

WHITE DWARF™

GAMES WORKSHOP'S
WEEKLY MAGAZINE

CITADEL MINIATURES

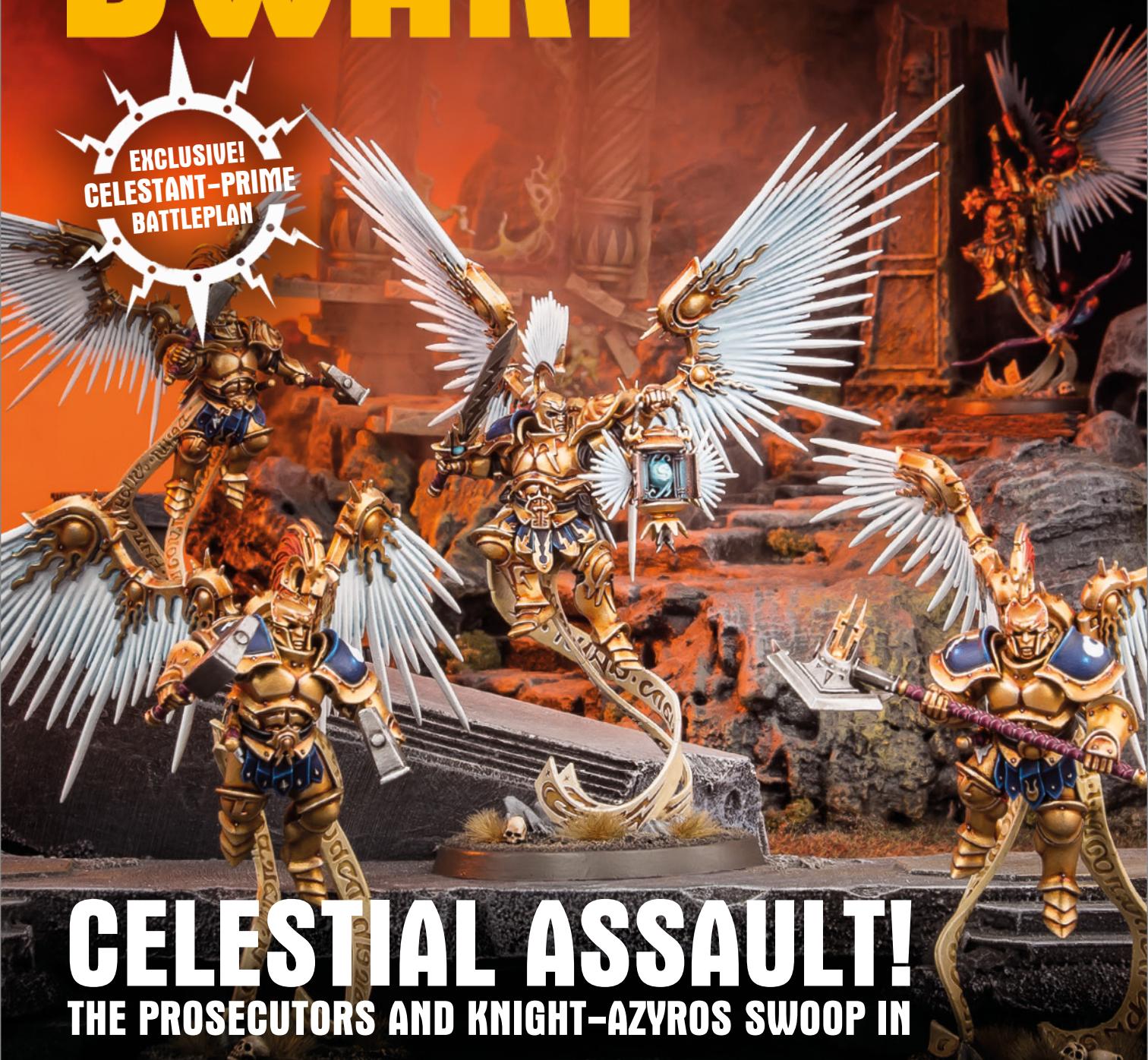
WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 84

05 SEPTEMBER 2015

EXCLUSIVE!
CELESTANT-PRIME
BATTLEPLAN



CELESTIAL ASSAULT!
THE PROSECUTORS AND KNIGHT-AZYROS SWOOP IN



WHITE DWARF

ISSUE 84
05 SEPTEMBER 2015

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CONTENTS

NEW RELEASES

The Stormcast Eternals bring death from above as the Prosecutors swoop in, and with them the Knight-Azyros and Knight-Venator, while two of their mightiest Stormhosts, the Celestial Warbringers and Knights Excelsior, receive their very own upgrade frames. All that and the Stormcast Eternals get their own brand new battletome too! Plus we've got the latest from Black Library – a pair of Ahriman novels – and the Invictarus Suzerain from Forge World!

BATTLEPLAN: MARTIAL CONTEST

The Celestant-Prime, Hammer of Sigmar has arrived to bring vengeance to the Mortal Realms. Recreate his earth-shattering arrival with this exclusive battleplan.

SPRUES AND GLUE

Two Stormcast Eternals upgrade packs are released this week and we look at using them across the range.

ARMIES ON PARADE

This year's Armies on Parade reaches the halfway point and we check in on our painters.

WARSROLLS

Warscrolls for all the new releases: the Stormcast Eternals Prosecutors, Knight-Azyros and Knight-Venator.

THE WEEK IN WHITE DWARF

Comment, opinion and trivia in reaction to this week's releases and happenings.



THE HOST DESCENDS

The might of Sigmar will not be denied, and the first the scions of Chaos will know of it is when the Prosecutors soar out of a blinding sun to smash them with the force of a comet. A new boxed set of these awe-inspiring shock troops goes on pre-order today, stuffed with new weapons, to complement the Prosecutors found in the Warhammer Age of Sigmar starter set. If further proof were needed that the Dark Gods should start to feel afraid, then here it is. The Prosecutors are also joined by two mighty heroes this

week – the Knight-Azyros, herald of the Stormhost and beacon of celestial light, and the Knight-Venator, a winged hunter beyond compare. You'll see these stunning new miniatures in all their glory on the following pages, and their warscrolls [here](#).

And what else have we got for you? A brand-new battleplan starring the mighty Celestant-Prime, Sprues and Glue, Armies on Parade, the latest from Forge World and much, much more! 

PROSECUTORS

STORMCAST
ETERNALS



The Stormcast Eternal Prosecutors are the heralds of war, deadly warriors who soar into battle upon wings of blazing light, swooping from the skies to mete out the God-King's justice upon the hordes of Chaos and the enemies of Sigmar.

As Sigmar's heralds, the Prosecutors are first into the fight, streaking across the battlefield in a blur of gleaming Sigmarite, beneath wings that blaze with pure light. They are fearsome and courageous fighters all, chosen for tasks upon the battlefield that require dazzling speed and a complete disregard for their own safety.

The Prosecutors fight in the van of almost all Stormcast armies, for they act as the eyes and ears of the Lord-Celestants, searching out the enemy and plummeting from the skies to drive away the scouts and rangers of the foe. When the fighting is joined in earnest, they support the Stormcast Eternal battle lines, swooping over shieldwalls to hurl blazing celestial hammers into the foe, every impact shattering skulls and breaking limbs. Others cast stormcall javelins into the enemy, terrifying weapons that, if perfectly thrown, draw a lightning bolt to them,

striking with a blinding flash and an explosion of scorched armour and burning flesh. Others bear melee weapons of terrible might, used for when the fighting gets close and bloody: grandblades, grandaxes and grandhammers, each with the power to smash enemy warriors with impunity as the Prosecutors crash into the fray, leaving the mangled and broken bodies of the foe in their wake.

The Prosecutors kit enables you to build three Stormcast Eternal Prosecutors as one of two units – either Prosecutors armed with celestial hammers or with stormcall javelins and sigmarite shields. The kit also contains all the various options you've come to expect from the Stormcast Eternals, with parts to make a Prosecutor-Prime to lead your warriors into battle (or conversely not, if you're planning on adding to an existing unit) and a trio of two-handed weapons (see overleaf).

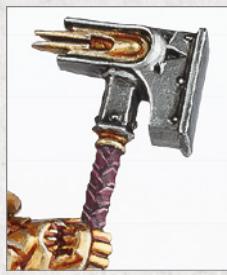
The Stormcast Eternal Prosecutors kit makes Prosecutors with celestial hammers or Prosecutors with stormcall javelins (and plenty more options besides). Turn [here](#) to see the warscrolls for both of these units and [here](#) for an example of how the kit works alongside the new Stormcast Eternals upgrade kits.



1 The Prosecutors' wings are connected to their backs with the same kind of backpack worn by the Stormcasts of the Paladin conclaves. What lurks behind the sealed doors?



2 The celestial hammers of the Prosecutors, magical weapons that can be used in a melee or hurled into the ranks of the foe.



3 The kit contains a trio of two-handed weapons, the grandhammer is an iconic weapon among Sigmar's followers.



4 In the hands of a Prosecutor, the sweeping blows of a grandblade can easily cut through two foes at once.



5 Prosecutors with celestial hammers wear plumed helms in battle.



6 The larger plume denotes a Prosecutor-Prime.



7 Prosecutors with stormcall javelins wear lightning bolt crests...



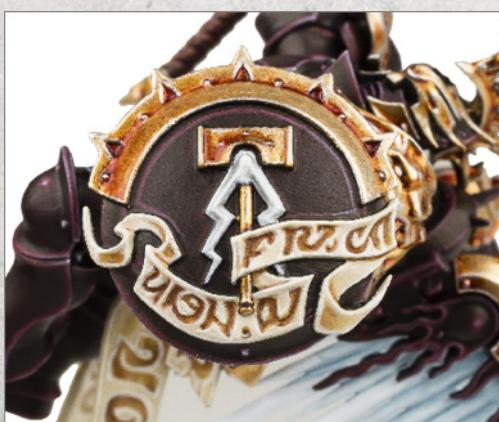
8 ...while the larger crest denotes the Prime.



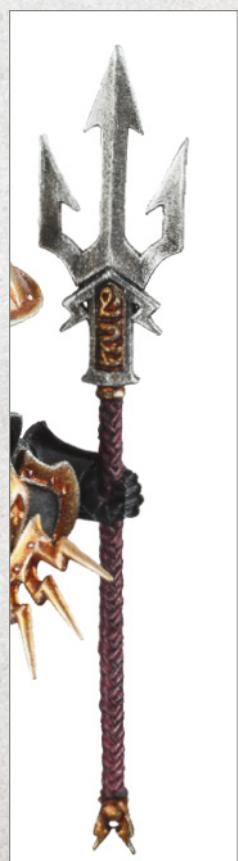
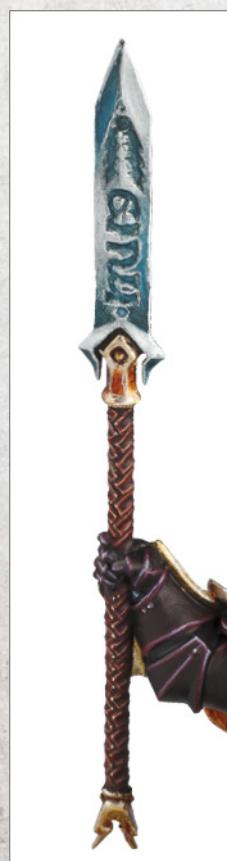
9 Prosecutors carry round shields into battle, lighter and more manoeuvrable versions of those hefted by the Liberators.

10 The Prosecutor-Prime's shield is grander by far than his followers, adorned with scrollwork bearing mysterious script.

11 A stormcall javelin in the hands of the Prosecutor glow with a nimbus of power. When hurled it channels a thunderbolt that will strike its target at the moment of impact - such an impact can fell a raging orruks or blood-mad Chaos Warrior.



12 The stormsurge trident is even more powerful than a stormcall javelin. One Prosecutor in the retinue can carry one, a deadly weapon that harnesses the energy of a lightning strike.



The standout feature of the Prosecutors is their wings, an iconic mixture of technology and sorcery that hints at the genius at work in Azyrheim. The ornate metal frames and backpacks give way to the gleaming white 'feathers' themselves – made of beams of light rather than any corporeal substance. With these unfurled behind them, the Prosecutors are framed in their very own corona of celestial magic, elevated above the ground through clever use of the inscribed parchment dangling from their waists – just as you would expect of the winged heralds of Sigmar's invasion.

The pose of the model lends itself handily to such skyborne attackers, too, for each looks as though he is soaring skyward, or else descending to wreak havoc upon the foes. The multi-part nature of the kit

means that there is a certain amount of posing that can be done among the models in the retinue, too, and (kit-bashers and converters will be pleased to learn) the waist, head and arm fittings are the same as those in the Stormcast Eternals Liberators and Judicators boxed sets, so you can freely swap weapons such as the grandblade or grandhammer between kits.

The Prosecutors' weapons create two distinct identities for the unit, each with its own distinctive helmet design to emphasise their character. Armed with paired celestial hammers they are like comets of metal hurled at the ground; with stormcall javelins and sigmarite shields they are like winged hunters, falling upon the foe to rend them apart. ▶

13 As the Stormcast Eternal Liberators battle against the Blood Warriors of Khorne, help is at hand, as a retinue of Prosecutors swoop into battle to aid their brethren. Prosecutors armed with celestial hammers are as deadly at range as they are in a melee, while the grandaxe becomes more dangerous the more enemies that stray within reach – whole ranks of enemy warriors are cut down as a grandaxe is swung in a single glittering arc.



STORMCAST
ETERNALS

KNIGHT-AZYROS



The Knight-Azyros blazes like a radiant beacon of purity in the monstrous dark of the Mortal Realms, a light to drive back the tide of Chaos and evil, leading the way for Sigmar's conquering armies.

Sigmar's gaze lies upon the Mortal Realms as his Stormhosts make war on the accursed scions of the Dark Gods.

Wherever the Knight-Azyros flies, the God-King can see clearly, for the Knight-Azyros bears aloft a celestial beacon to drive back the pall of Chaos and shed hope in its place.

This new plastic hero is the leader of the Stormhost's scouts, a winged messenger flanked by retinues of Prosecutors. Where his light is cast, foes are seen more clearly and Sigmar can hurl his Stormcast into the thick of the fighting – where the Knight-Azyros is sure to be found, starblade carving through the foe. **T**



1 The Knight-Azyros is a beacon of light in the darkest corners of the Mortal Realms, but also a deadly warrior, bearing the starblade, a sword that effortlessly shears through his foes.

STORMCAST
ETERNALS

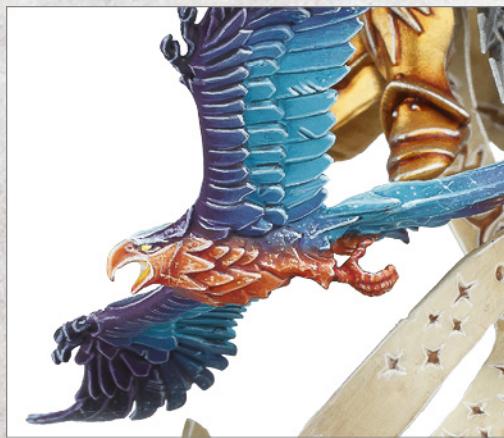
KNIGHT-VENATOR



With the unerring accuracy of a master huntsman, the Knight-Venator looses bolts of death into the foe, every arrow slaying with savage force as the Knight-Venator cuts the heart out of the enemy army.

The Knights-Venator are the hunters of the Stormhosts, striking from afar and without warning. In blur of speed, a Knight-Venator can loose a volley of shots, a deadly cloud of arrows which become streaking bolts of magical energy as they approach their target. If a greater foe shows itself, the Knight-Venator will loose his deadly star-fated arrow, a weapon capable of felling a Daemon or Lord of Chaos.

Made from the same plastic kit as the Knight-Azyros, the Knight-Venator is joined in battle by a Star-eagle, a sky hunter which swoops down to rake the eyes and gouge the flesh of any their master marks for death. ▶



1

1 The Knight-Venator is accompanied into battle by a Star-eagle, which circles its companion ever ready to attack his foes with razor-sharp talons.

STORMCAST ETERNALS

KNIGHTS EXCELSIOR UPGRADES



1-5 These tower shields are designed to be used on the multi-part plastic Liberators.

6-8 Shields for detailing your Prosecutor retinues.

9-11 Roundels for Paladins and heroes.

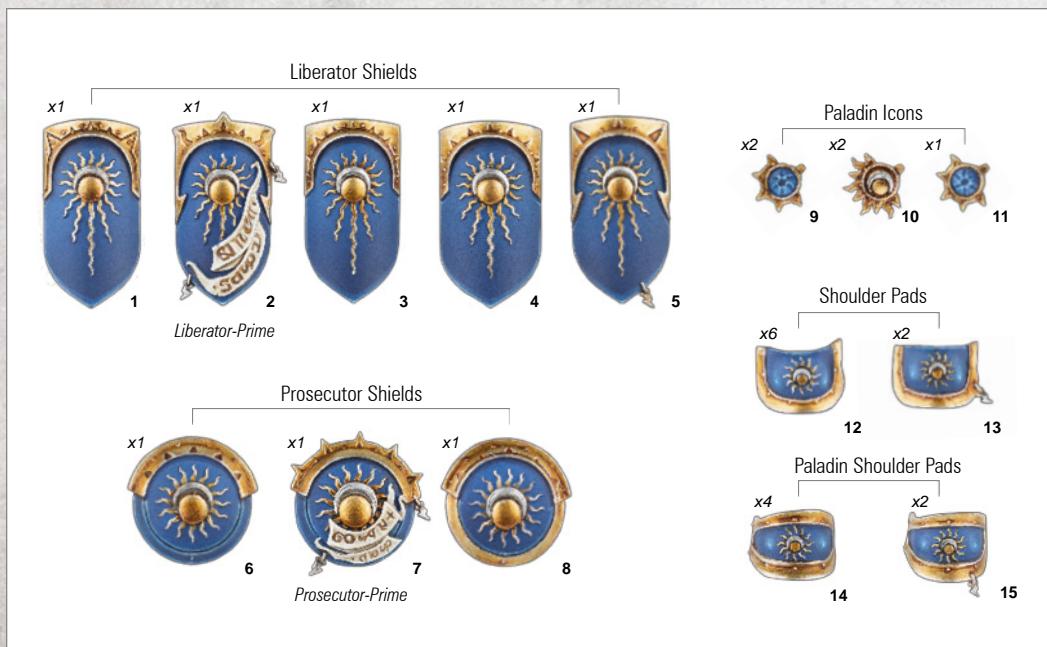
12-13 Shoulder pads for Liberators, Judicators and Prosecutors, Knights-Azyros, Knights-Venator.

14-15 Shoulder pads for Retributors, Decimators and Protectors.

When Sigmar created his Stormcast Eternals, he bestowed upon them the symbols of Azyr, and many and varied were these.

The Knights Excelsior charge into battle with their motto “For the Glory of Sigmar!” bellowed so it rolls across the field like a peal of thunder. They are proud warriors bestowed with the symbol of the sun, haloed by the moon upon their shield.

The Knights Excelsior Upgrades includes a variety of parts to transform your multi-part Stormcast Eternals, with shields for Prosecutors and Liberators and shoulder pads for each of the retinues. There are even icons for Paladins (although there’s nothing to stop you using them on other models too). Whether you want to transform your Stormcasts into the Knights Excelsior, or create a new Stormhost of your own, this plastic upgrade pack can help you do it. ▶



CELESTIAL WARBRINGERS UPGRADES



1-5 These tower shields are designed to be used on the multi-part plastic Liberators.

6-8 Shields for detailing your Prosecutor retinues.

9-11 Roundels for Paladins and heroes.

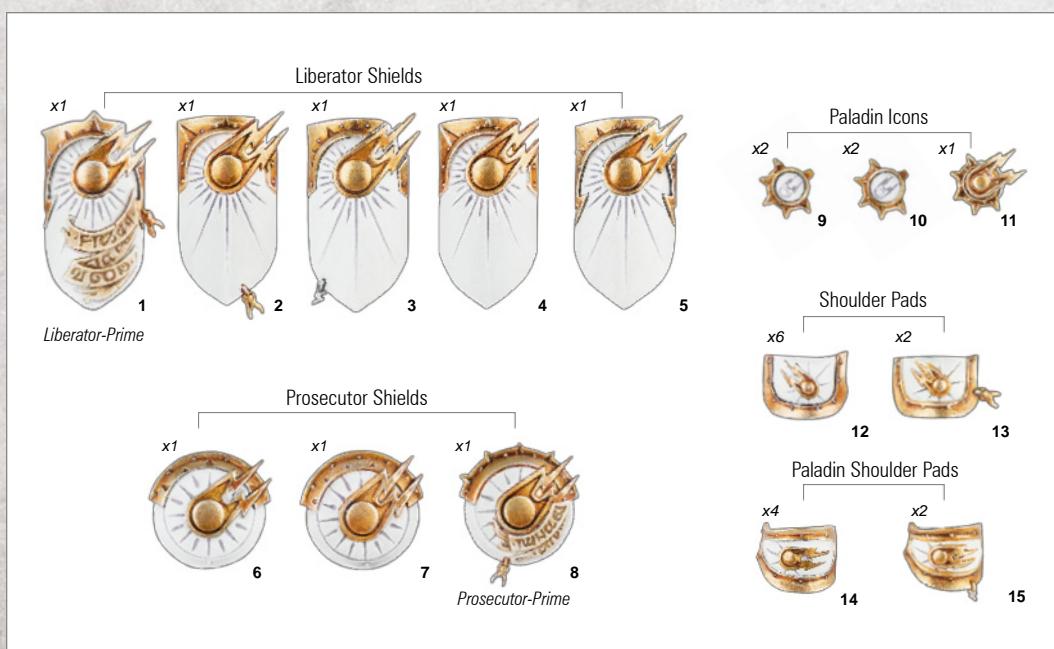
12-13 Shoulder pads for Liberators, Judicators and Prosecutors, Knights-Azyros, Knights-Venator.

14-15 Shoulder pads for Retributors, Decimators and Protectors.

The Celestial Warbringers were the first Stormhost of the second striking, granted the icon of the twin-tailed comet as their symbol.

To those who claim Sigmar as their patron few symbols have the gravitas of the Sigmarabulus, the twin-tailed comet that heralded his birth, and which is seared into the memories of all who witness his warriors hurled into battle from the firmament on twin-tailed bolts of lightning.

With 27 separate components (the same number as the Knights Excelsior Upgrades), the Celestial Warbringers Upgrades has all the bits in it you'll need to transform your Stormcast Eternals into the first Stormhost of the second striking or one of the other Stormhosts to wear this heraldry, such as the Lightning Hawks, Fists of Sigmarite or the Radiant Suns of Sigmar – or create an entirely new Stormhost of your own devising. ▶

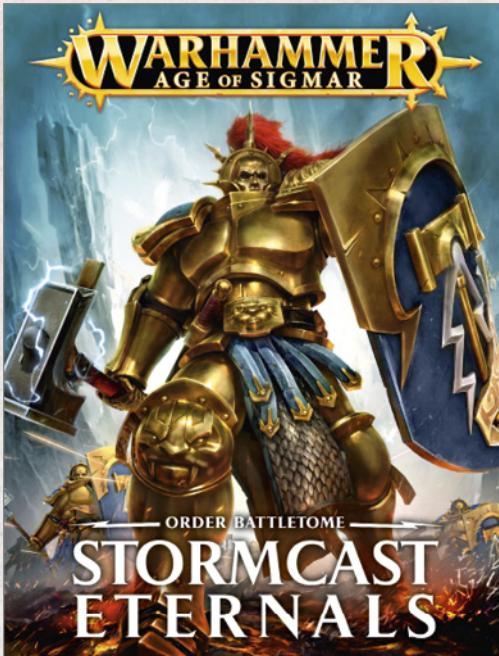




ORDER BATTLETOME

STORMCAST ETERNALS

Forged by the almighty power of Sigmar and girded for war with the finest weapons and wargear in Azyr, the Stormcast Eternals are the God-King's warriors in the battle for the Mortal Realms, the last great hope to break the tyranny of the Gods of Chaos.



1

With the blinding flash of a hundred lightning bolts striking the tortured earth, Sigmar declared war upon the Scions of Chaos, unleashing the Stormcast Eternals into the Mortal Realms to free them from the grip of tyranny. They are an army unlike any other, men reforged by the glorious magics of their God-King, armed with weapons of enchanted metal and clad in armour as pure as their cause. They are the unfaltering, indefatigable force of deliverance, an army of champions and heroes despatched to crush Chaos.

“They are an army unlike any other, men reforged by glorious magic.”

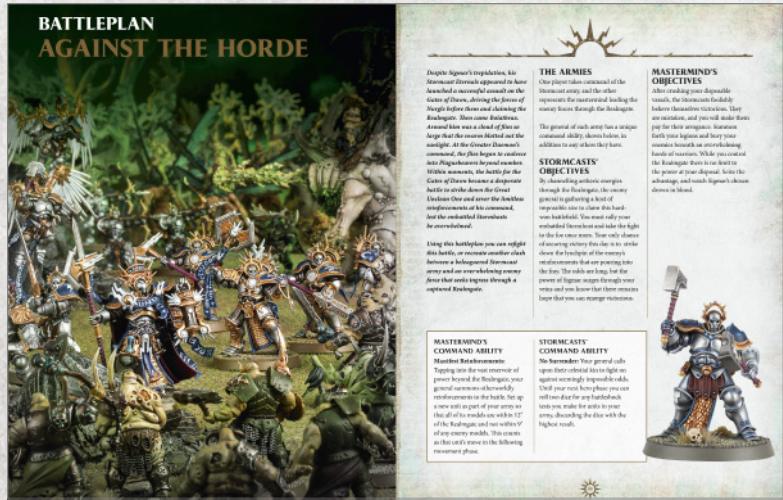
Battletome: Stormcast Eternals is the essential guide to the warriors of Sigmar's Stormhosts, delving into their organisation and history to give you the most complete picture of the Stormcast Eternals so far. Artwork and photography present the resplendent Stormhosts in all their glory, depicting them as conquering heroes battling creatures of evil across the Mortal Realms. On top of this, three battleplans, 18 warscrolls and nine warscroll battalions give you all the material you'll need to fight many battles for Sigmar's cause. **T**



2



3



4

1 The cover of Battletome: Stormcast Eternals, with a Liberator-Prime advancing triumphantly. history steep you in the lore of the Stormcast Eternals and their battle for the Mortal Realms. serves to inspire your own Warhammer Age of Sigmar collection.

2 Throughout the book, evocative stories and

3 Sensational photography of Citadel miniatures

4 A trio of exclusive battleplans provide hours of gaming fun.

LIMITED EDITION

STORMCAST ETERNALS

The forges of Sigmaron burn white with the fires of industry as arms and armour are wrought for Sigmar's war. In a feat worthy of such immortal endeavours, the artisans of the Design Studio have produced a limited edition of Battletome: Stormcast Eternals.



Once again the talented folks in the Studio have produced a gorgeous limited edition of their latest tome, designed with the most avid collectors in mind. The limited edition of Battletome: Stormcast Eternals is finished in striking blue, white and gold, evoking the proud heraldry of the Hammers of Sigmar and tying in beautifully with the previous limited editions for Warhammer Age of Sigmar.

The limited edition is presented in a silky smooth soft-touch box, decorated with the

front cover artwork found on the standard edition and sealed closed with magnetic fastenings. The hardback book inside has its own exclusively treated covers, gilt edging and is printed on premium paper stock. It even has a ribbon to help you keep your page. There is also a sturdy folio-envelope with five art prints – perfect for framing and putting on your wall.

Last of all (but perhaps most important to the true collector) the box contains your exclusive edition number of 1000. T

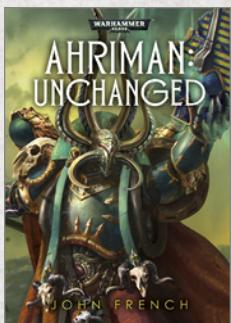
Inside the limited edition of Battletome: Stormcast Eternals you'll find the battletome itself, with exclusive soft-touch outer cover and a folio containing the five art prints on quality card. At the bottom of the box itself, you'll see your edition number, telling you which of the 1000 copies you have in your possession.

Numbers are strictly limited, so don't delay – get one exclusively from: games-workshop.com

AHRIMAN: UNCHANGED

By John French | Paperback | 416 pages

Cast from his Legion, Ahriman strives to undo the ritual that led to his exile.



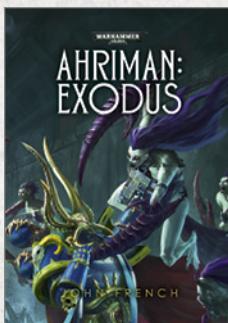
Once the Chief Librarian of the Thousand Sons, Ahriman was cast into exile after a disastrous ritual designed to preserve the purity of his battle-brothers. Instead, they were turned to dust, their suits of armour animated only by their tortured spirits. Now Ahriman seeks to undo his Rubric.

Ahriman: Unchanged is the epic conclusion to a dark and mystical series. Before delving in, we recommend reading the other novels in the series – *Exile* and *Sorcerer* – as many of the characters appear throughout. The Changeling, in particular, proves most entertaining and even Magnus makes an appearance (of sorts). 

AHRIMAN: EXODUS

By John French | Hardback | 144 pages

Learn more of Ahriman's trials through the eyes of his follower Ctesias.



Ahriman: Exodus is a compilation of five short stories and three micro-shorts in one glorious hardback novella. The five short stories – told from the point of view of Ctesias, one of Ahriman's servants – are set between the events of *Ahriman: Exile* and *Ahriman: Sorcerer* and describe the many trials Ahriman must endure to achieve his goals.

Whether hunting for mysterious artefacts, fighting members of his own Legion or outwitting Daemons, Ahriman is a formidable figure and one that Ctesias loathes and admires in equal measure. The three micro-shorts are each told from a different point of view, including one from a Rubricae. 

WARHAMMER END TIMES: VERMINTIDE

PC Steam,
Xbox One & PS4



Beneath the city of Ubersreik the Skaven are massing. Prepare for a desperate battle for survival!

Grab your sword and ready your fireballs, the ultra violent, action-packed marvel that is Vermintide is upon us.

Set in the End Times of the Warhammer world, Vermintide sees you take up the mantle of one of five heroes in a frantic battle to survive the massive Skaven onslaught in the city of Ubersreik. Choosing the Empire Soldier, Witch Hunter, Dwarf Ranger, Bright Wizard or Wood Elf Waywatcher, you and up to three friends must hack, slash, bludgeon and blast your way through vast hordes of ratmen in this awesome first-person co-op game. Teamwork is the key to survival, as you use your unique abilities to stay alive. Vermintide is coming soon to Steam for PC, and to Xbox and the PlayStation Network. For more information go to: licensing.games-workshop.com/vermintide 

SUMMONING THE STORMHOST

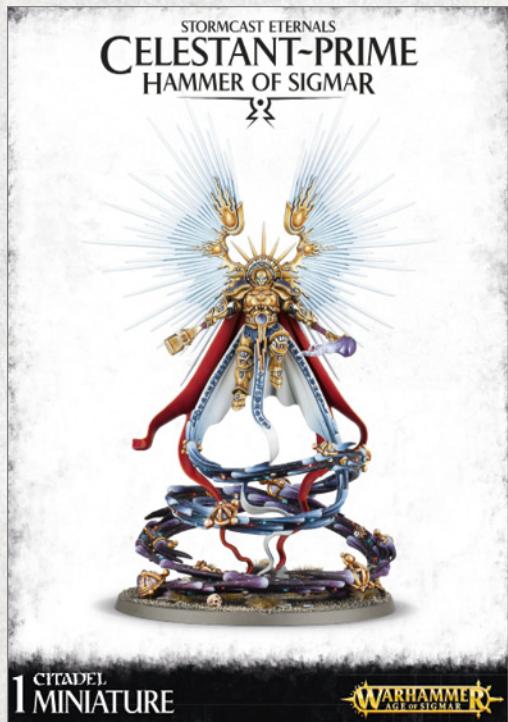
Hurled into the Mortal Realms upon bolts of eldritch lightning, the Stormcast Eternals are Sigmar's warriors of conquest. Shining heroes clad in gleaming sigmarite armour, they have been unleashed to overthrow the reign of Chaos and the servants of the Dark Gods.

WARHAMMER AGE OF SIGMAR STARTER SET

The ultimate way to start your collection of Stormcast Eternals is with a copy of Warhammer Age of Sigmar. The starter set is packed to the rafters with gorgeous Stormcast models: inside you'll find a bounty of immortal warriors, including a Lord-Celestant on Dracoth, a Lord-Relictor, 10 Liberators, three Retributors and three Prosecutors (that's a full-sized Thunderstrike Brotherhood), not to mention all the brilliant Khorne Goretide models, dice, range rulers and a 96-page book stuffed full of exhilarating background, battleplans, painting guides and warscrolls. Phew!

The ranks of the Stormcast Eternals are full to the brim of mighty warriors arrayed for battle in the Mortal Realms. With so many fantastic kits available to choose from, the hardest question is where to start.

Liberators are the mainstay of Sigmar's forces, the bulwark around which the Stormhosts assemble. The Paladin Conclaves provide the greatest warriors, the Retributors, Decimators and Protectors. Such soldiers make perfect retinues for the masters of the Stormhosts, such as the Lord-Celestants, Lord-Relictors, Lord-Castellants and the mighty Celestant-Prime. The Stormhosts also boast Judicators and Prosecutors – while the former rain bolts of magical energy into the enemy from afar, the latter sweep ahead of the main force to deliver death from above, and with them the sky-hunting Knights-Venator and Knights-Azyros. The time to forge your Stormhost is now! ▶



1 CITADEL MINIATURE

WARHAMMER AGE OF SIGMAR



STORMCAST ETERNALS
LORD-CELESTANT



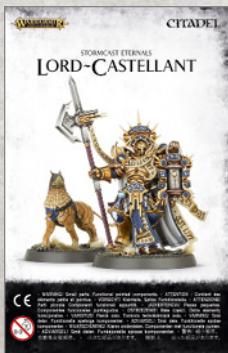
5 CITADEL MINIATURES

STORMCAST ETERNALS
LIBERATORS



5 CITADEL MINIATURES

STORMCAST ETERNALS
JUDICATORS



STORMCAST ETERNALS
LORD-CASTELLANT



5 CITADEL MINIATURES

STORMCAST ETERNALS
PALADINS



WARHAMMER AGE OF SIGMAR

MIGHTY BATTLES IN AN AGE OF UNENDING WAR

FORGE WORLD

Forge World make highly-detailed resin models, large-scale kits and books that explore the worlds of Warhammer. This week the Ultramarines receive reinforcements in their ongoing war against the Word Bearers – the Invictarus Suzerain Squad.

ULTRAMARINES INVICTARUS SUZERAIN SQUAD

The Invictarus Suzerains are the future commanders of the Ultramarines Legion, every one an exemplary warrior destined for greatness. In battle they fulfil the role of close-quarters assault troops, their huge boarding shields enabling them to close with the enemy and deliver their Primarch's judgement.

As veterans of the Legion, the Suzerains wear modified suits of Mk. III Iron Armour, its forward-facing panels covered in victory laurels, precious stones, Imperial eagles and the unmistakable inverted omega icon of the Ultramarines Legion. In one hand they carry a boarding shield, a bolt pistol built into the back for close-range fire-fights, while in their other hand they wield a Legatine axe, a potent power weapon and a symbol of their honoured status. ▶



- 1 Legatine axes bear the name of the Ultramarines home world.
- 2 The Legion icon is displayed on their left pauldron...
- 3 ...and backpack.
- 4 Their boarding shields are engraved with the names of planets protected by the Legion.
- 5 Each Suzerain carries a bolt pistol with an extended magazine.
- 6 There are also two plasma pistols in the set.

These kits and the rest of the Forge World range are available directly from Forge World. To find out more visit: www.forgeworld.co.uk



BATTLEPLAN MARTIAL CONTEST



HOW TO USE BATTLEPLANS

A battleplan enables you to fight a battle based upon the exciting narrative that leads up to it. This battle should be fought using all of the rules on the Warhammer Age of Sigmar rules sheet unless the battleplan specifically indicates otherwise.



In the first few days after receiving the newly-recovered Ghal Maraz, the Celestant-Prime was seemingly everywhere at once, smiting the foes of Sigmar and leading his stormborne forces to many great victories. One of the most famous of these battles took place atop the rocky plateau of Anvil Mountain in Chamon. The Celestant-Prime was unstoppable, slaying two enemies for each warrior of the Hammers of Sigmar that was struck down by the dread Bloodthirster known as Khrul'sath the Slaughterer. The matter was settled at the battle's climax when Ghal Maraz stoved in the Bloodthirster's skull, putting an end to the contest.

This battleplan enables you to re-enact this epic battle, but Khrul'sath the Slaughterer was far from the only terrible foe to be humbled by the Celestant-Prime's unearthly might. As a result, this battleplan could easily be used to refight a similar battle in which Sigmar's ultimate champion engages in a martial contest with another powerful enemy.

THE ARMIES

One player commands the Stormcast army and the other represents an ambitious and powerful rival. The Stormcast player must include the Celestant-Prime in their army and the Celestant-Prime must be the general.

The general of each army has a unique command ability, shown below, in addition to any others they have.

STORMCASTS' OBJECTIVES

An enemy army stands before you, their general confident in his abilities to lay low all who oppose him. Prove him wrong by personally slaying a superior tally of foes and, should the opportunity present itself, strike down your rival to punish him for his temerity.

RIVAL'S OBJECTIVES

The arrival of Sigmar's champion is imminent, yet not even his illustrious presence can prevent the massacre to come. Render his coming futile by outmatching him on the battlefield, then send him back to Azyr in ignominy to beg forgiveness for his humiliation.



STORMCASTS' COMMAND ABILITY

Chosen of Sigmar: Where the Celestant-Prime fights, warriors take heart and redouble their efforts to strike down Sigmar's foes. If the Celestant-Prime uses this ability, then until your next hero phase, you can re-roll all failed hit rolls for the Celestant-Prime and all friendly units within 10" of him.

RIVAL'S COMMAND ABILITY

Into the Fray: Knowing that he has much to prove in order to match the Celestant-Prime, your general leads a ferocious charge straight into the thick of the fighting. If your general uses this ability, then until your next hero phase, he and all friendly units within 5" of him can re-roll the dice when determining their charge distances and you can re-roll failed wound rolls of 1 for these units in the combat phase if they charged this turn.



THE BATTLEFIELD

The battle takes place atop a wide plateau strewn with the ruined remains of a civilisation that fell during the carnage of the Age of Chaos.

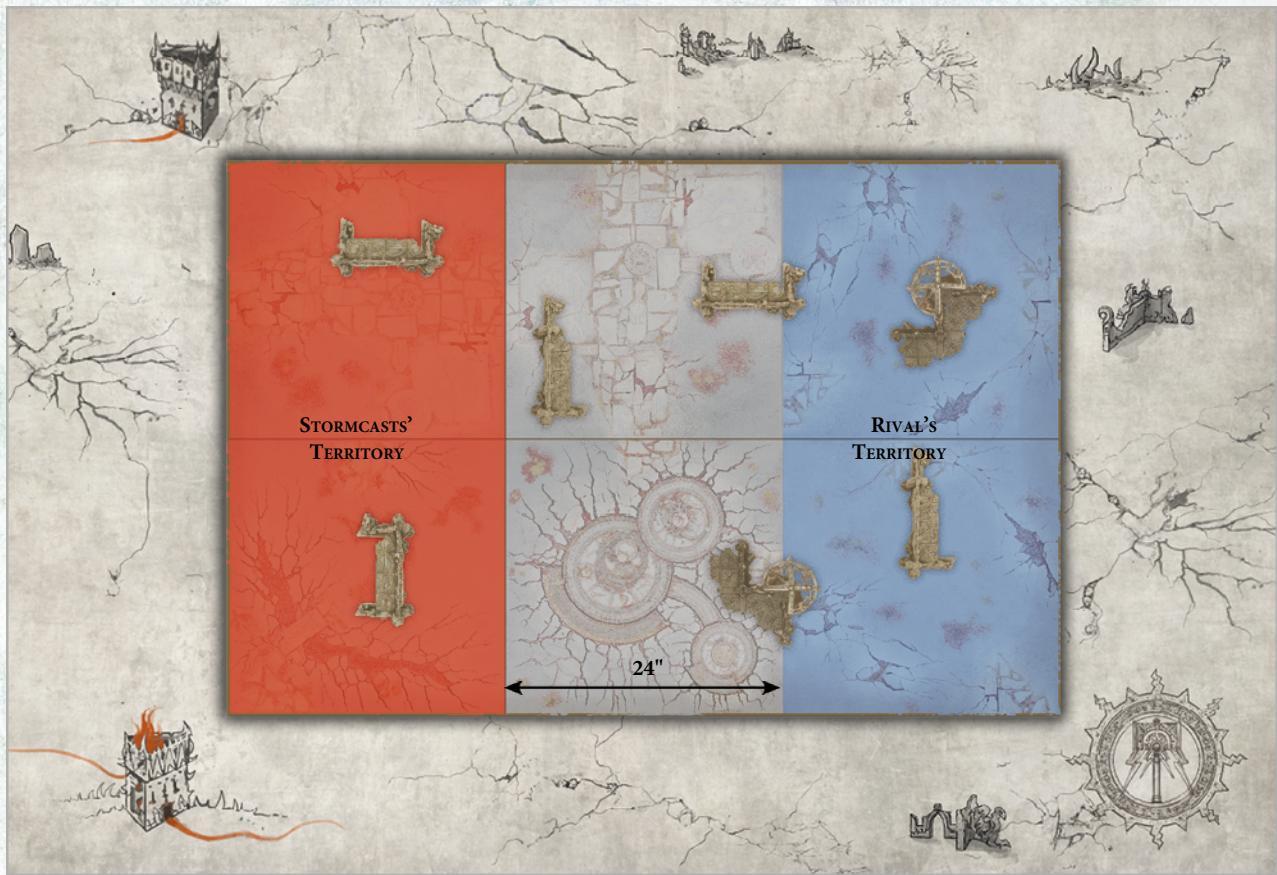
You can either generate the scenery for this battle as described on the Warhammer Age of Sigmar rules sheet, or use the example scenery shown on the map below.

SET-UP

The players take it in turns to set up units, as described on the Warhammer Age of Sigmar rules sheet. Units can be set up anywhere within their own territory (see the deployment map). The rival must set up his general on the battlefield at the start of the game, though remember that the Celestant-Prime must always be set up in the Celestial Realm.

FIRST TURN

The Stormcast player always decides who takes the first turn in the first battle round.





DIVINE BLESSINGS

Such a contest of champions is sure to draw the gaze of the gods, who lavish rewards upon them for their bloody exploits. Keep a tally of the number of enemy models that have been slain by your general during the battle. For every fifth model your general slays, after resolving all of his attacks, you can select a divine blessing from the list below to apply to your general:

- **Divine Fury:** Your general can re-roll hit rolls of a 1 for the rest of the battle.
- **Gift of Healing:** Your general immediately heals D3 Wounds.
- **Immortal Aegis:** Your general can re-roll save rolls of a 1 for the rest of the battle.
- **Paragon of Battle:** For the rest of the battle, friendly units within 10"

of your general in the battleshock phase do not have to take battleshock tests.

- **Supernatural Strength:** Add 1 to the Damage of all of your general's Melee weapons for the rest of the battle.
- **(Un)Holy Might:** Your general can re-roll wound rolls of a 1 for the rest of the battle.

AVATARS OF WAR

In their moment of glory, these mighty champions are all but unstoppable. Yet should they face one another, not even the gods know who will emerge the victor. Each time a wound or mortal wound is suffered by a player's general, he can roll a dice. On the roll of a 3 or more, that wound is ignored. However, you cannot roll if the wound was inflicted by the enemy general.

GLORIOUS VICTORY

Do not use any of the Victory Conditions from the Warhammer Age of Sigmar rules sheet. Instead, if one player's general is slain, the game ends immediately and his opponent wins a major victory. The battle otherwise lasts for five battle rounds. At the end of the game, the player whose general has slain the greatest number of enemy models wins a minor victory. If both generals have slain the same number of models, the result is a draw.

HINTS & TIPS

The key to victory for the Stormcast player is to correctly judge which turn to bring the Celestant-Prime into play. If he arrives early in the battle, he can begin accruing his tally of kills straight away, but may lack the hitting power to keep up with the rival's general; if he arrives later in the game, his damage potential may well be beyond compare, yet he risks being too late to fully take advantage of his power unless his army can keep the enemy general at bay.

SPRUES AND GLUE

Sprues and Glue is our regular in-depth look at modelling Citadel miniatures. With the two new Stormcast Eternals Upgrades available to order today, we take a look at how you can use them to transform your Stormcast Eternals.

TOOL KIT



Fine Detail Cutters



Knife



Mouldline Remover



Plastic Glue: Thin

When Sigmar created his Stormhosts, he did so in seasons of forging that have come to be known as the strikings. The warriors of the First Striking bear the famous 'hammer and bolts' icon, but as Sigmar embarked on further strikings, expanding the ranks of his armies with new Stormhosts, new motifs and icons were chosen from the symbols and sigils of Azyr, such as the sun and moon and the twin-tailed comet. The Stormhosts bearing these righteous icons are found now wherever Stormcast Eternals wage war, hungry for glory and the chance to wage wars in Sigmar's name.

There are two new upgrade packs available this week, featuring shields, shoulder pads and roundels bearing the insignia of the Knights Excelsior and Celestial Warbringers respectively. You can combine these with the Stormcast Eternals kits to create warriors from one of Sigmar's subsequent strikings. The components allow you to make Knights Excelsior or Celestial Warbringers, one of the other Stormhosts that share their iconography (you'll find plenty of examples in Battletome: Stormcast Eternals) or indeed create your own Stormhost with its own unique name, legend and history.

1 This Liberator is built using a shield and shoulder pad from the Celestial Warbringers Upgrades.

From above you can see the Celestial Warbringers badge on the Liberator's right shoulder pad. The shield is a simple fitting that slots onto the Liberator's arm.

2 This Retributor is wearing a shoulder pad and roundel also taken from the Celestial Warbringers Upgrades. The roundels that slot into the shoulder pads in the upgrade packs have the same fitting as those in the Paladins boxed set, so you can easily mix them for increased variety.



1



2

All of the components in the upgrade packs are carefully thought out to fit directly onto your multi-part Stormcast Eternal models without any further cutting or converting required. Just remove the upgrade parts from their frames as you are building your models and use them in place of the shoulder pads and shields supplied in the box. When it comes to gluing them, use Plastic Glue: Thin – they're not structural parts, so there's no need for the thick stuff. It really is that simple. Take the shoulder pads, for instance – there are two types of pads in the kit, the smaller type which fit onto Liberators, Prosecutors, Judicators and even certain heroes, such as the Knight-Azyros and Knight-Venator, and larger ones for the Paladins (Retributors, Decimators and Protectors).

Each upgrade pack also includes three Prosecutor shields and five Liberator shields – one of each type of shield is designed with the retinue's leader in mind, with additional scrollwork around the Stormhost icon. 



3 This Judicator with Boltstorm Crossbow has been built using a shoulder pad from the Knights Excelsior Upgrades. From above you can see the shoulder pad in situ. As with the Liberators and Prosecutors, the Stormhost badge for the Judicators is carried on their right shoulder pad.

It's important when building Judicators that you don't choose the shoulder pads with the lightning bolt charm hanging from them – the charm butts up against the crossbow. Instead, save those shoulder pads for models such as Liberators and Prosecutors.



4 This Prosecutor-Prime was built using parts from the Knights Excelsior Upgrades.

We've used one of the round Prosecutor shields and a shoulder pad. Just as with the Liberator shields, the Prosecutor shield (top) fits onto the model's fist. The kit contains three such shields, including this one intended for use on the Prosecutor-Prime.

From above you get a clear view of the Prosecutor's Stormhost badge, on his right shoulder pad.

ARMIES ON PARADE 2015

Armies on Parade is a celebration of collecting and painting Citadel miniatures, your opportunity to build and paint a new army for your collection. As we reach our sixth week of coverage – the halfway mark – our painters focus on their centrepieces.



A VESSEL OF PUTRESCENCE

For the last few weeks Jamie Forster has been hard at work painting open sores, boils, lesions and rolling mounds of rotten flab in an effort to appease Grandfather Nurgle. Now he's painted a centrepiece for his Armies on Parade entry – Gutrot Spume mounted on a Chaos Warshrine.

"Gutrot Spume is the commander of Nurgle's plague fleets," explains Jamie. "I love the idea of him 'sailing' into battle on board a Warshrine. It really looks like he's standing on the prow of a ship, commanding his warriors forward, a tide of filth against the righteous. He'll make a glorious centrepiece for my force."



2

1 Gutrot Spume's Chaos Warshrine is exceptionally tall, the perfect miniature to act as the focal point for Jamie's display.

2 Jamie has painted Gutrot Spume with thrashing purple tentacles. The green armour, orangey leather and purple mutations form a perfect triadic colour scheme.



DESTROYER OF DAEMONS

While Jamie offers tribute to the Lord of Decay, James Karch has been busy painting a Nemesis Dreadknight, the centrepiece for his Grey Knights army.

"In my opinion the Nemesis Dreadknight is the natural centrepiece for a Grey Knights army," says James. "Brother Gared towers over the warriors around him, ready to take on any Daemon Princes or Greater Daemons in a display of heroism and self-sacrifice. What could be more impressive?"

James painted his Dreadknight in a similar colour scheme to the 'Eavy Metal version, with red weapon casings and black details. He painted the suit's skeleton black, too, which helps frame the silver-clad pilot in the centre. Gared's heraldry is actually a combination of several decals applied one on top of the other. The crenellated white lines come from the Skitarii transfer sheet while the black stripe and skull are an Imperial Knight kill marking.

20,000 YEARS OF WARFARE

Last week we featured Dom Murray's Skitarii Ruststalkers, a unit of rust-covered assassins from the sandy wastelands of an arid desert world. This week they receive reinforcements in the shape of four Kastelan Robots and their Datasmith handler. "The Robots are superb centrepiece miniatures for a

collection," says Dom. "Not only are they great miniatures, they're normally painted a different colour to other Adeptus Mechanicus units, on account of their age and legendary status. I chose to paint mine Stegadon Scale Green with harsh red and white panels to denote unit markings. ▶



HOW TO TAKE PART

Anyone can take part in Armies on Parade. All you need to do is paint an army and take it in to one of our stores on 24 October – the worldwide Parade Day. The only restriction is that your army, which can include a display board, needs to fit in an area no larger than 2' by 2'.

The person who receives the most votes for their entry will be crowned the store champion for 2015. For more information, chat to the staff in one of our stores – they'll be more than willing to help you plan your entry.

WARSCROLL



PROSECUTORS WITH CELESTIAL HAMMERS

The warrior-heralds of Sigmar, Prosecutors soar upon the wings of the storm. Many Prosecutor retinues hurl hammers of magical force as they descend upon their prey, each meteoric impact smiting the enemies of the God-King.



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

DESCRIPTION

A unit of Prosecutors has 3 or more models. Some units are armed with a Celestial Hammer in each hand, while others go to battle armed with a single Celestial Hammer and carrying a Sigmarite Shield. 1 in every 3 models may instead be armed with a Grandaxe, Grandblade or Grandhammer.

FLY

Prosecutors can fly.

PROSECUTOR-PRIME

The leader of this unit is the Prosecutor-Prime. Trained for brutal melee, he makes 3 attacks rather than 2 in the combat phase.

ABILITIES

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

Cleaving Blow: When a model attacks with a Grandaxe, select a target unit and make one attack against it for each model it has within range.

Paired Celestial Hammers: You can re-roll hit rolls of 1 for models armed with more than one Celestial Hammer.

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, ANGELOS, PROSECUTORS

WARSCROLL



PROSECUTORS WITH STORMCALL JAVELINS

Hurtling across the battlefield in a blur of sigmarite, Prosecutors are ideally placed to deliver death to their chosen foes with impunity. To this end, many wield stormcall javelins, which strike their victims with the might of Sigmar's Tempest.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stormcall Javelin	18"	1	3+	3+	-	1
Stormsurge Trident	18"	1	3+	3+	-1	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stormcall Javelin	2"	1	4+	4+	-	1
Stormsurge Trident	2"	1	4+	4+	-1	2

DESCRIPTION

A unit of Prosecutors has 3 or more models. They are armed with Stormcall Javelins and carry Sigmarite Shields. 1 in every 3 models may wield a Stormsurge Trident in place of their Stormcall Javelins.

FLY

Prosecutors can fly.

PROSECUTOR-PRIME

The leader of this unit is the Prosecutor-Prime. Raining death from afar, he makes 2 attacks rather than 1 in the shooting phase.

ABILITIES

Stormcall Javelin: If a Prosecutor throws a Stormcall Javelin at a unit over 9" away, the javelin calls down a bolt of lightning; that attack has Damage 2 instead of 1.

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

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, ANGELOS, PROSECUTORS

WARSCROLL



KNIGHT-AZYROS

At the speartip of Sigmar's Tempest come the Knights-Azyros, heralds of the sky. Each bears a celestial beacon, and where a Knight-Azyros shines its light, there too can almighty Sigmar see, casting forth more Stormcast Eternals into battle. That illuminating beam is a boon to allies, and a bane to foes, most especially to the minions of Chaos.



DESCRIPTION

A Knight-Azyros is a single model. He is armed with a Starblade and carries a Celestial Beacon.

FLY

A Knight-Azyros can fly.

ABILITIES

Leader of the Way: STORMCAST ETERNAL units in your army that use the Lightning Strike ability to be transported to the battlefield can be set up within 5" of a Knight-Azyros, even if this would mean that they are within 9" of the enemy.

Illuminator of the Lost: In the shooting phase, you can re-roll hit rolls of 1 for attacks made against enemy units that are within 10" of a Knight-Azyros.

The Light of Sigmar: Once per battle, in your hero phase, you can declare that this model will unleash the searing light of its Celestial Beacon. If you do so, it cannot move, charge or pile in during your turn. However, each enemy unit within 8" of the Knight-Azyros when the searing light is unleashed suffers D3 mortal wounds as they are blinded and driven from the battlefield. The light is anathema to CHAOS units, so they suffer D6 mortal wounds instead.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, KNIGHT-AZYROS

WARSCROLL



KNIGHT-VENATOR

The Knight-Venator is the sky-hunter, a winged archer that rains down death from above. Able to soar into position and loose volleys of precise shots, Knights-Venator hunt down and eliminate vital targets. Not even large monsters or powerful enemy leaders are safe from the deadly missile fire loosed by this soaring angel of Azyr.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Realmhunter's Bow	30"	3	2+	3+	-1	1
Star-eagle's Celestial Talons	30"	3	4+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Star-eagle's Celestial Talons	1"	3	4+	3+	-	1

DESCRIPTION

A Knight-Venator is a single model. He is armed with a Realmhunter's Bow and is accompanied by a vicious Star-eagle that attacks with its Celestial Talons.

FLY

A Knight-Venator can fly.

ABILITIES

Celestial Talons: If the wound roll for the Star-eagle's Celestial Talons is 6 or more, that attack has a Rend of -3.

Star-fated Arrow: Once per battle, in your shooting phase, you can declare that this model will loose a Star-fated Arrow. When you do so, he makes 1 attack with his Realmhunter's Bow rather than 3, but it causes D3+3 Damage. If the target is a HERO or MONSTER, the Damage is D6+3 instead.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, KNIGHT-VENATOR

THE WEEK IN

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 we look at the Stormhosts, magical wargear and some noisy (and nosey) Night Goblins.

THE GOLDEN HOSTS OF AZVRHEIM THE CHAMBERS OF THE STORMCAST ETERNALS

STORMHOSTS

HAMMERS OF SIGMAR

The first Stormhost struck by the God-King, the Hammers of Sigmar were also the first into the fray in the battle for the Mortal Realms. They are the wrath of Sigmar given form, the hammer of tyrants and evil in all its many guises.

HALLOWED KNIGHTS

The Stormcasts of the Hallowed Knights were chosen for their purity of purpose, for there is no sacrifice too great for these warriors. Before their reforging they worshipped Sigmar as a god, and now their devotion is even stronger.

BLADES OF DAWN

The purple-livered Blades of Dawn have been raised from brave warriors and skilled fighters chosen from the scattered riftcoast tribes across the Mortal Realms. Each was a champion in the life before, and now they are even more so.

SONS OF MALLUS

These Stormcast Eternals were struck beneath the zenith of the darksome span of Dharroth – as a result their armour is a lustrous black.

With Battletome: Stormcast Eternals

unleashed this week we've been steeping ourselves in the lore of the Stormhosts. The book is full of insight into how the Stormhosts and Warrior Chambers are organised, with information on command echelons as well as the chambers.

Brilliantly, all of this background comes into the Warhammer Age of Sigmar game in the form of the warscroll battalions. These formations enable you to unleash the unprecedented might of the Warrior Chambers, Harbinger Chambers and

Exemplar Chambers on the battlefield. The Warrior Chambers are the mainstay of the Stormhosts, and are built around a solid core of Liberators and Judicators, with other specialised units added in. By contrast the Harbinger Chambers are formed of Vanguard Wings, boasting hosts of Prosecutors who can strike hard and deep into the midst of the foe. The most terrible are the Exemplar Chambers, for they are formed of Devastation Brotherhoods – the more of these warriors you slay in battle the more powerful their remaining allies become.

ORGANISATION
A Harbinger Chamber consists of the following warscroll battalions:

- 1 Leader of the Storm
- 3 Vanguard Wings

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

Celestial Nimblos: The warriors that form a Harbinger Chamber are charged with a nimbus of celestial energy that lets them anticipate their opponents' actions with preternatural speed. Add 1 to the result of any hit rolls for models from a Harbinger Chamber.

STORMCAST ETERNALS HARBINGER CHAMBER

The Harbinger Chamber uses the might of Sigmar's Tempest to strike deep into the heart of their enemies. Super charged with celestial energies, the Stormcast Eternals glow with a nimbus of power.

Prosecutor with celestial hammers

Prosecutor-Prime with celestial hammers

WHITE DWARF

WEAPONS OF PROSECUTION

The Prosecutors are undoubtedly the strangest of the Stormcast Eternals we have seen so far – after all they soar into the fight on wings of light. It doesn't get more fantastical than that... except for their weapons.

The Prosecutors are armed with celestial hammers or stormcall javelins, and both share similar traits: forged by the fabled Six Smiths, they are hurled into the foe with bone-shattering force, unleashing the power of the storm upon impact. More fascinating than that, however, is the way the Prosecutors are re-armed. Having thrown his hammer or javelin, all a Prosecutor need do is outstretch his hand and his weapon will rematerialise in his grasp, the essence of the storm coalescing into a weapon that can be hurled with a comet's force. It was a celestial hammer hurled by Prosecutor-Prime Anactos of the Hammers of Sigmar that first blasted open the Gate of Azyr on the Brimstone Peninsula, paving the way for Sigmar's great invasion to begin.



LANTERN AND BEACON: LIGHTS IN THE DARK

One of the abiding images of the Stormhosts is that of gleaming celestial light. The warding lantern of the Lord-Castellant exists to heal and protect, bathing the nearby Stormcast Eternals in the warm glow of its golden light. Armour is scoured of blemish and filth and flesh and spirit are renewed. The celestial beacon of the Knight-Azyros enables Sigmar to hurl the Stormcast into battle with greater accuracy than ever – and if opened it has the power to sear the enemy to death with burning light.



READER'S MODEL OF THE WEEK

DEATH FROM ABOVE

With the potential to fling hammers and javelins from above, expect serious casualties when the Prosecutors heave into range.

LONG RANGE LIGHTNING

The stormcall javelin becomes significantly more powerful the further away the target is – keep your Prosecutors with javelins at distance, where they can pelt the foe with lightning bolts.

MUNITORUM REPORT: PROSECUTORS

HIDING PLACES

Almost nowhere is safe from the Prosecutors – their wings mean that they can cross the battlefield at an alarming rate and launch charges from further away than most troops – be warned.

EASY KILLS

There's nothing easy about slaying Prosecutors. Sigmarite shields make them as durable as the likes of the heavily-armoured Liberators.

BIT OF THE WEEK:

ATTACK RAT

This armoured rat is an option in the Skaven Grey Seer kit – a vicious, verminous attack critter who can fight for his master. Of most obvious use to Skaven collectors, who knows where else this cunning ratty spy might turn up?



This Knight Paladin of House Terryn was painted and submitted by Chris Poole.

Chris used an airbrush to basecoat and highlight the armour plates of the model. He recommends leaving the armour plates off of the Knight until they have been painted and the transfers have been applied. He also used masking tape to cordon off areas of the model to make sure

his airbrushing was neat and tidy, enabling him to use bold, striking colours next to each other (such as the checker pattern).

If you've painted a miniature that you think is worthy of a place in White Dwarf then why not send a picture to:

team@whitedwarf.co.uk



INSTRUMENT OF THE WEEK: SQUIGPIES AND CYMBALS

The usual method of herding Cave Squigs into battle is with long, pointy sticks. But these are Goblins, after all, and even the unit's musicians have their part to play. The discordant braying of an over-inflated Squig and the out-of-time smashing of cymbals probably makes such a din it might as well be a weapon in its own right. We also love the bandaged nose – a testament to the trial and error approach of Night Goblin musicianship.



ALL FORGED AS ONE

We've been playing around with the new Stormcast Eternals Prosecutors kit this week and we've been really impressed at the range of extra bits and pieces you get on the plastic frames – there are loads of extra weapons so you can build all the options: celestial hammers, stormcall javelins, sigmarite shields, grandhammer, grandblade and grandaxe. All these extras have identical fittings to the weapons and bodies you'll find in the Liberators kit, too. That means any spares you have can easily be pressed into service on some of the other models in your collection, making for very simple weapon swaps. That's especially useful if you want to increase the variety of special weapons in your Liberator retinues (or vice versa).

On the right you can see a Stormcast Eternal Liberator made using the grandhammer from the Prosecutors boxed set – a spare since we built ours with stormcall javelins.



ASK GROMBRINDAL



The White Dwarf is a font of knowledge, a metaphorical repository of useful facts. If you have a question about Warhammer 40,000 or Warhammer Age of Sigmar, need a bit of painting advice or you're after a few tactical tips, drop us a line: team@whitedwarf.co.uk

WHERE IN THE MORTAL REALMS?

Greetings, O Mighty Bearded One. I have a question for you: I've got a feeling that Slaanesh has gone missing. His symbol is missing from the Chaos disc in Warhammer Age of Sigmar, and there's a disturbing paragraph in the book that says that Tyrion and Malerion captured him. What does this all mean?

- Tim 'The All-Seeing-Eye' Mears

GROMBRINDAL SAYS

Well youngling, it doesn't do to think too hard about Slaanesh – but, in the interests of fairness, I'll explain what we know. At some point in the Age of Myth the aelf gods Tyrion and Malerion abducted the Dark Prince. Quite how that works, I am afraid, is well beyond me (hitting things with an axe, drinking beer and having an impressive beard are more my area of expertise). What we do know is that his followers are in disarray, torn between searching for their lost god and trying to usurp his place. We'll have to see what it means for the future.

- Grombrindal

CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: Realmgates

THE GATES OF DAWN

Floating ominously above the Ghyrtract Fen, the Gates of Dawn were the primary objective of the Hallowed Knights during their reconquest of the Mortal Realms. It was rumoured that the gates once led into the heart of the sun, where the Realm of Aqshy lies. Now, however, they lead somewhere far fouler. In a desperate act of self-sacrifice, Lord-Celestant Gardus collapsed the gates upon himself and a Greater Daemon of Nurgle.

THE GATE OF WRATH

On the Brimstone Peninsula Korghos Khul has harnessed the power of one of the Realmgates so that it leads directly into the Realm of Chaos. Kept permanently open by the eight-pointed fortress around it, the Gate of Wrath has allowed thousands of Chaos monstrosities to enter the Mortal Realms.

BRIGHT TOR GATE

Bright Tor Gate overlooks the ruins of Elixia, a once proud city in the Realm of Metal now ruled over by the Chaos Sorcerer Ephryx, the Ninth Disciple of Tzeentch. The Celestial Vindicators have seized Bright Tor Gate and opened the path to Azyr, allowing Sigmar's Stormhosts to march through.

THE SILVERWAY

Created by the duardin during the Age of Myth, the Silverway is made of glittering quicksilver. Though its location was lost for many years, the Celestial Vindicators have been dispatched to find it and claim it in Sigmar's name. Unusually among the Realmgates, the Silverway has many destinations and can lead to any of the eight realms should the right words be spoken.

WHITE DWARF'S REGIMENTS OF RENOWN

While many of our Armies on Parade painters have been working on their centrepiece models, Joe Naber has been busy painting one of his main units: a squad of black-armoured Death Company supported by a Death Company Dreadnought known as Brother Uriah.

"I'm painting a Blood Angels force for Armies on Parade this year, based around the Death Company and the Sanguinary Guard," says Joe. "The black armour on the Death Company was painted using the

new Citadel Air paints fired through an airbrush. After a Chaos Black undercoat I applied a zenithal highlight of Mechanicus Standard Grey followed by a highlight of Dawnstone. I then used the regular Dawnstone paint to edge highlight the armour before painting the details as normal, finishing with the bases. I used small bits of cork tile to make rocky bases and Forge World weathering powders – Dark Sand and Light Earth – to give the bases and the legs of the models a muddy, dusty appearance." **T**



NEXT ISSUE: MIGHTY BANNERS, MAJESTIC CLARIONS AND THE ANGELOS CONCLAVES

NEW RELEASES

PRE-ORDER: NOW

RELEASED: 12/09/15

Unless noted otherwise, these products are all available to pre-order from 5 September and are on sale from 12 September. Find out more about this week's new releases on [here](#) in this issue.

STORMCAST ETERNALS PROSECUTORS

3 miniatures – the winged fury of the Stormhosts descends!
£35, €46, 350dkr, 420skr, 390nkr, 175zl, USA \$60, Can \$70,
AU \$98, NZ \$116, 350rmb, ¥8,100

STORMCAST ETERNALS KNIGHT-AZYROS

1 miniature – heralds of the sky, the spearhead of Sigmar's tempest.
£25, €33, 250dkr, 300skr, 280nkr, 125zl, USA \$40, Can \$50,
AU \$70, NZ \$83, 250rmb, ¥5,800

STORMCAST ETERNALS KNIGHT-VENATOR

1 miniature – the sky-hunters of the Stormcast Eternals swoop in.
£25, €33, 250dkr, 300skr, 280nkr, 125zl, USA \$40, Can \$50,
AU \$70, NZ \$83, 250rmb, ¥5,800

STORMCAST ETERNALS CELESTIAL WARBRINGERS UPGRADES

8 shields, 14 shoulder pads and 5 icons in this new plastic upgrade kit
£7, €9, 70dkr, 80skr, 75nkr, 35zl, USA \$12, Can \$14,
AU \$20, NZ \$24, 70rmb, ¥1,600

STORMCAST ETERNALS KNIGHTS EXCELSIOR UPGRADES

8 shields, 14 shoulder pads and 5 icons in this new plastic upgrade kit
£7, €9, 70dkr, 80skr, 75nkr, 35zl, USA \$12, Can \$14,
AU \$20, NZ \$24, 70rmb, ¥1,600

BATTLETOME: STORMCAST ETERNALS

Hardback, 152 pages – the legend of the Stormcast Eternals writ large.
£35, €46, 350dkr, 420skr, 390nkr, 175zl, USA \$58, Can \$70,
AU \$90, NZ \$105, 350rmb, ¥8,100

BATTLETOME: STORMCAST ETERNALS LIMITED EDITION

Online only

Limited to 1,000 copies, a tome forged in Sigmaron itself (sort of).
£85, €111, 850dkr, 1020skr, 940nkr, 425zl, USA \$140, Can \$170,
AU \$238, NZ \$281, 850rmb, ¥19,600

BATTLETOME: STORMCAST ETERNALS DIGITAL EDITION

Available in eBook and iBook editions

See [www.blacklibrary.com/games-workshop-digital-editions](#) for eBook
See Apple Newsstand and iBookstore for price and details of the iBook edition

AHRIMAN: EXODUS

By John French

Hardback, 144 pages

£12, €17.50, 135dkr, 160skr, 160nkr, 60zl, USA \$20, Can \$22.50,
AU \$25, NZ \$28.50, 105rmb, ¥1,560

Also available as an eBook. See [www.blacklibrary.com](#) for prices and details

AHRIMAN: UNCHANGED

By John French

Paperback, 416 pages

£8.99, €12.50, 100dkr, 115skr, 115nkr, 44.95zl, USA \$14, Can \$16,
AU \$20, NZ \$26, 85rmb, ¥1,150

Also available as an eBook. See [www.blacklibrary.com](#) for prices and details

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