

# Games Workshop - Age of Sigmar : Stormbringer Part 1

By Jonathan Aird

Another year, another Games Workshop partwork from Hachette - the second one that features the background and figures from the Warhammer Age of Sigmar range.

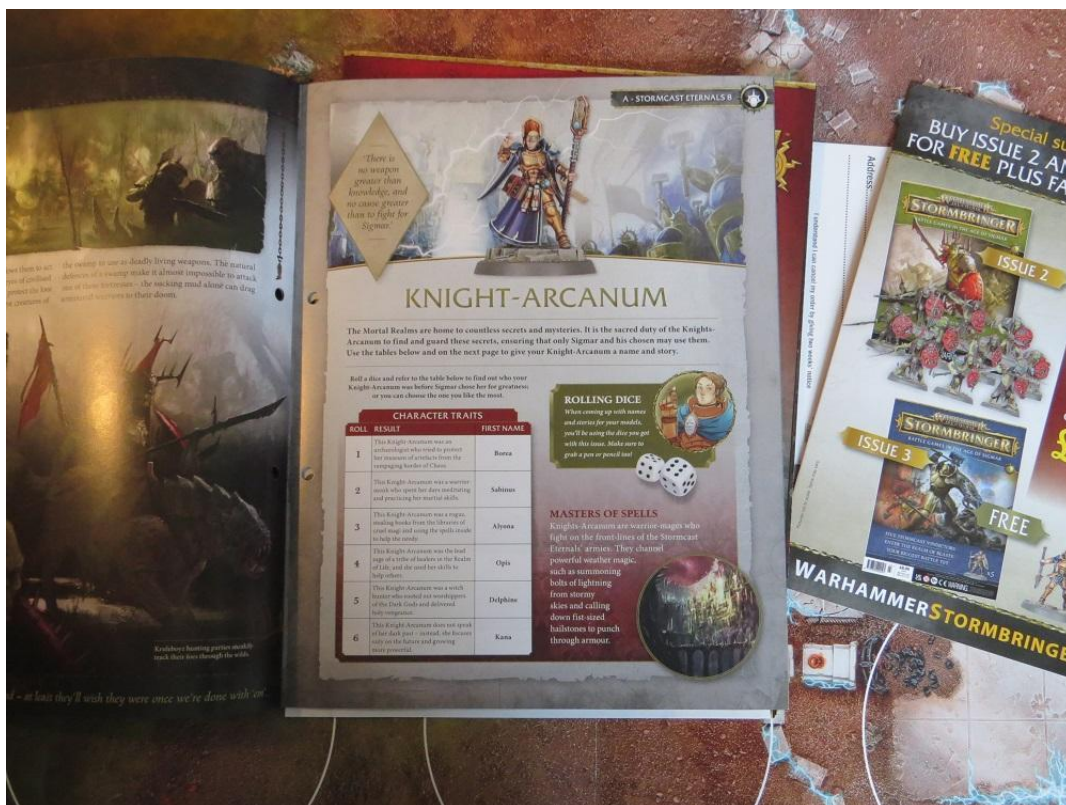


Having previously covered the human armies of Sigmar facing up against the spectral Nightgaunts, this new series covers the armies of the Orks against the human armies of Sigmar. This does immediately raise an eyebrow - the Human/Nightgaunt partwork has hardly finished and yet here we have once more the same human army, which seems a bit strange. It would have been nice, I think, to have had a different "army of good", such as the Armies of the Free Cities, to collect this time around. On the other hand GW may feel that Sigmar forces are so iconic that they have to be present.

This starter set comes at the introductory price of just £2.99 - in earlier similar partworks that would have brought the purchaser some figures, some dice and a paint or two and a paintbrush. Well, maybe this is the austerity version, as the apparent generosity, whilst still good, has been reduced a little. There are three figures - two "leader" types one for each side and a small ork sidekick - as well as six normal dice.

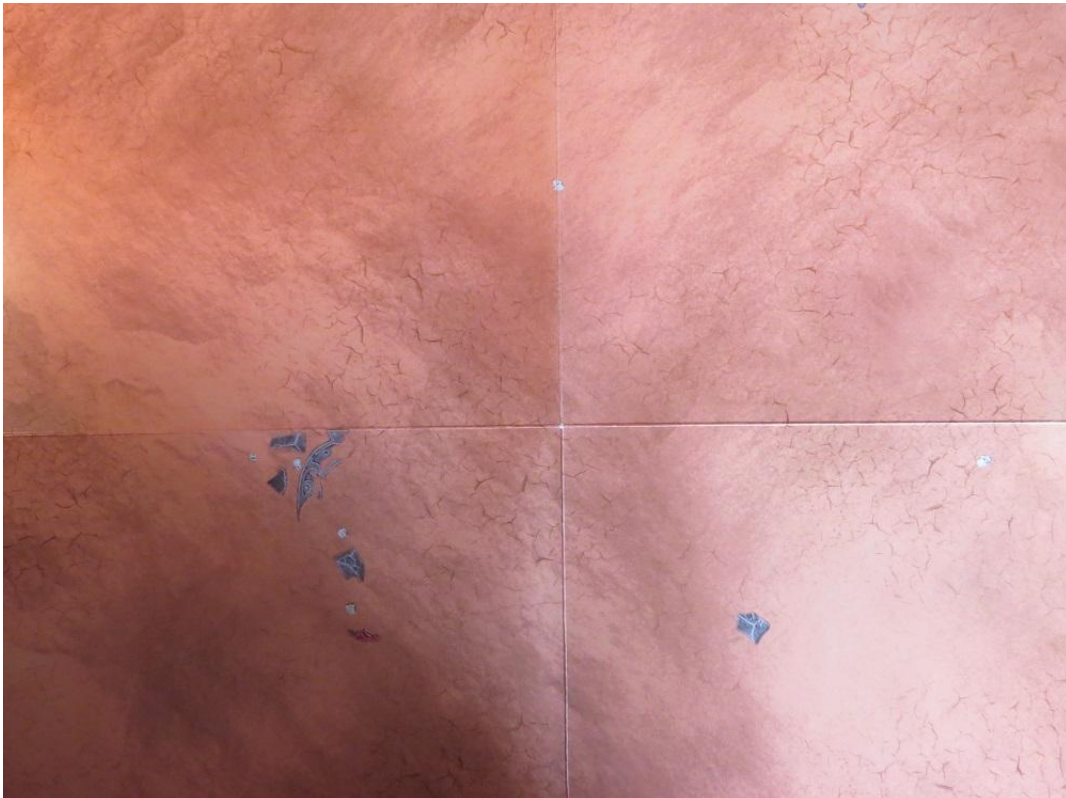


Alongside these are the first parts of the rulebook and background material for the game, and a double-sided cardboard play mat which is 88cm x 57cm.

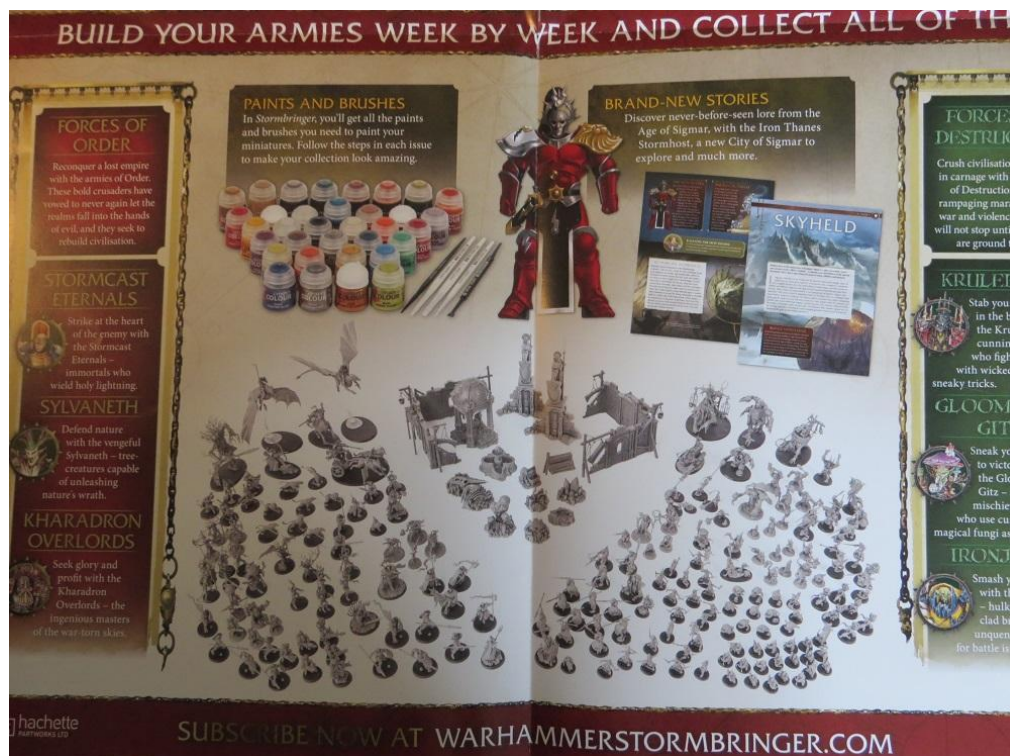




This last is quite good. One side is a ruined urban landscape which is slightly spoilt by having large circles superimposed on it - this has been done to support the introduction of simplified movement and range measurement into the beginning version of the rule set. The other side is a plain desert landscape and this should be quite useful for a number of different games.



The partwork content is described in the booklets and the "*why don't you subscribe*" leaflets. It is going to run for 80 parts, part 1 is £2.99, Part 2 is £5.99 and from then on it is £8.99. If one subscribes directly, then each issue will arrive by post and part 3 will come free of charge. And there'll be some exciting additional gifts such as a Games Workshop mug, some modelling tools and a free large figure.



Overall the partwork would then cost £701.21 - quite a sizable investment.

It's hard to judge exactly if that's great value or not - the figures in these partworks are quite often half the price or even better, but several issues will contain just paints. Whilst these might be £5 each bought separately, a lot of the offerings will mimic the contents of paint starter sets that GW offer - which sell a bundle of basic paints at a price that ends up being about £2 per paint pot within a set of 10 or more paints.

A novel twist is that the subscription can be upped to "premium subscription" for another £2 per issue - £160 more! For this though, there are four additional deliveries of very big figures - a dragon with a rider for example - which are in total worth about £340 if bought direct from GW, so this option does offer a considerable saving (if these figures are of interest of course!). As does, it has to be admitted, the partwork as a whole - if one were to buy these items piecemeal in a GW store on a weekly basis then instead of spending £860 the total would probably be more like £2,000 which is a bit of a thought!

However, as hinted at above, thanks to the previous partwork I do already have a reasonable number of Sigmarite troops, and I don't think I need to double their numbers. The Orks are quite attractive figures - and Part 2 comes with a full 10 figure warband - so I may pick up a few of these when they become available.

Overall - interesting, and for a complete Warhammer Age of Sigmar starter the partwork offers pretty good value (if these are the armies one wants of course!). It will take almost two years to get the two armies though, which sounds like a long time. However, for the complete novice gamer, two pretty balanced forces will build up - and hopefully get painted - over the weeks, allowing games to grow in size as time goes on. So, maybe even that aspect isn't really a negative.