



# 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

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

1

### STORMCAST ETERNALS: FACTION FOCUS

These supernatural warriors are the embodiment of Sigmar's storm.

2

### HOW TO BUILD YOUR MINIATURE

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

3

### THE STORMHOSTS OF SIGMAR

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

4

### CREATE A STORMHOST

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

5

### HOW TO PAINT

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

6

### THE MORTAL REALMS

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

8

### SONS OF BEHEMAT: FACTION FOCUS

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

9

### THE GRAND ALLIANCES

The four Grand Alliances that battle for supremacy in the Age of Sigmar are revealed.

10

### DECIDE YOUR FATE

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

12

### PLAYING GAMES

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

13

### SEARCH THE MIST

A daring mission awaits your Stormcast Eternal in the Realm of Beasts.

14

### BATTLEPLAN SETUP

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

15

### WARSCROLLS

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

16

### BATTLEPLAN RULES

Follow these directions on how to play the Search the Mist activity.

17



# 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 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!





# 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.

**1**

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.

**2**

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. !**

**3**

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.

**4**

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.



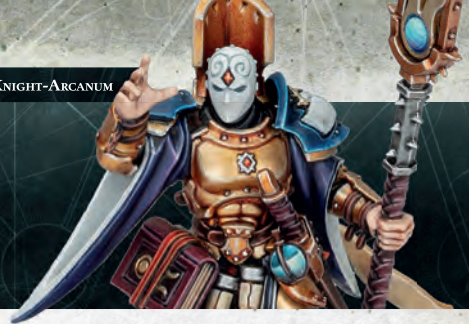
## DISCOVER MORE SKILLS

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

[AGEOFSIGMAR.COM](http://AGEOFSIGMAR.COM)



# 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

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.

## 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.



## 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.

## 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**

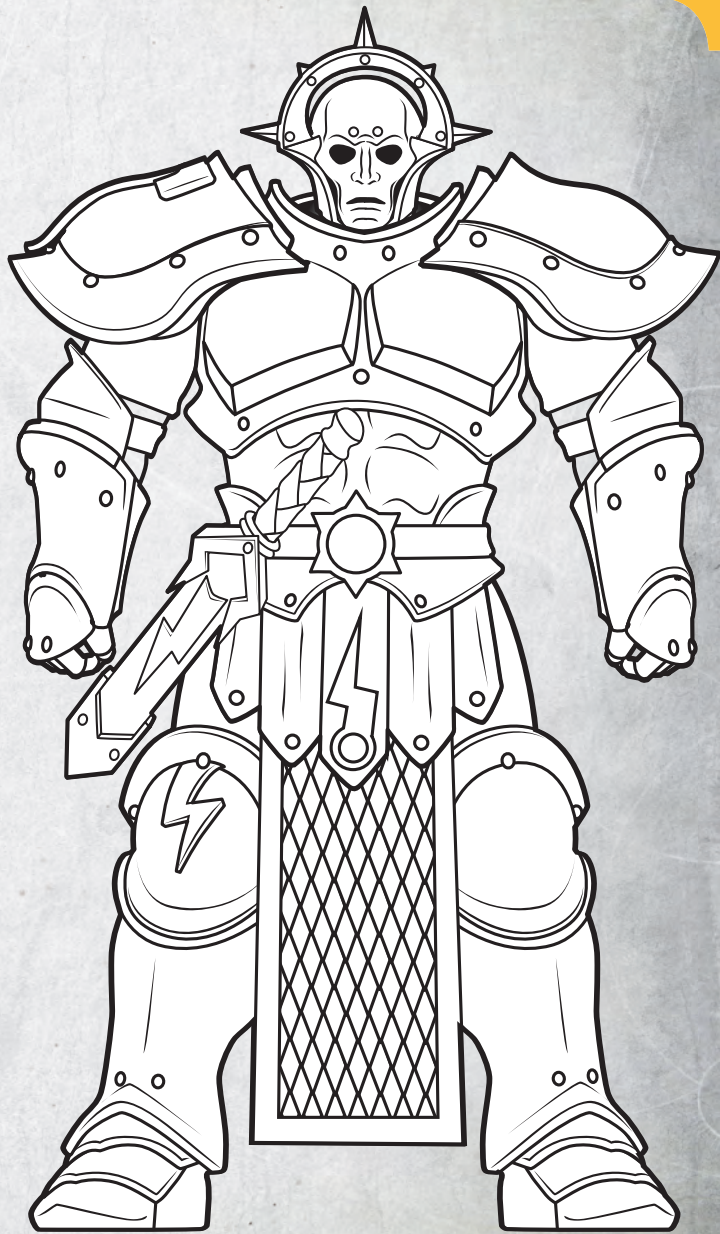
---



---



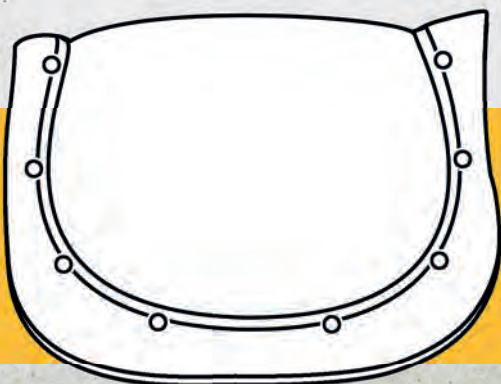
---



**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. 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.

# CITADEL COLOUR

The WARHAMMER Paint

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

3



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.

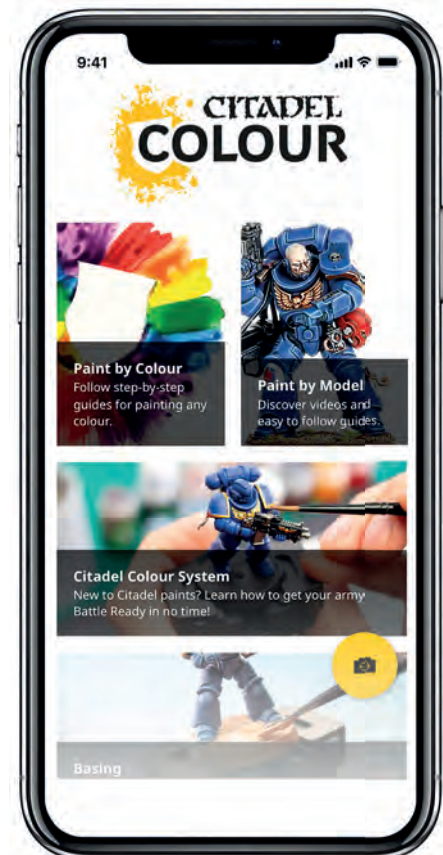
6



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. 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.

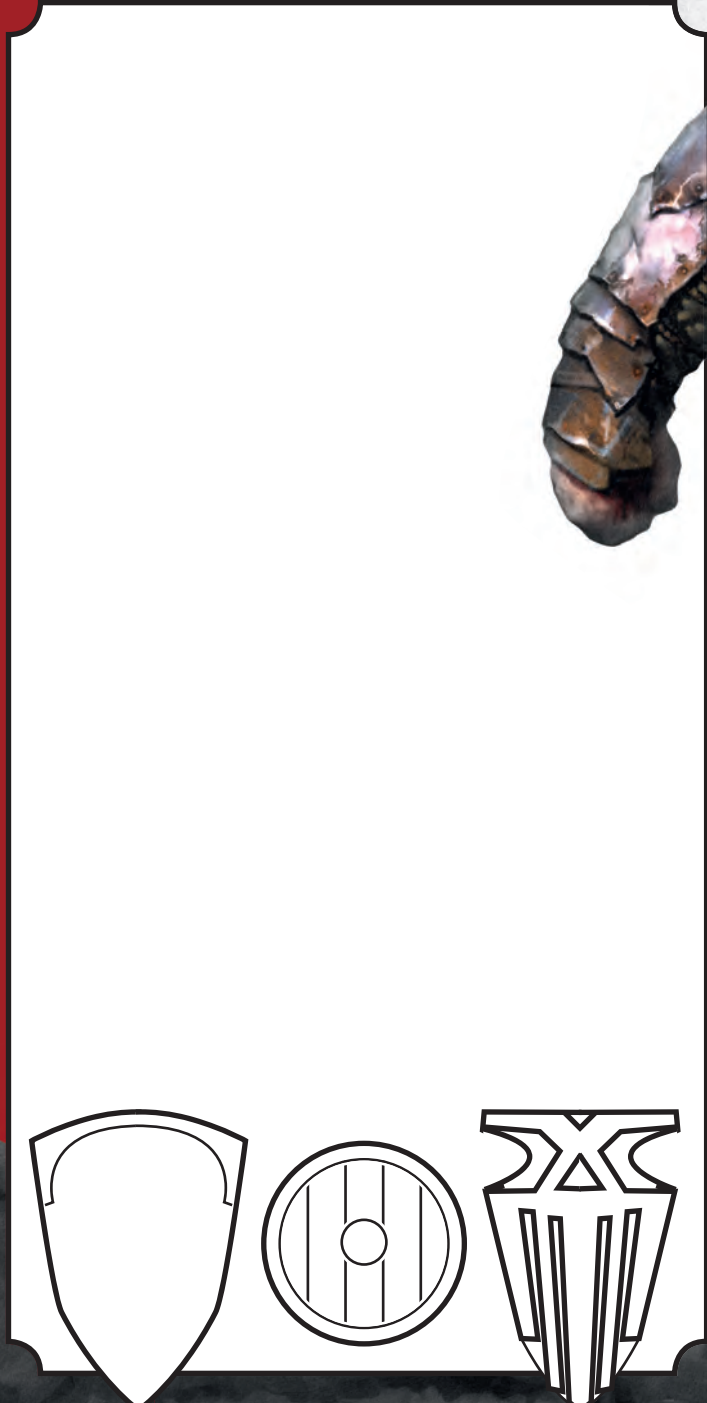




# SONS OF BEHEMAT

## FACTION FOCUS

The titanic Sons of Behemat have enough might to throttle dragons, barge down castle walls and tear mighty 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 their flattened enemies, 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

The inhabitants of the Mortal Realms are as varied as the winds of magic that link them. From the smallest grot to the greatest gargant, you're sure to find something that suits you.

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.

## ✦ 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.



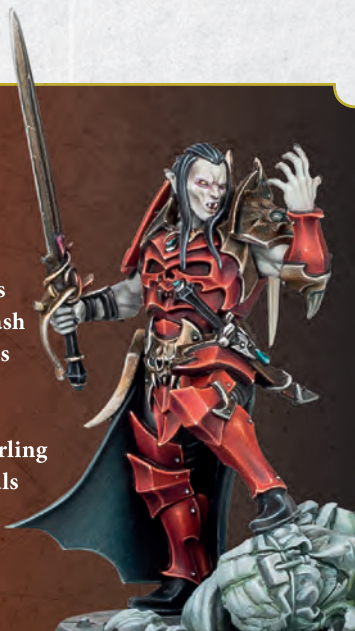
## ☀ ORDER

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, aelves 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 like a force of nature, the forces of Destruction plunge headlong into battle at the slightest provocation. Hordes of green-skinned orruks and grots, tribes of brutal ogors and mighty beasts such as the towering gargants seek to bring ruin to all as they devastate anything resembling civilisation that lies in their path.





# WARHAMMER AGE OF SIGMAR

Visit the Warhammer Age of Sigmar website to learn about even more factions.

AGEOFSIGMAR.COM

## ORDER

### KHARADRON OVERLORDS

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



### SERAPHON

The cold-blooded Seraphon strive to enact the Great Plan of the Old Ones, their ancient and mysterious creators. Commanded by the Slann, cohorts of brutal saurus are bolstered by swift skinks and towering reptilian behemoths.



## CHAOS

### SKAVEN

The Skaven are creatures of Chaos, but follow their own master, the sinister Horned Rat. Their many clans utilise sorcery, arcane technology, plagues and flesh-warping powers to further their inscrutable goals.



### DISCIPLES OF TZEENTCH

Change follows the armies of Tzeentch as they march. Human cultists follow the whims of their sorcerous master, while powerful wizards and capering daemons fill the air with a magical onslaught of scintillating and mutagenic powers.



## DEATH

### NIGHTHAUNTS

Shaped by the magic of Nagash, 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.



### FLESH-EATER COURTS

Afflicted by a morbid curse, the Flesh-eater Courts believe themselves to be noble warriors of glorious households. In truth they are vile, pallid troglodytes possessed of a cannibalistic hunger.



## 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.



### IRONJAWZ

The biggest and fiercest of orruk-kind, the Ironjawz are the epitome of "might makes right". They use their strength and brutal cunning to bring their enemies to battle and crush them in a tide of heavily armoured green muscle.





# 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

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

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

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.





PLAY

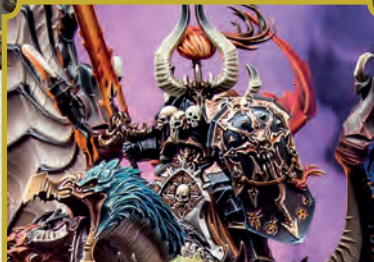
# PLAYING GAMES OF WARHAMMER AGE OF SIGMAR



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!



Archaon the Everchosen will see to it that Sigmar's heroes fail in their quest, and that the hosts of Chaos will unmake the Mortal Realms.



Moving with incredible speed and purpose, a front line of Protectors is a marvellous sight that strikes fear into the heart of the followers of Chaos.



A mighty Warstomper Mega Gargant smashes battlelines into disarray. Once they are in the thick of the fight, their rampage is all but impossible to stop.



Steam Tanks are monstrous, smoke-belching creations that rumble towards the enemy, firing heavy cannon balls from their steam-powered guns.



[AGEOFSIGMAR.COM](http://AGEOFSIGMAR.COM)

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.





# SEARCH THE MIST

## 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.

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

[WARHAMMER-ALLIANCE.COM](http://WARHAMMER-ALLIANCE.COM)

## BATTLEPLAN BRIEFING

An outpost has fallen silent and disappeared in a thick bog-mist. The once fertile lands around the outpost are turning into horrible swamps.

Having heard reports of realm-poisoning brews created by the Kruleboyz elsewhere in the realm, you have been chosen by Sigmar himself to enter the swampland, secure a sample of the bog-brew, and return it to Azyr. With this sample an antidote can be created to stop the poisoning of the land, saving countless lives.

Beware, the swamps controlled by the Kruleboyz are a dark and dangerous place! Guttrippaz patrol the bog-mists, protecting their stolen artefacts and

guarding the Pot-grots as they brew their poisons.

A thick bog-mist envelops the area so you must investigate for any signs of activity, take samples of the bog-brew for the antidote and recover any stolen artefacts.

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



### FACTION FOCUS: KRULEBOYZ

From the stinking bogs and mires of the realms emerge the armies of the Kruleboy orruks. For these greenskins, battle is not solely a means of proving their 'ardness. It is also a way to humiliate others, and the many kunnin' tricks habitually employed by the Kruleboyz are as spiteful as they are efficient.

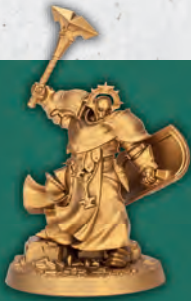




# HOW TO SET UP SEARCH THE MIST

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 Stormcast Eternal



3x Gutrippaz Tokens



1x Wound Token



1x Dice



1x Range Ruler



4x Shrouded Area Tokens



1x Bog-Swamp Play Mat

THE GROUP  
WILL NEED



1x First Player Token



1x Starting Realmgate Token



1x Exit Realmgate Token

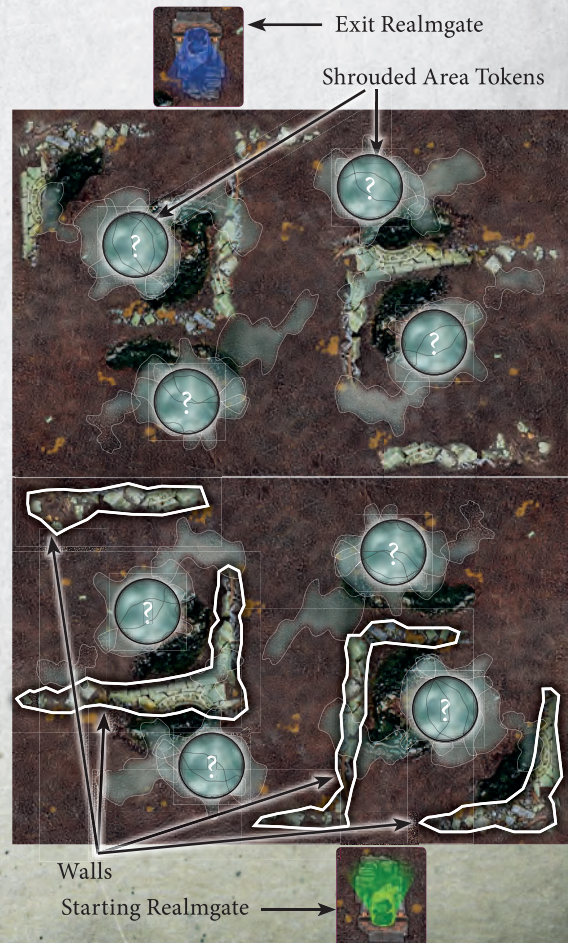
## SETTING UP

1. Each player should place their **Play Mat** so that the edges are touching, creating a larger play area.
2. Shuffle all of the **Shrouded Area Tokens** together. Without looking, place these on the play area's circular spaces. There should be one token on each space.
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 Stormcast Eternal touching the **Starting Realmgate Token**.

As a group, place a **Gutrippa Token** on a **Shrouded Area Token** two spaces from the **Starting Realmgate Token**.



# WARSCROLLS

## SEARCH THE MIST



### STORMCAST ETERNALS WARSCROLL

Move <b>5"</b>	Wounds <b>2</b>	Armour Save <b>4+</b>
-------------------	--------------------	--------------------------



### GUTRIPPАЗ WARSCROLL

Move <b>6"</b>	When moving, Gutrippaz can move through the ruins and other models.
-------------------	---

#### HOW TO MOVE

1

STORMCAST ETERNALS WARSCROLL		
Move <b>5"</b>	Wounds <b>2</b>	Armour Save <b>4+</b>

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 WARSCROLL		
Move <b>5"</b>	Wounds <b>2</b>	Armour Save <b>4+</b>

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

3

STORMCAST ETERNALS WARSCROLL		
Move <b>5"</b>	Wounds <b>2</b>	Armour Save <b>4+</b>

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

If a Stormcast Eternal has two wounds it has been slain. Remove any Wound Tokens and set it up on the Starting Realmgate.



# HOW TO PLAY

## SEARCH THE MIST

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 Stormcast Eternal, starting with the player with the **First Player Token** and proceeding clockwise until each player has had their turn.

Each **Gutrippa** 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 Stormcast Eternal.
2. If there are **Encampments** revealed, check if you have alerted any Gutrippaz.

#### Did your Stormcast Eternal Run?

YES

Roll **two** dice.  
Place one Gutrippa token on every revealed **Encampment** that matches the numbers rolled.

NO

Roll **one** dice.  
Place one Gutrippa token on every revealed **Encampment** that matches the number rolled.

Only place as many Gutrippaz as there are tokens available.

3. When a Stormcast Eternal ends its move on a **Shrouded Area token**, you perform a search action and flip the token over.

If the token shows an **Encampment**, leave the token on the play mat.

OR

If the token shows a **Cauldron** or an **Artefact**, take it and place it in front of you to show your Stormcast Eternal is carrying the item. Your Sequitor can carry multiple items.

### GUTRIPPAZ

1. Are there any Sequitors carrying **Cauldrons** or **Artefacts**?

YES

Each Gutrippa moves its **FULL** Move characteristic towards the closest Stormcast Eternal that is carrying an item.

NO

No: Each Gutrippa moves **HALF** of its Move characteristic towards the closest Stormcast Eternal as it searches for them.

2. A Gutrippa will immediately end its move if it makes contact with a Stormcast Eternal's base. It then performs an **Attack** action. The player controlling the Stormcast Eternal under attack makes an **Armour Save** following the instructions.
3. If the **Armour Save** is successful, the attack fails and the Gutrippa ends its turn. If the **Armour Save** fails:

Is the Stormcast Eternal carrying any **Cauldrons** or **Artefacts**?

YES

The Gutrippa takes back all items that Stormcast Eternal has collected. Shuffle these and place one face down on the closest **Shrouded Area**. Remove the Gutrippa token and discard any remaining items.

NO

Does the Stormcast Eternal have a **Wound Token**?

NO

The Stormcast Eternal suffers damage from the attack. Take a **Wound Token** and put it on your Stormcast Eternal.

YES

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

TURN ORDER

## HOW TO WIN

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

MAJOR VICTORY	MINOR VICTORY	MINOR LOSS	MAJOR LOSS
1 Cauldron per player and 1 Artefact per player recovered	At least 1 Cauldron per player recovered	Some Cauldrons and/or Artefacts recovered	Nothing recovered





**PLAY MAT INSTRUCTIONS**

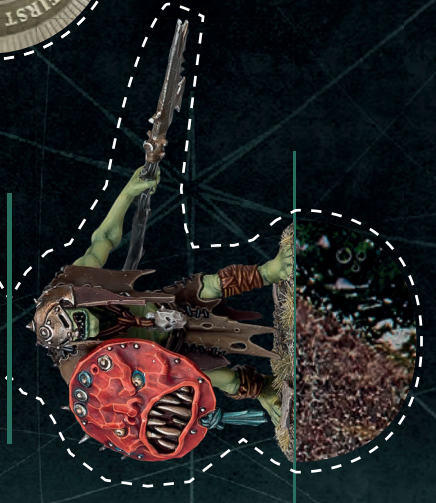
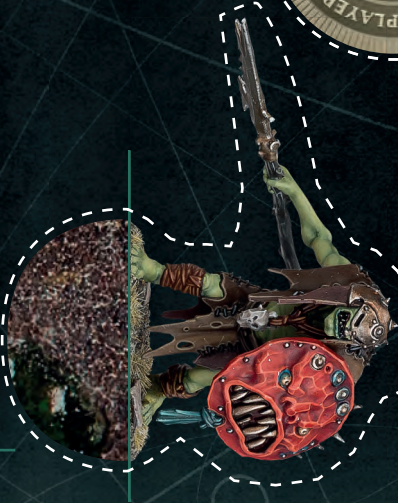
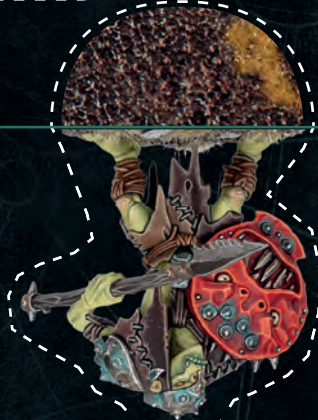
- Carefully remove the play mat from the centre of the magazine. Take your time to ensure it doesn't rip.

**TOKEN INSTRUCTIONS**

- Remove the token sheet from the centre of the magazine. Doing this will make them easier to cut out.
- Carefully cut out the tokens and cards along the dotted lines.

**GUTRIPPAZ INSTRUCTIONS**

- Cut out the model following the dotted lines. Fold the model template along the centre green line.
- Fold the base parts outwards along the green lines.
- Stick the back of the Gutrippa together to form a standee with a base.





ARTEFACT

CAULDRON



ENCAMPMENT  
1 or 2

ENCAMPMENT  
3 or 4

