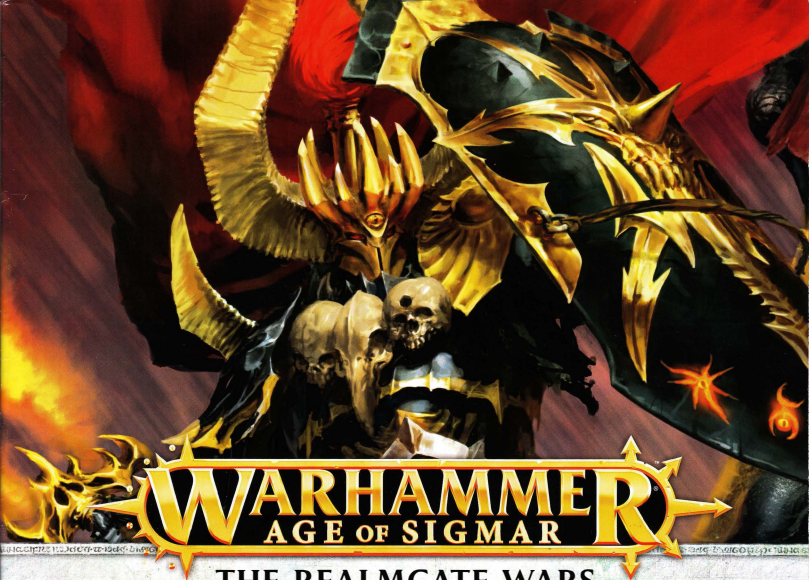




THE REALMGATE WARS

IRONWARP CITADEL





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.



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THE IRONWARP CITADEL

In this exclusive Warhammer World book, you can discover how the magnificent Ironwarp Citadel exhibit was created, read a gripping account of this mighty battle, savour a lavish picture gallery and use the included battleplans to recreate the clash with your collection of Citadel Miniatures.

A major highlight of the Exhibition Centre's *Warhammer Age of Sigmar* gallery, the battle for the Ironwarp Citadel offers a unique look at one of the pivotal battles from *The Realmgate Wars: Godbeasts*.

In the Realm of Fire, the great Solar Drake Ignax is fettered to a floating tract of land named the Land of the Chained Sun. As Archaon, the Chaos Gods' most formidable champion, learns that this sun is in truth one of the mighty Godbeasts, he seeks to

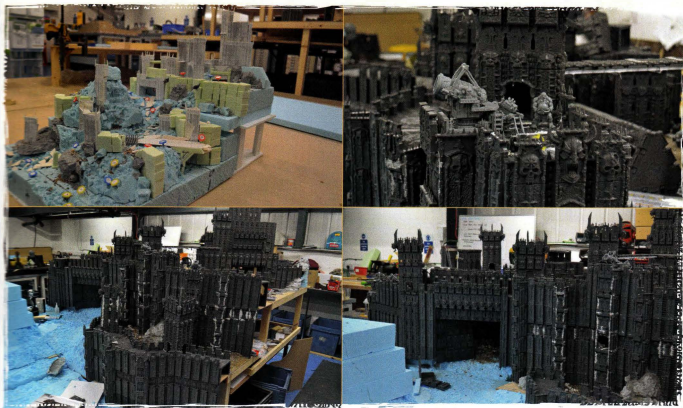
lead his Varanguard on a mission to claim the creature. But he shall not go unopposed. In high Sigmaron, the God-King stirs and sends his warriors to Aqshy, there to deny the Everchosen and defend Ignax. As war engulfs the Land of the Chained Sun, the Fyreslayers of Austarg Lodge launch their own bid to reclaim their hearthlands by executing a drastic and desperate gambit.

At the beginning of this project, the Warhammer World Studio team faced

a daunting challenge. They would need to convey the spectacular and bewildering vistas of the Mortal Realms and capture the essence of this war-torn portion of the Ashlands of Aqshy. The battle for the Ironwarp Citadel was a monumental clash between Order and Chaos, and recreating it with a miniatures display would call for every last mote of their imagination and skill.

So read on, and discover just how these expert model-makers turned a mighty legend into miniature reality.





The display began life as a simple sketch, which helped clarify concepts and fix them in physical space. Next, a 1:6 scale prototype was made, complete with terrain, buildings and an equivalent-scale cardboard visitor. This model served as guide for the display's builders and helped ensure the miniatures would be correctly positioned. The designers stood the scaled-down figure alongside different points of the prototype, then simply looked over its shoulder for an impression of how the larger model would appear when viewed from the eye level of a full-size visitor.

One of the largest displays in the exhibition, the finished diorama measures a huge ninety-six square feet (the equivalent of four large 6' x 4'

gaming tables put together), and soars to a height of 8'6". The display was built in sections for portability, the joints of which are concealed by an ingenious system of interlocking scenery. The modellers took advantage of the inherently irregular shape of the mountainous terrain, and used the overhanging rocks to break up the straight edges of the joined panels. Thus, even when viewed closely, the seams are invisible.

The display's foundations take the form of timber-framed modules consisting of rectangular platforms, two tower sections, the mountain area and a bridge. Each of these units is lightweight but sturdy, strong enough in fact to bear the weight of a model-maker, as was proved in the

construction and painting process. Once the timber frame was complete, the basic mountains were created using equally lightweight materials as a foundation. The model-makers then turned their attention to creating a realistic rocky texture. Weight would need to be kept to a minimum, precluding the use of real stone, so instead silicon moulds were made from chunks of granite, and used to cast dozens of reproductions in a lightweight resin material.

No fewer than seventy-five Chaos Dreadhold Helfort sets were used to create the fortifications on the display. Every single Skull Keep was utilised to build the many walls and spires of the bastion, along with seventy of the Malefic Gate sections.



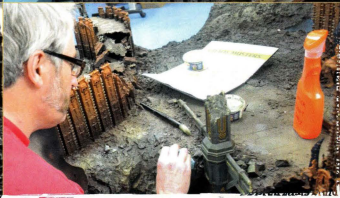
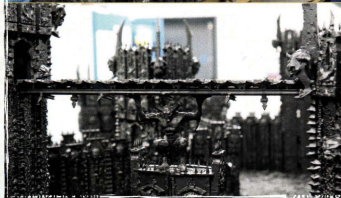
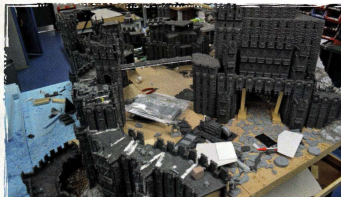
The kit's modular design came into its own here, with Helfort parts being used in a great number of different locations. The multi-part set allowed the model-makers free rein when laying out the citadel, forming a series of walls, keeps and soaring battlements. The versatility of this and other Citadel terrain kits enable anyone, from practiced model-makers to aspiring novices, to build stunning gaming boards, regardless of the size and scope of the design.

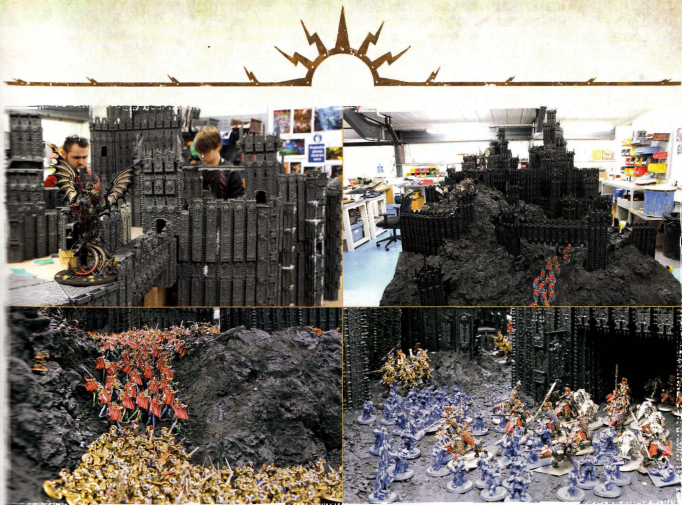
Weaving upwards past the outer walls and into the citadel is a rutted and rubble-strewn track. Spanned by dramatic fortified bridges that form part of the fortress itself, the road is designed to draw the viewer's eye along and up the board with the rising terrain.

Like the best kit-bashers, the modellers used a variety of miscellaneous items to great effect. Amongst these can be found chains that haul up the portcullis, and lids from Khorne Bloodbound Dice Shakers that form the winning mechanism.

The model was painted with Citadel Paints, using techniques that will be familiar to every hobbyist, albeit on a vast scale. First, an undercoat of Chaos Black Spray was applied to the entire model. Next came a basecoat of Rhinox Hide, painted onto both the citadel and the terrain. The rocks were then treated with several Shade and Layer paints, in different hues of green, grey and brown. These colours were applied randomly in patches, and their edges were carefully blended using a water spray and a

Scenery brush, gradually building the colour for a subtle and naturalistic tone. Recreating the corroded appearance of the fortress' walls called for a different tactic. Here, Troll Slayer Orange was applied using a spray gun. Spraying downwards from an angle of around 45°, the colour graduated from a dense covering across the top of the ramparts, to a feathered effect towards the bottom of the walls. Besides imitating oxidised, corrupted Chaos iron, the fading effect created a look of eerie daylight hitting the structure and emphasising the walls' macabre carvings. Lastly came the meticulous task of applying rust streaks in lighter colours and all the remaining detailing to the model. All of this was done by hand, using small Citadel hobby brushes.





As awe-inspiring as the finished scenery was, the exhibit's full impact was only realised after the vast quantities of clashing warriors and beasts took centre stage amongst its fortifications and mountains. And just as you would expect with a display of this magnitude, the battle for the Ironwarp Citadel features a huge cast of over 2,500 models!

The forces are split almost evenly between the forces of Order, who muster 1,245 miniatures, and the Chaos hordes defending the stronghold, totalling 1,270 miniatures.

The backbone of the celestial contingent comes in the form of rank upon rank of Stormcast infantry, with four hundred and eighty Liberators

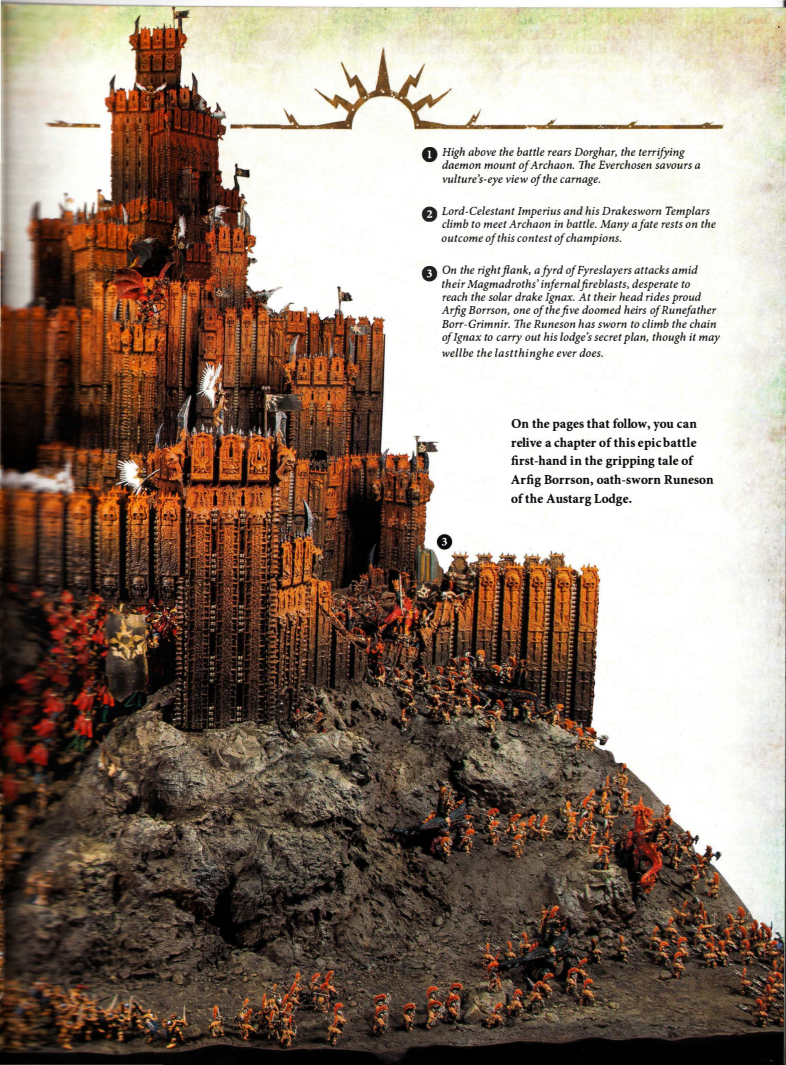
forming the core of two entire Warrior Chambers. Leading the charge is a spear tip of eighty Dracothian Guard from the Hammers Draconis. The Stormcast battle lines are filled out with one hundred and eighty Judicators, ninety Paladins, forty-five Prosecutors and four stunning Stardrakes. The Fyreslayer fyrd boasts similarly daunting numbers, with two hundred Vulkite Berzerkers, one hundred Auric Heartguard and six fyre-spewing Magmadroths forming the bulk of its force. Arrayed against both of these hosts stands an intimidating Chaos garrison, the jagged edge of which consists of four hundred and sixty Bloodreavers, one hundred and fifty Bloodletters, a hundred Blood Warriors, sixty Skullreapers and an equal number of Wrathmongers.

Mounted on their ferocious steeds and launching their own charges are sixty Varanguard and forty Mighty Skullcrushers.

A team of just seven model-makers painted all of these miniatures to the same professional standard as the scenery. Add to these the dozens of complex character models on both sides, including Bloodthirsters, the Celestant-Prime, and the stunning centrepiece of Archaon himself, and the extent of the work involved becomes quite mind-boggling. Impressive as these numbers are, they become truly remarkable when taking into account that the entire display – scenery, fortress, miniatures and all – was planned, built and painted within a space of just five months!

The finished display captures the battle at its height. In the foreground, the Dracothian Guard of Lord-Celestant Imperius thunder into the valley, passing beneath the bridge into the citadel's dark heart. Once inside, they will face the Everchosen's elite, the dreaded Varanguard. Behind them, a Warrior Chamber marches towards the fortress gates in tight formation, ready to face a tidal wave of Bloodbound warriors.





- 1 High above the battle rears Dorghar, the terrifying daemon mount of Archaon. The Everchosen savours a vulture's-eye view of the carnage.
- 2 Lord Celestant Imperius and his Drakesworn Templars climb to meet Archaon in battle. Many a fate rests on the outcome of this contest of champions.
- 3 On the right flank, a fyrd of Fyreslayers attacks amid their Magmadroths' infernal fireblasts, desperate to reach the solar drake Ignax. At their head rides proud Arfig Borrson, one of the five doomed heirs of Runefather Borr- Grimnir. The Runeson has sworn to climb the chain of Ignax to carry out his lodge's secret plan, though it may well be the last thing he ever does.

On the pages that follow, you can relive a chapter of this epic battle first-hand in the gripping tale of Arfig Borrson, oath-sworn Runeson of the Austarg Lodge.



A RUNESON'S SACRIFICE

Rearing back on their powerful hind-legs, the Magmadroths spat their streams of white-fire at the ancient wall ahead. It bubbled and screamed, warped and melted under the onslaught of blazing magma. Finally it gave way with a deafening groan of protest, and a cloud of dust and ash billowed forth.

'In Grinnir's name!' roared Arfig Borrrson. 'Onward to glory!'

As the mighty siege-beasts of the Fyreslayers lumbered forwards, a tide of frenzied warriors surged with them, eyes alive with the prospect of worthy battle. At their fore, the Auric Runeson ran, rolling his twin axes around in eager hands, powerful legs carrying him with surprising agility across the charred and smouldering rock.

Ahead, the defenders roared their foul oaths to the god of slaughter. A Magmadroth rumbled forwards, the fierce heat of its reptilian bulk hazing the air, molten bile spilling from its wide-open jaws. Its head snapped forwards as the duardin that rode it bellowed a command, and a torrent of fire arced across the Chaos line. A chorus of screams erupted, and Arfig

saw human torches writhe and fall. More of the great reptiles barged forwards, adding their own fury to the firestorm. Through this wall of flames leapt the Fyreslayer warriors, falling upon those few who had not been burned to ashes.

As he burst through the wave of fearsome heat and into the breach, Arfig took in the battlefield. The Ironwarp Citadel loomed ahead, a cage of rusted iron bedecked with skulls and the filthy panoply of Chaos. On all sides rose spiked towers and sheer walls, from which torrents of tainted magic and warped projectiles spat forth. Behind those formidable fortifications lay the chain. He could see it in the distance, impossibly huge, stretching off into the sky towards the glare of the sun above. Except it was not a sun. These great chains, spread out across the Land of the Chained Sun, bound the Solar Drake Ignax, a creature of mythical power. It was these chains that the Fyreslayers must scale to brand the Rune Auriakh – the symbol of binding – into Ignax's hide, thereby controlling the apocalyptic fires of the great drake.

The Land of the Chained Sun would be scoured in the ensuing inferno. All would be consumed in that tumultuous



all but Grinnir's chosen, the Fyreslayers. Such was the promise of the Runesmith Claimblade, and though Arfig trusted the secretive priest less than a cornered coal-snake, he knew he had given the word. All that was left was to fulfil the Runesmith's will, or die in the attempt. Probably both.

There was a roar from above. Something huge and scaled whipped over Arfig's head, a bulk that seemed simply too large to take to the skies. It was a drake, barded in intricately ornate gold armour, six horns sweeping back from its fearsome maw. Upon its back rode a mighty warrior, bedecked in similarly wondrous armour. Three more riders followed, and as one they veered gracefully to the left, heading up the slope of the fortress towards a tower reaching out of the cracked earth like a grasping claw of rust-red iron.

There waited a darkness. He saw dark leather wings, and a hooked and lashing tail, a sleek, monstrous form that cast a three-headed shadow across the battle below. In the saddle of this beast loomed a greater nightmare, a towering figure in midnight-black armour. From within an ornate war-helm capped with curved horns blazed hateful red eyes.

The Everchosen. Herald of the end of all things.

Through the blistering heat of his battle-lust, Arfig felt an involuntary chill. Even across this great distance, it seemed that the abomination's gaze bored straight through him.

'Stop grasping, brother of mine,' came a chiding voice at his ear. 'More axe-fodder to come.'

Arfig turned to find Runeson Urvath wrenching his axe free from the skull of a slain foe.

'You're too old and fat to climb the great chain, Urvath,' he shouted back. 'You'd best stay behind and mop up these weaklings while I carry out the Runefather's will.'

A fresh tide of filthy, blood-soaked savages charged down the slope towards the Fyreslayers, rabid eyes alight with the ecstasy of slaughter and death. At their head ran a hulking figure whose spoiled-meat flesh was marked by countless runes of devotion to the Blood God. Its face was a barely human, hate-filled visage split by a too-wide smile that was filled with wicked fangs. Two horns curved out of the side of its head, and it carried a brutal greataxe as tall as a mortal human.

'That one's mine,' spat Urvath, and with a fearsome bellow, the guardin hurtled forwards to meet the enemy.

As Arfig followed in his brother's wake the full scale of the battle opened up before him. Beyond the outer wall was another ring of fortifications, and he could see yet more twisted figures upon the walls, hurling spears and axes down amongst the Fyreslayers. To his left lay the main thoroughfare, a rough slope of blackened stone that carved its way up towards the heart of the Ironwarp Citadel. The draconic cavalry of the Stormcast Eternals was pounding its way up this slope, a living wedge of rippling green flesh and radiant golden armour.



LORD-CELESTANT IMPERIUS, DAEMON SLAYER

Imperius is the Lord-Celestant of the Hammers Draconis, first of the Extremis Chambers. Bold and decisive, Imperius was born to lead. In mortal life he was Imperio, the king of a dying empire attacked and betrayed by Chaos. When Sigmar looked down from the Heavens, Imperio's end was nigh, for he had already struck his spurs, driving his household knights on one last glorious charge. The situation was hopeless, but it was not in his nature to concede. Now reformed as Imperius, he sees himself as still leading that last charge. His Stardrake, Loxia, is also royalty amongst her celestial kind, and her bond with this young Stormcast grows with every victory. In the war for the Land of the Chained Sun, Imperius led the Drakesworn Templars of the Hammers Draconis into battle against Archagon himself. Undaunted by the dreadful Chaos warlord's might, Imperius and his warriors risked death to draw the Everchosen's eye, giving the Fyreslayers the vital time they needed to fulfill their secret purpose.



There came the thunder of hooves from the north. From the mouth of the fortress, a tide of black iron and ruinous heraldry spilled forth. Backed by an atonal dirge of war-horns, the mighty Varanguard, most feared champions of the Evechosen, charged down the ashen slope to meet the foe. All across the battlefield heads turned to take in this most terrible of contests. The two forces came together, and the sound was that of a world ending.

Arfig tore his eyes away from the terrible spectacle just in time to avoid a falling cleaver, shouldering its bearer to the floor and burying an axe in his skull. The lines were fractured now, both Fyreslayers and warriors of Chaos embroiled in a graceless brawl of the sort that both sides relished.

Ahead, Urvath duelled the horned warrior. He whipped his battle-axe around desperately, blocking and deflecting the Chaos servant's wild swings. He was in trouble.

His opponent wielded that vicious greataxe as if it weighed nothing at all, slashing it back and forth so fast it was a blur, battering with the thick haft, allowing not a moment's peace. Urvath was no beardless weakling. Yet the stout duardin, renowned even amongst the hearty company of Runefather Borr-Grimnir's five sons, found himself on the back foot in the face of such fearsome prowess. Urvath fought brilliantly, but defensively, giving ground and avoiding the wild sweeps of the Chaos champion more often than he struck.

'For Grimnir!' Arfig yelled, making for his brother. He

would strike the ur-gold runes from his own hide before he let Urvath claim the honour of this kill.

The ground was slick with gore, and thick with the corpses of both enemy and kin. Many legends would end today, but by the great pyre, they would end in glory. A warrior in rancid plate armour burst forth from a cluster of duardin Berzerkers, smashing them aside with frenzied sweeps of its barbed greatsword. It turned to Arfig, and the Runeson saw a serrated scorpion's tail pulsing with unholy venom. The thing screeched, spraying red spittle, and charged. Arfig met the creature head on, sending one axe out to intercept its jagged sword, and the other to hack deep into its chest.

Arfig felt a poisonous stab of pain at his side as the thing's tail lashed out under his guard and dug into his flesh, but his own forge-blessed war axe would not be denied. He felt the impact run up his arm as it tore through brass and iron, and shattered the warrior's ribcage. Blood bubbled from the creature's mouth and chest, and it toppled to the floor. Arfig growled away the pain at his side, running a hand over his rune-marked flesh and feeling sticky blood and torn flesh. A bad wound, but not enough to slow a son of Borr-Grimnir.

Ahead, the melee thinned for just a moment, and he saw his brother. Urvath was on one knee, holding his axe in front of him to block the raining strikes of the horned Chaos champion. Blood streamed from countless wounds across the Runeson's body, and the glare of his ur-gold runes had faded.



DORRYC CLAIMBLADE, AURIC RUNESMITER

The duardin of the Scarred Isle have long raised their tankards to the honour of Dorryc Claimblade. Famous for quenching the unfinished Everblade in the blood of the orruk warlord Ghostkill, Claimblade was a priest with a warrior's soul. When the Varanguard invaded Dorryc's homelands, he was deeply affected by the massacre that followed. His runesight had shown him the presence of ur-gold upon the Varanguard warriors, priceless nuggets worn as jewellery or even incorporated into the baroque weapons and armour they carried to war. There had been so much of it that Claimblade was driven to the edge of madness by the sight. Thinking it his divine duty to recover the ur-gold, he resolved to lure the Varanguard into a series of traps and ambushes, drawing them to the crescent isle so the Fyreslayers could slaughter them and take the priceless metal from their corpses. His plan was ambitious, bold and lethal. It would see the stain of death spread across the lands.



AURIAKH, THE FATHER RUNE OF BINDING

The eldest of the Zharrgrim priesthood know many runes of binding, but the most powerful of them is the one known as Auriakh. It is a legendary rune, and, if struck correctly, will render ownership over sentient elemental forces. Since the Coming of Chaos, however, the rune had proven untrustworthy. After the disaster at the living volcano Drakatoa in Ghyran, no Fyreslayer had attempted to replicate the magic-capturing rune. So it had been for many centuries until Dorryc Claimblade, Auric Runesmith of a distant branch of the Vostarg lodge, dared to test the rune's power. Dispossessed of his homeland, and perhaps the greater portion of his sanity, the Runesmith went to great lengths to entrap the Varanguard, but instead brought ruin upon his fellow Fyreslayers. As their armies made a final stand, the Runesons of Borr-Grimnir gave their lives to hammer home the rune into Ignax, hoping to use the godbeast to reclaim their lands. Archæon, however, spirited the Solar Drake away before the controlling rune could be tested.

'Brother!' shouted Arfig.

Urvath did not flinch, even as the horned warrior's axe fell a final time. Even as it hewed through the fine metal of his axe, cleaving the weapon in two. Even as it slammed into his chest and drove him to the floor in a spray of crimson.

Arfig was already running, a howl of outrage burning from his lungs as he smashed, kicked and battered his way through the press. Leering faces, twisted and foul, moved to block his path. He cut them apart, not slowing, twin axes whirling and hacking seemingly of their own will. Blood soaked his beard and misted his vision. All he felt was fury.

With one last scything arc of his twin axes he broke free of the melee. Ahead lay mighty Urvath, stricken and broken. There stood the horned warrior, turning to face him with a gore-spattered smile upon its lips.

Arfig let his right arm trail behind him as he ran, tensed his muscles and whipped it forwards, releasing the axe at the perfect moment. It soared end over end, blindingly fast, and buried itself in the creature's shoulder. The fiend staggered at the impact, and with an outraged bellow charged to meet the duardin with its wicked greataxe. Its aim was true and its strength appalling. The axe struck Arfig in the side and threw him off his feet, sending him crashing to the ground.

He was up in a moment, despite the agony in his side telling him that the strike had blasted its way through the protection offered by his ur-gold runes. Gripping his remaining axe

two-handed, he charged again at the enemy champion. The creature smiled, coal-fire eyes narrowing in sadistic pleasure, and brought its axe around again, whip-fast.

Arfig hurled himself to the ground. He felt the rush of the axe pass overhead. Then he was rolling through the ash and blood, turning as he rose to bring his war axe up in a vicious lateral swing. He felt the impact run down his arm. Hot, rancid-smelling blood splashed across his face.

The enemy champion collapsed with a howl, reaching for the stump of its leg, which spat a torrent of dark liquid out across the ashen earth.

Arfig hauled himself over to his brother. Urvath was gasping hard for each breath, and the gurgling sound told the Runeson that his lungs were rapidly filling with blood. It would not be long now. Arfig picked up the shattered halves of Urvath's axe, and placed them gently in his brother's hands.

'Ah, damn it all,' gurgled Urvath, a red smile upon his lips. 'Would've liked to make the climb myself. To see what the... what the world looked like, from all the way up there.'

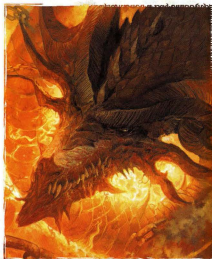
The dying duardin's eyes fixed on the great orb of fire above. Arfig followed his gaze. The great chains stretched towards that sphere of blazing fury, countless leagues over their heads.

'You'll hear a grand tale when we meet in Grimmir's halls,' Arfig said.

Something behind them snarled. Arfig spun. There was the defeated champion, crawling through the filth, axe raised

IGNAX, THE SOLAR DRAKE

Ignax is a being of apocalyptic power whose fires burn fiercely enough to turn whole kingdoms to ash. Aeons ago the Fyreslayer tribes sought to bind the mighty wyrm, and thus ensure that the fires of Aqshy would rage forever. Through the might of Grungni four great god-chains were forged, strong enough to temper even the fury of the Solar Drake. Until the coming of Archæon. The Everchosen had learned the truth of the blazing sun above the Ashlands, and vowed to claim the creature's world-ending power for himself. Harried and battered by endless hordes of howling Chaos warriors, the Fyreslayer duardin of the Scarred Isle retreated to the Land of the Chained Sun, where they desperately searched for a way to turn back the tide. It was the Runesmith Dorric Claimblade who proposed a bold and desperate strategy. In secret he had forged the Rune Auriakh, a symbol of binding that might allow the duardin to control Ignax and sear the taint of Chaos from the Ashlands forever.





high to strike. The Runeson scrambled for his axe, knowing that he could not bring it to bear in time.

The head of a shattered axe whipped past his head, sinking into the Chaos warrior's eye. The creature swayed for a moment, and then collapsed backwards, sending a cloud of dust into the air.

"Ha!" barked Urvath. "My kill... after all."

No sooner had he spoken than the duardin's eyes glazed over. His head lolled to the side, and the remaining half of his weapon slipped from his hands.

Arfig stood. The nature of Runesons meant that they were never truly close. It was a life of constant conflict, of proving yourself the worthier son in your Runefather's eyes. Still, the fires of vengeance for his fallen brother burned fiercely within his heart. This was a loss that must be paid back in kind.

The ground shook, and Arfig heard a low, rumbling growl from behind. He turned to see Blackfang, his Magmadroth, padding over the sea of carcasses. The creature smelled of ash

and scorched blood. Arfig placed a hand on the beast's neck, which was almost as scarred and marked as his own. So many battles they had shared together. Now it would bear him forth on one last glorious quest. He hauled himself up into the saddle, his battered body groaning at the strain.

He looked again at the skyward chains, and the blazing calamity that they kept bound. He ran a hand down his side, felt the agony of broken ribs jutting through his flesh. None of Borr-Grimmir's sons would return to the hold, and there would be no funeral pyres for any of them. So be it. Let the ur-gold carry him this last distance, and let him meet his end with the same fierce pride as noble Urvath. Beneath him, Blackfang roared defiantly, spitting flecks of blazing magma that hissed as they spattered on the ground.

"My brother found his glory in death. Ours is yet to be earned," he bellowed, and his voice was met with the cheers of a thousand warriors. "Onward, sons of Austarg. Let us tame a dragon."





With a furious explosion of aetheric lightning the warriors of the Tempest Lords slammed to earth, the clamour of their arrival a death knell for the wretched foe that polluted the walls of the Ironwarp Citadel. Already their shields were raised and locked together, a wall of gleaming silver-and-white sigmarite that would sweep all before it.

The bloody-handed defenders howled in delight at such a rare gift. How Khorne would treasure the skulls of these noble warriors! Delirious with slaughter-lust, bands of wild-eyed savages hurled themselves at the Stormcast Eternals.

'Cleanse the battlements,' roared Lord-Celestant Alaric Valoron. 'Disgrace upon those that fall without slaying a dozen foes for Sigmar.'

Royal-blue armour was washed crimson as the Tempest Lords advanced, carving their way through the defenders with blade and hammer. Broken corpses piled in their wake.

The ground began to tremble. The smell of brimstone and scorched blood filled the air, and over the shattered bodies of the living and the dead charged beasts of brass and iron. Each of the bulky, quadruped forms bore a daemonic, sword-wielding rider upon its back, bedecked in horns and scale.

'Reform the line!' shouted Valoron as they approached.

An instant later the Bloodcrushers struck the front ranks of the Tempest Lords, and all that could be heard above the shrieks of ruptured metal were the cries of the dying.





Skaarac Bloodborn roars at the Tempest Lords, a challenge eagerly met by the Liberators.



Lord-Relictor Gannicor Borgo guides the souls of the victorious dead back to the forges.





Zonikrus was laughing. Laughing even as the enemy cavalry, resplendent in their gleaming, golden battle array, carved through the ranks of his fellow Bloodreavers. Warriors fell and were ground into paste under the pressure of tonnes of flesh and armour. Riders were thrown free of their draconic mounts, the fierce momentum sending them spinning end over end into the maelstrom of churning bodies.

Oh, it was such beautiful, joyous carnage.

'Take their skulls!' he bellowed. 'For mighty Khorne and for the endless war!'

An insensate bellow of fury from behind warned him of the Khorgorath's charge. He moved aside just in time, and the hulking monster barrelled past, the screaming skulls that writhed beneath its flesh stretching the skin taut, razor-edged shards of bone jutting from its limbs and shoulders. It reached out and ripped a Stormcast from his saddle, snapped the warrior's spine in two with a flex of its muscles.

Something struck Zonikrus in the shoulder, and he sprawled in the bloody ash, face splashing in a pool of warm gore. He grinned through the crimson blur that masked his vision and looked up.

'Face me, faithless wretch,' said the rider, a noble figure whose armour shone painfully bright even in the dull haze of the Ashlands. Zonikrus wanted nothing more than to peel his flesh free, inch by painful inch.

'Your skin is mine,' he promised, axe raised high.



Arfig Borrson gains the breach on his Magmadroth as his Berzerkers charge deep into the lines of the Bloodbound.



Vulkite Berzerkers dauntlessly engage the ferocious Scyla Anfingrimm, clearing the path into the Ironwarp Citadel.







Zaiphus was the next to fall. His stardrake whirled and dropped upon the Everchosen, spitting an arc of lightning from its maw even as the Drakesworn Templar aimed his lance at the arch-heretic's heart.

Archao's three-headed daemon beat its black-leather wings and soared back out of range of the strike, and as Zaiphus passed, the Everchosen's flaming sword slashed out to sever his head at the neck. The Templar's body toppled away, dissolving in a storm of white light before it ever reached the ground.

The Everchosen's hideous mount spiralled upwards until its shadow fell across the remaining Templars, then spread its wings wide and let out a chorus of triumphant howls. The piercing shriek of the monster's avian head rose above the mindless bellows and guttural chuckles of its fellows.

'We cannot breach its armour,' shouted Farrun.

'Perhaps not,' said Lord-Celestant Imperius. Loxia growled beneath him, and he ran a hand gently down the stardrake's neck. 'But the longer we keep this monster occupied, the more time we buy for our brothers. And tell me, warriors of Sigmar, would you not wish to be the first to take this traitor's head?'

Their roar of assent filled the Lord-Celestant's heart with pride. As one, the Drakesworn Templars urged their mounts towards the abomination, onwards to death or to glory.

TIME OF WAR

The Ashlands in the Realm of Fire are barren plains tortured by the oppressive solar energies of Ignax, the godbeast bound in the skies above, and the sentient cloud of volcanic ash that haunts the land, known as the pyroclasm. The rules on this page enable you to set battles amid this war-torn landscape.

THE ASHLANDS

If you decide a battle is taking place in the Realm of Fire, you can specify it is occurring in the Ashlands. If you do, the following rules apply.

BLESSINGS OF IGNAX, THE SOLAR DRAKE

Basking in the fiery glow of the mighty Solar Drake chained in the sky above, the Ashlands are a locus for unbridled aggression and burning magical anomalies. Each player must roll a dice at the start of their hero phase and refer to the table on the right to see what effect this has on their turn.

APOCALYPTIC RAGE

Skarbrand's fateful ascent into the Crystal Henge caused a clamorous wave of unrestrained fury to sweep across the Ashlands, turning soldiers into butchers and tribesmen into berserkers. The echoes of the Bloodthirster's final roar of maddened rage still haunt this war-torn region, inspiring fits of bloodlust in all who hear it.

When rolling a dice to determine who will choose the order of turns in each battle round, if both players roll the same number, Skarbrand's roar resonates across the land once more. Until the start of the next battle round, units that are within 12" of an enemy unit in their charge phase must attempt to charge. If Skarbrand is on the battlefield, both players must also re-roll any failed charge rolls.



D6 Result

- Solar Flare:** Subtract 1 from the hit rolls for any missile weapons fired by your units this turn as they are dazzled by a searing burst of light.
- Raging Heatwave:** A wave of wrathful fervour sweeps across the battlefield, galvanising those that feel its kiss into new heights of fury. Both players add 1 to the Attacks characteristic of any melee weapons used by units in their armies in this turn.
- Legacy of Vulcatrux:** In the presence of Ignax, Vulcatrux's mighty offspring, beasts of every description are infused with the power to bellow forth roiling flame. In the shooting phase, all of the player's **MONSTERS** can breathe fire in addition to attacking with any other missile weapons they have. To do so, pick an enemy unit within 12" of the **MONSTER** and roll a dice. On the roll of a 4 or more, the target unit suffers D3 mortal wounds. Because of its fiery lineage, when a **MAGMADROTH** makes such an attack, the target unit automatically suffers D3 mortal wounds; there is no need to roll to see if the unit is affected.
- Burning Rays:** Those caught beneath the Solar Drake's piercing glare can expect only a fiery death should they be judged unworthy by the mighty godbeast. Both players must roll a dice for each of their units on the battlefield. On the roll of a 1, the unit being rolled for suffers D3 mortal wounds. **HEROES** are deemed worthy and are unaffected by Ignax's fiery judgement.
- Ash Storm:** Ignax beats her incandescent pinions and an ash storm of terrible ferocity sweeps the lands below. The range of any weapon, spell or ability is limited to a maximum of 8" after any other modifiers.
- Blazing Vista:** Rock, stone, wood and tree all burst into flame, wreathing those nearby in the fires of Ignax. The player whose turn it is selects up to D3 terrain features anywhere on the battlefield. Players must roll a dice for each of their models that is within 3" of the selected terrain pieces. For each roll of a 1, that model's unit suffers a mortal wound.



BURNING SKIES

If you decide a game is taking place in the Ashlands, then your armies will be battling beneath burning skies. This affects armies warring on the plains below in two ways.

Living creatures that spend too long in the skies will suffer searing pain from the raging inferno above. Each time a flying unit moves more than 10" in the movement phase, it suffers a mortal wound for each model in the unit.

With the skies above wreathed in rich flame, it is simplicity itself for sorcerers of every ilk to summon forth fiery meteors from the firmament above to crash down into the enemy lines. Consequently, WIZARDS in the Ashlands know the Meteoric Conflagration spell (see below) in addition to any other spells that they know.



METEORIC CONFLAGRATION

Meteoric Conflagration has a casting value of 7. If successfully cast, pick a model anywhere on the battlefield. Roll a dice for each unit (friend or foe) that is within 3" of the model that you picked. On a roll of 3 or more, the unit being rolled for suffers D3 mortal wounds.

ASHLANDS TRIUMPHS

If you win a **major victory** in a battle in the Ashlands, you can roll on the following table instead of the Triumph table on the *Warhammer Age of Sigmar* rules sheet in your next battle.

D6 Reward

- Ride the Thermals:** Pick a unit in your army to receive this blessing. That unit can fly. If the unit you picked could already fly, that unit instead ignores mortal wounds caused as a result of the Ashlands' Burning Skies rule.
- Ring of Fury:** Pick a **HERO** in your army to wear this baleful ring. You can attempt to cast the Arcane Bolt spell with that **HERO** in each of your hero phases as if they were a wizard.
- Boon of Flame:** Pick a **MONSTER** in your army to receive this boon. Re-roll any wound rolls of 1 for that model.
- Firetrap Curse:** Pick an enemy unit at the start of the battle. Each time that unit moves in the movement phase or charges, your opponent must roll a dice. On the roll of a 1, that unit suffers a mortal wound.
- The Solar Scroll:** Pick a **WIZARD** in your army to carry this scroll. This model knows the Meteoric Conflagration spell even if the battle is not being fought in the Ashlands.
- The Eye of Ignax:** Pick a **HERO** in your army to bear this fiery gem. Add 1 to the Damage characteristic of that **HERO's** melee weapons, or 2 when targeting **SYLVANETH** models.

THE PYROCLASM

For many years, the Ashlands have been under the oppression of the sentient storm known to the region's natives people as the pyroclasm. When this deadly cloud draws near, death will surely follow.

In each of your hero phases, decide whether you will try and appease the pyroclasm with a sacrifice or risk suffering its wrath. If you choose to make a sacrifice, pick one of your units; that unit immediately suffers D6 mortal wounds. Now roll a dice; on the roll of a 2 or more, your sacrifice was

deemed to be a worthy offering, and the pyroclasm ignores your army this turn. If you choose a **HERO** to be the victim of your sacrifice, it will always be deemed worthy. If your sacrifice was found to be unworthy, the pyroclasm inflicts one mortal wound on each of your units on the battlefield.

If you choose to defy the pyroclasm, roll a dice; on the roll of a 6, the pyroclasm ignores your army this turn. On any other roll, the pyroclasm's anger is roused and it inflicts one mortal wound on each of your units on the battlefield.

BATTLEPLAN

STORMING THE GATES



HOW TO USE BATTLEPLANS

This book contains three battleplans, each of which enables you to fight a battle based upon the exciting narrative that leads up to it. These battles should be fought using all of the rules on the *Warhammer Age of Sigmar* rules sheet unless the battleplan specifically indicates otherwise. Each of the battleplans includes a map reflecting the landscape on which the battle was fought; these maps usually show a battlefield that is 6 feet by 4 feet in size, but you can use a smaller or larger area if you wish.

A powerful stronghold dominates the surrounding lands, acting as a defensive lynchpin and a place from which an army can march forth to assail any who would challenge them. To attack such a fortification without a most carefully considered strategy is to invite disaster, and history is littered with the failures of would-be conquerors that have met their ends before a castle's walls.

MAKE HASTE!

The attackers are well aware that for their gambit to succeed, they must make all haste towards the castle gates, crushing those that seek to interpose themselves between them and their goal.

The attacker can re-roll any failed Charge rolls for their units.

One strategy relies on taking the defenders by surprise – launching an attack with overwhelming speed and ferocity to force a passage through their gates before they can be sealed. However, this tactic is fraught with danger, as there are many variables that can not only thwart it, but prove it a costly error.

THE ARMIES

Each player picks an army, and then they must determine who will be the attacker and who will be the defender. If one player has at least a third more models than their opponent, then they must be the attacker. Otherwise, each player rolls a dice, and whoever rolls higher can pick who is the attacker and who is the defender.

Designer's Note: *Given the victory conditions of the battleplan and the attacker's desperate need to make haste in order to breach the stronghold's gates, we recommend that the attacker include as many fast-moving units in their army as possible.*

HOLD THE LINE!

The defenders before the castle gates are under no illusions that they face an all but impossible task – one that will likely see them slain to the last – yet they are nonetheless determined not to set one foot backwards.

The defender can re-roll any battleshock tests for units they set up on the battlefield at the start of the game.

ATTACKER'S OBJECTIVES

The enemy's gates lie open ahead of you, yet for your strategy to work, it is imperative that you gather enough of your warriors to make a successful breach through the gap in order to hold it. Crush the enemies attempting to hold the line before you as swiftly as possible so that you can deal with any reinforcements that sally forth from within the castle walls.

DEFENDER'S OBJECTIVES

The enemy is upon you! There is no time to waste; it is unlikely that the hastily assembled force standing between the attacking army and the yawning castle gates has the strength to withstand them. You must sally forth with your most powerful warriors to hold the enemy at bay and buy enough time for the gates to be fully closed. If the enemy breaches the castle's gates, it will spell disaster for its defenders.



THE BATTLEFIELD

The battlefield represents a killing ground before a stronghold's gates. A few scattered fortifications and outbuildings litter the surrounding area.

You can either generate scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown on the map below.

SET-UP

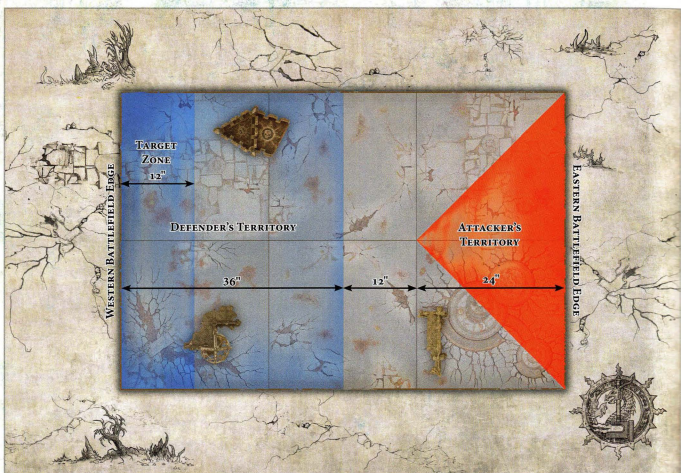
Before setting up any units, the defender must place any six of their units to one side – these units will take it in turns to sally forth out of the stronghold's gates later in the battle.

Starting with the defender, each player takes it in turns to set up units, as described on the *Warhammer Age of Sigmar* rules sheet. Models must be set up in their own territory as shown on the map below. Any units from the attacker's army that cannot fit into their territory must be placed to one side

– these units will act as reserves and have the opportunity to arrive later in the battle.

FIRST TURN

The attacker decides who takes the first turn in the first battle round.





SUPPORTING THE CHARGE

At the end of each of their movement phases, the attacker can set up any of their reserve units anywhere within 6" of the eastern battlefield edge (see map), provided that they are not within 3" of any enemy models and there is room to place the entire unit. If there is no space to set up a reserve unit, it can arrive in a later battle round, provided that the above conditions are met.

SALLYING FORTH

At the end of each of their movement phases, the defender can set up one of their sallying units anywhere within 6" of the western battlefield edge (see map), provided that they are not within 3" of any enemy models and there is room to place the entire unit. If there is no space to set up a sallying unit, it can arrive in a later battle round along

with the unit that you choose to set up that turn, provided that the above conditions are met.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet.

The game lasts for six battle rounds. If, before the end of the sixth battle round, the defender's army has been completely wiped out, and/or at least three of the attacker's units are fully or partially within the target zone – 12" from the western edge of the battlefield (see map) – the attacker wins a **major victory**. Any other result is a **major victory** for the defender.



BATTLEPLAN SECURING A FOOTHOLD



Some fortress walls are so large and intimidating as to seem unbreachable, making a brute-force attack an unenviable option. Yet where strength alone would likely fail, guile can still triumph. And if an artful attack can be instigated alongside other well-chosen strategies, then the chances of overall success are magnified tenfold.

Such are the magical environs of the Mortal Realms, and the myriad skills of the races that wage war within them, that by some means of infiltration, subterfuge, tunnelling, flight or sorcery, it is rarely impossible to find a way to create a force within the enemy's walls. But such an undertaking only paves the way for the grim battle to come. If these bold interlopers can hold on to their foothold long enough either for reinforcements to arrive or for the defenders to become so distracted that another attack may succeed elsewhere, victory will be their reward.

NOWHERE TO RUN

The infiltrators have been given a thankless task – little more than a forlorn hope should the battle go ill. Despite the odds stacked against them, each warrior has sworn an oath to fight to their last breath.

The infiltrator never needs to take backlash tests for their units.

THE ARMIES

Each player picks an army, and then they must determine who will be the infiltrator and who will be the custodian. If one player has at least a third more models than their opponent, then they must be the custodian. Otherwise, each player rolls a dice, and whoever rolls higher can pick who is the infiltrator and who is the custodian.

INFILTRATOR'S OBJECTIVES

You have successfully forged your way deep inside the enemy's fortress, and have established a defensive perimeter. You must now hold out against the enemy as best you can to buy enough time for your commander's other stratagems to reach fruition. Though the challenge before you is a demanding one, your mission is the cornerstone of this overall strategy, and you must hold your ground at all costs, or die in the attempt.

CUSTODIAN'S OBJECTIVES

The enemy is within your walls! This is no ruse; they have found a way to circumnavigate your defences and, even now, are preparing to strengthen their position within the fortress. There is no time to waste. Gather the largest force you can and crush them with absolute prejudice. Leave none alive, for until their means of ingress is revealed and sufficiently countered, you cannot risk any of the infiltrators escaping to bring word to their allies of their success.

OVERWHELMING NUMBERS

The custodian has emptied the barracks to deny the infiltrators a secure foothold within their walls.

At the end of each of their movement phases, the custodian can set up one of their units that has been completely wiped out earlier in the battle anywhere within 6" of any edge of the battlefield (see map), provided that they are not within 3" of any enemy models.



THE BATTLEFIELD

The battle takes place within the fortress walls at a site that the infiltrator's scouts have determined is best suited for their army to make its stand. A few fortifications and buildings offer refuge and serve as defensive strongholds for those with the wit to seize them.

You can either generate scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown on the map below.

SET-UP

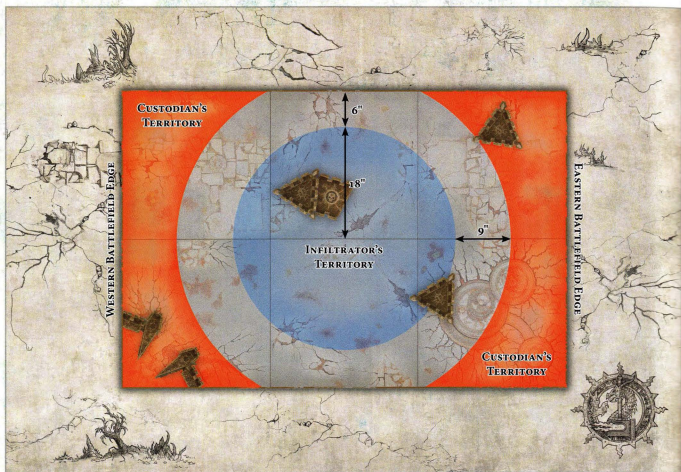
Starting with the infiltrator, each player takes it in turns to set up units, as described on the *Warhammer Age of Sigmar* rules sheet. Models must be set up in their own territory as shown on the map below. Any units from the infiltrator's army that cannot fit into their territory must be placed to one side – these units will act as reserves and have the opportunity to arrive later in the battle.

FIRST TURN

The infiltrator decides who takes the first turn in the first battle round.

HOLD POSITION!

Regardless of which player takes the first turn in the first battle round, the infiltrator cannot move any of their units outside of their territory in their first turn.





STRENGTHENING THEIR HOLD

At the end of each of their movement phases, the infiltrator can set up any of their reserve units anywhere within 6" of the centre of the battlefield, provided they are not within 3" of any enemy models and there is room to place the entire unit. If there is no space to set up a reserve unit, it can arrive in a later battle round, provided that the above conditions are met.

VICTORY

Do not use any of the victory conditions from the *Warhammer Age of Sigmar* rules sheet.

At the end of the fourth battle round, the infiltrator must roll a dice: on a roll of 1, 2 or 3, the game ends immediately; on a roll of 4, 5 or 6 the game continues for a fifth battle round before ending.

If one player has successfully wiped out their opponent's army before the end of the battle, they win a **major victory**. In addition, the infiltrator player wins a **major victory** if, at the end of the battle, they have any models left alive on the battlefield.



BATTLEPLAN TO KILL A KING





Every race has its heroes – mighty champions that have emerged triumphant in battle again and again to win glory and the respect of their peers – yet there are some whose mighty deeds have seen their name transcend mere repute, becoming true legends amongst their people. The actions of these luminaries of war echo throughout the Mortal Realms. Gordrakk, the Fist of Gork, whose rampaging Waaagh! across the lands of Ghur continues to gather momentum; the Celestant-Prime, first and foremost of the Stormcast Eternals and Sigmar's greatest champion; and the dreaded Three-Eyed King, Archaon the Everchosen, whose ultimate victory may yet be at hand – these mighty conquerors possess the power to make or break entire civilizations.

Should one of these exemplars take to the battlefield in person, their victory will be all but assured. The only hope their enemies have of emerging triumphant when faced with such an

almighty foe is to try and strike them down or otherwise drive them from the battle field – a tall order to be sure, but one born of desperation in the face of certain defeat.

THE ARMIES

Each player picks an army, and then they must determine who will be the king and who will be the assassin. If one player has at least a third more models than their opponent, then they must be the king. Otherwise, each player rolls a dice, and whoever rolls higher can pick who is the king and who is the assassin.

The king must include a **HERO** in their army to be their general.

Designer's Note: *Given the nature and victory conditions of the battleplan, we recommend that the king should include a **HERO** model with suitable gravitas in their army to be their general. A 'named' character who is both resilient and powerful, such as Archaon, Nagash or the*

Celestant-Prime are perfect examples of suitable generals.

KING'S OBJECTIVES

The enemy is ripe for the slaughter. All across the battle lines, your warriors are butchering their foes and driving deeper into the enemy lines. It is in this section of the battlefield that the enemy has mustered their greatest strength, so your mightiest hero has chosen to personally oversee their destruction here, where their presence will be most beneficial. Put your enemies to the sword, but do not risk your hero's life unnecessarily, for their leadership is needed for continued success in the wider war.

ASSASSIN'S OBJECTIVES

Your moment of opportunity is here. The enemy's legendary warlord has committed themselves to battle, and you must seize your chance to lay them low. Whilst they command the enemy legions arrayed against you, victory will never be yours. Strike them down without hesitation or mercy – their reputation will count for nothing if they lie slain in the mud. Even should this task prove impossible, make them bleed and see if their courage holds in the face of your determination. Without their commander at the helm, victory over your enemies may still be yours.

HERO OF LEGEND

The king's general is amongst the mightiest warlords in all the Mortal Realms. His power is absolute, his orders followed without question.

The king's general can use up to 3 command abilities in each hero phase. In addition, the king's general can use command abilities featured on any unit's warscroll in their army.

BLESSING OF THE GODS

Each time the king's general suffers an unsaved wound or mortal wound, roll a dice. If they have a Wounds characteristic of 10 or less on their profile, this roll is passed on a 4 or more; if their Wounds characteristic is 11-19, this roll is passed on a 5 or more; if their Wounds characteristic is 20 or more, this roll is passed on a 6. If this roll is passed, the wound is ignored.

THE BATTLEFIELD

This battle represents a portion of a much wider battlefield. It is this crucial location that the king's general has determined will need his presence to secure victory, inadvertently presenting an opportunity for the assassin to strike at him directly.

You can either generate scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown on the map below.

SET-UP

Starting with the king, who must set up his general first, the players take it in turns to set up units, as described on the *Warhammer Age of Sigmar* rules sheet. Models must be set up in their own territory as shown on the map below.

DRIVEN FROM THE FIELD

Though far from being a coward, the king's general is well aware of their own importance, and will not throw their life away in a foolish act of defiance. Should they be sufficiently injured, they may decide to withdraw from the battlefield rather than fight to the bitter end. If, during a single turn, the king's general loses a quarter or more of their starting number of Wounds (for example, if a 12-Wound model suffers 3 or more Wounds), they must take a special form of battleshock test in the





battleshock phase of that turn. To do so, the king rolls two dice and adds the results together; if the total is equal to or less than their general's Bravery Characteristic, the test is passed; if the total is higher, their general fails the test and withdraws from the battle – the model flees and is removed from play.

Modifiers to the model's Bravery Characteristic are not taken into account when taking this special battleshock test – always use the Characteristic shown on the model's warscroll. Also note that even though this is a form of battleshock test, the king's general cannot use an ability or rule to avoid taking the test, such as the Inspiring Presence command ability – they must rely on their courage alone!

DEADLY WEAPONS

The assassin is well aware that even their strongest fighters will struggle to fell as mighty an opponent as the king's general in a fair contest of arms. Yet by wielding weapons laced with deadly poisons or imbued with powerful enchantments, their chances can be improved dramatically! The assassin can re-roll any wound rolls of 1 when making attacks against the king's general with any of their **HEROES**.

VICTORY

Do not use any of the victory conditions from the *Warhammer Age of Sigmar* rules sheet.

The battle lasts until the king's general has either been slain or is driven from the field (see above), or all of the models belonging to the assassin have been wiped out, after which the game ends immediately. If the king's general was slain, the assassin wins a **major victory**, while if the king's general was driven from the field, the assassin instead wins a **minor victory**. Any other result is a **major victory** for the king.

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.

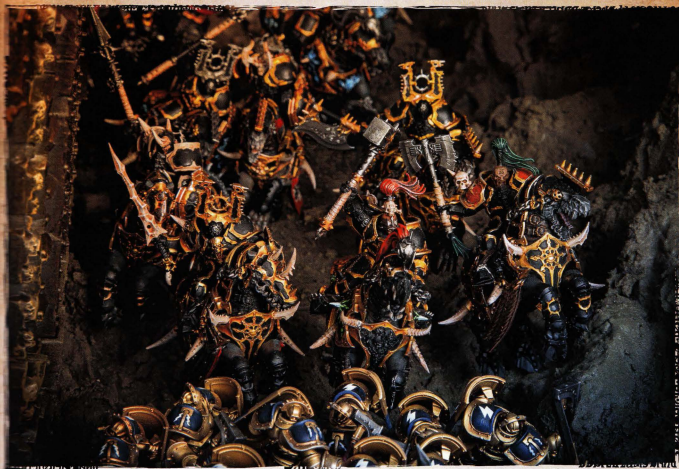
If you wish, you can organise the units in your army into a warscroll battalion. Doing so will give you access to additional abilities that can be used by the units in the battalion. The information needed to use these powerful formations can be found on the warscroll battalion sheets that we publish 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.

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, in 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 belonging to a warscroll battalion in your army.

On the following pages you will find a selection of warscroll battalions. Usually, a unit can only belong to one battalion, and so can only benefit from a single set of battalion abilities. However, some very large battalions include other, smaller battalions, and in this case it is possible for a unit to benefit from the abilities of two different battalions at the same time.



- Title:** The name of the warscroll battalion and a short overview of the background for it and how it fights.
- Organisation:** This section lists the units that make up the warscroll battalion and any restrictions that may apply to the models that you can include.
- 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.



EVERCHOSEN THE SWORDS OF CHAOS

Drawn from the infamous First Circle of the Varanguard, the Swords of Chaos are the blood-soaked right hand of the Everchosen, and are never far from the Three-Eyed King in battle.

ORGANISATION

The Swords of Chaos consist of the following units:

- 3-8 units of Varanguard (each unit must include at least 3 models)

ABILITIES

Chosen of the Three-Eyed King: As Varanguard of the First Circle, the Swords of Chaos have the privilege of riding to battle at the side of the Everchosen himself. You can re-roll failed hit rolls of 1 made for models from the Swords of Chaos.

Knights of Ruin: The dark reputation of the Swords of Chaos can be traced back to before the Age of Myth. Where these knights ride, entire civilizations fall. If a unit of Varanguard from the Swords of Chaos charges and subsequently wipes out the unit they charged in the ensuing combat phase, they can immediately attempt a second charge, then pile in and attack again. However, they cannot do so more than once per turn, and cannot use their Relentless Killers ability on the same turn that they do this.



EVERCHOSEN THE EVERCHOSEN'S MENAGERIE

Archaon's menageries of monstrous beasts are tortured and twisted without mercy until they serve the will of the Everchosen as deadly guardians, ready to be unleashed.

ORGANISATION

The Everchosen's Menagerie consists of the following units:

- **5+ MONSTERS**
(you cannot include models with a **HERO** rider)
- **1+ Bloodstokers**
(you must include 1 **Bloodstoker** for every 5 **MONSTERS** in this battalion)

ABILITIES

Alpha Beast: When corralled together by the cruel whips of their gaolers, monsters will fight one another for dominance until the weak are culled and an alpha emerges. Pick one **MONSTER** from the Everchosen's Menagerie after set-up has been completed; add 2 to that model's Wounds characteristic.

Goaded Whips: The tormented creatures of the menagerie can be goaded into a terrible fury by the brutal attention of their masters. In your hero phase, one **Bloodstoker** from an Everchosen's Menagerie can enrage all **MONSTERS** from the same battalion that are within 8" of him instead of using his Whipped to Fury ability. Until your next hero phase, you can add 3" to either all run or all charge rolls for enraged models, and you can re-roll wound rolls of 1 for enraged models.



STORMCAST ETERNALS THE KNIGHTS IMPERIUS

Lord-Celestant Imperius is a paragon of knightly valour, commander of the first Extremis Chamber of the Hammers of Sigmar, who leads his Drakesworn brothers to hunt down the very deadliest of foes.

ORGANISATION

The Knights Imperius consist of the following units:

- 1 Lord-Celestant on Stardrake
- 2-3 Drakesworn Templars

ABILITIES

Bane of Evil: Countless are the scions of the Dark Gods that have fallen before the divine wrath of Imperius and his Drakesworn Templars. When attacking CHAOS models with a model from the Knights Imperius, if the wound roll is 6 or more, double the Damage characteristic of that attack as the target is torn apart by celestial energies.

Hero of Legend: Even as a mortal, the emperor who would become Imperius was renowned for his martial prowess; since his apotheosis as a Stormcast Eternal, he has cemented his reputation as a warrior with few equals, even amongst his immortal brothers-in-arms. Add 1 to the Attacks characteristic of all melee weapons wielded by the Lord-Celestant on Stardrake from the Knights Imperius.



STORMCAST ETERNALS THE HAMMERFALL BROTHERHOOD

When need is dire, Sigmar will look to his greatest warrior, the Celestant-Prime, to lead a mighty host of Retributors and form a living fortress that is all but impervious to enemy assault.

ORGANISATION

The Hammerfall Brotherhood consists of the following units:

- 1 Celestant-Prime
- 5-10 units of Retributors

ABILITIES

Inviolable Ring of Sigmarite: In battle, the Hammerfall Brotherhood forms an impenetrable ring of deadly Paladins. All models in a unit of Retributors from the Hammerfall Brotherhood have a Save characteristic of 3+ instead of 4+ whilst there are at least two other units of Retributors from the same battalion within 5" of it.

Lightning Strike: Instead of setting up the Hammerfall Brotherhood on the battlefield, place them to one side and say that they are set up in the Celestial Realm. In any of your movement phases, you can transport the Hammerfall Brotherhood to the battlefield – set up the Celestant-Prime anywhere on the battlefield more than 12" from any enemy models, then set up all other units from this battalion so that they are within 9" of the Celestant-Prime but not within 3" of any enemy models. This is their move for that movement phase and they cannot charge on the turn they arrive. This replaces the Celestant-Prime's Retribution from On High ability, and Ghal Maraz has an Attacks characteristic of 5 until the end of the battle.



FYRESLAYERS FYRESTORM PACK

During siege warfare, the Fyreslayers will often gather together a pack of Magmadroth riders to sweep the walls of hapless enemies with searing fiery blasts from their fierce mounts.

ORGANISATION

A Fyrestorm Pack consists of the following units:

- 3+ MAGMADROTHS

ABILITIES

Nowhere to Hide: Those who would seek to take shelter against the raging fyrestreams directed at them will instead find themselves trapped within their fortifications by the murderous flames. When unleashing Roaring Fyrestream with a model from a Fyrestorm Pack, you can choose to re-roll the dice when determining the number of mortal wounds an affected unit suffers. If you do so, you must accept the second roll, even if it is worse. In addition, if the unit you target is on or within a terrain feature, halve the result (rounding down) when rolling to determine if they are affected.

THE 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 following table or pick a rule from it for each terrain feature:

THE SCENERY TABLE

Roll Scenery

- 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.
- Arcane:** Add 1 to the result of any casting or unbinding rolls made for a wizard within 3" of this terrain feature.
- Inspiring:** Add 1 to the Bravery of all units within 3" of this terrain feature.
- 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.
- 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.
- 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.

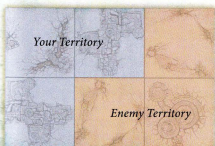
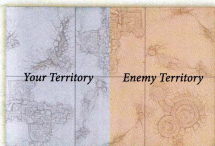
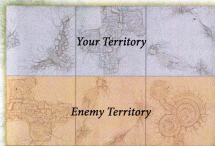
THE BATTLE BEGINS

Thunder rumbles high above as the armies take to the battle field.

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 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 on the next page.

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.

TRIMPHS

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 battle field.
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. **Battle Shock 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.

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.

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 weren't 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 battle field 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).

BATTLESOCK 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!

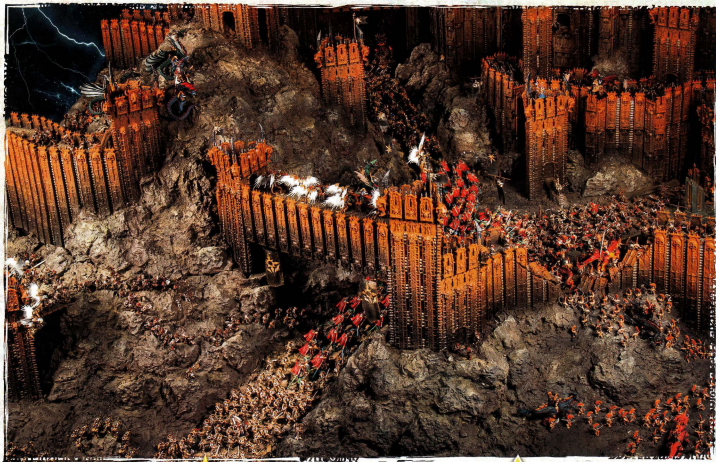




A Slaughterbrute rampages ahead of the myriad captive beasts of Archaon's menagerie.



Bloodcrushers charge into the Tempest Lords, testing daemon blade against holy sigmarite.



WARHAMMER

AGE OF SIGMAR

THE REALMGATE WARS IRONWARP CITADEL

At the Ironwarp Citadel, forces of Order battle Archagon's bloodthirsty hordes to secure a prize of immeasurable value.

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**WITNESS THE
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THE LIVING SUN!**

This book details the thrilling story behind the Ironwarp Citadel exhibition at Warhammer World. Inside you will find an exclusive behind-the-scenes look at the construction of this incredible diorama, including photographs from the various stages of assembly. Also featured is a new story that tells the heroic tale of the Runesons who dared to stand against Archagon, and those who helped them in their plight. Finally, you will find Time of War rules, battleplans and warscroll battalions that enable you to recreate this momentous clash with your own collection of miniatures.

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