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WARHAMMER AGE OF SIGMAR

ISSUE 76

11 JULY 2015

SIGMAR'S HAMMERS
THE LORD-CELESTANT LEADS
THE LIBERATORS TO WAR!

THE CITY OF THE LOST
INSIDE AZYRHEIM, SIGMAR'S
SEAT AND BASTION OF ORDER



WARHAMMER
AGE OF SIGMAR

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THE LIGHTNING STRIKES!

Sent from great Azyrheim to sunder the forces of Chaos, the Stormcast Eternals are Sigmar's might made manifest – each an immortal hero who rides the lightning to the Mortal Realms, there to smash the servants of the Ruinous Powers to dust.

Their forces are bolstered this week with the arrival of brand-new Stormcast Eternal Liberators – superhuman warriors determined to lay low the tyrant with grim resolve and an impressive array of deadly weaponry. They are the perfect accompaniment to the Age of Sigmar starter set and your front line of resistance against the malign intent of the dark powers.

Also on pre-order this week is the mighty Warhammer Age of Sigmar book, a not-to-be-missed tome that continues the story of the Stormcast Eternals' strike back against Chaos. Between its covers you'll find wonders untold – astonishing revelations, incredible art, dramatic battleplans and much more. To war!



LIBERATORS

The wrath of the storm made flesh, the Stormcast Eternal Liberators are the soldiers of the God-King Sigmar. Each is a hero of legend, reforged to wage Sigmar's wars in the Mortal Realms, clad in gleaming sigmarite, their flesh and sinew imbued with the power of the storm.





When the God-King hurls his armies into battle, he does so upon bolts of azure lightning. As the blinding glare of their arrival fades, the Stormcast Eternal Liberators remain, sigmarite battle armour gleaming in the half-light of the tortured Mortal Realms. The Liberators are the slayers of tyrants, mighty heroes of mankind plucked away to Sigmar's Celestial Realm to be remade as the foot soldiers in his coming war. Once-frail mortal bodies have been remade, strengthened and immortalised; now their blows carry the strength of a god and their steely resolve is unshakeable.

In battle the Liberators fight with magical warhammers or razor-edged warblades, deadly weapons drawn from the armouries of Sigmaron. Some choose to wield these weapons as pairs, unleashing vengeance with every thunderous blow. Others fight in resplendent shieldwalls, tall sigmarite tower shields locked firmly together against the vilest horrors infesting the Mortal Realms, while their champions, the Liberator-Primes, inspire them to ever greater feats of bravery.

This new kit contains five multi-part Stormcast Eternal Liberators, with a dazzling array of weapons and wargear; you can build the models in the kit with warhammers and warblades, each model carrying paired weapons, or carrying a shield in their off-hand. The kit also has the parts to make a Liberator-Prime and one of two specialist weapons (the grandhammer or grandblade) to give your retinue even more clout in the melee.



Above: Stormcast Eternal Liberators form an indomitable bulwark against the hordes of Chaos. As the Liberator-Prime orders their battle line, a burly Liberator hefts his grandblade, eager to test the keenness of its edge against the monstrous servants of the Dark Gods before them.

The Stormcast Eternal Liberators boxed set contains five models and a host of parts, including: 12 helmets, six shields, 10 warhammers (five left-handed, five right-handed), 10 warblades (five left-handed parrying blades, five straight right-handed), a grandhammer, a grandblade, five Liberator daggers and three relic boxes with scrolls. It also contains a Stormcast Eternals transfer sheet.



Left: The kit contains enough parts to equip all five Liberators with warblades and shields...

Right: ...or to equip each model with paired warblades...



Left: ...or even paired warhammers for each Stormcast Eternal.

Right: The kit also contains a grandblade (shown here) and a grandhammer. One model for every five in a Liberator retinue can carry one of these deadly melee weapons.



Left: The Liberators wield distinctive lightning bolt-shaped warblades in their off hands.

Right: Each Stormcast Eternal Liberator carries a dagger on his belt – each of which has a different design on the sheath.

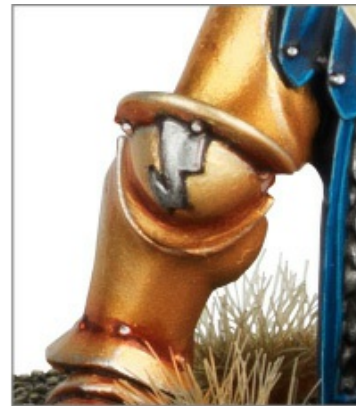


Left: Helms with crescent-shaped haloes are worn by Liberators armed with warhammers.

Centre left: Those with gothic haloes bear warblades and grandblades into battle.

Centre right: The Liberator-Prime wears a special lion shoulder pad to set him apart from his men.

Right: The kit also has a special shield for him, with sculpted scrollwork.



Left: The Liberator-Prime is marked out by his plume.

Centre left: Warhammers are the iconic weapons of the Liberators.

Centre right: The boxed set includes a transfer sheet with black and white lightning bolts.

Right: Lightning motifs appear on the Liberators' knees.



Left: A relic box hangs from each Liberator's belt.

Centre left: Each Liberator has different details on his belt and pteruges.

Centre right: Their mighty sigmarite shields bear the sigil of their God-King.

Right: Sturdy buckles ensure the Liberators' features remain concealed.



Above: The kit contains three reliquaries for Liberators to wear on their backs.



Above: A Liberator retinue purges a Khorne warband from Skullcrag Vale.



LORD-CELESTANT

Masters of the Stormhosts, the Lord-Celestants are both inspiring leaders and fearsome warriors who lead the Stormcast Eternals into the fray. In battle they can be found wherever the fighting is fiercest, crushing skulls and cleaving flesh.



Above: The Stormcast Eternal Lord-Celestant bears a sigmarite runeblade into battle, a formidable longsword magically imbued to smite the foe with the wrath of a comet thrown down from the heavens.

Among the ranks of the Stormcast Eternals, the Lord-Celestants are commanders of the battlefield, heroes who can hunt down the champions of the foe or stand shoulder-to-shoulder with their brethren in the face of overwhelming odds. Each Lord-Celestant presides over a Warrior Chamber, commanding scores of valiant Stormcast Eternals

against the foe.

First and foremost, each Lord-Celestant is an indomitable warrior, famed for charging fearlessly into the foe with runeblade and warhammer. Every glittering arc of a Lord-Celestant's sigmarite runeblade lops off limbs and heads and each swinging blow of the warhammer crushes bone and splatters brains. The magical power of their creation surrounds them like an aura, their gleaming armour offering far greater protection than any mere metal. From their shoulders hang sigmarite warcloaks, sorcerous vestments that unleash the meteoric wrath of the God-King; as the Lord-Celestant whirls about in combat, nearby foes are struck down with the force of lightning rending the earth.

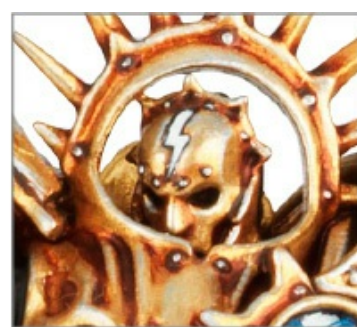
This new plastic model fits seamlessly into the growing range of Stormcast Eternals, standing as tall and broad as a Stormcast Eternal Retributor. The Lord-Celestant's armour echoes the lightning bolt and lion motifs seen on the other Stormcast Eternals, while his triumphant pose leaves you in no doubt he is a heroic leader for the armies of the God-King.



Left: The sigmarite warcloak is no mere robe, but a magical weapon which flings sorcerous hammers into the foe.



Right: The Lord-Celestant advances into the fray alongside his Retributor brethren, ready to smite all in their path.



Left: The Lord-Celestant has a roundel akin to those of the Lord-Relictors and Retributors. This one bears a triple bolt.

Centre left: A rune-encrusted warhammer is a deadly weapon in the Lord-Celestant's hand.

Centre right: Each strip of the sigmarite warcloak ends in a tiny silver hammer.

Right: The Lord-Celestant's head is haloed by a spiked wreath of gleaming sigmarite.



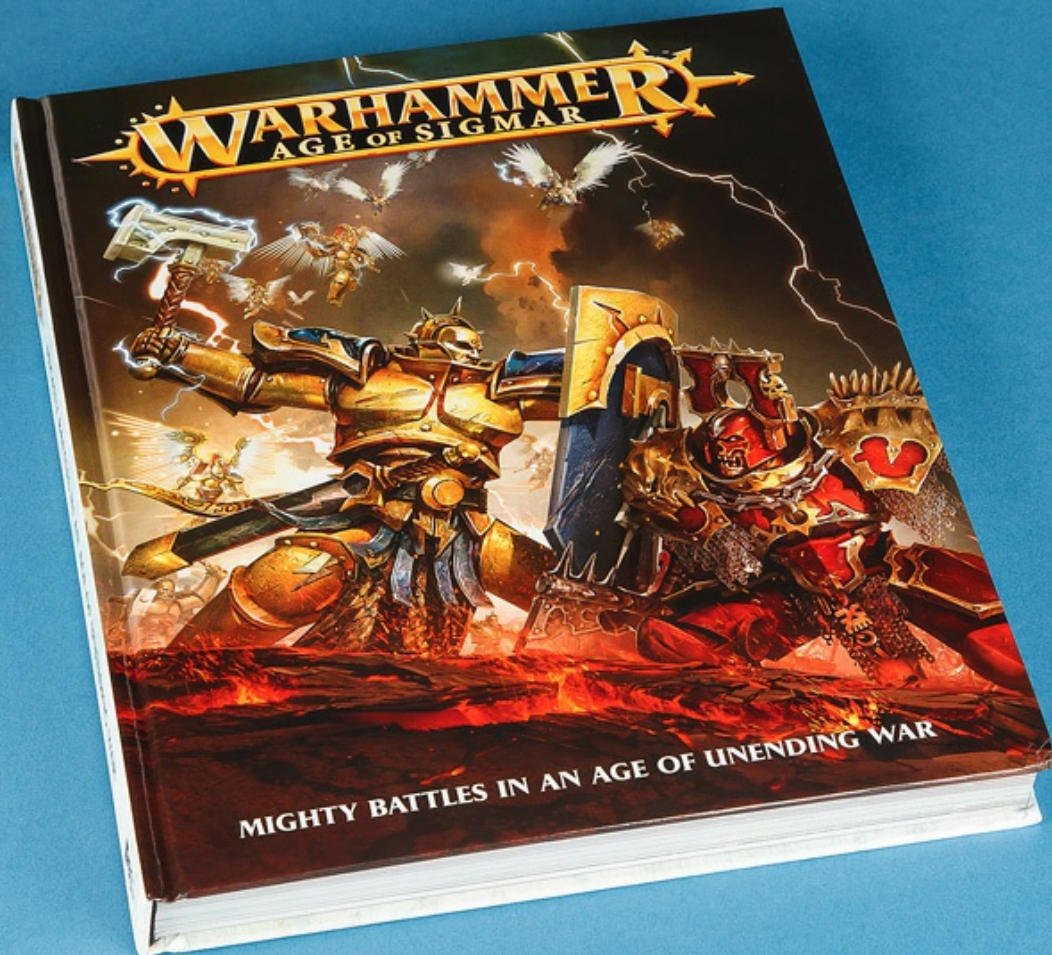
Above: Rallied around their Lord-Celestant, the Stormcast Eternals surge into the fray.



WARHAMMER AGE OF SIGMAR

A NEW ERA BEGINS!

Warhammer Age of Sigmar begins an epic saga of heroes, gods and monsters, where vast armies clash in unending war across myriad fantastical realms. This huge hardback tome is the opening chapter of an adventure that will last you a lifetime.



Warhammer Age of Sigmar is a glorious introduction to a new age of war and wonders, a hefty 264-page hardback book that builds upon the story presented in the starter set and propels it forward with a cascading series of astonishing events. The first half of the book is a riveting story, a tale of gods and myths that introduces new characters and reunites us with a few old faces. Many questions will be answered in the opening section of the book, but even more will be posed, fascinatingly, in return.

We're then plunged, like a lightning bolt cast by the God-King himself, into the Age of Sigmar and the opening battles of his war against Chaos. The events follow on directly

from those in the Warhammer Age of Sigmar starter set, where the Stormcast Eternals are deployed for the first time. Having secured and opened the Gate of Azyr, Lord-Celestant Vandus Hammerhand now leads the Hammers of Sigmar against Korghos Khul's vast army of Khorne in search of a corrupt Realmgate. Should Vandus prevail, he could drive the forces of Chaos from the Brimstone Peninsula and establish a beachhead for Sigmar's vast armies in the Realm of Fire.



Above: Descending from the sky on bolts of azure lightning, the Hammers of Sigmar prepare for battle against the blood-crazed warriors of Khorne outside the Gate of Azyr.

THE DELTA RUNS RED

With their first furious assaults, the Stormcast Eternals secured a beachhead on the Brimstone Peninsula. However, the true size of Khul's power remains unknown. Lord Vandus leads his men north, intent on destroying the Gate of Wrath as Korghos Crypsborn attacks its outlying defences.

When the Stormcast had first struck, the warriors of the Grimdark had been so eager to reach the killing ground that they formed a single sweeping mass of swords and iron. A score of Bloodrunners had hurled into Lord Vandus as he stood triumphant over the fallen Korghos Khul, forcing even his Thunder, Caliban, to retreat. The Chosen warriors' momentum sent them clattering back to the Stormcast Eternals, who fought back with a fury of their own. In the heat of battle, the war-craved Bloodrunners had tangled Lord Khul unconscious on the day.

Khul spent long hours in a black daze. When he rose staring into the bloody water, the battle had moved on, and Lord Vandus was nowhere to be seen.

Khul's rage was great indeed. The warrior king had been beaten in combat just as his utmost triumph was within his reach, and his men's retreat had added insult to injury. They would pay, as would the golden-armoured warrior he saw as pretender to his throne – Lord Vandus had succeeded where even warriors, giants and even embers alike had failed.

Part of Khul's soul rejoiced that he had finally found a worthy rival in the art of war. Yet Khul would not attack alone. He knew that his grandfather – to restore the dominance of Khorne – took precedence over simple revenge.

Khul fought with grim purpose, leading down their ill-fated warriors who dared speak to him. He passed the corner towers of his stronghold on the third day, and marched onwards until he reached the Gate of Wrath, a mortal site of seemingly power which loomed at its heart.

Khul made into the central courtyard of his fortress, where stood his gargoyle-sculpted arch of the Realmgate. The clangour of infernal industry intruded upon its thoughts: daemonic blacksmiths and hammers of whirling blades laboured night and day to cast brass with maddening the skulls of entire mortal tribes. Such construction was not warrior's work, but it was a necessary evil. Eight distant brass towers formed a ritual arc around Khul's Realmgate, and while they stood, the portal to the Realm of Chaos could be kept permanently open. Through it had come a thousand monstrosities, and Khul intended to surround a thousand more, to drown the Brimstone Peninsula in blood.

The Lord of Khorne made his way to the Realmgate itself. The tall stone archway – a formerly unadorned portal that had once stood in a mist of mistiness on an almost empty plain – was held fast by invisible chains of pure hatred, each anchored by a slaughterer's oath to one of the distant towers. The red light pouring from inside the gate was painful to behold, its maddening glow gave Khul a powerful surge to kill.

As one the portal were hundreds of Bloodrunners, each possessed by their gory ritual of consuming the hearts of the fallen. Here and there were even the bodies of Azyr's native tribesmen, now broken enough to fight back against the Grimdark. The vast majority of the corpses, however, belonged to Khul's own warrior tribes.

Khul began to shiver, both gathering at the awareness of his assault. With a great roar, he summoned his Blood Hosts, buffed his axe, and began to howl hands from each. The slaughter that followed was immense. By the time the sun stood in glowing view, the site around the Realmgate was drenched with a lake of blood. Shimmering within it was the reflection of the portal, a brighter crimson than ever. Shakes spread across the glowing blood disk as it shimmered, then boiled furiously.

The tip of a horn emerged, then another, then a dozen more. One by one, a legion of Khorne's Bloodrunners marched through the boiling lake of gore and emerged, dripping, to stand before Lord Khul. The gauging Bloodrunners then looked towards Khul as one, their elongated tongues licking congealed blood from long blades.

Khul merely put and forth, a second later, the brass walls around to the slaughter of a chaotic, ungodly.

Above: As Vandus Hammerhand leads his Stormhost further into the Brimstone Peninsula, Khul's vast horde is reinforced by hundreds of blood-crazed warriors and, worse still, daemons of Khorne.



Above: The major battles in the story are represented as battleplans, enabling you to recreate the battles using the miniatures in your collection. They also work brilliantly as stand-alone battles for an evening's war.

But the Hammers of Sigmar aren't the only Stormcast Eternals to be hurled into the Mortal Realms. As Vandus's warriors battle the Goretide, the Hallowed Knights join forces with the Sylvaneth against Nurgle's foetid warriors in the Realm of Life, while in the Realm of Metal the Celestial Vindicators try to retake the Silverway from Tzeentch's minions. These huge engagements are portrayed throughout the book with evocative stories, stunning artwork, attention-grabbing maps and dozens of glorious pictures showing vast armies of Citadel miniatures at war.

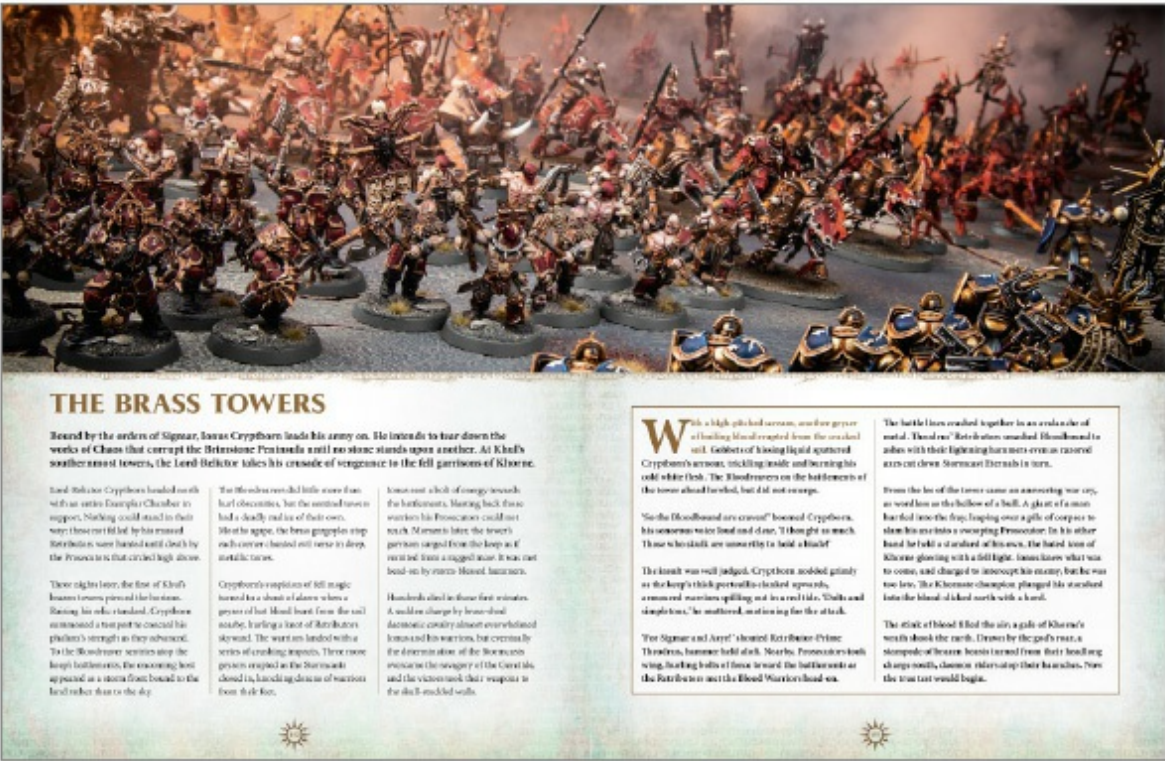
The stories are accompanied by a series of eight battleplans that enable you to refight the battles using the miniatures in your collection (the contents of the starter set are ideal for this). Each battleplan captures a specific event in the wars taking place, from Vandus's confrontation with Korghos Khul beneath the Red Pyramid to the ambush in the Greenglades, though they can also be played as stand-alone battles using any armies you like.

The battleplans are further enhanced by their settings. In the Realm of Life, for example, your warriors may find Wyldwood trees erupting from the ground, or festering swamps where Nurgle's influence will leave them sickened and feeble. There's even a list of Triumphs for each realm, rewards for your army should it prove victorious in battle. As with the starter set, full rules for Warhammer Age of Sigmar are presented in the book,

which also includes 24 warscrolls for the Stormcast Eternals, Khorne Goretide and mysterious Sylvaneth shown in the book. Getting a fun and evocative battle underway couldn't be simpler. Warhammer Age of Sigmar is the first glorious tome of a magnificent tale in the making – and there's much more to tell. Stay tuned!



Above: A battleplan provides all the information you need to fight a battle in Warhammer Age of Sigmar. Simply choose your armies and play!



Above: The first battles of the Age of Sigmar are told through exciting stories and artwork. Here Ionus Cryptborn takes the fight to the garrisons of Khorne.



Above: The book includes warscrolls for many of the units that appear in the story including the Treelord Ancient.

The Stormcast Eternals smash a path through a battle-hungry mob of savage orruks, just one of many great illustrations in the book.



Warhammer Age of Sigmar is also available as a limited edition and a digital edition for iPad and eBook, optimised for tablet and mobile.



LIMITED EDITION

WARHAMMER AGE OF SIGMAR

Enter the Age of Sigmar with this glorious Limited Edition of the Warhammer Age of Sigmar book. Printed on paper finer than any you'd find in Azyrheim, with metallic ink and gilt edging, this is a tome worthy of the God-King himself.



In addition to the Warhammer Age of Sigmar book, the slipcase also contains a copy of the rules, which are printed on a sheet of sturdy card for easy mid-battle reference. If you look really carefully you can just make out some of the strange symbols on the covers. But what do they all mean?

The limited edition of Warhammer Age of Sigmar is a wonder to behold, a truly exceptional artefact that makes for an excellent introduction to the Mortal Realms and the Age of Sigmar.

The cover of this gilt-edged book features a titanic clash between a Stormcast Eternal and a Blood Warrior of Khorne, while the back is dominated by Ghal Maraz, the hammer of Sigmar, which is shown faded in the background. The back cover also bears arcane sigils

and mysterious sigmarite script, some of which will be familiar, while others will no doubt leave you wondering at their meaning.

The book comes presented in a stylish slip case, the Warhammer Age of Sigmar logo picked out in gold ink on the front and spine, while Ghal Maraz once again adorns the back, a portentous paragraph printed beneath it. As inside, both covers feature mysterious sigils, the back also featuring the print number. Which of the 2000 will you add to your collection?

COMBAT GAUGE

The Combat Gauge is an indispensable tool for Warhammer Age of Sigmar. Shaped like a Liberator's hammer, this solid metal gauge displays four distinct measurements from half an inch to three inches. In Warhammer Age of Sigmar, the range of a model's weapons determine how far they can strike. A Blood Warrior with an axe, for example, must be within 1" to strike the enemy – the exact length of the Combat Gauge's face, while its flat top is 3" long, perfect for far-reaching weapons such as Vekh the Flayer's whip. As well as making combat a cinch to work out, the Combat Gauge also comes with a leather lanyard with a magnetic clasp for quick and easy deployment.



DICE SHAKERS

Usher in a new age of warfare with our new Dice Shakers, one for the Stormcast Eternals and the other for the dark legions of the Blood God.

Both Dice Shakers are made from durable coloured resin and come with a symbol of your allegiance emblazoned on the side: a Retributor's hammer on the azure blue Dice Shaker belonging to the Stormcast Eternals and the mark of Khorne on the blood-red Dice Shaker dedicated to the Blood God. Each Dice Shaker comes with a set of eight dice, too. The blue and gold ones in the Stormcast Eternals set are all engraved with a hammer while the Khorne dice are crimson and brass bearing (what else?) a symbol of Khorne.



CODEX: APOCRYPHA

Azyrheim. The Celestial City. The Eternal City. The heart of Sigmar's Celestial Realm, vestige of a Broken World and last sanctuary of the free peoples. How came it to be, this marvel amidst the stars...?

THE VENGEFUL SONS OF AZYRHEIM

The Gods of Chaos were triumphant. The doom they had wrought upon the world consumed it, stripped it to its core, tore it from the firmament and sent it spinning across the cosmic reaches of reality. They had secured their ultimate victory, and the heavens rang to their cruel laughter.

Yet in their pride, in their complacency, they had not destroyed it utterly.

There still remained of that broken world a metallic core, every mote of its substance saturated with powerful magic. It was to this last hope that Sigmar clung, the final remnant of a reality that the Dark Gods had sought to capsize entirely.

The spinning core caught the eye of the monstrous constellation Dracothion, the Celestial Drake, whose coils cross the sky like a river of glimmering gems. The great beast saw a kindred spirit in Sigmar. He caught the remnant of the world-that-was in his colossal claws, named it Mallus, and set it in the firmament so he could better admire it. The friendship that grew between God-King and zodiacal dragon began the history of Sigmar's world anew, and that of many more realms besides.

THE BROKEN WORLD

The Ruinous Powers had counted their victory complete. But by letting part of the Broken World survive, they had left a dangerous legacy. Its core was an anchor against the storm, a lodestone for the echoing souls of those who sought to deny Chaos its ultimate victory. Memories have great power, especially those of vengeful souls. Those of embittered gods are the most potent of all.

Like seeds that weather winter to sprout anew in spring, Sigmar and the other lost divinities of that world began to grow stronger once more. All bar the God-King himself slumbered in an unknowable limbo, but the fallen were nourished nonetheless by the ever-shifting magics that saturated Mallus. Their memories and dreams slowly shaped the grand sphere's eldritch aura, coalescing into forms that had a presence in the material universe. When the suns and moons of the heavens glowed bright, the surface of Mallus surged and flickered with the light of a billion lost souls, hosts of the vengeful that were one moment corporeal, the next as diaphanous and incorporeal as ghosts.

These shadows of a bygone age were not alone. There remained those warriors and seers

who had escaped the unbridled destruction of Chaos, who had sheltered in otherworldly havens, passed into mirror dimensions, or been swallowed by the Realm of Chaos only to fight their way back out. But for every soul that somehow clung on to existence, there were thousands who were gone forever. In many ways, it was this grand outrage that gave the survivors a sense of purpose, a bitter need for vengeance, and a material form.

THE GREAT FOUNDING

In his wanderings through the new realms shown to him by Dracothion, Sigmar won the awe and allegiance of these scattered peoples. He led the strongest of them in the Great Founding of Azyr. They laboured under the light of new suns and moons, unceasing in their determination to defy the fates. Slowly, incredibly, the city of Azyrheim was raised upon the mountainous domain bathed by the strange light of Mallus. Its grandeur rose to eclipse that of the ancient cities of man, elf and dwarf. Over long millennia, Azyrheim became the stellar metropolis that now shines bright at the heart of Sigmar's Celestial Realm.

The Celestial City's golden spires and citadels reached ever higher, glinting in the benign starlight. Every iota of the old races' artifice was bent to its creation, their ambitions and ancestral skills combining with those of refugees from other realms to form a domain fit for the God-King himself.



Above: Azyrheim stands proud over the glittering Realm of Heavens, the last great city of the Mortal Realms and a testament to the glory of Sigmar. Within its walls, man, aelf and duardin coexist, united in their hatred of Chaos.

THE DEFIANT FEW

The mortal people were given free rein to form nations within star-spanning Azyr, and many clung to lost cultures and traditions. Those who had long worshipped Sigmar gathered together into religious war-tribes, wishing to do violence in his name. Dour duardin laboured to construct grand fortresses alongside exiled aelf artisans and muscular human masons, all animosities put aside in the name of survival – that, and the everlasting defiance of the Chaos Gods.

Sigmar bent his own godly will to awakening Mallus, to making its power whole, and to unifying his ever-growing peoples under the kingly sigil of Ghal Maraz. Statues and monuments beyond counting were raised to his glory, armies raised once more in his name.

As generations came and went, Azyrheim, the Eternal City, became the fortress of the lost, the stronghold of the dispossessed, the pride of Sigmar's vengeful sons. The echo of that which had come before had grown not softer, but ever louder and more strident until the clamour of warlike souls filled the heavens. Though some had been driven from their homelands, and others cast adrift on the tides of time, every one of them dreamed of taking their revenge upon the forces of Chaos.



Above: High above the Realm of Azyr stands Sigmaron, Sigmar's greatest stronghold. From its highest spire the God-King looks down upon the world-that-was and the Realm of Azyr and plans his war against the Dark Gods.

FOR LIFE IS TENACIOUS...

A new history was stitched like a tapestry across the fabric of space, with entire civilisations rising and falling throughout the magical realms that Dracothion had revealed to Sigmar. Wars were fought against the living and the dead, the monstrous and the cunning. Battle was joined across a thousand sprawling continents as Sigmar's people matched their razored blades against the brute strength of greenskin and gargant, ogor and troggoth. These new realms were not short of horrors, and many of mankind's ancestral foes had found their own ways back to reality, fighting for supremacy against even stranger denizens – for life is tenacious, no matter how vile.

The Gods of Chaos, ever hungry to corrupt and despoil, looked upon Sigmar's new reign as it spread across the Mortal Realms and smiled. They sent forth their hordes once more to destroy – and for a long and tortuous time, they were victorious. The lands ran red with blood and the skies burned high above. Wars beyond counting were waged on a monstrous, reality-spanning scale; empires were reduced to bone-strewn ruins and ancient landscapes were twisted and reshaped. Few peoples survived the Age of Chaos and did not bow to the will of the Dark Gods – and of those, even fewer reached the safety of Sigmar's Celestial Realm.

And yet the shadows of a vengeance long-awaited had not dissipated, but clustered thicker and darker, building like thunderheads upon the horizon of these new realms. When that tempest broke, it would do so with a violence that mortal eyes had never seen...



Above: Sigmar sits upon his throne and plans to overthrow the vile rule of Chaos. His mood is tied to Mallus, the remains of the Broken World, and as it waxes so does he, becoming full of life and energy. As it wanes, Sigmar's outlook likewise blackens.

THE WARS OF THE LOST

The wars between the free citizens of Azyrheim and the monstrosities assailing the Mortal Realms have been waged with merciless fury; only a few have survived to speak of them, and still these are spoken of in hushed whispers when the evening fires burn low.

Veteran warriors show the horrific burns they sustained in the Magmadroth Peaks, where the banners of eight daemon legions were raised over the bodies of the brave. Only the arrival of a stampede of lava-beasts ridden by strange duardin bought time enough for a few good men to escape.

Sages bent by the weight of harrowing memories frown upon those who ask of the Night of Madness, when every land save Sigmar's own was beset by the Riddling Hordes of Tzeentch. As the moons above blazed green-black with warpfire, steadfast allies turned upon each other and even the mightiest cities tore themselves apart.

All those old enough to wield a blade know of the Bleak-year, when battlelust spilled from one realm to the next like a fever. Even those tribes and nations who wrested victory from the infected hordes were reduced to shrivelled corpses within a matter of months, consumed from the inside out by their own bloodthirsty desires.

Codex: Apocrypha is a regular feature exploring the background of the worlds of Warhammer Age of Sigmar and Warhammer 40,000.



THE FORCES OF ORDER

As Sigmar hurls his warriors into battle across the Mortal Realms, a new age of war has begun. Everywhere, from the Brimstone Peninsula to the Vale of Shadows, the Stormcast Eternals battle against the legions of Chaos. But they do not fight alone...



Deep in the Brimstone Peninsula, beneath the glare of a baleful sun, the Hammers of Sigmar assail the skull-clad stronghold of Korghos Khul. Numbering in their thousands, the thunderous assault of the Stormcast Eternals cannot be stopped by the blood-crazed worshippers of Khorne.

Long has the God-King Sigmar planned his vengeance upon the Chaos Gods, mustering his strength and building his armies from the sanctuary of Azyrheim. In ages past, Sigmar was ever the first into the fray, wielding the divine fury of his magical hammer, Ghal Maraz, against the mightiest of monsters and the deadliest of the Chaos God's servants. But the Age of Myth came to an end, swept aside by an Age of Chaos as the Dark Gods saw the wonders that Sigmar had discovered and claimed them for their own. For years unnumbered, Chaos has reigned...

Now vast Stormhosts of warriors, mighty heroes changed beyond measure and granted

the power of demigods, stand ready to battle in his name. These are his soldiers in the war of reconquest that will see the Mortal Realms freed from the tyrannical clutches of the Chaos Gods.

THE STORMCAST ETERNALS

The Stormcast Eternals are the product of Sigmar's genius and relentless toil, heroic warriors who have been plucked from the Mortal Realms and imbued with divine power to become his greatest champions. The reforging process that transforms them into demigods is a brutal and harrowing one, and the scars of their remaking run far deeper than the marks upon their flesh. And yet, when their transformation is complete, they are stronger, hardier and more courageous than any mortal man could ever hope to be.



Above: Surrounded by vast hordes of Bloodreavers, the Stormcast Eternals hold firm. Against the unshakeable resolve and hardened sigmarite armour of the mighty Retributors, the Khornate charge breaks like a wave against a wall.

For the battles that Sigmar plans, the Stormcast Eternals must be garbed in the greatest armour and armed with the finest weapons the forges of Sigmaron can produce, weapons and armour wrought from magical iron mined from the world-that-was that can withstand the baleful touch of Chaos. The Stormcast Eternals are then organised into Stormhosts, vast autonomous armies with the strength and courage to wage war in the Mortal Realms without hope of return, save only death. Within each Stormhost are many Warrior Chambers, fearless strike forces that Sigmar is able to hurl down from the

Celestial Realm on bolts of azure lightning.

The realms they scour are home to the shattered remnants of the great civilisations built by free peoples in the Age of Myth. In those ancient days many races – men, duardin, aelves and even the undead among them – created wonders untold. Though the Age of Chaos has reduced their fine works to rubble and many of their peoples to slavery, the fire of rebellion still burns strong in the hearts of many. In the Ulgulands, the shadow of Malerion's ire waxes long, and in Chamon, the duardin – descendants of those once called dwarfs – crave justice. The embers of vengeance have been stoked.

In the plague-ridden realm of Ghyran, the Hallowed Knights hurl themselves into the fray, gleaming warhammers and warblades sundering the corrupted flesh and tainted armour of Nurgle's servants. As the Stormcast attack, daemons and mortals alike feel the wrath of Sigmar's demigod warriors



THE GREAT ALLIANCE

There was a time when Sigmar strode the Mortal Realms, battling monsters, tyrants and worse as he explored unfathomable domains of fire, metal and shadow. On his quest, he encountered many great and powerful beings, intelligences akin to his own, a diverse pantheon of gods, demigods and creatures with whom order could be forged. Some aligned with Sigmar from common purpose or mutual benefit, while others were won over through some great favour. Two-headed Gorkamorka had to be fought to a standstill before he would grant the God-King his respect.

While it lasted, this Great Alliance was unstoppable. The powers of gods such as Malerion, Alarielle and Grungni ensured no foe could prevail. Even Nagash was bound to their pacts, and together the realms and their peoples prospered and prevailed. But avarice and arrogance sundered their unity, until at last war existed where once friendship had blossomed. As Gorkamorka rebelled and Nagash betrayed, Sigmar drew those still loyal to his cause close, and sealed the gates of his great city. As a time of light gave way to the Age of Chaos, an ancient adversary of the Dark Gods emerged...

THE SERAPHON

Little enough is known about the enigmatic creatures which go by the name of the Seraphon, for they strike without warning, appearing to smite the forces of Chaos with implacable fury, before melting away without leaving a trace. Among the other warriors who fight for Order within the Mortal Realms, there are none who fully comprehend the Seraphon, either from whence they come or why they fight – perhaps only the Stormcast Eternals see them fully for what they are; creatures of celestial magic whose hatred of the scions of Chaos burns as hot as their own.



In the mist-vales of Ghur the Seraphon smash into the armies of Destruction, matching the legendary might of saurian beasts and celestite weapons against raging ferocity and low cunning.

THE SYLVANETH

The Sylvaneth are the children of Alarielle's soulpods. Once they flourished in Ghyran's magical glades, and their goddess delighted as they multiplied and replenished the Realm of Life. But the Chaos Gods look upon this realm of plenty with malice, and none more so than Nurgle, who desires above all things to despoil its babbling brooks and lush, verdant valleys.



In the hidden fellglades of the Jade Kingdoms the Sylvaneth fight relentlessly against the incursions of Nurgle. Unshakeable and ancient, the Treelord Sternbark battles the putrid Glottkin. Around their feet the murderous Dryads match blossoming hate against the plague-born resilience of the Blightkings.

As Nurgle's warriors wage their war of pestilence and decay, the deepwoods have

responded in kind. Shuddering with rage they have unleashed vast armies of forest spirits, countless thousands of Dryads swarming forth to defend their sacred glades, Branchwraiths gouging out eyes or throttling the unwary with lithe limbs. Mightiest of all, towering Treelords stride through the ranks of the treefolk, crushing mortal and daemon alike with bludgeoning blows from their branch-limbs. Though the old alliance was broken long ago, and she no longer serves Sigmar's will, still Alarielle's warhosts muster in the deepest Wyldwoods, ready to smite those dark powers who would profane the sacred groves...

And coming in next week's White Dwarf: Behold, the enemies of Order, the forces of Chaos!



WARSCROLLS

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

Every Citadel Miniature in the Warhammer range has its own warscroll, which provides you with all of the information needed to use that model in a game of Warhammer Age of Sigmar.

If you've got your Warhammer Age of Sigmar starter set you'll have seen warscrolls for all the models in it. In the following pages, we present the warscrolls for the new Lord-Celestant and Liberators – you'll notice the latter have a slightly different warscroll than the one in the starter set, to represent the extra weapon options available in the Liberators boxed set. These warscrolls – and those for all new models – will also be available in the box and in new books we publish, and you can download warscrolls for all existing Warhammer miniatures from www.games-workshop.com right now. Yes, right now!

The key below explains what you will find on a warscroll, and the Warhammer Age of Sigmar rules sheet explains how this information is used in a game. The warscroll also includes a picture of the unit that the warscroll describes, and text explaining the background for the models and how they fight.

WARSCROLL



1 LIBERATORS

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

2



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Warhammer	1"	2	4+	3+	-	1
Warblade	1"	2	3+	4+	-	1
Grandhammer	1"	2	4+	3+	-1	2
Grandblade	1"	2	3+	4+	-1	2

3

DESCRIPTION

A unit of Liberators has 5 or more models. Some units of Liberators are armed with a Warhammer in each hand, while others wield paired Warblades. Other units enter battle armed with a single Warhammer and carry Sigmarite Shields, and others still pair a Sigmarite Shield with a Warblade. In any case, 1 in every 5 models may instead be armed with either a Grandhammer, or a Grandblade.

4

LIBERATOR-PRIME

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

ABILITIES

Paired Weapons: An extra weapon allows a Liberator to feint and parry, creating openings in their opponent's guard. You can re-roll hit rolls of 1 for models armed with more than one Warhammer or Warblade.

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

Sigmarite Shields: You can re-roll save rolls of 1 for this unit if any models from the unit are carrying Sigmarite Shields.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, REDEEMER, LIBERATORS

5



1 - Title: The name of the model that the warscroll describes.

2 - Characteristics: Each warscroll has a set of characteristics that tell you how fast, powerful and brave the model is, and how effective its weapons are.

3 - Description: The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given.

4 - Abilities: Abilities are things that the model can do during a game that are not covered by the standard game rules.

5 - Keywords: All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword on their warscroll.



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KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, REDEEMER, LIBERATORS



LORD-CELESTANT

Inspiring leaders of the Warrior Chambers, the Lord-Celestants march to war mantled in the might of the storm. None can escape the vengeful blows of their sigmarite runeblades and warhammers – should any try, the Lord-Celestant swirls his armoured cloak, loosing a hurtling cloud of sorcerous hammers that strike down the cowardly foe.



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

DESCRIPTION

A Lord-Celestant is a single model. He is armed with a fearsome Sigmarite Runeblade and a Warhammer, and wears a Sigmarite Warcloak.

ABILITIES

Inescapable Vengeance: If this model has made a charge move this turn, it can make 1 extra attack with each of its melee weapons.

Sigmarite Warcloak: In your shooting phase, you can unleash D6 hammers from this model's Sigmarite Warcloak. Pick an enemy unit within 16" of this model for each hammer that is unleashed, then roll a dice for each unit you picked. On a roll of 4 or more the unit suffers a mortal wound. Note that you can pick the same unit more than once in a phase.

COMMAND ABILITY

Furious Retribution: If this model is your general and uses this ability, then until your next hero phase you can add 1 to the result of any hit rolls in the combat phase for this model and friendly **STORMCAST ETERNAL** units within 9" of him.

KEYWORDS

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



THE WEEK IN WHITE DWARF

Join us for a round-up of the week as we share comment, opinion and trivia on all the latest releases, plus other fun tidbits that have cropped up in the White Dwarf bunker. This week there has been a frenzy of activity as we delve right into Warhammer Age of Sigmar.

THE AGE OF SIGMAR BEGINS

MARCH TO WAR: USING BATTLEPLANS IN YOUR GAMES

We got our hands on the frankly incredible Warhammer Age of Sigmar starter set this week (and you can get it today!), and we've been avidly recreating all the amazing battles found in its pages. The six battleplans in the book each provide a different encounter for you to refight. The first one, No Quarter, for instance, captures the epic moment when Vandus Hammerhand goes toe-to-hideously-mutated-toe with the monstrous Khorgorath and Vekh the Bloodstoker.

These battleplans are the perfect introduction to playing games of Warhammer Age of Sigmar, and once we'd tried them a few times we turned our gaze to the battleplans in the new Warhammer Age of Sigmar book (available to pre-order right now). This mighty tome contains even more stories about the wars ravaging the Mortal Realms and expands on Sigmar's war of vengeance. It also has eight more awesome battleplans, such as The Trap and Sudden Assault. Every battleplan contains an overview of the battle and guidelines to recreate it in your games – they are the key to retelling the story with your models. All you need to decide is which player will take which role. Will you play Custodian or Invader? Or perhaps the Trespasser or Sentinel?



THE DAWN OF WAR

AGE OF SIGMAR IN THE BUNKER

The White Dwarf bunker has been abuzz with activity since we got our hands on the new Warhammer Age of Sigmar starter set, and we've wasted no time trying to learn everything there is to know about the Mortal Realms, the Stormcast Eternals and the great war that is being fought to overthrow the Dark Gods of Chaos.

If you haven't already checked out the contents of the starter set (in which case we strongly recommend you get online and download a copy of White Dwarf 75 to see the game in its full glory), it contains two amazing forces of Citadel miniatures: the Stormcast Eternals and the Khorne Goretide. The Stormcast Eternals include 10 Liberators, three Retributors, three Prosecutors a Lord-Relictor and a Lord-Celestant, while the Khorne models boast 20 Bloodreavers, five Blood Warriors, a Khorgorath, a Bloodstoker, Bloodsecrator and Mighty Lord of Khorne.

THE LORD-CELESTANTS

This week sees the new Lord-Celestant join the ranks of the Stormhosts, meaning you can pick your favourite to lead your army, or just include both.

Ranked among the greatest warriors in Sigmar's armies, the Lord-Celestants are both strong and courageous – the only question is which will you make general of your army? The Lord-Celestant on Dracoth ensures stalwart bravery. In fact, nearby Stormcast Eternals will never flee in dismay. The Lord-Celestant wearing the warcloak, however, makes the men around him fight even harder. Which will you pick to lead your men?



THE ARMOURY OF SIGMARON

In the Chamber of the Broken World, Sigmar reforges his heroes anew, blasting them apart with lightning so they might awaken with a portion of his divine strength. Mighty as they are, however, the Stormcast Eternals must bear weapons equal to the task of battling the scions of the Dark Gods. Thus, the laboratories and forges of Sigmaron, the God-King's great palace city, see toil both day and night to supply his vast armies with materiel.

The weapons and armour of the Stormcast Eternals are forged of sigmarite, a magical iron mined from the ruins of Mallus, the world-that-was. In the Sigmarabulum, the forges of the Six Smiths ring loud as warblades are wrought to cleave daemon flesh, hammers are fashioned to strike down tyrants and the Stormcast Eternal Liberators take up two-handed weapons with which they can sunder the terrible beasts infesting the Mortal Realms.



PAINTING THE HALLOWED KNIGHTS STORMHOST

In last week's issue we featured a painting guide for the gold and blue warriors of the Hammers of Sigmar Stormhost, the heroes of the Warhammer Age of Sigmar starter set. This week, as we've been poring over the contents of the new Warhammer Age of Sigmar book, we've become enamoured with the Hallowed Knights, who take the fight to Nurgle in the Realm of Ghyran. Luckily for us, the talented Studio army painters were on hand to demonstrate how to paint them with this simple stage-by-stage guide.

This model was started off with an undercoat of Chaos Black spray, then painted in four stages of basecoat, wash, layer and highlight.



The armour was basecoated with Leadbelcher and the gold trim with Retributor Armour. Blue details were painted Kantor Blue, the white with Celestra Grey and the brown with Rhinox Hide.

2



The armour, blue details, weapon haft and leather were all washed liberally with Nuln Oil (focussing on the recesses). The gold areas were washed with Reikland Fleshshade.

3



With the washes dry, the armour was given a recess shade of Drakenhof Nightshade. The other colours were tidied up with their basecoat colours, taking care to leave shade in recesses.

4



Finally, the armour and gold trim were highlighted with Runefang Steel and the blue with Calgar Blue. White details were highlighted with White Scar and brown leather with Deathclaw Brown.

BIT OF THE WEEK: THE ROT SNOUT

The Plaguebearer blessed with this ragged snout is much loved in the White Dwarf bunker. The cunning look in his single eye gives us no clue whether putrid slurry travels up or down that trunk... and we've spent far too long speculating.



WHITE DWARF'S STORMHOSTS

The White Dwarf team have been painting some Stormcast Eternals of our own. Here are a couple of examples, along with a brief description of how they were done.



This white-armoured Stormcast Eternal was undercoated with Corax White, and then washed all over with Nuln Oil (heavily diluted with Lahmian Medium). Once dry, the armour was then edge highlighted with White Scar. It's a really effective technique.



Our Lions of Sigmar Liberator was painted with a basecoat of Balthasar Gold, washed with Agrax Earthshade and drybrushed with Golden Griffon. The purple was then painted with Naggaroth Night, Xereus Purple and, finally, Genestealer Purple.

THE CORRUPTING POWER OF CHAOS

Of all the models in the Warhammer Age of Sigmar starter set, the Khorgorath known as Skuldrak is the strangest and most disturbing. Once a denizen of the Mortal Realms, this musclebound beast was captured by the followers of the Blood God and dragged into the Foundry of Rage, where he was reforged by Khorne into a monster that hungers only for hot blood and skulls. In the years since, Skuldrak has become ever more mutated, the skulls of his victims pushing through his blood-red skin, turning him into a walking effigy of the Blood God. The terrifying news is that Skuldrak is not the only Khorgorath. Not by a long way...



CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: Mortal Realms.

GHYRAN

Known as the Jade Kingdoms in ancient times, Ghyran is the realm of life – a place of countless emerald gardens filled with verdant life of every kind. To this bounteous realm was drawn the wounded form of a kindred spirit, one to whom the lush valleys, babbling streams and glittering mountains were a soothing balm. Now, however, Ghyran is a realm besieged – Nurgle the lord of decay has unleashed his foetid hordes upon the Jade Kingdoms in a tidal wave of daemonic and mortal followers who have waged wars unlike any other.

AQSHY

A realm blazing heat and sulphurous fumes, Aqshy has long been under the barbaric rule of the Dark Gods, especially the blood-mad servants of Khorne. It was in Aqshy that the first blow of Sigmar's campaign of vengeance landed and in Aqshy, too, that the Stormcast Eternals found some of their greatest adversaries. Upon the Brimstone Peninsula hemmed in by the Igneous Delta and the Smoulder Track, the Hammers of Sigmar unleashed war on a staggering scale.

CHAMON

The unyielding realm of Chamon is a place of iron deserts and mountains of bronze, an unfathomable realm where transmutation is law – and names such as the Silver Sea or the Plains of Brass are no mere affectations. It is within this bewildering realm of metal that Sigmar hopes to rekindle his ancient alliance with the duardin and capture the Silverway – but one of the Chaos Gods claims Chamon. The might of the Stormcast Eternals may not be enough.

READER'S MODEL OF THE WEEK

The Imperial Knight known as 'Truth' was painted by the incredibly talented Gavin Lee Manners, an avid collector and painter who wages war in Brighton, UK. Truth is to be the first of a triumvirate of wandering warriors who will fight alongside Gavin's Cult Mechanicus army.





Painted a miniature worthy of a place in White Dwarf? Send your pictures to:
team@whitedwarf.co.uk



NEXT ISSUE: the forces of chaos arrayed... but where is the dark prince?



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