



BATTLE HONOURS



**DISCOVER WARHAMMER, EXPLORE FANTASTIC
WORLDS, AND EARN EXCLUSIVE REWARDS**



WELCOME TO BATTLE HONOURS

Battle Honours is designed to help newcomers get started in the Warhammer hobby.

In this booklet, you'll find activities covering the five keys to the Warhammer hobby:



COLLECT



BUILD



PAINT



PLAY



READ

Guided by the friendly staff in your local Warhammer store, you'll set hobby goals to increase your Warhammer knowledge and skills, and use this booklet to track your progress.

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!

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

BATTLEHONOURS.WARHAMMER.COM



THIS BOOKLET BELONGS TO:

THE DATE I STARTED:

MY WARHAMMER STORE:

HOW TO USE THIS BOOKLET

Using this booklet, alongside help and advice from the staff in your local Warhammer store, you'll learn about Warhammer 40,000 and Warhammer Age of Sigmar, setting goals and completing activities as you explore the Warhammer universes.

WALK YOUR OWN PATH

Battle Honours is designed to give you a well-rounded experience of the Warhammer hobby, and allows you to tailor your own journey as you explore it.

This booklet features lots of activities, split across Collect, Build, Paint, Play, and Read - the keys to the Warhammer hobby. Each section in the booklet has ten activities. Each activity earns you a stamp to mark your achievement. You can complete the activities and sections in whatever order you like. Complete any section to earn 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 the first 30 to earn more rewards – and have more fun!

GETTING STARTED

At the top of this page write your name, the date, and your local Warhammer store.

Remember to ask the store staff to stamp this and your other activities!



REWARDS

Every achievement should be celebrated, whether it's learning about the Warhammer universes, painting a miniature, or playing an exciting game with friends.

Show your accomplishments off with these exclusive rewards!



COLLECT

Collecting is fun – and every Warhammer collection is unique and special, whether you're collecting individual models for display or an army to use in games.

Complete the Collect activities to receive a pair of pin badges.



PAGE 8



BUILD

Warhammer boasts the finest miniatures ever made. Turn them from grey plastic parts on a frame into a glorious, complete models, ready to display, paint, and play with.

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



PAGE 12



PAINT

For many Warhammer fans, painting is one of their favourite parts of the hobby, whether your aim is to display your miniatures, use them in your games, or just as a creative and relaxing pastime in its own right.

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



Brushes not included

PAGE 16



PLAY

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 Play activities to receive a set of four Warhammer-themed dice.



PAGE 20



READ

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



PAGE 24

COMPLETION

Finish 30 activities to complete the first step in your journey, and receive a certificate, plus 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, build, and paint, games to play, stories to read and friends to make!

DATE COMPLETED:

WARHAMMER 40,000

Prepare to plunge headlong into the grim darkness of the far future! This is your gateway to a vast and apocalyptic galaxy in which Humanity's Imperium fights for its very survival against myriad foes.

THE IMPERIUM

On more than a million worlds, Humanity is united in worship of the God-Emperor, who sits eternally upon His Golden Throne. Yet the Imperium's hold on the galaxy is tenuous, for in every star system, the fires of war burn. Alien warlords lead rampaging hordes determined to wipe out humanity. Traitor champions call upon the power of the Dark Gods of Chaos. Great storms sunder reality itself, monstrous Daemons emerging from them to feast on the souls of the unwary.

Standing against the darkness are the armies of the Imperium – the massed ranks and mighty war machines of the Astra Militarum, the technological marvels of the Adeptus Mechanicus, the fanatical Sisters of Battle, and foremost among them, the Space Marines.

SPACE MARINES

The elite Space Marines are the Imperium's first line of defence against all the galaxy's horrors. Each Space Marine is genetically enhanced to be stronger, faster, and braver than ordinary humans. Armed and armoured with the best weapons and equipment the Imperium can muster, there is no foe that the Space Marines cannot overcome. There are hundreds of Space Marine Chapters across the Imperium, each of them with their own heraldry, fighting style, and legacy of honour. Some of these Chapters have been defending Humanity for ten thousand years, while others have been more recently founded to combat the ever-growing threats to the Imperium.

THE GAME

In games of Warhammer 40,000, two or more players each build and paint an army of miniatures and use them in tabletop battles, fighting to outmanoeuvre their foes and complete their mission objectives, for glory and the thrill of victory.

You can play games in a number of different ways to suit your tastes, such as competitive battles that will test your generalship skills to their limit, or forging a story for your army across a series of games with the Crusade system.

A game of Warhammer 40,000 is a spectacular and inspiring sight, with painted armies marching across a modelled battlefield as players roll dice and enjoy the camaraderie of a shared gaming experience.



IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR

THE MINIATURES

Warhammer 40,000 armies are a spectacular sight, made up of massed squads of infantry, supported by a wide range of heroes, vehicles, and monsters. You can customise your army to use the miniatures you want – whether you prefer a speedy force of bikes and flyers, a stalwart gunline packed with heavy weapons, or a force heavy in mighty champions, you can create the army of your dreams.

You can paint your army to represent a famous faction from the Warhammer 40,000 universe, or let your imagination run wild and create your own. However you choose to craft your forces, 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.



FIND OUT MORE

To learn more about Warhammer 40,000, the setting and the various factions, visit the website:

WARHAMMER40000.COM



WARHAMMER AGE OF SIGMAR

Welcome to the Age of Sigmar, an era of war in which heroes, gods, and monsters clash for domination of the Mortal Realms. Prepare to immerse yourself in these fantastical worlds as you start your journey into the Warhammer hobby.

THE MORTAL REALMS

The Mortal Realms are eight elemental worlds, each filled with deadly monsters, perilous hazards, and long-hidden secrets. For centuries, these lands languished under the dominion of the Chaos Gods, primordial enemies of mortalkind. The Age of Chaos ended when the God-King Sigmar, who had once ruled the realms, sent forth his heavenly hosts on bolts of lightning to liberate mortals and reclaim his ancient empire.

These Stormcast Eternals are the God-King's greatest champions, heroes transformed into celestial immortals. They are the foremost warriors of the forces of Order, pitted against the many horrors that threaten mortalkind. Even death cannot claim them, for should they fall, their souls return to Sigmar's realm, Azyr, to be Reforged and sent back to war.

THE GRAND ALLIANCES

The many peoples and factions of the Mortal Realms are organised into four Grand Alliances, loose affiliations of warriors united by their shared goals.

Those dedicated to **Order** include humans, aelves, duardin, and the Stormcast Eternals, Sigmar's mighty champions. These heroes seek to cleanse the taint of **Chaos** from the Mortal Realms and establish great cities as bulwarks against the darkness.

Ranged against them are the dread warriors of Chaos, followers of dark gods who seek dominance over the realms. No less a threat are the unending legions of **Death**, who follow the will of the Great Necromancer Nagash, or the forces of Destruction.

The hordes of **Destruction** are a primal force of nature, who fight simply because they can.

THE GAME

Warhammer Age of Sigmar allows you to play fantasy battles on your tabletop, ranging from small-scale Vanguard clashes to massive engagements between hundreds of model warriors.

You can choose from dozens of factions across the Grand Alliances, from the lightning-forged Stormcast Eternals to marauding hordes of Orruks and Ogors, massed ranks of skeletons commanded by sinister vampires, or hideous Daemons from beyond the bounds of reality itself.

Your games can range from close-matched competitive clashes using balanced forces and specially created missions, to narrative games that will tell a story - or even just putting all your miniatures on the table to enjoy a massive battle!



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

THE MINIATURES

How you engage with Warhammer Age of Sigmar is up to you, but it all revolves around your collection of miniatures. You might want to collect, build, or paint them, for fun or to take part in competitions. Maybe you'll create an all-conquering army and dominate the battlefields of the Mortal Realms. Perhaps you'll walk the Path to Glory, building your army as you play games and creating a narrative in your own corner of the realms.

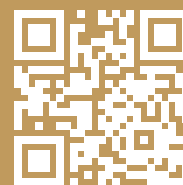
Your Warhammer Age of Sigmar experience may be all of these things, or it may be something entirely of your own invention. However you choose to get involved, you will find that this is a hobby filled with fun, excitement, and the satisfaction of creating a miniatures collection that you can be proud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



FIND OUT MORE

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

AGEOFSIGMAR.COM



COLLECT



Your Warhammer collection starts here – and how you form it is completely up to you. Choose your favourite miniatures, recreate an epic story, craft a mighty army – the options are endless!

This section contains activities that will help you to start your collection.

WISHLIST

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CREATE A WISHLIST

With so many incredible miniatures to choose from, it'll help to put together a list of your favourites.



STORE ACTIVITY

The first step is to choose a focus for your collection. Talk to your store staff about the games and factions you like and choose how you want to get started.



FIND OUT MORE

Explore the universes of Warhammer 40,000 and Warhammer Age of Sigmar on their dedicated websites. Discover the settings, factions, story, and much more!

WARHAMMER
40,000



WARHAMMER40000.COM

WARHAMMER
AGE OF SIGMAR



AGEOFSIGMAR.COM

FACTION FOCUS

Discover more about your faction - ask the store staff for recommendations and advice on books and models.



THE LORD OF BATTLE - 1

Choose a character to lead your collection to war.



TRUSTED RETINUE - 1

Choose a unit of five or more miniatures to build your collection and protect your commander.



REINFORCEMENTS - 1

Expand your army - choose a new unit of ten or more miniatures for your collection.



EARTHSHAKER - 1

Add a mighty monster or vehicle to your collection and make the earth tremble!



FIELD OF BATTLE - 1

Start to create your perfect battlefield with a piece of scenery or terrain.



STARTER SETS

Starter sets contain two sets of miniatures (plus rules, and more), making them a great way for you and a friend to both get collecting. Check out page 32 for more ways to earn stamps by exploring Warhammer with a friend.



LOOKING BACK

Write your thoughts about your collection in the space below. What made you choose this faction? What do you like the most about your collection?



LOOKING BACK – 1

Your collection's come a long way. Talk to your store staff about what you've collected so far, and what might be next.



COLLECT YOUR WAY

Write what you're going to do for your own Collect activity here.



YOUR WARHAMMER – 1

Expand your collection – your way! Create and complete your own Collect activity, with help from your store staff.



SECTION COMPLETE

Your collection has begun! What happens next is up to you.

Expand your army into an all-conquering force, start a new collection of allies or enemies for them, or just pick miniatures that you like – it's in your hands.

Once you've completed all the Collect activities, ask your store staff for your badges!



FIRST MINIATURE FREE

Whether you're interested in the grim darkness of the far future or the Mortal Realms, you can get your first miniature free in your local store.

Ask your store staff about building and painting your first miniature.



MINIATURE OF THE MONTH

Warhammer stores give away a free miniature every month, for you to build and paint in whatever way you want.

Find out about the latest Miniature of the Month in your local store.



COLLECTIBLE COINS

Each month, your local store will have a new Warhammer coin for you to collect.

Ask your store staff about how to get the latest coin and an album to keep them in.



VANGUARD AND COMBAT PATROL

Vanguard and Combat Patrol boxes are the best way to start a new collection – each one is an army in a box, and will get you several stamps in the Collect section.

You can browse the range of Vanguard and Combat Patrol sets on the Warhammer webstore and in store.



WARHAMMER.COM

BUILD



Taking your miniatures from a pile of plastic parts to a completed miniature ready for painting is a hobby in itself!

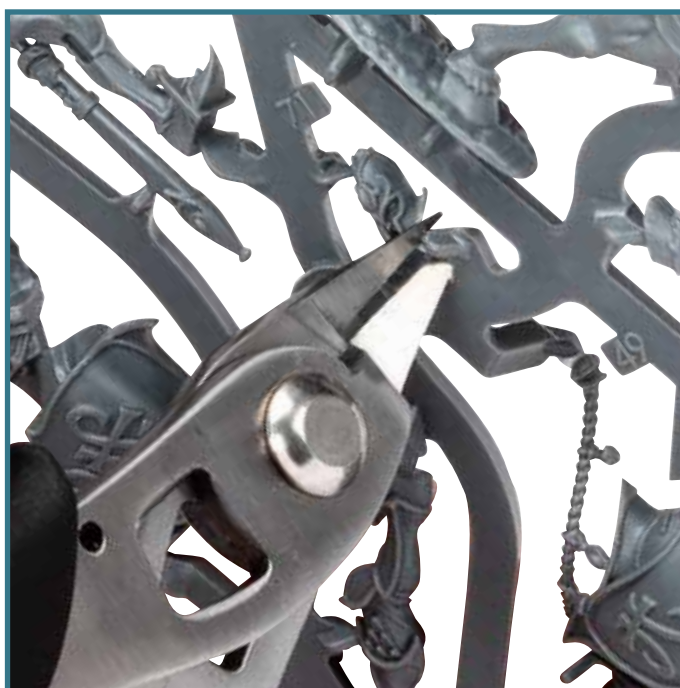
This section contains activities that will help you learn the skills to build your miniatures.

TOOL SAFETY

Building miniatures requires a variety of tools, including a set of flat-edged plastic clippers to remove parts from their frame and a mouldline remover to clean off small lines of plastic left over from the casting process. Some miniatures will also need glue to stick the parts together.

When using clippers, glue, or any other modelling tool, always take your time and be careful. Read the instructions carefully, and follow all safety guidance included, as well as any applicable laws of your country.

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



WATCH A BUILD VIDEO

The Battle Honours website has a variety of Build video guides to help you get started. Watch one of them and tell your store staff.



BATTLEHONOURS.WARHAMMER.COM



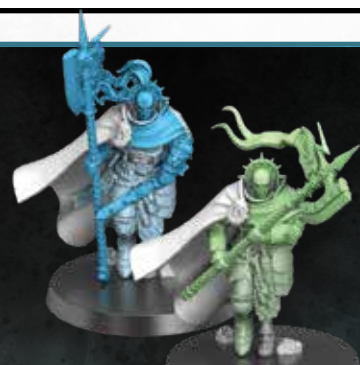
STORE ACTIVITY

Safety first! Ask your store staff to show you how to use the tools you need to build your miniatures.



BUILD IT YOUR WAY

Many miniatures come with alternative builds, weapons options, different heads, and other variations. Before you start building your miniatures, you should decide how you're going to build them.



GREAT ARCHITECT

Use plastic clippers – and glue if necessary – to build your first miniature!



THE LORD OF BATTLE – 2

Now that you know the basics of building, it's time to put it into practice. Build your commander, and show it to a staff member.



TRUSTED RETINUE – 2

Building more miniatures will be easy as your skills grow. Assemble your first unit of five or more miniatures, and show them to a staff member



REINFORCEMENTS – 2

Grow your new army by building your unit of ten or more reinforcements.



EARTHSHAKER – 2

Large miniatures make great centrepieces for your growing collection. Build your monster or vehicle model, and show it to a staff member.



FIELD OF BATTLE – 2

Your miniatures need cover against enemy attacks! Build the terrain or scenery you chose, and show it to a staff member.



SPARE PARTS

Many Warhammer sets have optional parts to personalise your miniatures. This means you'll end up with spare parts, known to many hobbyists as "bits".

When you finish all the Build stamps, you'll get a Bits Box to keep these in for customising future miniatures.



LOOKING BACK

Write in this box about what you've built, the options you chose, and what you've learned.



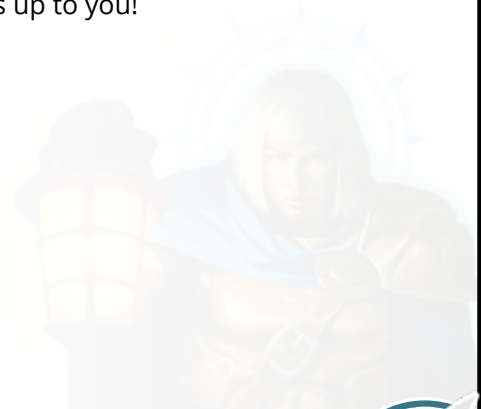
LOOKING BACK – 2

Talk to your store staff about everything you've built so far, what you've learned, and what you'd like to build next.



BUILD YOUR WAY

Choose a Build activity for yourself and write it in here. You could convert a miniature by using parts from different kits, build a complex miniature, or something else entirely – it's up to you!



YOUR WARHAMMER – 2

Think up and complete your own Build activity, with help from your store staff.



SECTION COMPLETE

Whether you've put your miniatures together as shown in the build guide or done your own thing with them – good job!

No doubt you're ready for more. You can add anything you want to your collection, confident that you'll be able to build it no problem!

Once you've completed all the Build activities, ask your store staff for your bits box!



CONVERSIONS AND KITBASHES

Many people put their own mark on their miniatures by changing parts, adding spare components from other sets, or combining multiple kits in imaginative ways. This is called converting, or kitbashing, and is a great way to really make your collection unique.



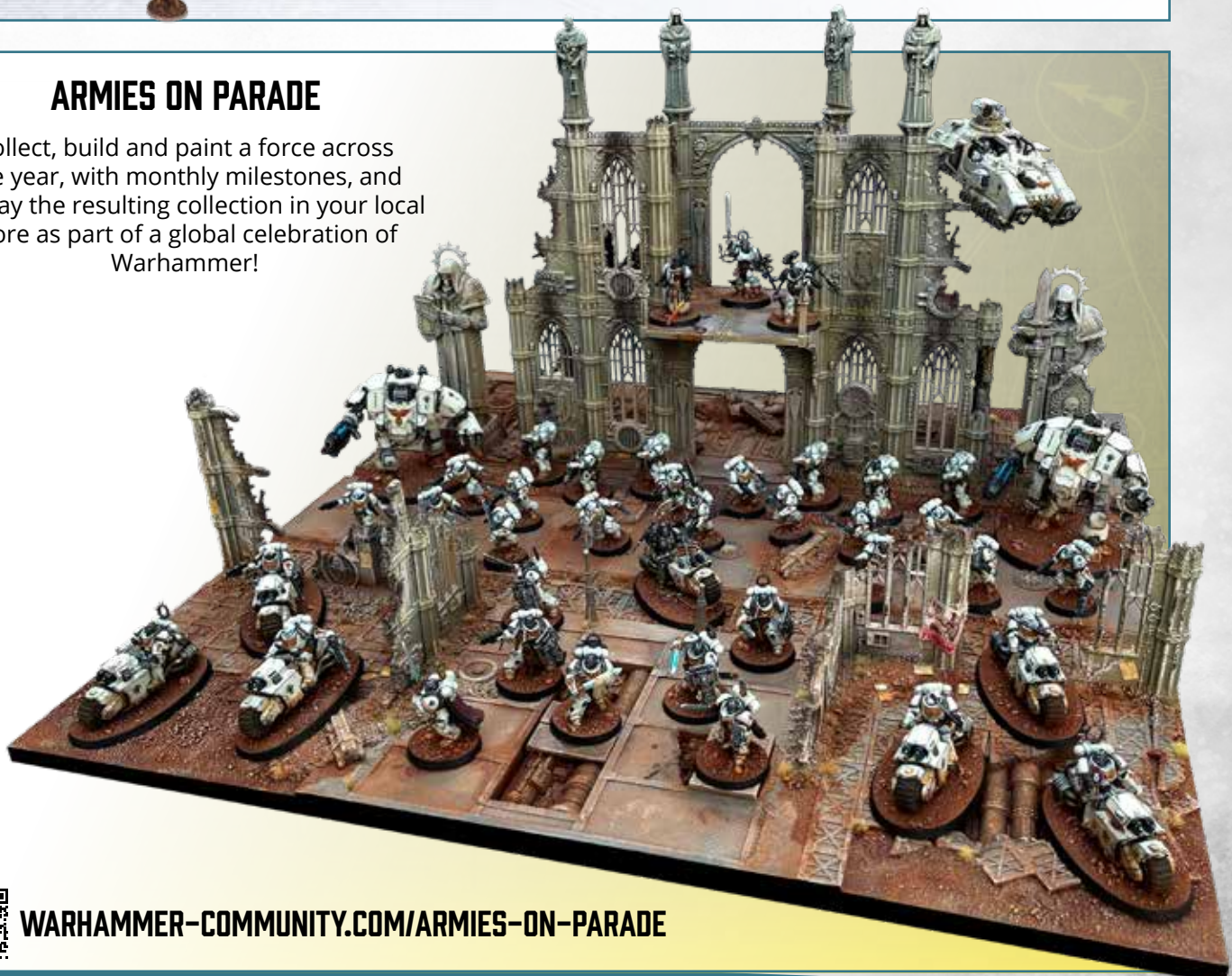
MINIATURES CASES

You'll want to keep your miniatures safe when you're transporting them.

You can get stylish carrying cases that are specially designed to keep miniatures of all shapes and sizes comfortable between battles.

ARMIES ON PARADE

Collect, build and paint a force across the year, with monthly milestones, and display the resulting collection in your local store as part of a global celebration of Warhammer!



[WARHAMMER-COMMUNITY.COM/ARMIES-ON-PARADE](https://warhammer-community.com/armies-on-parade)

PAIN



Painting your miniatures, taking them from bare plastic to fully realised warriors, is one of the most satisfying parts of the Warhammer hobby. It's easier than you think – start with a spray or base coat, then paint one colour at a time. Don't worry about mistakes – you can clean them up later.

This section contains activities that will help you to bring your miniatures to life.

CITADEL COLOUR

The Citadel Colour paint range is designed for miniatures, and includes hundreds of paints, split into different types, each specially formulated for a different painting technique.



Spray paints let you cover your miniature in one solid coat of colour. This gives you a surface to apply your paints to.

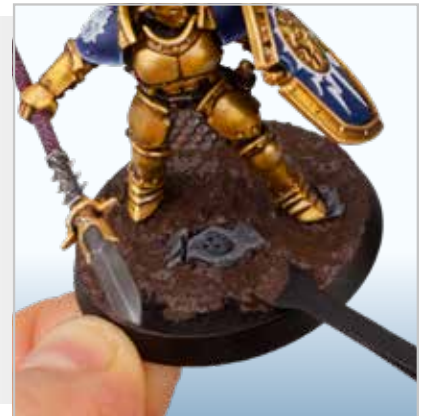


Base paints contain a lot more pigment than others, which makes them ideal for applying as a foundation for other paints.

Shade paints flow into the recesses of your models, creating shadows on your miniatures, adding depth and bringing them to life.



Technical Paints encompass a wide variety of special effect paints, such as blood, slime, rust, and even the cracked earth of the battlefield itself.



LEARN TO PAINT

Get started, get inspired, and learn to paint step-by-step at:



[CITADELCOLOUR.COM/GETTING-STARTED](https://www.citadelcolour.com/getting-started)



STORE ACTIVITY

Get painting in your local Warhammer store – the staff will be on hand to help you choose colours and give you advice on techniques.



COLOUR SCHEME

Choose a colour scheme for your collection. This can be an existing one you've seen, or you can make up your own.



THE LORD OF BATTLE - 3

Paint your chosen character in your chosen colour scheme – they're sure to look very stylish.



TRUSTED RETINUE - 3

Batch painting is a great way to get loads of miniatures painted. Your store staff will be able to help you with useful tips. Paint a unit of five or more miniatures, and show them to a staff member.



REINFORCEMENTS - 3

Now that you know how to paint units, expand your collection by painting your ten reinforcements.



EARTHSHAKER - 3

Paint your monster or character – it uses the same techniques as the rest, just on a larger scale. Ask your store staff if you need any advice.



FIELD OF BATTLE - 3

Try out a different colour scheme or new techniques like drybrushing on your scenery or terrain piece.



PAINT STARTER SETS

These give you a selection of paints and a brush – everything you need to get started, forming the core of your hobby toolkit. There is a choice of sets, so you can pick the one that suits you best.



LOOKING BACK

Write in this box about what you've painted, the colours you chose, the techniques you've used, and what you've learned. What inspired you to choose your colour scheme? What do you like most about it?



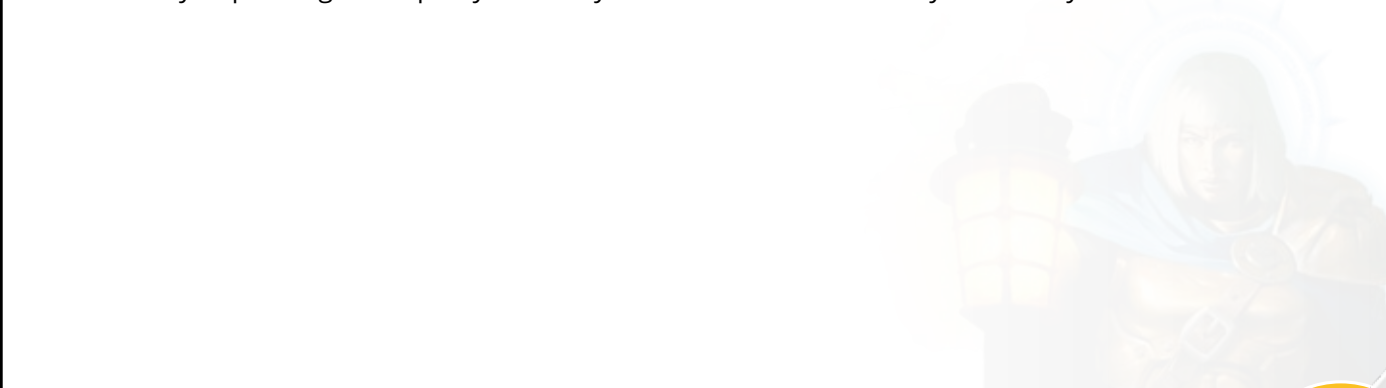
LOOKING BACK – 3

Talk to your store staff about everything you've painted so far, what you've learned, and what you'd like to try next.



PAINT YOUR WAY

There are other types of paint – Contrast, Dry, Layer. Try out some of them now, or some different colours, or a new way of painting – it's up to you what you do. Write in here what your activity will be.



YOUR WARHAMMER – 3

Think up and complete your own Paint activity, with help from your store staff.



[CITADELCOLOUR.COM/THE-PAINT-RANGE/](https://citadelcolour.com/the-paint-range/)

SECTION COMPLETE

Your painting skills are growing! Where you go next is up to you.

The Citadel Colour website is full of videos showing you interesting colour schemes, and cool advanced techniques – the perfect way to level up your skills.

Once you've completed all the Paint activities, ask your store staff for your brush case.



PICK 'N' MIX PAINT SETS

You can choose any ten paint pots from the Citadel Colour range and get one of them free – only in Warhammer stores.

Ask your store staff about creating your very own paint set.



BRUSHES

You can use your Starter brush for painting most of the details on your miniatures, but sometimes you'll want a specialist tool to try something new.

Ask your store staff about the wide range of Citadel brushes and their uses.

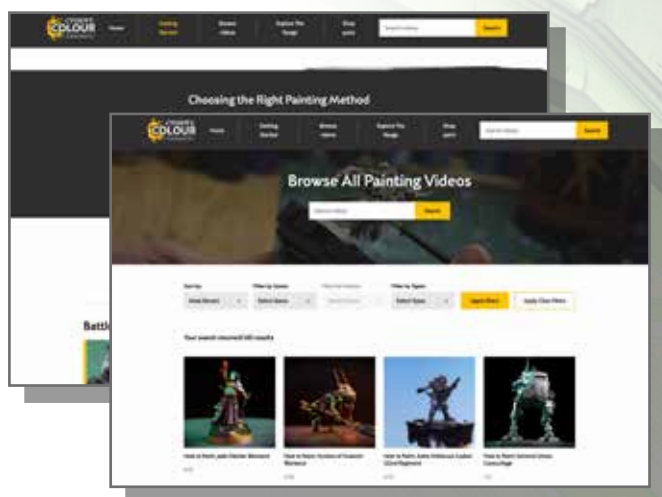


HOW TO PAINT VIDEOS

The Citadel Colour website is home to hundreds of How to Paint videos, with new ones added every week. They cover loads of different miniatures, colour schemes, and techniques.

Check out the range of videos at:

CITADELCOLOUR.COM



PLAY



Playing Warhammer is a fun social activity, and lets you use the miniatures you've built and painted in fast-paced, strategic battles.

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

WAYS TO PLAY

You can play Warhammer Age of Sigmar and Warhammer 40,000 in a variety of ways.

STARTING OUT

You can start playing games using whatever miniatures you have – agree with your opponent what to use, then just get the miniatures on the table and start rolling dice!

VANGUARD & COMBAT PATROL

A Vanguard box for Warhammer Age of Sigmar or a Warhammer 40,000 Combat Patrol gives you a great force for playing compact, exciting games.

NARRATIVE PLAY

Narrative games can tell a story, or be part of a Path to Glory or Crusade campaign, where you earn rewards for your armies that carry over into future battles, and see your commanders rise to power as you grow their army each game.

MATCHED PLAY

Matched play sets clear rules for selecting armies and scenarios. This ensures both sides are balanced, and must use carefully-laid plans and smart decision-making to prevail, making it perfect for competitive games.

WATCH A LEARN TO PLAY VIDEO

Discover the basics of your chosen game with Learn to Play videos on the Battle Honours website.



[BATTLEHONOURS.WARHAMMER.COM](https://battlehonours.warhammer.com)



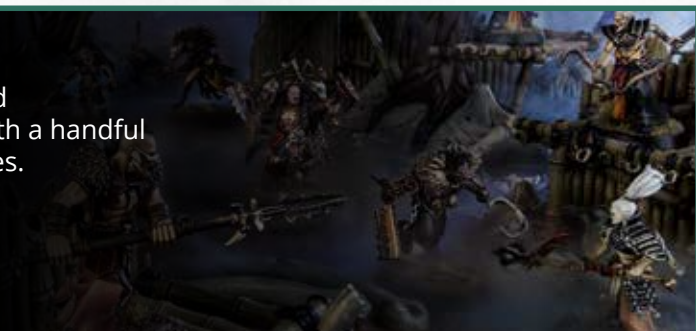
STORE ACTIVITY

Play your first game!
Your store staff will be happy to help you learn the rules.



GAME SIZES

You can play games of Warhammer Age of Sigmar and Warhammer 40,000 at any size, from small clashes with a handful of units to massive battles with hundreds of miniatures.



MUSTER YOUR ARMY

Your collection can be formed into a mighty army to use in games. Ask your store staff to help you with your first army list.



THE LORD OF BATTLE - 4

Your character is ready to lead their forces into battle. Play a game using your character.



TRUSTED RETINUE - 4

Your character needs an army to lead! Play a game using your leader and Trusted Retinue.



REINFORCEMENTS - 4

It's time to increase the size of your games – play a game with your character, their Trusted Retinue, and at least ten more models.



EARTHSHAKER - 4

Add a new – much bigger – dimension to your games! Play a game including your monster or vehicle.



FIELD OF BATTLE - 4

Add your scenery or terrain to the table and play a game using everything you've collected, built, and painted so far.



ARMIES IN A BOX

A great way to try a new army is with a Starter Set, Combat Patrol, or Vanguard set. These contain a selection of miniatures designed to be used for evenly matched battles, letting you get them on the table quickly and easily.



LOOKING BACK

Write in this box about the games you've played, what went well and didn't, and what you've learned. What was your most effective unit? What unit would you like to add next to help your army?



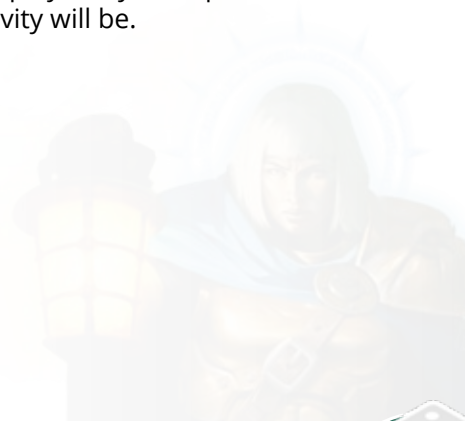
LOOKING BACK – 4

Talk to your store staff about your games so far, and what you learned from your wins – and losses!



PLAY YOUR WAY

There are many ways to play – you could try a scenario, start a narrative play army, take part in an event, or try a game that you haven't played yet. Write in here what your Play activity will be.



YOUR WARHAMMER – 4

Think up and complete your own Play activity, with help from your store staff.



SECTION COMPLETE

Playing games is a fun, social experience, and can make you friends (and friendly rivals) for life.

With all the different ways to play, and different games, there are countless opportunities to roll dice and have endless fun.

Once you've completed all the Play activities, ask your store staff for your dice. May they always roll 6s!





KILL TEAM

In the darkness of the far future, small bands of elite warriors clash, their secret missions vital to the fate of the galaxy. Assemble your kill team from the dozens available, kit them out with exotic equipment, and engage in quick and bloody skirmish battles

WARHAMMER40000.COM/KILL-TEAM



WARHAMMER UNDERWORLDS

Warhammer Underworlds is a fast-paced, action-packed board game in which warbands battle for glory in the dark corners of the Mortal Realms. Choose a warband of stalwart heroes or despicable villains and join the fight!

You can find out about the game and warbands at:

WARHAMMERUNDERWORLDS.COM



WARHAMMER QUEST: CURSED CITY

Venture into the haunted city of Ulfenkarn and strike back against its undead overlords in this action-packed co-operative board game.

AGEOFSIGMAR.COM/GAMES/CURSED-CITY



WARCRY

Assemble your warband and wage war in the wild places of the Mortal Realms in this tactical skirmish game. Fight for honour, for esoteric artefacts, or for the joy of battle, with a host of different warbands and an in-depth narrative campaign system.

AGEOFSIGMAR.COM/GAMES/WARCRY



READ



Warhammer is filled with thrilling 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 41st Millennium.

WAYS TO READ

You can read about Warhammer Age of Sigmar and Warhammer 40,000 in many ways.

ONLINE

The Warhammer Community website is packed with informative articles, and miniatures painted by your fellow hobbyists, as well as all the latest news about what's coming soon for all the Warhammer games



WARHAMMER-COMMUNITY.COM

WHITE DWARF

Every month, White Dwarf magazine gives you insight from the designers of the games, new rules to try when you play, galleries of stunningly painted miniatures, and more content that you won't find anywhere else.

BOOKS

Black Library publishes a huge range of Warhammer novels and short stories, which tell tales from across the worlds of Warhammer. And don't forget that as well as rules, Codex and Battletome books are packed full of juicy lore about the factions.

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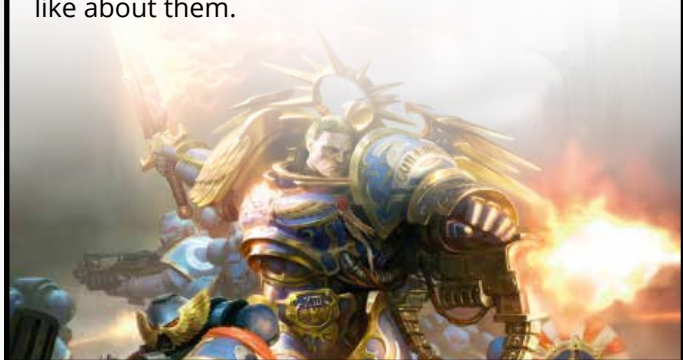
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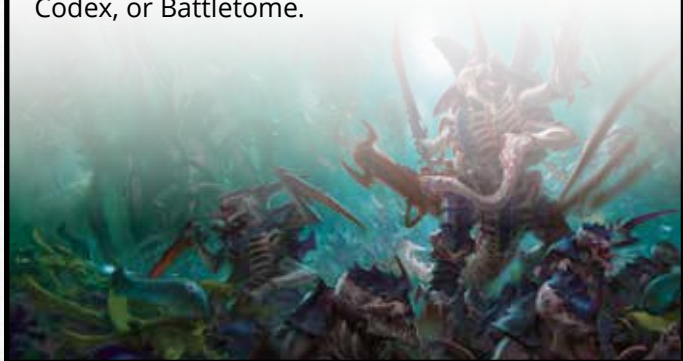
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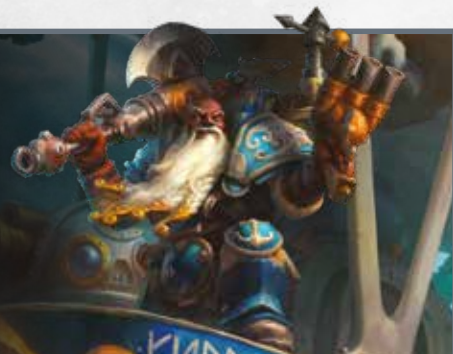
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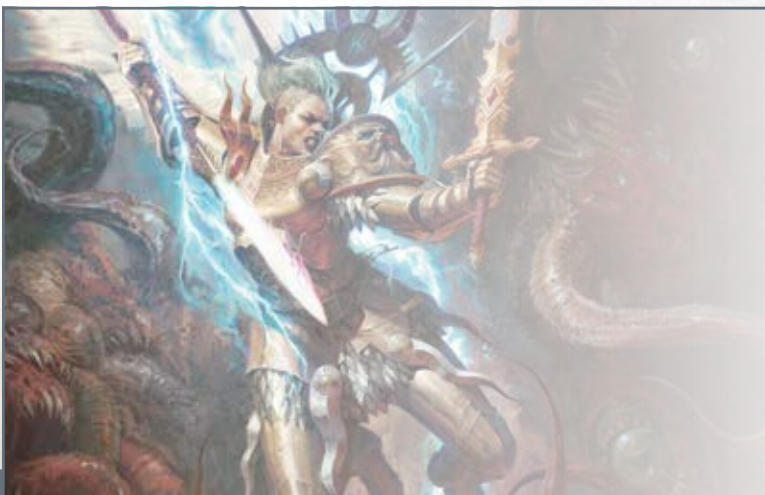
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AVENGING SON

WRITTEN BY GUY HALEY

Three months had passed since the return to Terra, and finally Roboute Guilliman took rest

The night seemed to last forever when the primarch slept; a light brought back briefly into the universe was snuffed out, and there were more than a few who worried it might never be reignited. Roboute Guilliman did not need to rest often, but when he did, a terrible silence fell at the heart of Imperial government. Messinius could not help himself but check throughout the night that his gene-father still breathed.

The primarch slept in a circular chamber. Its decor was in cream and gold, but the room was not overly ostentatious. Roboute Guilliman had far more comfortable quarters he could use. After all, his palace covered an area of the Terran surface equal to a small state, and within it every conceivable form of room was found, but he had little taste for luxury, and was unmoved by the trappings of wealth. On the other hand, expectations had to be met. Guilliman had to show that he was a man of power, and to many that meant wealth. He could not alienate the powerful by a display of pious austerity.

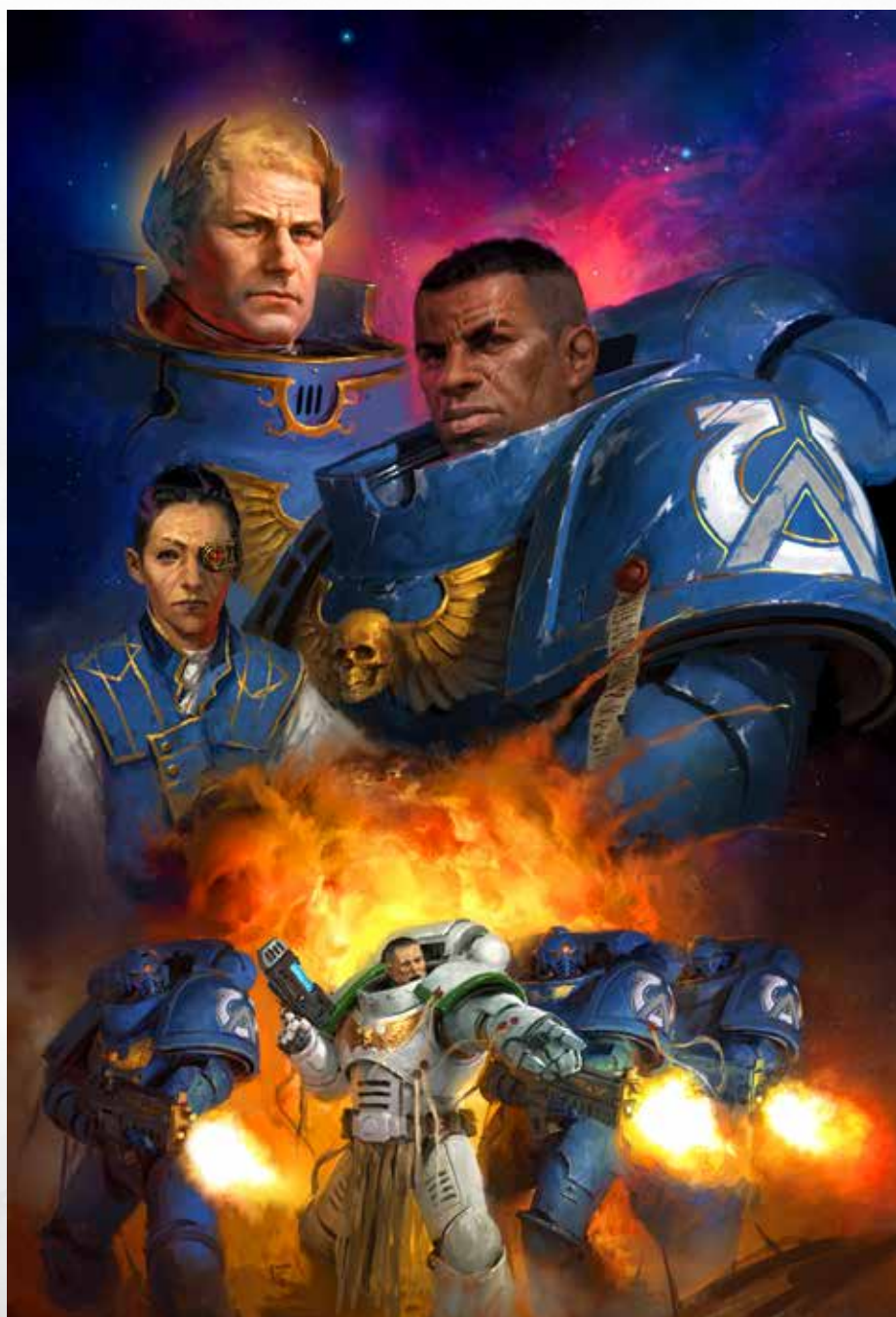
By choosing that particular room, he was showing the subtler members of the Terran hegemony that he understood what motivated others, that he respected it, but that the desire for gain was beneath him. His room was certainly far less impressive than the quarters of most ranking lords in the Adeptus Terra. Servants foisted on the primarch by the Adeptus Administratum tried their best to make it more regal, but Guilliman's indulgence of majesty only went so far.

The palace encompassed command centres, libraries, enormous gardens alive with self-contained ecosystems, pleasure domes, grand halls of ancient vintage, laboratories of obscure purpose, and new spires that crushed the past beneath thick foundations in their push to touch the hidden stars. No man could hope to visit every room in a single mortal lifetime, and besides, there

were no complete plans. Doors locked for millennia might hide whole sectors left closed since the dawn of the Imperium, or open onto districts flattened to rubble by the weight of the buildings above. From the luxurious to the wretched, Guilliman's palace held it all, and it was but one such place among many hundreds embraced by the walls of the Imperial Palace. Guilliman could have the pick of any, for he was the

son of the God-Emperor Himself, and who would deny him?

It was close to the Throneroom of the Emperor, wellspring of human authority, yet not so close that it appeared he wished to usurp his father. Similarly, although the palace was well equipped for the making of war, including at its heart the Praefectura Astra Superba, one of the finest strategiums



on the planet, it was close enough to the great buildings of state to show he was not blinded to the needs of civilian rule.

Captain Messinius understood the primarch's reasoning, and was awed by it. His Chapter were scions of Guilliman's line and regarded the duty of governance as equal to their life as warriors. They had presided over a small realm around Sabatine, a miniature of the primarch's own sub-empire of Ultramar. Battle-brothers had acted as rulers of the unenhanced populace, attempting to emulate their father, and had succeeded admirably.

But they had also fought. All Space Marines must. They were made for war, no matter how much the White Consuls had wished to be statesmen. That had not gone so well for them, and Sabatine had fallen.

Messinius wondered what the people of Terra would make of Guilliman if they could see him at rest, for in those moments the appearances he so carefully cultivated were set aside, and uncomfortable truths emerged. Even now, after so long at his side, it was hard for Messinius to accept that the primarch had returned from death to aid the Imperium at its greatest hour of need. To untold billions the primarch was a god reborn, and a god he was in many respects, but he was vulnerable.

At the primarch's order twenty Space Marine captains of twenty different Chapters stood guard around him, ten facing outwards, ten facing inwards, giving Messinius the feeling Guilliman could not quite trust himself, and required that the world be guarded from him as much as he from it. He occupied no bed, but stood rigidly, sleeping in armour he could not remove. An oversized frame held him upright, the sort sometimes used to assist with the arming rituals, only twice the size of a standard unit to suit a primarch's immense stature. Mechanical claws held his ribs, waist, legs and ankles, locking him in place, yet he gripped the hand rests hard, as if the support the machine gave was insufficient, and if he let go he would fall again into darkness.

Messinius realised he was being unworthy. Guilliman had no fear. He tried his best to quell his thoughts, but the idea persisted. Guilliman was not what the outside world assumed. He was no saint. Messinius saw the fragility behind the godhead. Machines

were plugged into the Armour of Fate's large backpack. Though the workings of the mechanisms were mysterious their purpose was not: they were keeping the primarch alive.

He continued to stare at the man upon whom so much rested. Messinius adored his gene-father for what he represented. The White Consuls were unusually scrupulous in their veneration of the Emperor, so much that some outsiders believed they worshipped Him as a god. That was an error. The White Consuls were not the Black Templars, but they knew what they owed. Such sacrifices as the Emperor had made demanded more in return than any single warrior could give.

Guilliman had given everything. Asleep, he looked weary. The force that filled him when he was active was a blaze sunk to embers. When awake, he appeared radiant, powerful, a being greater than a man, but now he looked lesser, his humanity burned up by the fires of his soul. Messinius had seen the same shadow of death on the faces of aged standard humans. Advanced age had always fascinated him, because he never saw it on the faces of his brothers, no matter how old they were. Ancient Space Marines became gnarled rather than withered, and if they got a little slower, they became more belligerent in compensation. Guilliman was a primarch, as far above Space Marines as Space Marines were above the common man. He should have shown no touch of mortality, but he did.

Many centuries ago, Messinius had made the pilgrimage to see the primarch's body. He remembered so clearly the first time he had seen Guilliman in the Temple of Correction. Guilliman was enthroned within a glimmering stasis field, the Emperor's sword across his knees, and though the cut that killed him was red and savage across his neck, his expression

was as commanding as that on his statues that stood in every place of worship across the Imperium.

The returned Guilliman was troubled. He frowned in his sleep. The imagists and sculptors of the Imperium had preserved a good likeness of him down ten millennia, but their efforts showed only the god, not the man. By day he was the Avenging Son. When he slept, he was a man, Messinius had come to see, with a man's imperfections and faults.

A fierce desire swelled in Messinius' breast. His twin hearts thumped. He would let no one, not man nor xenos nor god nor daemon, exploit that. Weakness humanised the primarch. It was an essential part of what he was. The Imperium rejoiced at the primarch's return, but they wanted a god. Messinius feared if they realised how human their newfound saviour was, they would turn on him.

So much of what the primarch did was for the sake of appearances. Sometimes, Guilliman contrived to appear unarmoured, utilising hidden tri-d projectors to cloak him in the appearance of robes. The grand announcement of the crusade with its echoes of past martial glories, the scouring of the high table of the senatorium, the bloody business of the Primarch's Scourge, the procession down from the Eternity Gate the day he re-emerged from his consultation with his father – all playing, to some extent, on what people needed to see rather than what was true.

If it was subterfuge, it was necessary, and Messinius and the others went along with it willingly, but he feared the day the tricks were revealed. He wondered what the untamed beast in mankind's soul would do.

He thought he knew, and he stood ready. He was the head of Guilliman's security, and intended to uphold every one of his oaths.



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DOMINION

WRITTEN BY DARIUS HINKS

The city grumbled and lurched, almost hurling Niksar from the wall. He was perched on a broken lintel, looking down over one of Excelsis' most unwelcoming streets – a rain-lashed warren of lean-tos and hovels that looked discarded rather than built. The Veins had always been one of the poorest parts of the city and, during the tremors of recent months, several streets had caved in, opening craters and revealing the coiled horrors that wormed through the city's foundations.

Excelsis was besieged. Not just by tribes of greenskins but by the land itself. Walls groaned as grubs devoured the mortar. Sewers flooded as lizards spilled from drains. Slates tumbled from roofs, hurled by screeching, feathered rodents. Nothing was stable. The ground stirred, constantly, and every shattered flagstone revealed something repulsive. It was like being on the deck of a sinking ship. And this close to the city walls, the tremors were even more violent.

Niksar looked over at Ocella, hoping she was nearly finished. Ocella was only standing a dozen feet away but he could barely make her out through the mounds of rubbish and debris. He was sure it must be dawn by now, but the light clearly had better places to be. Niksar could sympathise.

As far as he could tell, the exchange was going as planned. The street was deserted and Ocella was talking eagerly to her contact, showing no signs of alarm. She had promised Niksar this would be an easy job. She was meeting a dockhand to buy information, tipped off by one of her pets, and as usual she wanted Niksar on hand in case there was a disagreement. Niksar almost wished there would be so he could shift into a different position, but it all seemed to be going swimmingly. The dockhand was a weaselly old salt Ocella had met on several previous occasions. He was hunched and wizened but Niksar guessed he was probably no older than thirty. Life

beyond the city walls was brutal. It took its toll on everyone who sailed the Coast of Tusks.

The dockhand kept glancing up and down the rubble-strewn alley, peering through the rain, clearly nervous. Niksar could see why Ocella had asked him to hide himself up on the wall.

Ocella twitched and threw back her head. Then she laughed. Her laugh was peculiar, a kind of 'haw haw' that reminded Niksar of a coughing dog. The more he worked with her, the stranger he found her. He knew she was wealthy, but she wore filthy animal skins and a tattered cloak of greasy feathers. She looked like she had never slept under a roof. She wore a crooked feather headdress and had dozens of tiny bird skulls plaited into her hair that clattered as she moved. And she moved constantly. It was hard to be sure of her age, covered as she was in muck and feathers, but Niksar guessed she was around twenty years old. Despite that, she held herself like a palsied crone, always flinching, spitting and scratching. She leant constantly on a staff carved from a wing bone. The bone was taller than she was and as she talked it juddered in her hands, shaking rain from the beak at its head.

The meeting continued to be uneventful and Niksar's attention wandered. He had never mentioned it to Ocella, but the role of lookout did not really play to his strengths. He thought about the deal they were hoping to make tomorrow with an armourer over on Quadi Street, then his thoughts ranged into the distant future as he returned to his favourite fantasy. He pictured himself rising from the squalor he had endured for the first twenty years of his life. The city was on the verge of collapse, but his own fortunes had never been better. He was close, this time. Close to really becoming someone of importance – someone who did not have to scrape by to survive. So many of his schemes had come to nothing, but working with Ocella had gained him an incredible collection of artefacts. Strange as she was, he had to agree they were a good team. And, because Ocella thought everyone else



in the city was trying to kill her, Niksar could not see their lucrative relationship ending soon. Visions of opulence and power filled his head.

His daydreams were interrupted by movement near his hand. A beetle wriggled from beneath a stone and pounced on a plump, slow-moving grub. The beetle locked its mandibles around its prey and swallowed it whole. Once it had finished eating, the beetle took a few steps, then paused, as though remembering something. Niksar leant closer, fascinated, knowing what would come next. Sure enough, the insect juddered and fell onto its side, twitching and trying to stand, then its carapace burst, revealing a mass of teeming larvae. Mature burrow grubs sacrificed themselves so that their young could start life with a hearty banquet. Niksar grimaced as the larvae devoured their host. There were so many it only took a few seconds.

The land is always hungry, thought Niksar, remembering the words of an old Thondian song.

A loud bang echoed down the alleyway, followed by the acrid smell of gunpowder. Niksar cursed in surprise and leapt from the wall, drawing his sabre and pointing the blade into the rain.

Ocella stumbled away, and for a moment Niksar thought that his golden goose had been shot. Animals shifted under her furs and glossy eyes stared out at the drizzle, panicked by the noise. Then he noticed that the docker had a hole in his forehead. The man wheezed quietly and crumpled to the ground.

‘Sigmar’s teeth,’ muttered Niksar. In all the times he had worked with Ocella, his presence had been a formality. She was crippled by paranoia but there had never actually been any need for a bodyguard.

The alleyway was empty, but the sound of the gunshot would have carried to all the nearby streets. Passers-by might come to investigate. Or even the city watch.

‘Niksar!’ cried Ocella, staggering away from the corpse, hysterical, waving her staff at the shadows.

‘Damn!’ he spat, rushing to her side and staring at the dead body.

Ocella looked everywhere but at him, her eyes rolling loosely in sunken sockets. ‘Why weren’t you looking?’ She laughed, making the haw haw sound again. ‘The lookout who doesn’t look!’ Her straining eyes made it clear that she did not really find the situation amusing. She reached under her furs, trying to calm her rodents and birds.

Footsteps echoed towards them and Niksar hauled Ocella behind a lean-to.

‘It came from that direction,’ he muttered, peering through the shadows. He tried to shove her further back but she gripped him like a terrified child.

‘I told you,’ she whispered. ‘They’re after me.’

‘Who?’ demanded Niksar, but before she could answer a figure strode into view, splashing through puddles, silhouetted by the dawn. ‘It’s a guardsman,’ muttered Niksar as he saw a Freeguild uniform replete with a polished breastplate and a broad, feather-plumed hat.

‘A soldier?’ Ocella wiped drool-sodden hair away from her mouth and tucked it behind her ears. She tried to look less panicked but her mouth refused to stop twitching. ‘Here? No one comes here. That’s specifically why I chose here. Here is where people aren’t. If you ask anyone about here, they will—’

‘Niksar!’ cried a familiar voice.

Ocella gasped and stared at Niksar. ‘Did you sell me out?’ Her eyes filled with tears. ‘You? I thought I could trust you.’

Anger pounded in his temples. ‘Of course I didn’t sell you out. Just because I fight for glimmerings doesn’t mean I’m a—’

‘Niksar!’ cried the soldier again, pointing a pistol his way and stepping close enough

for Niksar to make out a face. It was a young woman in her mid-twenties with an angular, proud face and large, dark eyes. She was tall, broad-shouldered and powerful looking.

Niksar lowered his sword in shock. ‘Zagora?’

‘Who is it?’ hissed Ocella, swaying and stumbling as she tried to look.

‘My sister. She won’t hurt...’ Niksar’s words trailed off as he looked at the docker’s corpse. ‘Zagora,’ he demanded, striding out of his hiding place. ‘What are you doing here?’

‘Saving your life.’ She was reloading her pistol as she strode past him towards the docker.

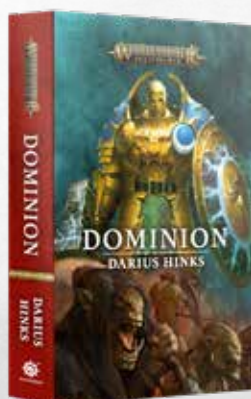
Niksar’s rage was starting to be replaced by concern. His sister had forged an impressive career in one of the city’s Freeguild regiments. She was risking a lot by coming here and associating with the likes of him and Ocella – never mind shooting dockworkers.

‘What are you talking about?’ he asked, following her over to the body.

Zagora dropped to one knee beside the corpse, avoiding the quickly spreading pool of blood, and ripped the man’s doublet open. Then she stepped back, bumping into Niksar.

‘What?’ He pointed his sword at the corpse, expecting something to leap at him. His pulse quickened as he saw the tattoos that covered the dead man’s chest.

‘The Dark Gods.’ Zagora made the sign of the hammer across her chest as she stared at the crudely inked symbols. She turned to Niksar, her expression neutral. ‘What have you got yourself mixed up in, little brother?’



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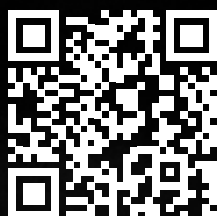




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