

THE TOME CELESTIAL

Within the pages of the Tome Celestial can be found the greatest repository of knowledge on Sigmar's finest warriors – the Stormcast Eternals.



THE HAMMERHANDS

Resplendent in armour of golden sigmarite, the storied heroes led by Vandus Hammerhand are exemplars of duty and courage.



More than any other Stormhost, the Hammers of Sigmar have been tested relentlessly in the fires of war. Across countless battlefields and against numberless foes, they have given their all to Sigmar's cause, ever mindful of the faith placed in them by those they protect.

The first of all the God-King's warriors to be sent into the Mortal Realms, the Hammers of Sigmar are also one of the largest Stormhosts, and can call upon every type of formidable warrior Sigmar has created. From the defiant phalanxes of their Warrior Chambers to the unstoppable force of their Extremis Chambers – the mightiest of their kind through the blessing of the godbeast Dracothion – the Hammers of Sigmar are a vast and disciplined military machine upon which all other Stormhosts are modelled.

Thus, when the Free Peoples speak of the Stormcast Eternals, it is usually the Hammers of Sigmar to whom they refer, and across the realms many monuments have been raised to their victories and sacrifices. Indeed, so unparalleled is their reputation that a great weight of expectation hangs upon the Hammers of Sigmar, giving rise to their only fear – that they might fail in their duties. Should this happen, so they believe, the fragile hopes that underpin Sigmar's entire endeavour to liberate the Mortal Realms might crumble. To counter these doubts, the



Hammers hurl themselves into every conflict without hesitation, trusting in their tactical intuition and the righteousness of their cause.

To mortal eyes, the Hammers of Sigmar seem to have more in common with angels than men – impassive beings of lightning and sigmarite. Few onlookers can know the increasing truth of this impression, for the turmoil of reforging carries a price no other Stormhost has paid more dearly. Some have become afflicted by celestial visions,

while others exhibit crackling lightnings that arc around their heads and fists, fuelling rumours that though mighty, they are no longer human at all.

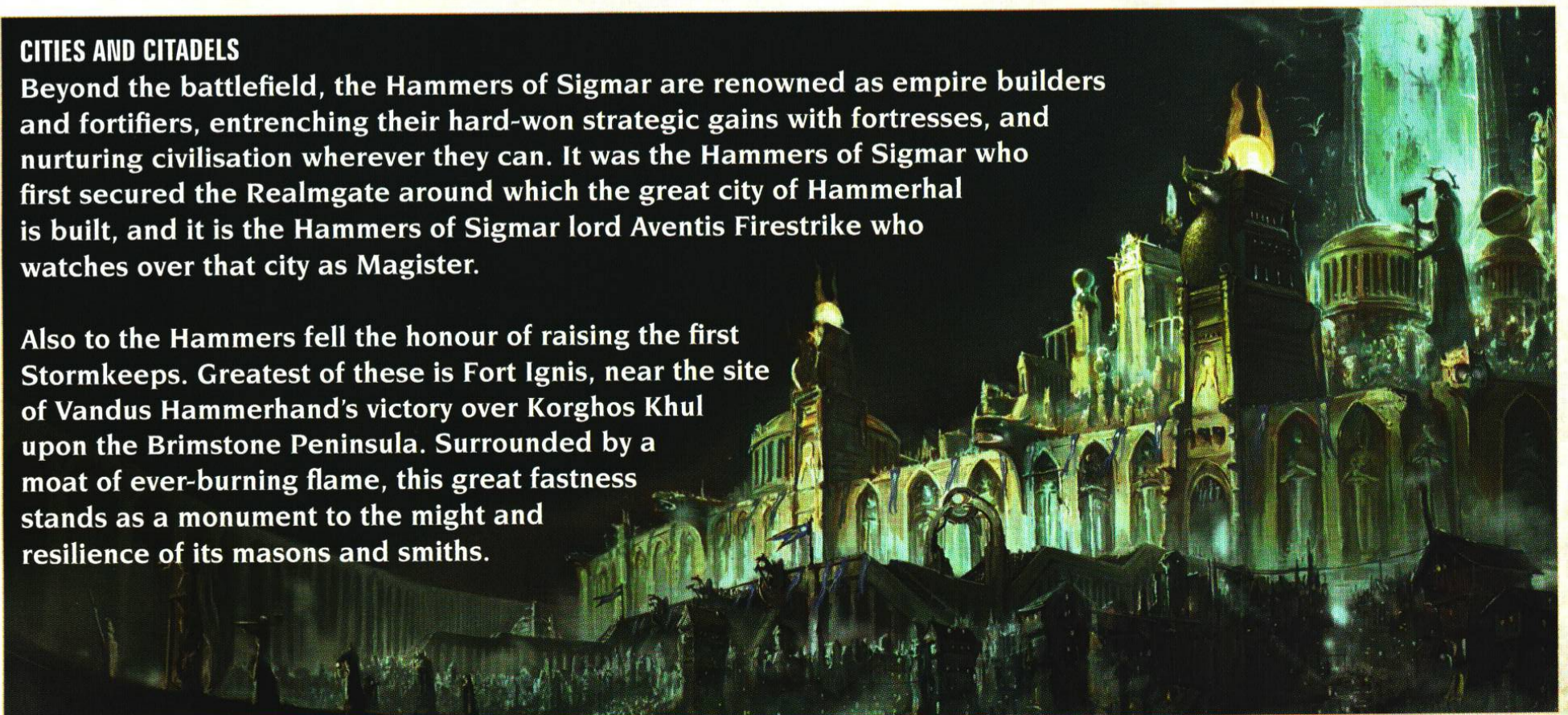
Even the greatest heroes of the Hammers of Sigmar have known this cost, including Lord-Celestant Vandus Hammerhand and Lord-Relictor Ionus Cryptborn. These venerable leaders of the Hammerhands Warrior Chamber have weathered many storms in Sigmar's name, and neither has emerged unscathed.

As the first Stormhost to be forged, the Hammers of Sigmar fight as the tip of the stormbolt in Sigmar's great war against Chaos, fearing only their own fallibility. Led by mighty lords and officers, they wield their heaven-wrought weapons with a surety of purpose that is inspiring to behold.

CITIES AND CITADELS

Beyond the battlefield, the Hammers of Sigmar are renowned as empire builders and fortifiers, entrenching their hard-won strategic gains with fortresses, and nurturing civilisation wherever they can. It was the Hammers of Sigmar who first secured the Realmgate around which the great city of Hammerhal is built, and it is the Hammers of Sigmar lord Aventis Firestrike who watches over that city as Magister.

Also to the Hammers fell the honour of raising the first Stormkeeps. Greatest of these is Fort Ignis, near the site of Vandus Hammerhand's victory over Korghos Khul upon the Brimstone Peninsula. Surrounded by a moat of ever-burning flame, this great fastness stands as a monument to the might and resilience of its masons and smiths.



THE STRIKE CHAMBERS

Though all Stormhosts maintain their own martial philosophies and traditions, most follow the lead of the Hammers of Sigmar by subdividing their warriors into independent battle groups known as chambers. These are autonomous armies unto themselves, complete with their own command structure and support elements. These chambers are then further divided into conclaves consisting of squad-level retinues. While each of these groupings boasts versatile and accomplished warriors, the chamber system focuses together particular battlefield strengths, providing Stormcast Eternals commanders with the best tactical tools for any task.

Of these divisions, those known as Strike Chambers make up the majority of a Stormhost's fighting strength. These semi-autonomous regiments normally number some three hundred Stormcast Eternals, and come in three types: Warrior, Harbinger and Exemplar. Warrior Chambers usually predominate, for they are able to adapt to almost any military situation, be it the storming of a keep, the protection of a citadel or the annihilation of an enemy army.

MIGHT OF THE HEAVENS

The Hammerhands are but one among many chambers of the Hammers of Sigmar, which is itself a single Stormhost amongst the vast armies of Azyr. During the Heldenhammer Crusade, over twenty Hammers of Sigmar crusade chambers fought alongside the Hammerhands, each with its own command hierarchy and tactical disposition, though none would go on to win greater renown.



'This night we ride the storm. This night we fling open gates long closed. The fallen will be avenged a hundredfold, and the Dark Gods themselves will feel our fury! This night, brothers, we bring war!'

- Vandus Hammerhand

THE MIGHT OF THE WARRIOR CHAMBERS

The versatility of Warrior Chambers has been proved time and again in Sigmar's crusades, and owes much to the breadth of roles performed by their different conclaves. The Redeemer Conclave provides the main battle-line troops in a Warrior Chamber, while the Justicar Conclave supplies long-ranged support. Lastly, the Angelos Conclave comprises the chamber's most mobile elements, delivering swift retribution where it is most needed. Add to this the elite hammerblow that is the Paladin Conclave, it is small wonder that so many battlefields have been claimed for Sigmar by Warrior Chambers alone.



Yet these formations are far from unchangeable, and some commanders choose to muster composite fighting forces known as brotherhoods, hand-picked in advance or assembled in the heat of battle to seize the initiative or best exploit tactical opportunities.

Indeed, the very first force of Stormcasts to enter the Mortal Realms was a Thunderstrike Brotherhood led by Lord-Celestant Vandus Hammerhand and Lord-Relictor Ionus Cryptborn, its warriors representing a cross-section of every conclave in the Hammerhands Warrior Chamber, from staunch Liberators and disciplined Judicators to winged Prosecutors and lightning-wreathed Retributors. Though small in size, this brotherhood proved devastating in impact, taking on the infamous Goretide of Korghos Khul and seizing the Realmgate of the Brimstone Peninsula from the dread forces of Chaos.

So began the glorious legend of the Hammerhands – one of the most storied and celebrated Warrior Chambers ever to serve the God-King. Tested on countless battlefields, they have never yet been found wanting, and march on beneath ever darkening skies.

FORM SHIELD WALL!

Before Sigmar first revealed his Stormcast Eternals, they trained tirelessly in the celestial arena known as the Gladitorium. Here they mastered every facet of warfare, from single combat to massed manoeuvres. Many of those who excelled in the fortress-like shield wall formation would later find themselves assigned to a Strike Chamber in their Stormhost, whose infantry phalanxes form the backbone of many battle lines.



The Warrior Chambers of the Hammers of Sigmar are ever at the forefront of the fighting in the Mortal Realms, their shields a bulwark against the enemies of the God-King.

THE GOLDEN HOST

Much like their disciplined approach to battle, the Hammers of Sigmar are exemplars in their use of heraldic colours and insignia.

As with all Stormhosts of the First Striking, their pauldrons and shields are blazoned with the sacred hammer and lightning icon. This device is rich with meaning, evoking at once Sigmar's great weapon Ghal Maraz, and the Sigmarabulus, the twin-tailed comet that heralded his birth.

Other types of symbolism pay tribute to the wearer's honourable deeds, such as the beastmarks that sometimes adorn Stormcast officers. These moulded likenesses of Azyrite creatures celebrate personal qualities ranging from the swiftness of a Star-eagle to the ferocity of a celestial lion.



Every Stormcast Eternal belongs to a conclave. Their conclave is denoted by an icon borne on their left pauldron.

Angelos Conclave (1)

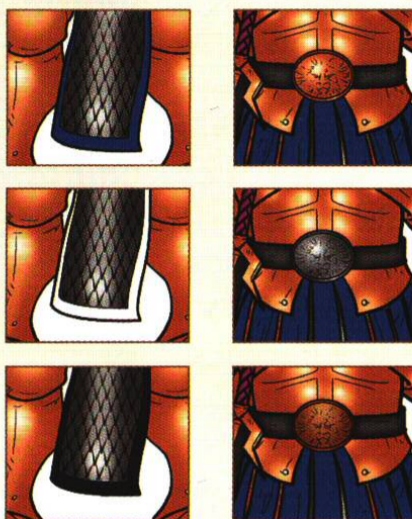
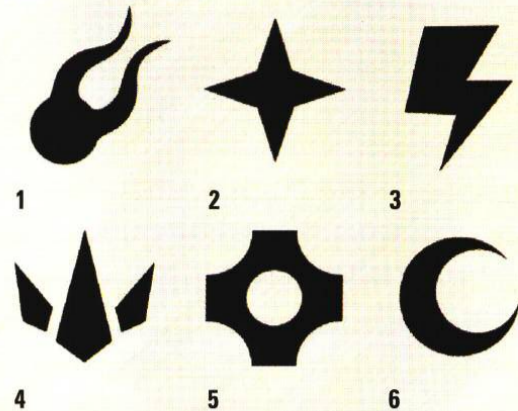
Justicar Conclave (2)

Redeemer Conclave (3)

Corpuscant Conclave (4)

Ordinatos Conclave (5)

Paladin Conclave (6) – this symbol is worn on a Paladin's right shoulder pad.



Like many Stormhosts, the Hammers of Sigmar identify their chambers by the colours of their plumes or crests, and each type of retinue has a distinct helm design. The warriors of the Hammerhands chamber display red plumes, echoing that worn by Vandalus Hammerhand.

Further subdivisions are indicated by detailing such as tabards and belt buckles. Each retinue within a Hammers of Sigmar conclave is identified by the trim of its tabards, while gold, silver or bronze belt buckles are used as a further signifier in cases where several retinues wear the same tabards.

ARRAYED FOR WAR

Though the wargear wielded by different Stormcast retinues can vary widely, battlefield recognition is invaluable, and every warrior takes care to display the fundamentals of colour and iconography. The Hammers of Sigmar apply these conventions unfailingly,

considering them an extension of their role as archetypes, and their Lord-Castellants are especially vigilant in the use of their warding lanterns to repair and cleanse armour. The examples below demonstrate the uniformity of heraldic display across various battlefield roles.



LIBERATOR



LIBERATOR-PRIME



RETRIBUTOR



PROTECTOR



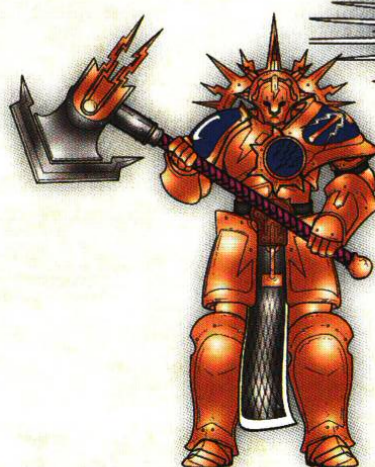
JUDICATOR



JUDICATOR-PRIME



JUDICATOR



DECIMATOR



PROSECUTOR

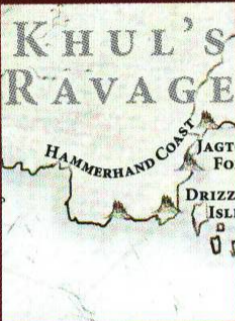
THE HAMMERHANDS

The warriors of the Hammerhands chamber have the distinction of being the first Stormcast Eternals to be sent into battle, and since that fateful excursion their blades have rarely been clean of blood. Battered again and again on the anvil of war, still the Hammerhands rise to every test as greater evils spread across the Mortal Realms, securing immortality for their chamber's name even should their souls one day fade.

In battle, the Hammerhands fight in the image of their Lord-Celestant, Vandus Hammerhand. Like that legendary commander they are tireless in their sense of duty, and view no obstacle as too great in the service of Sigmar, even should it make the agonies of reforging certain. Though marked by stoic discipline, all amongst the Hammerhands are also instinctive tacticians, able to make prescient decisions even in the turmoil of combat. Conscious of their hard-won reputation, the Hammerhands invariably prefer to sacrifice themselves to a man than to allow any to doubt their spirit – a resolve which may yet prove their undoing as the cycle of life and death takes its toll.

MAPPING VICTORY

The Hammerhands' glorious deeds have left their mark not only in the minds of the liberated, but also on the very lands where they have triumphed. In the Great Parch in Aqshy, where the Hammerhands first bested Korghos Khul, a stretch of coastline is now known as the Hammerhand Coast, and the name of the city Vandium pays proud tribute to Lord-Celestant Vandus himself.



WARRIORS OF LEGEND

The Hammerhands have been at the forefront of many of Sigmar's most momentous campaigns. It was they who spearheaded the quest to retrieve Ghal Maraz, and the chamber's warriors fought and fell bravely throughout the ensuing Realmgate Wars, culminating in the closing of the Brimfire Gate and the thwarting of Archaon at the greatest of all Aqshian portals.

'First to the fray!'

– Battle cry of the Hammerhands

Since their first fated strike against Korghos Khul's Goretide in the Brimstone Peninsula, the Hammerhands have held Khul and his warriors to be their utmost nemeses. For Vandus Hammerhand, this enmity was born long before he became a Stormcast Eternal, when Khul's forces massacred the mortal settlement to which he once belonged. Yet this vendetta must often be set aside in the name of Sigmar's wider war – the eyes of the Free Peoples look to the Hammerhands as figureheads of Azyr, and this means battling every manner of foe.



THE HAMMERHANDS CHAMBER ORGANISATION

CHAMBER COMMAND

LORD-CELESTANT VANDUS HAMMERHAND	KNIGHT-AZYROS LIMINUS STORMSIGHT
LORD-RELICTOR IONUS CRYPTBORN	KNIGHT-VENATOR YRACUS CLOUDSTRIKE
LORD-CASTELLANT ANDRICUS STONEHEART	KNIGHT-HERALDOR LAUDUS SKYTHUNDER
KNIGHT-VEXILLOR VORTICUS GALESPEAR	



ANGELOS CONCLAVE



PROSECUTOR-PRIME ANACTOS SKYHELM AND RETINUE
PROSECUTOR-PRIME PETRUS WINDSOUL AND RETINUE
PROSECUTOR-PRIME ZEPHYRINE SUNBLADE AND RETINUE



PALADIN CONCLAVE



RETRIBUTOR-PRIME DRAXUS GREATMAUL AND RETINUE	RETRIBUTOR-PRIME HADIUS COMETFALL AND RETINUE
PROTECTOR-PRIME BERRUS BRIGHTGLAIVE AND RETINUE	PROTECTOR-PRIME CASTAX THE SHIELDER AND RETINUE
DECIMATOR-PRIME GALBIA GLIMMERAXE AND RETINUE	DECIMATOR-PRIME NICTOS FOECLEAVE AND RETINUE



REDEEMER CONCLAVE



LIBERATOR-PRIME AURELA SURESTEP AND RETINUE	LIBERATOR-PRIME VERAX GREATWALL AND RETINUE
LIBERATOR-PRIME THRACIUS EARTHSHAKER AND RETINUE	LIBERATOR-PRIME DOMITUS KEENSWORD AND RETINUE
LIBERATOR-PRIME TITUS STONEFIST AND RETINUE	LIBERATOR-PRIME LUCIA ANVILBORN AND RETINUE
LIBERATOR-PRIME SEVIA REDPLUME AND RETINUE	LIBERATOR-PRIME GORDOS STORM-SON AND RETINUE
LIBERATOR-PRIME PROBUS HAMMERSPARK AND RETINUE	



JUSTICAR CONCLAVE



JUDICATOR-PRIME VALIA FARGAZE AND RETINUE
JUDICATOR-PRIME CORMUS THE SHARP-EYED AND RETINUE
JUDICATOR-PRIME NEMNOS TRUEBOLT AND RETINUE

VANDUS HAMMERHAND

Vandus Hammerhand is the lord of the Hammerhands, and the embodiment of the vengeful storm. Since his original forging as the first warrior of the Hammers of Sigmar, Vandus has proved himself a gifted and selfless leader, coupling a surety of purpose with exceptional might at arms.

In mortal life, Vandus was a smith-lord, Vendell Blackfist of the Direbrand Tribe. When his people were conquered by the ravaging Goretide of Korghos Khul, a blood feud against Khul was born that still burns beneath his dutiful aspect as Lord-Celestant. Where the one called Vendell once tempered iron, Vandus now shapes and refines the wrath of his warriors, honing them like a blade kept ever sharp for war.

Vandus has led his Hammerhands into many glorious battles – none more momentous than the quest to reclaim Ghal Maraz from the clutches of the Dark Gods, in which he seized back that mighty relic with his own hand. Yet a lengthening shadow darkens his mind, first felt after he was slain by Archaon with the infamous Slayer of Kings. Since that day, Vandus has been blighted by ever stranger visions, laden with doom and doubt. These insights are not entirely a curse. Thanks to the strange warnings of the figure of pure energy Vandus thinks of as the Lightning Man, he foresaw the coming of the Shyish necroquake, and brought a critical warning of that tumultuous event to Sigmar. As the visions continue, Vandus has begun to suspect that the Lightning Man is no stranger at all, but a figment of his future self, transmuted fully into a being of the storm and come back to warn against disaster.

Now more than ever Vandus must stand strong, setting aside his visions and vendettas to lead the way for all who look up to him.



‘You are the finest, the strongest, the purest. In pain were you made, but in glory will you live.’

– Vandus Hammerhand



CALANAX THE NOBLE

During the Cleansing – the war to scour High Azyr of dark ritualists and foul monsters – it was Vandus who first tamed one of the noble beasts known as Dracoths, harnessing the magical might of the creature Calanax.

Calanax seems to know the mind of Vandus better than most, and his companion's ever stranger visions have left him ill at ease. But in battle rider and steed fight as one – together they won for Vandus the blessed hammer Heldensen, and in Vandus' heroic clashes with both Skarbrand and Archaon, Calanax bravely lent his claws and lightning breath to the fight. Vandus and Calanax are a truly iconic sight on any battlefield, rallying all of Sigmar's forces to greater acts of valour.

HEROES OF THE HAMMERHANDS

Whatever their duties and skills, the commanding officers of the Hammerhands all lead by example, meeting Sigmar's direst foes blade-to-blade in the heat of battle. Because of this selfless heroism, it is often these commanders that endure the most reforgings, each painful rebirth shaping them into greater paragons of their Stormhost's fighting ethos, even as it takes its troubling spiritual toll.

Fired by the valour shown by their leaders, each Stormcast Eternal fights with the zeal of a Lord-Celestant, for every chamber is ultimately a meritocracy. Those who demonstrate true promise in mind and body know that they may one day find themselves reforged as commanders of battles yet to come.



LORD-RELICTOR IONUS CRYPTBORN

Once known as Eonid ven Denst, a princely champion of Shyish, Ionus was torn from his crypt to serve as Lord-Relictor at Vandus Hammerhand's side. If Vandus is the glory of lightning unbound, Ionus is the dark and brooding thunder that follows it, surrounded still with the graven aspect of the Realm of Death. Vandus sees beyond this dolorous demeanour, for a deep bond of brotherhood joins the two leaders. Ionus is one of the eldest of all Lord-Relictors, and like all those of his order combines great wisdom with the power to summon and bind the storm. Yet even one so steeped in death has not emerged unchanged from his many reforgings – his once strident tones have given way to a deathly whisper, further adding to his sinister aura and hinting at deeper things lost.

DEEDS OF GLORY

Instrumental in all of the greatest glories of the Hammerhands, Ionus Cryptborn marshals the storm amidst the Annihilation Brotherhood that acts as his personal guard. His wisdom and courage shone most bright when called upon to lead a depleted force of Paladins against the Bloodbound in Asphyxia, though his methods angered the Royal Victrians of the Tempest Lords Stormhost – a grievance which smoulders still.

LORD-CASTELLANT ANDRICUS STONEHEART

As the Keeper of Storms-To-Be, the Shield Celestial and the guardian of Sigmaron's skygate, Stoneheart is one of the most venerable lords in his Stormhost, and an unshakeable pillar of command within the Hammerhands chamber. Though taciturn, Andricus' instincts for evil are exceeded only by those of his Gryph-hound Swiftclaw. But the Lord-Castellant's stony facade is an incomplete portrait, outwardly maintained while he wrestles with a recurring vision he calls the Burning Bastion. Ashamed to confess to what he deems weak-mindedness, Andricus privately fears that the Bastion may portend the loss of a great stronghold under his charge.

DEEDS OF GLORY

Though it is as a castellan and siege-master that Andricus truly excels, he has fought indomitably alongside his Lord-Celestant in many key engagements. During the Heldenhammer Crusade he led a force of three dozen Paladins to purge Bloodbound from the gilded ruins of Elixia, and at the Battle of Argent Falls he fought heroically before falling to the firepower of a skaven Stormfiend.

KNIGHT-HERALDOR LAUDUS SKYTHUNDER

Like a rocky islet in a roiling sea, the bellicose war-caller Laudus Skythunder stands firm where the fighting is fiercest, bolstering the Hammerhands with clarion blasts of his battle-horn. Laudus lives for such clamour – his quieter moments are filled with the remembered cries of his mortal loved ones, swept away by a great deluge when the Quartz Dam of Lennaris was shattered by towering beasts at the Bray-Shaman Hurnghur's command. Though many reforgings have stripped Laudus of other memories, those screams remain, and each stricken comrade he helps up from the battle-mire reminds him of those he could not save.

DEEDS OF GLORY

Laudus has held the Hammerhands firm across a myriad of blasted landscapes, from the slopes of Mount Kronus to the frenzied crush within the Hell Breach – the tunnel blasted through the wall of the fortress Bloodcombe by the Solar Drake Ignax.

No matter the situation, conclaves form into tight battle lines that advance resolutely wherever Laudus' battle-horn is heard, their spirits bolstered simply by his indomitable presence.



The Hammerhands fight the forces of Chaos wherever they are found, from the fiery coasts of Aqshy to the glittering shores of Chamon and the verdant forests of Ghyran.



KNIGHT-AZYROS LIMINUS STORMSIGHT

In mortal life, Liminus Stormsight was a blind pilgrim of Chamon, often relying on the guidance and charity of others to find his way to the mountain shrines he sought. This proved his downfall when he was led into the clutches of a Slaaneshi cult. Never one to yield to despair, he battled his captors, hurling two of their leaders from the mountainside as he himself fell, only to be snatched up to Azyr in a bolt of lightning.

Now reborn as the Knight-Azyros of the Hammerhands, Liminus brings light where there is darkness, his celestial beacon bathing the battlefield with bright heaven-born rays. Liminus is Vandus Hammerhand's most trusted scout and envoy, though his reports have become increasingly strange, as though he is now witness to things beyond the corporeal.

DEEDS OF GLORY

In Shyish, when the Hammers of Sigmar joined forces with the Anvils of the Heldenhammer to clear the Zircona Deserts of evil, Liminus Stormsight was sent ahead in support of his Stormhost's Sacrosanct Chamber. The information he brought back proved invaluable, and the light of his celestial beacon drove away many of the wretched souls in the Nighthaunt vanguard before they could assail his brethren.

KNIGHT-VENATOR YRACUS CLOUDSTRIKE

Tearing through the sky alongside his Star-eagle companion Sidereos, Yracus Cloudstrike targets the Hammerhands' most formidable foes with precision shots from his realmhunter's bow. Yet Yracus' fellow officers have grown uneasy at the Knight-Venator's use of force. Citing crimes unseen by the less eagle-eyed, Yracus will at times turn his deadly arrows upon those formerly held to be beyond suspicion. While some simply attribute this to a long-held hatred of injustice that is only natural in one formerly a courthouse scribe, others fear Yracus' reforgings are reducing him to little more than an executioner, more callous with every kill.

DEEDS OF GLORY

While Lord Vandus clashed with Archagon on the Anachron Plateau, it was Yracus who despatched some of the Everchosen's most favoured lieutenants, including the mighty Varanguard Segheth Vaal, killed instantly when Yracus' star-fated arrow blasted him from his steed. Such is Yracus' merciless gaze that many warlords and demagogues have fallen prey to him even before the Hammerhands battle line has engaged.

KNIGHT-VEXILLOR VORTICUS GALESPEAR

Notable even amongst the Hammerhands, Vorticus Galespear is a warrior consumed by his role as exemplar, ever conscious of the hopes he and his brethren uphold. As the bearer of a twin-tailed meteoric standard, Vorticus feels this totemic responsibility all the greater, and though he has never wavered on the battlefield, the consequences of failure always dominate his meditations. With his every rebirth from the Anvil of the Apotheosis, Vorticus has found that the bright energy bolts that once crackled only around his standard now seem to emanate from his very hands, unnerving friend and foe alike.

DEEDS OF GLORY

From the Brimstone Peninsula to the Brimfire Gate, Vorticus' meteoric standard has glowed above the Hammerhands' ranks, its bearer never yielding to defeat while even a single Hammerhands warrior still stands. Vorticus is also a capable warrior in his own right — during the Firestorm Crusade he fearlessly vanquished a Khorgorath threatening the Hammerhands shield wall.

GLORY AND SACRIFICE

The Hammerhands have been at the forefront of many momentous battles in the name of Sigmar, earning themselves a glorious reputation unsurpassed by any other chamber. Even when victory seems out of reach, the brave warriors of Vandus Hammerhand have been known to sacrifice themselves for the greater cause, buying time for their allies or bringing down as many foes as they can before they are overwhelmed. Again and again they are remade in the heavens, often so swiftly that they reinforce the very battlegrounds on which they fell.

Though this cycle of reforgings has honed the Hammerhands into some of the most seasoned veterans in the service of Azyr, it has had a darker outcome – those that return seem ever further from the beings they once were, lacking more and more of their essence even as other eldritch gifts are acquired. But still they fight on, seemingly willing to lose everything but their place in the hearts and minds of the peoples they fight so hard to save.



THE AGE OF SIGMAR

THE BRIMSTONE PENINSULA

A Thunderstrike Brotherhood of the Hammerhands chamber becomes the first force of Stormcast Eternals to enter the Mortal Realms, leading a strike to seize a Realmgate in the Brimstone Peninsula held by the infamous Goretide of Korghos Khul. Lord-Celestant Vandus Hammerhand and Lord-Relictor Ionus Cryptborn lead the assault, triumphing in a series of battles until at last they force open the Igneous Gate. The Goretide are broken and Khul himself defeated at the Red Pyramid and forced into exile. Though the battle costs the lives of thousands of Stormcast Eternals, the Brimstone Peninsula is conquered, its Jagtooth Forts demolished and rebuilt as the Brimstone Keeps, and its Realmgates manned by Lord-Castellants, establishing a critical staging post for the wars to come. The victory awakens a new age of hope, with the Hammerhands celebrated by many as its figureheads.

THE HELDENHAMMER CRUSADE

Sigmar launches a grand crusade to retrieve his legendary warhammer, Ghal Maraz. Twelve Stormhosts are sent to battle through the Hanging Valleys of Anvrok, where the Tzeentchian sorcerer Ephryx has built the Eldritch Fortress to harness the magic of the God-King's iconic weapon. Vandus Hammerhand leads the crusading force, his Hammerhands once again hurling themselves into the crucible of war. Aided by the ferocious Celestial Vindicators and their commander Thostos Bladestorm, the Hammers of Sigmar emerge from each chapter of the campaign bloodied but ascendant, though their losses are grave. Finally the daemon cabal is shattered and Vandus personally claims Ghal Maraz for Sigmar.

THE WAR OF LOST TIME

The Hammerhands are sent to the Anachron Plateau, where scattered syllables of a daemonic name have been summoned to resurrect the Lord of Change Kiathanus. Knowing that the reborn greater daemon's knowledge will be sought out by the Dark Powers, Sigmar tasks the Hammerhands with reaching it first. The Stormcasts endure the immense gravitational pull of Mount Kronus and the weird temporal effects of the Well of Time, but their approach is expected by the Gaunt Summoner known as the Watcher King. Intent on harnessing Kiathanus' knowledge for himself, the Watcher King hurls hordes of Tzeentch daemons in the Hammerhands' path, and great numbers of the Stormcasts are consumed in billowing warfire. But the sorcerer's call for aid is overeager, and the dread forms of Skarbrand and Archaon enter the battle. On the summit of Mount Kronus Archaon slays the Watcher King and captures the final syllable of Kiathanus' name, claiming the daemon's allegiance for himself, only to spy Vandus Hammerhand approaching with what remains of his

chamber. Vandus is cut bodily in twain by Archaon, his dauntless courage inspiring the last of the Hammerhands Paladins to make a noble last stand. They die to a man.

THE FIRESTORM CRUSADE

The Hammerhands' old rivalry with the Goretide ignites once more as battle erupts in Asphyxia. Still greatly depleted by the massacre at the Anachron Plateau and lacking their Lord-Celestant, the Hammerhands, led by Ionus Cryptborn, join a larger force formed from eight other Stormhosts. The crusade rages fiercely, and when a swarm of the Plague God's daemonflies descends, Ionus realises a henge of red crystal is the key to victory over Khorne and Nurgle alike. Though few in number, the Paladins and Retributors under Ionus' command fight as heroes all, eventually succeeding in luring Skarbrand into the Crystal Henge, which turns his rage into a wave of destruction so potent it burns away the plague entirely and sets the souls of the despairing Asphyxians aflame. Once again the Hammerhands are destroyed in their hour of glory – Ionus himself at last slain by Valkia the Bloody – but their legend grows greater still. The Anvil of the Apotheosis rings loud that night.

THE BRIMFIRE GATE

Sigmar sends his Stormcast Eternals to close the Brimfire Gate, a Realmgate in Aqshy leading to the

Allpoints. A ring of vast fortresses surrounds their target. Aerial strike teams led by Knight-Venator Yracus Cloudstrike and Knight-Azyros Liminus Stormsight of the Hammerhands are tasked with foiling the defences – a feat ultimately achieved with the pivotal aid of Fyreslayer allies. Reforged at last, Vandus Hammerhand appears mid-battle and assumes overall command, just as the godbeast Ignax is awoken from its daemon-induced rampage by a Fyreslayer rune to blast a hole in one of the last remaining Chaos bastions. The fearless Hammerhands follow Vandus into the breach, where a crushing bloodbath ensues that claims all of the chamber's Liberators. Passage is finally gained with the support of Paladins and Drakesworn Templars, only for Vandus to find Skarbrand blocking his path. In a clash worthy of sagas Vandus defeats the greater daemon, and the Brimfire Gate is sealed.

TEMPEST OF SOULS

The Mortal Realms convulse beneath new storms as the Shyish necroquake unleashes deathless evils and predatory magic preys upon civilisation. The Hammers of Sigmar strike back first in Shyish, but the calamitous scale of the Soul Wars sees all realms affected, with all that was hard-won under threat. As the most storied and battle-hardened of all Stormcast chambers, the Hammerhands are called upon to battle ceaselessly in this new era. They would have it no other way.

It is said that Vandus Hammerhand and Korghos Khul will fight against each other for all eternity, that their fates in the Mortal Realms are inextricably entwined.



WARSCROLL BATTALIONS

Here we present four new warscroll battalions, enabling you to field a Hammers of Sigmar army based on the Hammerhands Warrior Chamber.

WARSCROLL BATTALION

HAMMERHANDS WARRIOR CHAMBER



No Warrior Chamber in the God-King's service is more steeped in glory than the Hammerhands. Led to war by heroes tempered by countless battles, the conclaves and brotherhoods of the Hammerhands epitomise discipline and duty. When assembled as a single fighting unit, the Hammerhands are a potent weapon in the hands of any general, the shield walls of their Thunderhead Brotherhoods working in concert with the crushing assaults of their Hammerstrike Forces.

ORGANISATION

A Hammerhands Warrior Chamber consists of the following warscroll battalions:

- 1 Hammerhands Lords of the Storm
- 3 Hammerhands Thunderhead Brotherhoods
- 3 Hammerhands Hammerstrike Forces

ABILITIES

Exemplars To All: *The Hammerhands are ever conscious of the hope evoked by their name, and they would sooner die to a man than fail those they protect.*

You can re-roll save rolls of 1 for units from this battalion that are wholly within 8" of any **HEROES** from the same battalion.

Blood Feud: *Beneath their dutiful aspect, all amongst the Hammerhands long to destroy the ravaging hordes sworn to Korghos Khul.*

You can re-roll hit rolls of 1 for attacks made by units from this battalion that target **BLOODBOUND** units.



WARSCROLL BATTALION

HAMMERHANDS LORDS OF THE STORM

ORGANISATION

A Hammerhands Lords of the Storm battalion consists of the following units:

- 1 Vandus Hammerhand
- 1 HAMMERS OF SIGMAR Lord-Relictor (*Ionus Cryptborn*)
- 1 HAMMERS OF SIGMAR Lord-Castellant (*Andricus Stoneheart*)
- 0-1 unit of Gryph-hounds
- 1 HAMMERS OF SIGMAR Knight-Azyros (*Liminus Stormsight*)
- 1 HAMMERS OF SIGMAR Knight-Heraldor (*Laudus Skythunder*)
- 1 HAMMERS OF SIGMAR Knight-Venator (*Yracus Cloudstrike*)
- 1 HAMMERS OF SIGMAR Knight-Vexillor (*Vorticus Galespear*)

ABILITIES

Stand Firm, Brothers: *Every Hammerhands commander is a paragon of courage and tenacity, each inspiring the other to mightier deeds.*

If a **HERO** from this battalion is slain by a wound or mortal wound that has been allocated to that model while it is wholly within 6" of any other **HEROES** from the same battalion, roll a dice before that model is removed from play. On a 5+, the wound or mortal wound is negated and the model is not slain.

WARSCROLL BATTALION

HAMMERHANDS THUNDERHEAD BROTHERHOOD

ORGANISATION

A Hammerhands Thunderhead Brotherhood consists of the following units:

- 3 units of HAMMERS OF SIGMAR Liberators
- 2 units of HAMMERS OF SIGMAR Judicators

ABILITIES

Storied Veterans: *Tireless campaigning has forged strong tactical bonds between different Hammerhands retinues, so that they instinctively sense the best targets of attack.*

You can re-roll hit rolls of 1 for attacks made by **LIBERATORS** units from this battalion if any units of **JUDICATORS** from the same battalion inflicted one or more wounds on the target unit.

WARSCROLL BATTALION

HAMMERHANDS HAMMERSTRIKE FORCE

ORGANISATION

A Hammerhands Hammerstrike Force consists of the following units:

- 2 units of HAMMERS OF SIGMAR Paladins
- 1 unit of HAMMERS OF SIGMAR Prosecutors

ABILITIES

Dauntless Spirit: *Never yielding to superior numbers, the elite warriors of the Hammerhands chamber fight with even greater fervour when engulfed by foes.*

You can re-roll wound rolls of 1 for attacks made with melee weapons by units from this battalion that target a unit containing more models than that unit.



SIGMAR'S GOLDEN HOST

The Hammers of Sigmar are the first of Sigmar's Stormhosts - a gilded legion of undying warriors forged by lightning. It's no wonder, then, that Warhammer TV's Martin Morrin decided to paint a huge army of them. We asked him all about it.

WE NEED YOU!

Do you have a beautifully painted army of Citadel Miniatures that you would like to see in White Dwarf? Send us some pictures to:

team@
whitedwarf.co.uk

Regular readers may recall that this isn't the first time we've featured Martin's Stormcast Eternals in the pages of White Dwarf - in last October's issue Martin pitted his Sacrosanct Chamber force against Warhammer Community writer Rhuaireidh James' Beasts of Chaos army. It's safe to say that (spoilers incoming) Martin gave Rhu a bit of a beating! But the army Martin fielded was just a small part of a much larger collection, one that we've wanted to

feature in the pages of White Dwarf for some time. Well, now we have! We asked Martin how he came to paint such a huge collection.

When did you start collecting Hammers of Sigmar then, Martin?

It all began with the first Warhammer Age of Sigmar starter set when it came out three years ago. Funnily enough, I didn't paint the Stormcast Eternals! I picked the Khorne Bloodbound, while



my regular opponent – Ben Johnson – painted the Stormcast Eternals. We painted different armies so we could fight each other more easily, you see. But I still had the Stormcast models from the boxed set sitting at home, so it was inevitable they would get painted sooner or later.

‘I did go home with the Most Sporting Opponent award, too, which I was very pleased with.’

As it turns out, it was sooner! When the Warhammer World events team announced the first Warhammer Age of Sigmar Grand Tournament, I signed up straight away for Heat 1. I find gaming events to be a brilliant motivator when it comes to painting – I always want to take a new army along.

Does that mean your hobby is driven more by painting or gaming?

I like painting, but I like gaming even more. When it comes to picking an army for an event like a Grand Tournament, I think about it a lot. My core force for Heat 1 of the Grand Tournament was based around the Warrior Brotherhood warscroll battalion which is, by anyone’s standards, phenomenal in the game. I know quite a few people who have won events using that warscroll battalion – I even played against it in the last, not to mention decisive game at the Clash of Swords event a few years ago (I still remember, Russ!). I didn’t quite win the Grand Tournament heat, but I did get my army painted to a noteworthy standard and managed a top ten finish, which was great. I did go home with the Most Sporting Opponent award, too, which I was very pleased with. I learned a good deal about my Hammers of Sigmar army at that first event.



MARTIN MORRIN

Martin is the manager of the Warhammer TV video team and has made many appearances on the Twitch live stream since it started. A keen tournament gamer, Martin has taken part in dozens of Warhammer World gaming events over the years.

GOLDEN WARRIORS

The Hammers of Sigmar aren't the first golden warriors Martin has painted – he also painted an Eldritch Council force for Armies on Parade a couple of years ago. Check them out here:

armiesonparade.com



Below: The Celestant Prime, surrounded by Prosecutors. 'They are very fast moving and great for taking objectives towards the end of a game,' says Martin. 'They can even pick off characters and war machines if necessary, and are great for blocking charges.'

How has your army evolved since then?

I've continued to add new units to my army as they come out. Some models I'll paint for a particular event, others – mostly heroes – I'll paint just for the fun of painting them. I like the idea of completing a collection – of having one of everything painted. I've got a lot of units to go, but I have most of the heroes painted now – I finished Gavriel Sureheart and Neave Blacktalon especially for this article!

However, before I could get onto the big box of Vanguard-Palladors and Vanguard-Hunters I have sitting at home, the new Soul Wars box came out.

'I like the idea of completing a collection – of having one of everything painted.'

Which you painted for October's Battle Report.

Yeah, that took some doing, getting all those models painted in such a short space of time. But it was worth it to give Rhu a good thrashing (sorry Rhu!). I tend to favour quite a quick and neat painting style, using spray paints and an airbrush to get most of the groundwork done before I set to work with the brushes. Once I've got the basecoats, washes and maybe a highlight done, I



A SHATTERED DOMINION

'While working on my army, I bought the Shattered Dominion game board,' says Martin. 'So I thought I'd base all my models to match it using the Shattered Dominion basing kit. I paint the bases separately from the models, starting with a sprayed-on basecoat of Mechanicus Standard Grey. I then drybrush the bases Dawnstone and Administratum Grey, followed by a recess wash of watered-down Skrag Brown.'



ARMY SHOWCASE

Martin's army is built around a core of infantry. His retinue of ten Retributors (with no fewer than four Starsoul Maces in the unit) is rightly feared by his opponents.



'I painted my Dracolines green and orange to give them an otherworldly look,' says Martin. 'The rest of the army has an established colour scheme – the Dracolines I could go crazy with.'



'I like my heroes to stand out, so I use a lot of hero bases for them,' says Martin. We think his most impressive is the Knight-Venator hovering above a ruined column.



PAINTING THE HAMMERS OF SIGMAR MARTIN'S WAY

'I like a quick but neat paint scheme for my models – nothing too fancy, just tidy and clean,' says Martin. 'I have one main tip when it comes to painting – before I use my Shade paints, I always mix them 50/50 with Lahmian Medium to make them more translucent. I find this helps get a better colour transition on my models, especially when using high-pigment Shade paints like Drakenhof Nightshade and Carroburg Crimson.'

GOLD ARMOUR

Retributor Armour
Citadel Spray Paint

Liberator Gold
Airbrush

Reikland Fleshshade
Gloss
L Shade

Stormhost Silver
S Layer

BLUE ROBES

Kantor Blue
M Base

Drakenhof Nightshade
M Shade

Altdorf Guard Blue
M Layer

RED ROBES

Mephiston Red
M Base

Carroburg Crimson
M Shade

Evil Sunz Scarlet
M Layer

DRACOLINE SKIN

Waaagh! Flesh
L Base

Agrax Earthshade
L Shade

Waaagh! Flesh
M Layer

DRACOLINE SCALES

Jokaero Orange
S Base

Agrax Earthshade
L Shade

Bestigor Flesh
M Layer



feel ready to game with them. I can then go back to the models later to tidy them up or add in a few extra details. I do the same with most of my armies, particularly those that are mostly one colour, like Space Marines.

Perhaps unusually, I don't paint my heroes any differently to my regular troops. I know a lot of people lavish attention on their heroes to make them stand out, but to me, all Stormcast Eternals are mighty heroes – they should all look great. Liberators aren't basic line troops, they're mighty golden heroes. Instead, I give my heroes elaborate bases to make them stand out. I've gone through a few set of Hero Bases by now.

What sort of games do you normally play?

Most of the games I tend to play are matched play games – I play a lot of pickup games, often with people I haven't played before, and I find that using points and set battleplans really help level the playing field and ensure that both players have fun. I also play quite regular games with Black Library author Gav Thorpe. Often Gav will be working on a particular story and he'll need some examples of how the warriors will fight, so we play a game with them. Last time we played he was writing something about Korghos Khul, so I broke out my Bloodbound army for a game against him.

AIRBRUSHING

'Airbrushes are a great way to get paint on your models quickly, and you can achieve some really neat effects with them, too,' says Martin. 'I used an airbrush to create the gradient effect on my Liberators' shields, for example. After painting the basecoat of Kantor Blue, I used my airbrush to create the gradient effect with Altdorf Guard Blue. I then painted a thin line of Altdorf Guard Blue around the rim to highlight the shield.'



Do you have any gaming advice for players collecting a Hammers of Sigmar army?

Take advantage of all the special characters you have access to – Vandus, Gavriel, Astreia... they're all great! They all have different strengths, so the trick is knowing which one to take in which game and against which opponent. Also, it's worth taking a lot of Redeemer units – Liberators and Sequitors – because of the Soul of the Stormhost ability that allows you to bring them back if they die. It won't always pay off, but getting a new unit can be decisive.

'To me, all Stormcast Eternals are mighty heroes – they should all look great.'

Lastly, I'd suggest taking a fighting general as opposed to a defensive one. A Hammers of Sigmar general must have the We Cannot Fail command trait, which means friendly Hammers of Sigmar units wholly within 9" of him can ignore wounds and mortal wounds on a roll of a 6. That's a really handy ability, so you need to keep your general near your main body of troops. There are so many options in the Stormcast Eternals army list; whatever you take, you'll find a way to make it work for you and your style of gaming.

PAINTING HAMMERS OF SIGMAR

Following on from this month's Tome Celestial about the Hammerhands Warrior Chamber and Martin Morrin's beautifully painted army, we present a wealth of useful painting guides so you can paint your own army of the Hammers of Sigmar.

The Hammers of Sigmar are the iconic Stormcast Eternals, clad in glimmering golden plate armour, their shields a regal blue. Painting an army of them is an extremely rewarding endeavour, for when they're painted well they look great both in a cabinet and on the battlefield.

This painting guide is designed to help you get your Hammers of Sigmar models painted, right from bare plastic right up to the final highlight. On the opposite page you'll find a quick and simple ten-stage guide for getting your models battle ready. By this we mean presentable for a game – no one likes fighting against (or with) an army wearing sprue-grey livery. If you want to spend a bit more time on your models, over the page you'll find stage-by-stage guides for pretty much every part of a Stormcast Eternal, from armour to helmet plume and everything in between. Whether you're painting Liberators, Dracothian Guard, a Lord-Celestant or even a Gryph-hound, you should find what you need right here. Happy painting!



BATCH PAINTING

One of the easiest ways to tackle Stormcast Eternals (and other predominantly one-colour models like Space Marines) is to paint them in batches, especially if you can basecoat ten or more of them in one go with a spray paint. Retributor Armour Spray, followed by a wash of Reikland Fleshshade will have these models well on their way to completion!



Got all the right tools for the job? Before you start painting, make sure you've got all the paints and brushes you need, plus a pot of clean water for washing your brushes in.

BATTLE READY

Want to get your Hammers of Sigmar painted nice and quickly so you can get some games in? Well, the easiest way to get your models ready for battle is to paint them using just basecoat and shade paints. By painting your models this way, you can have a collection ready for war in

no time at all! While this means you may miss out on some of the smaller details, remember, you can always go back and finish your models off at a later date. For the stages below, we recommend using an M Base brush for stages 2 to 6 and an M Shade brush for stages 7 to 10.



Basecoat your model with Retributor Armour Spray (1).

Paint the shield, tabard and shoulder pads Kantor Blue (2).

Paint the cloth Abaddon Black (3).

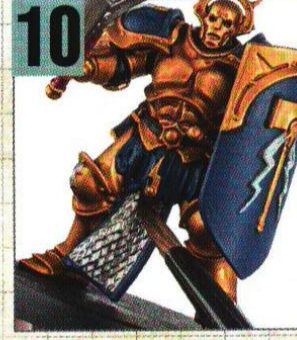
Paint the hammer and scale mail with Leadbelcher (4).

Use Zandri Dust to paint the parchment (5) and Celestra Grey for the lightning bolts on the shield and shoulder pad (6).

Shade the gold armour with Reikland Fleshshade (7), and the parchment with Seraphim Sepia (8).

Wash the recesses of the shield and shoulder pads with Drakenhof Nightshade (9).

Wash the scale mail and hammer with Nuln Oil (10).

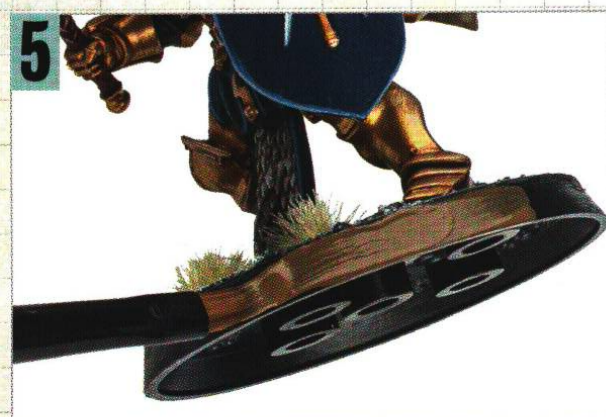
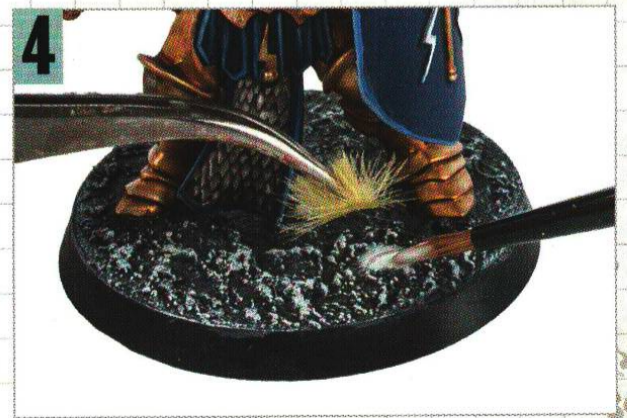
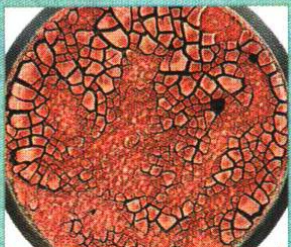


THE BASE IS HALF THE BATTLE

Once you're happy with your Hammers of Sigmar model, you can set about painting its base. Like all aspects of painting a model, you can put a lot of time and effort into a model's base, or just a little – the choice is entirely yours. Here, we show you how to paint a simple base, perfect for a battle-ready model like the one shown above.

WAR IN THE MORTAL REALMS

The Hammers of Sigmar have fought all across the Mortal Realms, from Aqshy, the Realm of Fire, to Shyish, the Realm of Death. On page 93, you can find an alternative way to paint the bases of your models. There were a few examples in last month's issue, too, and there will be more next month!



Using a Citadel Medium Texture tool, cover the base with a layer of Astrogranite (1).

Use an M Shade brush to apply a wash of Nuln Oil to the whole base (2).

Drybrush the base Longbeard Grey using an M Dry brush (3). This will

help pick out the texture on the base and give it definition.

Attach tufts of Mordheim Turf to the base using a pair of tweezers and PVA glue (4).

Paint the rim of the base Steel Legion Drab using an M Base brush (5).

HOW TO USE THIS GUIDE

These pages offer stage-by-stage guides for painting your models, breaking down each area of the miniature into a series of stages and showing the techniques and paints used in each stage. Each stage includes the following:

Photograph:

These show what has been done – study the pictures before you paint to see where you’re applying the colours and what they should look like.

Technique & Paint:

The coloured bar names the technique shown in the picture along with the Citadel Paint used.

Brush: We name the Citadel Brush used – the name here is exactly what you’ll find on the brush, making it easy to identify the right one.



Technique: Colour

Brush

ON THE APP

I LOVE GOLD!

There are many ways to paint golden armour, be it shining gold, dull brass or weathered copper. Check out the Citadel Paint app (it’s free!) to find the colour you’re looking for.

Light Brass

Copper

Bronze

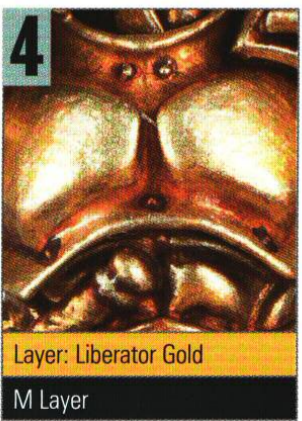
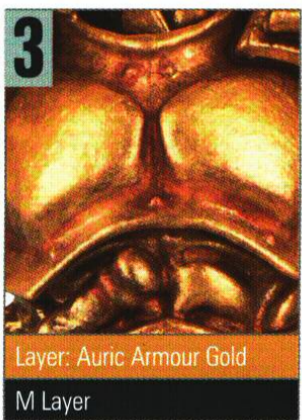
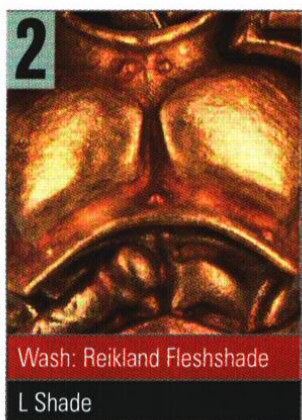
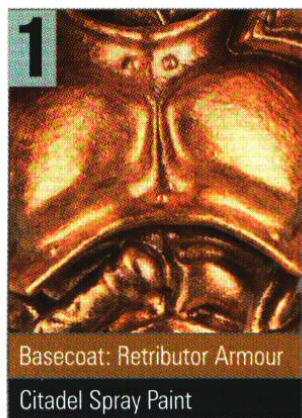
Weathered Bronze

PAINTING THE HAMMERS OF SIGMAR

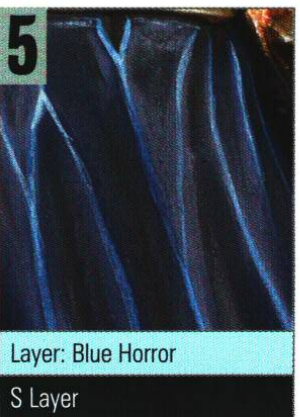
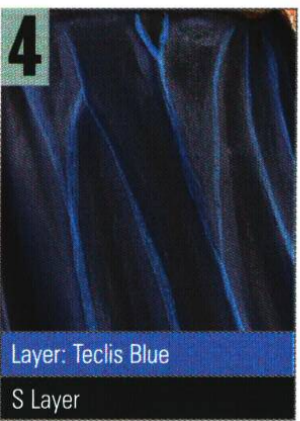
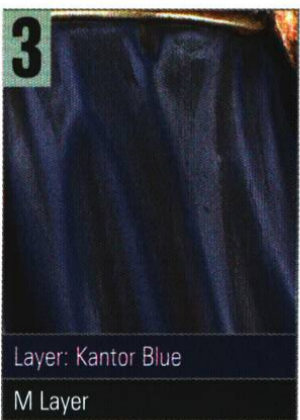
As mentioned earlier, the quickest way to get your Hammers of Sigmar underway is to basecoat them with Retributor Armour Spray. You can then tackle the largest area of the model – the gold armour – without fear of getting gold paint on any of the other colours. You could even drybrush the armour gold, which will give it a more burnished, weathered appearance (and has the added

benefit of being a lot quicker to paint!). The next largest areas of the models are the blue bits – normally shoulder pads and shields, but also loincloths, robes and capes. For these areas, it’s worth taking your time to be neat – you don’t want to get blue paint on the gold armour you’ve just finished painting. The insides of the capes were painted an off-white to add variety to the colour scheme.

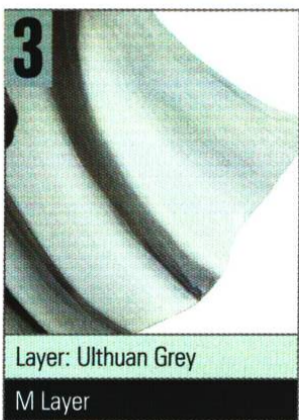
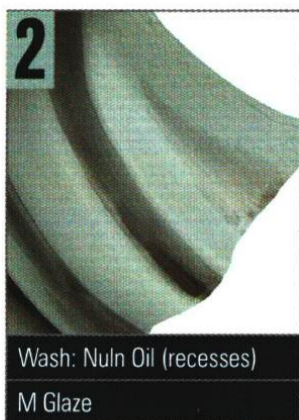
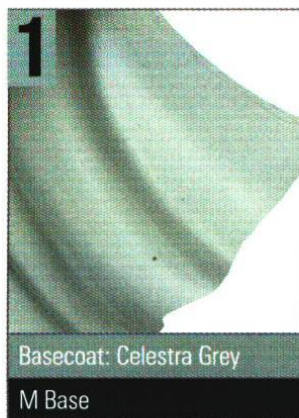
GOLDEN ARMOUR



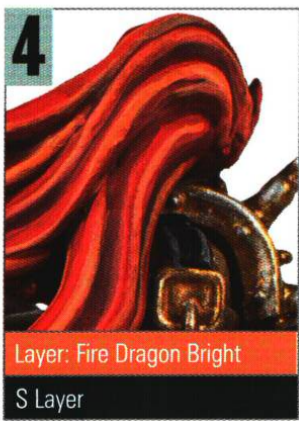
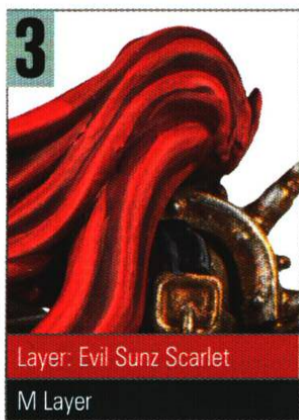
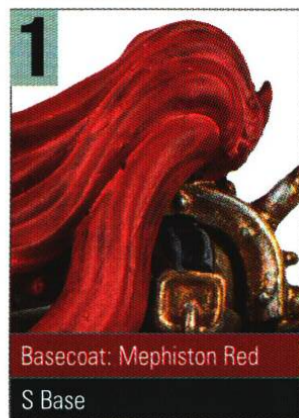
BLUE ROBES



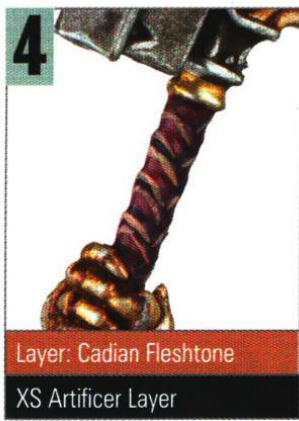
WHITE ROBES



RED PLUMES



HAMMER HANDLE



TOP TIPS

Try swapping out the Reikland Fleshshade wash on the armour for a wash of Reikland Fleshshade Gloss. This will make the armour look much shiner, like it has been lacquered and polished. You can do the same thing with the warhammer too, replacing Nuln Oil with Nuln Oil Gloss. Try to avoid using gloss shades on cloth areas, though, as it will make them look shiny and unnatural.

When applying a wash to the cape, use an M Glaze brush instead of a Shade brush to give you more control over where the paint goes. You want it to sit in the recesses, not stain the whole area.

Try mixing Lahmian Medium with Guilliman Blue when painting Prosecutor wings (below). It will make the paint more translucent and give the wings a more magical glow.

WARHAMMER



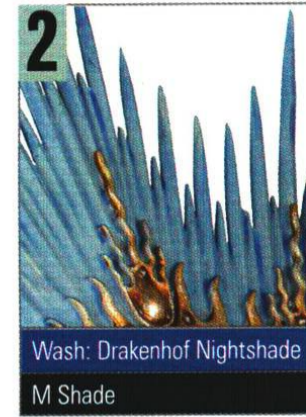
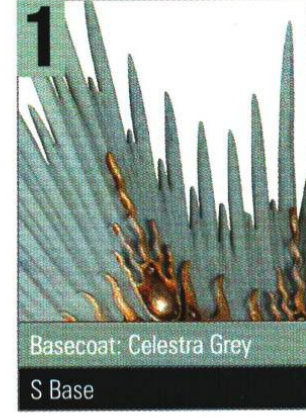
SIGMARITE BLADE



PARCHMENT



PROSECUTOR WINGS



HERALDRY OF WAR

One way to really make your Hammers of Sigmar stand out is to add a design to their shields. Here, two faint lines were drawn with a pencil down the length of the shield. The area inside was then painted Mephiston Red. This could be used to designate squads or Stormhosts.



But why stop at stripes? Why not try quartered designs or even chevrons? They could mark the heraldry of your unit's Prime.



The painting guide shown to the left is for a Stormcast Eternals Liberator-Prime, though you can easily use the colours shown here for Sequitors, Evocators, Prosecutors, Paladins, Liberators... the list goes on! Each Warrior Chamber can be identified by the colour of its plumes. The Hammerhands wear red plumes, while members of the Stormbound Warrior Chamber wear black ones. You could even make up your own Warrior Chamber with your own plume colour.

CREATURES OF THE CELESTIAL REALM

While the Hammerhands are predominantly an infantry formation, there are many Hammers of Sigmar who ride into battle, from the Dracothian Guard of the Extremis Chambers to the Vanguard-Palladors of the Auxiliary Chambers. Here we show you how to paint their celestial mounts – the example below is a Gryph-charger from the Lord-Aquilor model.

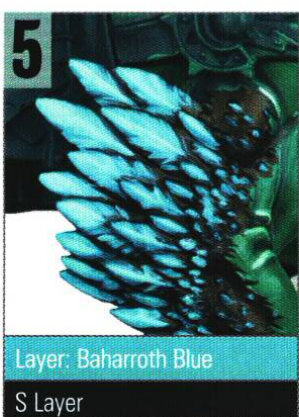
TOP TIPS

When painting Stormcast riders and their mounts, it's worth painting them in sub-assemblies. That way you can spray undercoat the rider one colour (in this case Retributor Armour) and the mount another (Abaddon Black in this case). Once you're finished painting the rider and mount to completion, you can then glue the sub-assemblies together.

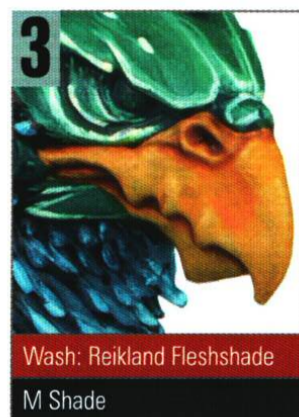
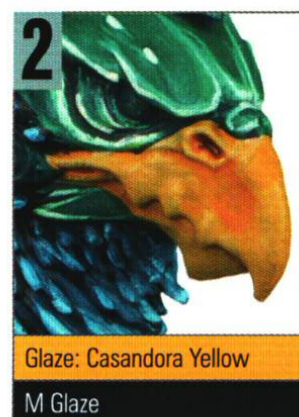
GRYPH-CHARGER SKIN



RADIANT FEATHERS



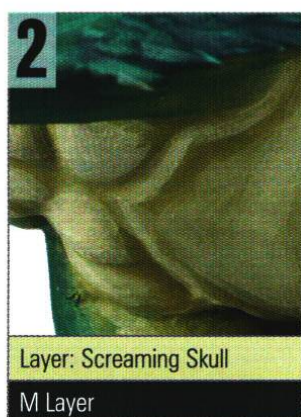
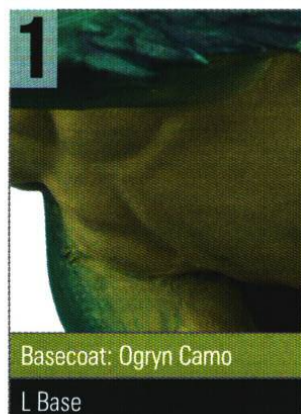
BEAK AND CLAWS



SCALES AND HOOVES



GRYPH-CHARGER BELLY



ON THE APP

MAGICAL BEASTS

The creatures of Azyr come in many wonderful shades and colours, from iridescent blue to startling red and yellow. Why not try out a few of these colour schemes from the Paint app.



The beasts of Azyr (and the other realms, of course) come in many unusual shades and hues. However, it's worth considering how the colours of the mount complement the colours of the warrior riding it. For example, if you choose to paint your Gryph-chargers yellow, they would probably clash quite badly with the gold-armoured warriors riding them. We suggest cool blues or warm reds as alternatives to the green shown here.

However, while these magical beasts may be very colourful, they still need to look like real creatures. To help achieve this, the last stage on the Gryph-charger's skin, feathers, belly and beak is the same colour – Screaming Skull. It may seem like a small detail, but applying a final highlight of the same colour to all (or most) of the parts of a magical beastie will help unify the model's colour scheme and make it feel more coherent.

Dracoths, Gryph-chargers, Gryph-hounds, Aetherwings, even Stadrakes – all of them can be painted using the stage-by-stage guides shown on the opposite page. Why not try out some of them yourself?

