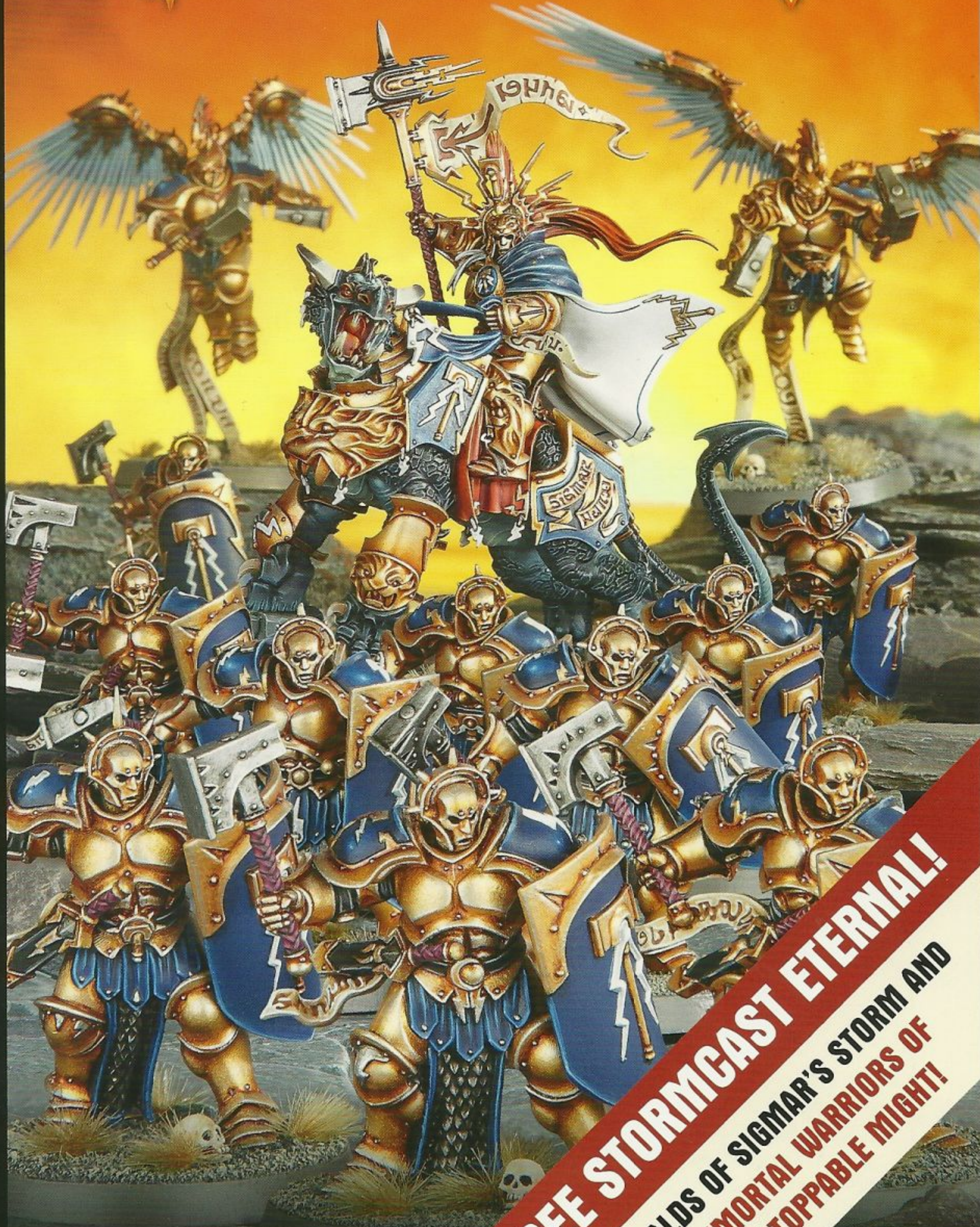


WARHAMMER ENTERS A NEW ERA OF UNENDING WAR!

# WARHAMMER

## AGE OF SIGMAR



**FREE STORMCAST ETERNAL!**  
**HERALDS OF SIGMAR'S STORM AND**  
**IMMORTAL WARRIORS OF**  
**UNSTOPPABLE MIGHT!**

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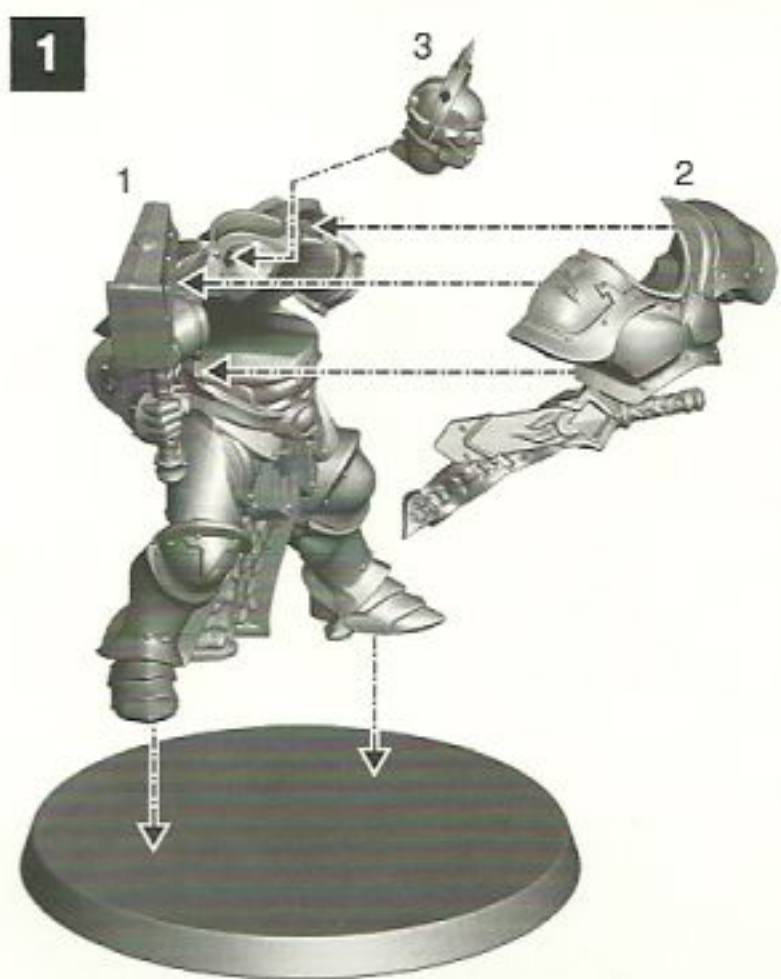
WARHAMMER





## ASSEMBLING YOUR MIGHTY STORMCAST ETERNAL LIBERATOR

Ready to assemble your fabulous covermounted Stormcast Eternal Liberator? Here's your guide! Simply marshal your massive excitement for this mightiest of warriors, grab some clippers and plastic glue, and get building – a new age of war awaits!







# WARHAMMER

## AGE OF SIGMAR

**This week**, a new age begins for Warhammer: the Age of Sigmar! Welcome to a universe of incredible new Citadel miniatures, infinite realms to conquer, a new game that enables the greatest battles of our time, and an epic story which begins here. The future starts now, as the astonishing Warhammer Age of Sigmar starter set goes on pre-order. It's stuffed to the gunwales with two incredible armies, the Stormcast Eternals and the Khorne Goretide. Which side will you choose – the might of Order or the scions of Chaos?

To get you started we're ecstatic to give you an amazing Stormcast Eternal Citadel miniature, attached to the cover of this very White Dwarf! You can find out how to paint it on page 32, and there's a four-page pull-out rules sheet in the centre of the magazine. Yes, these are the rules for playing games of Warhammer Age of Sigmar – presented for the first time here!

But before that: how did we get from the End Times to this bold new age? Turn the page and read on... T



**AFTER THE WORLD'S END...**

## **THE AGE OF MYTH**

**These were the End Times: the world-that-was is now gone, torn apart by Chaos and treachery.**

Even the greatest efforts of those known as the Incarnates could not bring salvation in the face of boundless evil. Now, countless millennia later, there are few who remember the World Before Time – but one of those few is Sigmar himself, who has survived the terrible rift that devoured the planet. Clinging to the shattered remains of the Broken World, he was hurled through the heavens, beyond time and memory.

### **NEW REALITIES DISCOVERED**

Though but a mote amongst the vast shining constellations of the cosmos, Sigmar was found by the Great Drake Dracothion. An enduring friendship formed between the two mighty beings, and Sigmar was shown many wonders, and not one new world to call home, but many. And so Sigmar discovered the Mortal Realms, and the Age of Myth began.

Sigmar set to exploring the realms, and in his great journeys he both battled terrible monsters and found firm kinship. The God-King undertook many incredible deeds, and raised up the primitive humans he found. Great civilisations were built, and the peoples of the realms prospered under Sigmar's rule.

### **GREAT ALLIANCES FORGED**

It was also during his vast explorations of the Mortal Realms that Sigmar found friends and gods both old and new, and he set about forging powerful alliances to aid his great work. Nothing less than a golden age followed.

But the Dark Gods are not easily escaped. With tragic inevitability, the Age of Myth fell into the Age of Chaos. Enlightenment and understanding collapsed into bloodshed and unimaginable cruelty, and Sigmar's utopia crumbled...









**INFINITE WORLDS TO CONQUER!**

## **THE NINE REALMS**

**Sigmar's explorations led him to discover nine realms, each vaster than can be imagined.**

### **AZYZR, THE REALM OF HEAVENS**

The Realm of Heavens glitters like a swirl of celestial jewels, its palaces glowing from within. Here, mighty Sigmar reigns.

### **AQSHY, THE REALM OF FIRE**

Lands of passions untold and volatile landscapes. In this realm, aggression is born and carried afar upon hot winds.

### **SHYISH, THE REALM OF DEATH**

Domain of decay, where all is in decline. All gates to the Underworlds reside here.

### **GHYRAN, THE REALM OF LIFE**

From barren to abundant, this realm is forever flowing in cycle. Yet when in bloom, there are no lands more verdant.

### **HYSH, THE REALM OF LIGHT**

Once the domain of reason and symmetry, here there is still purity. The very lands themselves are rife with hidden meaning.

### **GHUR, THE REALM OF BEASTS**

A primeval realm of untamed savagery: only the strongest can survive here.

### **CHAMON, THE REALM OF METAL**

Dawn breaks golden over the hard and unyielding lands of this realm. Strange transmutations abound amongst its vast mountain ranges.

### **ULGU, THE REALM OF SHADOWS**

Thirteen regions, each a realm of secrets and riddles whispered upon the breeze. All the shrouded countries are saturated with illusion and lurking menace.

### **CHAOS, THE REALM OF THE DARK GODS**

This realm encompasses nightmarish landscapes beyond counting. Those who trespass here are devoured, grotesquely transformed, or damned for eternity.









## THE INSANE LAUGHTER OF DARK GODS **CHAOS TRIUMPHANT**

**With the destruction of the world-that-was, the ruinous powers turned their attentions elsewhere.**

The victory of the Dark Gods was a fleeting one, for what is the death of but one world in the face of their immortal hunger for cruelty? With one plaything used up and ruined, the Chaos Gods had need of new hunting grounds. Mighty Khorne demanded the blood must flow; putrescent Nurgle yearned for fresh lands to despoil; inscrutable Tzeentch plotted and planned; and Slaanesh, the Dark Prince, sought fresh innocence to corrupt.

### **NOWHERE TO HIDE**

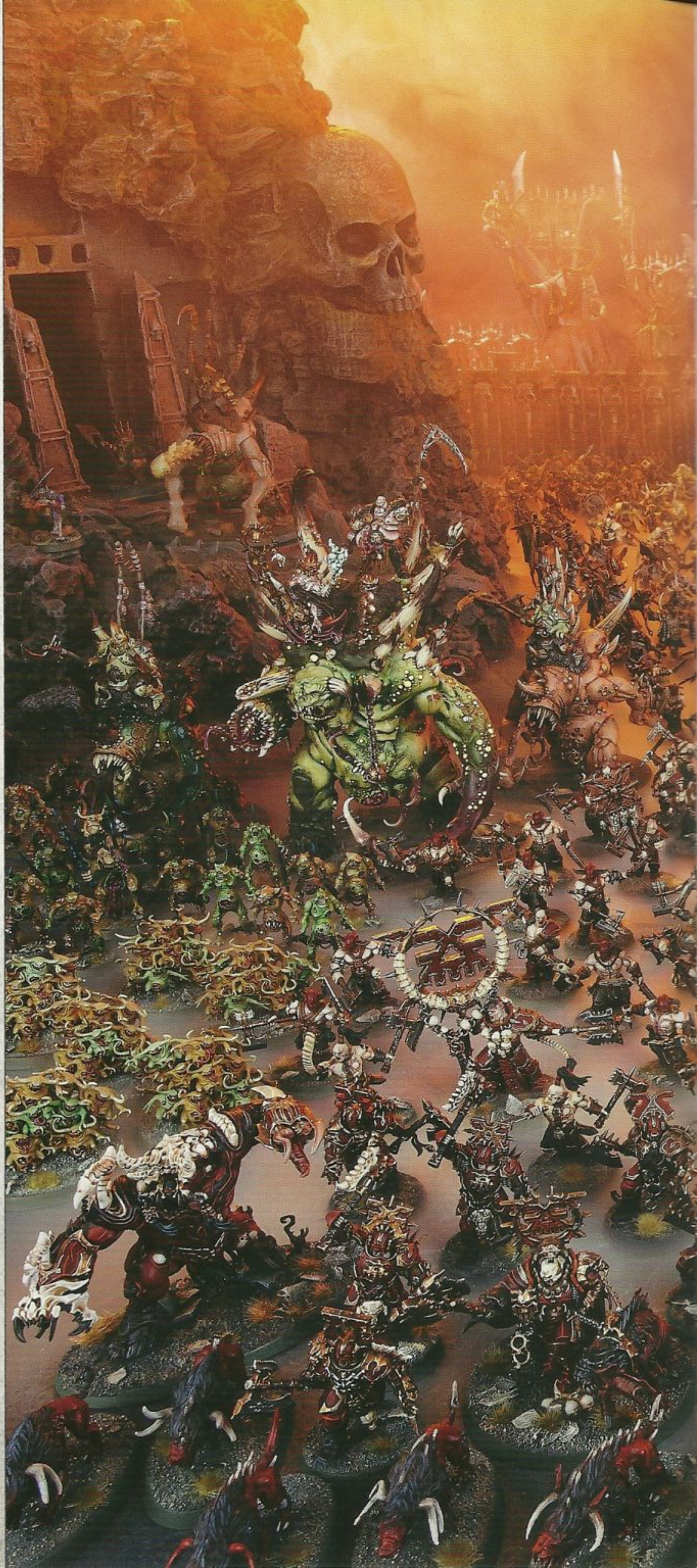
And so it was that the Chaos Gods found Sigmar, their endless, gnawing lust for destruction leading them inescapably to the Mortal Realms. For long aeons they attempted violent entry into the vast lands and worlds unto which Sigmar had brought peace, but they were ever repulsed by the cold steel of good men and their allies.

But nothing lasts forever, and Sigmar's great alliance fractured. Ultimately broken beyond repair by the greatest of betrayals, Sigmar's rule faltered, and Chaos found the foothold it needed.

### **THE AGE OF CHAOS BEGINS**

What followed made the worst horrors the ruinous powers had visited on the world-that-was seem paltry in comparison. Powerless to halt the predations of Chaos, the free folk of the realms fought as best they could, but they were divided and weakened in the aftermath of the alliance's collapse. The Dark Gods had found their once and future champion, Archaon the Ender of Worlds, to unite their followers as never before and unleash their blood-lust on the realms. All was lost in a welter of gore. The Age of Chaos began.

Helpless, Sigmar shut himself away in celestial Azyr and left the realms to their fates. He was not seen again for centuries.









## CLASH AGAINST CHAOS

# SIGMAR STRIKES!

**Though it seemed otherwise, Sigmar had not abandoned the realms to madness and death.**

The God-King had fought as best he could, but his was a losing battle. The Chaos Gods, united as never before, were simply too powerful, and so Sigmar faced a stark choice: stay and die, or leave and live to fight another day. It was with a heavy heart that Sigmar retreated to the Celestial Realm and ordered the great gates of Azyr shut so that Chaos could not follow. Those he left behind were consigned to a living hell. Cities and settlements were torn down and great spiked citadels were raised beneath blood-red skies. The lands were drowned in gore and rot; death and despair were the common rule.

### THE FORGING OF HEROES

But Sigmar had a plan. Of his remaining allies, Sigmar could still call upon honourable Grungni, and together they began to build an army.

The greatest heroes of the realms were torn from their lives and transported to great Azyrheim, the last bastion of freedom and Sigmar's seat of power. There they were reforged into immortal champions of Order with lightning running through their veins. They are the Stormcast Eternals, and through their titanic strength will Sigmar rid the Mortal Realms of Chaos.

### THE FIRST STRIKE AGAINST TYRANNY

You join us as Sigmar prepares his first strike back against Chaos. Riding the lightning to the Igneous Delta in the Realm of Aqshy, Lord-Celestant Vandus Hammerhand and his Thunderstrike Brotherhood prepare to liberate the Gate of Azyr, allowing the full might of the Stormcast Eternals to access the Mortal Realms. The mighty lord of Khorne known as Korghos Khul and his ravaging Goretide stand in their way. The stage is set for a titanic battle that will decide the fate of the realms; who will you fight for?











# WARHAMMER AGE OF SIGMAR

**The Mortal Realms** are places of hellish torment, their peoples enslaved by the powers of Chaos. But the hour of deliverance is at hand, and a new age of Warhammer has begun – the Age of Sigmar. With it comes a colossal starter set of epic proportions; behold!





With an explosion of light and thunder, a new age of war has begun. The warriors of the God-King, unleashed upon shafts of magical lightning, have arrived in the Mortal Realms, striking the first blow in a war of vengeance.

The first step in the God-King's invasion is to open the Realmgates once more, throwing wide the Gates of Azyr, found in the nightmarish Igneous Delta. This task will not be easy – against the Stormhost stands the Goretide, cannibalistic

worshippers of the Blood God, Khorne, and the butchers of millions. United under the murderous rule of Korghos Khul, they are a foe against which no mortal army can prevail. The battle for the Gates of Azyr will require the courage of heroes and the strength of gods.

The Warhammer Age of Sigmar starter set tells the first chapter of this war against Chaos and is bursting with extraordinary new Citadel miniatures, epic new stories and a brand new game. Read on...

Warhammer Age of Sigmar is the portal to a new dawn of modelling, painting and gaming – where battles are ready to be won and lost and legends wait to be forged.

Within the box you'll find everything you need to steep yourself in the epic battle for control of the Mortal Realms; the 47 astonishing new Citadel miniatures pictured above, plus transfers, dice, range rulers, a four-page card rules sheet and a large-format 96-page book. Blimey!



## THE STORMCAST ETERNALS

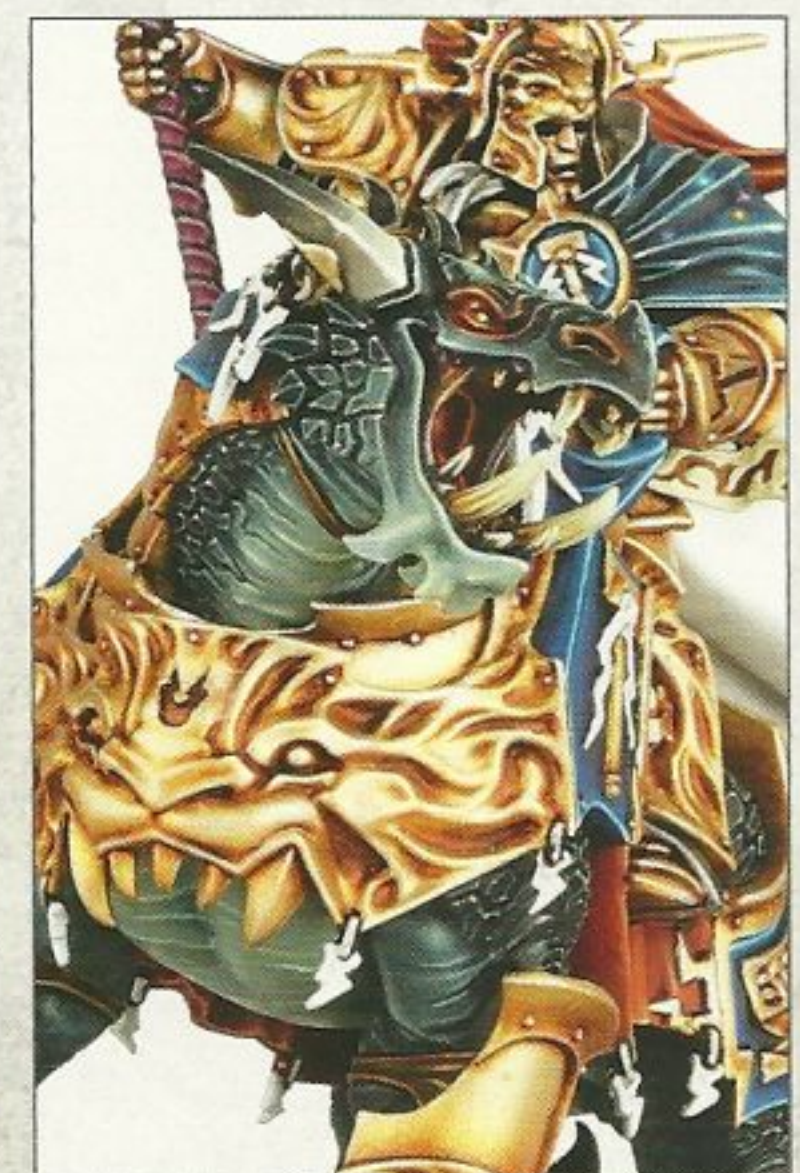
- 1 Lord-Celestant Vandus Hammerhand has been entrusted to lead the first wave of Sigmar's attack into the Mortal Realms.
- 2 Vandus's golden war helm is crowned with the image of Ghal Maraz, Sigmar's fabled hammer.
- 3 The lightning bolt and hammer symbolise Ghal Maraz and Sigmarabulus, the comet that heralded Sigmar's birth.
- 4 The Dracoth called Calanax is Vandus's steed and is the first of his kind to lend service to the Stormhosts.

The Stormcast Eternals are Sigmar's immortal warriors, loosed from the Celestial Realm on bolts of lightning to wage the God-King's war on the forces of Chaos. They are the storm made flesh, reforged by Sigmar's indomitable will, armed with the greatest weapons and girded with the finest armour the smiths in the Celestial Realm of Azyr can muster.

In the Warhammer Age of Sigmar starter set there are 18 plastic Stormcast Eternal miniatures: 10 Liberators who bear tower shields forged from pure sigmarite; three Retributors, giant warriors armed with two-handed lightning hammers; three

skyborne Prosecutors; the Lord-Relictor Ionus Cryptborn; and their commander, Lord-Celestant Vandus Hammerhand.

The Stormcast Eternals are heroes all, clad from head to toe in gleaming plate armour. Their visage is that of an immortal champion, a golden mask concealing the features of the warrior that fights beneath. In their hands they clasp weapons forged with godly power, hammers cast in honour of their mighty patron, imbued with the same magic that guards their armour. Each Stormcast Eternal is more than human, his body changed by their reforging until they tower over mortal men.



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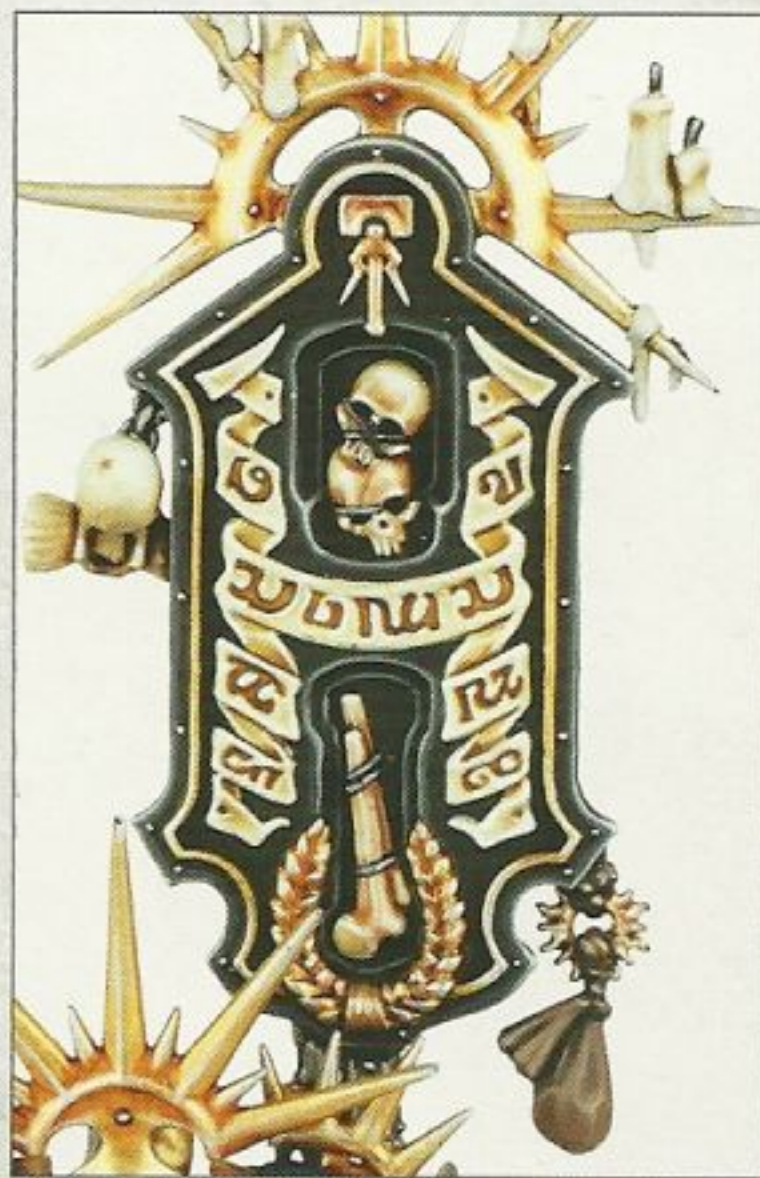
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5-7 The Retributors are the storm's wrath made flesh, the walking embodiment of Sigmar's fury. With massive lightning hammers they smash the enemies of the God-King, every blow unleashing thunderous bursts of sky magic.

8 Ionus Cryptborn is one of the Lord-Relictors, mysterious figures who possess power over life and death. Ionus is first and greatest of this sinister order, a champion from the realm below plucked from his grave by the power of Sigmar.

9 The Lord-Relictor carries a glorious reliquary to raise high above the ranks of his men – within it is locked energy that can rouse fallen Stormcast Eternals from death, or sap the enemy of their life essence.

10 The Stormcast are hung with parchments inscribed with a mysterious script.





- 1 The Prosecutors are the vanguard of the Stormcast Eternal hosts, heroes who swoop into battle on wings of purest light. Flying above the Mortal Realms, their blade-wings let them ride the thermal currents like birds of prey. The Prosecutors are led by Anactos Skyhelm, lord of the Skyhost.
- 2 The weapons clutched by the Stormcast Eternal Prosecutors are no mere lumps of iron, but Celestial Hammers summoned to their hands by magical power, ready to be hurled into the foe with meteoric force.
- 3 The Prosecutor models are ingeniously designed so they appear to soar, a ribbon of inscribed parchment trailing beneath them their only connection to the bases. This lets them tower over their foes on the battlefield like angels of divine judgement.

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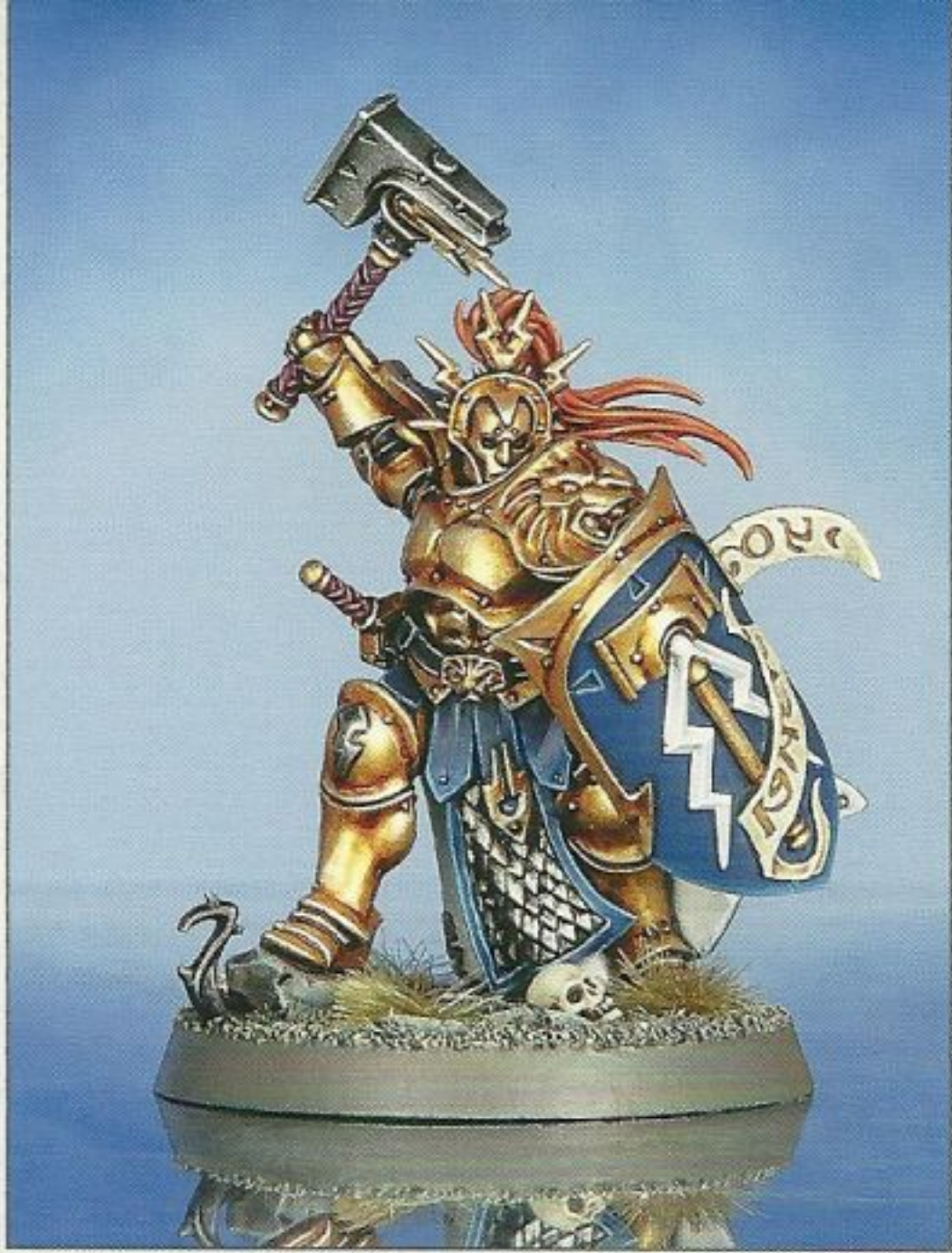


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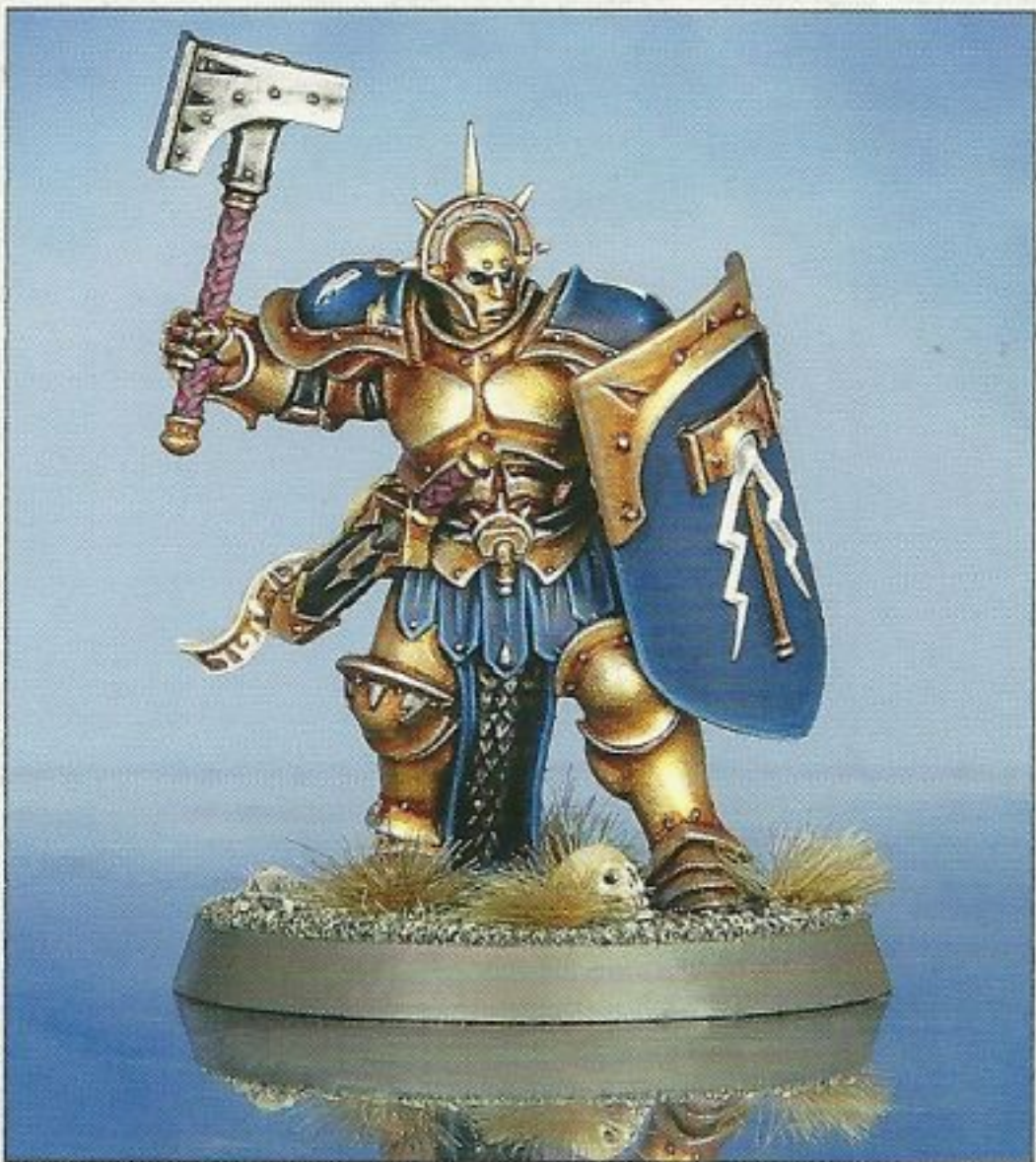




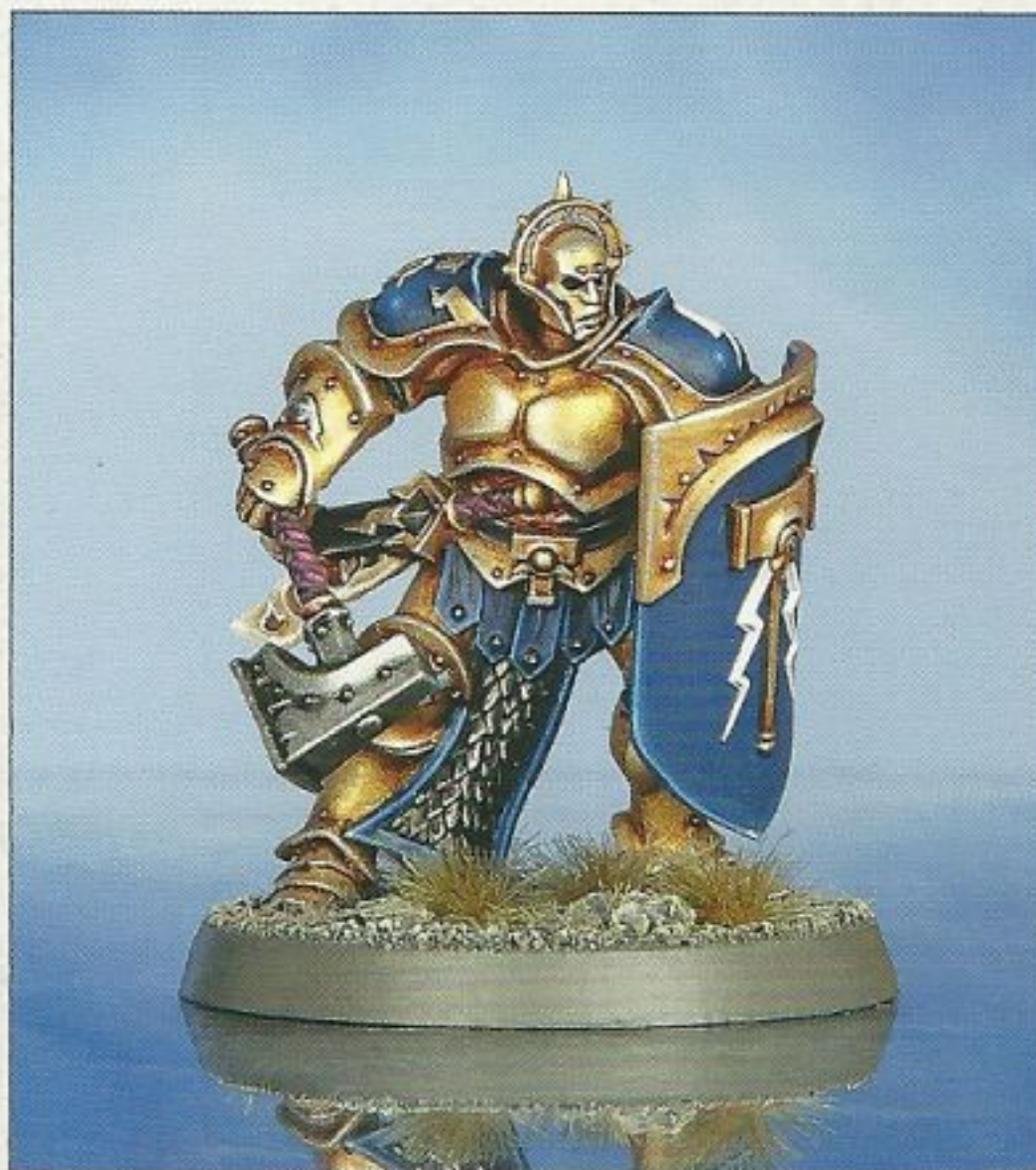
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- 4 Liberators are the foot soldiers of Sigmar's hosts, led into battle by a veteran Liberator-Prime.
- 5 A Liberator-Prime is easily identified by the plume of hair on his helmet.
- 6 Each Liberator is clad in sigmarite, metal hewed from the world-that-was.
- 7 Forged to slay tyrant and fiend, Liberators deliver skull-crushing blows.
- 8 Each Liberator bears a dagger as big as an ordinary man's sword.
- 9 There are 10 Liberators in the new starter set – see them all on page 10.
- 10 Liberators wear the hammer and comet symbol of the Stormcast.
- 11 The Liberator-Prime's warhammer bears the symbol of Sigmarabulus.
- 12 The starter set includes transfers to mark out the Stormcast Conclaves.



10



11



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- 1 Korghos Khul is a Mighty Lord of Khorne and the bloodthirsty commander of the Goretide.
- 2 Khorne's brass rune sits atop Khul's armour, a sure sign of his favour.
- 3 Grizzlemaw is a ravenous daemonic hound. A ferocious beast, it also protects Khul from baleful magic and spells.
- 4 Khul's Axe of Khorne was a gift from the Blood God for toppling the fortress of Scorched Keep. Its keen edge is so sharp it can split reality, sending its victims hurtling into Khorne's bloody realm.

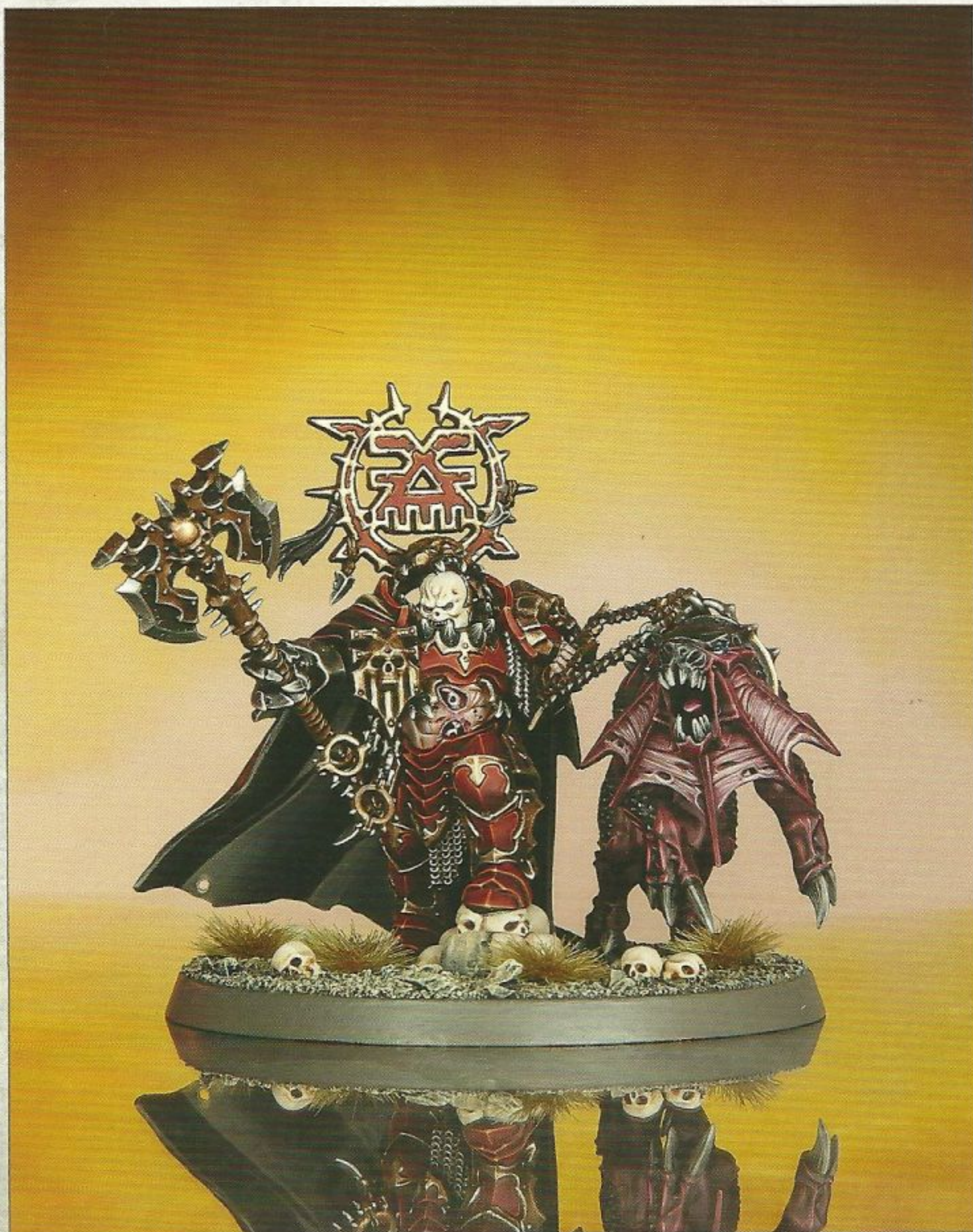
## THE KHORNE GORETIDE

Khorne's legions are so vast and numerous as to be beyond human comprehension, the death and destruction they leave in their wake sickening to behold. Among Khorne's favourite blood-blessed legions is the Goretide, a seething horde of battle-hungry berserkers led by Korghos Khul, a frenzied butcher who has proven his martial prowess and insatiable bloodlust on countless occasions.

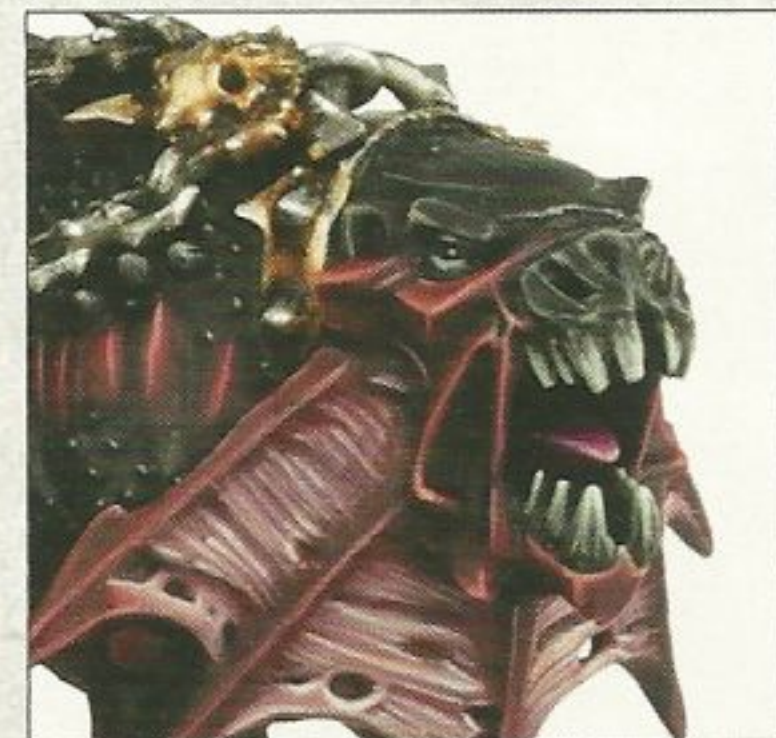
The Warhammer Age of Sigmar starter set includes 29 Goretide warriors with which to ravage the Mortal Realms. Inside you'll find: 20 Bloodreavers (with options for a champion, hornblower and icon bearer);

five Blood Warriors; Skuldrak the Khorgorath and his Bloodstoker, Vekh the Flayer; the Bloodsecrator Threx Skullbrand; and the Mighty Lord of Khorne himself, Korghos Khul.

Every one of these incredible miniatures is clearly a dedicated vassal of the Blood God, from the skulls, chains and manacles that hang from their belts, to the runes of Khorne emblazoned on their armour and carved into their flesh. Veins bulge, teeth are bared and manic faces stare wide-eyed from cracked helms. And, of course, there are axes aplenty, every one wielded in anticipation of the slaughter to come.



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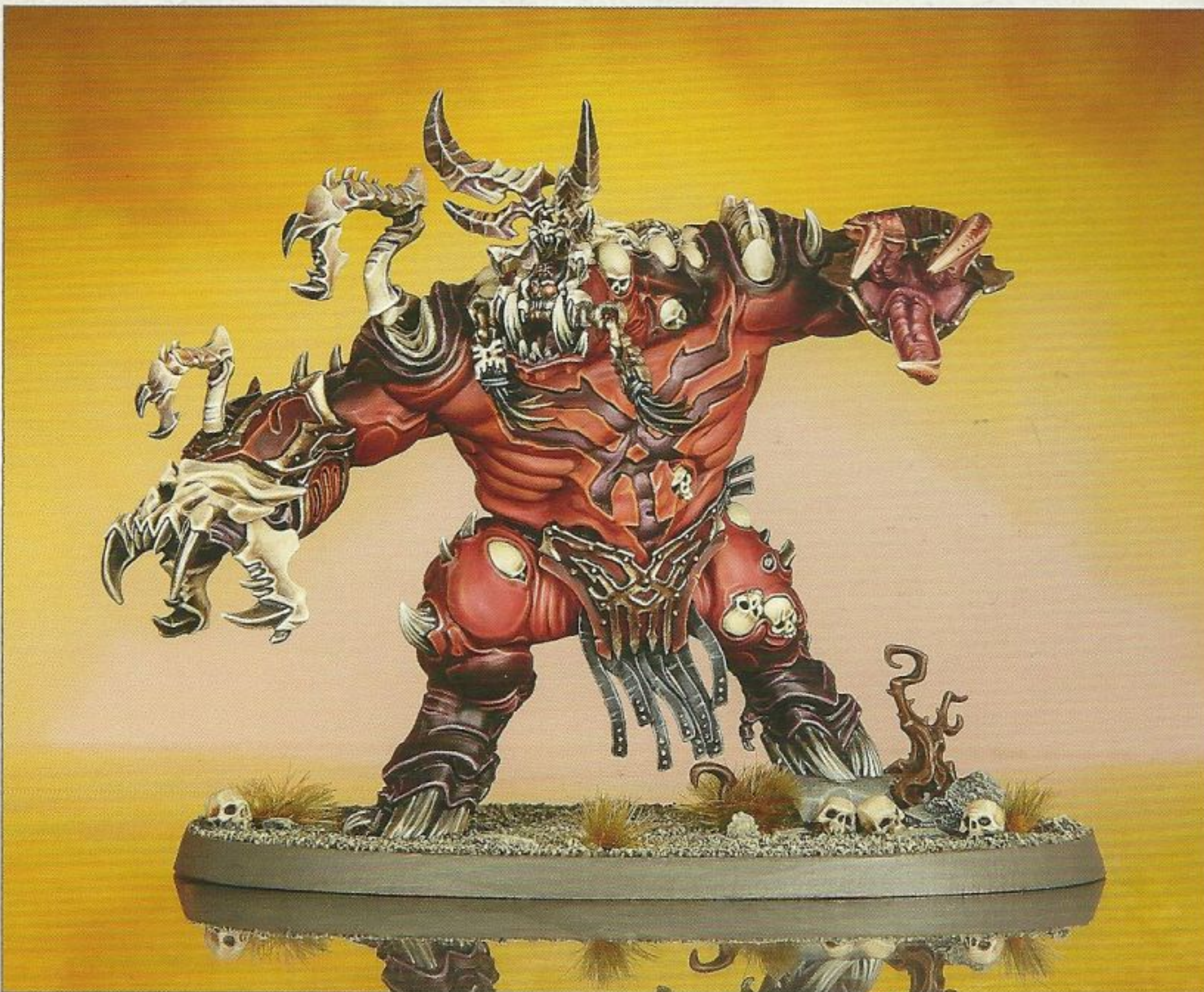


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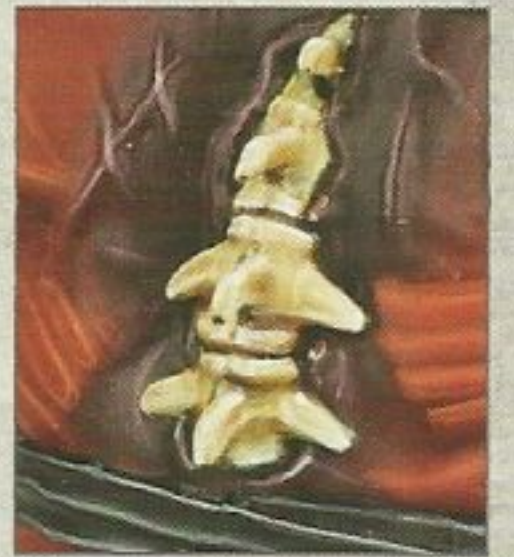
- 5 Threx Skullbrand is the Bloodsecreator of the Goretide and carries Khorne's Portal of Skulls.
- 6 Threx's hair is bound tight in the spinal column of an unfortunate foe.
- 7 Threx's axe has no less than four serrated blades.



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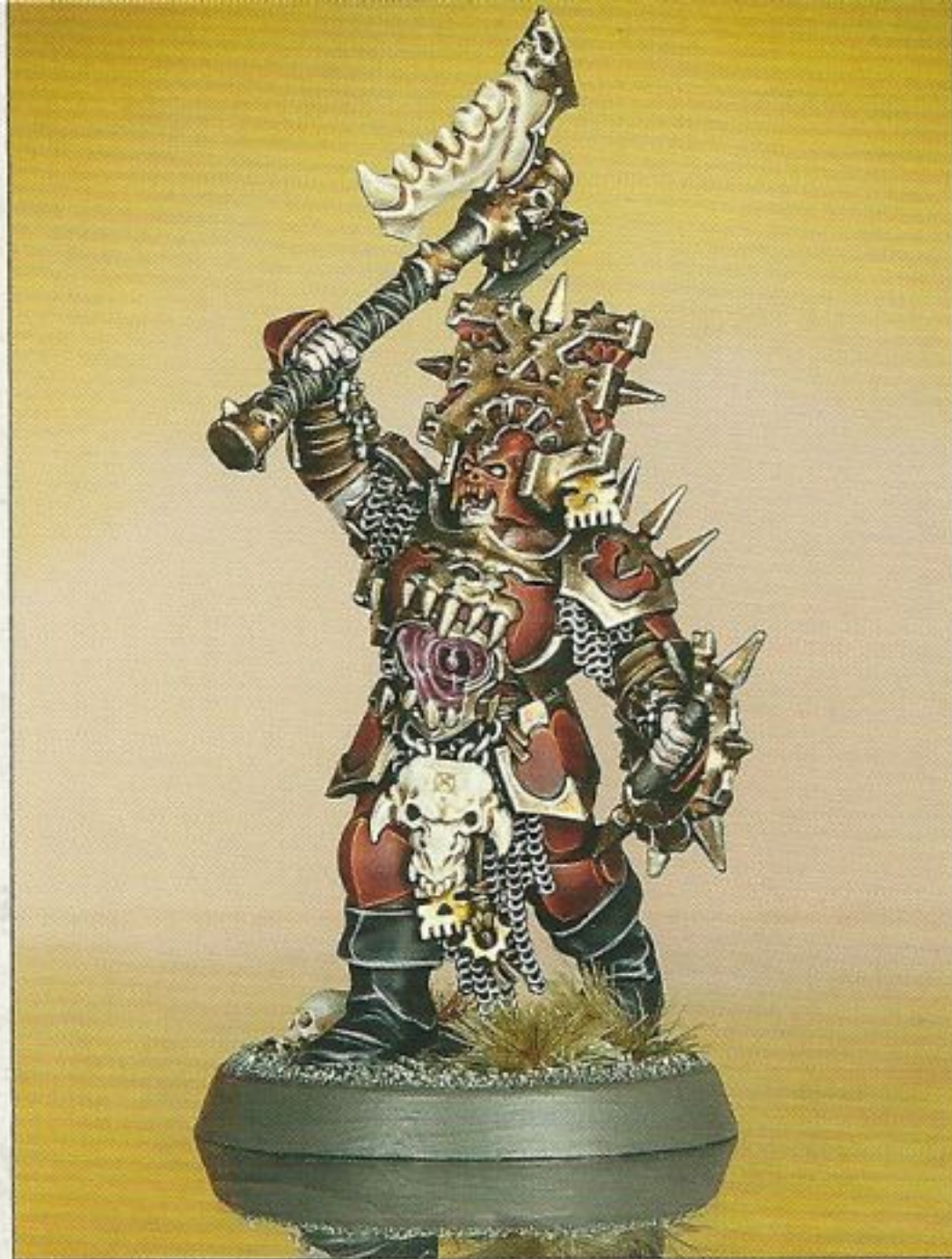
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- 8 Skuldruk is a Khorgorath, a blood-mad beast mutated by Khorne into a terrible killing machine.
- 9 Khorgoraths live only to gorge upon skulls and fresh blood.
- 10 His spine protrudes from blood-saturated skin.





1 Vekh the Flayer is the Goretide's Bloodstoker, a cruel and sadistic warrior who goads Khorne's followers into ever more violent and depraved acts. His current charge is the Khorgorath Skuldrak, who he takes great delight in torturing.

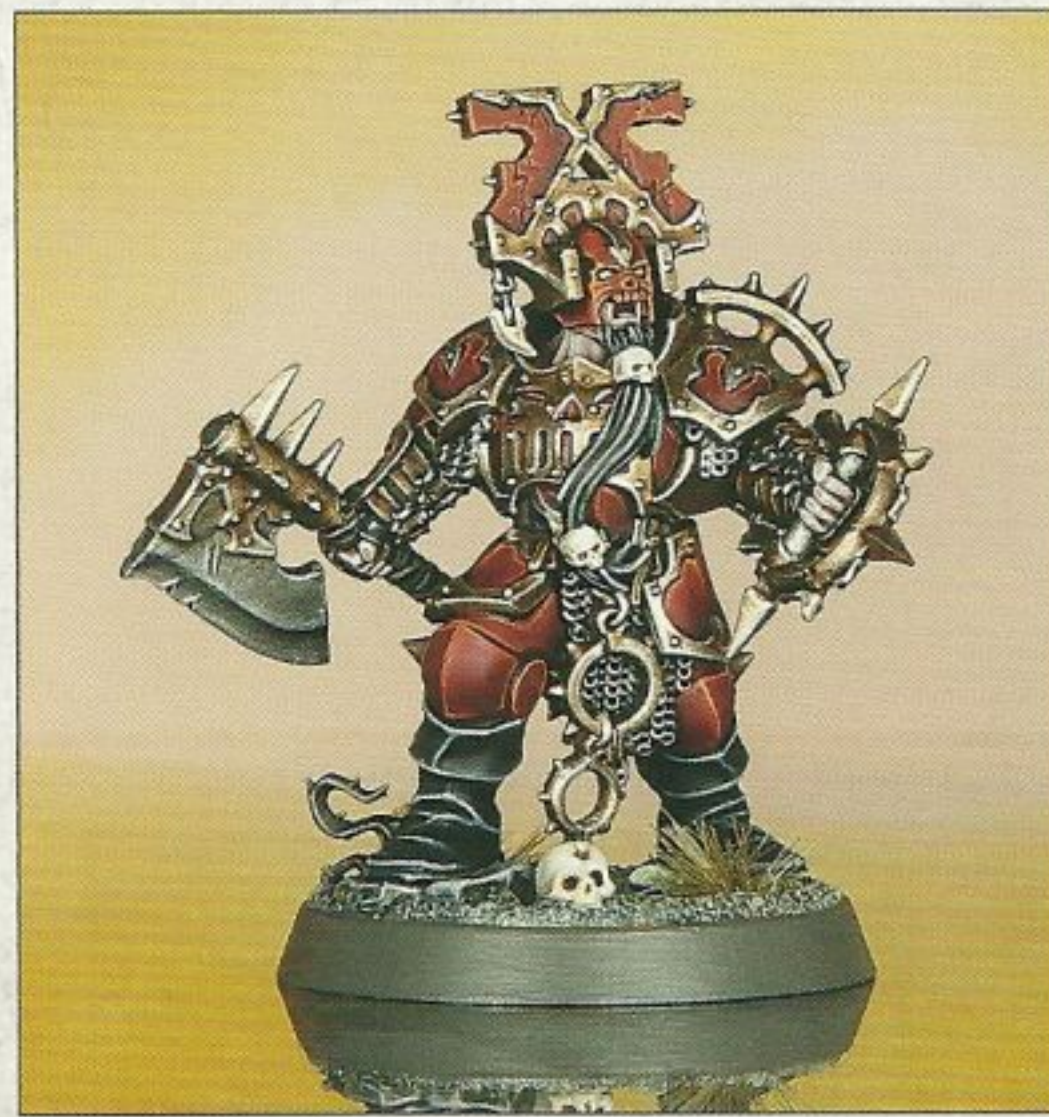
2 The Blood Warriors are rage incarnate, living only to slaughter in Khorne's name. This champion has been blessed with a jawbone axe and a fleshy, maw-like stomach.

3 Blood Warriors carry goreaxes and gorefists, buckler-like shields covered in blades that are more like a weapon than protection.

4 Every Blood Warrior is marked with Khorne's rune. Most wear it on their helm, but this warrior also has it welded to his breastplate.

5 Blood Warriors wear the armour of Khorne, heavy suits of battle plate lined with brass and consecrated in blood.

6 Driven to acts of incredible violence and destruction by Khorne's influence, the Blood Warriors charge into battle with reckless abandon, their weapons and armour bathed in the blood of the enemy.







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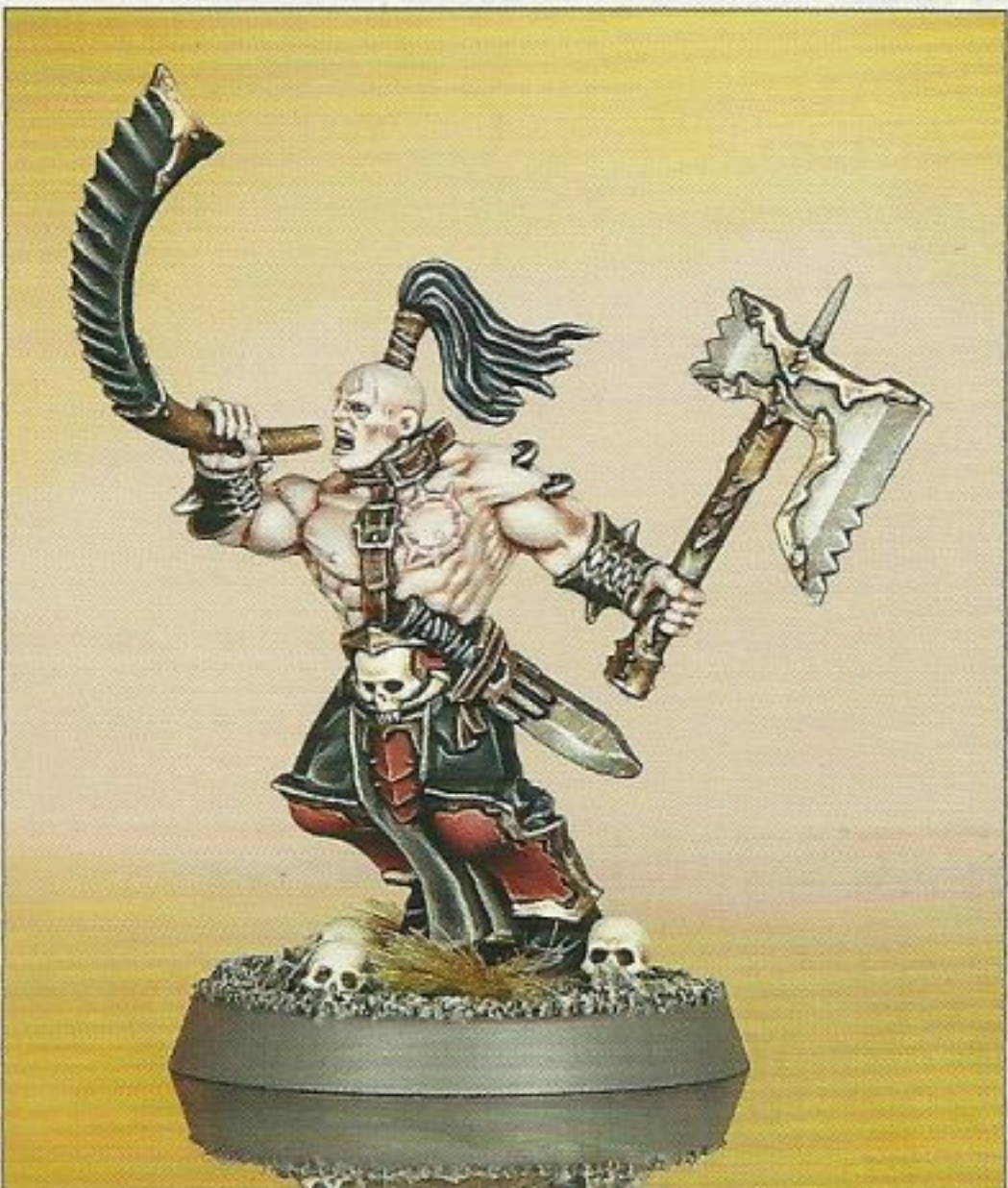
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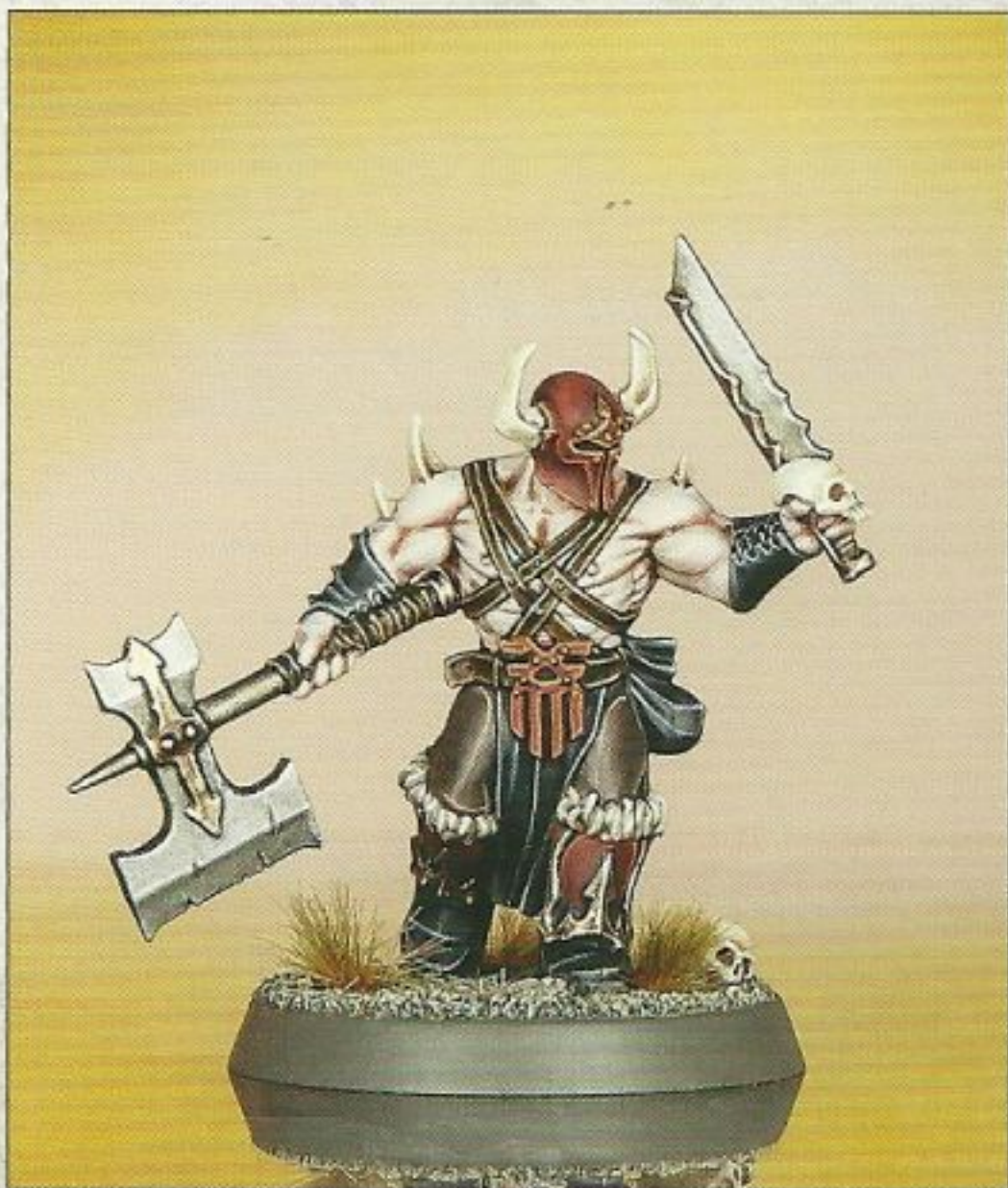
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- 7 The Bloodreavers are a warband of brutal, muscle-bound cannibals. Like all of Khorne's followers, they revel in wholesale slaughter, but at battle's end they give the survivors a choice: to join them in the victory flesh-banquet or become the meal itself.
- 8 Bloodreavers carry an assortment of horrific combat blades, from axes to flensing knives.
- 9 The warband's totem is a brass icon of Khorne bedecked with the flayed skin and sun-bleached skulls of their most worthy foes.
- 10 Those who join the Bloodreavers to preserve their skin (quite literally) unwittingly strike a pact with Khorne, becoming ever more bloodthirsty and cannibalistic.
- 11 Most Bloodreavers wear little armour save for their horned helmets.
- 12 The hornblower sounds the charge of the Bloodreavers. His duty complete, he will lay into the enemy with all the savagery of his brethren.
- 13 This page features just seven of the Bloodreavers from the Age of Sigmar box, which includes 20 of these ferocious cannibals.





**1** Warhammer Age of Sigmar piles exciting extra content on top of the amazing miniatures. Here you can see the rest of the box's innards, which include a 96-page book detailing the opening battles of the Age of Sigmar, a glossy card sheet covering all the rules for the game, an assembly guide showing you how to build all the miniatures, 12 dice, two measuring sticks and a pair of transfer sheets for the Stormcast Eternals. The box itself is also a glorious piece of artwork, featuring Lord-Celestant Vandus Hammerhand and Korghos Khul.

**ALSO IN THE AGE OF SIGMAR BOXED SET...**

**In addition** to the stunning collection of Citadel miniatures presented in the Warhammer Age of Sigmar starter set, there's a host of other goodies to savour.

Perhaps the most exciting thing in the box, after the jaw-dropping miniatures, is the 96-page book detailing the opening battles of the Age of Sigmar. It's unlike any book we have ever published, so hold on tight because there's a lot to say about it.

Right from the outset you're plunged into the Age of Sigmar. The Mortal Realms are in turmoil, devastated by the forces of Chaos, and only Azyr, the Realm of Heavens, remains unsullied, its gates

locked to the forces of Chaos. Behind its walls, the God-King Sigmar has striven to forge a weapon to fight back the darkness. His work is now complete. Sigmar's Storm, long in the making, has finally broken. The Stormcast Eternals have arrived.

Quite a lot to take in, we think you'll agree. As you read through the book you'll discover more of the age we now live in, of the time of Chaos and the Age of Myth, the world-that-was and the Mortal Realms. The prologue is nothing short of monumental in its magnitude, a suitably mind-blowing introduction to Warhammer Age of Sigmar that sets the scene for the epic story that follows. Sigmar's Stormhosts have been unleashed and Chaos will feel their wrath.



# WARHAMMER

## AGE OF SIGMAR

*Warhammer: Age of Sigmar* puts you in command of a force of mighty warriors, monsters and war engines. This rules sheet contains everything you need to know in order to do battle amid strange and sorcerous realms, to unleash powerful magic, darken the skies with arrows, and crush your enemies in bloody combat!

## THE ARMIES

*Before the conflict begins, rival warlords gather their most powerful warriors.*

In order to play, you must first muster your army from the miniatures in your collection. Armies can be as big as you like, and you can use as many models from your collection as you wish. The more units you decide to use, the longer the game will last and the more exciting it will be! Typically, a game with around a hundred miniatures per side will last for about an evening.

## WARSCROLLS & UNITS

All models are described by warscrolls, which provide all of the rules for using them in the game. You will need warscrolls for the models you want to use.

Models fight in units. A unit can have one or more models, but cannot include models that use different warscrolls. A unit must be set up and finish any sort of move as a single group of models, with all models within 1" of at least one other model from their unit. If anything causes a unit to become split up during a battle, it must reform the next time that it moves.

## TOOLS OF WAR

In order to fight a battle you will require a tape measure and some dice.

Distances in *Warhammer: Age of Sigmar* are measured in inches ("), between the closest points of the models or units you're measuring to and from. You can measure distances whenever you wish. A model's base isn't considered part of the model – it's just there to help the model stand up – so don't include it when measuring distances.

*Warhammer: Age of Sigmar* uses six-sided dice (sometimes abbreviated to D6). If a rule requires you to roll a D3, roll a dice and halve the total, rounding fractions up. Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. You can never re-roll a dice more than once, and re-rolls happen before modifiers to the roll (if any) are applied.

## THE BATTLEFIELD

*Be they pillars of flame, altars of brass or haunted ruins, the realms are filled with strange sights and deadly obstacles.*

Battles in *Warhammer: Age of Sigmar* are fought across an infinite variety of exciting landscapes in the Mortal Realms, from desolate volcanic plains and treacherous sky temples, to lush jungles and cyclopean ruins. The dominion of Chaos is all-pervading, and no land is left untouched by the blight of war. These wildly fantastical landscapes are recreated whenever you play a game of *Warhammer: Age of Sigmar*.

The table and scenery you use constitute your battlefield. A battlefield can be any flat surface upon which the models can stand – for example a dining table or the floor – and can be any size or shape provided it's bigger than 3 feet square.

First you should decide in which of the seven Mortal Realms the battle will take place. For example, you might decide that your battle will take place in the Realm of Fire. Sometimes you'll need to know this in order to use certain abilities. If you can't agree on the realm, roll a dice, and whoever rolls highest decides.

The best battles are fought over lavishly designed and constructed landscapes, but whether you have a lot of scenery or only a small number of features doesn't matter! A good guide is at least 1 feature for every 2 foot square, but less is okay and more can make for a really interesting battle.

To help you decide the placement of your scenery, you can choose to roll two dice and add them together for each 2 foot square area of your battlefield and consult the following table:

Roll	Terrain Features
2-3	No terrain features.
4-5	2 terrain features.
6-8	1 terrain feature.
9-10	2 terrain features.
11-12	Choose from 0 to 3 terrain features.

## MYSTERIOUS LANDSCAPES

The landscapes of the Mortal Realms can both aid and hinder your warriors. Unless stated otherwise, a model can be moved across scenery but not through it (so you can't move through a solid wall, or pass through a tree, but can choose to have a model climb up or over them). In addition, once you have set up all your scenery, either roll a dice on the following table or pick a rule from it for each terrain feature:

### THE SCENERY TABLE

#### Roll Scenery

- 1 Damned:** If any of your units are within 3" of this terrain feature in your hero phase, you can declare that one is making a sacrifice. If you do so, the unit suffers D3 mortal wounds, but you can add 1 to all hit rolls for the unit until your next hero phase.
- 2 Arcane:** Add 1 to the result of any casting or unbinding rolls made for a wizard within 3" of this terrain feature.
- 3 Inspiring:** Add 1 to the Bravery of all units within 3" of this terrain feature.
- 4 Deadly:** Roll a dice for any model that makes a run or charge move across, or finishing on, this terrain feature. On a roll of 1 the model is slain.
- 5 Mystical:** Roll a dice in your hero phase for each of your units within 3" of this terrain feature. On a roll of 1 the unit is befuddled and can't be selected to cast spells, move or attack until your next hero phase. On a roll of 2-6 the unit is ensorcelled, and you can re-roll failed wound rolls for the unit until your next hero phase.
- 6 Sinister:** Any of your units that are within 3" of this terrain feature in your hero phase cause fear until your next hero phase. Subtract 1 from the Bravery of any enemy units that are within 3" of one or more units that cause fear.



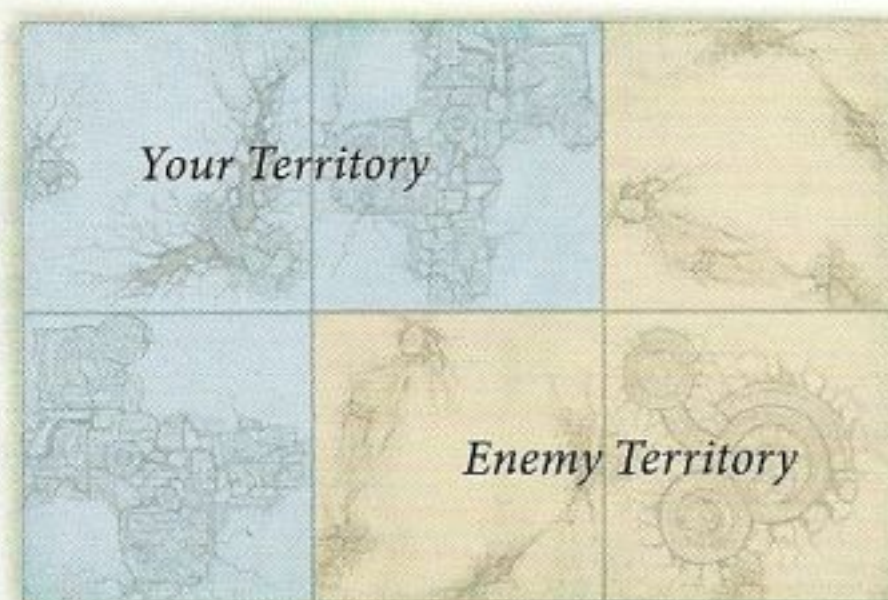
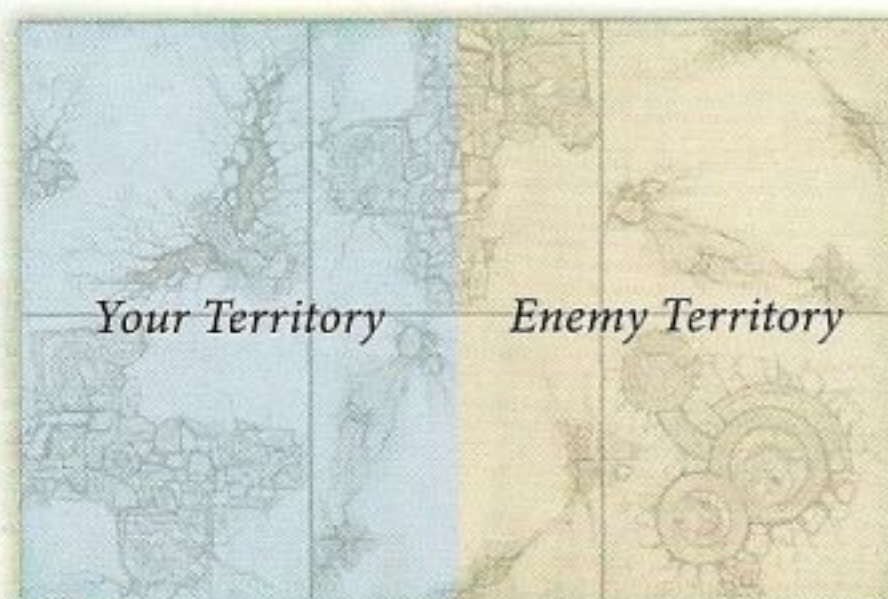
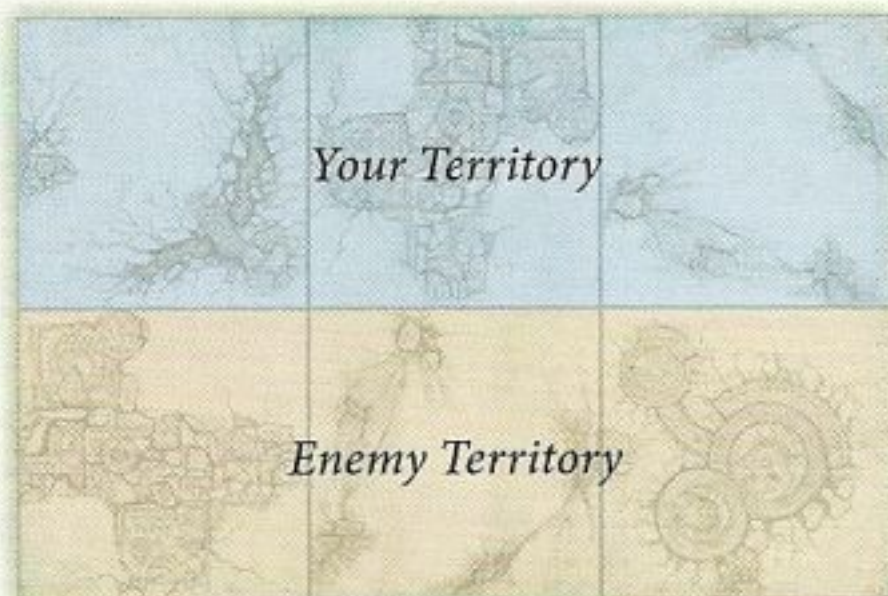
## THE BATTLE BEGINS

*Thunder rumbles high above as the armies take to the battlefield.*

You are now ready for the battle to begin, but before it does you must set up your armies for the coming conflict.

### SET-UP

Before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must divide the battlefield into two equal-sized halves; their opponent then picks one half to be their territory. Some examples of this are shown below.



The players then alternate setting up units, one at a time, starting with the player that won the earlier dice roll. Models must be set up in their own territory, more than 12" from enemy territory.

You can continue setting up units until you have set up all the units you want to fight in this battle, or have run out of space. This is your army. Count the number of models in your army – this may come in useful later. Any remaining units are held in reserve, playing no part unless fate lends a hand.

The opposing player can continue to set up units. When they have finished, set-up is complete. The player that finishes setting up first always chooses who takes the first turn in the first battle round.

### THE GENERAL

Once you have finished setting up all of your units, nominate one of the models you set up as your general. Your general has a command ability, as described in the rules for the hero phase opposite.

### GLORIOUS VICTORY

In the Mortal Realms battles are brutal and uncompromising – they are fought to the bitter end, with one side able to claim victory because it has destroyed its foe or there are no enemy models left on the field of battle. The victor can immediately claim a **major victory** and the honours and triumphs that are due to them, while the defeated must repair to their lair to lick their wounds and bear the shame of failure.

If it has not been possible to fight a battle to its conclusion or the outcome is not obvious, then a result of sorts can be calculated by comparing the number of models removed from play with the number of models originally set up for the battle for each army. Expressing these as percentages provides a simple way to determine the winner. Such a victory can only be claimed as a **minor victory**. For example, if one player lost 75% of their starting models, and the other player lost 50%, then the player that only lost 50% of their models could claim a minor victory.

Models added to your army during the game (for example, through summoning, reinforcements, reincarnation and so on) do not count towards the number of models in the army, but must be counted among the casualties an army suffers.

### SUDDEN DEATH VICTORIES

Sometimes a player may attempt to achieve a sudden death victory. If one army has a third more models than the other, the outnumbered player can choose one objective from the sudden death table after generals are nominated. A **major victory** can be claimed immediately when the objective is achieved by the outnumbered player.

### TRIUMPHS

After any sudden death objectives have been chosen, if your army won a major victory in its previous battle, roll a dice and look up the result on the triumph table to the right.

### THE SUDDEN DEATH TABLE

**Assassinate:** The enemy player picks a unit with the **HERO, WIZARD, PRIEST** or **MONSTER** keyword in their army. Slay the unit that they pick.

**Blunt:** The enemy player picks a unit with five or more models in their army. Slay the unit that they pick.

**Endure:** Have at least one model which started the battle on the battlefield still in play at the end of the sixth battle round.

**Seize Ground:** Pick one terrain feature in enemy territory. Have at least one friendly model within 3" of that feature at the end of the fourth battle round.

### THE TRIUMPH TABLE

#### Roll Triumph

- 1-2 **Blessed:** You can change the result of a single dice to the result of your choosing once during the battle.
- 3-4 **Inspired:** You can re-roll all of the failed hit rolls for one unit in your army in one combat phase.
- 5-6 **Empowered:** Add 1 to your general's Wounds characteristic.

### BATTLE ROUNDS

*Mighty armies crash together amid the spray of blood and the crackle of magic.*

*Warhammer: Age of Sigmar* is played in a series of battle rounds, each of which is split into two turns – one for each player. At the start of each battle round, both players roll a dice, rolling again in the case of a tie. The player that rolls highest decides who takes the first turn in that battle round. Each turn consists of the following phases:

#### 1. Hero Phase

*Cast spells and use heroic abilities.*

#### 2. Movement Phase

*Move units across the battlefield.*

#### 3. Shooting Phase

*Attack with missile weapons.*

#### 4. Charge Phase

*Charge units into combat.*

#### 5. Combat Phase

*Pile in and attack with melee weapons.*

#### 6. Battleshock Phase

*Test the bravery of depleted units.*

Once the first player has finished their turn, the second player takes theirs. Once the second player has also finished, the battle round is over and a new one begins.



## PRE-BATTLE ABILITIES

Some warscrolls allow you to use an ability 'after set-up is complete'. These abilities are used before the first battle round. If both armies have abilities like this, both players roll a dice, re-rolling in the case of a tie. The player that rolls highest gets to use their abilities first, followed by their opponent.

## HERO PHASE

*As the armies close in, their leaders use sorcerous abilities, make sacrifices to the gods, or give strident commands.*

In your hero phase you can use the wizards in your army to cast spells (see the rules for wizards on the last page of these rules).

In addition, other units in your army may have abilities on their warscrolls that can be used in the hero phase. Generally, these can only be used in your own hero phase. However, if an ability says it can be used in every hero phase, then it can be used in your opponent's hero phase as well as your own. If both players can use abilities in a hero phase, the player whose turn it is gets to use all of theirs first.

## COMMAND ABILITY

In your hero phase, your general can use one command ability. All generals have the Inspiring Presence command ability, and some may have more on their warscroll.

**Inspiring Presence:** Pick a unit from your army that is within 12" of your general. The unit that you pick does not have to take battleshock tests until your next hero phase.

## MOVEMENT PHASE

*The ground shakes to the tread of marching feet as armies vie for position.*

Start your movement phase by picking one of your units and moving each model in that unit until you've moved all the models you want to. You can then pick another unit to move, until you have moved as many of your units as you wish. No model can be moved more than once in each movement phase.

## MOVING

A model can be moved in any direction, to a distance in inches equal to or less than the Move characteristic on its warscroll. It can be moved vertically in order to climb or cross scenery, but cannot be moved across other models. No part of the model may move further than the model's Move characteristic.

## ENEMY MODELS

When you move a model in the movement phase, you may not move within 3" of any enemy models. Models from your army are friendly models, and models from the opposing army are enemy models.

Units starting the movement phase within 3" of an enemy unit can either remain stationary or retreat. If you choose to retreat, the unit must end its move more than 3" away from all enemy units. If a unit retreats, then it can't shoot or charge later that turn (see below).

## RUNNING

When you pick a unit to move in the movement phase, you can declare that it will run. Roll a dice and add the result to the Move characteristic of all models in the unit for the movement phase. A unit that runs can't shoot or charge later that turn.

## FLYING

If the warscroll for a model says that the model can fly, it can pass across models and scenery as if they were not there. It still may not finish the move within 3" of an enemy in the movement phase, and if it is already within 3" of an enemy it can only retreat or remain stationary.

## SHOOTING PHASE

*A storm of death breaks over the battle as arrows fall like rain and war machines hurl their deadly payloads.*

In your shooting phase you can shoot with models armed with missile weapons.

Pick one of your units. You may not pick a unit that ran or retreated this turn. Each model in the unit attacks with all of the missile weapons it is armed with (see Attacking). After all of the models in the unit have shot, you can choose another unit to shoot with, until all units that can shoot have done so.

## CHARGE PHASE

*Howling bloodcurdling war cries, warriors hurl themselves into battle to slay with blade, hammer and claw.*

Any of your units within 12" of the enemy in your charge phase can make a charge move. Pick an eligible unit and roll two dice. Each model in the unit can move this number in inches. You may not pick a unit that ran or retreated this turn, nor one that is within 3" of the enemy.

The first model you move must finish within ½" of an enemy model. If that's impossible, the charge has failed and no models in the charging unit can move in this phase. Once you've moved all the models in the unit, you can pick another eligible unit to make a charge, until all units that can charge have done so.

## COMBAT PHASE

*Carnage engulfs the battlefield as the warring armies tear each other apart.*

Any unit that has charged or has models within 3" of an enemy unit can attack with its melee weapons in the combat phase.

The player whose turn it is picks a unit to attack with, then the opposing player must attack with a unit, and so on until all eligible units on both sides have attacked once each. If one side completes all its attacks first, then the other side completes all of its remaining attacks, one unit after another. No unit can be selected to attack more than once in each combat phase. An attack is split into two steps: first the unit piles in, and then you make attacks with the models in the unit.

Step 1: When you pile in, you may move each model in the unit up to 3" towards the closest enemy model. This will allow the models in the unit to get closer to the enemy in order to attack them.

Step 2: Each model in the unit attacks with all of the melee weapons it is armed with (see Attacking).

## BATTLESHOCK PHASE

*Even the bravest heart may quail when the horrors of battle take their toll.*

In the battleshock phase, both players must take battleshock tests for units from their army that have had models slain during the turn. The player whose turn it is tests first.

To make a battleshock test, roll a dice and add the number of models from the unit that have been slain this turn. For each point by which the total exceeds the highest Bravery characteristic in the unit, one model in that unit must flee and is removed from play. Add 1 to the Bravery characteristic being used for every 10 models that are in the unit when the test is taken.

You must choose which models flee from the units you command.



## ATTACKING

*Blows hammer down upon the foe, inflicting bloody wounds.*

When a unit attacks, you must first pick the target units for the attacks that the models in the unit will make, then make all of the attacks, and finally inflict any resulting damage on the target units.

The number of attacks a model can make is determined by the weapons that it is armed with. The weapon options a model has are listed in its description on its warscroll. Missile weapons can be used in the shooting phase, and melee weapons can be used in the combat phase. The number of attacks a model can make is equal to the Attacks characteristic for the weapons it can use.

## PICKING TARGETS

First, you must pick the target units for the attacks. In order to attack an enemy unit, an enemy model from that unit must be in range of the attacking weapon (i.e. within the maximum distance, in inches, of the Range listed for the weapon making the attack), and visible to the attacker (if unsure, stoop down and get a look from behind the attacking model to see if the target is visible). For the purposes of determining visibility, an attacking model can see through other models in its unit.

If a model has more than one attack, you can split them between potential target units as you wish. If a model splits its attacks between two or more enemy units, resolve all of the attacks against one unit before moving onto the next one.

## MAKING ATTACKS

Attacks can be made one at a time, or, in some cases, you can roll the dice for attacks together. The following attack sequence is used to make attacks one at a time:

- 1. Hit Roll:** Roll a dice. If the roll equals or beats the attacking weapon's To Hit characteristic, then it scores a hit and you must make a wound roll. If not, the attack fails and the attack sequence ends.
- 2. Wound Roll:** Roll a dice. If the roll equals or beats the attacking weapon's To Wound characteristic, then it causes damage and the opposing player must make a save roll. If not, the attack fails and the attack sequence ends.
- 3. Save Roll:** The opposing player rolls a dice, modifying the roll by the attacking weapon's Rend characteristic. For example,

if a weapon has a -1 Rend characteristic, then 1 is subtracted from the save roll. If the result equals or beats the Save characteristic of the models in the target unit, the wound is saved and the attack sequence ends. If not, the attack is successful, and you must determine damage on the target unit.

**4. Determine Damage:** Once all of the attacks made by a unit have been carried out, each successful attack inflicts a number of wounds equal to the Damage characteristic of the weapon. Most weapons have a Damage characteristic of 1, but some can inflict 2 or more wounds, allowing them to cause grievous injuries to even the mightiest foe, or to cleave through more than one opponent with but a single blow!

In order to make several attacks at once, all of the attacks must have the same To Hit, To Wound, Rend and Damage characteristics, and must be directed at the same enemy unit. If this is the case, make all of the hit rolls at the same time, then all of the wound rolls, and finally all of the save rolls; then add up the total number of wounds caused.

## INFLECTING DAMAGE

After all of the attacks made by a unit have been carried out, the player commanding the target unit allocates any wounds that are inflicted to models from the unit as they see fit (the models do not have to be within range or visible to an attacking unit). When inflicting damage, if you allocate a wound to a model, you must keep on allocating wounds to that model until either it is slain, or no more wounds remain to be allocated.

Once the number of wounds suffered by a model during the battle equals its Wounds characteristic, the model is slain. Place the slain model to one side – it is removed from play. Some warscrolls include abilities that allow wounds to be healed. A healed wound no longer has any effect. You can't heal wounds on a model that has been slain.

## MORTAL WOUNDS

Some attacks inflict mortal wounds. Do not make hit, wound or save rolls for a mortal wound – just allocate the wounds to models from the target unit as described above.

## COVER

If all models in a unit are within or on a terrain feature, you can add 1 to all save rolls for that unit to represent the cover they receive from the terrain. This modifier does not apply in the combat phase if the unit you are making saves for made a charge move in the same turn.

## WIZARDS

*The realms are saturated with magic, a seething source of power for those with the wit to wield it.*

Some models are noted as being a wizard on their warscroll. You can use a wizard to cast spells in your hero phase, and can also use them to unbind spells in your opponent's hero phase. The number of spells a wizard can attempt to cast or unbind each turn is detailed on its warscroll.

## CASTING SPELLS

All wizards can use the spells described below, as well as any spells listed on their warscroll. A wizard can only attempt to cast each spell once per turn.

To cast a spell, roll two dice. If the total is equal to or greater than the casting value of the spell, the spell is successfully cast.

If a spell is cast, the opposing player can choose any one of their wizards that is within 18" of the caster, and that can see them, and attempt to unbind the spell before its effects are applied. To unbind a spell, roll two dice. If the roll beats the roll used to cast the spell, then the spell's effects are negated. Only one attempt can be made to unbind a spell.

## ARCANE BOLT

Arcane Bolt has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster and which is visible to them. The unit you pick suffers D3 mortal wounds.

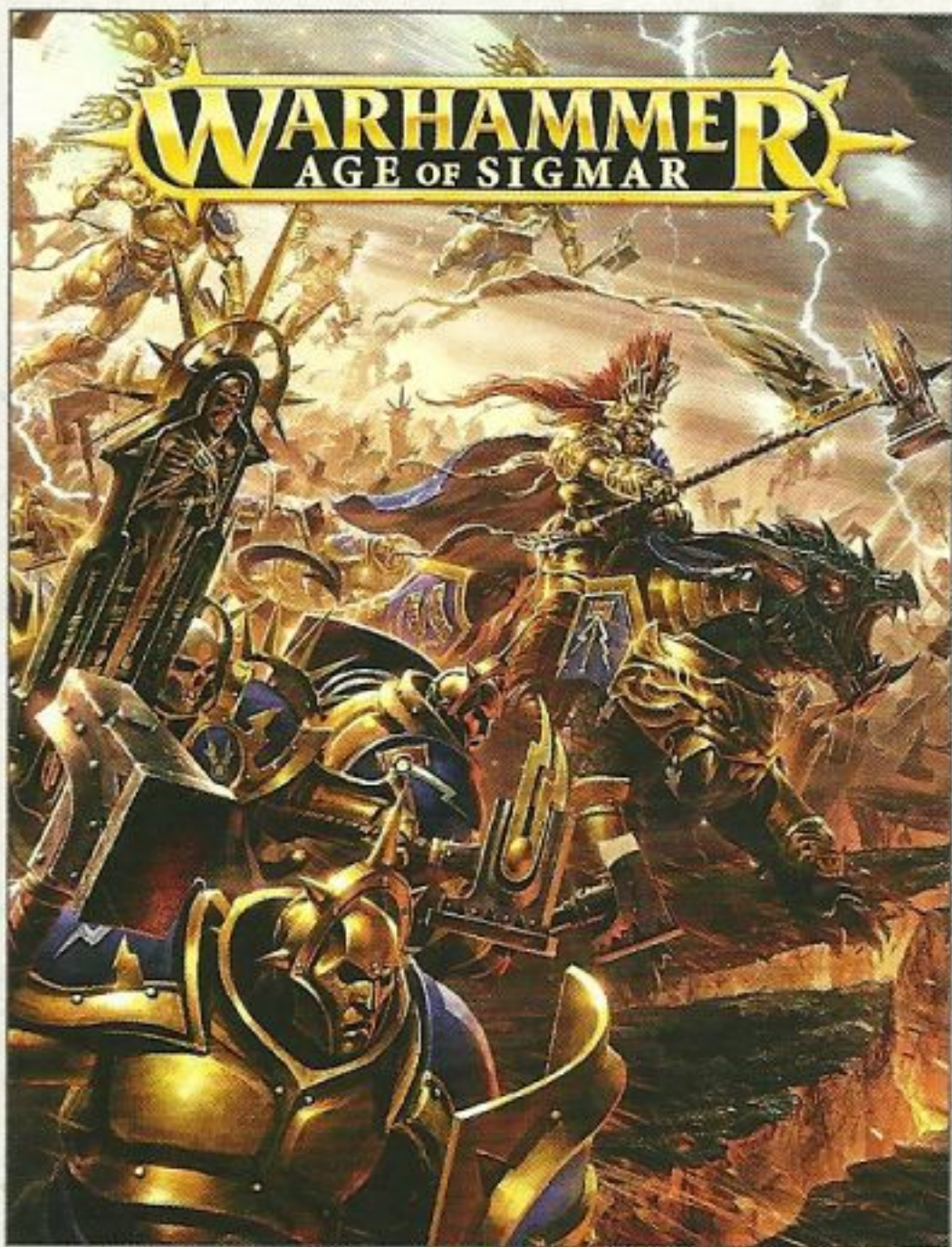
## MYSTIC SHIELD

Mystic Shield has a casting value of 6. If successfully cast, pick the caster, or a friendly unit within 18" of the caster and which is visible to them. You can add 1 to all save rolls for the unit you pick until the start of your next hero phase.

## THE MOST IMPORTANT RULE

In a game as detailed and wide-ranging as *Warhammer: Age of Sigmar*, there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, have a quick chat with your opponent, and apply the solution that makes the most sense to you both (or seems the most fun!). If no single solution presents itself, both of you should roll a dice, and whoever rolls higher gets to choose what happens. Then you can get on with the fighting!





2

The first conflicts of the Age of Sigmar are presented through a series of six linked battleplans that sees the Stormhost of Vandus Hammerhand take on the Khorne Goretide of Korghos Khul outside the Gates of Azyr. The battleplans for these first engagements are designed to ease you into the game, while providing an exciting narrative of the events taking place. You certainly get a sense of the battle escalating as you play through them, the Stormcast Eternals matching their foes blow for blow.

Alongside these battleplans the book also delves into the background of the two forces in the box, telling you about the heroes and villains that lead them, exploring tales of their great deeds and terrible exploits, explaining their heraldry and iconography and presenting their rules in a collection of warscrolls so you can use them in battle. On top of that, there are also three painting guides, one for the Stormcast Eternals and two for the Goretide, plus colour profiles featuring alternative colour schemes.

Also included in the box are the rules for the game, which are presented on a sturdy card sheet to help them survive the rigours of battle. You also get a dozen dice so you can decide the fate of your warriors,



**A**s the Bloodthirsted aspects of the Age of Sigmar unfolded, Sigmar came to a profound realization. The advantage of the warrior was not in his strength, and though his direct intervention could turn a losing battle into a victory, it was never enough to win the greater war.

So it was that Sigmar embarked upon a journey of strength. Drawing the Celestial Realm from the Bloodthirsted, he called upon his ally, the great creator Grogg. Their forge was the furnace, their steel the signposts of the world that was, all they needed were lessons to build it.

These mortal warriors with skills in their souls were moulded from the molten metal in flashes of blinding light. Though their bodies of flesh and spirit, the most worthy were moulded with divinity. Their souls were steeped in the might of the stars and their physical forms imbued with the strength of celestial fires. Before they emerged from Sigmar's spiritual forge as Stormcast Eternals - immortal forces destined to see down the tyranny of Chaos.

Sigmar's Stormcast Eternals have proven strong indeed. Only now can he unleash them, opening the Gates of Azyr to strike at the heart of the Dark Gods with world-shaking force.

3



**LORD CELESTANT VANDUS HAMMERHAND**  
Vandus Hammerhand is a descendant of the Dark Gods. By Vandus will do his warriors fight as one, united by his sword of purpose and exceptional might in arms. Vandus was the first to take a celestial Dragon, and the first to harness the Lord's ability to make bolts of magical force. So though he is respected by all, and though Sigmar loves him dearly, the Lord Celestant is still feared and right by virtue of his mortal imbued death.

Centuries ago, Chaos was united by the defiance of the Bloodthirsted. He set his champions to stop a mad harvest, and the slaughter that resulted was great. The warriors of the Bloodthirsted were united with the blood of a thousand corpses. The world was once dark and a state, though it would be ruled by the Lord, Vandus Hammerhand, was granted from the last battle by Sigmar himself. The darkness was broken, leaving Vandus Hammerhand - He Who Bites the Iron.



**LORD RELICTOR IONUS CRYPTBORN**  
The reputation of Lord Relictor is the stuff of legend. Sigmar speaks of his own origin, and that he is known only to a few. That they have never met is not to be taken for granted. For the living armies that answer his commands are not as easily as they can be won. If the Lord Relictor is truly able to keep the souls of their fallen from being lost, it is a feat only a master of time could do.

Lord Relictor is the eldest of his order. He wishes to be seen by the God-King himself. For no leader of men is he - the standards of the palace of Sigmar are his touch. In the state of death he has spent his life. It is rumored that he was once a champion of the Bloodthirsted, and that he is still defending the Bloodthirsted from a many-headed Chaos host. How does he cope with the chaos? How does he fight for Sigmar at Lord Vandus' side?

4

## “Sigmar’s Storm, long in the making, has finally broken.”

and a pair of measuring sticks so you know how far they can run and shoot in battle. Before you start fighting your battles, though, you’ll need to assemble your miniatures. The box includes an assembly guide for all the models in it, which makes building them extremely straightforward.

This is where the Age of Sigmar begins and what a phenomenal, comprehensive and action-packed introduction it is! **T**

Head to [www.games-workshop.com](http://www.games-workshop.com) to order your copy of Warhammer Age of Sigmar right now, to get it on Saturday 11th July, the day of release!

2 The book cover for Warhammer Age of Sigmar features an army of Stormcast Eternals. This is just one of the stunning new pieces of artwork featured throughout the book.

3 Tantalising tales of what happened between the End Times and the Age of Sigmar are illustrated with epic art of stunning calibre; here, the Stormcast Eternals strike back at Chaos by going straight for the Bloodthirster!

4 The background of the miniatures in the box is explored in detail. Here you can see the pages dedicated to Vandus Hammerhand and Ionus Cryptborn.



# GATES OF AZYR

By Chris Wraight  
Hardback | 128 pages



**The hour of vengeance is now! Sigmar's Warriors have been unleashed upon the Realm of Fire.**

The Stormcast Eternals have been hurled into battle by the God-King Sigmar, charged with securing the fabled Gates of Azyr. This is the first strike in Sigmar's great war of vengeance, a battle that will reverberate across the Mortal Realms.

In this novella, Chris Wraight deftly retells the opening events of Warhammer Age of Sigmar as Vandus and his Stormhost battle Korghos Khul's Goretide for the Gate of Azyr. Beautifully written, with enthralling characters and unflinching action, this book is a true companion to the boxed game, bringing to life the heroes and villains within and granting an unparalleled appreciation for who they are and why they fight. This is essential reading for the dawn of a new age. **T**

*Gates of Azyr* is also available as a special edition (with an exclusive dust jacket, lavish foil cover and colour insert section) direct from Black Library and also as an eBook. For more information visit:

[www.blacklibrary.com](http://www.blacklibrary.com)

# CITADEL FIGURE CASES



**Store your Warhammer Age of Sigmar models in safety with these glorious figure cases.**

While the Stormcast Eternals ride bolts of azure lightning into battle, our miniatures must make do with cars, buses and trains. Make the journey safe, and proclaim your allegiance with these new figure cases: one emblazoned with the heraldry of the Stormcast Eternals, the other with the diabolical sigil of the Blood God, Khorne.

Inside each case there are four foam trays, each of which can hold a small army in its own right. The rugged outer case, and the way the special foam holds your models snugly in place, keeps your precious miniatures safe en route to the battle. The design of the foam also makes loading and unloading your models a breeze. If you want one of these for your army, act fast – they are available while stocks last. **T**



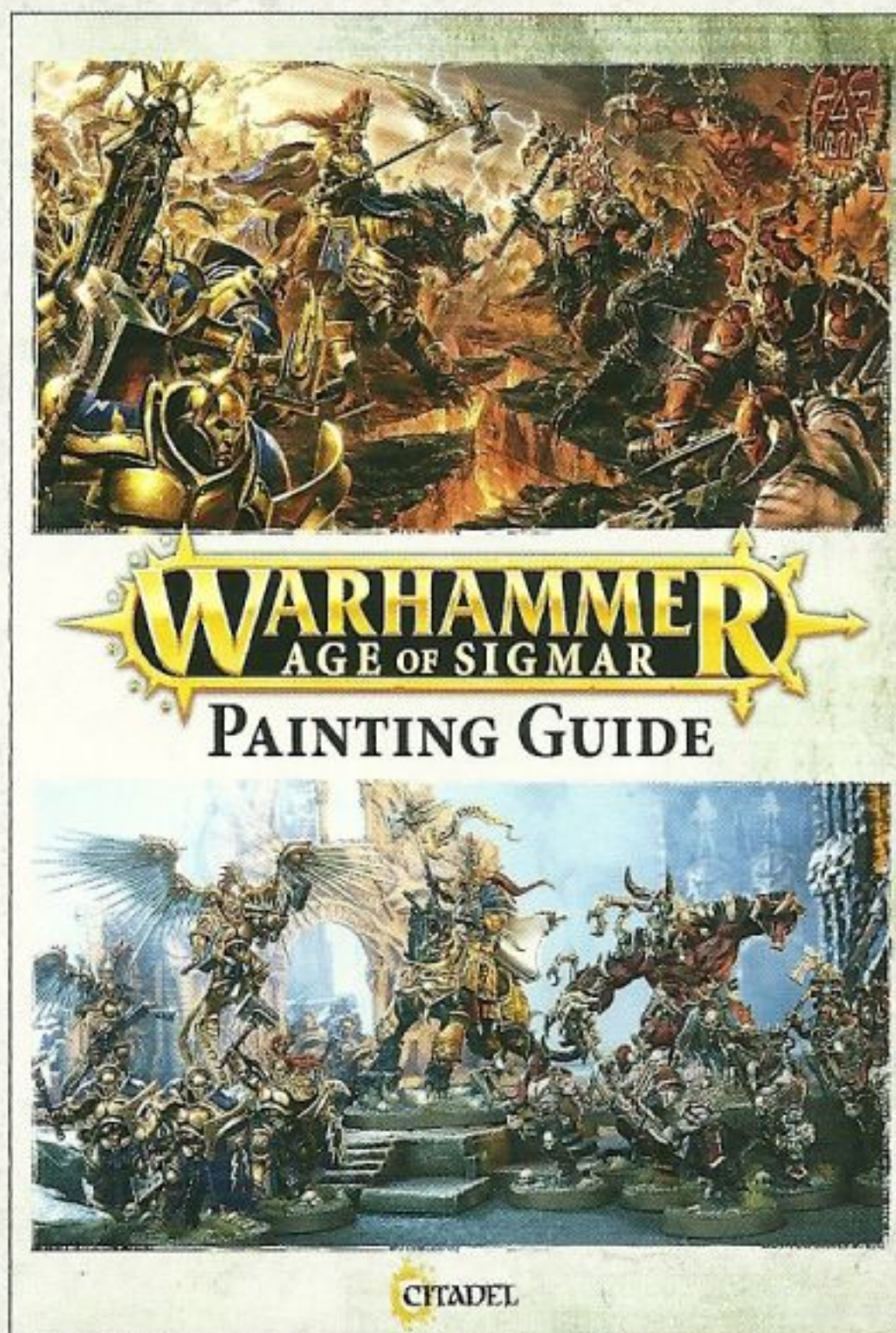
# WARHAMMER AGE OF SIGMAR PAINTING GUIDE

Paperback | 120 pages  
Also available for iPad

Capture the glorious detail on your new models with tips from the expert Studio army painters.

The models in the new Warhammer Age of Sigmar boxed set are gorgeous, and you'll want to give them the best possible paint job. That's where the Warhammer Age of Sigmar Painting Guide comes in. Loaded with clear, easy-to-follow photographs and simple instructions, this 120-page guide really is the definitive resource for painting the new Stormcast Eternals and the Khorne Bloodbound warriors of Korghos Khul's Goretide.

Alongside all the fantastic painting advice contained within, the Warhammer Age of Sigmar Painting Guide is also loaded with new background, delving into the history and heroes of Vandus Hammerhand's Thunderstrike Brotherhood and the murderous members of the Goretide. T



The Warhammer Age of Sigmar Painting Guide is also available in a digital format for iPad and other devices. For more information, visit the Apple iBookstore.

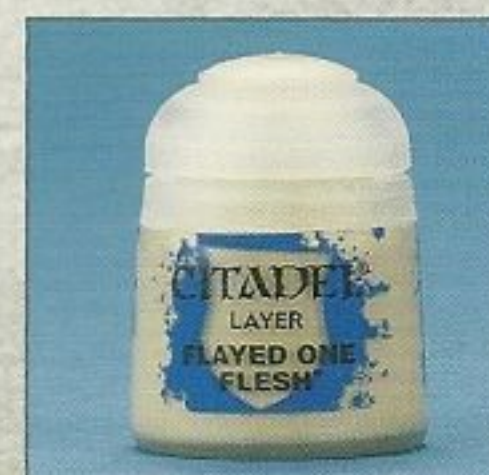
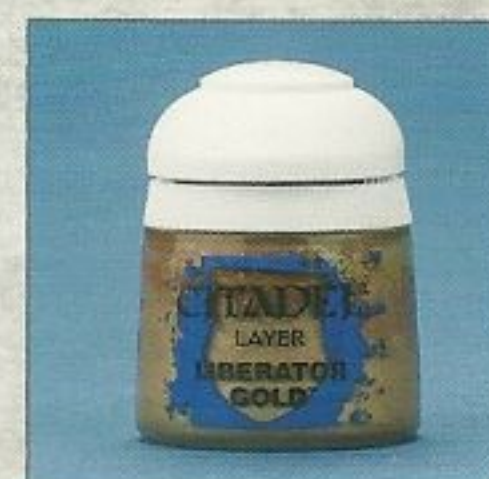
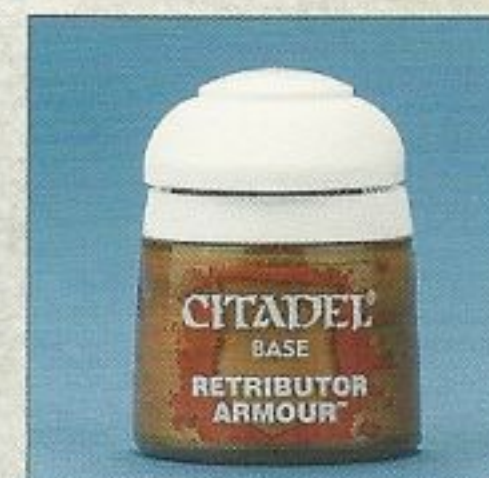
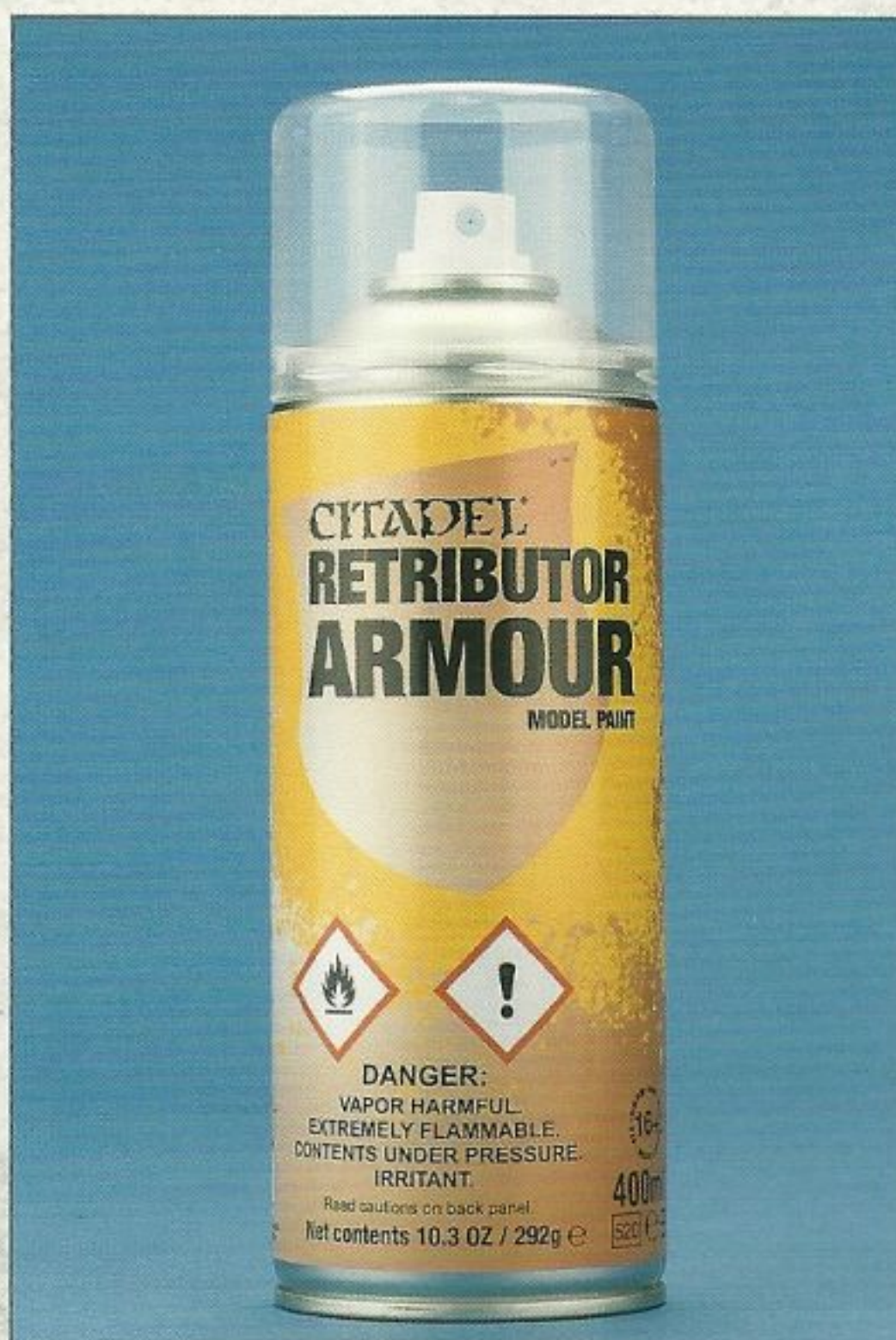


## NEW CITADEL PAINTS

Recreate the golden gleam of the Stormcast Eternals with these new Citadel paints.

The glorious golden armour of the Stormcast Eternals is crying out for a resplendent paint job like the ones you can see in this magazine, so we're delighted to present four additions to the Citadel paint range: Retributor Armour Base paint, Liberator Gold Layer paint and Flayed One Flesh Layer paint. The gold colours are perfect for painting the armour of the Stormcast Eternals, while Flayed One Flesh (which veteran painters may recall was previously an Edge paint) is great for layering up pallid, unhealthy skin tones, just like the new Bloodreavers.

There's also a new Retributor Armour spray, which gives a fast, smooth and even golden basecoat that is perfectly colour matched to the new Base paint. T





# WARSCROLLS

The warriors and creatures that battle in the Age of Sigmar are incredibly diverse, each one fighting with their own unique weapons and combat abilities. To represent this, every model has a warscroll that lists the characteristics, weapons and abilities that apply to the model.

Every Citadel Miniature in the Warhammer range has its own warscroll, which provides you with all of the information needed to use that model in a game of Warhammer Age of Sigmar. This means that you can use any Citadel Miniatures in your collection as part of an army as long as you have the right warscrolls.

You'll already have seen the pull-out rules sheet in the centre of this issue – the only other thing you need to fight your battles (apart from your army and some dice!) are your warscrolls. Warscrolls for new models will be available in the box and in new books

we publish, and you can download warscrolls for all existing Warhammer miniatures from [www.games-workshop.com](http://www.games-workshop.com) right now. Turn to page 36 for more!

The key below explains what you will find on a warscroll, and the Warhammer Age of Sigmar rules sheet explains how this information is used in a game. The warscroll also includes a picture of the unit that the warscroll describes, and text explaining the background for the models and how they fight. You can see examples from the Warhammer Age of Sigmar starter set to the right. **T**

WARSCROLL



**1 LORD-RELICTOR**

Lord-Relictors are noble but sinister figures. Their ritual weapons and armour are replete with icons of death, for these fell guardians keep the warrior souls of the Stormcast Eternals from the gloom of the underworld. Potent healers as well as mighty warriors, their arcane powers channel the glory of Sigmar and call storms from the darkening skies.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Recoil	Damage
Relic Hammer	1"	4	3+	3+	-1	1

**2** **MOVEMENT** 4" **WOUNDS** 5 **ARMOUR** 3+

**3 DESCRIPTION**  
A Lord-Relictor is a single model. He is armed with a Relic Hammer.

**4 ABILITIES**  
**Lightning Storm:** In your hero phase, you can declare that the Lord-Relictor will pray for a lightning storm. If you do so, pick an enemy unit that is within 12" of this model and roll a dice. On a roll of 3 or more, the unit you picked suffers D3 mortal wounds, and your opponent must subtract 1 from all hit rolls for the unit until your next hero phase. A Lord-Relictor cannot pray for a lightning storm and a healing storm in the same turn.  
**Healing Storm:** In your hero phase, you can declare that this model is praying for a healing storm. If you do so, pick a friendly model with the **STORMCAST ETERNAL** keyword that is within 12" of this model and roll a dice. On a roll of 3 or more you can heal up to D3 wounds that have been suffered by the model that you picked. A Lord-Relictor cannot pray for a healing storm and a lightning storm in the same turn.

**5 KEY WORDS** ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, PRIEST, LORD-RELICTOR

- Title:** The name of the model that the warscroll describes.
- Characteristics:** Each warscroll has a set of characteristics that tell you how fast, powerful and brave the model is, and how effective its weapons are.
- Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given.
- Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword on their warscroll.



Here you can see four of the warscrolls you'll find in the Warhammer Age of Sigmar starter set. There's plenty more!

WARSCROLL



### LORD-CELESTANT

The Lord-Celestants that lead each Stormhost are exceptional warriors even amongst their immortal kind. Majestic upon their lightning-spitting Dracoths, Lord-Celestants bolster their brethren's resolve as they plunge into the thick of the fray. With the power to ride the storm in flashes of azure light, their vengeance is both violent and inescapable.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tempestos Hammer	2"	3	3+	2+	-1	D5
Dracoth's Claws and Fangs	1"	3	3+	3+	-1	1

**DESCRIPTION**

A Lord-Celestant is a single model. He is armed with a Tempestos Hammer and rides a Dracoth. The Dracoth fights with its ferocious Claws and Fangs.

**ABILITIES**

**Inescapable Vengeance:** If this model has made a charge move this turn, it can make D3 extra attacks with its Tempestos Hammer.

**Intolerable Damage:** If the wound roll for the Dracoth's Claws and Fangs attack is 6 or more, then that attack has a Damage characteristic of D6 rather than 1.

**Storm Breath:** You can make a storm breath attack with this model in your shooting phase. To do so, pick a point on the battlefield that is within 12" of this model. Roll a dice for each unit (friend or foe) that is within 2" of the point that you picked. On a roll of 4 or more, the unit being rolled for suffers D3 mortal wounds.

**COMMAND ABILITY**

**Lord of the Host:** If this model is your general and uses this ability, until your next hero phase you do not have to take battleshock tests for this model or any friendly unit with the **STORMCAST ETERNAL** keyword that is within 24" of this model at the start of the battleshock phase.

**KEYWORDS** ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, LORD-CELESTANT



WARSCROLL



### PROSECUTORS

Prosecutors are the warrior-heralds of Sigmar, and the message they bear is one of violence and retribution. Soaring upon the wings of the storm, they hurtle across the battlefield in a blur of sigmarite. They throw hammers of magical force as they descend upon their prey, each meteoric impact smiting the enemies of the God-King.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestial Hammers	18"	2	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestial Hammers	1"	2	3+	3+	-	1

**DESCRIPTION**

A unit of Prosecutors can have any number of models. They are armed with Celestial Hammers. Celestial Hammers can be used as either a missile weapon or a melee weapon, and can be used as both in the same turn.

**PROSECUTOR-PRIME**

The leader of this unit is the Prosecutor-Prime. A Prosecutor-Prime makes 3 Melee attacks rather than 2 when he uses his Celestial Hammers as a melee weapon.

**FLY**

Prosecutors can fly.

**ABILITIES**

**Heralds of Righteousness:** Roll 3 dice instead of 2 dice when determining the charge move for this unit. In addition, you can declare a charge with this unit if it is within 18" of the enemy rather than 12".

**Celestial Hammers:** You can re-roll hit rolls of 1 for models from this unit.

**KEYWORDS** ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, PROSECUTOR



WARSCROLL



### LIBERATORS

The hosts of the Stormcast Eternals thunder down from the Celestial Realm, intent on laying low the tyrant and the fiend. The core of each Stormhost is comprised of Liberators, men who have been magically reforged with the power of a god. In battle, these warriors use weapons of magical sigmarite to smite all enemies of Order.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warhammer	1"	2	4+	3+	-	1

**DESCRIPTION**

A unit of Liberators can have any number of models. They are armed with Warhammers and carry Sigmarite Shields.

**LIBERATOR-PRIME**

The leader of this unit is the Liberator-Prime. A Liberator-Prime makes 3 attacks rather than 2.

**ABILITIES**

**Lay Low the Tyrants:** If any model from this unit selects an enemy unit with a Wounds characteristic of 5 or more as the target for all of its attacks in a combat phase, add 1 to all of the hit rolls for the model's Warhammer.

**Sigmarite Shields:** You can re-roll save rolls of 1 for models from this unit.

**KEYWORDS** ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, LIBERATOR



WARSCROLL



### BLOOD WARRIORS

Amongst the Goretide are those whose rage has become so intense it has possessed them entirely. The air shimmers around these killers, for the burning heat of their anger radiates off them as visible waves. To strike such a warrior down is no respite from his wrath, for even when mortally wounded these warriors will fight with frenzied abandon.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Goreaxe	1"	2	3+	4+	-	1

**DESCRIPTION**

A unit of Blood Warriors can have any number of models. They are armed with Goreaxes and carry Gorefists.

**CHAOS CHAMPION**

The leader of this unit is the Chaos Champion. A Chaos Champion makes 3 attacks rather than 2.

**ABILITIES**

**No Respite:** If a model from this unit is slain in the combat phase, you can make a pile in move and then attack with the model before you remove it.

**Gorefists:** Each time you make a successful save roll for a model from this unit, and the attacking unit is within 1" of this unit, roll a dice. For each roll of a 6, the attacking unit suffers 1 mortal wound after all of its attacks have been made.

**KEYWORDS** CHAOS, MORTAL, KHORNE, BLOOD WARRIORS







# SIGMAR'S CHOSEN

**The Stormcast Eternals** are Sigmar's vengeance made manifest, an immense army forged over long centuries with but one righteous aim: to reclaim the Mortal Realms from the dominion of Chaos and destroy the ruinous powers once and for all.





The **Mortal Realms** have fallen to Chaos, its peoples subjugated in a hellish nightmare of endless torment – but Sigmar has unleashed his mighty Stormcast Eternals to crush the ruinous powers.

Every Stormcast Eternal, from Liberator to Lord-Celestant, was once a mighty hero of the Mortal Realms. Sigmar snatched up these warriors from the realms and reformed them, through long and agonising trials, as immortal beings of magic. Lightning runs through the Stormcast

Eternals' veins and their armour is hewed from the enchanted remains of the world-that-was.

Riding the lightning to the Mortal Realms, the Stormcast Eternals can only return to proud Azyrheim through the great Realmgates, which need liberating from Chaos, or by dying in battle, whereupon they are reformed anew. This latter course has a price, however, and reborn Stormcast Eternals find themselves strangely changed... †

In the Warhammer Age of Sigmar starter set you'll find Vandus Hammerhand and his Thunderstrike Brotherhood (pictured in battle above). They belong to the Hammers of Sigmar, who are one of many Stormhosts – only Sigmar himself knows the true number of these, and each bears its own heraldry and history.

Each Stormhost is divided into many Warrior Chambers; Vandus himself leads one of these, known appropriately enough as the Hammerhands.









2



3

- 1 The Celestial Vindicators are known by their turquoise-hued Sigmarite armour. Their heroes were taken by Sigmar from the most war-ravaged of lands – not even the horrific power of a Bloodthirster will give pause to their hammer-blows.
- 2 It is Vandus Hammerhand's destiny to fight the Mighty Lord of Khorne Korghos Khul, for it is this bloodthirsty maniac that stands in the way of the capture of the Gate of Azyr.
- 3 Ionus Cryptborn is a Lord-Relictor, who are shadowy and mysterious figures in the ranks of the Stormcast Eternals. It is said that Ionus was plucked from the realm of Shyish itself to serve as one of Sigmar's immortal warriors – what is certain is that he holds a mysterious power over the clutches of death.



# SPRUES AND GLUE

**Sprues and Glue** is our regular in-depth look at modelling Citadel miniatures. This week, we've got some essential help for building your Warhammer Age of Sigmar miniatures, using the fabulous new Prosecutors from the starter set as an example.

## TOOL KIT



Fine Detail Cutters



Knife



Mouldline Remover



File Set



Plastic Glue:  
Thick



Plastic Glue:  
Thin

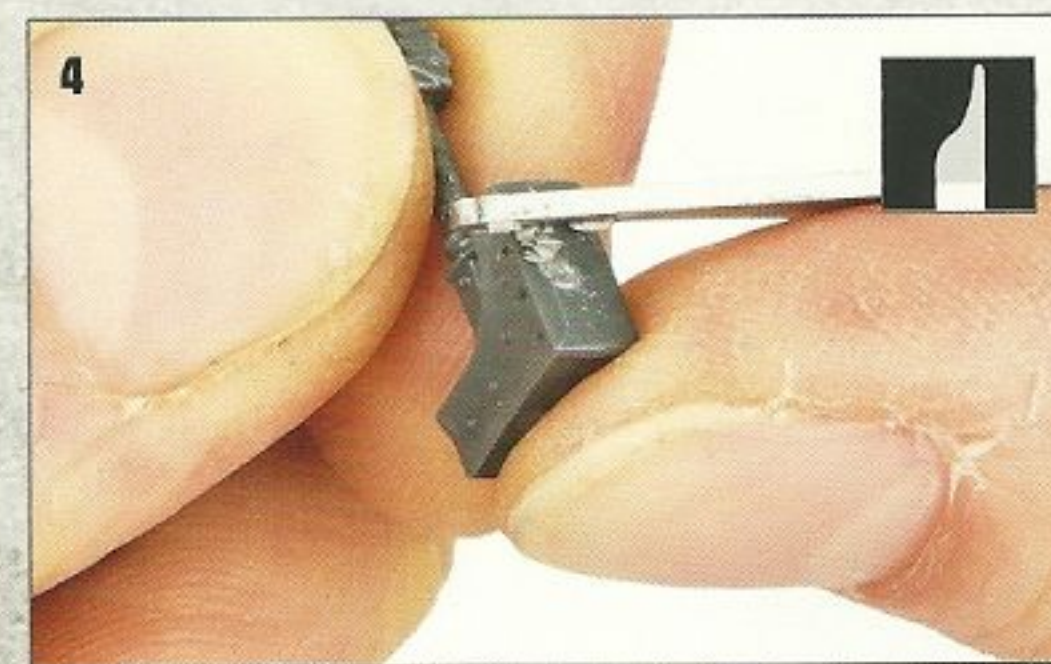
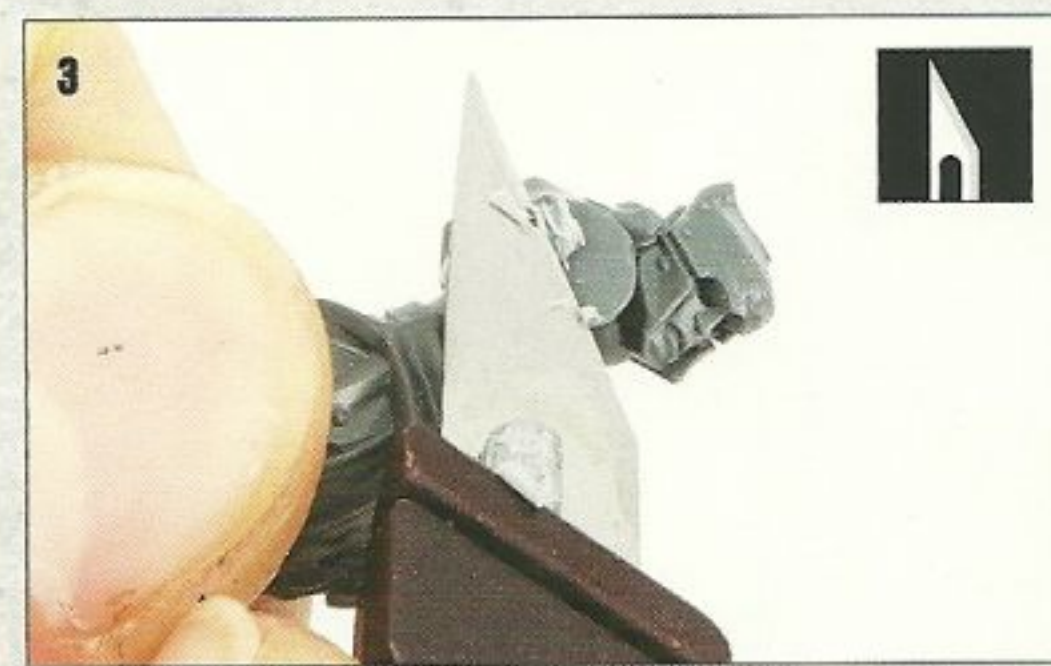
## GETTING WELL SET UP

As well as the right tools for the job, it's important to have a proper space to work in. A desk or table is essential, especially if working with knives. A cutting mat – available from any Games Workshop store – will both protect the table and make sure you've got a safe surface to cut on. When tackling larger projects – like the contents of the Warhammer Age of Sigmar box – keep your working area organised so you don't misplace tools or lose bits. A Citadel Project Box is ideally suited to the job.

Before you start building your miniatures, you need to remove them from the sprue they come on. Each component is attached to the sprue by a series of 'gates', thin rods of plastic created during the moulding process. Fine Detail Cutters are designed specifically for removing your components from these gates. While doing this, place the flat side of cutters facing the part and clip the gate a couple of millimetres away from the component (1). We recommend cutting the gates attached to the smaller details first (2) – that way the larger gates can hold the weight of the component as you clip it out.

Once you've removed the component from the sprue, you'll notice tiny marks where the gates were attached. The easiest way to remove these is using a Citadel Knife. Hold the component firmly in one hand close to where you want to cut and, with the blade facing away from you, carefully trim the remains of the gate off (3). The blades supplied with our knives are very sharp, so you don't need much force to cut through the plastic. Our advice is to make several light passes over the plastic to tidy it up rather than one deep slice, as this could damage the component's details.

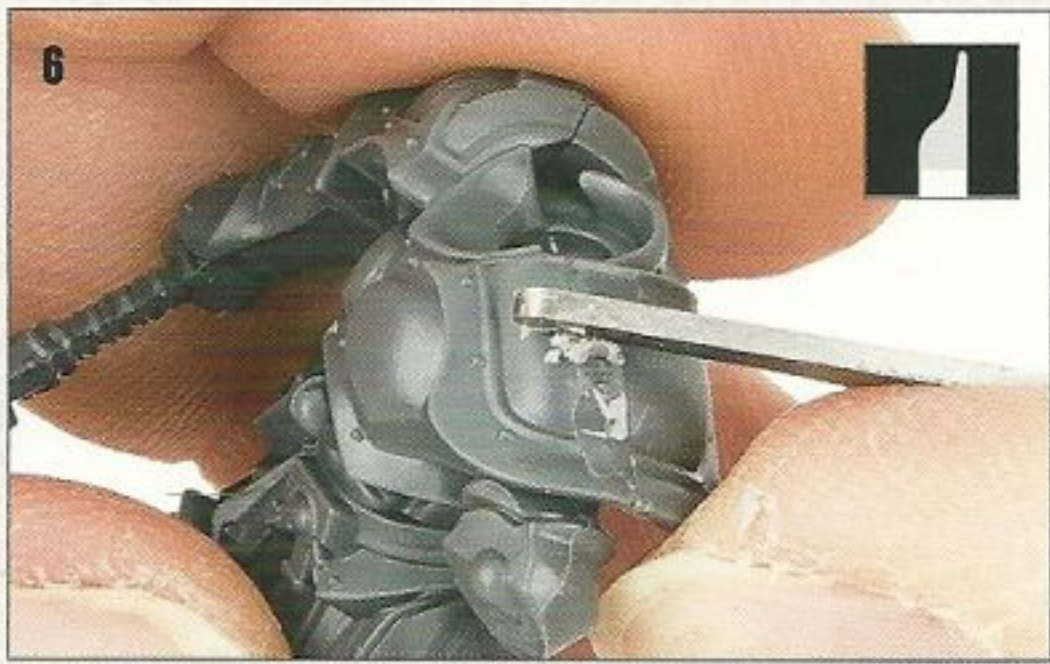
The last stage before you start gluing is to remove any mouldlines – thin lines of plastic created during the moulding process. The aptly named Mouldline Remover is the tool for this job. Hold the component tightly and gently pull the edge of the tool toward you along the mouldline (4). You'll notice tiny flecks of plastic come off where it passes. Like the knife, you can be very gentle with the Mouldline Remover as even applying it softly is enough to remove a mouldline.







Mouldlines and gates removed, you can start gluing your models together. Plastic Glue works by breaking down the plastic and welding the parts together as it dries, creating a very strong join. Plastic Glue: Thick is perfect for gluing large components and joins that can't be seen (such as gluing a model's feet to its base). Apply it sparingly to the join (5) because if you apply too much it will take longer to set and, strange but true, create a weaker bond (see right).



If some of the glue squeezes out of the joint, don't wipe it off as this may damage the model's details. Instead, wait until the glue has dried completely (give it an hour or so to set fully) then gently remove the excess glue like you would a mouldline using the Mouldline Remover (6).



Plastic Glue: Thin is ideal for gluing smaller, more visible parts like the join on this Prosecutor's wings (7). The nozzle gives you excellent accuracy so you won't get glue over nearby details. Apply the glue sparingly (into a recess if possible to stop it running off), then hold the parts firmly together until they start to set. Plastic Glue: Thin works faster than Plastic Glue: Thick, so this will only take a few minutes. So off you go, start building! T

### A STICKY SITUATION

If your Plastic Glue isn't coming out, it may be that it's dried in the nozzle. Stand the pot upside down (with the lid on) for half an hour or so. The glue should melt through the blockage and clear the nozzle.

Plastic Glue works by melting plastic together. If there is too much glue between components, it will have nothing to react with and will evaporate leaving a honeycomb-like effect and a weak join that could break easily. If this happens, clean the contact points of both parts with a Citadel File and re-glue them (but this time with less glue).

If you're building a large model you'll often need to wait for glue to dry before gluing on the next piece. While you wait, use your time to build another part of the model – the Prosecutor's wings, for example, while the bodies set completely.

Below you can see the Prosecutors fully assembled, ready for undercoating, painting and fighting Chaos!





# HOW TO PAINT . . .

...your new covermounted Stormcast Eternal Liberator! We've got the perfect painting guide for the new Stormcast Eternals, along with stage-by-stage instructions for painting Korghos Khul's Goretide Blood Warriors and Bloodreavers.

## HOW TO USE THESE GUIDES

These pages offer clear stage-by-stage guides to painting your models, by breaking down each area of the miniature into a series of stages and showing the paints and techniques used in each.

Start at stage one and – once you've copied it on your model and the paint has dried – proceed to stage two, and so on.

Each stage includes the following:



**Photograph:** These show exactly what has been done – study the pictures before you paint to see where you're applying the colours and what they should look like.

**Technique & Paint:** The coloured bar names the technique shown in the picture, along with the Citadel Paint used.

**Brush:** We name the Citadel Brush used – the name here is exactly what you'll find on the Citadel Brush, making it as easy as possible to identify the right one.

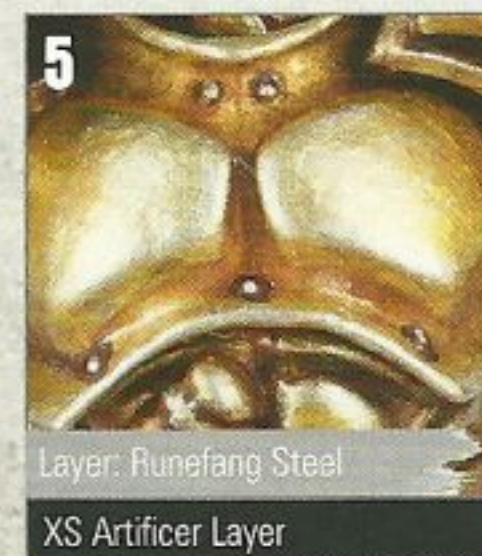
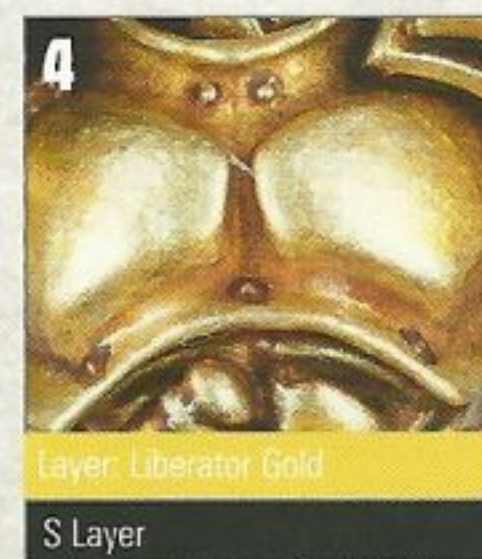
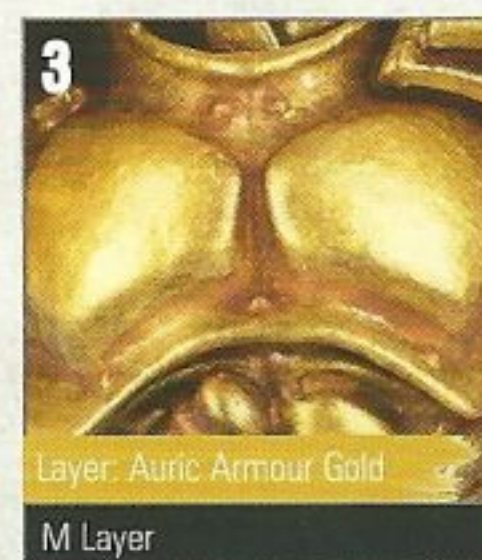
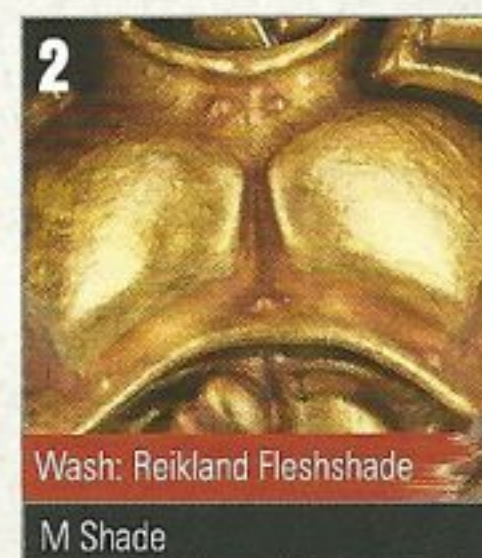
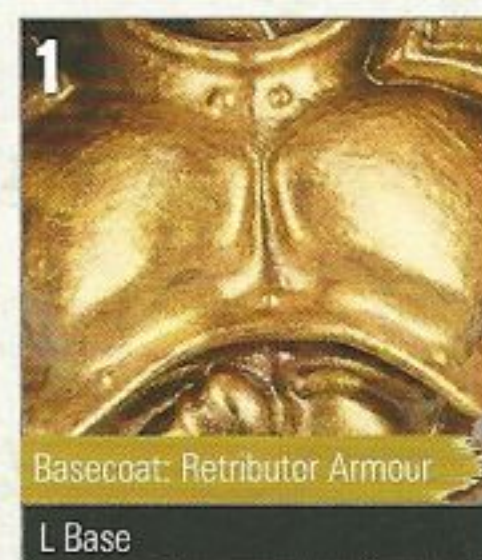
## PAINTING STORMCAST ETERNALS

The Stormcast Eternals are painted in bold heraldic colours which lend themselves beautifully to quick and effective painting. Much of the model is given over to an expanse of armour which, in the case of the Hammers of Sigmar Stormhost, is painted in brilliant, burnished gold. Our top tip for painting this gold is to apply the whole basecoat as the first step in your painting – there's no need to be coy if you're doing it first, so feel free to use a large brush. In fact, you can even use the new Retributor Armour spray, which is ideal for doing several models all at once. If you choose to do this, it makes sense to get all the Liberators, Prosecutors and Retributors and spray them as a group.



This Stormcast Eternal Liberator-Prime uses the guides here.

## Armour



## Blue



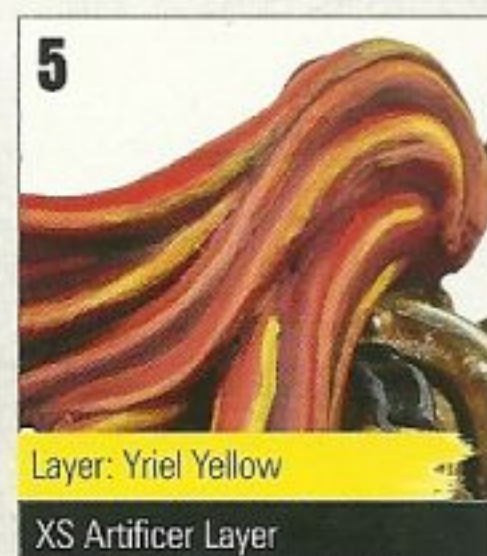
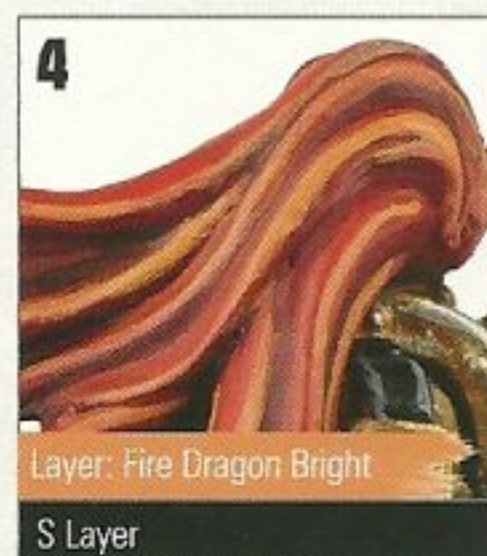
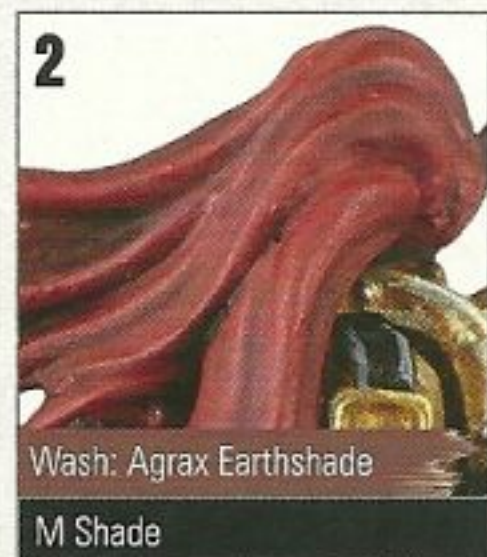
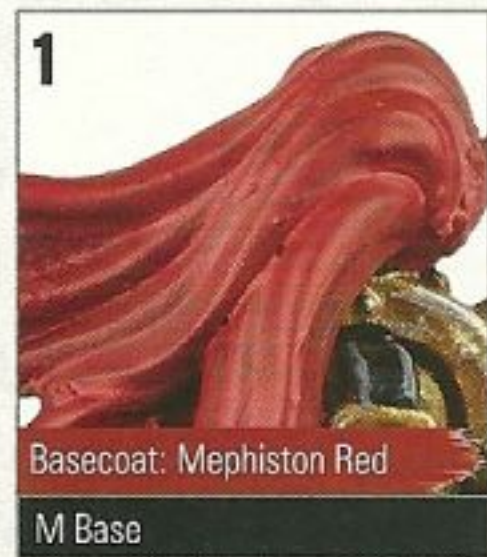


Another good tip to remember as you paint your Stormcast Eternals is that, if you make any small mistakes with your brushwork or paint over areas by accident, it's easy to sort them out. Just go back and correct the mistake as soon as the paint has dried. Little errors are particularly

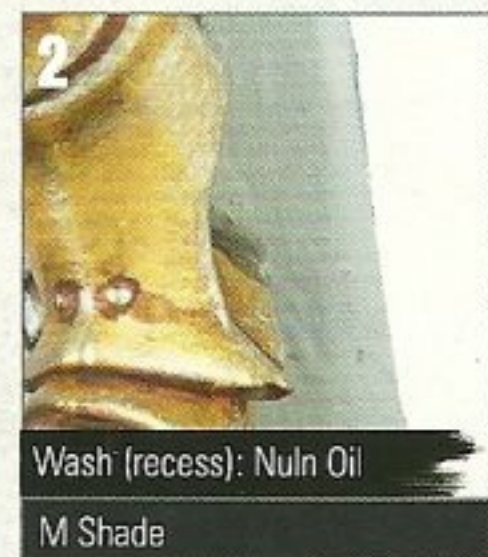
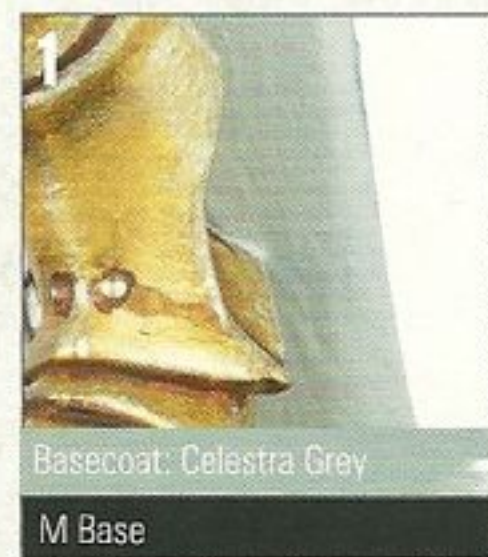
likely with tiny detailed areas, such as the leather wrapping on the hammer haft or the inset lettering on the parchment. So, if you accidentally paint Screamer Pink into the dark recesses (or fill the intricate lettering on the parchment) just stop and tidy it up with the relevant paint.

Retributor Armour and Liberator Gold aren't on sale until next week, so if you want to paint your Liberator in a similar scheme right now, a good choice is a Gehenna's Gold basecoat followed by an Agrax Earthshade wash and a Golden Griffon drybrush.

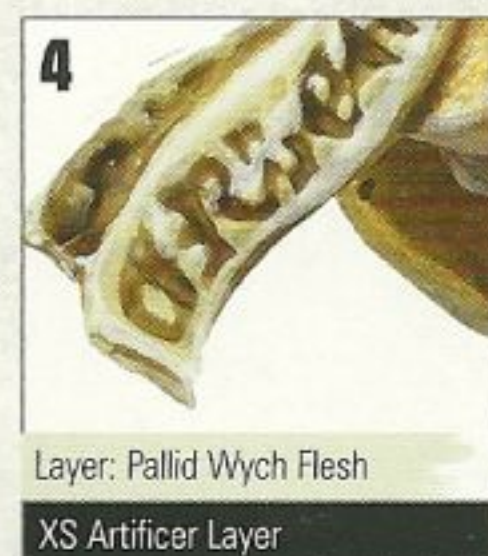
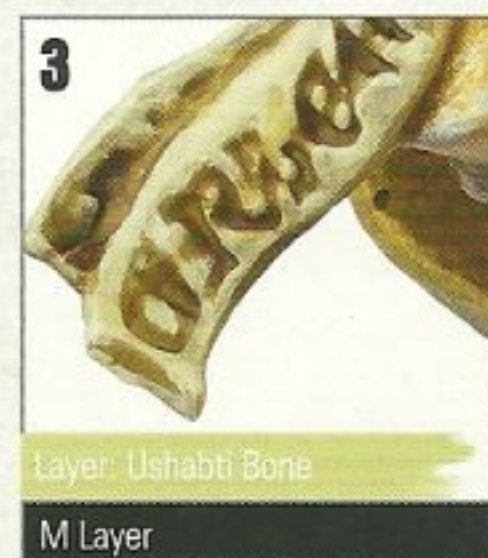
### Plume



### White Cloak



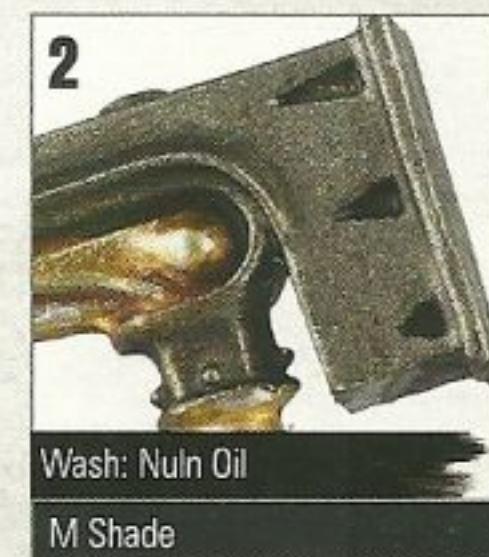
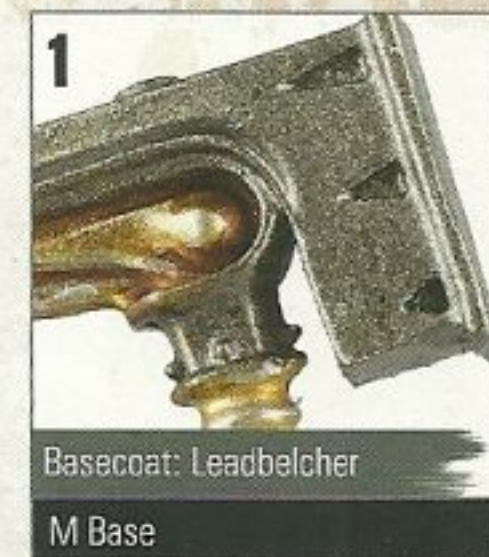
### Parchment



### Weapon Haft



### Hammer Head



#### KEY TO TECHNIQUES:

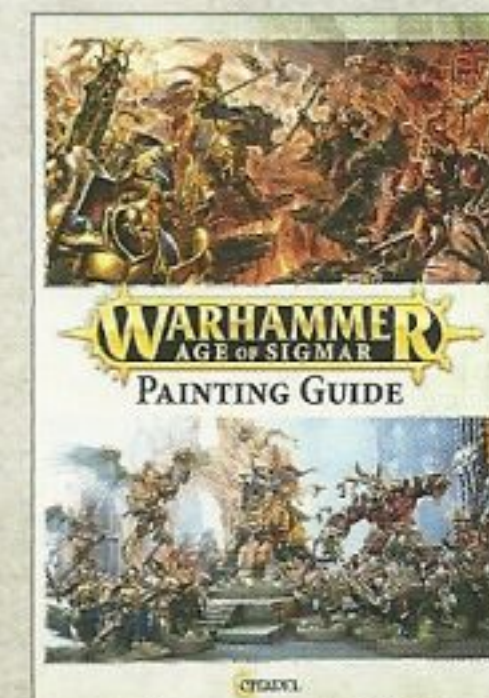
**Basecoat:** Usually the first painting technique used on any part of the model, basecoats use a Citadel Base paint to cover the entire area, providing flat, even colour for the stages and techniques that follow.

**Wash:** A wash is a technique that uses a Citadel Shade to add depth to an area of a model or to stain the colour beneath. Citadel Shades are formulated to settle in the recesses, creating natural shading in areas of shadow.

**Layer:** A layer is a highlighting technique. It's achieved by applying a coat of lighter coloured paint to raised areas, leaving the recesses and some of the previous layers visible. This creates the impression of light hitting a surface.

### Warhammer Age of Sigmar Painting Guide

Don't forget that this week an entire book full of stage-by-stage guides to painting the miniatures in the Age of Sigmar starter set goes on pre-order – see page 23!





## PAINTING VIDEOS

The guys at Warhammer TV have produced painting videos for *all* the models in the Warhammer Age of Sigmar box. Find them at:

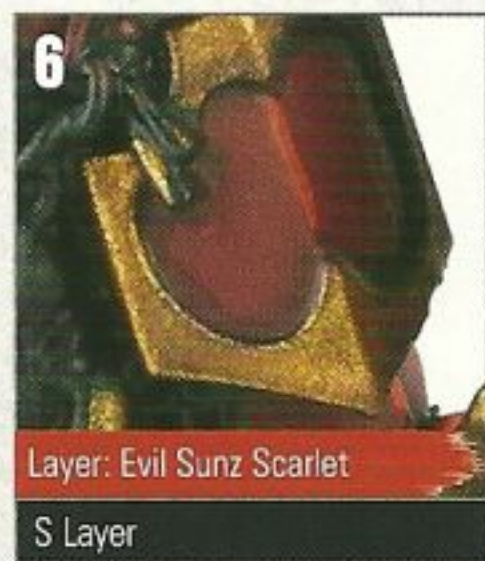
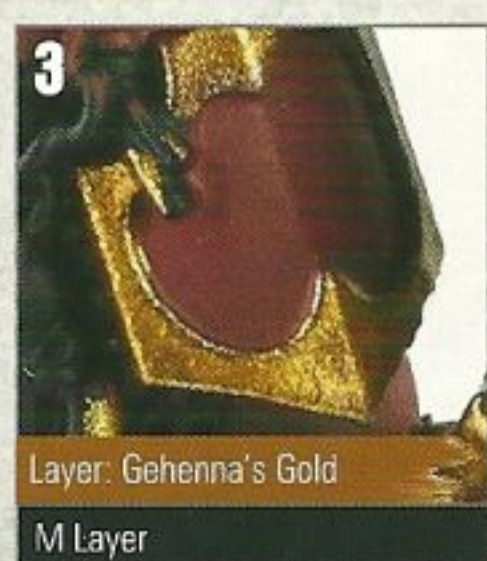
[www.games-workshop.com/age-of-sigmar-painting](http://www.games-workshop.com/age-of-sigmar-painting)

## BLOOD WARRIORS AND BLOODREAVERS

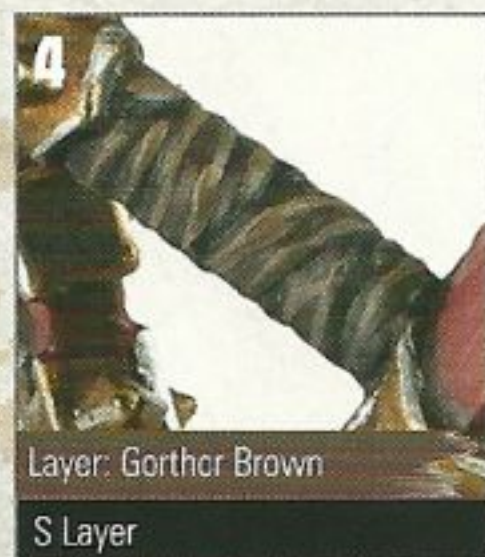
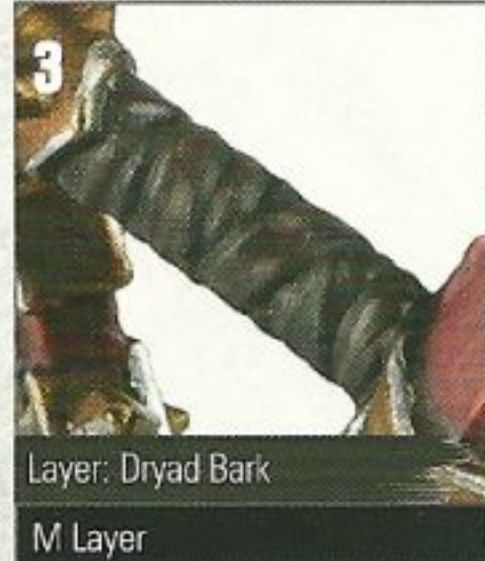
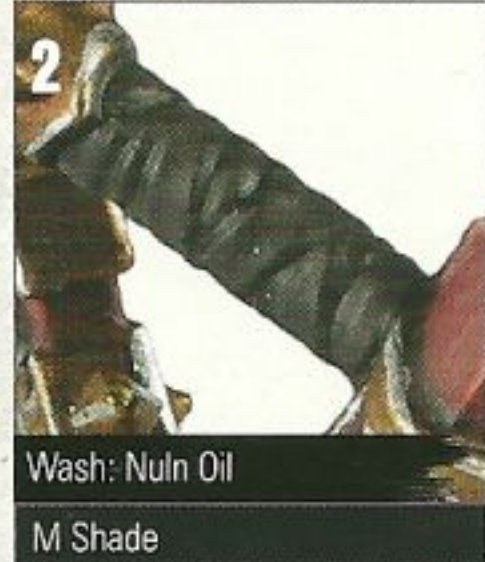
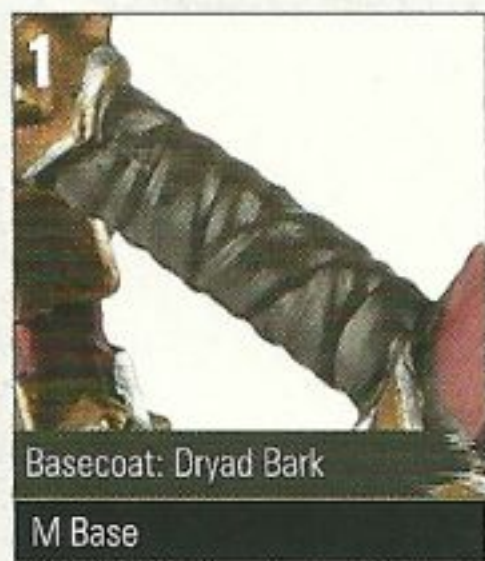
The colours used for the Khornate warriors in the new starter set are deep, bloody reds and aged gold, lightened in places with flashes of almost-white, in the form of bone-bladed weapons and the skull trophies the Blood God desires.

The biggest tip when it comes to painting these models is to bear in mind that much of the model has a single wash of Agrax Earthshade across it (in fact, the armour, leather straps and silver metal make up the bulk of the model). Remembering this can save you plenty of time when you are

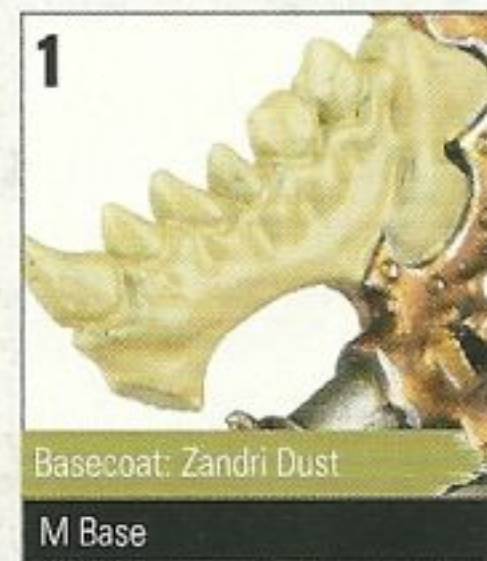
### Armour



### Weapon Haft



### Bone



### Stomach Maw





painting. All you need to do is paint all the basecoats to the stage where you can apply the wash to the model and then wash all those areas simultaneously. Not only does this save some time in terms of applying the wash (especially if you are painting your models in batches), but it

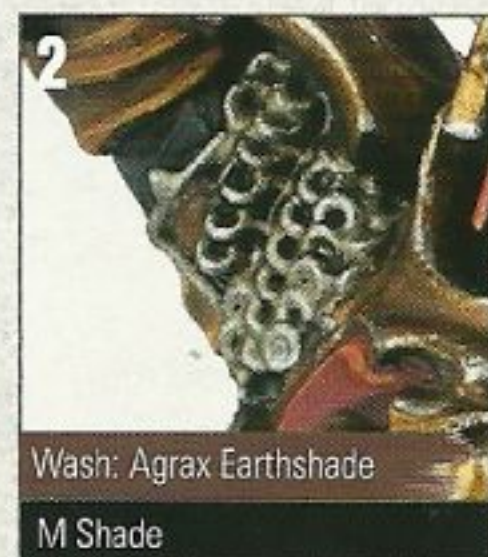
will give you a really pleasing effect in the recesses, where the Agrax Earthshade provides an excellent shade effect where the parts meet. Take a look at how good the armour looks in stage four for an example of this – the dark recesses look absolutely great. T

**Next week: All that glitters is...**

### Leather Straps

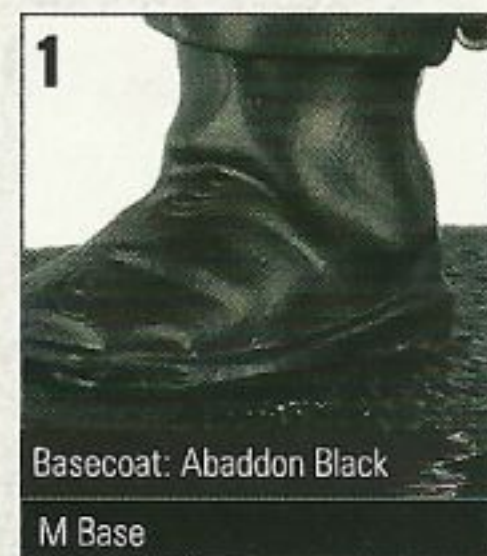


### Silver Metal

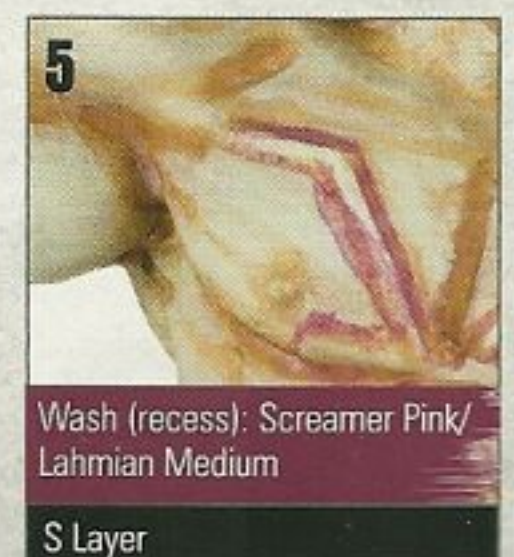
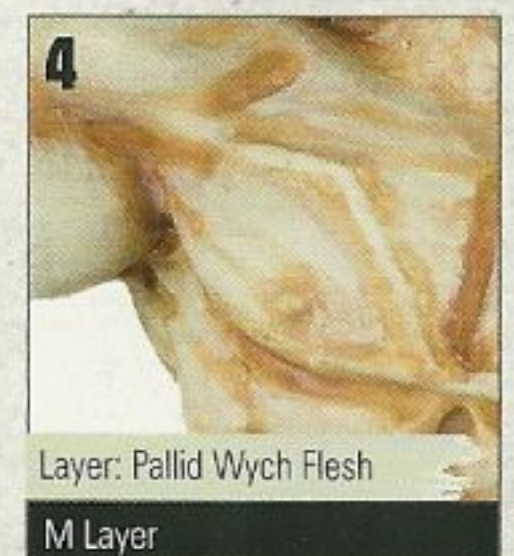


You can see the stomach maw on this Blood Warrior. Revolting!

### Boots



### Flesh



The stages above were used to paint this Bloodreaver.



# GET PLAYING RIGHT NOW!

If you've got an existing Warhammer army (or armies!), then you can start having epic battles in Warhammer Age of Sigmar right now – we've got all the warscrolls you need for everything in the Warhammer range available to download immediately!

- 1 These ogors – known as ogres in long ages past – are ready to gouge their way across the Mortal Realms immediately. You can find PDF warscrolls for the entire Ogre Kingdoms range on our website.
- 2 These vicious Dark Elves are similarly poised to start reaving their way through the Age of Sigmar. You can see more of these armies in Warhammer Visions issue 19, on sale 1st August.

Yes, it's true – a bold new age for Warhammer starts today and you can get stuck right into it *right now* with your existing Warhammer miniatures.

Whether you've been collecting Dark Elves or Empire over the years, or Dwarfs or Ogre Kingdoms, or Lizardmen or Tomb Kings, or any army from the current Warhammer range, then we've got you covered. At [www.games-workshop.com](http://www.games-workshop.com) you can download PDF warscrolls for all your miniatures pronto, enabling you to start playing games of Warhammer Age of Sigmar in the next few minutes. Enjoy!

## GET YOUR WARSCROLLS!

To download PDF warscrolls for every existing Warhammer miniature, simply go to:

[www.games-workshop.com/age-of-sigmar-compendiums](http://www.games-workshop.com/age-of-sigmar-compendiums)

And then get playing Warhammer Age of Sigmar! Be sure to let us know about your epic new battles.







2

## WHAT ABOUT THE BASES?

You'll have seen that every Warhammer Age of Sigmar miniature in this issue of White Dwarf is on a round base, and you are almost certainly asking yourself: do I have to rebase my army? And the answer is a resounding: NO! Bases play no part in

games of Warhammer Age of Sigmar, and are only there to make your miniatures look magnificent, and to hold them up. So whether your miniatures are on square, round or dodecahedral bases, the only thing that matters is that you like them. T

3 Round bases and square bases together? Why not! These putrescent followers of Nurgle care naught for the shape of their foundations.



3

### GET STUCK IN

Organising your army for battles in Warhammer Age of Sigmar is simply a case of using whatever models you have in your collection (as long as you've got the warscrolls for them!). However, there are four Great Alliances – Order, Chaos, Death and Destruction – that all factions align with, if you want a great theme for your armies. You can read all about them on the next page!

**TURN THE PAGE TO  
SEE THE GREAT  
ALLIANCES!**







## ORDER

Although Sigmar's Great Alliance broke long ago, a connection still exists between those races that strive for law and justice. Sigmar – the God-King and Ruler of the Heavens – remains foremost amongst these powers.

His armies of Stormcast Eternals strike out to reclaim the lands. In this fight, the Stormcasts are not alone. The steamhead duardin are a grim folk, yet sturdy allies. The red slayers, however, are looked upon less favourably, for their assistance can only be secured by gold. The aelf forces are more wayward still – they prove deadly when they march out of their hidden strongpoints, yet none can predict when they will choose to do so. Most enigmatic of all are the seraphon – reptilian warriors that appear out of nowhere to join the battle against Chaos.

## CHAOS

In the Realm of Chaos, the Dark Gods reign supreme. Though each has its own aims, their varied armies will fight alongside each other, so long as they may bring ruin to the Mortal Realms. Corrupted mortal tribes worship these fell entities with maddened zeal, having traded their humanity for raw power. Encased in hell-forged armour, their champions carve paths of slaughter through the realms. Mutants and monsters loom over such warbands, vying to catch the eye of the Chaos Gods.

Savage brayherds dwell in the wild places, longing to tear down civilisation and devour its remains, and the ratmen known as skaven gnaw tunnelworks below ground, seeking their own rise to dominance. Most feared of all the servants of the Dark Gods are the daemon hosts – for they are Chaos incarnate.





## DEATH

The dead do not rest quietly. Departed spirits haunt blighted sites in all of the realms, feasting upon fear and draining life from the living. Through the black arts of necromancy, deathmages can summon forth skeletal deathrattlers or shuffling deadwalkers to do their dark bidding. The aristocracy of the undead are the soulblight vampires – ever-living beings of immense power with an unquenchable bloodthirst. Yet whether ethereal nighthaunt or skulking flesh-eater, all owe ultimate allegiance to Nagash, the Great Necromancer, for it was his incantations that first awakened the dead. In his quest for supremacy, Nagash has usurped the guardians and deities of the afterlife, claiming sovereignty over the departed and mastery over all the Underworlds.

## DESTRUCTION

The Forces of Destruction are akin to natural disasters – they rise up like a living hurricane, and their invasions tear through the realms bringing mayhem and ruin. They live for war, and for taking what they desire. Though intrinsically anarchic, armies of destruction most often have at their core tribes of orruks, grots or ogors. The orruks are brutal green-skinned warriors who are so belligerent that, if no enemy can be found, they will turn upon one another. Their smaller and sneakier cousins, the grots, prefer craftier warfare, and are infamous for backstabbing and sneak-assaults. The burly ogors are driven only by gluttony, for though they devour everything in their path they are ever hungry. Marching with these hordes are ravaging beasts beyond count.



# NEW RELEASES

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

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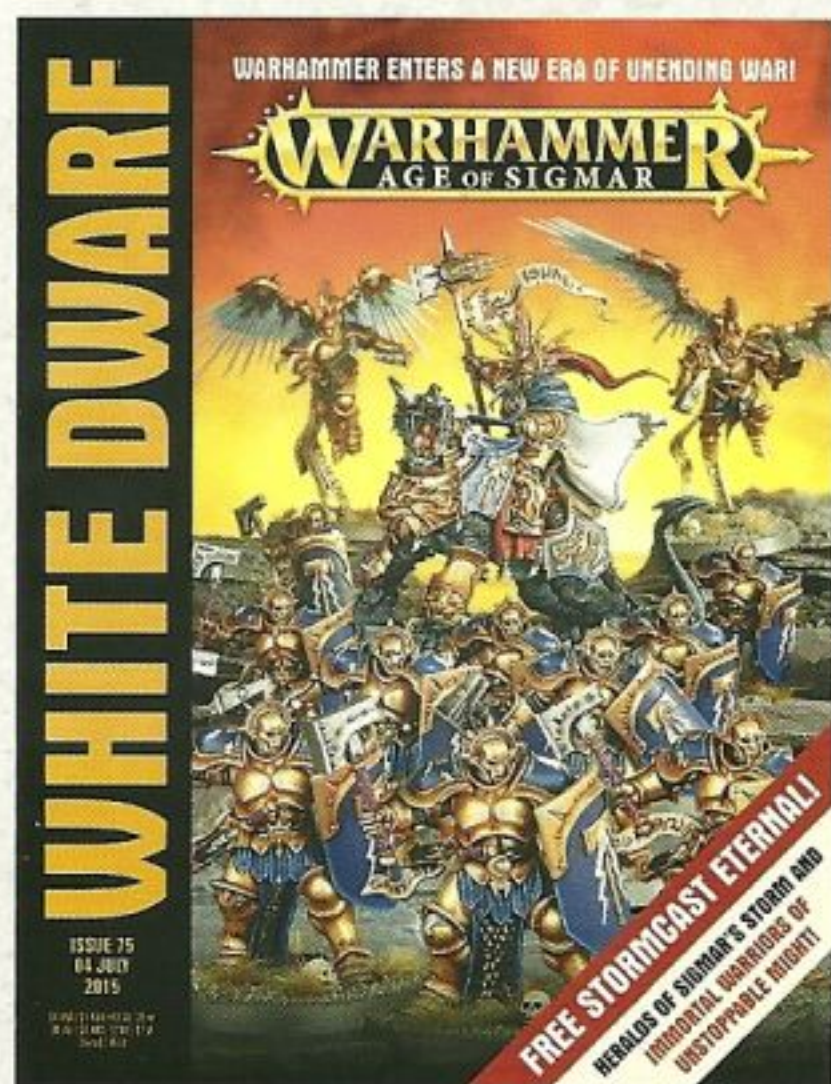


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