

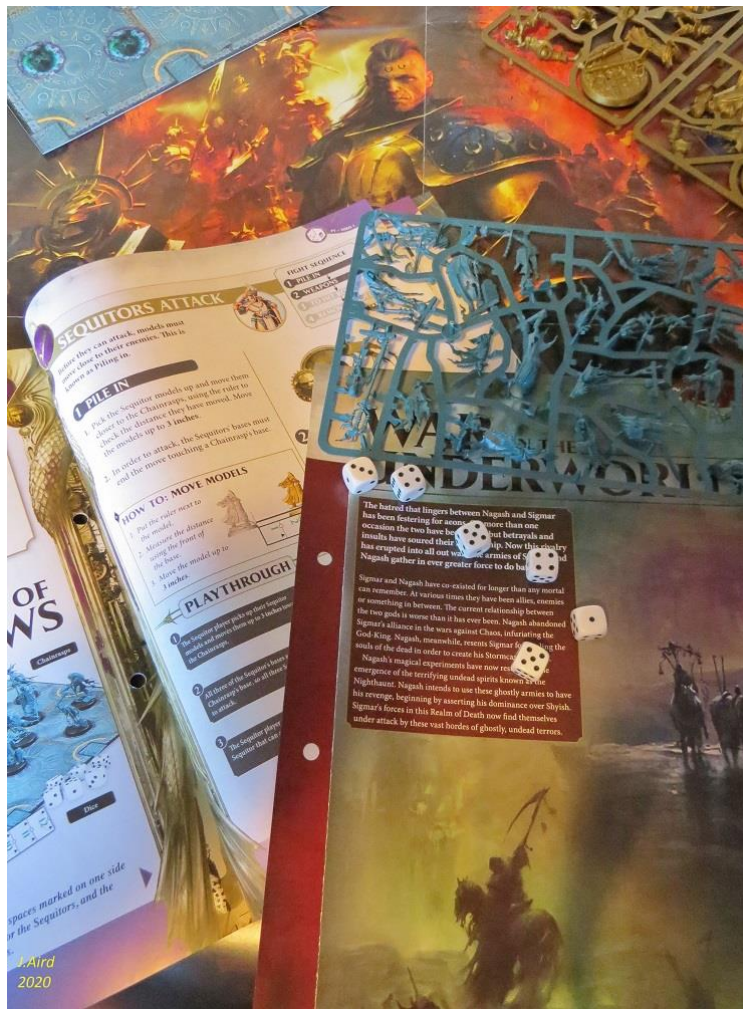
# Warhammer Age of Sigmar: Mortal Realms Issue 1 £2.99

## Review by Jonathan Aird

A couple of years ago now, Games Workshop quite surprisingly ditched their game *Warhammer Fantasy Battles* and launched a new fantasy game *Warhammer Age of Sigmar*. This caused upset and a boom in sales in about equal measure. This January, in association with publisher Hachette, Games Workshop have launched a new fortnightly partwork allowing the novice gamer to buy their way into the world of Warhammer Age of Sigmar a little at a time. This is quite like the approach of the Warhammer 40K partwork that started last year -- each fortnight the partwork will provide more rules and figures (or maybe just paint!) to allow a pair of opposing forces to be built up a little at the time and painted increasingly well as the available paints (and the skill) increase over the weeks.



The first issue, which is at the typically good introductory price of £2.99 (later issues will be £7.99) is a very generous start. Alongside a rulebook, a huge poster, six dice, a cardboard "battle map" and a transparent flat plastic flexible ruler there are two full sprues of figures. These are three figures of Stormcast Eternals Sequitors and 10 figures of Nighthaunt Chainrasp Hordes of which, if my interrogation of the GW website is correct, normally retail at £10 and £15 respectively. The Stormcast Eternals look rather like low technology Space Marines -- the armour is just armour, not power armour, the weapons are not energy weapons but just axes and the like. The Chainrasp hordes are ghostly forms that look to have been inspired by Dickensian lost souls as found in *A Christmas Carol* -- spectres tied to the earth by the chains they forged in a lifetime of unkindness or outright evildoing.



Both sprues are shown in the following pictures -- I really like the sculpted bases of the Stormcast figures, but to be honest I don't really know what use the figures will be. Perhaps they could be used to make a small skirmish force for something like Frostgrave or Songs of Blades and Heroes, and I'm toying with the idea of using one or more as statues -- they'd look pretty good with 6mm figures as over-the-top gigantic figures, they might also make good Golems of the bronze or iron variety.





The Chainrasps on the other hand I really do like and can see them being used in any number of areas - within the same fantasy skirmishes or perhaps more likely in a horror scenario for Strange Aeons or other such skirmish games. They'd be useful for any RPG which allows for the undead - and as I picked up a few copies of this launch issue of Warhammer Age of Sigmar: Mortal Realms I've got plenty enough to populate the catacombs of an underworld for a Dungeons & Dragons scenario.



As would be expected at such a bargain price the magazines have sold very quickly - I saw large numbers on the day of issue but by a couple of days later they seemed to have vanished!

I imagine that there will be a lot of sprues popping up on Ebay for a bit cheaper than GW sells them for! I'll certainly take a look at future issues - the big poster has, on the reverse, photographs of what the whole series will provide and there are some very tempting looking scenery items that might be cheaper to pick up this way than direct from GW.