WARHAMMER™ BATTLE HONOURS



BEGIN YOUR WARHAMMER JOURNEY

WELCOME TO BATTLE HONOURS

Battle Honours is designed to help newcomers to the Warhammer hobby get started in the best possible place – a Warhammer store.

Using this booklet to track your goals and progress, and with your Warhammer store's staff as guides, you'll set hobby goals to increase your knowledge and skills.

As you advance through this booklet, you'll see sections relating to the five keys to the Warhammer hobby:



COLLECT



BUILD



PAINT



PLAY



READ

Each set of activities will teach you more about the worlds of Warhammer, hone your skills, and get your miniatures ready. They're also all great fun!

Your helpful store staff will be there if you need any support. You can also get more help and advice at:

BATTLEHONOURS.WARHAMMER.COM

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1 HOW TO USE THIS BOOKLET
Find out how the activities work, take your first step, and get your first stamp!

2 REWARDS
Knowledge isn't the only reward!
Earn exclusive rewards by completing the activities in this booklet.

4 WARHAMMER 40,000
Discover a galaxy at war, and those who are fighting to save - or destroy - it in the darkness of the 41st Millennium.

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THIS BOOKLET BELONGS TO:

THE DATE I STARTED:

MY WARHAMMER STORE:

HOW TO USE THIS BOOKLET

The booklet you're holding right now is your guide to getting started in the Warhammer hobby!

Using this booklet, alongside help and advice from the staff in your Warhammer store, you'll learn about Warhammer 40,000 and Warhammer Age of Sigmar, setting goals and completing activities to help you develop new skills and progress along the path to becoming a Warhammer expert.

30 STEPS TO GLORY

Battle Honours is designed to give you a well-rounded experience of the Warhammer hobby.

To complete this booklet, you'll need to choose 30 of the 51 activities across Collect, Build, Paint, Play, and Read. For each one you finish and talk about with the staff at your Warhammer store, you'll get a stamp to mark your accomplishment. Every time you complete a section, you will receive a reward.

When you have 30 stamps, you've reached your ultimate goal and completed Battle Honours!

You can keep doing activities and collecting stamps after completing 30 if you want to earn more rewards and have more fun!

EXAMPLE ACTIVITY

Each section in this booklet has ten activities - eight from us that will help you to develop core Warhammer skills, and two which you can think of yourself to match what you enjoy.

Each activity consists of a challenge and a question to complete. There is an area to write in an answer if you choose to do so, and a space for the store staff to stamp to show that you have completed it.

THE FIRST ONE

In the box at the top of this page write your name, the date you started, and your Warhammer store.

Don't forget to ask the store staff to stamp any activities you complete!

Why did you decide to get into Warhammer?



REWARDS

Every achievement should be celebrated, whether it's learning new knowledge, developing a new skill, or playing an exciting game with friends.

Show your accomplishments off with these rewards!

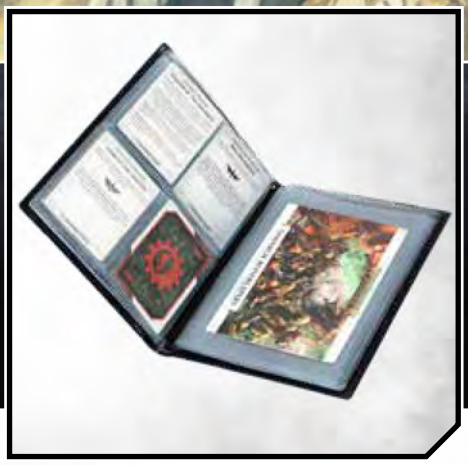
COLLECT

PAGE 8

There's something really fun about collecting things.

Every Warhammer collection is unique to the individual, whether you're collecting a particular faction, famous heroes for a display, or an army to play games with friends!

Complete the ten Collect activities to receive a game card folder.



Cards not included

BUILD

PAGE 12

Miniature making is popular all over the world, and Warhammer boasts the finest miniatures ever made!

There's something really satisfying about seeing a lot of parts on a grey plastic frame turn into a glorious miniature, ready to display on your shelf.

Complete the ten Build activities to receive a bits box to store your spare parts for later use.



Miniatures not included

PAINT

PAGE 16

For many Warhammer fans, painting is one of their favourite parts of the hobby, and many see it as a source of entertainment and relaxation. If you really enjoy it, there are even Warhammer painting events to enter, where you can display your own work and be inspired by what others have done.

Complete the ten Paint activities to receive a brush wallet to help keep your brushes in pristine condition.



Brushes not included



PLAY

PAGE 20

All of your miniatures can be used to play exciting Warhammer games. Whether you're enjoying a small battle at home with friends or playing games against people from across the world at a large gaming event, there's a lifetime of fun to be had.

Complete the ten Play activities to receive a pair of Warhammer themed dice.



READ

PAGE 16

Every miniature and every battle has a story behind it!

Whether reading about your latest miniatures in their codexes and battletomes, or delving into a new Black Library novel or audiobook, Warhammer is packed with epic stories.

Complete the ten Read activities to receive a bookmark to keep the place in your latest book.



Book not included

COMPLETION

DATE COMPLETED:

Once you've done 30 of the activities in this booklet, you have completed the first step in your journey. You will receive a certificate, and a figure case to keep your Warhammer collection secure!

You can keep doing activities and collecting stamps to earn the rest of the rewards. Your Warhammer journey will never be over - there are always new miniatures to collect and paint, stories to read, games to play, and friends to make!



Miniatures not included

WARHAMMER 40,000

Prepare to plunge headlong into the grim darkness of the far future! This booklet is a gateway to a vast and apocalyptic galaxy in which Mankind battles for its very survival against myriad foes. Take command of the warring armies and lead them to glorious victory or crushing defeat over spectacular tabletop battlefields.

In the dying years of the 41st Millennium, Humanity faces a conflict unlike any other. Across the vast and fragmented Imperium of Mankind, in every star system, and on every front the fires of war burn. Heretical war leaders call upon the burgeoning power of the Dark Gods of Chaos, rising as evil champions to drown worlds in tides of blood and fire. Rapacious alien tyrants lead rampaging hordes of bestial raiders to tear down the bastions of Humanity. The galaxy shudders in the grip of reality-sundering storms that threaten to tear space itself asunder, and with every day that passes the darkness between the stars grows wider and deeper.

Against these horrors stand the armies of the Imperium – elite Space Marines, fanatical Battle Sisters, and countless other hosts of mighty warriors. They will give their lives for the almighty God-Emperor who sits upon the Golden Throne of Terra, but will their sacrifice be enough?

This is the setting of Warhammer 40,000. Far from just sitting back and watching the carnage unfold, you get to choose your faction and take them into battle yourself. Will you fight for the ancient and ruthless Imperium of Man, the maniacal daemon-worshippers of Chaos, or perhaps one of the many deadly xenos races who seek to build empires of their own amidst the stars? Whichever you choose, the rich background and incredible range of highly detailed Citadel miniatures serve as an endless source of inspiration for your collecting, building, painting, and gaming.

The Warhammer 40,000 hobby comprises a variety of exciting elements, and there is no right or wrong way to engage with it. You can dive into whichever parts interest you and combine them into your own completely personal hobby experience. Perhaps for you the appeal lies in amassing a powerful tabletop gaming army and playing war games against your friends, at home, at a gaming club, or even in thrilling competitive tournaments. Then again, maybe the idea of painting a collection of Citadel miniatures to the highest possible standard is what really fires your imagination. Or perhaps for you Warhammer 40,000 will be a storytelling journey, in which you come up with the narrative, background, and names of your tabletop warriors, and watch your Crusade army grow and change week by week as you fight out story-driven campaigns with your gaming group.

Your Warhammer 40,000 experience may be all of these things, or it may be something entirely of your own invention. Whichever way you choose to get involved, you will find that this is a hobby filled with fun, excitement, and the satisfaction of creating a miniatures collection that you can be proud of for years to come.



IN THE GRIM DARKNESS OF THE FAR FUTURE

THERE IS ONLY WAR



SPACE MARINES

There is no combat theatre in which the Space Marines cannot excel, no foe they cannot overcome, and no danger they dare not face. There are hundreds of different Space Marine Chapters with proud honour rolls and magnificent martial histories to call their own.

The lightning-fast campaigns of the Space Marines are conducted with such spectacular brutality that they have come to be known as the Angels of Death.

FIND OUT MORE...

To learn more about the various factions and worlds that make up the setting of Warhammer 40,000, visit the website:

WARHAMMER40000.COM

WARHAMMER AGE OF SIGMAR

Welcome to the Age of Sigmar, an epic setting in which heroes, gods, and monsters clash upon the fantastical battlefields of the Mortal Realms. It is a gateway to a world of thrilling adventure and deadly peril, where the mighty champions of the God-King Sigmar fight to defend mortalkind against soul-hungering daemons, undead horrors, and hordes of war-crazed brutes.

Warhammer Age of Sigmar tells the tale of the death-or-glory struggle for control over the Mortal Realms – eight elemental worlds, each with their own lethal hazards, monsters, and long-buried secrets. For centuries, these lands languished under the dominion of Chaos Gods, primordial enemies of mortalkind. Their dominion lasted until Sigmar, the God-King of humanity, sent forth his heavenly hosts to conquer vast regions of the realms in a series of lightning crusades. Where Sigmar's armies triumphed, great cities were raised and the roots of civilisation laid down. But the enemies of Order are legion, and they would see the flame of progress snuffed out forever.

The Stormcast Eternals are the God-King's greatest champions, heroes transformed into immortals, their souls and bodies bolstered by celestial lightning. It is well that each of their number is a masterful warrior outfitted with storm-forged weapons and armour, for arrayed against them is a fearsome assemblage of heathens, tyrants, and monsters. First and foremost amongst the Stormcast Eternals' enemies are the twisted armies of Chaos – savage mortal warriors and daemons given unnatural gifts by the Dark Gods. Yet there are other great powers that would see Sigmar's nascent empire brought low.

The undead hosts of the Great Necromancer are a constant menace to the living, and all the while the forces of Destruction rampage across the lands, smashing everything in their path to rubble.

The Age of Sigmar is an era of unending war. Though the God-King's armies have, through blood and toil, established many strongholds of civilisation, the vast majority of the Mortal Realms remains in the clutches of Chaos. To stray beyond the safety of high walls into the magic-ravaged wilds beyond is to risk corruption, mutation, and an agonising death. Yet this is exactly what the champions of Order must do, if they are to spread the light of civilisation across a benighted realmscape.

This is the setting of Warhammer Age of Sigmar – a rich and ever-expanding saga that calls out for you to take up the warlord's mantle and decide the fate of the Mortal Realms. Will you choose to be the saviour of mortalkind, or its destroyer?



THIS IS THE TIME OF TURMOIL. THIS IS THE ERA OF WAR.

THIS IS THE AGE OF SIGMAR

STORMCAST ETERNALS

Chosen by the God-King and empowered by the celestial tempest, the Stormcast Eternals are Sigmar's great hope for reclaiming the realms. They fight at the forefront of the crusades, their might and battle prowess pitted against the many horrors that threaten mortalkind. Even death cannot claim them, for should they fall, their souls return to Azyr to be Reforged and sent back to the war.

FIND OUT MORE...

To learn more about the various factions and realms that make up the setting of Warhammer Age of Sigmar, visit the website:

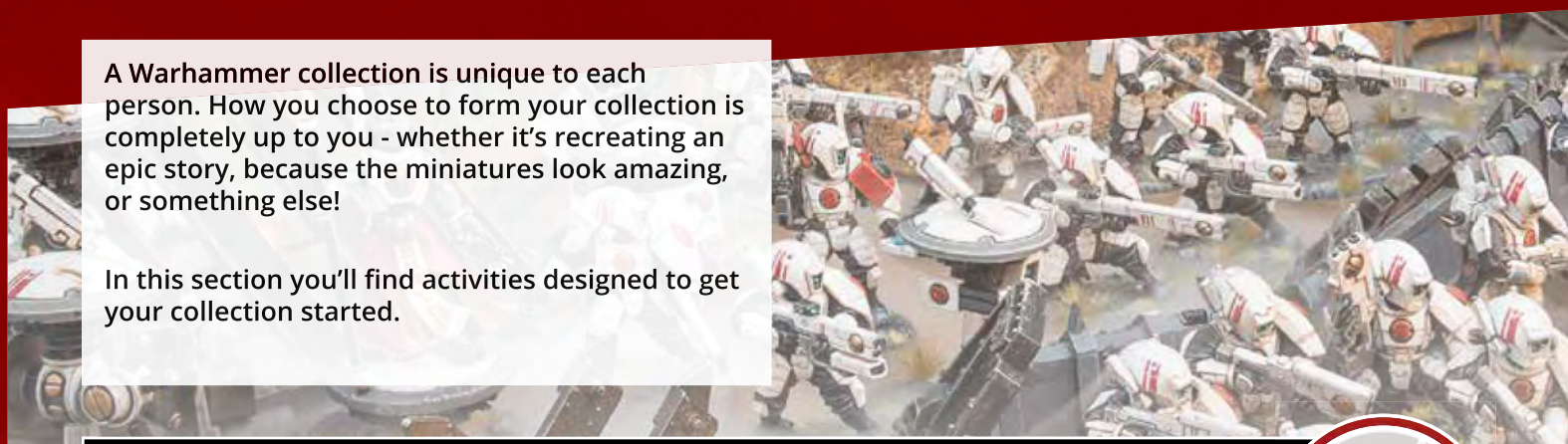
AGEOFSIGMAR.COM



COLLECT

A Warhammer collection is unique to each person. How you choose to form your collection is completely up to you - whether it's recreating an epic story, because the miniatures look amazing, or something else!

In this section you'll find activities designed to get your collection started.



THE WORLDS OF WARHAMMER

Find out more about the lore, factions, and forces that make up the Warhammer settings.

Read pages four to seven in this booklet. Then visit the websites at the bottom of this page, or ask the store staff to tell you about the settings and recommend books.

What are your favourite things about the settings so far?



FACTION FOCUS

Explore the factions of your chosen setting in more detail on the website or in books.

Which faction do you prefer and why?



FIND OUT MORE

Both Warhammer 40,000 and Warhammer Age of Sigmar have dedicated websites which explore the various games based in the settings, the factions that reside there, the current story, and much more!

WARHAMMER40000.COM

AGEOFSIGMAR.COM



THE CHOSEN

Find out more about your faction.

Ask your store staff for the best places to find out more about the faction you've chosen.

What's your favourite thing that you've learned about your faction?



THE LORD OF BATTLE – 1

Every collection needs a heroic (or despicable!) character to lead it into battle.

Choose a character to command your collection.

What made you choose this character?



TRUSTED RETINUE – 1

Although mighty, your character can't conquer the battlefield on their own!

Choose at least five miniatures to add to your collection.

What do you like best about your chosen miniatures?



STARTER SETS

A Starter Set is a great choice when you are new to Warhammer.
There are different sizes of sets to suit what you want. All of them are excellent ways to to start a collection and play a game - rules, dice, two sets of miniatures, and more.

You can use the miniatures as the core of your collection or to expand on what you already have - or lend the second set of miniatures to a friend and see if your forces can defeat them!



REINFORCEMENTS – 1

With your character and first miniatures added to your collection, it's time to add some reinforcements!

Add ten or more miniatures to your collection.

What miniatures did you choose and why?



THE EARTHSHAKER – 1

Now you need something big, to make the earth tremble!

Visit your store or the Warhammer webstore and choose a monster or vehicle to add to your collection.

What monster or vehicle did you choose and why?



FIELD OF BATTLE – 1

You can't have a battle without a battlefield!

Visit your store or the Warhammer webstore and choose a piece of scenery or terrain to add to your collection.

What piece of scenery or terrain did you choose and why?



THE WARHAMMER WEBSTORE

If you need supplies and can't get to your Warhammer store, you can use the Warhammer webstore.

It stocks the full range of Warhammer miniatures, paints, books, tools, and more!

WARHAMMER.COM



IT'S YOUR HOBBY

Every collection is unique, and so is your Warhammer journey.

Use the space below to create your own activity. For example, you could make a wish list of what you want to add to your collection, register an account at **mywarhammer.com**, or choose some cool accessories such as dice or game cards that match your faction.

Ask your store staff for advice!

Write your own activity here



Write your own activity here



SECTION COMPLETED!

Now you've got the core of a great new collection!

Some people keep making their army bigger, while others collect many smaller forces, or just individual miniatures that they like. What's next is up to you!

Once you've completed all ten activities, don't forget to ask your store for your reward - you've earned it!



BUILD

Nearly all Warhammer miniatures require building, and turning the pile of parts into a completed miniature is a hobby in itself!

In this section you'll find activities designed to help you learn the skills to build even the largest of miniatures.



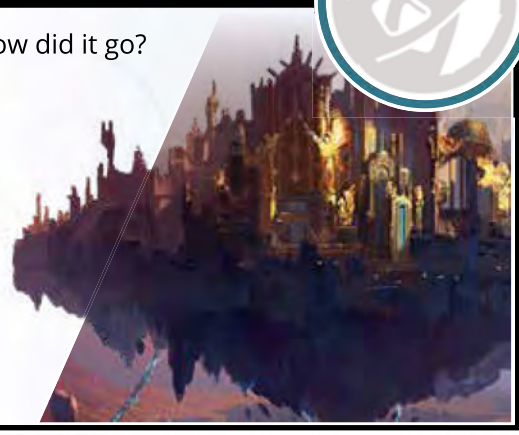
THE GREAT ARCHITECT

Every journey begins somewhere!

Build your first miniature using plastic cutters.

Your miniature may also require plastic glue - ask your store for guidance on using tools and glue.

What miniature did you build first? How did it go?

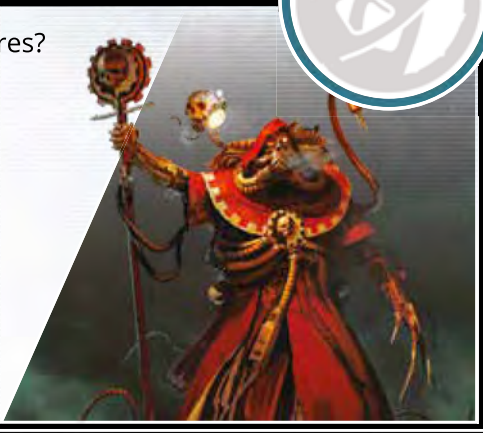


KNOWLEDGE IS POWER

There are many techniques that can be used to build Warhammer miniatures.

Try using a mouldline remover to clean and smooth your miniatures.

What do you like about building miniatures?



TOOL SAFETY

To remove miniatures from their sprues, you will need a set of flat-edged clippers. Some miniatures will also need plastic glue.

When using clippers, glue, or any other modelling tool, always take your time. Remember to be careful and to follow all safety guidance included.

Before using a tool for the first time, ask store staff to demonstrate it to you.



BUILD IT YOUR WAY

Many Warhammer miniatures have alternative build options.

Build a miniature with a choice of poses or equipment.

What miniature did you choose? Why did you build it this way?

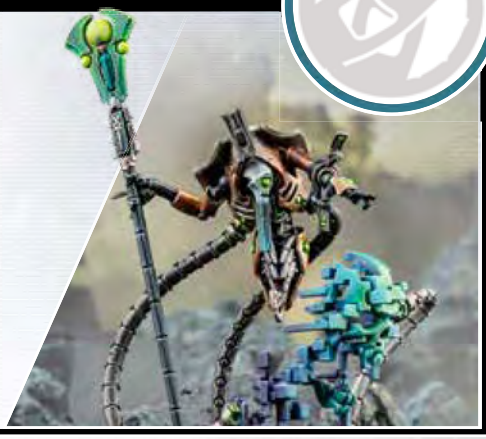


THE LORD OF BATTLE – 2

With your skills growing, it's time to use them on the leader of your collection!

Build your character using cutters, and, if necessary, glue.

What did you enjoy about assembling your leader?



TRUSTED RETINUE – 2

Remember your Trusted Retinue of five miniatures you chose for your collection?

It's time to build them!

Ask your store staff for tips on building groups of miniatures.

What techniques did you use for building groups of miniatures?



HINTS AND TIPS

You can find instructions for all the skills you need (plus a few advanced tips!) for building, painting, and more at:

BATTLEHONOURS.WARHAMMER.COM

All Warhammer miniatures also come with clear instructions. If building something is difficult, ask your store staff for advice.



REINFORCEMENTS – 2

It's time to build those reinforcements you chose for your collection!

Remember to use a mouldline remover to keep things looking their best.

What building techniques have got easier for you since you started?

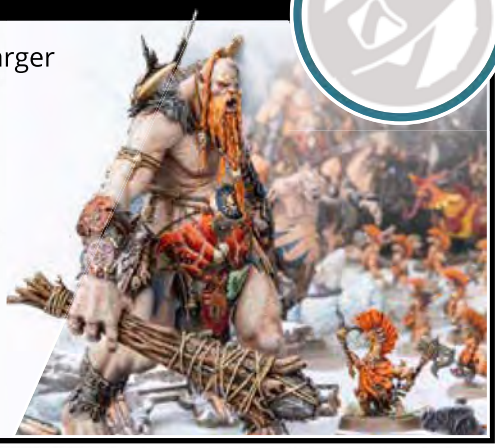


THE EARTHSHAKER – 2

Larger miniatures, such as the one you've chosen for your collection, often have more parts and can take a little longer to build, but look amazing when they're finished.

Check with your store if they have any tips on building your miniature.

What do you like most about building larger miniatures?

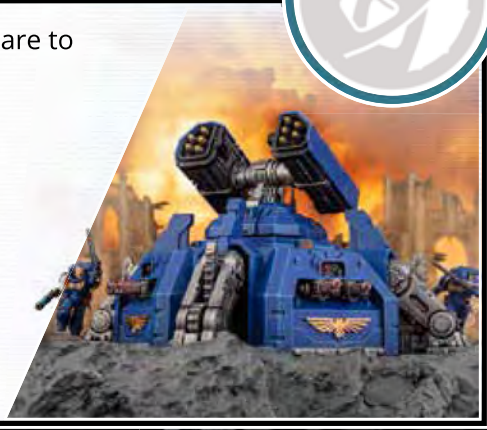


FIELD OF BATTLE – 2

When the bullets or arrows fly, your warriors will need some cover to shield them!

Build the scenery or terrain piece that you chose for your collection.

How did building scenery / terrain compare to building other miniatures?



SPARE PARTS?

Lots of Warhammer miniatures come with multiple options to change weapons, poses, and accessories, allowing you to make your miniatures unique. This means you'll end up with spare parts, or bits.

These can be used in the future to personalise your miniatures, or as basing material - or even given to friends to use as trophies on their miniatures!



IT'S YOUR HOBBY

You get to choose how you build your miniatures, and you get to choose your activities too! Use the space below to create your own activity. For example, you could learn to use a new tool, decorate a base with some ruins or plants, or swap parts between kits to make something completely new.

Ask your store staff for advice!

Write your own activity here



Write your own activity here



SECTION COMPLETED!

Building miniatures is a hobby in itself for some people. You can relax by putting together simple miniatures, or test your creativity by customising them to show off your own interests and skills.

Now you've learnt the basics, you can start adding to your collection with anything that you want!

Once you've completed all ten activities, don't forget to ask your store for your reward - you've earned it!



PAINT

Painting miniatures is one of the most satisfying parts of the Warhammer hobby.

You'll find your skills start to grow with practice, and soon you'll know plenty of painting techniques to bring your miniatures to life.

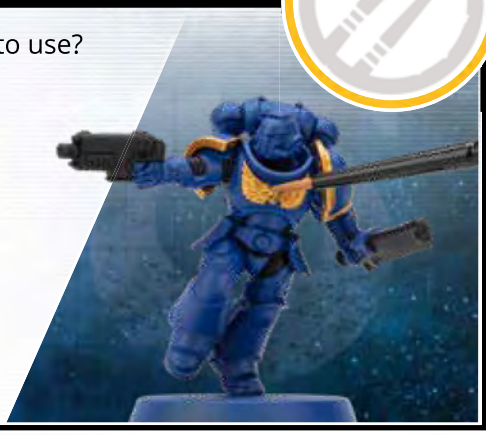


THE FIRST COAT

Every miniature you paint needs a strong foundation, known as an undercoat.

Undercoat one of your miniatures – either by hand or with Citadel Spray paint.

Which colour undercoat did you decide to use?

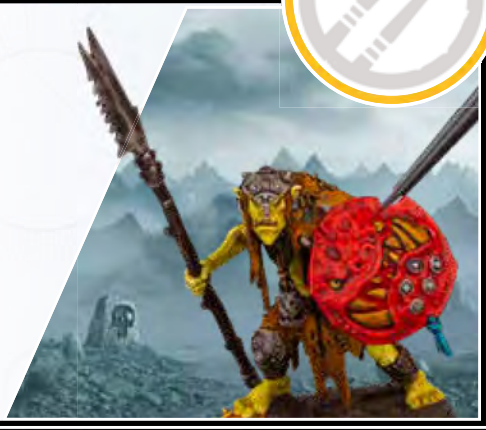


BATTLE READY

Many painters start out by painting their miniatures to be what is known as 'Battle Ready'.

Ask your store staff about how to get your miniatures to a Battle Ready standard.

What types of paints did you use?



STEP BY STEP

Painting a miniature to be Battle Ready is easy. Start with the undercoat, paint the largest areas first, and don't worry about mistakes - you can clean them up at the end. Get detailed, easy, step by step painting advice from your store staff, or at:

BATTLEHONOURS.WARHAMMER.COM

CITADELCOLOUR.COM

1



2

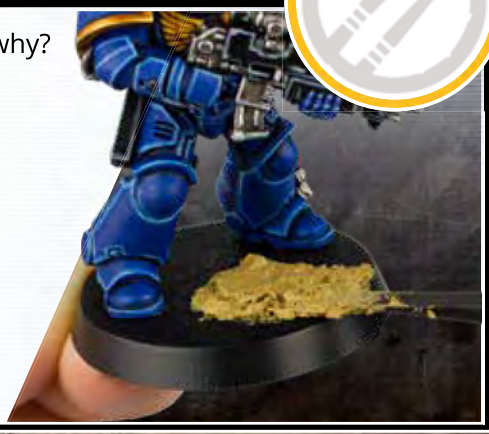


SOLID GROUND

A plain base is fine, but adding some textured detail can make it look amazing.

Try using a technical paint on a base - your store staff will be happy to show you the different results you can achieve.

Which technical paint did you use, and why?

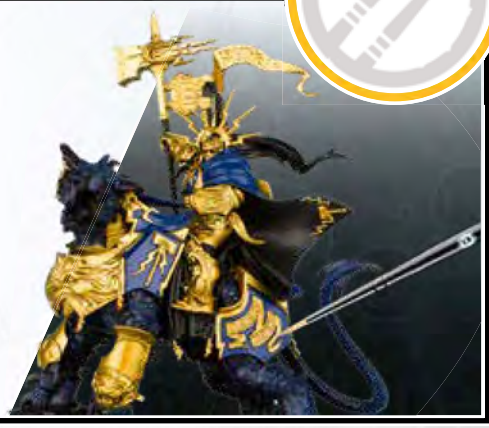


THE LORD OF BATTLE – 3

Your chosen character needs an impressive paint scheme to lead your collection to victory!

Paint your character to at least a Battle Ready standard.

What did you enjoy painting most on your character?

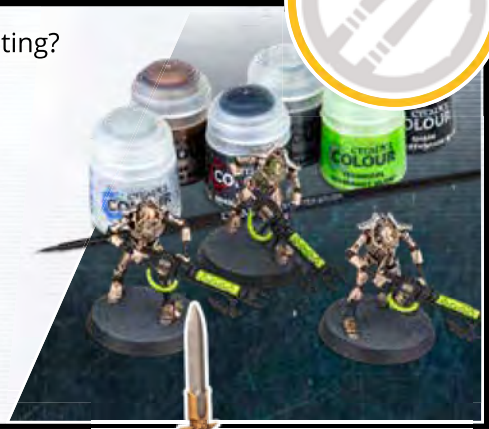


TRUSTED RETINUE – 3

Improve your skills further by learning about batch painting!

Ask your store about tips on batch painting and then paint five miniatures from your collection.

How did this help to speed up your painting?



3



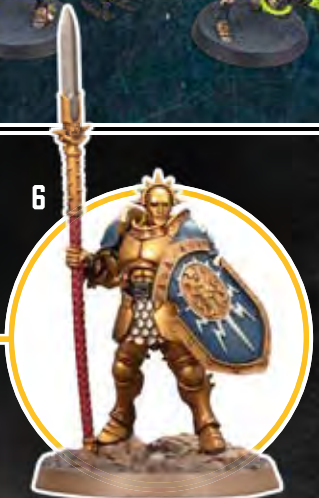
4



5



6

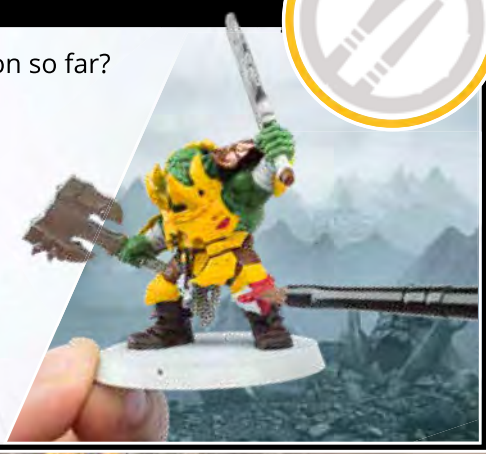


REINFORCEMENTS – 3

Your collection will really start to take shape with some painted reinforcements!

Paint ten additional miniatures for your collection.

What have you painted for your collection so far?

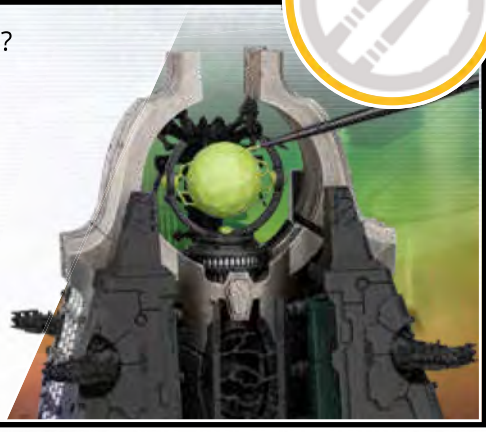


THE EARTHSHAKER – 3

Now it's time to try painting something a little larger!

Ask your store staff for advice about painting large models, and try using some of their tips on your monster or vehicle.

What did you try and what did you learn?

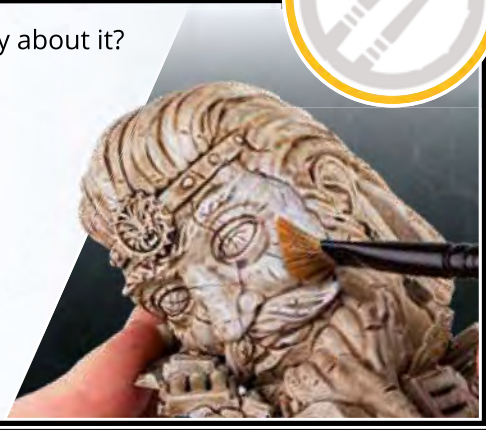


FIELD OF BATTLE – 3

Scenery and terrain give you the opportunity to try out different techniques due to their larger size and varying textures.

Try something new on your scenery or terrain piece, such as drybrushing or using Contrast paint.

What did you do, and what did you enjoy about it?



CITADEL COLOUR

The Citadel paint range has all the colours that you need, and the Citadel Colour app and website have all the information.

There's everything you need - advice on colours, guides to painting miniatures, tips on special effects, and more.

CITADELCOLOUR.COM

GET IT ON Google Play

Download on the App Store



IT'S YOUR HOBBY

There is no right or wrong way to paint your miniatures.

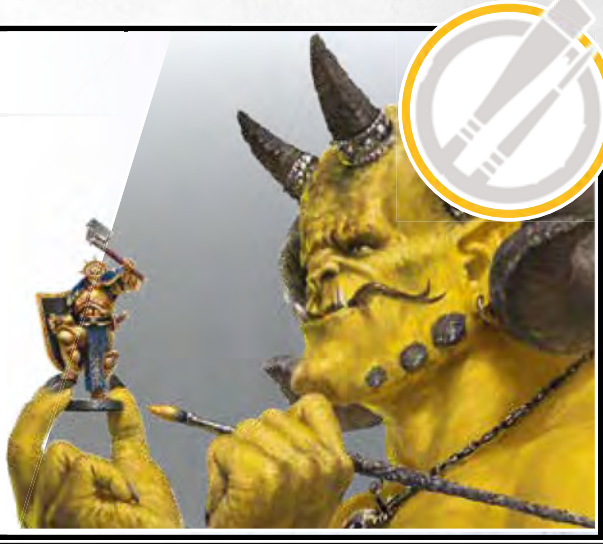
Use the space below to create your own activity. For example, you could paint a model to a higher 'Parade Ready' standard, try out another technical paint, or learn a new technique.

Ask your store staff for advice!

Write your own activity here



Write your own activity here



SECTION COMPLETED!

Painting Warhammer miniatures is very rewarding, and many people do it to relax.

With so many different miniatures available, there's always an opportunity to try out new techniques and improve your skills.

Once you've completed all ten activities, don't forget to ask your store for your reward - you've earned it!



PLAY

Many people love to play games against friends, family, and members of the Warhammer community.

The activities in this section will get you rolling dice and having fun in no time!



THREE WAYS TO PLAY

Warhammer 40,000 and Warhammer Age of Sigmar have three ways to play.

Learn about the differences between open, narrative, and matched play.

Which type of play appeals to you most and why?



FIRST FORAY

It's time to roll some dice and play your first game of Warhammer!

This can be with a friend or family member, or at your Warhammer store.

What did you enjoy in your first game?



GAME SIZES

Warhammer Age of Sigmar and Warhammer 40,000 enable you to play any size of game that you want - from a small number of warriors on each side, to massive clashes with hundreds of models.

If you want to play a small game with an elite force, though, try Kill Team or Warcry. These skirmish games can use the same miniatures that you already have, in fast, tense games where every action can tip the balance.



MUSTER YOUR ARMY

Your collection can be formed into a mighty army to play games with.

Ask your store to help you create your first army list!

What do you plan to add to your army in the future?



THE LORD OF BATTLE – 4

It's time for your character to become a leader of a mighty army!

Play a game using your character.

What heroic things did your character do in their first battle?

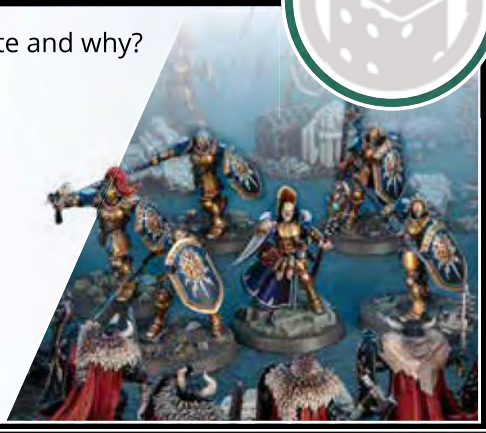


TRUSTED RETINUE – 4

To become a leader, your character needs an army to lead!

Play a game using your character and at least 5 other miniatures from your collection.

What part of the game was your favourite and why?



START COLLECTING / COMBAT PATROLS

Start Collecting and Combat Patrol sets are the perfect way to start a collection of miniatures to paint or play games with.

Each set is themed to an army, and contains a well-rounded selection of miniatures - a strong and interesting force for games, and usually everything you need to complete activities in this booklet!

Ask your store staff for advice on choosing one!



REINFORCEMENTS – 4

It's time to increase the size of your games with some more reinforcements!

Play a game with your character, their Trusted Retinue and at least 10 other miniatures from your collection.

Who did you play, and what was the best part of the game?

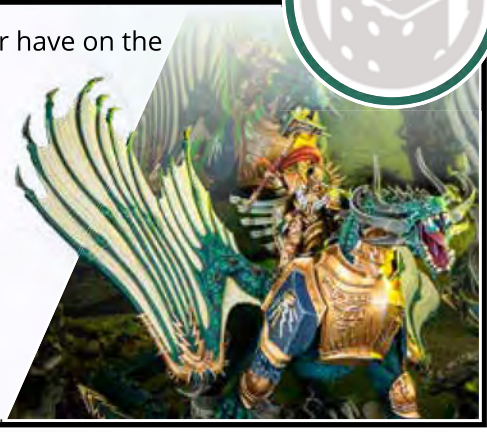


THE EARTHSHAKER – 4

Adding a vehicle or monster to your games could really change the outcome!

Play a game using at least your character, their Trusted Retinue and Reinforcements, and either a monster or a vehicle.

What impact did your vehicle or monster have on the game?



FIELD OF BATTLE – 4

Time to deploy your chosen scenery or terrain!

Play a game using all of the miniatures and terrain you have prepared.

How did the scenery help you or your opponent?



WARHAMMER UNDERWORLDS

If you want a more competitive experience, then Warhammer Underworlds is the game for you. Elite warbands fight for survival and glory in a combined deckbuilding and miniatures game. The Warhammer Underworlds core set contains everything you need to start playing, and there is a big choice of warbands and cards to expand your collection and perfect your tactics.

Ask staff for more details.



IT'S YOUR HOBBY

How you play your games of Warhammer is up to you.

Use the space below to create your own activity. For example, you could bring a friend who is new to Warhammer to the store and help them learn to play, try out a way of playing you haven't done before, or borrow someone else's army to see if you can defeat your own. Ask your store staff for advice!

Write your own activity here

Write your own activity here

SECTION COMPLETED!

Playing games is a fun and sociable experience, and you can make friends for life through Warhammer.

With the different ways to play games using your collection, you'll always have an opportunity to pick up your miniatures and roll some dice!

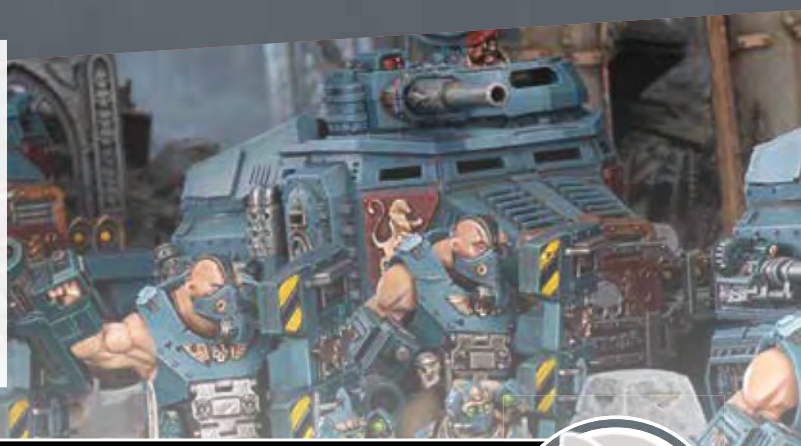
Once you've completed all ten activities, don't forget to ask your store for your reward - you've earned it!



READ

Warhammer is filled with fantastic stories of action, heroism, cunning, and bravery!

In this section you'll find activities designed to introduce you to the backgrounds and stories of the Age of Sigmar and the Dark Millennium.

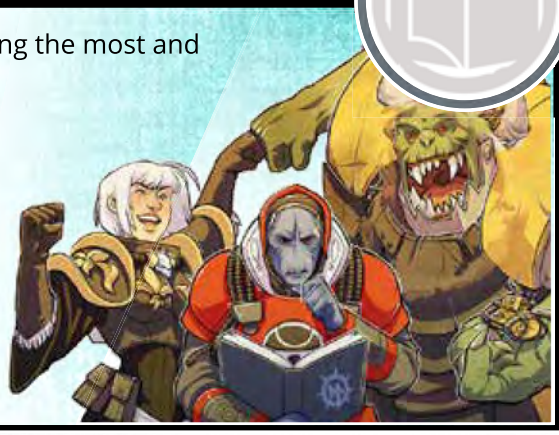


LORE INITIATE

Delve into your first adventure with some short story excerpts.

Read the excerpts on pages 28 and 30.

Which excerpt did you enjoy reading the most and why?



CORE OF THE WORLDS

Both Warhammer 40,000 and Warhammer Age of Sigmar have a core book which includes many pages of lore and background.

Read the background section of a core book.

What was your favourite part of the background?



GREAT FIRST READS

There's a huge choice of Warhammer fiction, and sometimes it can be difficult to choose where to start! Don't worry, though, you can get suggestions for new readers on the Warhammer Webstore, or from the staff at your store.

We recommend *Nexus* for Warhammer 40,000, and *Thunderstrike* for Warhammer Age of Sigmar - there are excerpts from these books on pages 28 to 31.



CODEX OR BATTLETOME?

Every faction has a Battletome or Codex, and each is full of exciting stories about their historic origins, legendary battles, and famous heroes.

Read the background in the Codex or Battletome that goes with your collection.

Which Codex or Battletome did you read, and what was your favourite part?

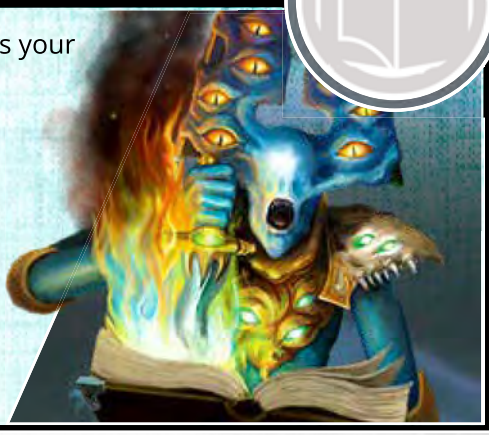


BLACK LIBRARY

Black Library publishes novels, short stories, audiobooks, and audio dramas devoted to the lore of Warhammer.

Read or listen to your first Black Library story.

What story did you choose, and who was your favourite character?



WHITE DWARF

Every month White Dwarf - the official Warhammer magazine - includes stories, articles, and more about the Warhammer hobby.

Read an issue of White Dwarf.

What article did you enjoy reading the most and why?



FOR YOUNGER READERS

Warhammer Adventures is an exciting range of books for those aged 8-12 years old, featuring younger protagonists having thrilling adventures and facing off against dangerous enemies.

WARHAMMERADVENTURES.COM



COMMUNITY TIME

There are loads of great Warhammer resources online, including articles, comics, news, and interviews.

Read some articles on the Warhammer Community website:

warhammer-community.com

What articles did you enjoy reading?



THE LEGEND CONTINUES

Many Black Library books are part of sweeping, epic sagas.

Read or listen to two or more stories from a series.

Which series did you choose and why?

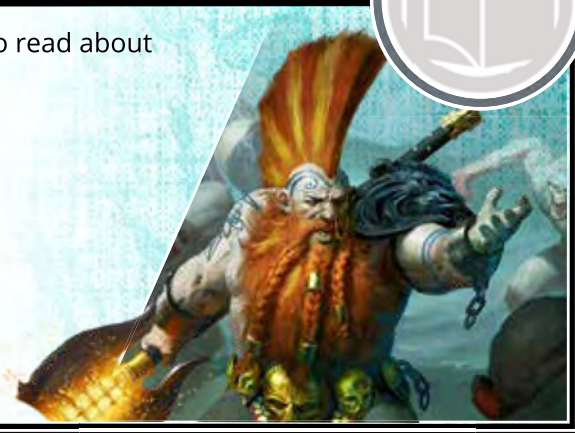


FAMOUS HERO

Many famous Warhammer miniatures have stories written specifically about them.

Read or listen to a story about one of these famous characters.

What character did you choose to read about and why?



FIND OUT MORE

You can get Warhammer fiction as ebooks, audiobooks, and audio dramas, as well as in print. There's something for everyone - short stories, galaxy-spanning series, horror stories, crime fiction, and more. And of course plenty of stories about great heroes (and more than a few villains)!

Check out the full range at:

BLACKLIBRARY.COM



IT'S YOUR HOBBY

The reading activities here are just the opening chapter for your Warhammer journey.

Use the space below to create your own activity. For example, you could read a Warhammer Horror or Crime story, read a story about a character in your own collection, or listen to an audio drama.

Ask your store staff for advice!

Write your own activity here

Write your own activity here

SECTION COMPLETED!

With so many stories to choose from there is always something to read or listen to.

Many collections can be themed around a series of books, or a favourite part of the background!

Once you've completed all ten activities, don't forget to ask your store for your reward - you've earned it!





NEXUS + OTHER STORIES

An Excerpt from 'Nexus'

THE EMPEROR'S FINEST, THE ADEPTUS ASTARTES, THE ANGELS OF DEATH.

Throughout the galaxy, these genetically engineered super-soldiers are known by many names, but all spell annihilation or the enemies of mankind. Of all the Space Marine Chapters, the Ultramarines are the exemplar – noble, honourable and utterly devoted to the purge of the alien, the witch and the heretic.

In Nexus, Brother-Sergeant Allectius fights a brutal war of attrition against a seemingly endless xenos foe. But when a mysterious pall falls over him and the people he protects, Allectius must take his fight beyond the walls… for more than just victory, now mere survival is at stake.

Sergeant Allectius sprinted through the trees towards the sounds of battle. Trunks blurred around him as he wove amongst the foliage with superhuman precision. A Space Marine standing by was a terrifying sight unto himself. It was seeing them move, however, that most often sparked 'transhuman dread' in mortals. It seemed impossible for something of such size and power to move so swiftly.

A pity, then, that the foe they faced seemed beyond fear.

The forest was filled with cacophony. The thunder of bolt weapons, the howl of chainswords and the odd sizzling whine of the xenos weaponry. The latter made his teeth ache every time he heard it, seeming to vibrate up and down his bones on some odd continuum. The former, however, was a comfort: his men were still alive, still fighting. For now. Allectius saw the first knot of battle up ahead. Two of his brothers were duelling fiercely with a xenos horror. A skeletal torso surmounted a tripod of legs, skull face leering in its fixed grin. The forearms had been replaced; it had no more use for hands. Great blades ran down the sides instead, crackling with strange energies. Destroyers, they called them. Mindless abominations, whose only urge was to dismember and destroy. Even the necrons treated them like beasts, herding them into the foe. The sun-dappled beauty of their natural surroundings only made the stark horror stand out more.

The sergeant absorbed all of this in a beat of his dual hearts and angled towards the creature's back. Thoughtless the creature might be, but it did not diminish its deadliness. Even as he approached, one of its hyperphase swords slashed straight through the chainsword of the Astartes on its left. The blade carved on and through his torso, spraying blood across the greenery. His partner seized this opening and lunged forward, chainsword gouging a sparking hole in the monster's side.

The moment the Space Marine withdrew his weapon and stepped back from a counter swipe, the necron's wound began to close. Metal flowed together like liquid, sealing the opening as inner workings grew back together.

Allectius was there. It sensed his charge at the last second, turning its head. Too late. He aimed his plasma pistol, powered up to maximal mode, and fired. An incandescent blue-white beam of fury erupted from the sidearm. His war-plate's systems reported a heat spike just from holding the weapon. The coruscating blast struck the necron in the back and punched clean through the other side of it in an eruption of liquid metal and sizzling fragments. It continued on, scything through several trees before it had spent its ravening energy.

With a distorted, machine-like groan the xenos collapsed. Before it struck the ground, it was already shimmering with viridian light. The sergeant lunged forward, the chainsword in his other hand raised high. He brought it down with all of his might, but it passed through empty air with a whoosh and crunched into the ground. The severely damaged mechanoid had been teleported away. That was the way with the necrons. Only the utterly annihilated



were not spirited off, presumably to be repaired and fight again.

Allectius' own men could not be saved so easily. He strode on to kneel beside the fallen Space Marine. The other man's in-built armour biodiagnosticator could be accessed via their squad noosphere. Brother Volusius was his name. The wound was serious, even for a Space Marine. A mortal man would have been struck dead instantly. Only the synthetic cells his genetically engineered Larraman's organ produced were keeping him from bleeding out, clotting faster than natural platelets ever could.

The sergeant activated the locator beacon built into the wounded warrior's plate, then stood. If the Apothecary reached him in time, he might be saved. If he did not, at least the fallen warrior's gene-seed could be salvaged.

'With me, Numonis,' he said.

'Until the end, brother-sergeant,' replied the other Assault Intercessor and fell in on his flank.

They hastened onward. It was not far before they erupted into a clearing that was the site of a raging battle. Two more of the Destroyers were locked in furious battle with the other four members of Allectius' squad. A third lumbered towards them, its blade-arms outstretched with mindless longing to rend. An insectile figure lurked in the wood line behind it. It had a solid body mounted on long legs, a strange mechanical proboscis waving in the air before it.

'Join the others, I will deal with the plasmacyte,' barked Allectius.

Numonis charged into the fray and the sergeant put his brothers from his mind. All were warriors of the Chapter, the finest mankind had to offer. He trusted them absolutely. For now, he had to focus all of his attention on his foe. His plasma pistol hummed in his left hand as his chainsword revved in the right. Distance-devouring strides carried him towards where the xenos machine lurked. It skittered back into the shadows. Unlike their mindlessly destructive charges, the plasmacytes were often evasive. Their strength lay in the power they could infuse the Destroyers with, not in confrontation. Allectius' eyes narrowed, he had no intention of allowing it to escape so easily. He raised his plasma pistol and squeezed off a shot, counting on the power of the blast to carve through any intervening cover.

Instead, the weapon gave what could be described as a wheezing cough and powered down. The hydrogen flask was spent. A growing problem as the war for Cassothea dragged out. Allectius holstered the weapon and suppressed a growl of frustration. He would simply have to dismantle– His thoughts were interrupted by the sudden lunge of the canoptek machine. It must have sensed weakness and activated new programming. There was no time to ponder. It was fast now that it was on the attack, lashing at him with the proboscis. The bladed tip was designed to punch through the living metal hide of a necron, and was more than capable of piercing his power armour if it connected right.

It struck at his face, aiming for his optic lenses. He ducked aside as fast as he could, diverting the strike to scrape a glancing hit along the side of his helmet instead. There was no chance to try to seize that machine tendril. It was striking now with its bladed legs. He caught the sweep of one on the edge of his chainsword, whirling teeth meeting the limb in a spray of sparks.

That monomolecular tip was stabbing at his face once more. Allectius was ready for it this time. With superhuman reflexes his hand flashed out and caught the proboscis, then with the other, he brought his chainsword around in a howling arc. It cleaved away in a flare of emerald fire. The machine staggered backwards, a strange mechanical warbling erupting from it.

The sergeant gave it no time to recover. He pushed forward as it retreated, hacking at the body now with the snarling blade. Each blow tore new rents in its mechanical hide, exposing the arcane workings of its innards. The Space Marine did his best to not commit any of that bizarreness to memory. He was no Techmarine, but even he understood that xenos machines were a corruption of technology. They were fit only to be destroyed.

He hacked away one of its legs and it toppled to the ground. The sergeant stomped on it with all his might, staving it in with a last eruption of viridian sparks that sizzled and flared into the underbrush. With a final strangled bleat it went still. He turned and charged back out into the clearing to find the combat there had entered its final moments.

Two of the Destroyers were gone, vanished back to whatever foul tomb birthed them. Haloed with green energies they shimmered into translucence and then were gone. It was not without cost: one of his brothers lay in the grass, dead, his head and arm hacked from his body by necron blades. The last of the twisted abominations found itself under the concentrated assault of all the remaining Space Marines at once.

They attacked in perfect concert, the product of years of elite training. Individually, they might not have been a match for the terrible mechanoid strength of a Destroyer.

Yet their foe was a mindless butcher, while they were expert warriors. They carved it apart en masse. Then it was gone just as the others, little more than a green shimmer fading into nothing.



LIKE WHAT YOU'RE READING?
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NEXUS + OTHER STORIES.

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THUNDERSTRIKE & OTHER STORIES

AN EXCERPT FROM 'THUNDERSTRIKE'

They made their last stand on a bank of rough ground, at dawn the next day.

Black water lapped amongst the reeds and the bullrushes. The smoke from the relic censer had burned away, and in its absence the mists resurged towards them, like storm clouds rolling in across a bitter sea. In its depths they could see the loping forms of the orruks, gathering like flense-fish around a wounded prey. There was something exultant in their whooping cries now, their cruel laughter, the rattle of their painted shields. The moment was drawing near. The column, no more than half a day from the edge of the Mirkmere, could not go on. They had reached the end.

Actinus, bleeding from a dozen wounds, set the shields of his Vindictors in a rough semicircle. Helicon held back his Vanquishers behind them, the Annihilators ready on the right flank for a final, suicidal charge. The Freeguild troops, no more than a dozen left, were now resigned to death. They gripped their weapons in shaking hands, some of them barely able to stand, all of them willing to sell their lives dearly.

'You entered these swamps on a crusade for Sigmar,' Actinus cried out to them, standing by Pellion and his banner. 'You will leave them as martyrs, a prayer on your lips and hymns in your hearts!'

The orruks screamed ahead of them, massing in the bowers. A chill drizzle began to fall. There was the sound of something huge and ungainly crashing through the undergrowth deeper in, grunting, lowing like some maddened beast. Bolts flicked out of the shadows. Red eyes glared and danced. Yellow teeth glinted in wide and mocking grins.

'Here they come!' Holger shouted at Actinus' side. 'By all the gods of each and every realm,' he muttered, cringing into what passed for a fighting stance, 'look on me now and keep me safe, I beg you!'

'Sigmar does not promise you safety!' Actinus bellowed. An arrow flashed from the fog and skimmed across his breastplate. 'Sigmar does not promise you life! Sigmar promises only justice, and the hand that wields it!'

Around him, mortal and Stormcast were screaming, hacking, possessed by battle madness. He saw Holger slipping, falling on his back, sword extended, a hulking orruk howling as it fell down the blade. He saw Sergeant Huber leaping onto the back of another orruk, teeth clamped to its neck, savaging off a mouthful of flesh. He saw the Annihilators thundering like an avalanche into the swamps on the left, smashing apart a mob of orruks before they could cross the glades and attack. Helicon, singing a prayer, his blade broken and a mound of dead at his feet, lightning already leaking from his wounds. Civilians screaming, cut to pieces, the water around them red as a butcher's yard. Orruks slinking through the mists, arrows flying, a fume of blood.

A bolt punched into his shoulder, piercing the plate. He dropped back, three orruks rounding on him, shields up, those grotesque glowing eyes glaring at him. He splintered the first shield, reached in and threw it aside, sword up and plunging into the orruk's throat. The second beast cut in wide, its blade shattering on his armour. Actinus punched out with his fist and laid its cheek open, grappled with the third. Its sword went into his stomach, grinding on the plate. He punched down, broke its wrist.

Two more bore down on him, snickering. His fingers were numb, his sword in the mud at his feet. He felt his soul boiling in him.

'Taranis,' he mumbled, voice weak. 'Sigmar…'

He dropped to his knees. The orruks came on, swords raised, laughing.

'Orruks…' he said. 'Or are you? What are you?'

His sight was fringed with shadows.

'*Hur-hur!*' one of them cackled.
Its mouth framed brutal speech,
tongue licking those yellow fangs.
'*We'z Kroolboyz, we iz,*' it hissed.
'Throatsnikkaz. And you'z ded, stormlord.'

'Not a lord,' he sighed. He grappled with them, heaving himself to his feet. 'I'm… I am a knight…'

Jaws open wide it raised the blade, and there was nothing but a sly cruelty in its dull red eyes–

Blood sprayed into Actinus' face. He staggered backwards as the orruk went down, splashing into the water, clutching its throat. The other turned and swung,



and as Actinus fell to his knees he saw Holger Beck brandishing the relic blade, the sword smoking with gore.

'Get back!' he screamed, hacking down, frenzied, clattering the orruk's shield from its grip. The beast champed its jaws and leapt backwards, but Holger lunged and speared it through the heart. As the orruk slid off the point of his sword, he ran to Actinus' side.

'For Sigmar's sake – for my sake – don't die!' he said.

Actinus managed a dry laugh. 'I'm afraid I can make no promises, Captain Beck. But help me to my feet, and we'll see.'

Holger pushed him upright, matching his mortal weight to the Stormcast's armoured bulk. He stooped to pick up the Knight-Relictor's sword. Actinus took it from him, feeling some strength flow back into his arm. His wounds ached, bleeding freely. Pellion was behind him, sword in one hand, banner in the other, the cloth of gold and the blazing sigmarite still shining like the light of heaven.

A few scattered troops, fighting back to back, a throng of desperate settlers huddled in the dirt, waiting for the end; it would not be long now. They had been lured in, tempted by the missing settlers, the vanished company of troops. Now the snare was finally closing in on them.

'My friends,' Actinus said. The blade was slick in his hand from the blood that ran down his arm, the orruk bolt throbbing in his shoulder. 'I have had the honour of fighting with you. Now, let us share the honour of dying together, in righteous cause.' He turned to Pellion. 'This, Knight-Vexillor. This is the burden of greatness. This is why we were chosen.'

The orruks prowled the margins of the glade, hissing in the mist. Further in came that same crashing thunder, the crackle of broken vines and shattered trees, the huffing of some monstrous beast. And then it appeared.

The mist parted before it, as if cringing from its touch. On either side, folded in tight to its body, were great leathery wings that rippled and twitched, trailing through the filth. Its head was as big as a man, at the end of a long, sinuous neck that whipped and curled around the margins of the glade, the low-slung jaw racked with slavering teeth, yellow eyes peering through the murk in search of prey. The smell that came off the creature was the stench of a corpse-pit, and when it opened its mouth to shriek Actinus staggered backwards. Sitting there at the base of its neck, saddled ten feet off the ground between the great beast's muscled shoulders, was an orruk warlord festooned with trinkets and fetishes, its body painted in swirling runes.

The warlord gave some harsh command in its grating language, pointing with its spear at the dauntless warriors before it. It laughed, long and loud, crowing at them, leaning forward in the saddle with a look of hideous amusement on its face. The carrion-beast shrieked at them again, slithering forward. Behind it, in a cautious advance, came the orruks of the Mirkmere Swamps – the Throatsnikkaz, the spirits of the water, fey dwellers of the blackgum and the vine…

Actinus raised his sword.

'I give you the honour of dying first,' he called to the warlord. 'You and your pet.'

The orruk roared with laughter, but before Actinus could attack there came a howl from behind him and Holger sprinted across the hummock of wet ground, sword raised high. His face was flushed with madness, his teeth bared. He threw himself forward, facing up to the blunt, fanged maw of the carrion-beast, swinging wildly with his blade until he had hacked a bloody smear across its snout. The creature reared back, screaming, eyes like pools of dead water, the warlord desperately gripping the horn of its saddle to stop himself from falling.

'Iron Bulls!' Captain Beck cried. 'Iron Bulls, for Excelsis!'

He lunged in again, slashing at its chest, gagging on the stink of its blood – and then Sergeant Huber was leading the last of her troops forward to support him, a tight knot of soldiers bearing swords and spears, splashing their way through the putrid water.

'To the captain!' she called. 'To Captain Beck!'

The beast snapped down and grabbed Holger in its jaws, its savage teeth piercing his chest and shoulder. He screamed, and blood gushed from his mouth. With a flick of its head the creature sent him flying through the air, crashing into a spray of ferns. Huber roared, her voice cracking, the Freeguild stabbing the beast in a dozen places even as the orruk warlord stretched to hack them down.

The orruks, initially stunned by Beck's crazed assault, regained themselves and burst across the island of raised ground towards them. Actinus staggered forward, sword up. His right arm was numb. Pellion was at his side, chest heaving, a vicious cut across his eye. A handful more, the last survivors.

'They will fit our names to your banner,' Actinus wheezed. 'And even if the banner is lost, one day it shall be found, I swear. Our comrades will avenge us. We will take our place in the roll of the honoured dead!'

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WHAT'S GOING ON
AT YOUR WARHAMMER STORE



INVITE A FRIEND

The Warhammer hobby is best when it's shared and enjoyed with friends.

Bring someone new to Warhammer along to your store and the staff will be happy to give them a painting and gaming experience.

You can also count a game or painting session with them as one of your activities and earn a stamp!

FREE MINIATURES

Miniatures are at the heart of the Warhammer hobby – and you can take one home free!

Just ask the store staff.



COLLECTIBLE COINS

Every month your store will have a themed collectible coin available.

Ask your store on how to start your collection!



PAINT YOUR FIRST MINIATURE

Learn to build and paint with your free miniature – it's easier than you think!

We'll show you everything you need to know.



PICK 'N' MIX PAINT SETS

Expand your collection and painting skills with a new set of paints.

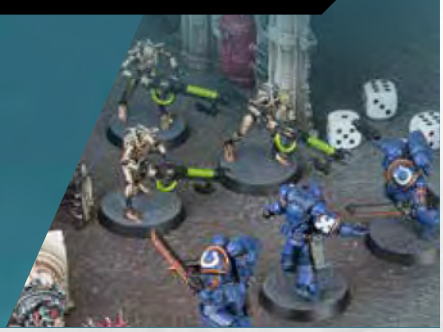
Choose any ten paints and get one of them free!



FREE INTRODUCTORY GAME

Immerse yourself in battle with a fast-paced tabletop experience.

Store staff will provide everything you need, and show you how to play.



MINIATURE OF THE MONTH

Try something different every month with a new miniature.

Your store will be handing out a themed miniature while stocks last.



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The home of Warhammer online, updated daily with news, articles, and more.

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- Tactics and tips
- Warhammer lore and stories
- Painting advice and guides

WARHAMMER-COMMUNITY.COM



EVENTS AND ACTIVITIES

Throughout the year, both in-store and online, you'll find lots of opportunities to take part in various events and activities.

From painting competitions such as Golden Demon and Armies on Parade, to gaming events at clubs and shows, there's always something for you to enjoy!

Ask your store what's coming up.



WARHAMMER ALLIANCE

The Warhammer Alliance is the educational support programme for Warhammer.

With a wealth of free support from Games Workshop, it offers young people a chance to engage in a fun, creative, and sociable hobby through their schools.

Find out more by asking store staff, or at:

WARHAMMER-ALLIANCE.COM



