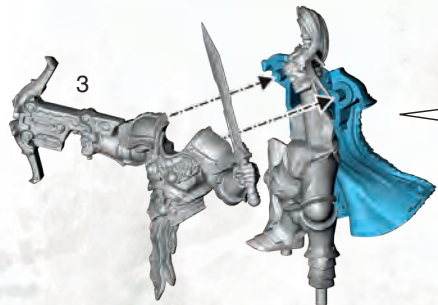
4 QUAIN HAWKSIGHT



5 BRAN SUREBOLT



6 OSWIN THE SWIFT



REFERENCE

TURN SEQUENCE (PG 5-6)

1. Storm Strike (pg 5)

If your Hero is in Azyr, set them up on a Storm Strike location not occupied by another Hero. If there are Chaos Champions at that Storm Strike location, resolve a Combat with each one in turn.

2. Chaos Activation (pg 5)

Draw the top card of the Chaos deck.

- New Foes instructions will tell you to draw new Chaos Champions from the bag, and where to place them.



- Movement instructions will tell you to move certain Chaos Champions, following the arrowed pathway (remember that Slaanesh Champions move twice). If a Chaos Champion begins its move on a location occupied by a Hero, or moves onto one, its move ends and you resolve a Combat with that Hero.

3. Hero Activation (pg 5)

Quest (pg 6): Roll the Quest dice to see how many Quest points you have this turn. Each can be spent to:

- Move your Hero along one pathway, and resolve a Combat with each Chaos Champion at that location in turn.
- Initiate a Combat with a Chaos Champion at your Hero's location.

If your Hero is in the Whispering Keep when you reach their Explore action, place your Gateway Shard tokens on empty Gateway spaces – you receive one value 5 Hero token for each Gateway Shard token placed.

Explore (pg 6): Pick up the Quest card for your Hero's current location, if there is one.

Receive Gift of Sigmar (pg 6): If you wish to, you can discard 3 points' worth of Hero tokens to shuffle the Quest cards on the Gifts of Sigmar space, draw the top card and add it to your hand.

COMBAT SEQUENCE (PG 5)

To resolve a Combat, roll the Combat dice:

- On a *, the Hero is defeated and is moved to Azyr.
 - Any Gateway Shard tokens the Hero has are placed on the location where the Hero was defeated.
 - If the Hero has any Quest cards, choose one and discard it.
 - Move the Reforgings token 1 space along the Reforgings tracker.
- On a blank face, nothing happens.
- On a ☠, the Chaos Champion is defeated.
 - Return that Champion's token to the drawstring bag.
 - The player receives a value 1 Hero token.



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