



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. 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, a world 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.

THE AGE OF SIGMAR 1

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

STORMCAST ETERNALS: FACTION FOCUS 2

These supernatural warriors are the embodiment of Sigmar's storm. Discover more about them and their tools of war.

HOW TO BUILD YOUR STORMCAST ETERNAL 3

Assemble your Stormcast Eternals Sequitor and experience one of the most enjoyable parts of the hobby.

THE STORMHOSTS OF SIGMAR 4

Find out more about the different armour colours, markings and characteristics of Sigmar's mighty Stormhosts.

CREATE A STORMHOST 5

Forge your very own Stormhost to honour Sigmar, the God-King of Azyr!

HOW TO PAINT 6

Brushes at the ready – it's time to unleash your creative flair by painting your Stormcast Eternals Sequitor.

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Enter the setting of Warhammer Age of Sigmar, which is made up of eight magical realms joined by mystical Realmgates.

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Learn more about the brutal gargants, and create your own giant armour.

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Who will you side with in the battles to come? Take this test to decide your fate.

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Playing games of Warhammer Age of Sigmar is great fun. Uncover what a collection looks like in 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.

BATTLEPLAN SETUP 15

Follow these directions to set up and use the provided play mat and tokens to sneak into the Realm of Death.

WARSCROLLS 16

These helpful instructions will show you how to move and run in a game of Warhammer Age of Sigmar.

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Learn how to play the Save the Souls activity. These simple rules will give you a quick taster of playing games in Warhammer Age of Sigmar.



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 reformed, given superhuman strength and lightning-infused weapons. Now, they have come to avenge 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, warlike 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 to transform the realms into an empire of mindless thralls leashed to his merciless will.

Alone, even the Stormcast Eternals warriors 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, the ferocious duardin who never break an oath, and 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 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!

Stormcast Eternals were once mortal heroes, now transformed into supernatural warriors to serve Sigmar, Lord of Azyr. Each time they are slain in battle, they are transported back to a forging chamber in the Realm of Heavens to be made anew, ready to battle once again for the freedom of the Mortal Realms. But with every resurrection, there is a chance a Stormcast Eternal may lose a little of the person they once were.

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

HOW TO BUILD STORMCAST ETERNALS SEQUITOR



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

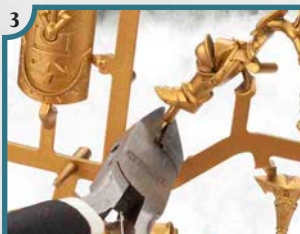


Citadel models come attached to a plastic frame. Look closely, and you will see a number on the frame near each piece. This matches the number on the assembly diagram below.



Your Sequitor is a push fit model. This means it has pegs that, when pushed together, secure the model without needing glue.

! IT IS IMPORTANT THAT YOU DO NOT CUT THE PEGS OFF. !

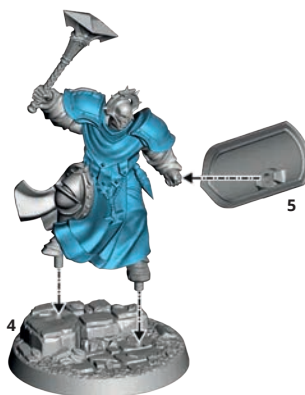
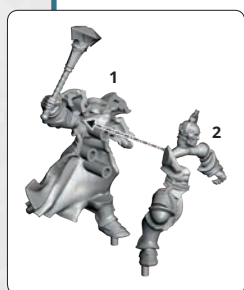


You will need a set of flat-edged modelling cutters to remove the pieces from the frame. Always keep the blades away from your fingers and carefully squeeze the clippers shut until the blades meet to make a cut.



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

5 Assemble your model as shown in the diagram below to complete your Stormcast Eternals Sequitor!



WARNING!

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



DISCOVER MORE SKILLS

Check out the Warhammer Age of Sigmar website for more tutorials.

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THE STORMHOSTS OF SIGMAR



When a Stormcast Eternal is first reforged, they join a Stormhost. These autonomous armies are each bound by unique characters, beliefs and styles of warfare. Each Stormhost selects their own armour colourings and markings to reflect these traits, as well as choosing a meaningful name that symbolises who they are.



HAMMERS OF SIGMAR

The Hammers of Sigmar were the first Stormhost ever 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 to be honourable, strong and vengeful, just like their creator.



CELESTIAL VINDICATORS

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

HALLOWED KNIGHTS

Zealous and fiercely loyal to Sigmar, Hallowed Knights view the war against Chaos as a sacred crusade. Their strength and purity of spirit is legendary.



CELESTIAL WARBRINGERS

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

ASTRAL TEMPLARS

Born warriors, Astral Templars delight in hurling themselves into battle. Their specialism lies in the hunting and slaying of monstrous foes, such as gargants.



ANVILS OF THE HELDENHAMMER

These grim warriors hail from an ancient time and dwelt in the Realm of Death before being taken to Azyr. Now, they embrace the death they once feared.

KNIGHTS EXCELSIOR

For the Knights Excelsior, only the utter destruction of the enemy is counted as a victory. They are obliteration given form.



CREATE A STORMHOST

PAINT ACTIVITY

Now your Stormcast Eternals Sequitor is built, decide which Stormhost they will fight for. You can research existing Stormhosts or create your own. The colours you use to paint your model will tell a visual story, such as their history of great deeds or the realm that they originated from. Once you have decided, colour in the diagram below to create a plan for painting your model.



STORMHOST NAME



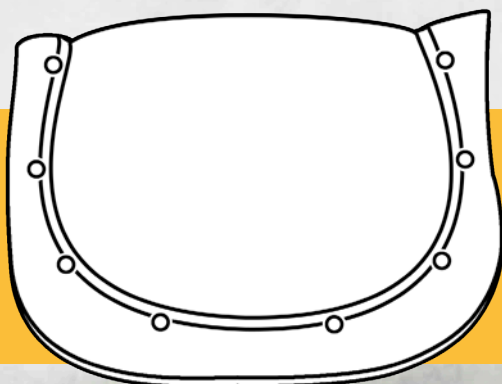
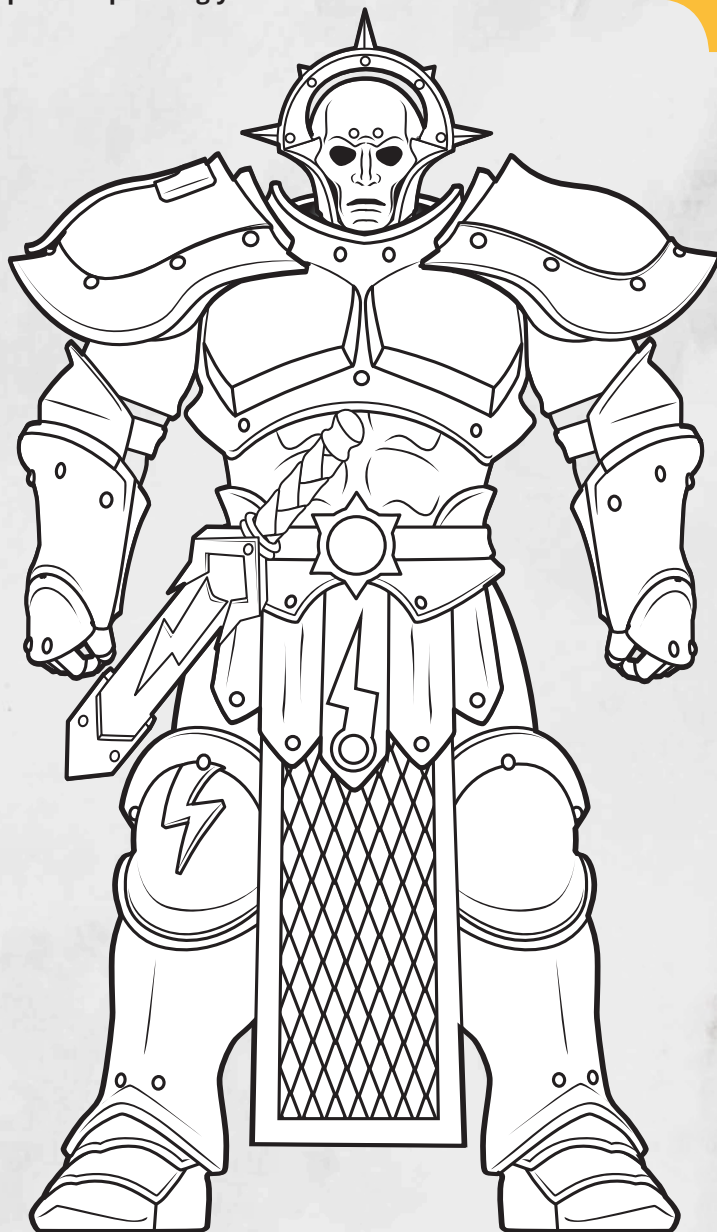
STORMHOST CHARACTERISTICS

DID YOU KNOW...

Some Stormhosts have experienced various phenomena haunting their ranks as their warriors are reforged time and time again.

The Knights of the Aurora trail light in their wake when they charge into battle, whereas the Knights Excelsior leave smoking footprints wherever they walk.

Whether these are blessings or curses, they show that the reforging process is not without danger.



SHOULDER PAULDRONS – ICONS OF STRIKING

Stormhosts bear distinctive markings on their right shoulder guard, known as their striking, to show when they were created. The iconic Sacred Hammer denotes a warrior from the First Striking, but those that came later chose their own.

Use this space to design your own icon of striking.



HOW TO PAINT

STORMCAST ETERNALS SEQUITOR

SKILL

A basecoat is the first layer of paint you apply to a model, and it forms the foundation for future colours.

YOU WILL NEED



Your Sequitor



Base Paints



A Pot of Water



A Tissue or a Cloth



Paint Palette

HOW TO

1



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

2



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

4



Paint your chosen colours onto the model following your colour template. Start with the colour that covers the biggest area first. Let each colour dry before you move on to the next.

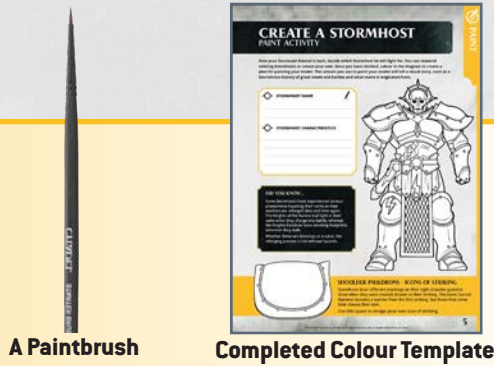
5



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.



There are loads of Citadel paints to choose from – no matter what colour you want, we've got you covered!



A Paintbrush

Completed Colour Template



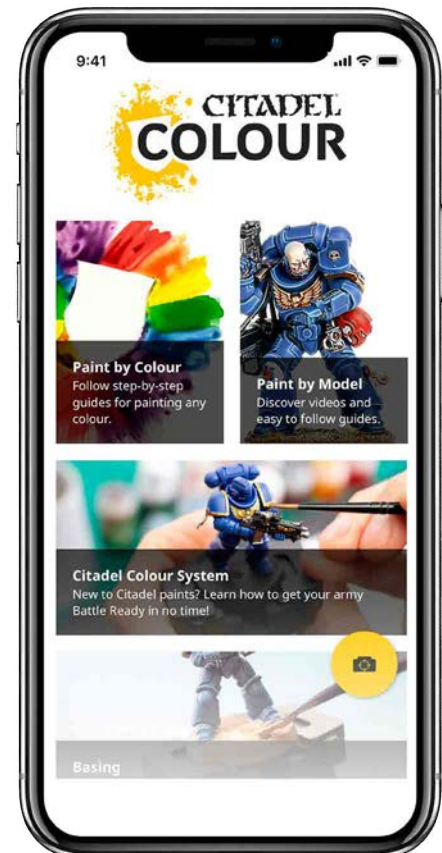
Before you dip your brush into the paint, wet the bristles first. Citadel paints are designed to be watered down a little, so the paint will go on to the model more smoothly this way.



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

Citadel Paint App

Your free painting companion



DOWNLOAD THE APP FOR YOUR PHONE OR TABLET NOW



FREE!



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 realms.



THE REALM OF HEAVENS

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



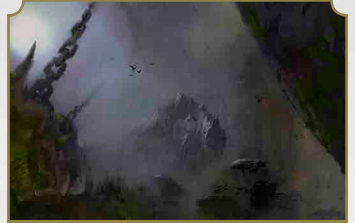
THE REALM OF DEATH

Shyish is the Realm of Death. 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 illumination.



THE REALM OF SHADOWS

A realm of secrets and riddles on the wind, Ulgu is also known as the Grey Realm.



THE REALM OF METAL

Chamon is blessed with riches beyond the wildest imaginings of kings.



THE REALM OF LIFE

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



THE REALM OF BEASTS

Savage in nature, all of Ghur's rugged inhabitants are both predator and prey.



THE REALM OF FIRE

No realm's people have a fiercer outlook or are more ready for battle than those of Aqshy.



BATTLE FOR GLYMMSSFORGE

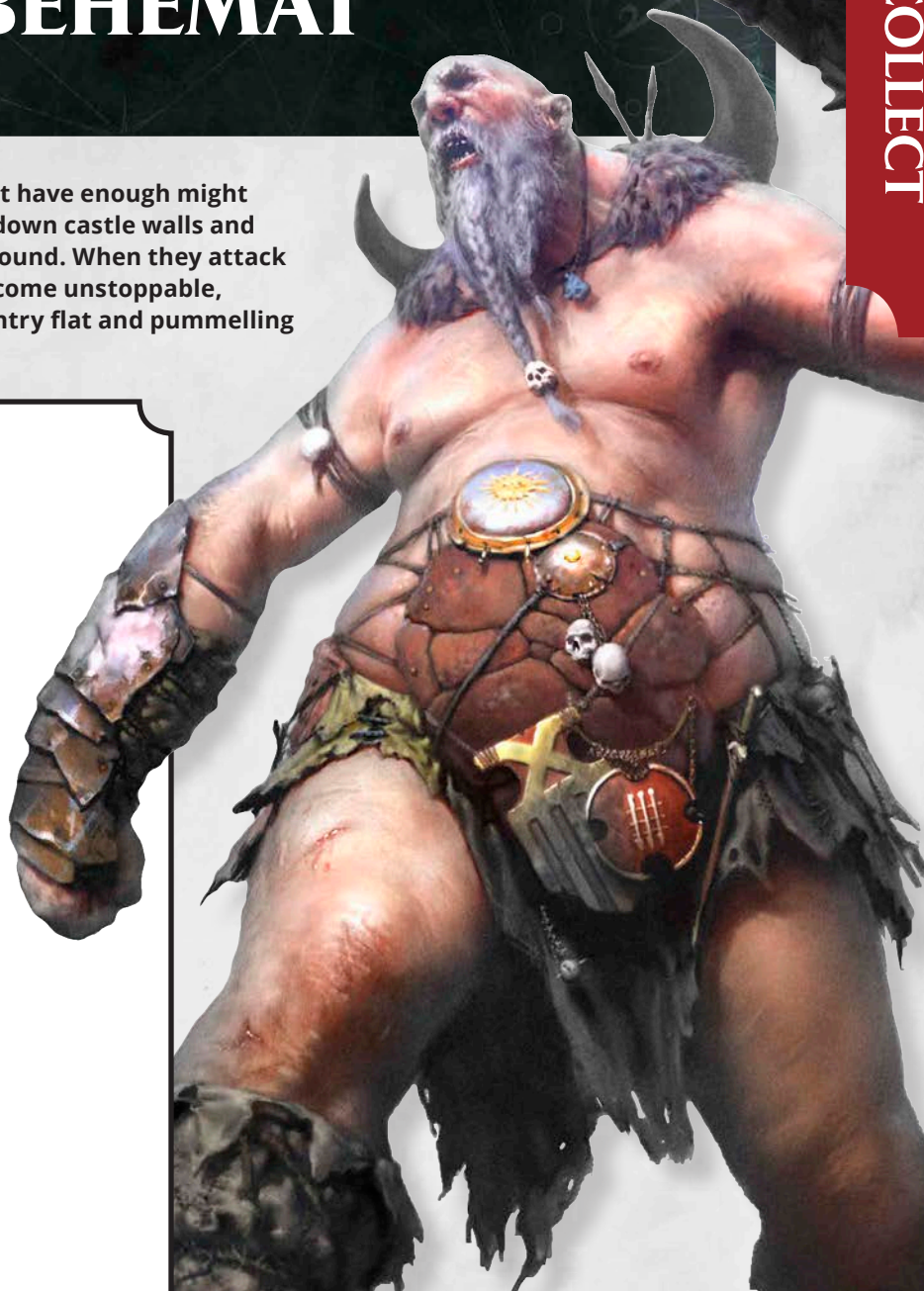
In the shadowy lands of Shyish, Nagash, God of Death, calls forth his soulless legions to reclaim his realm. Nagash's dread advance begins when he attacks the free city of Glymmsforge, a bastion of Order in the Realm of Death. Standing between Nagash and the city are the brooding Anvils of the Heldenhammer, an ancient host of Stormcast Eternals sworn to defend it.



SONS OF BEHEMAT

FACTION FOCUS

The titanic Sons of Behemat have enough might to throttle dragons, barge down castle walls and tear elder oaks from the ground. When they attack together as a tribe they become unstoppable, stomping the enemy's infantry flat and pummelling rival monsters to death.



CREATE GARGANT ARMOUR

Massive beyond measure, gargants will create their own makeshift armour from the spoils of war. Knitting together metal oddments salvaged from the often flattened remains of their victims, the result is usually a colourful blend of icons representing the races they've defeated.

Research different races from the Mortal Realms to create your own gargant armour. Think about what colours, symbols and icons the different scraps will contain, and piece them together like a puzzle.



THE GRAND ALLIANCES

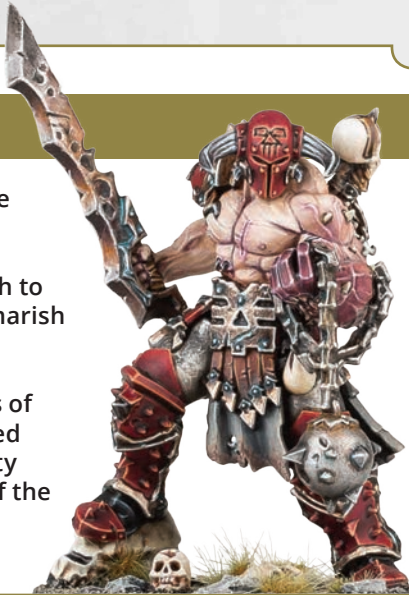


Each of the warring factions in the Mortal Realms is part of one of four Grand Alliances, ancient compacts dating back to the Age of Myth. Whether the bold defenders of Order, the dread forces of Chaos, the sinister servants of Death or the savage warriors of Destruction, Warhammer Age of Sigmar lets you control their fate.

What you collect and build, and how you paint and play with your armies, lets your hobby tell epic tales worthy of a mighty hero or monstrous villain.

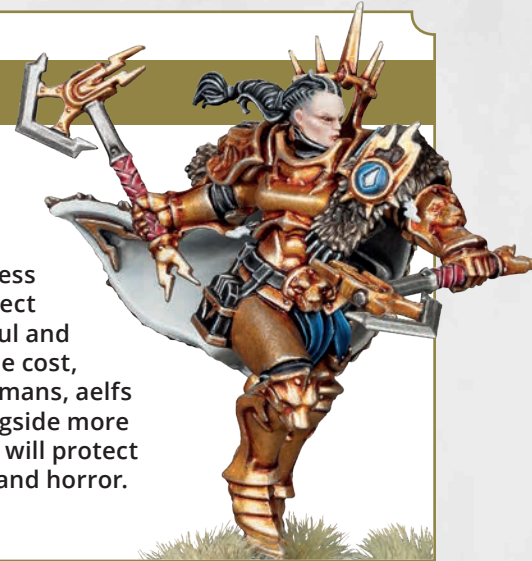
CHAOS

Sweeping across the Mortal Realms, the forces of Chaos will burn all in their path to extend their nightmarish domain. Legions of daemons, corrupt mortals and hordes of skaven are dedicated to conquering reality itself in the name of the Dark Gods.



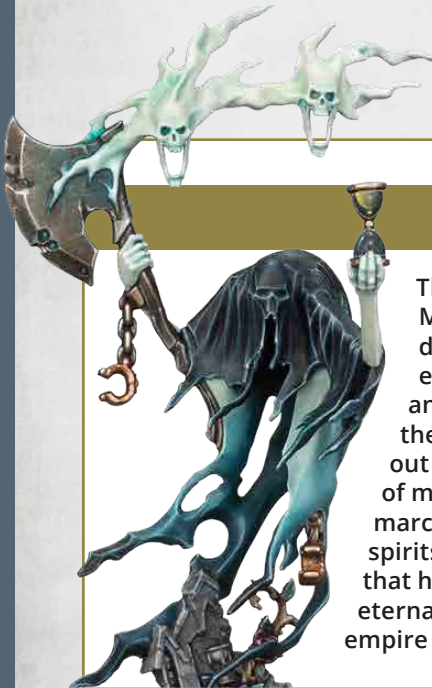
ORDER

Throughout the Mortal Realms, the followers of Order will stand against the darkness of Chaos and protect that which is lawful and just. No matter the cost, this alliance of humans, aelfs and duardin, alongside more mysterious races, will protect against madness and horror.



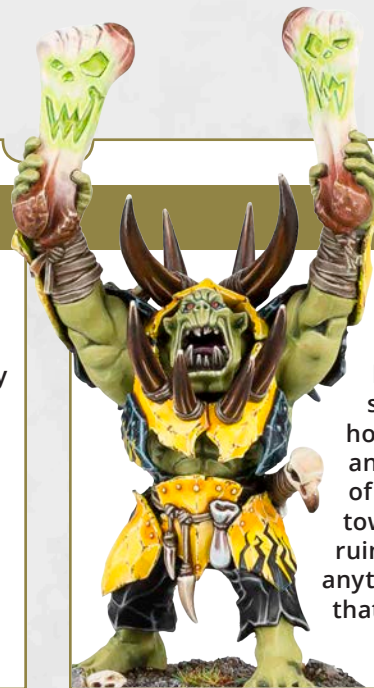
DEATH

The only constant in the Mortal Realms is that death comes to all – yet even that is not necessarily an end. Nagash rules over the dead and sends them out to do his bidding. Armies of mindless skeletal legions march alongside swirling spirits as they seek those souls that have evaded Nagash's eternal grasp, creating an empire of dust and bone.



DESTRUCTION

Rampaging across the Mortal Realms, the armies of Destruction plunge headlong into battle at the slightest provocation. Vast hordes of green-skinned orruks and grots, migratory tribes of brutal ogors and mighty towering gargants seek to bring ruin to all as they devastate anything resembling civilisation that lies in their path.



INHABITANTS OF THE MORTAL REALMS

The inhabitants of the Mortal Realms are as varied as the winds of magic that link them. From the smallest grot to the great hulking gargants, you're sure to find something that suits your style. For a full list of factions, be sure to visit the Warhammer Age of Sigmar website.

DEATH

OSSIARCH BONEREAPERS

The Ossiarch Bonereapers come forth in morbid splendour, and all that they kill becomes theirs, both body and soul. This military force is organised and efficient, it is led by generals created by the Supreme Lord of the Undead and lent a measure of his necromantic power.



ORDER

KHARADRON OVERLORDS

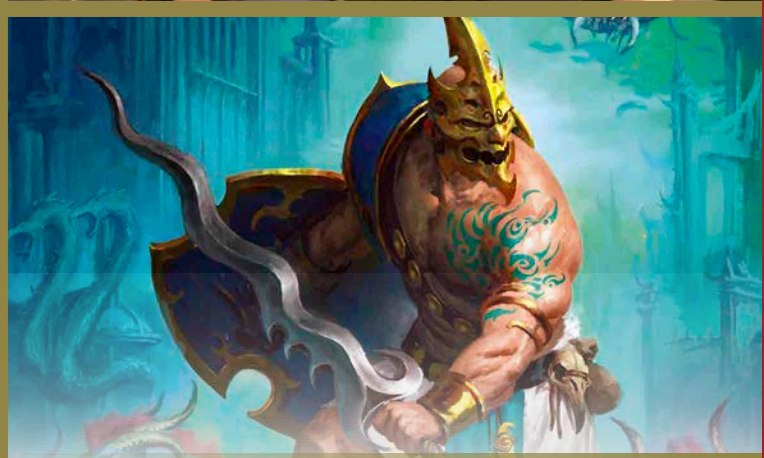
Between the technological marvels of their floating sky-cities and heavily armoured troops, Kharadron Overlords are mercantile adventurers who seek riches amongst the clouds and rain devastation upon their foes from their fleets of skyvessels.



DESTRUCTION

GLOOMSPITE GITZ

Individually small, weak and cowardly, when they band together, grots can be deadly. From the fungus-fuelled magics of the Moonclan to the Spiderfang grots with their terrifying arachnid mounts, and vicious, durable troggoths, these are not a force to be underestimated.



CHAOS

DISCIPLES OF TZEENTCH

Change follows the armies of Tzeentch wherever they march. Human cultists follow the whims of their sorcerous masters, while powerful wizards summon capering daemons that fill the air with a magical onslaught of scintillating powers.



DECIDE YOUR FATE



As a citizen new to the Mortal 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 answering these questions. Will you be surprised with the answer?

How would you like to arrive to battle?

- A** On a giant sea wave
- B** Floating through a solid object
- C** Smashing through a wall
- D** Amidst a swarm of rats!

What is your favourite colour?

- A** Gold
- B** Black
- C** Green
- D** Red

What is your favourite food?

- A** A mighty feast
- B** The souls of my enemies
- C** Mushrooms!
- D** Rare meat

What would you like to wear to war?

- A** Magical armour
- B** The bones of my enemies!
- C** Furs and things I've scavenged
- D** Colours designed to disorient my foe

Where do you live?

- A** In floating cloud cities
- B** Can you 'live' anywhere when you aren't alive?
- C** Wherever I please
- D** In a different reality

RESULTS - count the number of each letter you've selected:

- Mostly **A** - You have followed the righteous path of Order. Stand against the darkness of Chaos!
- Mostly **B** - You follow Nagash, the master of Death. Create an empire of dust and bone.
- Mostly **C** - Your life will be one of joy and Destruction, as long as there is a fight to be had!
- Mostly **D** - You have heard the call of Chaos. Wage war across the land seeking eternal glory.

PLAYING GAMES OF WARHAMMER AGE OF SIGMAR



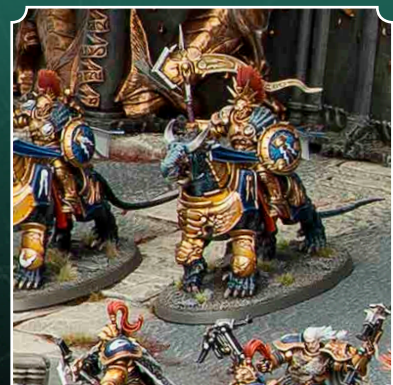
The Mortal Realms are filled with tales of mighty heroes and nefarious villains. Your own games of Warhammer Age of Sigmar can tell these epic stories upon the tabletop battlefield. Social, strategic and endlessly varied, the unique thrill of this wondrous game cannot be overstated!



A horde of Glaivewraith Stalkers take an objective in the centre of the battlefield and must defend it to secure victory.



The Nighthaunt Wizards unleash a powerful spell and send it racing towards the Stormcast Eternals line.

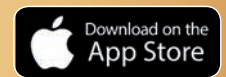


Heavily armoured Dracothian cavalry swiftly arrive to bolster the Stormcast Eternals force.



Get started playing games in Warhammer Age of Sigmar for **FREE!** The core rules for the Hero, Movement, Shooting, Charge, Combat and Battleshock phases are available on the Warhammer Age of Sigmar website, as well as the app for your tablet or phone.

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RETURN THE SOULS

PLAY ACTIVITY

One of the best things about Warhammer Age of Sigmar is the chance to play games with your friends. This tactical and eerie mission is a perfect introduction if you've never played before, and it will challenge you as you discover the movement phase.

BATTLEPLAN BRIEFING

During a vital mission in the Realm of Beasts, fellow warriors from your Stormhost were ambushed and slain. Their souls have been trapped in magical shadeglass and taken to the Realm of Death by Nagash's soldiers. Prevented from returning to the celestial forges of Azyr to be reborn, the trapped Stormcast Eternals hold vital information from their mission that Sigmar needs to secure victory in Ghur.

You have been chosen by Sigmar himself to enter the Realm of Death, secure the shadeglass from Nagash's realm, and return it to Azyr. Once recovered and reforged, these brave warriors will be able to share their knowledge and save the realms.

Beware, the Realm of Death is a dark and dangerous place! Chainrasps guard the trapped souls of your fellows and these immortal spirit jailors will not part with their prizes easily. They have hidden the shadeglass amongst other valuable artefacts in their crypts. These must be thoroughly searched and the contents recovered.

Stealth here is deathly important. Any noise could wake the sleeping inhabitants of the graves, and as combat will slow you down, Sigmar has forbidden you to engage the enemy during this quest. The Chainrasps will not let this incursion into their realm go unopposed, so you will need to be fast to make it out alive!



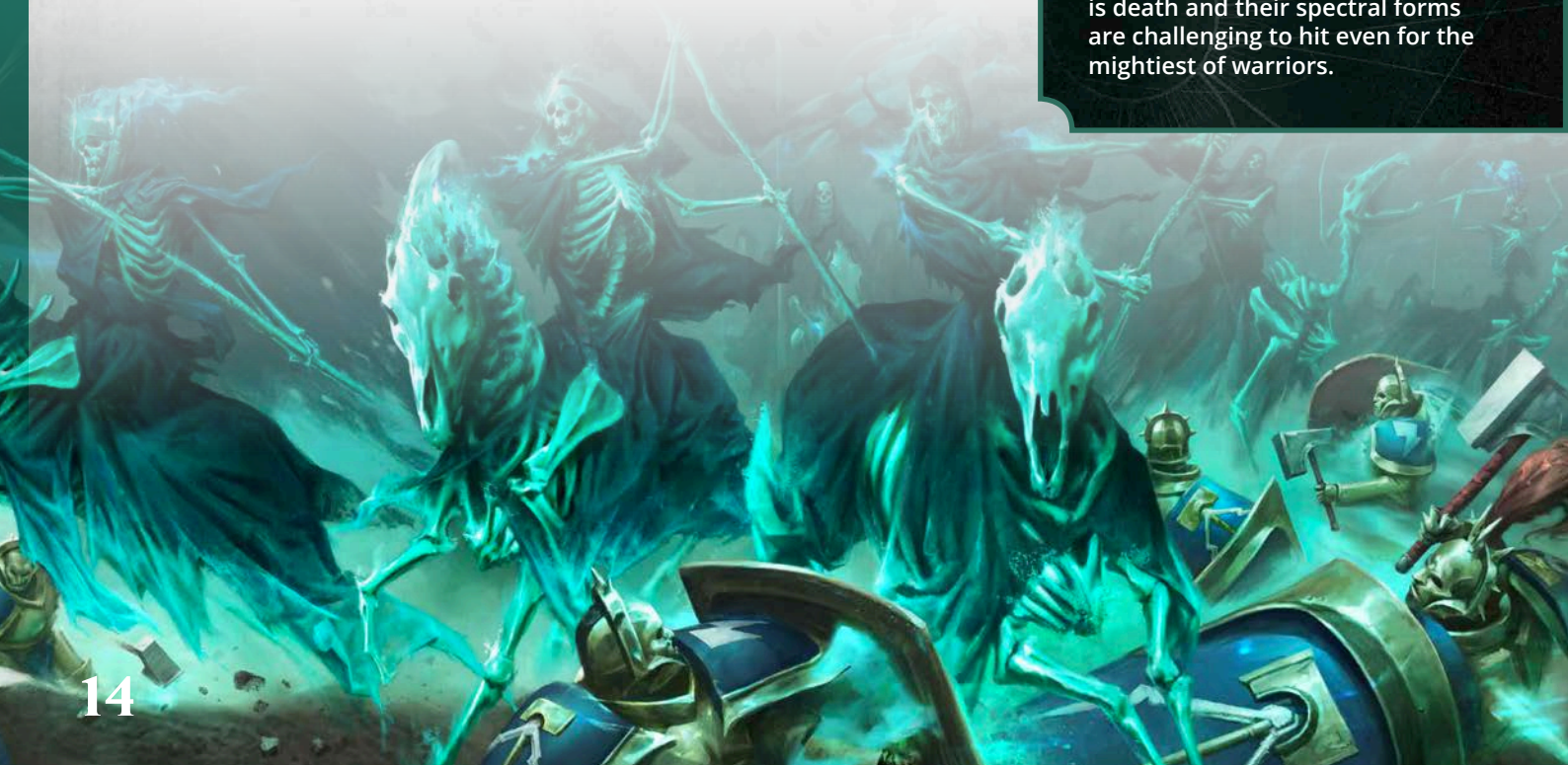
Visit our website for more free play activities to use with your Stormcast Eternals Sequitor.

WARHAMMER-ALLIANCE.COM



FACTION FOCUS: NIGHTHAUNT

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





HOW TO SET UP

RETURN THE SOULS

Any number of players can take part in this activity. Following the instructions, carefully remove the play mat from the middle of the magazine and cut out all of the tokens.

EACH PLAYER WILL NEED



1x Sequitor



3x Chainrasp Tokens



1x Wound Token



1x Dice



1x Range Ruler



4x Grave Cards



1x Endless Graveyard Play Mat

THE GROUP WILL NEED



1x First Player Token



1x Starting Realmgate Token



1x Exit Realmgate Token

SETTING UP

1. Each player should place their play mat so that the edges are touching, creating a larger play area.
2. Shuffle all of the Grave Cards together. Without looking, place these on the play area's grave spaces. There should be one card on each grave.
3. As a group, choose where to set up the Starting and Exit Realmgate Tokens. Place these touching the play mat.

Note: the Realmgate Tokens must be placed as far apart as possible. In games with two or more players, the tokens will be on different play mats.

4. Finally, each player should set up their Sequitor touching the Starting Realmgate Token.

As a group, place a Chainrasp Token on a Grave Card two spaces from the Starting Realmgate Token.

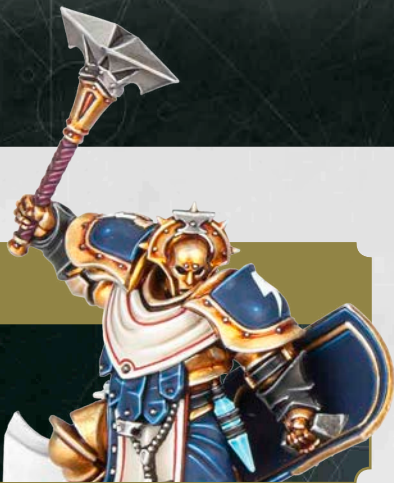


WARSCROLLS

RETURN THE SOULS

STORMCAST ETERNALS SEQUITOR WARSCROLL

Move	Wounds	Armour Save
5"	2	4+



CHAINRASP WARSCROLL

Move	When moving, Chainrasps can FLY, enabling them to move through fences, walls and other models.
6"	

HOW TO MOVE

1

STORMCAST ETERNALS SEQUITOR WARSCROLL

Move	Wounds	Armour Save
5"	2	4+

Check the Move characteristic on the warscroll for that model.

2

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

3

While moving, Stormcast Eternals cannot move through walls, other models or tokens.

HOW TO RUN

1

Choose your model and roll one dice. Add the result, in inches, to your Move characteristic for this turn.

ARMOUR SAVES

1

To make an Armour Save, roll a dice and check the warscroll for that model.

2

STORMCAST ETERNALS SEQUITOR WARSCROLL

Move	Wounds	Armour Save
5"	2	4+

If the result of the dice is the same of higher than the Armour Save characteristic on the warscroll, the attack is deflected.

3

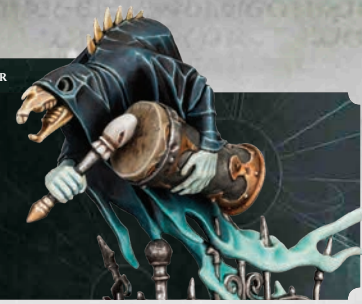
STORMCAST ETERNALS SEQUITOR WARSCROLL

Move	Wounds	Armour Save
5"	2	4+

If the result of the dice is lower than the Armour Save characteristic on the warscroll, the Armour Save has failed, which results in a wound.

4

The Stormcast Eternal has been slain. Remove any Wound Tokens and set it up on the Starting Realmgate.



HOW TO PLAY

RETURN THE SOULS

To start the game, pick one participant to be the first player. Give them the First Player Token.

BATTLE ROUND

Each player will resolve a turn with their Sequitor, starting with the player with the First Player Token and proceeding clockwise until each player has had their turn.

Each Chainrasp must complete its turn.

The player with the First Player Token then passes it to the player on their right.

STORMCAST ETERNALS

1. Move or Run following the **How to Move** instructions for your Sequitor.

2. If there are skeletons revealed, check if you have awakened any Chainrasps.

Did your Sequitor Run?

Yes: Roll two dice. Place one Chainrasp token on every revealed skeleton that matches the numbers rolled.

OR

No: Roll one dice. Place one Chainrasp token on every revealed skeleton that matches the number rolled.

Only place as many Chainrasps as there are tokens available.

3. When a Sequitor ends its move on a grave, you perform a search action and flip the card over.

If the card shows a **skeleton**, leave the card on the play mat.

OR

If the card shows a piece of **shadeglass** or an **artefact**, take it and place it in front of you to show your Sequitor is carrying the item. Your Sequitor can carry multiple items.

CHAINRASP

1. Are there any Sequitors carrying shadeglass or artefacts?

Yes: Each Chainrasp moves its **FULL** Move characteristic towards the closest Sequitor that is carrying an item.

OR

No: Each Chainrasp moves **HALF** of its Move characteristic towards the closest Sequitor as it searches for them.

2. A Chainrasp will immediately end its move if it makes contact with a Sequitor's base. It then performs an Attack action. The player controlling the Sequitor under attack makes an Armour Save following the instructions.

If the Armour Save **fails**: Is the Sequitor carrying any items?

OR

If the Armour Save is **successful**, the attack fails and the Chainrasp ends its turn.

No: Do they have any Wound Tokens?

Yes: The Chainrasp takes back all items that Sequitor has collected. Shuffle these and place one face down on the closest empty grave. The rest are discarded.

No: The Sequitor suffers damage from the attack. Take a Wound Token and put it in front of you.

Yes: The Stormcast Eternal has been slain. Remove any Wound Tokens and set it up on the Starting Realmgate.

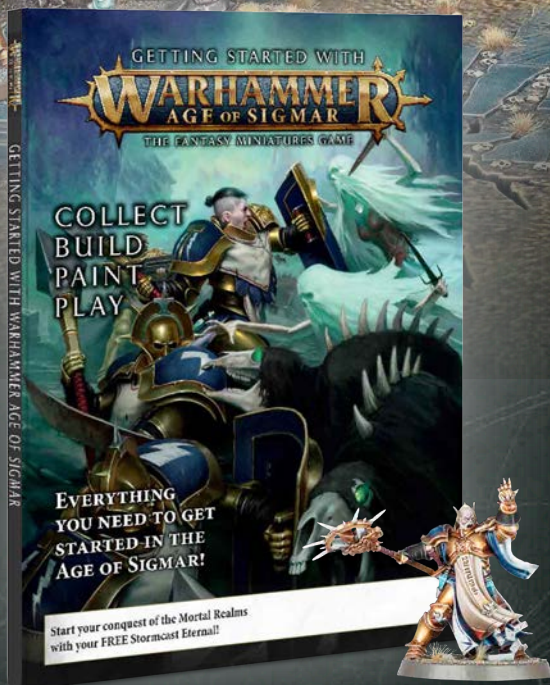
TURN ORDER

HOW TO WIN

To win this game, all of the Stormcast Eternals Sequitors must collect the shadeglass and artefacts, escape the Realm of Death and make it back to Azyr. To escape, a Sequitor must end its turn on the Exit Realmgate Token. It is then removed from the board and anything it is carrying is added to a group total. When all of the Sequitors have escaped, calculate the result using the table below.

MAJOR VICTORY	MINOR VICTORY	MINOR LOSS	MAJOR LOSS
1 shadeglass per player and 1 artefact per player	At least 1 shadeglass per player	Some shadeglass and/or artefacts	Nothing recovered

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Token and card instructions

1. Carefully cut out the tokens and cards along the dotted lines.
2. Fold the cards along the centre.
3. Apply glue to the blank side of the cards and stick together to create a double-sided card.

Standee Instructions

1. Cut out the model template following the dotted lines.
2. Fold the model template three times on the green lines.
3. Apply glue to the indicated tab.
4. Stick the tabs together to form a triangular standee.

