



**Pocket of Rocks  
John Wagner**

**Allegiance: Cities of Sigmar**

- Mortal Realm: Aqshy
- City: Hollowheart

**LEADERS**

	M	S	W	B
<b>Freeguild General (100)</b> - General - Command Trait: Veteran of the Blazing Crusade	5"	4+	5	7
<b>Sorceress (90)</b> - Lore of Whitefire: Warding Brand - Hollowheart 2nd Spell: Ignite Weapons - City Role: General's Adjutant	6"	6+	5	7
<b>Celestial Hurricanum with Celestial Battlemage (280)</b> - Lore of Whitefire: Sear Wounds - Hollowheart 2nd Spell: Elemental Cyclone	10"*	4+	11	6
<b>Lord-Arcanum on Gryph-Charger (200)</b> - Artefact: Whitefire Tome - All Spells - Lore of Whitefire: Roaming Wildfire - Hollowheart 2nd Spell: Ignite Weapons	12"	3+	7	9

**UNITS**

	M	S	W	B
<b>30 x Freeguild Greatswords (360)</b>	5"	4+	1	6
<b>30 x Freeguild Guard (240)</b> - Halberds and Shields	5"	5+	1	5
<b>30 x Freeguild Crossbowmen (300)</b>	5"	6+	1	5
<b>10 x Freeguild Handgunners (100)</b>	5"	6+	1	5
<b>10 x Freeguild Handgunners (100)</b>	5"	6+	1	5
<b>10 x Darkshards (100)</b> - City Role: Honoured Retinue (Must be 5-20 models)	6"	5+	1	6
<b>3 x Aetherwings (40)</b>	12"	-	2	6
<b>3 x Prosecutors with Celestial Hammers (90)</b>	12"	4+	2	6

\* See Warscroll

**TOTAL: 2000/2000 WOUNDS: 160**

LEADERS: 4/6 BATTLELINES: 6 (3+) BEHEMOTHS: 1/4 ARTILLERY: 0/4

ARTEFACTS: 1/1 ENDLESS SPELLS: 0/3 ALLIES: 0/400