

NAME



WARHAMMER

AGE OF SIGMAR

BUILD

YOUR LEGENDARY HERO



PAINT

YOUR FIRST MODEL



PLAY

EPIC BATTLES



Begin your adventure in the Warhammer hobby with this fun guide.

YOUR WARHAMMER HOBBY STARTS HERE

In the Age of Sigmar, the warriors of Order strive against the forces of Death, Destruction and Chaos, and as they try to take back the Mortal Realms, they'll need heroes of every kind!

The Warhammer hobby has something for everyone, so whether you like organising and assembling stunning collections, building intricate models to test your creative talents, or you want to show off your artistic skills through painting, it's all here. There's also a whole world of playing games, in which you'll make new friends and test your best tactics and strategies against each other.

By using this helpful booklet, you'll learn all about Warhammer and take your first steps in each of the cool activities it has to offer. Your new hobby starts here!



COLLECT



BUILD



PAINT



PLAY



READ

Collect, build, paint, play and read are the five keys to the Warhammer hobby. Each page of this booklet relates to one of these five activities.

IN THE BEGINNING 1

Learn about the setting of Warhammer Age of Sigmar and the amazing forces that battle for supremacy.

THE GRAND ALLIANCES 2

The Age of Sigmar is a time of battles between four Grand Alliances: Order, Death, Destruction and Chaos.

THE MORTAL REALMS 4

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Across the Mortal Realms lie artefacts of incredible power. Create your own, as well as a story behind why it's so special.

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Assemble a Stormcast Eternals miniature and experience one of the most enjoyable parts of the Warhammer hobby.

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Discover the secrets of the Stormcast Eternals forging chamber and learn about Sigmar's mighty Stormhosts.

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Try your hand at painting your very own Stormcast Eternals Sequitor, ready for battle.

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Who was your Stormcast Eternal before their reforging? Why do they fight? Help your hero remember the stories of their past.

INTRODUCTION TO PLAYING GAMES 14

Playing games lies at the heart of the Warhammer hobby. It's time to take your model into battle!

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A daring mission awaits your warriors in the Realm of Death: Sigmar has sent you to recover precious shadeglass shards.

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Looking for some handy tips to remind you how the game works? Look no further!

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Discover the rules to this special introductory battleplan and try your hand in your first game.

THE AGE OF SIGMAR

The Mortal Realms are places of magic, wonder and adventure. Each realm is home to amazing creatures, and every landscape is more incredible than the last. In the Realm of Metal, rivers of molten silver flow down from smoke-wreathed mountains, while in the Realm of Life, meadows of singing flowers bloom in a kaleidoscope of sound and colour. Though the realms are marvellous to behold, for aeons they lay conquered, enslaved by the daemonic legions of Chaos. All seemed lost. But, even as the booming laughter of the Dark Gods echoed throughout the cosmos, their plans were thwarted.

Thunder rolled as Sigmar, the immortal leader of the forces of Order, unleashed his heavenly champions – the Stormcast Eternals. Each was once a great hero of the Mortal Realms, snatched up at the moment of their death and magically reforged, given superhuman strength and lightning-infused weapons. Now, they had come to revenge themselves upon the followers of darkness and free the realms from the grip of tyranny.

Yet the servants of the Dark Gods were not the only foes who sought to spread their fell influence across the realms. Sweeping forth in innumerable hordes came the forces of Destruction. Brutish, war-like orruks and their savage allies cut a swathe of devastation across the lands, smashing all in their path. In Shyish, the Realm of Death, ancient skeletons and howling spectres emerged from their barrows, called forth by the dark sorcery of Nagash, Supreme Lord of the Undead. Cruel and infinitely calculating, Nagash seeks ever to transform the realms into an empire of mindless thralls leashed to his merciless will.

Alone, even the mighty Stormcast Eternals might never have the power to defeat so many foes, but across the realms they found allies. In battle they are joined by the likes of Fyreslayers, ferocious duardin warriors who never break an oath, and the tree-like Sylvaneth who fight to defend their home in the Realm of Life. Together, they have already won victories beside the Stormcast Eternals. Everywhere, creatures of law and order see a chance to rid the realms of the evil of Chaos once and for all.

This is a new epoch, a time of mighty battles and unending war, a time of heroes and monsters.

This is the Age of Sigmar!





THE GRAND ALLIANCES



Each of the warring factions in the Mortal Realms is part of one of the Grand Alliances, ancient compacts dating back to the Age of Myth. As a citizen new to the Realms, find out if you would fight for the bold defenders of Order, the dread forces of Chaos, the sinister servants of Death or the savage warriors of Destruction by entering the maze of morals. Will you surprise yourself with the answer?

START HERE

You find a dead end. Do you find another way or smash the wall to force your way through?

SMASH!



ANOTHER WAY



You discover the entrance to a cave. From within the dark you hear strange whispers and smell a foetid odour. Do you investigate?

INVESTIGATE

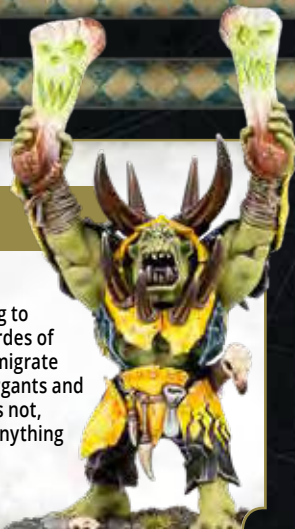


CARRY ON



DESTRUCTION

Your life will be one of joy and fulfilment, as long as there is a fight to be had or something to destroy! Rampage across the realms with hordes of green-skinned orruks and cunning grots, or migrate looking for food and riches with towering gargants and brutal ogors. The identity of your foe matters not, only following the primal urge to devastate anything in your path.



DEATH

The only constant in the Mortal Realms is that death comes to all - yet this was not your end. Follow Nagash, your undisputed master, and create an eternal empire of dust and bone. Control armies of animated skeletons, send spirits forth to retrieve precious souls and find out what other horrors you can bestow upon the living. Across the realms, you will rise up in untold numbers and unleash punishment upon all those who still draw breath.



HELP →

An injured adventurer blocks your way. Do you stop and help, or step over them and carry on?

CARRY ON →

A bandit asks for help to ambush another traveller and split the loot. Do you join her or stop the robbery?

JOIN ←

STOP →

A band of travellers fills a clearing, unsure of which way to go. Do you send them into the dangerous-looking forest, or take them with you so they don't get lost?

← DANGEROUS FOREST

TAKE WITH ME →

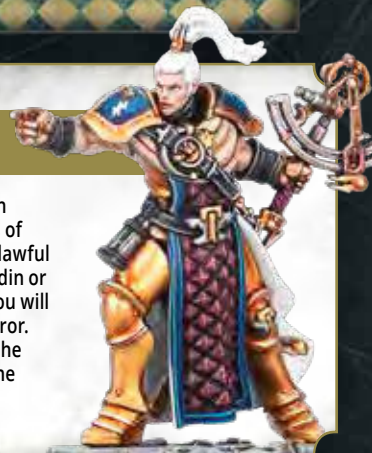
CHAOS

You have heard the call of the Dark Gods. Sweep across the realms, burning and pillaging to extend the nightmarish domain of Chaos. Join one of the legions of daemons and corrupt mortals who've betrayed their homes, or infest the realms with swarms of rat-like skaven. As a scion of the Ruinous Powers, wage war across the land seeking eternal glory.



ORDER

You have followed the righteous path of Order. Stand against the darkness of Chaos and protect that which is still lawful and just. Whether human, aelf, duardin or one of the more mysterious races, you will be a shield against madness and horror. No matter the cost, you shall guard the citizens of the realms and advance the cause of civilisation.





THE MORTAL REALMS

Amidst the roiling magic of the universe lie the eight Mortal Realms, distinct worlds that are near infinite in scope and contain every conceivable landscape. Each Mortal Realm is intrinsically linked to one of the winds of magic. Travel between the Mortal Realms is possible via Realmgates, and the sites of these mystical portals are the locations of some of the fiercest battles, as armies seek to invade or protect different worlds.



THE REALM OF HEAVENS

Azyr, the glorious Realm of Heavens, is ruled by Sigmar and Sigmar alone.



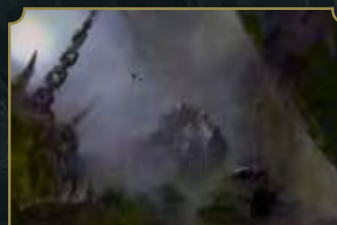
THE REALM OF DEATH

Shyish is the Realm of Death and silent decline. Within it, myriad underworlds are ruled by Nagash.



THE REALM OF LIGHT

The Realm of Light, known as Hysh, is a place of unbound knowledge and universal illumination.



THE REALM OF SHADOWS

A realm of secrets and riddles on the wind, it is called the Grey Realm by many.



THE REALM OF METAL

This realm is blessed with riches beyond the wildest imaginings of misers and kings.



THE REALM OF LIFE

Known as the Jade Kingdoms, this bountiful realm's people vary wildly in form and temperament.



THE REALM OF BEASTS

Here, every creature is red in tooth and claw, and every animal, insect and plant is both predator and prey.



THE REALM OF FIRE

No realm has a fiercer outlook and no lands have cultures harsher or more ready for battle.



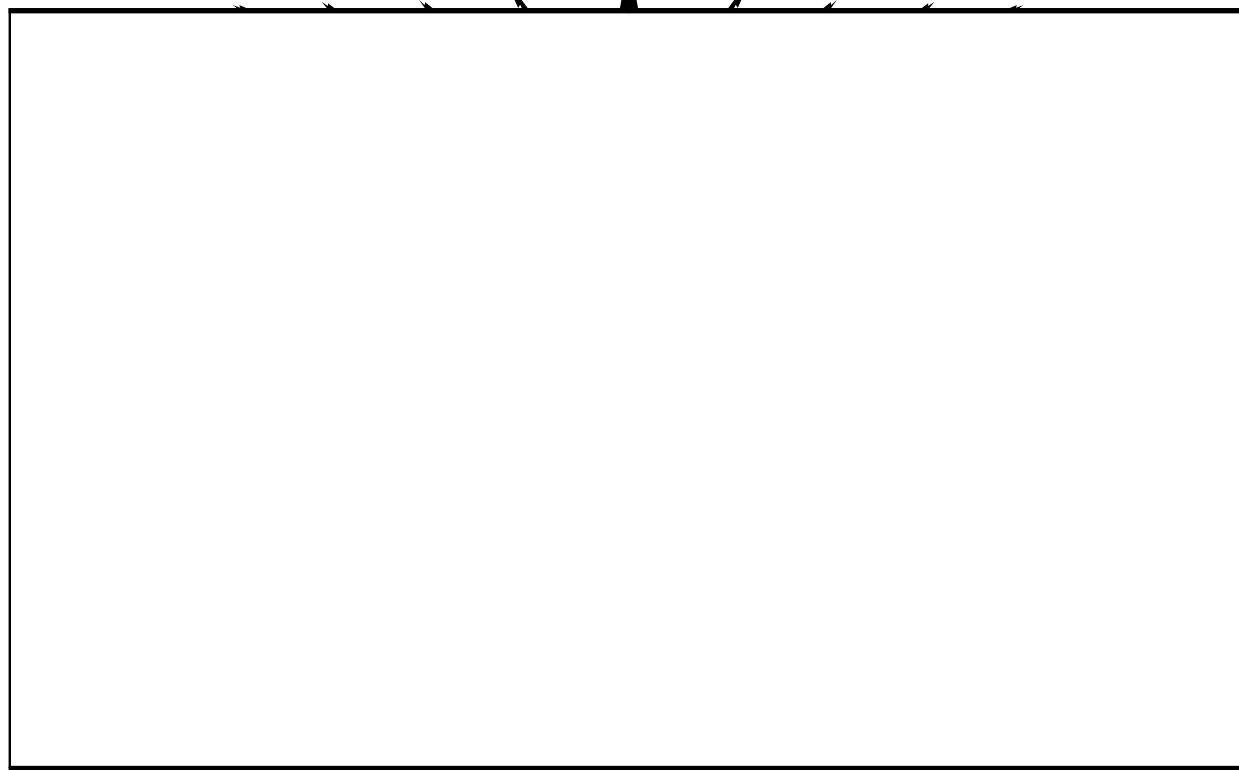
THE REALM OF CHAOS

Although known as the Realm of Chaos, this terrifying place does not lie within the Mortal Realms. The Realm of Chaos is the home of the Dark Gods and sits outside the planes of reality, occasionally linked to via arcane rituals and spells or by corrupting Realmgates so their destinations mutate.

COMMANDER'S ORDERS:

DESIGN AN ARTEFACT

Many battles have been fought over the unique treasures found in each realm. Find out more about the realm that interests you the most, and then design an artefact that comes from it. It could be magical, valuable or made of a special material. It could be a weapon like a hammer or sword, a relic like a crown or wand, or maybe a substance like an elixir or crystallised memories. Most importantly, it must be extraordinary enough that someone would fight to own or protect it.



WHAT IS THE ARTEFACT AND WHY IS IT IMPORTANT?

EXTRA ACTIVITY

When playing games in Warhammer Age of Sigmar, many unique treasures are represented on the gaming board by objective markers. Now that you have designed your own artefact above, use recycled materials, such as cardboard from cereal packets or construction paper, and make a model of it to use in your games. When making your artefact, try to keep it small. Ideally it should fit on a circular base like your models – try to keep it to 4cm across or smaller.



HOW TO BUILD

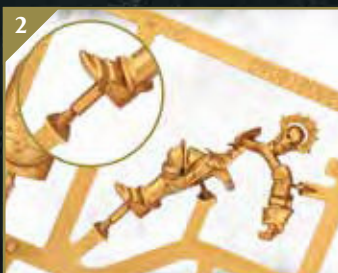
STORMCAST ETERNALS SEQUITOR



Building miniatures is a really fun part of the Warhammer hobby. Now, it's time to assemble your first model! To build the Stormcast Eternals Sequitor, follow the instructions laid out below. The assembly diagram will show how the pieces fit together.



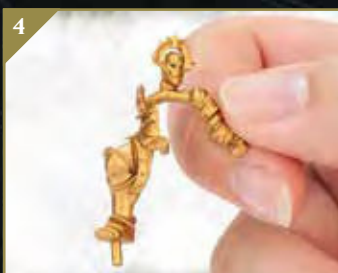
Citadel miniatures come attached to a plastic frame. Look and you will see a number on the frame near each piece. This matches the number on the assembly diagram on the right.



Your Sequitor is an 'Easy to Build' model. This means it has pegs that, when pushed together, secure the model without needing glue. It is important that you do not cut these pegs off.



You will need a set of flat-edged modelling cutters to remove the pieces from the frame. Always keep the blades away from your fingers and carefully squeeze the clippers shut until the blades meet to make a cut.



Using the plastic cutters, carefully snip all the components from the frame one at a time, being sure to remove as much of the frame connection as you can. The flat edge lets you get very close.

5

1

2

3

4

5

6

Assemble your model as per the assembly diagram to complete your Stormcast Eternal!

WARNING!

Under 16 years old?
Make sure you ask permission from a responsible adult before you use any tools, including modelling cutters.

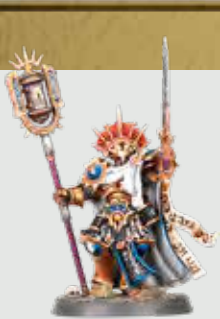
WATCH MORE BUILD TUTORIALS

To find more build tutorials to make your miniatures ready for battle, log onto:

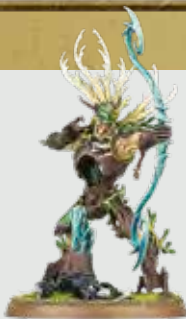
WWW.AGEOSIGMAR.COM/NEW-TO-AOS/BUILD

THE FACTIONS OF WARHAMMER AGE OF SIGMAR

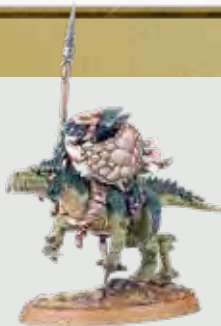
FACTIONS OF ORDER



Stormcast Eternals
Lord-Veritant



Sylvaneth
Kurnoth Hunter



Seraphon
Saurus Knight



Kharadron Overlords
Endrinnigger



Idoneth Deepkin
Lotann, Warden of the Soul Ledgers



Fyreslayers
Grimwrath Berzerker

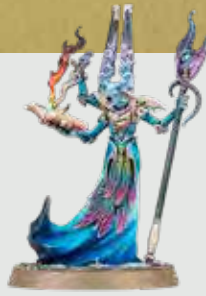
FACTIONS OF CHAOS



Skaven
Stormfiend



Khorne
Blood Warrior



Tzeentch
Gaunt Summoner



Nurgle
Spoilpox Scrivener



Slaves to Darkness
Chaos Warrior

FACTIONS OF DEATH



Deathlords
Morghast Archai

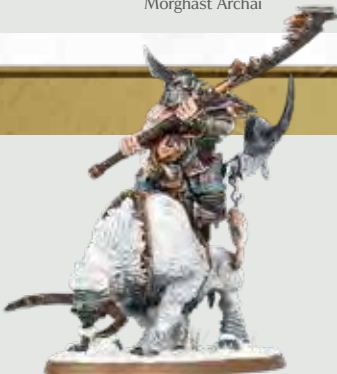


Nighthaunt
Knight of Shrouds on Ethereal Steed



Flesh-eater Courts
Crypt Horror

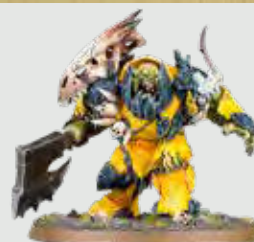
FACTIONS OF DESTRUCTION



Beastclaw Raiders
Mournfang Cavalry



Bonesplitterz
Savage Boarboy Maniak



Ironjawz
Megaboss



Gloomspite Gitz
Boingrot Bounder

FORGING CHAMBER



Every Stormcast Eternal was once a courageous mortal warrior – a man or woman who fought for their people among the Mortal Realms. In Sigmar's realm, they are reborn in the mysterious forging chambers, a painful process that turns them into immortal warriors. When Stormcast Eternals first leave the forging chamber, they join a Stormhost. A Stormhost is an army of mighty warriors bound by certain characteristics and beliefs.

Each Stormhost chooses their own armour colourings and markings to represent the warriors within it. They also choose a meaningful name that tells something about who they are, such as why they fight or the style of warfare they prefer.

HAMMERS OF SIGMAR

The Hammers of Sigmar were the first Stormhost created. Their armour is gold and blue in reference to the Realm of Heavens, Azyr, Sigmar's home. As the first Stormhost, they are the largest in number and are known as honourable, noble, strong and vengeful, just like their creator.

CELESTIAL VINDICATORS

Wrathful warriors, the Celestial Vindicators are known for their fury in battle and hatred of Chaos. These are warriors who have called upon Sigmar to grant them vengeance.

CELESTIAL WARBRINGERS

The Celestial Warbringers were all once warriors from the same tribe. Legend tells that each has foreseen the manner of his or her own death in a vision.

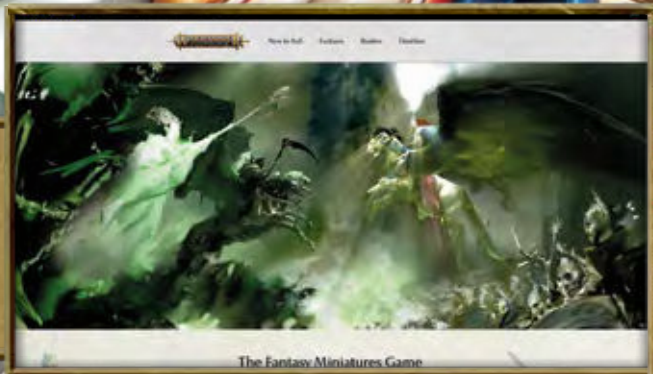
ANVILS OF THE HELDENHAMMER

These grim and forbidding warriors were drawn from the Realm of Death, and they have been known to return there to fight beside their descendants.

FIND OUT MORE

To find out more about the worlds and warriors of the Mortal Realms, check out:

WWW.AGEOSIGMAR.COM



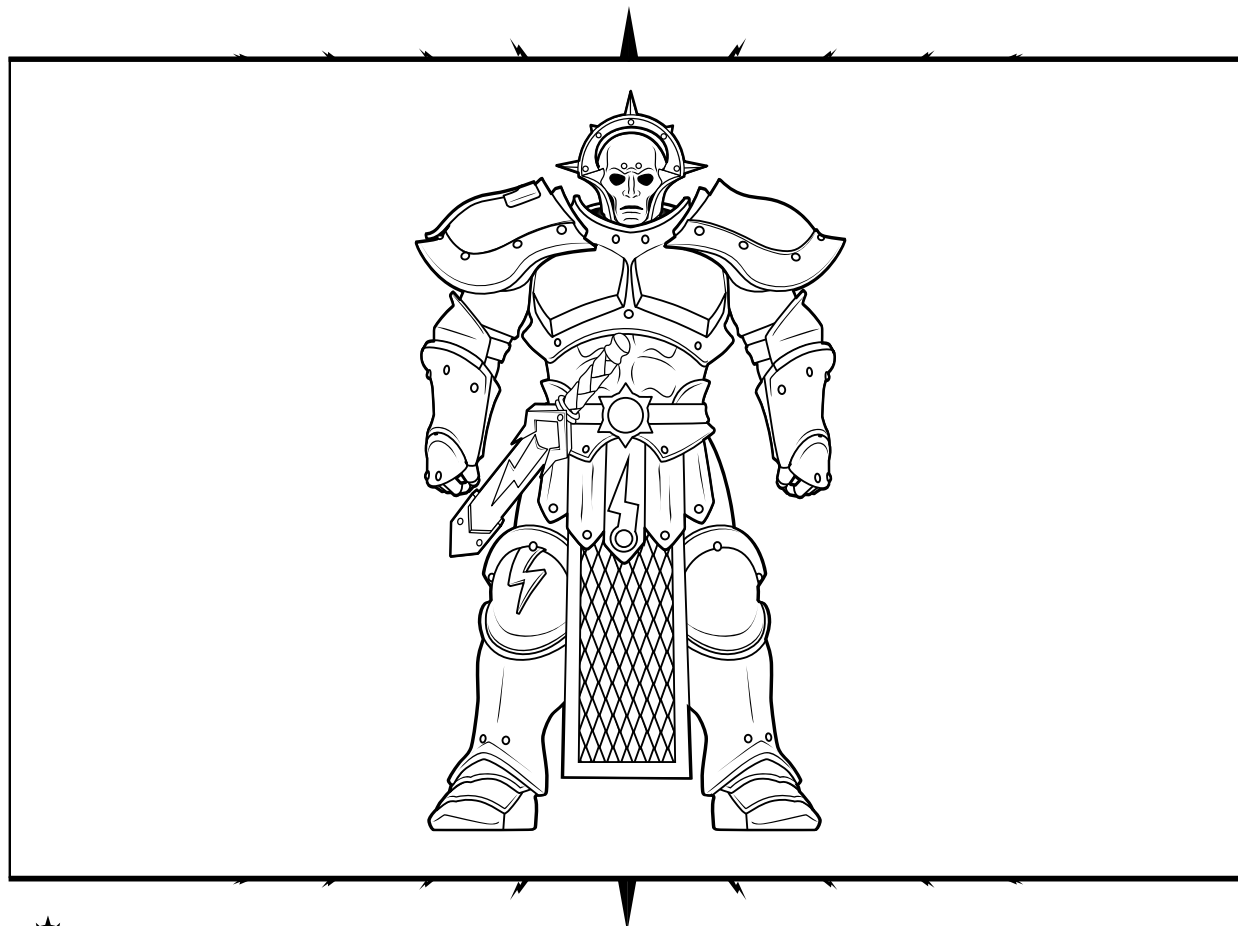
The Fantasy Miniatures Game

COMMANDERS ORDERS:

CREATE A STORMHOST

The colours you use to paint your model will tell a visual story, such as its feelings, what realm it protects and what emotions it inspires in others. Choose a colour scheme for your Stormcast Eternal using the colours of the paints in your club's activity pack.

Think about how your colour scheme will tell a story about your model.



STORMHOST NAME



STORMHOST CHARACTERISTICS

EXTRA ACTIVITY

Each Stormhost has its own symbol that often appears as an emblem on their shields. The model with this magazine is a Hammer of Sigmar, represented by the iconic hammer and lightning bolt. On a separate piece of paper, design your own Stormhost symbol and shield. Think about how the symbol can visually convey your chosen name and characteristics, and how it will complement your designed colour scheme.



HOW TO PAINT

STORMCAST ETERNALS SEQUITOR

Each model tells a story, and painting it will add a wealth of detail to its tale of bravery or treachery! Using the colour scheme you created back on page 9, paint a basecoat onto your model. Some hints are included here, but you can get even more expert advice if you check out the handy painting tutorials on Warhammer TV, Games Workshop's very own YouTube channel.

YOU WILL NEED



Your Built
Stormcast Eternals
Sequitor



A Paintbrush



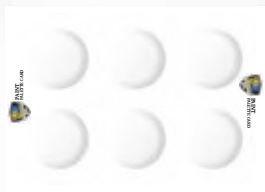
Base
Paints



A Pot
of Water



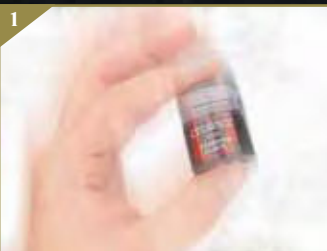
Tissues or
a cloth



Paint
Palette Card

A BASECOAT

A basecoat is the first layer of paint you apply to a model and forms the foundation for each colour you paint.



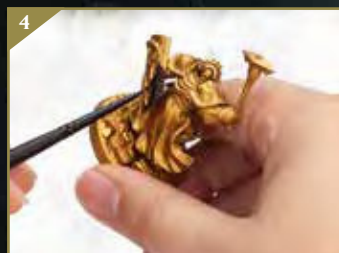
Make sure the lid of your chosen paint is firmly shut and give the pot a quick shake. This should be done with any Citadel paint before you use it.



Using a clean brush, put a small amount of paint on the palette card provided. Using a palette card will allow multiple club members to easily share paint.



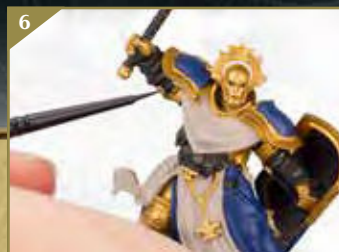
Before you dip your brush into the paint, first wet the bristles. Citadel paints are designed to be watered down a little, and paint will go onto the model easier this way.



Paint your chosen colours onto the model following your paint scheme. Start with the colour that covers the biggest area first, and let each colour dry before you move onto the next.



Don't forget to wash your brush thoroughly between each colour you use getting the paint out of the bristles keeps your colours clean and preserves the brush.



After all the areas are painted, finish the model by tidying up any areas as required. It's OK to go back and neaten up areas that you think you can improve.

WATCH MORE PAINT TUTORIALS

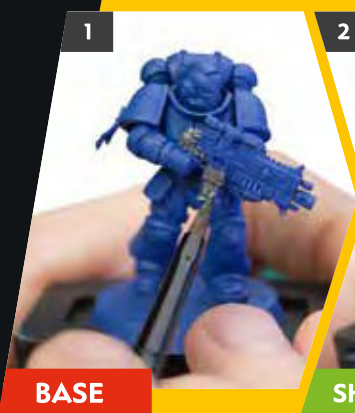
To find more paint tutorials to make your miniatures look battle ready, log onto:

WWW.AGEOSIGMAR.COM/NEW-TO-AOS/PAINT

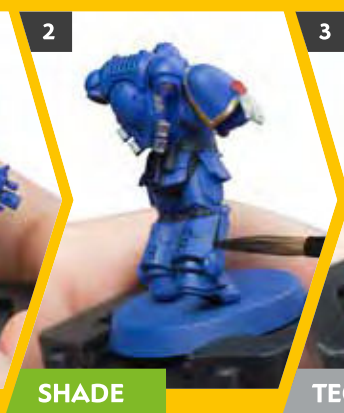


Getting your models painted is easy! Follow the three-step Classic Method for great results, or use the Contrast Method to get your miniatures Battle Ready with a single coat of paint.

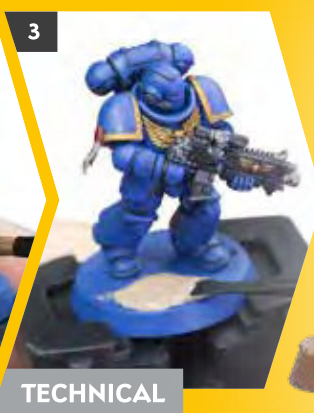
CHOOSE THE
CLASSIC METHOD



BASE



SHADE

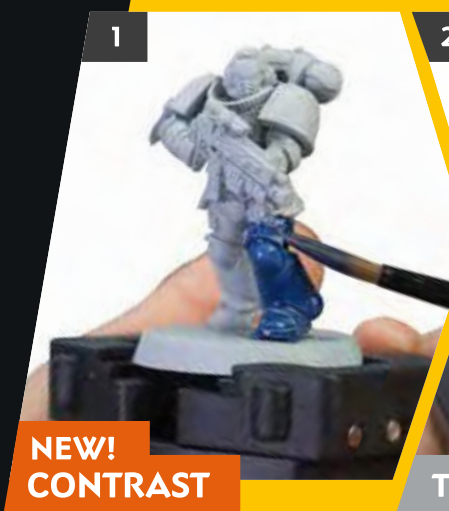


TECHNICAL



BATTLE READY

CHOOSE THE NEW
CONTRAST METHOD



NEW!
CONTRAST



TECHNICAL



BATTLE READY

For More Information

Go to
CitadelColour.com

Or download the
Citadel Colour App



MEMORANDUM



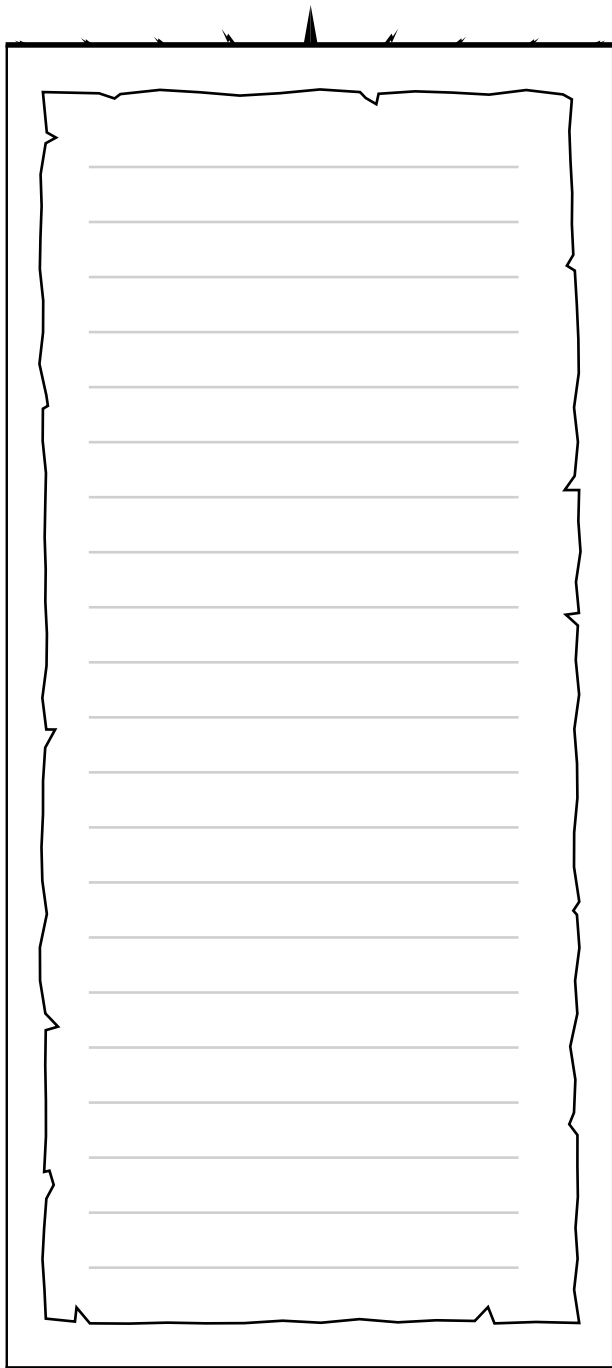
Stormcast Eternals were once mortal warriors, taken from their old life and reforged to serve Sigmar, Lord of Azyr. Every time they are slain in battle, their soul travels back to a forging chamber in the Realm of Heavens to be made anew, ready to battle again for the freedom of the Mortal Realms. With every resurrection, there is a chance a Stormcast Eternal may forget a little of the person they once were.

When a Stormcast Eternals warrior is slain in battle, it is rarely the end for them. Instead of death, they are whisked away back to Azyr where their soul is brought to the Anvil of Apotheosis. Even their weapons and armour are returned in this way. Unfortunately, the process of reforging is not without flaw, so each time a Stormcast Eternal is reforged, there is a risk they will lose a little of themselves.

Sometimes this loss comes in the form of a memory plucked from their mind, but other, stranger side effects have been witnessed, including eyes that glow with crackling lightning or skin that shimmers like a starlit sky. To ward against the risk of losing their former identity, many Stormcast Eternals have taken to recording their life story, scrawling it on their armour, pieces of parchment or even their skin.

COMMANDER'S ORDERS:

WRITE A MEMORANDUM



MEMORANDUM

To help your Stormcast Eternals Sequitor remember their past, create a Memorandum. A Memorandum is similar to a diary entry, documenting something significant they wouldn't want to forget.

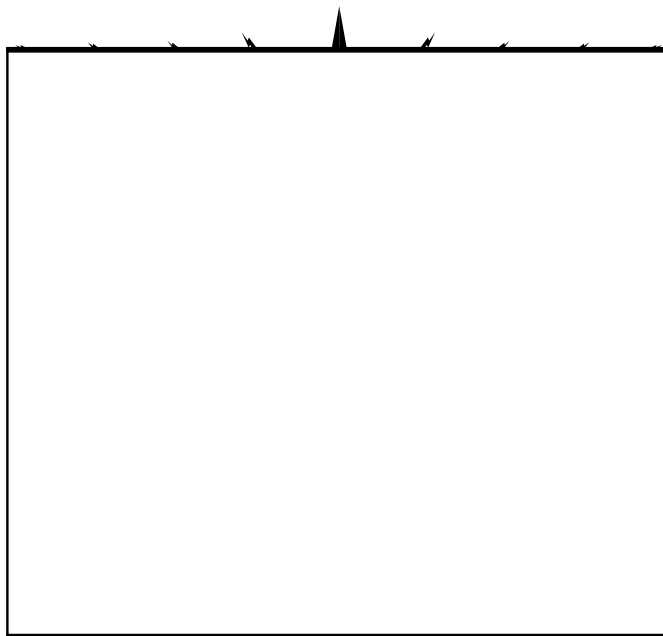
They are most likely to remember standout events from their old life, such as:

- A brave act
- Their old name, home and family
- A great battle they fought in



VISUALISATION

To help them remember, some Stormcast Eternals paint their skin, armour or robes with markings. Design a marking that could help your Stormcast Eternals Sequitor remember a part of their past.



EXTRA ACTIVITY

Think about all the lives your Stormcast Eternal may have lived, from their original human form to each time they have been remade. Using lined paper, create a diary for your warrior. Document their life and reflect their feelings about losing their memory in your writing and the adjectives you use.

When writing your diary, think about how you can incorporate pictures and other artistic touches to make it look authentic.



PLAYING GAMES



One of the great things about Warhammer Age of Sigmar is the chance to play games with your friends. There are lots of different ways to play – your game might be a contest of tactics and skill, or a story-telling experience where you and your friends create a narrative through the unfolding battle. As long as everyone participating enjoys the game, you're doing it right!

What you'll find on the next few pages is a special game for you to play with your club, 'Escape the Realm of Death'. It's a great introduction if you've never played Warhammer before. Escape the Realm of Death includes all the rules you need to play this game – so you'll be able to follow along and play with your friends.

ESCAPE THE REALM OF DEATH

Sigmar has just received word that a unit of Stormcast Eternals Vanguard-Hunters were ambushed and slain while on an important scouting mission in the Realm of Beasts. Their souls have been trapped in fragments of shadeglass and taken to the Realm of Death! Prevented from returning to the Realm of Heavens to be reborn in the celestial forges, these valiant warriors were unable to share the vital information from their mission.

You have been tasked by Sigmar himself to enter the Realm of Death and return as many of the shadeglass pieces as possible so the warriors within can be freed and reformed. As a Stormcast Eternal's memory is fragmented each time they are made anew, you must save as many as you can to increase the chances of getting all the information about the location of the valuable artefact they were sent to locate.

Beware, the Realm of Death is a dark and dangerous place. The shadeglass pieces have been scattered throughout the Endless Boneyard on Hallost – the Land of Dead Heroes. A terrible place where foul winds blow, it is plagued by Glaivewraith Stalkers, whose evil blades can sense and locate the heartbeat of all living things.

Sigmar has ordered you to recover the shadeglass fragments as quickly as possible and has forbidden combat of any kind. If any of Nagash's guards find you carrying the shadeglass, they will steal them, and the chance to recover the knowledge will be lost forever.

Go now, sneak into the Realm of Death and save your comrades.



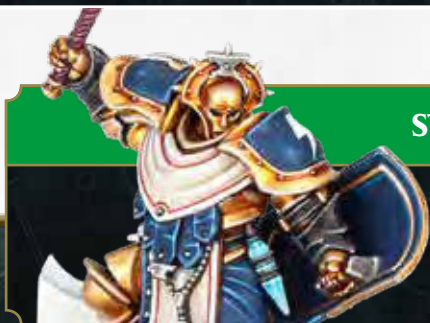
FACTION FOCUS: NIGHTHAUNT

Shaped by the magic of Nagash, who has appointed himself their eternal jailer, Nighthaunts are ghostly horrors that echo the sins of their former lives. Driven to inflict terror upon the living, their touch is death and their spectral forms are challenging for even the mightiest of blows.



ADVENTURE BATTLEPLAN

HOW TO PLAY

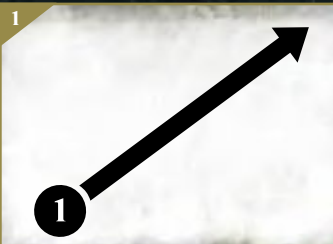


STORMCAST ETERNALS SEQUITOR WARSCROLL

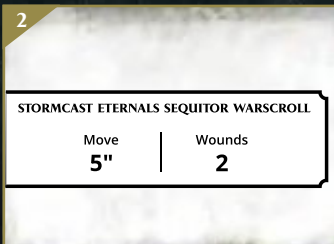
Move
5"

Wounds
2

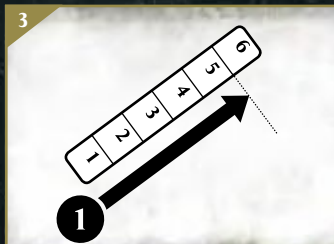
HOW TO MOVE



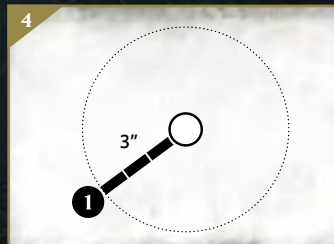
You may move each model in your army once, only on your turn.



Check the Move characteristic on the datasheet for that model.

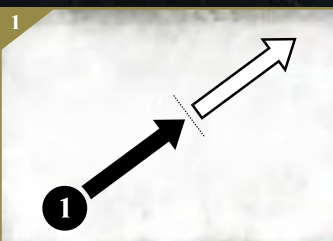


Use a range ruler to move that model up to the number of inches shown in the move characteristic.

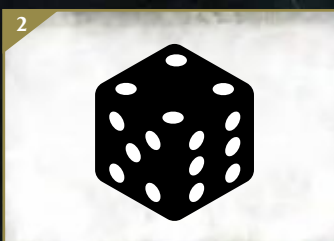


You must not finish your move within 3" of an enemy model or move through or over other models.

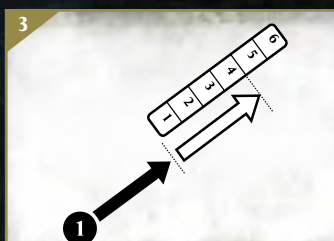
HOW TO RUN



Select a model. Each model in your army may run once, only on your turn.



Roll one dice. Add the result, in inches, to your Move characteristic for this turn.



If your model runs, it cannot charge or shoot in the same turn.





ADVENTURE BATTLEPLAN

HOW TO PLAY



Escape from the Realm of Death can be played by up to six players. Here's what you'll need to play:



1x Sequitor
per player



2x dice



1x Realmgate Token
(only 1 needed per game)



3x Shadeglass
Tokens
per player



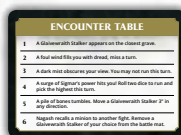
3x Glaivewraith
Stalker Tokens
per player



1x First Player Token
(only 1 needed per game)



1x Range Ruler



1x Encounter Table



1x Endless Boneyard Battle Mat
per player

1. SET UP

This set-up guide is for a game with two players. If you have more players, simply add one extra battle mat per additional player to create a bigger play area. There should be one Realmgate token in each game, and this should be placed as far as possible from the start position. Each player must add one Glaivewraith Stalker token to a grave on the board; the rest go in a pile near the board. No more Glaivewraith Stalkers may be used in the game than there are tokens available. Each player should add three shadeglass tokens to the indicated area on the battle mat.



GRAVE

REALMGATE TOKEN

SHADEGLASS TOKENS

STARTING AREA

TIP: SCENERY

When playing games of Warhammer Age of Sigmar, sometimes there will be scenery. These are objects that models cannot move over. The scenery in this game is highlighted with a white outline to let you know what you cannot move through.

2. HOW TO PLAY

Pick one participant to be the first player and give them the first player token. After each round of play, pass the token to the person on the right, who will then take the first turn in that round. Do this after each turn, so every player gets a chance to go first.

3. TURN SEQUENCE

To complete a round, each player will resolve their turn. After every player has resolved their turn, each Glaivewraith Stalker will then complete a turn. The next round will then start.

STORMCAST ETERNALS SEQUITOR TURN ORDER

- 1 Roll a dice. Look at the encounter table and resolve the result.
- 2 Move and run as per the instructions on your Sequitor Warscroll (page 15).
- 3 If the base of your Sequitor contacts a shadeglass fragment during your move, that fragment has been collected. Remove it from the board and place it in front of you. This represents your model carrying the fragment.
- 4 If you collect a shadeglass fragment, roll a dice. On a 4, 5 or 6, you have successfully avoided detection. On a 1, 2 or 3, a Glaivewraith Stalker senses the disturbance and appears on the closest grave that doesn't have a Glaivewraith Stalker on it.
- 5 If a Sequitor ends its turn on the Realmgate token, it has made it safely back to the Realm of Heavens and is removed from the game.

GLAIVEWRAITH STALKER TURN ORDER

- 1 Locate the closest Sequitor model to the Glaivewraith.
- 2 Move the Glaivewraith Stalker its total move allowance (see Glaivewraith Stalker Token) towards the closest Sequitor model, following the shortest possible route. Glaivewraith Stalkers can fly, so they move through scenery.
- 3 If the Glaivewraith Stalker contacts a Sequitor's base, it searches for a shadeglass fragment.
- 4 If the Sequitor is carrying a fragment, it is stolen. Remove the token, and the Glaivewraith that took it, from the board. Glaivewraith Stalkers can only carry 1 shadeglass token each.
- 5 If the Sequitor is not carrying a shadeglass fragment, that Sequitor loses a wound. Reduce the Wounds characteristic on their Warscroll (pg 15) by 1. If no wounds remain, the model is removed from the game.

4. HOW TO WIN

To win this game, at least one Sequitor must reach the Realmgate token carrying at least one shadeglass token. If successful, all players should add up their points and use the table to find out their result.

1 Victory point for each player to make it safely through the Realmgate

1 Victory point per shadeglass token carried to safety

1 Player	2 Players	3 Players	4 Players	5 Players	6+ Players	Result
1 VP	1 - 2 VP	1 - 3 VP	1 - 4 VP	1 - 5 VP	1 - 6 VP	Your mission has failed. You have not recovered enough of your fellow warriors' souls to access the information. Prepare for Sigmar's judgement.
2 - 3 VP	3 - 6 VP	4 - 9 VP	5 - 12 VP	6 - 15 VP	7 - 18 VP	You have rescued enough souls to find the location of the artefact, but not enough to understand the dangers that await in the Realm of Beasts. Your fellow warriors face a perilous journey to retrieve it.
4 VP	7 - 8 VP	10 - 12 VP	13 - 16 VP	16 - 20 VP	19 - 24 VP	You have served Sigmar well! Your warriors have retrieved enough shadeglass to learn the location of the artefact, and the dangers around it. Sigmar will be pleased!

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