

WARHAMMER AGE OF SIGMAR

PRIMER








WARHAMMER AGE OF SIGMAR

From the maelstrom of a sundered world, the Eight Realms were born. The formless and the divine exploded into life. Strange, new worlds appeared in the firmament, each one gilded with spirits, gods and men. Noblest of the gods was Sigmar. For years beyond reckoning he illuminated the realms, wreathed in light and majesty as he carved out his reign. His strength was the power of thunder. His wisdom was infinite. Mortal and immortal alike kneeled before his lofty throne. Great empires rose and, for a while, treachery was banished. Sigmar claimed the land and sky as his own and ruled over a glorious age of myth.

But cruelty is tenacious. As had been foreseen, the great alliance of gods and men tore itself apart. Myth and legend crumbled into Chaos. Darkness flooded the realms. Torture, slavery and fear replaced the glory that came before. Sigmar turned his back on the mortal kingdoms, disgusted by their fate. He fixed his gaze instead on the remains of the world he had lost long ago, brooding over its charred core, searching endlessly for a sign of hope. And then, in the dark heat of his rage, he caught a glimpse of something magnificent. He pictured a weapon born of the heavens. A beacon powerful enough to pierce the endless night. An army hewn from everything he had lost. Sigmar set his artisans to work and for long ages they toiled, striving to harness the power of the stars. As Sigmar's great work neared completion, he turned back to the realms and saw that the dominion of Chaos was almost complete. The hour for vengeance had come. Finally, with lightning blazing across his brow, he stepped forth to unleash his creation.

The Age of Sigmar had begun.







INTRODUCTION

It is an age of gods and monsters. It is an age of vengeful war. It is the Age of Sigmar, and the Mortal Realms will shake with its fury.

Welcome to *Warhammer Age of Sigmar*, a fantastical hobby of collecting, painting and tabletop wargaming like no other. Set across eight vast and magical realms, *Warhammer Age of Sigmar* tells an epic tale of tyranny and hope, retribution and battle in which you get to play a pivotal role. By assembling and painting a collection of stunning Citadel Miniatures, you are able to create one of the countless armies locked in battle across the Mortal Realms. Watch as your collection grows from a small warband to a mighty horde, becoming more diverse and exciting with every new addition.

The setting and ongoing narrative of *Warhammer Age of Sigmar*, of which this Primer provides a taster,

are colourful, vibrant and dramatic in the extreme, and you can paint your collection of miniatures to be every bit as exciting as the fantasy worlds from which they hail. Luckily, within the pages of *Warhammer Age of Sigmar* can be found plentiful guidance and inspiration for newcomers and hard-bitten veterans alike. Painting guides provide detailed stage-by-stage walkthroughs, helping you to paint your miniatures to a standard to be proud of. Meanwhile, the stunning miniatures showcases and jaw-dropping artwork packed into the *Warhammer Age of Sigmar* book provide enough fuel to fire your imagination for years to come.

Of course, every army needs a war to fight; the rules and warscrolls

presented in *Warhammer Age of Sigmar*, or found in the box with your new miniatures, allow you to take your lovingly crafted collection and send it into battle against those of your friends. While the game rules explain how your miniature warriors move, shoot, hurl spells and fight epic duels across the tabletop, each warscroll zooms in upon a specific unit to tell you about the part they play in this age of war, and give you all of the details you need to take those models into battle as part of your ever-growing army.

So read on, immerse yourself in the glory and horror of the war for the Mortal Realms, and prepare to be swept up amid the storms of the Age of Sigmar.





AN
AGE
OF
WAR





Sigmar's Storm, long in the making, has finally broken. Shafts of magical lightning spear from troubled skies.

The heroes of the new dawn descend, borne to battle by twin-tailed bolts. Men of light are they, sent from the heavens to wreak vengeance.

Each herald's burnished plate is aglow with the fires of burning worlds. Lightning crackles from their eyes, and haloes of power wreath their runic weapons.

Their glowing hammers fall – and with them, the beginning of a new age. This night, the battlefields of the realms drink not the blood of the oppressed, but that of the tyrant.

The Stormcast Eternals have come, and they have brought death.














THE WORLD
BEFORE TIME IS NO
MORE. BUT FOR THE
LAUGHTER OF CRUEL
GODS, NOTHING EXISTS
WHERE THAT ILL-FATED
ORB ONCE SPUN.

THE WORLD'S METALLIC
CORE WAS HURLED THROUGH THE
COSMOS BY THE FORCES OF ITS OWN
DESTRUCTION, THE GOD-KING SIGMAR
CLINGING TO ITS SIGMARITE SURFACE.
A MERE BAUBLE NEXT TO THE MONSTROUS
CONSTELLATIONS OF VULCATRIX,
HYDRAGOS AND CHIMERAC, THE CORE
SHONE BRIGHTLY NONETHELESS.
IT WAS CAUGHT UP AND
PLACED IN THE FIRMAMENT BY THE
GREAT DRAKE, DRACOTHION.

IN RETURN, SIGMAR
OFFERED HIS ETERNAL
GRATITUDE. HE FASHIONED
DRACOTHION A NECKLACE OF
PUREST SIGMARITE SO THE GREAT
DRAKE COULD FOREVER AFTER BASK
IN ITS LAMBENT GLOW. A GREAT
FRIENDSHIP BEGAN, AND OVER TIME
DRACOTHION TAUGHT SIGMAR
THE SECRET WAYS TO THE
MORTAL REALMS.

SO BEGAN
THE AGE OF MYTH.

AZYR

The Realm of Heavens

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

AQSHY

The Realm of Fire

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

SHYISH

The Realm of Death

Domain of endings and silent decay, where all is in decline. No realm is more haunted, for 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 or bountiful.

HYSH

The Realm of Light

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

GHUR

The Realm of Beasts

A primeval realm of untamed savagery, all of its lands have one thing in common: only the strongest can hope to survive there.

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

Roiling, inconceivable, this realm encompasses nightmarish landscapes beyond counting. Those who trespass upon such domains are devoured, grotesquely transformed, or damned for all eternity.





DOMINION OF CHAOS

The foulness of the Dark Gods consumes the lands. Once-glorious realms have been transformed into ruinous nightmares, and each day is a savage struggle. Enlightenment and civilisation are faded memories, swallowed whole by the barbarism of the Age of Chaos.

In the Age of Myth, gods walked the lands as men. Sigmar explored eight new magical realms that had been born from the destruction of the World Before Time. One by one, he found those deities that had survived the cataclysm, and brought them together.

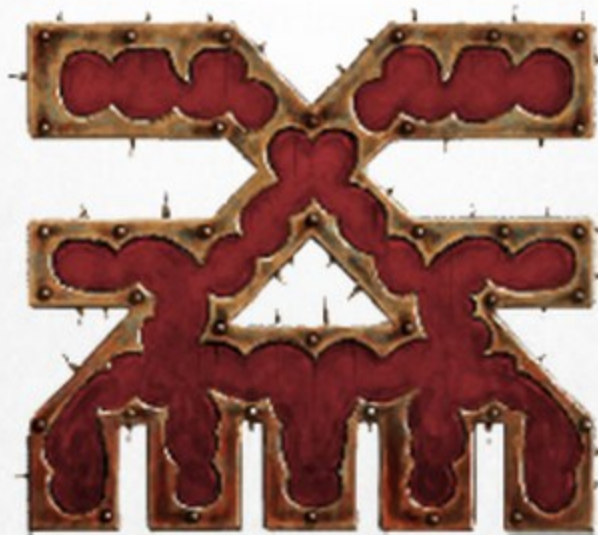
The lifetimes that followed saw civilisations rise across these eight new realms, and for a while, enjoy a brief utopia. Cities were built and cultures founded under Sigmar's wise rule. Yet the times of prosperity did not last.

Nagash sought to rule alone, creating strife and even open war between the living and the dead. Gorkamorka's warrior spirit drew him away from Sigmar, forever driving a blade of conflict between the savage and the enlightened. Against Sigmar's orders, Lord Tyrion led his improbable allies to capture Slaanesh whilst he was still glutted with the souls he had devoured. Elsewhere, stout Grimnir battled Vulcatrix, Mother of Salamanders, until both god and monster were torn apart.

From the haunted void, the Dark Gods looked upon the discord of the Mortal Realms and saw fresh prey. The Realm of Chaos spat forth its daemon legions in such numbers that all other hosts seemed trivial. Despite the great valour of Sigmar's people, their civilisations were soon beset. So began the Age of Chaos – a time of death and deceit.



The weapons of the Khornate hordes are made of bone, brass and iron. All men fear their ever-hungry bite.



The skull-like icon of the Blood God Khorne has many variations, but all symbolise bloodshed without end.

As his old enemies grew in power and strife consumed the lands, the God-King Sigmar reforged old alliances and won many battles. It was not enough. United in conquest, the Chaos Gods proved too strong. Sigmar was forced to lead a great exodus to the Celestial Realm, the last place of safety under the stars. The Gates of Azyr were closed behind them, and the seven worlds that remained left to their fate.

Life in the realms became a living hell. All hope of peace was ripped away. Every race, people and settlement bled under the bite of the Chaos axe, their lands dominated by skull-clad fortresses and blasphemous temples.

Though the descendants of the World Before Time clung to hope as best they could, only those that embraced the ways of their overlords survived for long. Honest men fought to the death in blood-pits for the amusement of their conquerors. Priests of dead gods turned their unheeded prayers toward viler powers. Wretches scraped what meat they could from the carcasses of the fallen. The spectres of betrayal and deceit turned brother against brother and father against son.

The Chaos gods laughed in triumph, sure in the knowledge there existed no force mighty enough to challenge them. And yet, upon the horizon, storm clouds slowly gathered.







As the bloodstained tapestry of the Age of Chaos unfolded, Sigmar came to a profound realisation. The subjugated people of the realms were close to breaking, 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 embraced wisdom instead of strength. Divorcing the Celestial Realm from the Mortal Realms, he called upon his ally, the great creator Grungni. Their forge was the heavens, their steel the sigmarite of the world-that-was. All they needed were heroes to wield it.

Those mortal warriors with defiance in their souls were snatched from the embattled realms in flashes of blinding light. Though their Trials of Becoming saw them blasted in body and spirit, the most worthy were instilled with divinity. Their souls were steeped in the magic of the stars and their physical forms imbued with the strength of celestial lions. Reborn, they emerged from Sigmar's mystical forges as Stormcast Eternals – immortal heroes destined to cast down the tyranny of Chaos.

Sigmar's Stormhosts have grown strong indeed. Only now does he unleash them, opening the Gates of Azyr to strike at the legions of the Dark Gods with world-shaking force.



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.



THE
STORM
MADE FLESH





Vandus Hammerhand, Lord-Celestant and first of his chamber, drank in the majesty of his master's great vaults and the warrior elite that filled them. Arrayed in vast phalanxes below him stood ten thousand heroes, the azure lightning that crowned Sigmar's realm reflected in their golden masks. Soon, the torture of the Long Calm would be over. In moments, their God-King would hurl them through the ether, striking out at the Chaos oppressors across the Mortal Realms.

Sensing the rising tension, Vandus' Dracoth roared. Electricity crackled along its sabre-length teeth. Seizing the moment, the Lord-Celestant vaulted into its saddle and raised the runic hammer Heldensen high.

'This night we ride the storm,' shouted Lord Vandus, the fierce joy in his voice filling the domes.

The air was rent by metallic thunder as the phalanxes below stamped in salute, sigmarite hammers raised.

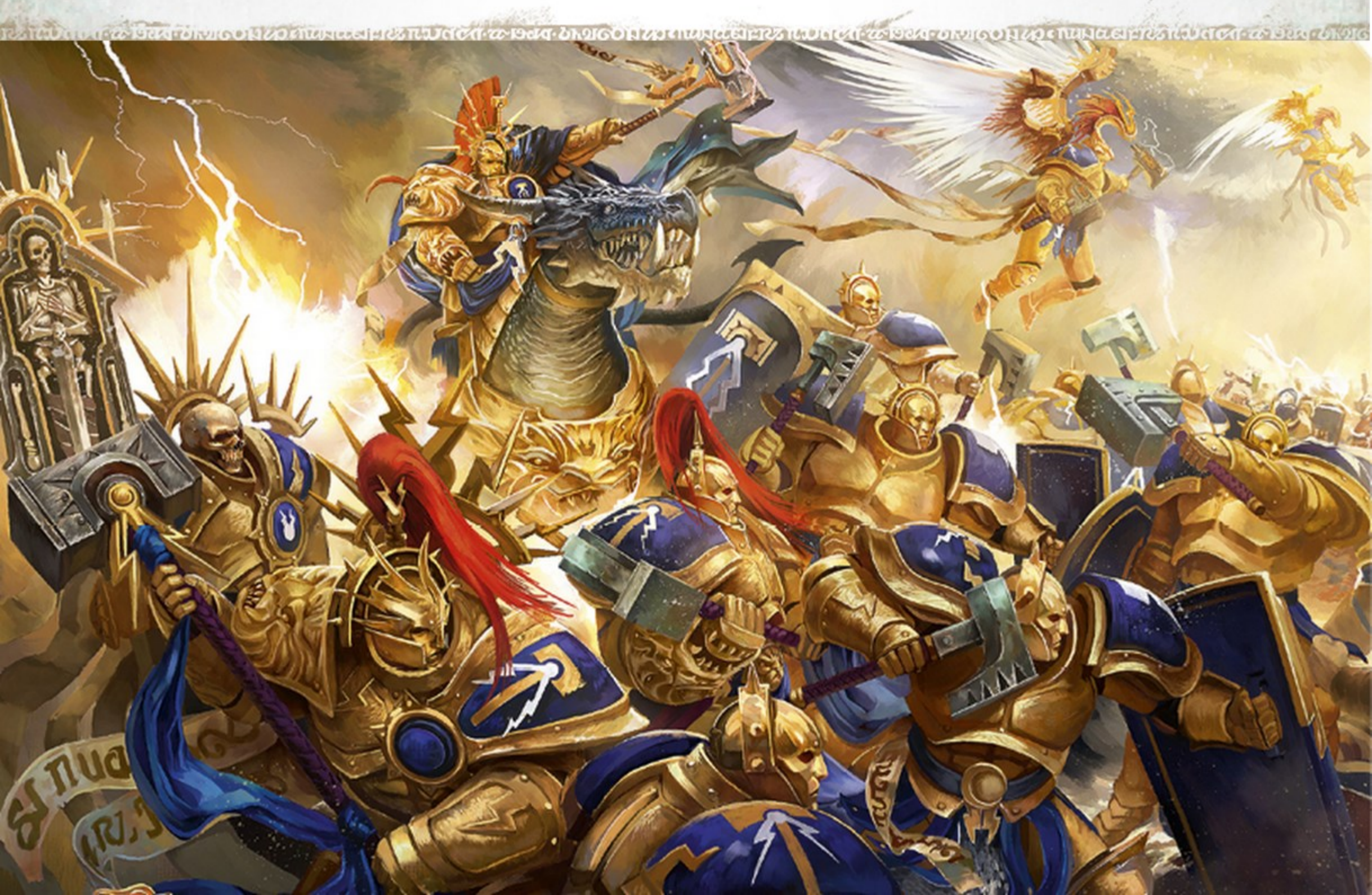
'This night we smite the savage and the daemon,' continued Vandus. 'This night we fling open gates long closed. The fallen will be avenged a hundredfold, and the Dark Gods themselves will feel our fury!'

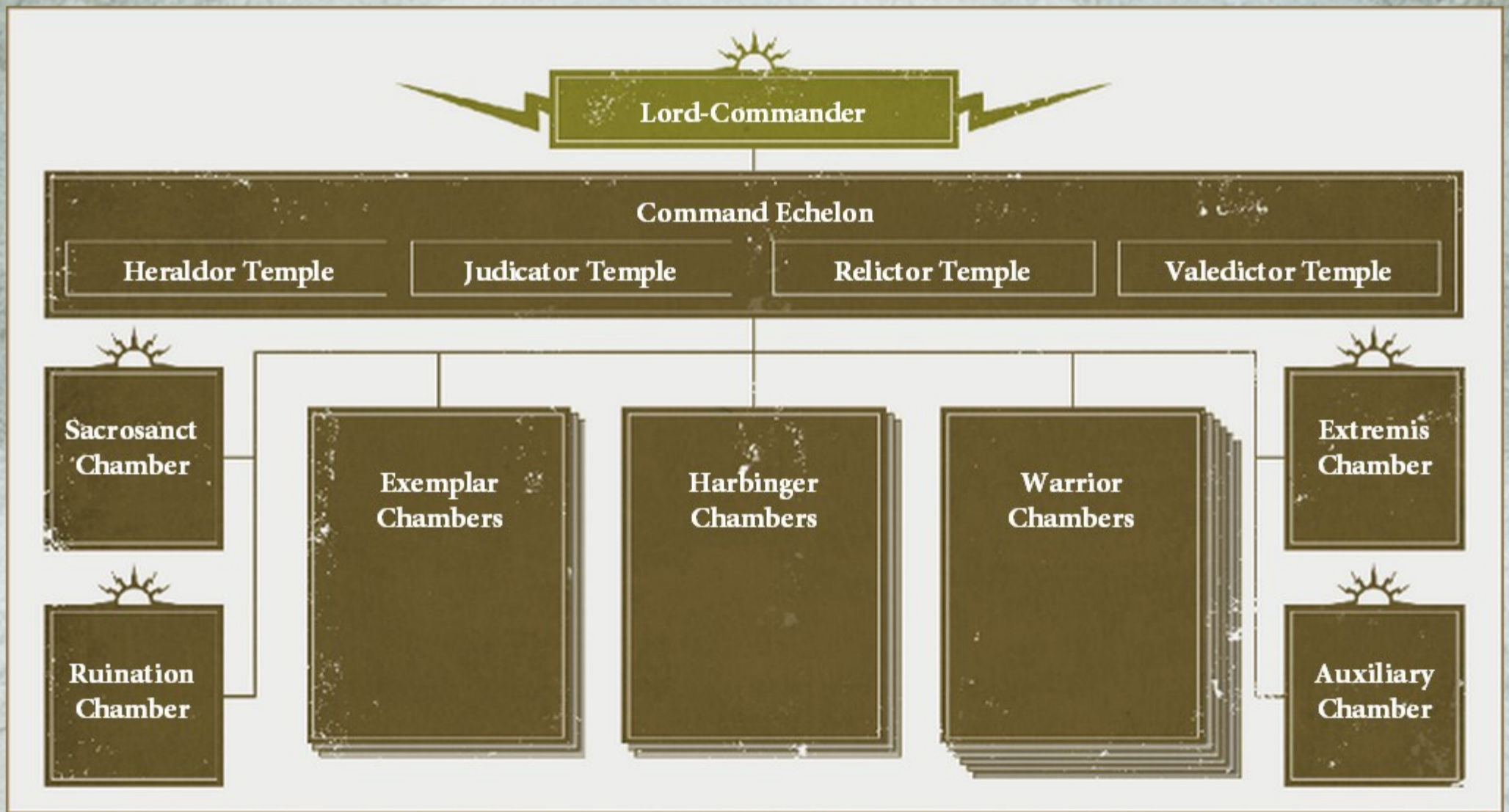
The Stormcast Eternals roared their approval, the tumult of their voices split by the clash of hammer against shield.

'This night, brothers,' said Vandus, 'we bring war!'

There was a thunderclap boom, and a flash. When these faded, the celestine vaults were empty of all but echoes.

The Age of Sigmar had begun.





















BLADES OF THE BLOOD GOD





















THE
PAGEANTRY
OF
WAR





THE PAGEANTRY OF WAR

The worlds of *Warhammer Age of Sigmar* offer infinite possibilities for any avid miniature collector. Its soaring landscapes, vast armies and fantastical battles are fuel and inspiration for your own projects – the miniatures in this book are just the beginning of an exciting journey.

One of the greatest joys of collecting Citadel Miniatures can be found in the modelling and painting of your collection, as you assemble and recreate all of the great heroes, terrifying monsters and amazing landscapes of the Age of Sigmar. Nothing beats seeing a fully painted army arranged

in a carefully crafted setting – an epic fantasy world recreated in miniature, with all the pageantry and spectacle that comes with it – or set up in a display case, there to be admired by all.

There's real satisfaction to be had in making your miniatures your own,

bringing them to life with a paintbrush and teasing out all of the finely sculpted detail of each model. Some people revel in treating each individual miniature as a work of art – lavishing attention on every inch and building scenic bases – while others prefer to assemble vast legions of warriors in matching liveries,





focussing on the spectacle of massed ranks, armed and ready for war.

There's no right or wrong way to go about this – you should go wherever your inspiration takes you, and do whatever you think makes your miniatures look great. Take your time to consider. The paint scheme you select will help you to imbue your models with character and story, and to define who they are. Why has this particular chamber of Stormcast Eternals got pockmarked, battle-scarred armour? Why do they

paint the shafts of their hammers in shining silver? What are they doing in a mysterious landscape of glowing ice sculptures and blue flame?

On the following pages we've provided some examples, hints and tips on how to paint your new models. Games Workshop produces a comprehensive range of paints, brushes, tools and guidebooks to help you, but ultimately, the choice is yours – what exciting story do you want to tell with your miniatures?





STORMCAST ETERNAL STORMHOSTS

The Stormhosts of the Stormcast Eternals are manifold and glorious – only Sigmar himself knows their true number. Below are six renowned Stormhosts, each with their own heraldry and history, that may act as inspiration for your collection. Many hobbyists will, of course, enjoy creating their own.



The Hammers of Sigmar were the first Stormhost to be hurled into battle against the Chaos hordes. Theirs is the might of lightning.



Only the Astral Templars have entered the Gnarwood and returned victorious. They are the Scourge of Monsters and the Hammer of Beasts.



Dark and brooding are the Anvils of the Heldenhammer. Their Reforging took place as the Broken World span under a magical gloom.



Little is known of the stalwart and mysterious Lions of Sigmar, save for their heraldry and the thunderous roar of their battle cry.



The Celestial Vindicators have been forged solely with heroes from the most war-ravaged lands. They know neither mercy nor restraint.



Though their bodies are scarred by their Reforging, the Hallowed Knights are so pure of spirit that evil magicks have little hold upon them.



PAINTING THE HAMMERS OF SIGMAR

The Stormcast Eternals in this book were painted in a simple but effective colour scheme. Follow the steps below, and you'll achieve excellent results with your own collection of Stormcast warriors.



After carefully clipping your model from its sprue and assembling it with Citadel plastic glue, undercoat it with Chaos Black Spray. Take care to ensure an even coat.



Next, add the base colours. We used Retributor Armour and Kantor Blue for the armour, Leadbelcher for the hammer and tabard, and Screamer Pink for the hafts.



A generous wash of the colours in the Citadel Shade range will add contrast and bring out the detail. Reikland Fleshshade is a great choice for Stormcast Eternals.



Use Citadel Layer paints to bring colour and definition to the raised areas. For this stage we used Auric Armour Gold, Altdorf Guard Blue, Runefang Steel and Pink Horror.



Highlight the model's edges with a Citadel Detail Brush. We used Fenrisian Grey to highlight the blue, White Scar for the symbols, and Liberator Gold for the armour.



Paint the base with Steel Legion Drab. After applying PVA glue to the top, cover it with Citadel Sand. Once the base is dry, glue on a few Middenland Tufts with PVA glue.



After trying your hand at painting a Stormcast Eternal, why not paint the rest of your *Warhammer Age of Sigmar* starter set collection with the help of the *Warhammer Age of Sigmar Painting Guide*.

Warhammer Age of Sigmar Painting Guide is available to buy as a digital ebook from the iBooks store and from the Black Library website.

This comprehensive guide takes you through the stages of painting your fine Citadel Miniatures, step-by-step, with a multitude of reference photographs and lots of handy painting tips and tricks.





BATTLE UNLEASHED





In the battle-ravaged Realm of Life, the warriors of the Chaos god Nurgle take up arms against a new and deadly foe.



The deathrattle legions stalk from Shyish's underworlds, the cold mists of the grave curling towards their mortal prey.



Even the scabrous stamina of the Plague God's chosen cannot withstand the onslaught of the Stormcast Eternals.

The ground shakes as the iron-clad cavalymen of Khorne charge headlong into a lumbering army of beastclaw ogors.





The vicious clans of the skaven unite in fractious alliance, their assault prizing a vital Realmgate from its sylvaneth guardians.



FIRE & THUNDER





RULES

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 table, right, 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

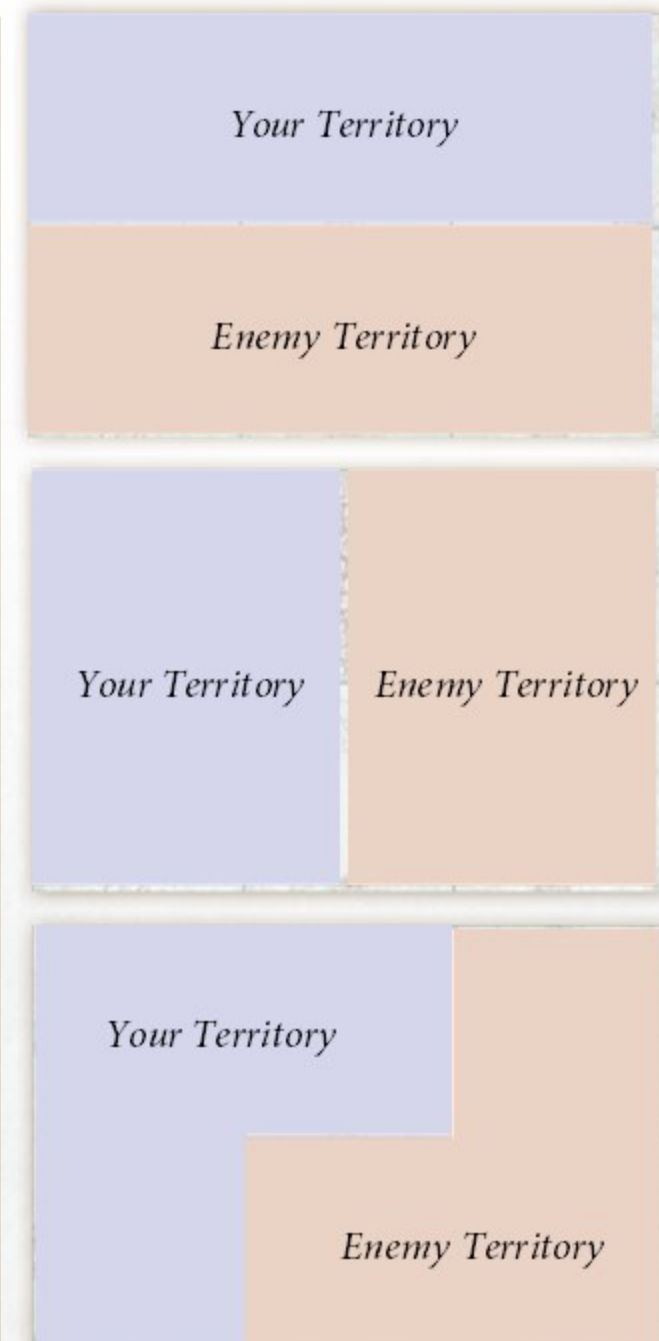
Thunder rumbles high above as the armies take to the battlefield.

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 to the right.

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 later.



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.

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.

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 below.

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 1/2" 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.

INFLICTING 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!



FORGING YOUR OWN LEGENDS

The Warhammer realms are replete with tales of mighty heroes, bloodshed and betrayal, and part of the fun of owning an army of Citadel Miniatures is in creating your own stories and bringing your models and the worlds they inhabit to life.

The *Warhammer Age of Sigmar* rules are there to help you forge your own legends, as your heroes and their armies battle for glory and conquest on the fantastical battlefields of the realms.

How will your general and his retinue fare as they cut a bloody path through the daemon-haunted forests of Grumweale? Which of your warriors will slay the rampaging Khorgorath in the sky palaces of Hiroth? Will the greenskins realise they're charging into your ambush in the enchanted ruins of once-great Ashmuth? How long before the chattering armies of the dead break through the quivering walls of your

living fortress? The possibilities are limited only by your imagination.

The *Warhammer Age of Sigmar* rules provide a framework for you to bring your miniatures to life, and command them in battle on the tabletop. There's great excitement to be had from such conquests – the uncertainty of whether your gambit on the battlefield is going to pay off, or whether your horde of warriors can take down the dragon that's been plaguing their flanks as they flee across the Emerald Wastes. It's from moments such as these that new legends are born.

This Primer provides a taste of one such story, giving you the opportunity to decide what the outcome of this dark tale will be. Who will stand victorious at the end – the celestial warriors of Sigmar, or the blood-drenched followers of Khorne?

Once you've experienced the battle in this Primer, you might be inspired to go on to tell stories of your own. Just grab your miniatures and go. The realms are a strange and dangerous place – absolutely anything could happen!





SIGMAR'S VENGEANCE

Sigmar's Storm has broken with terrifying force. The following pages tell of a battle from the first strike the Stormcast Eternals launch at the powers of Chaos, with a thunderous impact upon the Mortal Realms. With the battleplan detailed here, it is a struggle you can play out for yourself.

The epic events detailed in *Warhammer Age of Sigmar* tell of the Stormcast Eternals' first clash against Chaos. Though it is but one of a hundred such battles, it is perhaps the most important – and you will decide its outcome.

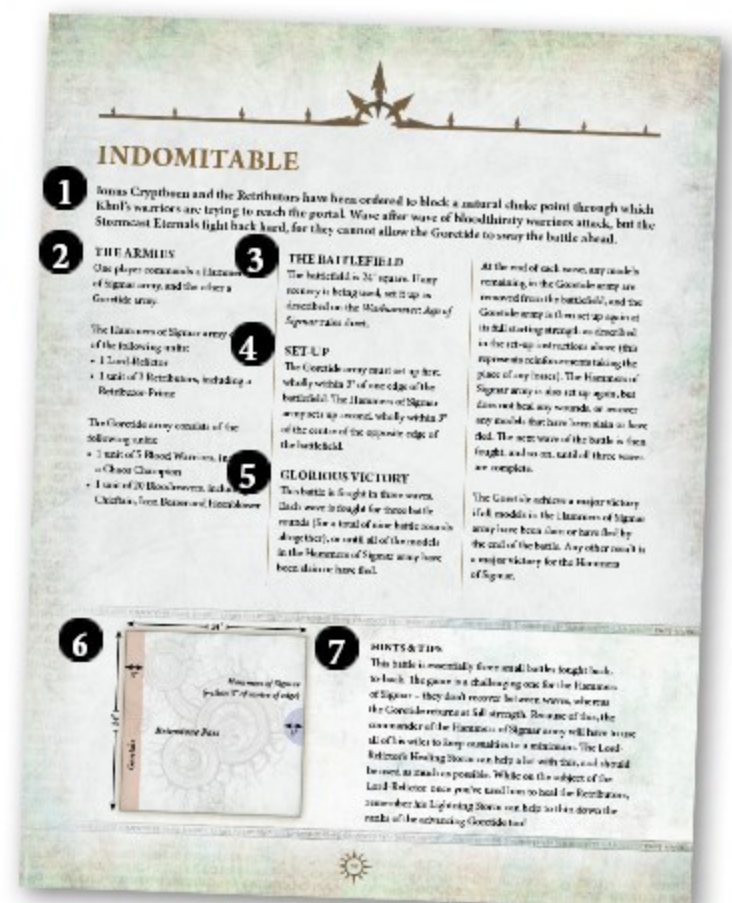
To help you do this, *Warhammer Age of Sigmar* presents you with battleplans. A battleplan is quite simply a set of instructions that tells you how to pick an army and set it up on the battlefield, and what you need to do in order to win. These instructions complement the ones found on the *Warhammer Age of Sigmar* rules sheet, and provide you with a huge variety of ways to play.



The battleplan included in this Primer is based on one of the battles fought between the Stormcast Eternals and the Goretide. You will have to think on your feet and quickly adapt to the new challenges each battleplan throws at you, and you will need to use a combination of strategy, tactics, low cunning and calculated risks in order to triumph.

In some battleplans we include areas of scenery on the map. If you have suitable scenery models available, you should use them to recreate the battlefield, but if you do not, simply replace them with scenery you do have or ignore them.

- 1. Overview:** A brief description of the background for the battle, and each player's objectives.
- 2. The Armies:** The armies and units that can be used to fight the battle.
- 3. The Battlefield:** The terrain over which the battle is fought.
- 4. Set-up:** How the armies must be set up for the battle.
- 5. Glorious Victory:** How the winner of the battle is determined.
- 6. Map:** The map illustrates where you should set up your army, and also the location of other things you may need to set up on the battlefield.
- 7. Hints & Tips:** Useful information that will help you to get the most from the battleplan when you use it for a game.





INDOMITABLE

Ionus Cryptborn and the Retributors have been ordered to block a natural choke point through which Khul's warriors are trying to reach the portal. Wave after wave of bloodthirsty warriors attack, but the Stormcast Eternals fight back hard, for they cannot allow the Goretide to sway the battle ahead.

THE ARMIES

One player commands a Hammers of Sigmar army, and the other a Goretide army.

The Hammers of Sigmar army consists of the following units:

- 1 Lord-Relictor
- 1 unit of 3 Retributors, including a Retributor-Prime

The Goretide army consists of the following units:

- 1 unit of 5 Blood Warriors, including a Chaos Champion
- 1 unit of 20 Bloodreavers, including Chieftain, Icon Bearer and Hornblower

THE BATTLEFIELD

The battlefield is 24" square. If any scenery is being used, set it up as described on the *Warhammer: Age of Sigmar* rules sheet.

SET-UP

The Goretide army must set up first, wholly within 3" of one edge of the battlefield. The Hammers of Sigmar army sets up second, wholly within 3" of the centre of the opposite edge of the battlefield.

GLORIOUS VICTORY

This battle is fought in three waves. Each wave is fought for three battle rounds (for a total of nine battle rounds altogether), or until all of the models in the Hammers of Sigmar army have been slain or have fled.

At the end of each wave, any models remaining in the Goretide army are removed from the battlefield, and the Goretide army is then set up again at its full starting strength as described in the set-up instructions above (this represents reinforcements taking the place of any losses). The Hammers of Sigmar army is also set up again, but does not heal any wounds, or recover any models that have been slain or have fled. The next wave of the battle is then fought, and so on, until all three waves are complete.

The Goretide achieve a **major victory** if all models in the Hammers of Sigmar army have been slain or have fled by the end of the battle. Any other result is a **major victory** for the Hammers of Sigmar.



HINTS & TIPS

This battle is essentially three small battles fought back-to-back. The game is a challenging one for the Hammers of Sigmar – they don't recover between waves, whereas the Goretide returns at full strength. Because of this, the commander of the Hammers of Sigmar army will have to use all of his wiles to keep casualties to a minimum. The Lord-Relictor's Healing Storm can help a lot with this, and should be used as much as possible. While on the subject of the Lord-Relictor, once you've used him to heal the Retributors, remember his Lightning Storm can help to thin down the ranks of the advancing Goretide too!



LEGENDS OF WAR



WARSCROLLS

The warriors and creatures that battle in the Mortal Realms 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.

On the following page you will find a warscroll for a Lord-Relictor – a grim hero of the Stormcast Eternals. When fighting a battle, simply refer to the warscrolls for the models you are using. Warscrolls for all of the other models in the *Warhammer Age of Sigmar* range are available from Games Workshop. Just visit our website at games-workshop.com for more information on how to obtain them.

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 a unit of the models that the warscroll describes, and a short piece of text explaining the background for the models and how they fight.

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.

2

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Red	Damage
Relic Hammer	1'	4	5+	4+	-1	1

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 2 or more, the unit you picked suffers 1D6 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 1D6 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

KEYWORDS: ORDF, 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.



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

Relic Hammer

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

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

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.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, PRIEST, LORD-RELICTOR



HINTS & TIPS

The following hints and tips will help you get the most from your warscrolls:

Modifiers: Many warscrolls include modifiers that can affect characteristics. For example, a rule might add 1 to the Move characteristic of a model, or subtract 1 from the result of a hit roll. Modifiers are cumulative.

Random Values: Sometimes, the Move or weapon characteristics on a warscroll will have random values. For example, the Move characteristic for a model might be 2D6 (two dice rolls added together), whereas the Attacks characteristic of a weapon might be D6.

When a unit with a random Move characteristic is selected to move in the movement phase, roll the indicated number of dice. The total of the dice rolled is the Move characteristic for all models in the unit for the duration of that movement phase.

With the exception of Damage, generate any random values for a weapon each time it is chosen as the weapon for an attack. Roll separately for each weapon the unit is using. The result applies for the duration of that phase. For Damage, generate the value each time the weapon inflicts damage.

When to Use Abilities: Abilities that are used at the start of a phase must be carried out before any other actions. For example, abilities carried out at the start of the movement phase must be used before any models are moved. By the same token, abilities used at the end of the phase are carried out after all normal activities for the phase are complete.

If you can use several abilities at the same time, you can decide in which order they are used. If both players can carry out abilities at the same time, the player whose turn is taking place uses their abilities first.

Save of '-': Some models have a Save of '-'. This means that they automatically fail all save rolls (do not make the roll, even if modifiers apply).

Keywords: Keywords are sometimes linked to (or tagged) by a rule. For example, a rule might say that it applies to 'all models with the **STORMCAST ETERNAL** keyword'. This means that it would apply to models that have the Stormcast Eternal keyword on their warscroll.

Keywords can also be a useful way to decide which models to include in an army. For example, if you want to field a Stormcast Eternals army, just use models that have the **STORMCAST ETERNAL** keyword.

Minimum Range: Some weapons have a minimum range. For example 6"-48". The weapon cannot shoot at an enemy unit that is within the minimum range.



WARSCROLL BATTALIONS

The warriors of the Mortal Realms often fight in battalions. Each of these deadly fighting formations consists of several units that are organised and trained to fight alongside each other. The units in warscroll battalions can employ special tactics on the battlefield, making them truly deadly foes.

If you wish, you can organise the units in your army into a warscroll battalion. Doing so will give you access to additional abilities that can be used by the units in the battalion. The information needed to use these powerful formations can be found on the warscroll battalion sheets that we publish for *Warhammer Age of Sigmar*. Each warscroll battalion sheet lists the units that make it up, and the rules for any additional abilities that units from the warscroll battalion can use.

On the following page you will find a warscroll battalion that uses the Stormcast Eternals Citadel Miniatures included in the *Warhammer Age of Sigmar* boxed set.

BATTALION SET-UP

When you are setting up, you can set up all of the units in a warscroll battalion instead of setting up a single unit. Alternatively, you can set up some of the units from a warscroll battalion, and set up any remaining units

individually later on, or you can set up all of the units individually.

For example, if you were fighting a battle where each player takes it in turns to set up one unit, you could set up one, some or all of the units in belonging to a warscroll battalion in your army.



- 1. Title:** The name of the warscroll battalion and a short overview of the background for it and how it fights.
- 2. Organisation:** This section lists the units that make up the warscroll battalion, how many models each of the units must have, and any other restrictions that may apply to the models that you can include. If the number of models needed for a unit are not listed, the unit can have any number up to the maximum allowed by its warscroll.
- 3. Abilities:** Every warscroll battalion includes one or more abilities that some or all of the units from the battalion can use. The abilities listed for a warscroll battalion only apply to the units that make it up (even if there are other units of the same type in your army). These abilities are in addition to the abilities listed on the units' warscrolls.

WARSCROLL BATTALION



STORMCAST ETERNALS

THUNDERSTRIKE BROTHERHOOD

Blasting onto the battlefield in explosions of force, Thunderstrike Brotherhoods are led into the heart of the fray by heroic Lord-Celestants. These warriors are tightly bound by honour and duty.

ORGANISATION

A Thunderstrike Brotherhood consists of the following units:

- 1 Lord-Celestant on Dracoth
- 1 Lord-Relictor
- 1 unit of Retributors
- 1 unit of Prosecutors
- 2 units of Liberators

ABILITIES

Brothers in Arms: Add 1 to the Bravery of any unit from this warscroll battalion that is within 6" of one or more other units from this warscroll battalion.

Lightning Strike: Instead of setting up a unit from this warscroll battalion on the battlefield, you can place it to one side and say that it is set up as part of your army in the Celestial Realm. In any of your movement phases, you can transport the unit to the battlefield. When you do so, set up the unit on the battlefield more than 9" from any enemy models. This is their move for that movement phase.



WHAT'S NEXT?

Warhammer Age of Sigmar is a collecting, painting and gaming experience whose appeal and excitement lasts a lifetime. Whether it be assembling and painting a mighty horde of fantastical warriors or immersing yourself in the magical worlds and stories of the realms, *Warhammer Age of Sigmar* offers endless opportunities for enjoyment. Equally, if you hunger to launch your own crusade of conquest, you'll be hurling your armies into bloody battle before you know it.

INTO THE REALMS...

They say that every journey begins with a single step, and in the case of *Warhammer Age of Sigmar* there is no better first step than the starter set itself. Contained within this exceptional set is an impressive range of beautifully detailed Citadel Miniatures, excellent starting forces for the brave and noble Stormcast Eternals and the murderous Khorne Bloodbound. This starter set is the starting point of a truly

epic story, pitting Vandus Hammerhand and his Hammers of Sigmar against the daemon-worshipping Korghos Khul and his cruel Goretide warriors. As such, not only does this starter set get you off to a great start with your model collections, but it also represents an excellent way to learn the *Warhammer Age of Sigmar* rules and plunge straight into the story of the Age of Sigmar.





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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library.
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