Link to the product: https://www.superserie.eu/realmscape-thondian-strongpoint-p-1586.html



Realmscape: Thondian Strongpoint

Price	183.33 Euro €
Availability	Usually in stock
Number	64-18
Producer code	99120299077
EAN	5011921166077
Manufacturer	Games Workshop

Product description

Realmscape: Thondian Strongpoint

Realmscape: Thondian Strongpoint is a battlefield in a box for Warhammer Age of Sigmar, comprising a range of scenery pieces and gaming boards inspired by the Ghurish alpha-continent of Thondia. It also includes the Krondspine Incarnate of Ghur – a powerful, unpredictable monster born from the energies of Ghur itself that can be added to armies of any faction. This varied assortment of half-built outposts, ominous skeletons, and exotic wonders is fully compatible with existing scenery, making the Thondian Strongpoint an excellent way to start or expand your terrain collection – it will also save you money compared to buying the contents individually.

Rules for using the Krondspine Incarnate of Ghur in games of Warhammer Age of Sigmar can be found in Season of War: Thondia, along with additional rules for bringing the mysterious terrain of Thondia to life on the tabletop.

This set contains 168 plastic components, with which you can build:

- 1x Krondspine Incarnate of Ghur
- 1x Cleansing Aqualith
- 1x Megadroth Remains
- 1x Domicile Shell
- 1x Domicile Shell with Winch
- 1x Guardian Idol

The set also includes two double-sided folding gaming boards measuring 30" x 22.4", allowing you to build a battlefield suitable for games of up to 1000 points in Warhammer Age of Sigmar. These durable boards depict the wild reaches of Thondia – each features an uninviting, boggy marsh with half-sunken flagstones on one side and an arid desert littered with massive bones and half-buried ruins on the other, and can be combined with other gaming boards to create battlefields of any size.

These miniatures are supplied unpainted and require assembly - we recommend using Citadel Plastic Glue and Citadel paints.