



Free Downloads of Build Instructions,
Assembly Booklets & How To Guides

BuildInstructions.com

WARHAMMER AGE OF SIGMAR

CHOOSE THE VARIANT YOU WANT TO BUILD • CHOISISSEZ LA VARIANTE À ASSEMBLER • ELIGE QUÉ VERSIÓN QUIERES MONTAR
WÄHLE DIE VARIANTE, DIE DU BAUEN MÖCHTEST • SCEGLI LA VARIANTE CHE VUOI ASSEMBLARE

PROSECUTORS

WITH CELESTIAL HAMMERS



STEPS
ÉTAPES • PASOS
SCHRITTE • FASI

1 - 9

WITH STORMCALL JAVELINS



STEPS
ÉTAPES • PASOS
SCHRITTE • FASI

1 - 2;
10 - 14










CITADEL

© Copyright 2015, Games Workshop Ltd. All rights reserved.



993102180056

**Explanation of symbols • Explication des symboles • Explicación de símbolos
Erläuterung der Symbole • Legenda dei simboli**

	Special instruction - Please read Instructions spéciales - Lire attentivement Instrucción especial: Por favor, léela Besondere Anweisung - Bitte lesen Istruzioni speciali - Leggi attentamente		Stage complete Étape terminée Paso completado Schritt abgeschlossen Fase completa		Detail view Vue détaillée Vista detallada Alternative Ansicht Visuale del dettaglio
	Dry fit stage before gluing Tester avant de coller Comprobar el encaje antes de pegar Positionierung erst ohne Klebstoff ausprobieren Prova a secco prima di incollare		Choice of parts Choix d'éléments Modelos de componentes Auswahl an Teilen Scelta di componenti		Repeat process Répéter l'étape Repetir pasos Vorgang wiederholen Ripeti il processo
	Variant assembly Variante d'assemblage Variante de montage Bauvariante Assemblaggio alternativo		Do not glue the components Ne pas coller les éléments No pegar los componentes Bitte die Teile nicht kleben Non incollare i componenti!		Rotate part Faire pivoter Girar la pieza Teil drehen Ruota il componente

! **READ THIS FIRST:** Before assembling your model kit please read through the instructions in this booklet carefully. A pair of plastic cutters is required to remove the plastic components in this kit from their frame. We advise using a mouldline scraping tool to clean up the parts. To assemble your model you will need plastic glue. Games Workshop sells Citadel Fine Detail Cutters, Citadel Mouldline Remover and Citadel Plastic Glue, but does not recommend these products for use by children under the age of 16 without adult supervision.

! **À LIRE EN PREMIER :** Avant de vous lancer dans l'assemblage de ce kit, veuillez lire attentivement les instructions de ce livret. Une pince coupante est requise pour détacher chaque élément de sa grappe. Nous vous recommandons l'utilisation d'un grattoir pour ébarber les éléments. Pour l'assemblage, vous aurez également besoin de colle plastique. Games Workshop commercialise les Pinces de Précision Citadel, l'Ébarboir Citadel et la Colle Plastique Citadel, mais n'en recommande pas l'utilisation pour des enfants de moins de 16 ans sans la supervision d'un adulte.

! **LEER ANTES DE MONTAR:** Antes de montar el contenido de este kit, lee estas instrucciones cuidadosamente. Te harán falta unas tenazas para plástico a fin de separar las piezas de la matriz. También aconsejamos una herramienta para rebabas a fin de limpiar cada pieza. Para montar la miniatura necesitarás pegamento para plástico. Games Workshop vende Tenazas Citadel, Herramientas para rebabas Citadel y Pegamento para plástico Citadel, pero no recomienda estos productos a menores de 16 años sin la supervisión de un adulto.

! **LIES DIES ZUERST:** Bitte lies diese Anleitung sorgfältig, bevor du mit dem Zusammenbau deines Modells beginnst. Du benötigst einen Kunststoffseitenschneider, um die Kunststoffbauteile aus dem Gussrahmen herauszutrennen, und Kunststoffkleber, um die Miniatur zusammenzubauen. Außerdem empfehlen wir, die Bauteile vorher mit einem Gussgratentferner zu säubern. Games Workshop bietet Präzisions-Kunststoffseitenschneider von Citadel sowie Citadel-Kunststoffkleber an, empfiehlt aber, dass Kinder unter 16 Jahren diese nur unter Aufsicht eines Erwachsenen benutzen.

! **LEGGI PRIMA QUESTO:** prima di assemblare il tuo modello, leggi le istruzioni di questo libretto con attenzione. Sono necessarie un paio di tronchesine per plastica per staccare i componenti dai loro sprue. Consigliamo di usare un attrezzo apposito per pulire i componenti. Per assemblare il modello avrai bisogno di colla per plastica. Games Workshop vende Tronchesine di precisione Citadel, Attrezzo per ripulire Citadel e Colla per plastica Citadel, ma non consiglia questi prodotti ad un pubblico minore di 16 anni senza la supervisione di un adulto.

16+



Citadel plastic glue thick
Colle plastique épaisse Citadel
Pegamento para plástico espeso
Citadel-Kunststoffkleber
(Dickflüssig)
Colla per plastica densa Citadel



Citadel plastic glue thin
Colle plastique liquide Citadel
Pegamento para plástico fluido
Citadel-Kunststoffkleber
(Dünnflüssig)
Colla per plastica fluida Citadel



Citadel fine detail cutters
Pinces de précision Citadel
Tenazas Citadel
Präzisions-Kunststoffseitenschneider
Tronchesine di precisione Citadel

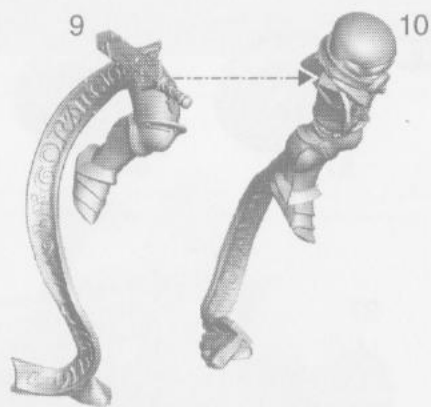


Citadel mouldline remover
Ébarboir Citadel
Herramienta para rebabas Citadel
Gussgratentferner
Attrezzo per ripulire Citadel

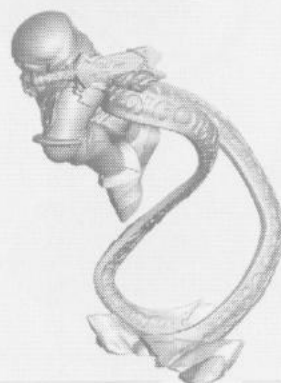
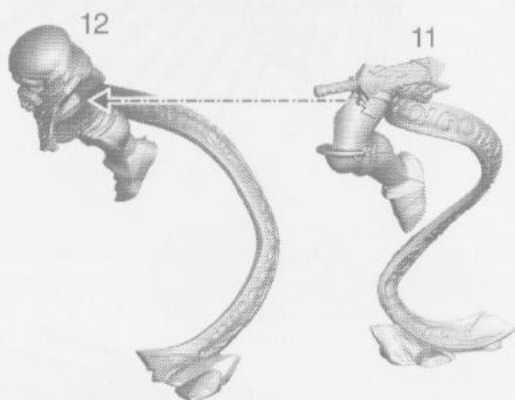


Follow steps 1-2 for all variants • Suivre l'étape 1-2 pour toutes les variantes • Sigue el paso 1-2 para todas las variantes
Folge Schritt 1-2 für alle Varianten • Segui le fasi 1-2 per tutte le varianti

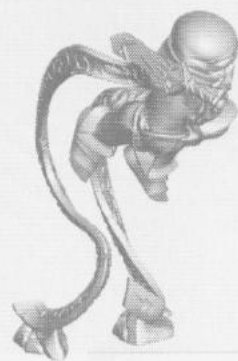
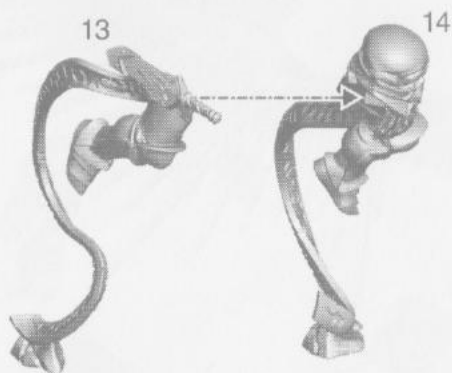
1 a



1 b



1 c

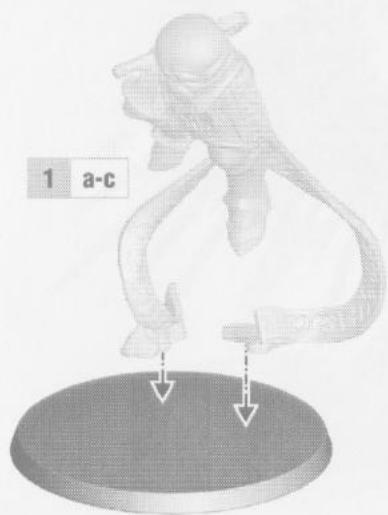


1 d

x3



1 a-c



2 INTERCHANGABLE PARTS

ÉLÉMENTS INTERCHANGEABLES · PARTES INTERCAMBIABLES
AUSTAUSCHBARE TEILE · COMPONENTI INTERCAMBIABILI

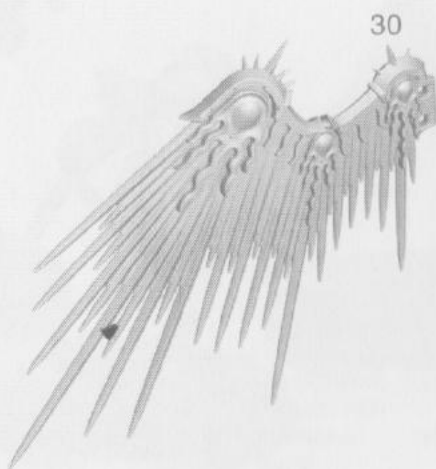
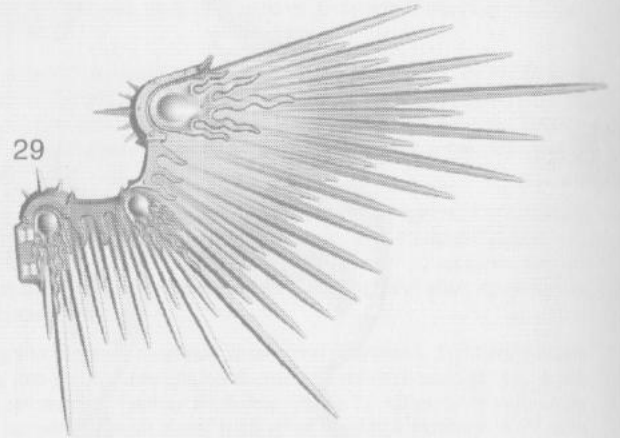
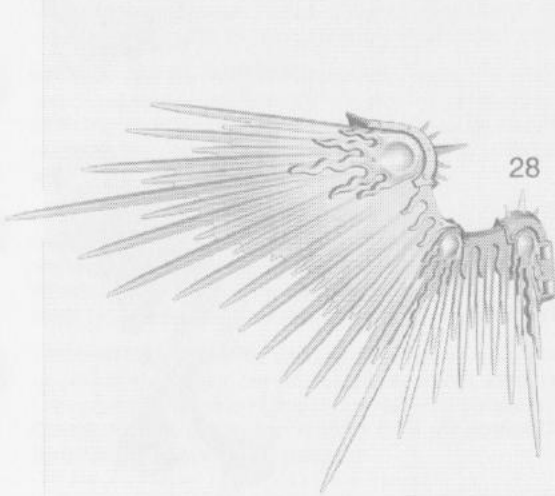
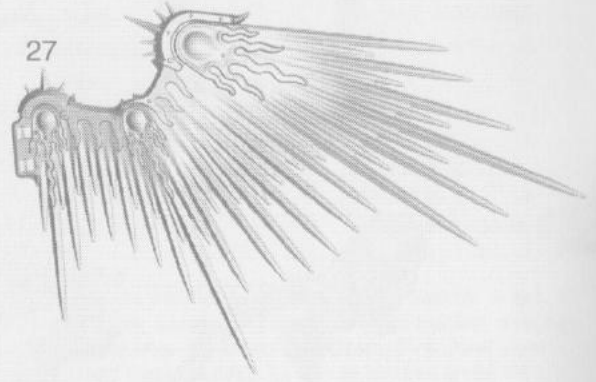
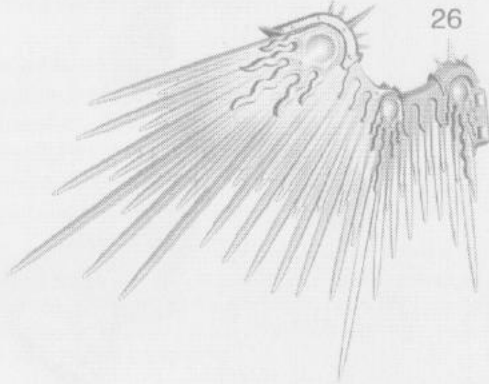
a 



b 



c 

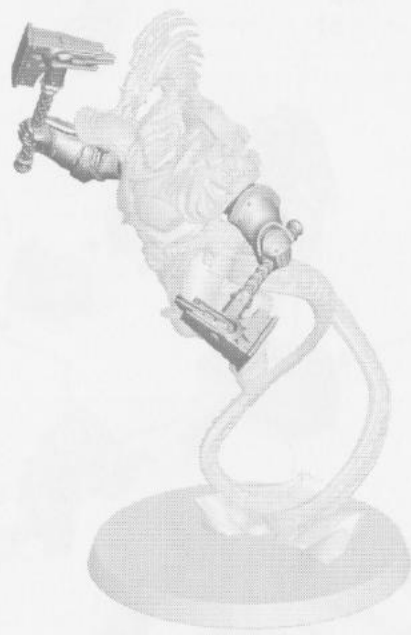


3 / 4 ; 9 Prosecutor-Prime with Paired Celestial Hammers or Celestial Hammer & Sigmarite Shield

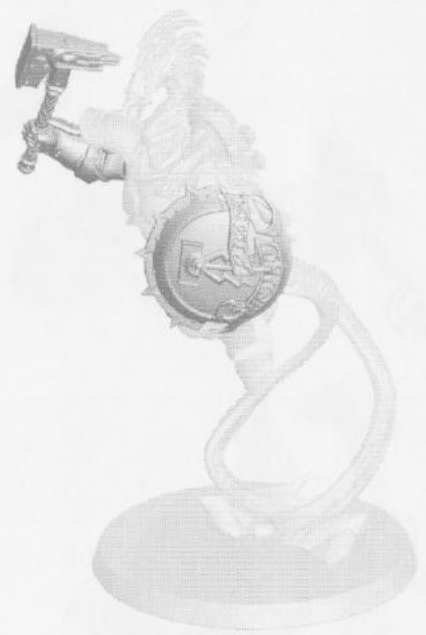


x1

3

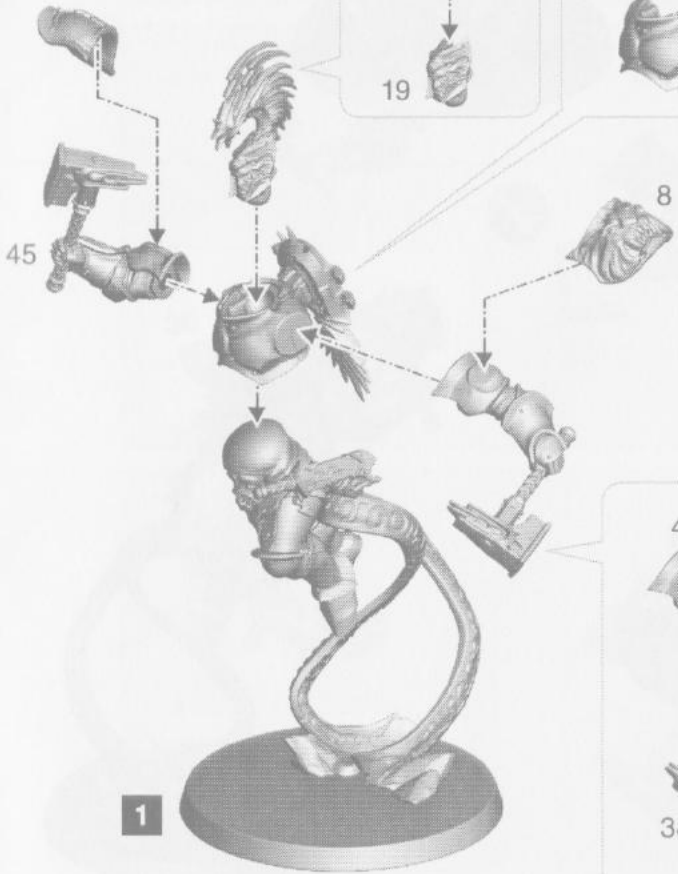
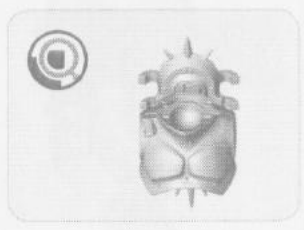
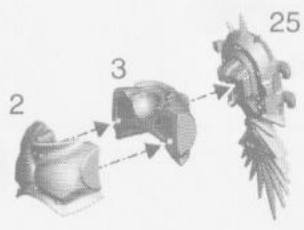


4



3

2 a

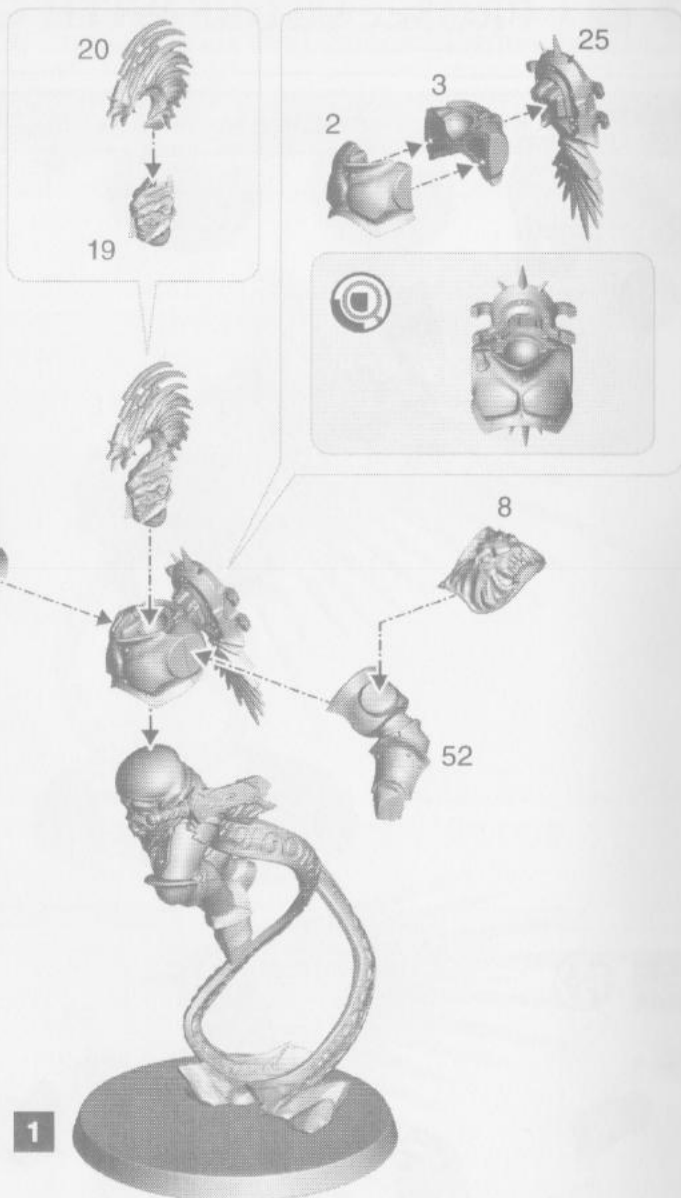


1

42

38

4 a



4 b



x2 Prosecutors

5 a

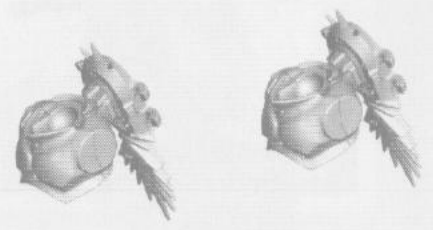
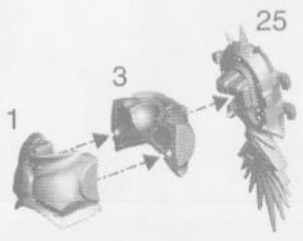
x2

15



5 b

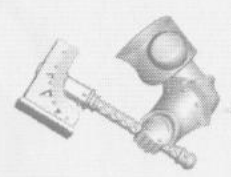
x2



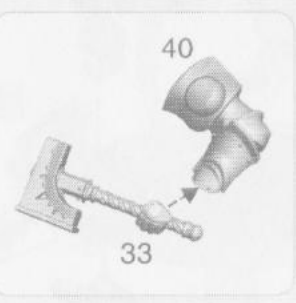
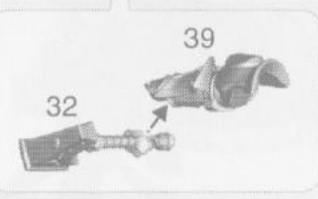
5 c



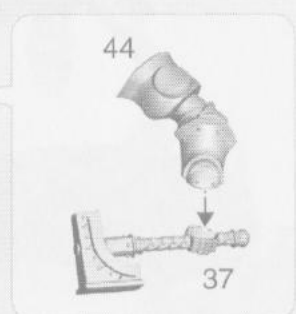
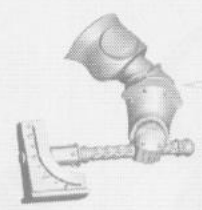
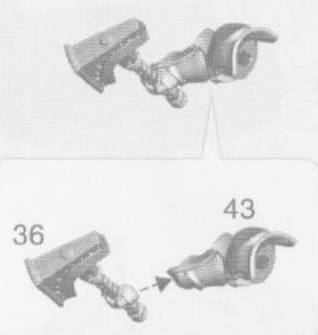
x1



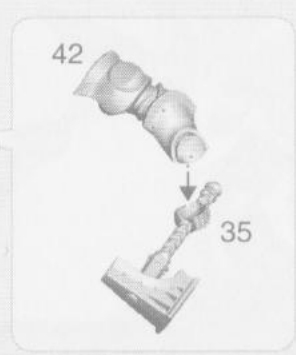
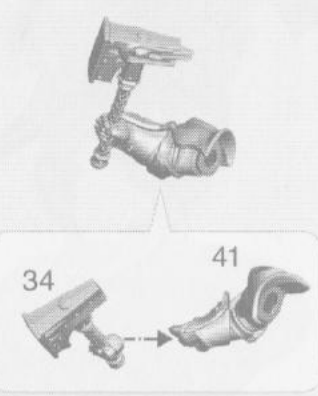
Sigmarite Shield arm



Sigmarite Shield arm



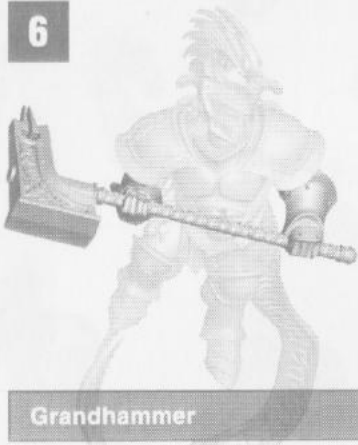
Sigmarite Shield arm



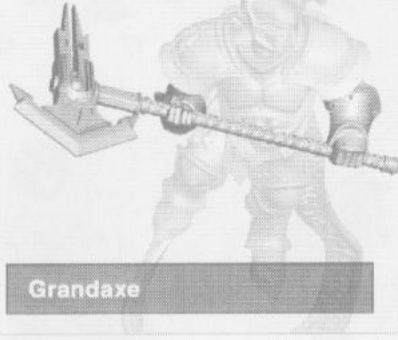


x1

6



Grandhammer



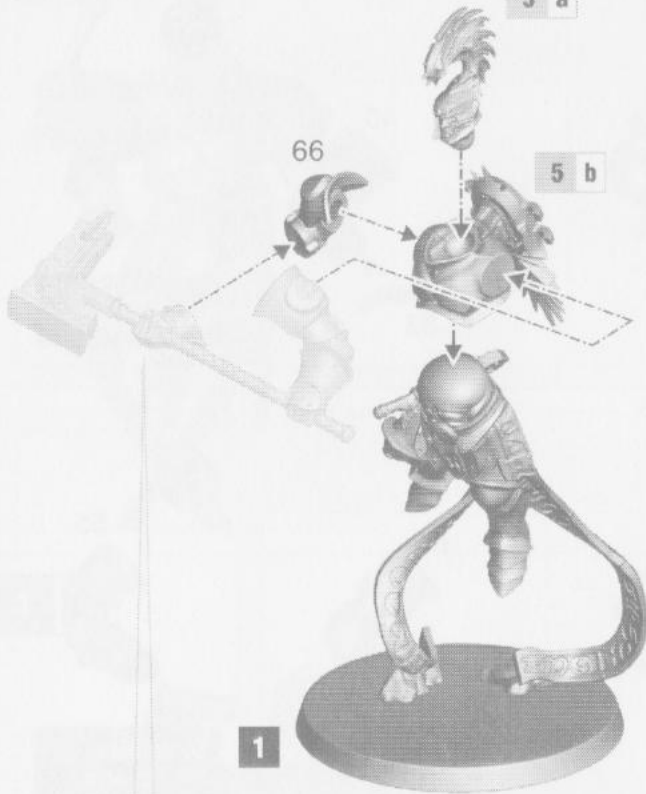
Grandaxe

7



Grandblade

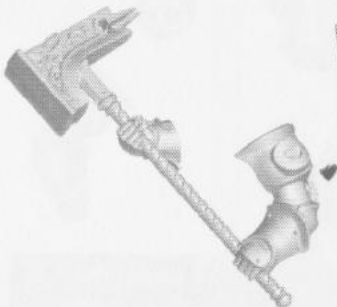
6 a



6 b

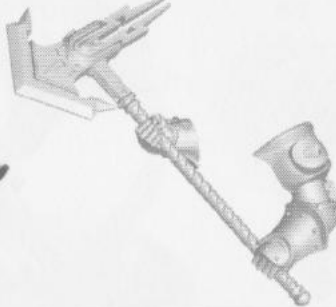


65



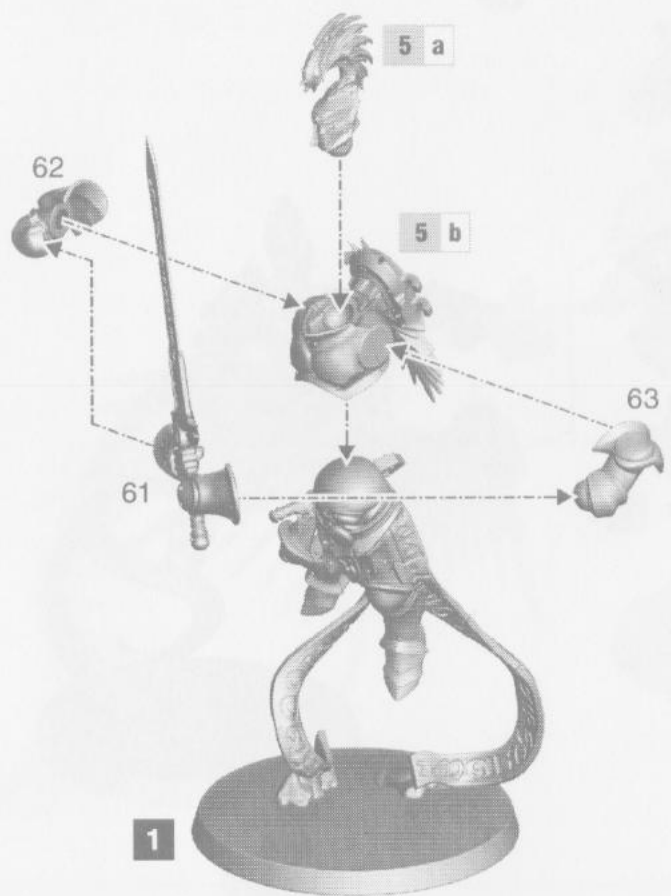
Grandhammer

64



Grandaxe

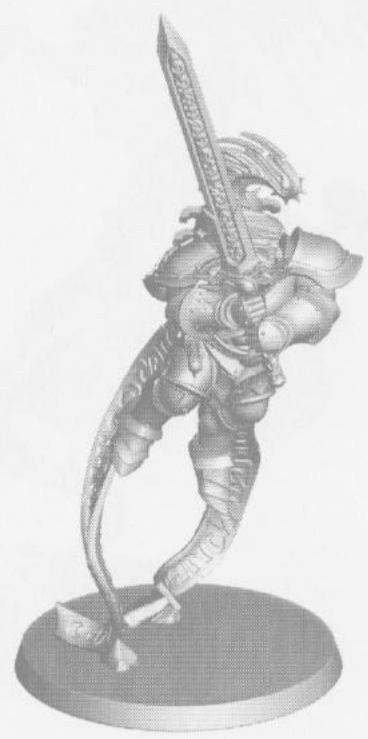
7 a 



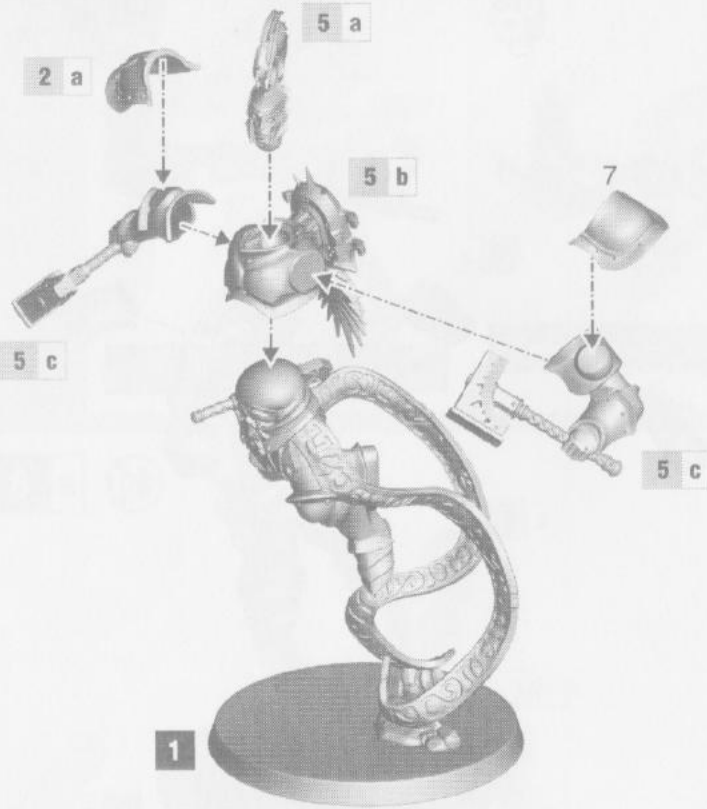
7 b 



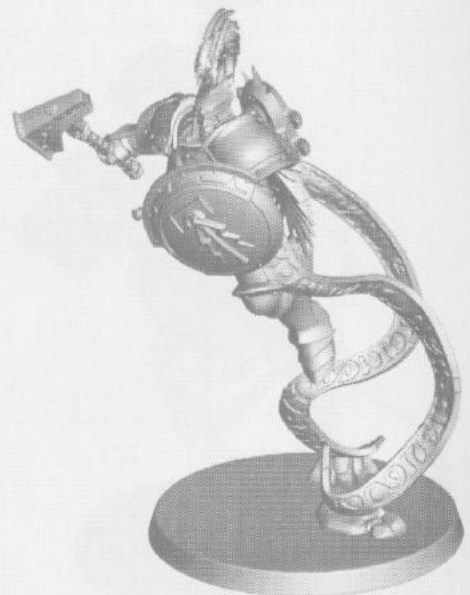
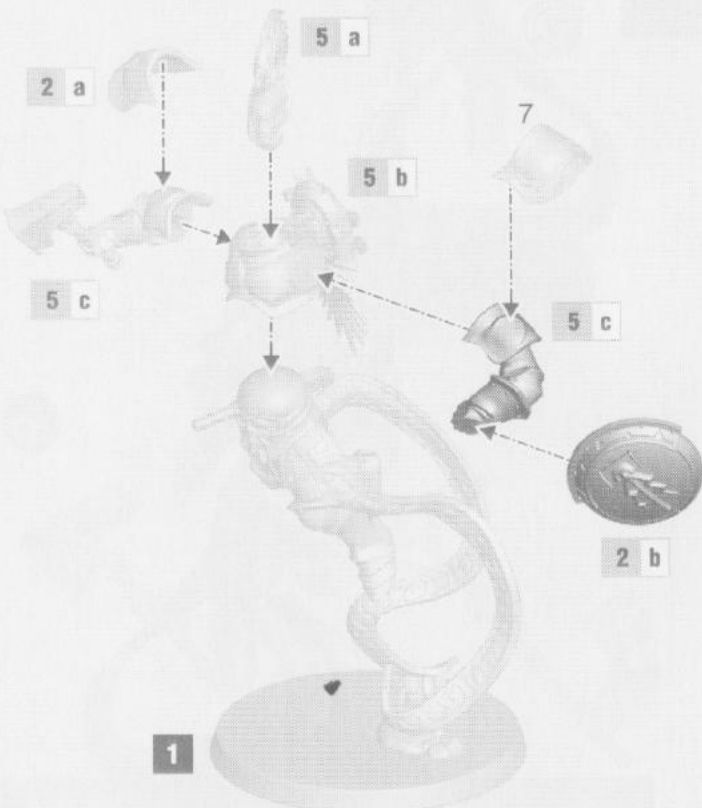
Grandblade



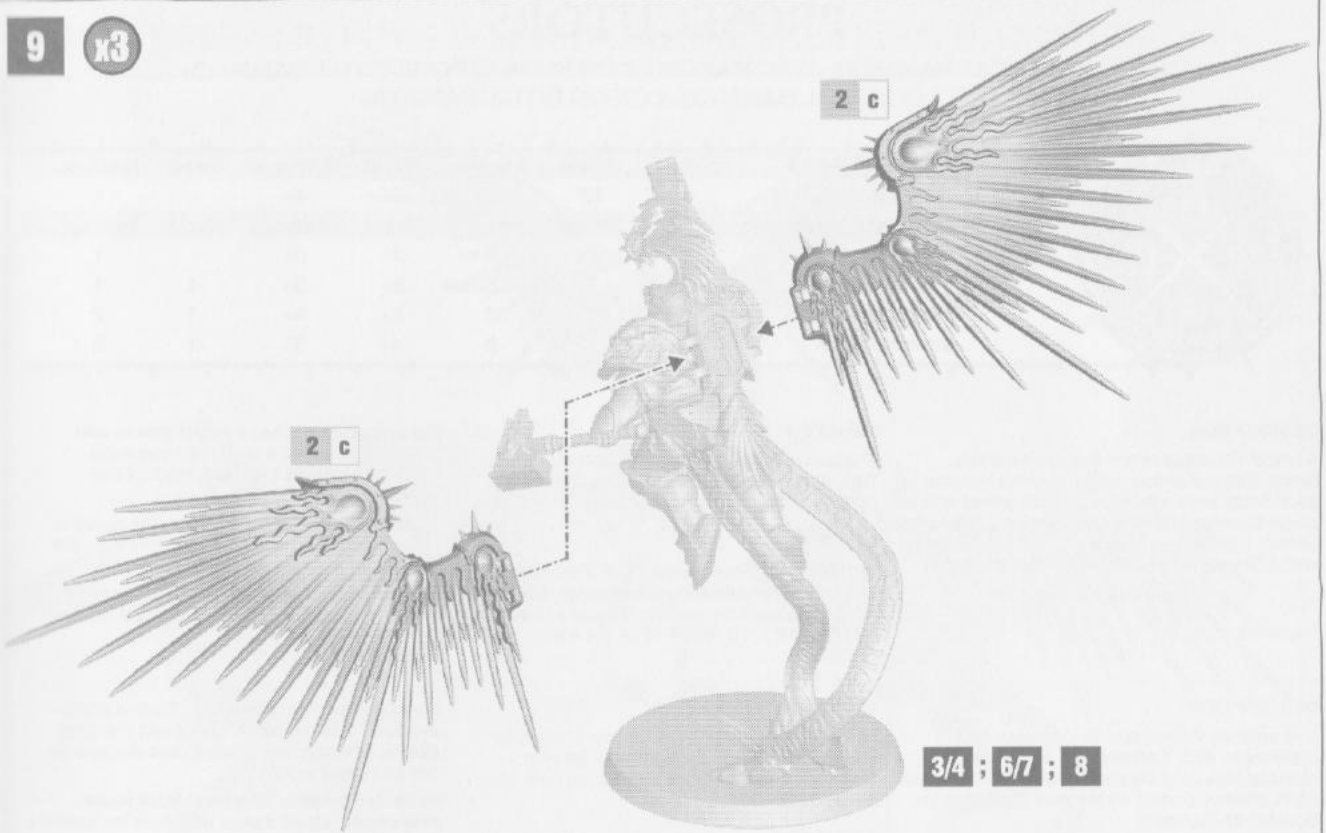
8 





9 x3



PROSECUTORS

WITH CELESTIAL HAMMERS, AVEC MARTEAUX CÉLESTES, CON CELESTIAL HAMMERS,
MIT CELESTIAL HAMMERS, CON CELESTIAL HAMMERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestial Hammers	18"	2	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestial Hammers	1"	2	3+	3+	-	1
Grandaxe	1"	See below	3+	3+	-1	1
Grandblade	1"	2	3+	4+	-1	2
Grandhammer	1"	2	4+	3+	-1	2

DESCRIPTION

A unit of Prosecutors has 3 or more models. Some units are armed with a Celestial Hammer in each hand, while others go to battle armed with a single Celestial Hammer and carrying a Sigmarite Shield. 1 in every 3 models may instead be armed with a Grandaxe, Grandblade or Grandhammer.

FLY

Prosecutors can fly.

PROSECUTOR-PRIME

The leader of this unit is the Prosecutor-Prime. Trained for brutal melee, he makes 3 attacks rather than 2 in the combat phase.

ABILITIES

Heralds of Righteousness: Roll 3 dice instead of 2 dice when determining the charge move for this unit. In addition, you can declare a charge with this unit if it is within 18" of the enemy rather than 12".

Cleaving Blow: When a model attacks with a Grandaxe, select a target unit and make one attack against it for each model it has within range.

Paired Celestial Hammers: You can re-roll hit rolls of 1 for models armed with more than one Celestial Hammer.

Sigmarite Shields: You can re-roll save rolls of 1 for this unit if any models from the unit are carrying Sigmarite Shields.

DESCRIPTION

Une unité de Prosecutors se compose de 3 figurines ou plus. Certaines unités manient un Marteau Céleste (Celestial Hammer dans chaque main, d'autres portent un Marteau Céleste et un Bouclier de Sigmarite.

1 figurine sur 3 peut être armée à la place d'une Grande Hache (Grandaxe), d'une Grande Lame (Grandblade), ou d'un Grand Marteau (Grandhammer).

VOL

Les Prosecutors peuvent voler.

PROSECUTOR-PRIME

Le leader de cette unité est appelé Prosecutor-Prime. Entraîné aux engagements les plus violents, il effectue 3 attaques au lieu de 2 en phase de combat.

APTITUDES

Hérauts de Vertu: Jetez 3 dés au lieu de 2 pour déterminer le mouvement de charge de cette unité. En outre, vous pouvez déclarer une charge avec cette unité si elle est à 18" ou moins de l'ennemi, au lieu de 12".

Coup de Fendoir: Quand une figurine attaque avec une Grande Hache, choisissez une unité cible et effectuez une attaque pour chacune de ses figurines à portée

Paire de Marteaux Célestes: Vous pouvez relancer les jets de touche de 1 pour les figurines armées de plus d'un Marteau Céleste.

Boucliers de Sigmarite: Vous pouvez relancer les jets de sauvegarde de 1 de cette unité si des figurines de l'unité portent des Boucliers de Sigmarite.

DESCRIPCIÓN

Una unidad de Prosecutors tiene 3 o más miniaturas. Algunas unidades están armadas con un martillo celestial (Celestial Hammer) en cada mano, mientras que otras portan un portan un solo martillo y un escudo de sigmarite. En vez de eso, 1 de cada 3 miniaturas puede armarse con una gran hacha (Grandaxe), gran espada (Grandblade) o gran martillo (Grandhammer).

VOLAR

Los Prosecutors vuelan.

PROSECUTOR-PRIME

El líder de la unidad es el Prosecutor-Prime. Ducho en el cuerpo a cuerpo, hace 3 ataques en vez de 2 en la fase de combate.

HABILIDADES

Heraldos de la Rectitud. Tira 3 dados en vez de 2 cuando esta unidad haga un movimiento de carga. Además, puede hacer un movimiento de carga si está a 18" o menos del enemigo en vez de 12" o menos.

Tajo hendedor. Cuando una miniatura ataca con una gran hacha, elige la unidad objetivo y haz tantos ataques contra ella como miniaturas tenga dentro del alcance del arma.

Martillos celestiales emparejados. Puedes repetir las tiradas de 1 al golpear con las miniaturas de esta unidad armadas con más de un martillo celestial.

Escudos de sigmarite. Puedes repetir las tiradas de 1 al salvar de esta unidad si alguna de las miniaturas porta un escudo de sigmarite.

BESCHREIBUNG

Eine Einheit Prosecutors besteht aus drei oder mehr Modellen. Einige Einheiten sind mit einem Celestial Hammer in jeder Hand bewaffnet, andere ziehen mit einem Celestial Hammer und einem Sigmarite-Schild in die Schlacht. Für je drei Modelle darf ein Modell stattdessen mit Grandaxe, Grandblade oder Grandhammer bewaffnet sein.

FLIEGEN

Prosecutors können fliegen.

PROSECUTOR-PRIME

Der Anführer dieser Einheit ist der Prosecutor-Prime. Dieser versteht sich auf den brutalen Nahkampf und führt in der Nahkampfphase 3 Attacken durch anstatt 2.

FÄHIGKEITEN

Boten der Rechtschaffenheit: Würf 3 Würfeln, wenn du die Angriffsbewegung dieser Einheit ermittelst. Zusätzlich kannst du mit dieser Einheit Angriffe ansagen, wenn sie sich in 18" um den Feind befindet, statt in 12".

Sigmarite-Schilde: Solange mindestens ein Modell der Einheit einen Sigmarite-Schild trägt, kannst du für die Modelle dieser Einheit Schutzwürfe von 1 wiederholen.

Spaltender Schlag: Wenn ein Modell mit einer Grandaxe attackiert, wählst du eine Zieleinheit und führst eine Attacke gegen jedes ihrer Modelle in Reichweite durch.

Zwei Celestial Hammers: Für jedes Modell, das mit mehr als einem Celestial Hammer bewaffnet ist, kannst du Trefferwürfe von 1 wiederholen.

DESCRIZIONE

Un'unità di Prosecutors include 3 o più modelli. Alcune unità sono armate con un Celestial Hammer in ciascuna mano, mentre altre vanno in battaglia con un singolo Celestial Hammer ed hanno uno Scudo di Sigmarite. 1 modello ogni 3 può invece essere armato con una Grandaxe, una Grandblade o un Grandhammer.

VOLO

I Prosecutors possono volare.

PROSECUTOR-PRIME

Il leader di questa unità è il Prosecutor-Prime. Addestrato alla brutale mischia egli effettua 3 attacchi anziché 2 nella fase di combattimento.

ABILITÀ

Araldi di Virtù: tira 3 dadi anziché 2 quando determini il movimento di carica di questa unità. Inoltre, puoi dichiarare una carica con questa unità se si trova entro 18" dal nemico, anziché entro 12".

Colpo Devastante: quando un modello attacca con una Grandaxe, scegli un'unità bersaglio e sferra contro di essa un attacco per ciascun modello che ha entro la Range dell'arma.

Coppia di Celestial Hammers: puoi ripetere i tiri per colpire pari a 1 dei modelli armati con più di un Celestial Hammer.

Scudi di Sigmarite: puoi ripetere i tiri salvezza pari a 1 di questa unità se ci sono modelli dell'unità che portano Scudi di Sigmarite.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, ANGELOS, PROSECUTORS

PROSECUTORS WITH PAIRED CELESTIAL HAMMERS

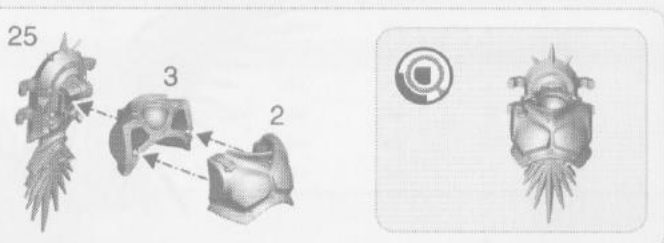
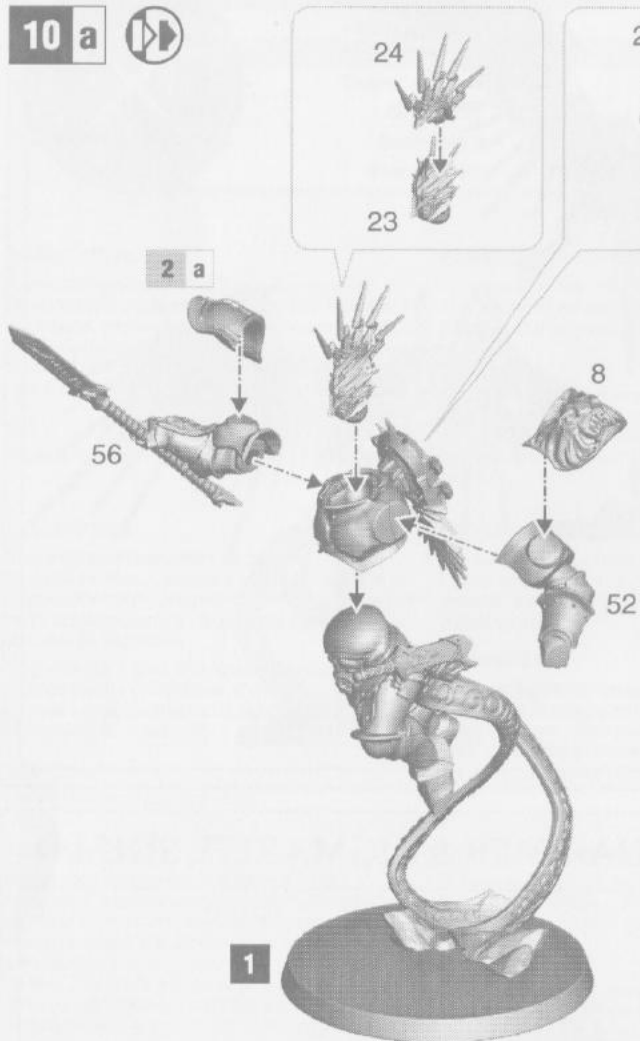


PROSECUTORS WITH CELESTIAL HAMMER & SIGMARITE SHIELD



10 ; 14 **x1** Prosecutor-Prime with Stormcall Javelin & Sigmarite Shield

10 a 



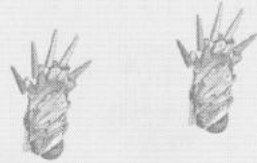
10 b



x2 Prosecutors

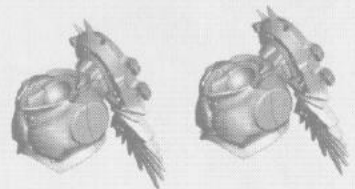
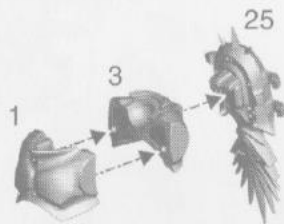
11 a

x2



11 b

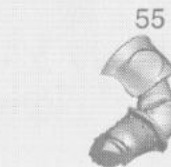
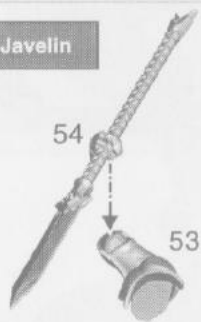
x2



11 c



Stormcall Javelin

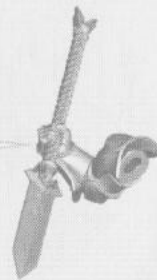
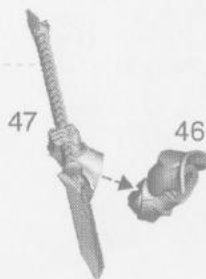


Sigmarite Shield arm



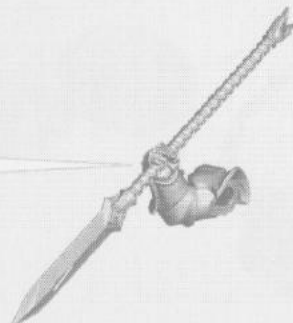
12

Stormcall Javelin



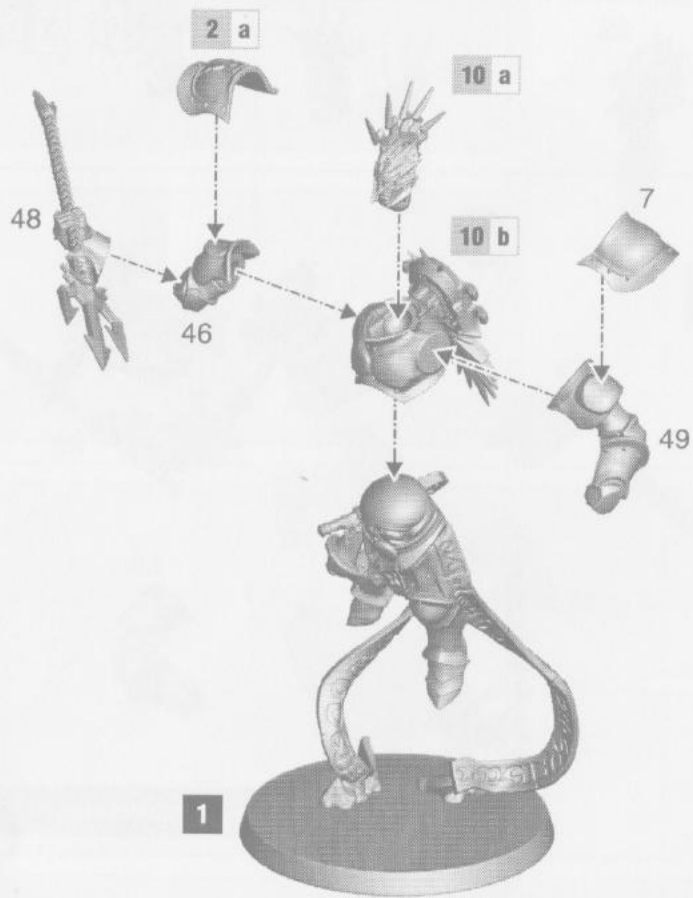
Sigmarite Shield arm

Stormcall Javelin

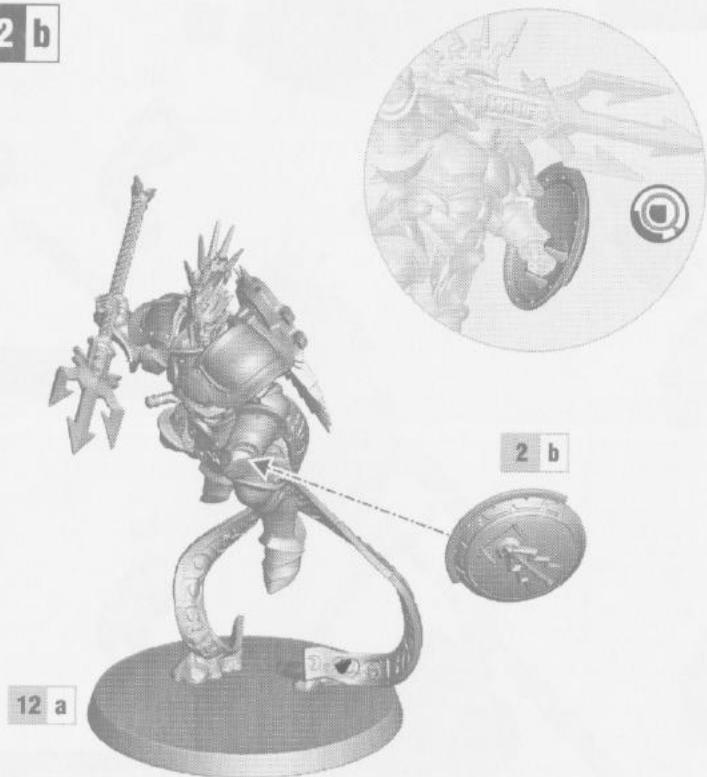


Sigmarite Shield arm

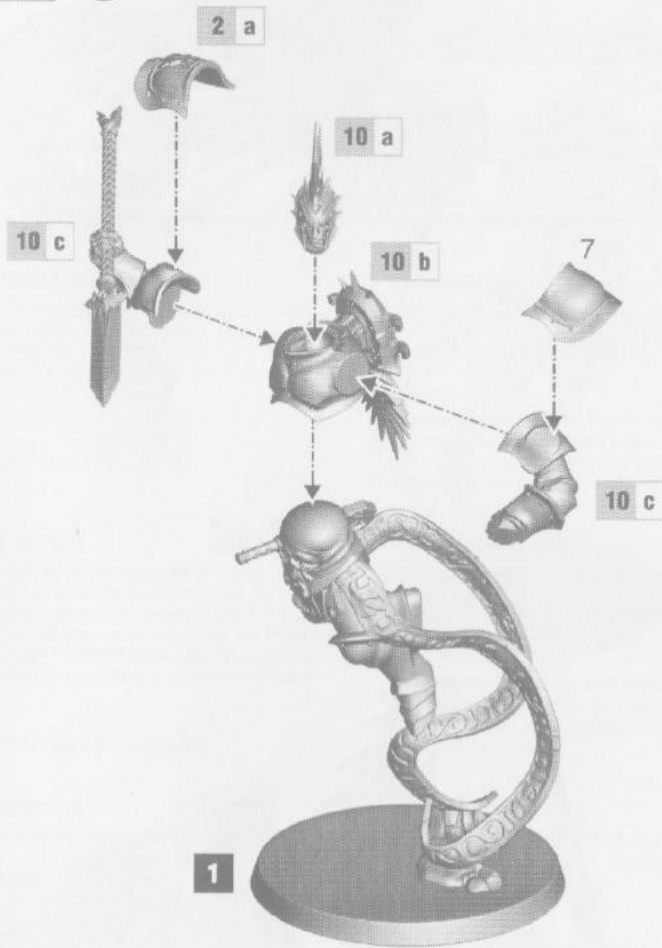
12 a 



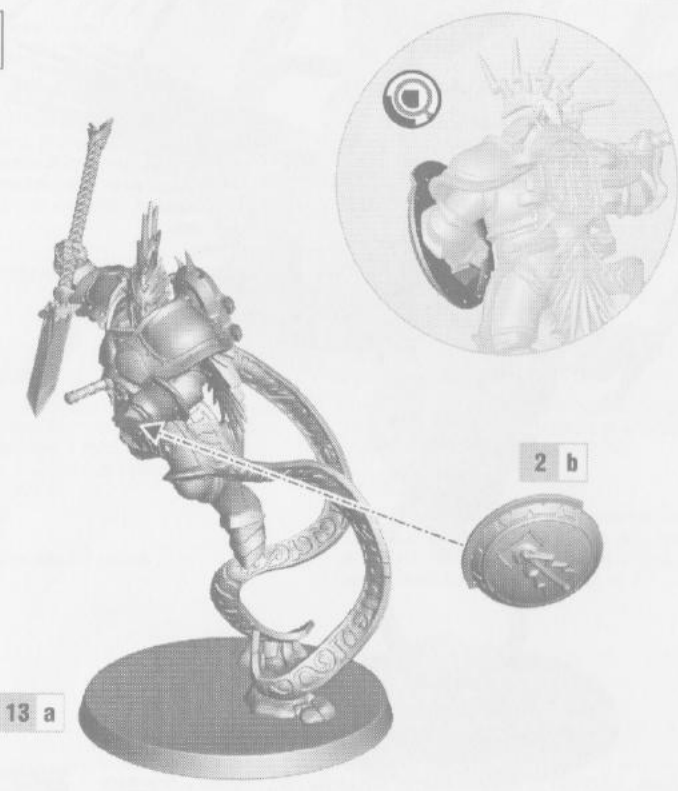
12 b



13 a

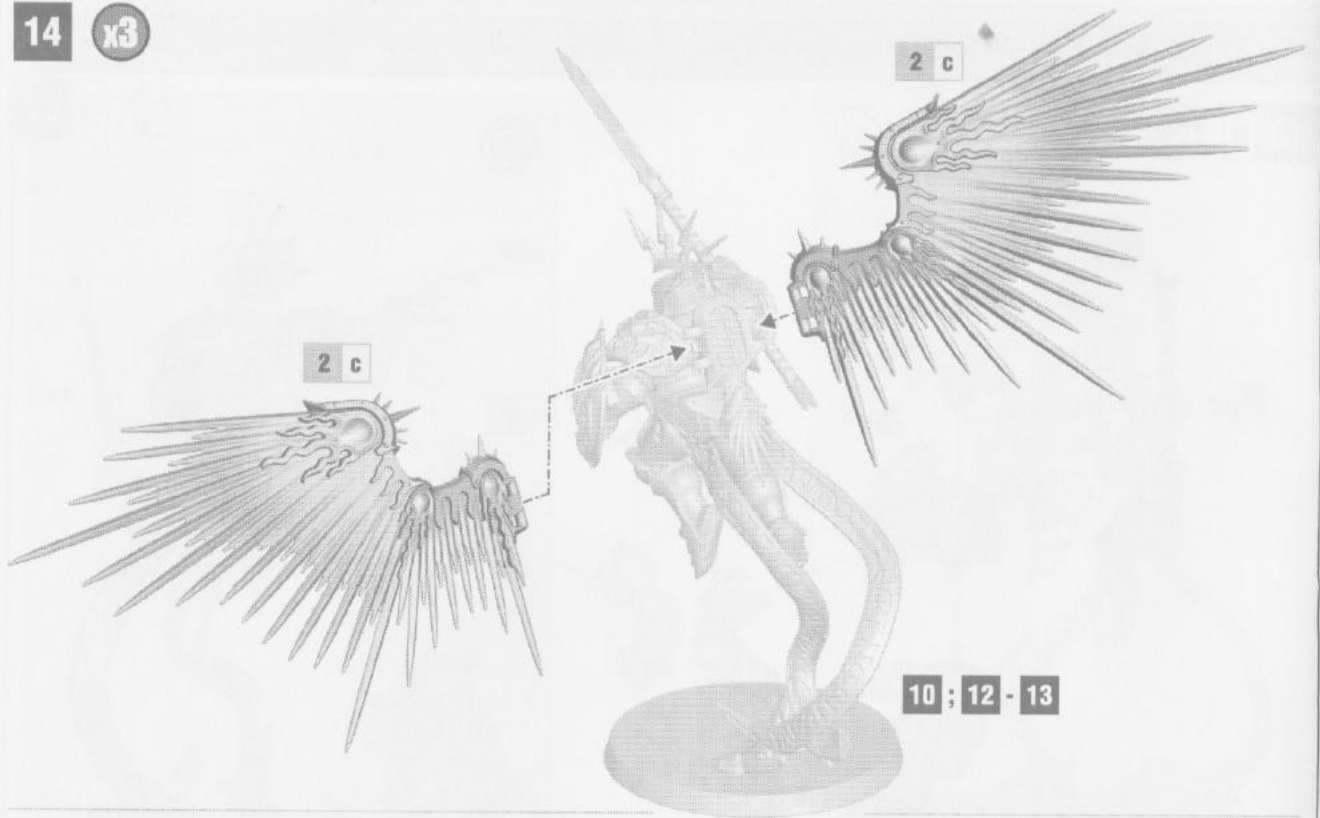


13 b



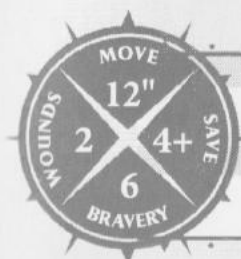
14

x3



PROSECUTORS

WITH STORMCALL JAVELINS, AVEC JAVELINS D'ORAGE, CON STORMCALL JAVELINS,
MIT STORMCALL JAVELINS, CON STORMCALL JAVELINS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stormcall Javelin	18"	1	3+	3+	-	1
Stormsurge Trident	18"	1	3+	3+	-1	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stormcall Javelin	2"	1	4+	4+	-	1
Stormsurge Trident	2"	1	4+	4+	-1	2

DESCRIPTION

A unit of Prosecutors has 3 or more models. They are armed with Stormcall Javelins and carry Sigmarite Shields. 1 in every 3 models may wield a Stormsurge Trident in place of their Stormcall Javelins.

FLY

Prosecutors can fly.

PROSECUTOR-PRIME

The leader of this unit is the Prosecutor-Prime. Raining death from afar, he makes 2 attacks rather than 1 in the shooting phase.

ABILITIES

Stormcall Javelin: If a Prosecutor throws a Stormcall Javelin at a unit over 9" away, the javelin calls down a bolt of lightning; that attack has Damage 2 instead of 1.

Heralds of Righteousness: Roll 3 dice instead of 2 dice when determining the charge move for this unit. In addition, you can declare a charge with this unit if it is within 18" of the enemy rather than 12".

Sigmarite Shields: You can re-roll save rolls of 1 for this unit if any models from the unit are carrying Sigmarite Shields.

DESCRIPTION

Une unité de Prosecutors se compose de 3 figurines ou plus. Ils sont armés de Javelines d'Orage (Stormcall Javelins) et portent des Boucliers de Sigmarite. 1 figurine sur 3 peut être armée d'un Trident Tempétueux (Stormsurge Trident) à la place de ses Javelines d'Orage.

VOL

Les Prosecutors peuvent voler.

PROSECUTOR-PRIME

Le leader de cette unité est appelé Prosecutor-Prime. Apportant la mort à distance, il effectue 2 attaques au lieu de 1 en phase de tir.

APTITUDES

Javeline d'Orage: Si un Prosecutor lance une Javeline d'Orage sur un unité à plus de 9", la javeline attire un éclair; cette attaque a un Damage de 2 au lieu de 1.

Hérauts de Vertu: Jetez 3 dés au lieu de 2 pour déterminer le mouvement de charge de cette unité. En outre, vous pouvez déclarer une charge avec cette unité si elle est à 18" ou moins de l'ennemi, au lieu de 12".

Boucliers de Sigmarite: Vous pouvez relancer les jets de sauvegarde de 1 de cette unité si des figurines de l'unité portent des Boucliers de Sigmarite.

DESCRIPCIÓN

Una unidad de Prosecutors tiene 3 o más miniaturas. Están armadas con jabalinas llamatormentas (Stormcall Javelins) y portan escudos de sigmarite. 1 de cada 3 miniaturas puede llevar un tridente marejada (Stormsurge Trident) en vez de la jabalina llamatormentas.

VOLAR

Los Prosecutors vuelan.

PROSECUTOR-PRIME

El líder de la unidad es el Prosecutor-Prime. Hace llover muerte desde lejos, hace 2 ataques en vez de 1 en la fase de disparo.

HABILIDADES

Jabalina llamatormentas. Si un Prosecutor lanza su jabalina llamatormentas a una unidad a más de 9", ésta crea un haz de rayos. El ataque tiene Damage 2 en vez de 1.

Heraldos de la Rectitud. Tira 3 dados en vez de 2 cuando esta unidad haga un movimiento de carga. Además, puede hacer un movimiento de carga si está a 18" o menos del enemigo en vez de 12" o menos.

Escudos de sigmarite. Puedes repetir las tiradas de 1 al salvar de esta unidad si alguna de las miniaturas porta un escudo de sigmarite.

BESCHREIBUNG

Eine Einheit Prosecutors besteht aus drei oder mehr Modellen. Diese Einheit ist mit Stormcall Javelins bewaffnet und trägt Sigmarite-Schilde. Für je drei Modelle darf ein Modell statt Stormcall Javelins einen Stormsurge Trident führen.

FLIEGEN

Prosecutors können fliegen.

PROSECUTOR-PRIME

Der Anführer dieser Einheit ist der Prosecutor-Prime. Er bringt den Tod aus der Ferne und führt in der Schussphase 2 Attacken durch statt 1.

FÄHIGKEITEN

Boten der Rechtschaffenheit: Würf 3 Würfel statt 2 Würfeln, wenn du die Angriffsbewegung dieser Einheit ermittelst. Zusätzlich kannst du mit dieser Einheit Angriffe ansagen, wenn sie sich in 18" um den Feind befindet, statt in 12".

Sigmarite-Schilde: Solange mindestens ein Modell der Einheit einen Sigmarite-Schild trägt, kannst du für die Modelle dieser Einheit Schutzwürfe von 1 wiederholen.

Stormcall Javelin: Wenn ein Prosecutor einen Stormcall Javelin auf eine Einheit wirft, die mehr als 9" entfernt ist, so ruft der Javelin zusätzlich einen Blitzschlag auf das Ziel herab; die Attacke hat einen Damage-Wert von 2 statt 1.

DESCRIZIONE

Un'unità di Prosecutors include 3 o più modelli. Sono armati con Stormcall Javelins e portano Scudi di Sigmarite. 1 modello ogni 3 può brandire uno Stormsurge Trident al posto degli Stormcall Javelins.

VOLO

I Prosecutors possono volare.

PROSECUTOR-PRIME

Il leader di questa unità è il Prosecutor-Prime. Scagliando morte da lontano egli effettua 2 attacchi anziché 1 nella fase di tiro.

ABILITÀ

Stormcall Javelin: se un Prosecutor lancia uno Stormcall Javelin contro un'unità distante più di 9", l'arma richiama un fulmine; quell'attacco ha un valore di Damage pari a 2 anziché a 1.

Araldi di Virtù: tira 3 dadi anziché 2 quando determini il movimento di carica di questa unità. Inoltre, puoi dichiarare una carica con questa unità se si trova entro 18" dal nemico, anziché entro 12".

Scudi di Sigmarite: puoi ripetere i tiri salvezza pari a 1 di questa unità se ci sono modelli dell'unità che portano Scudi di Sigmarite.

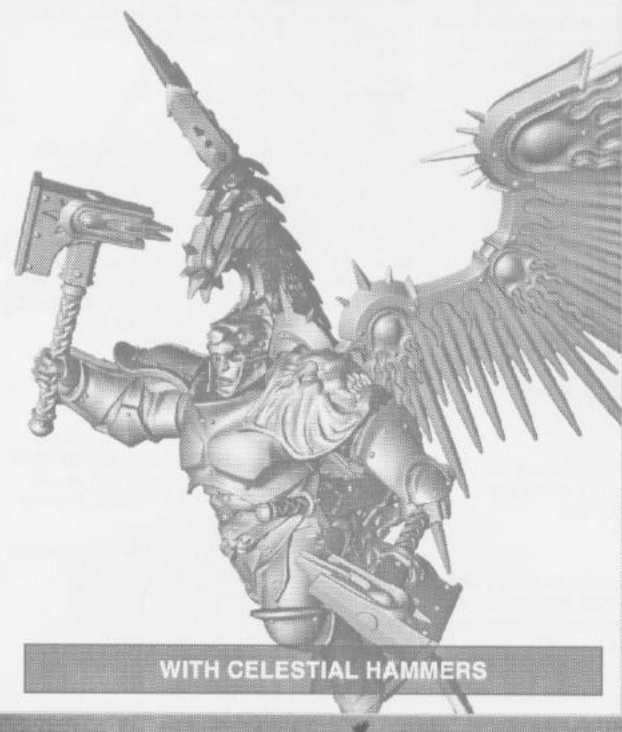
KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, ANGELOS, PROSECUTORS

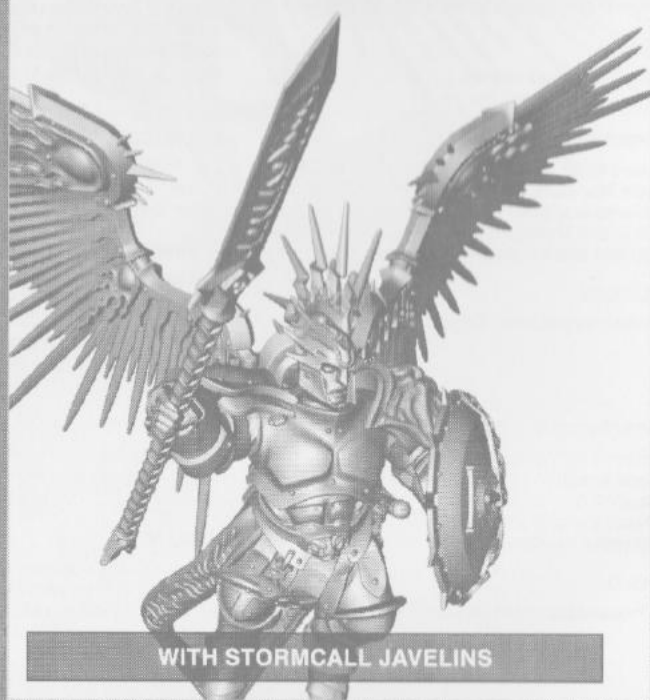
PROSECUTORS WITH STORMCALL JAVELINS



PROSECUTORS



WITH CELESTIAL HAMMERS



WITH STORMCALL JAVELINS