



BATTLE HONOURS



BEGIN YOUR WARHAMMER JOURNEY

YOUR WARHAMMER JOURNEY STARTS HERE



This booklet belongs to:

.....

The date I started:

.....

My Warhammer store:

.....



Welcome to Warhammer

Spectacular battles, extraordinary characters, limitless creativity!

Warhammer is a hobby to be explored through collecting, building, painting, playing, and reading. There are two main settings to explore, each with their own stories, art, and models.



Warhammer 40,000 is a grim dystopian version of the far future featuring ancient technologies, monstrous aliens, and humanity fighting for survival across the galaxy.

Warhammer Age of Sigmar is a high fantasy setting full of magic, strange monsters, and incredible elemental realms, all waiting to be explored.



However you choose to enjoy Warhammer, this booklet is here to help and guide you on your adventures in our worlds, offering activities and ideas focused on the five keys of the hobby – Collecting, Building, Painting, Playing, and Reading.

Along the way you'll meet new friends, try new things, and maybe even go to new places as you explore the full depth of the Warhammer hobby and create amazing memories.



Every activity you do in this booklet earns you a stamp, and the more stamps you get, the more rewards you receive – and not just in new experiences either. As you complete elements of the booklet, you'll receive free rewards to help level up your hobby!



The adventure is about to begin. Fill out your information at the top of this page and then read on. And remember, there's no right or wrong way to take part. Try everything out and see what suits you!



[Warhammer.com/Get-Started](https://www.warhammer.com/Get-Started)



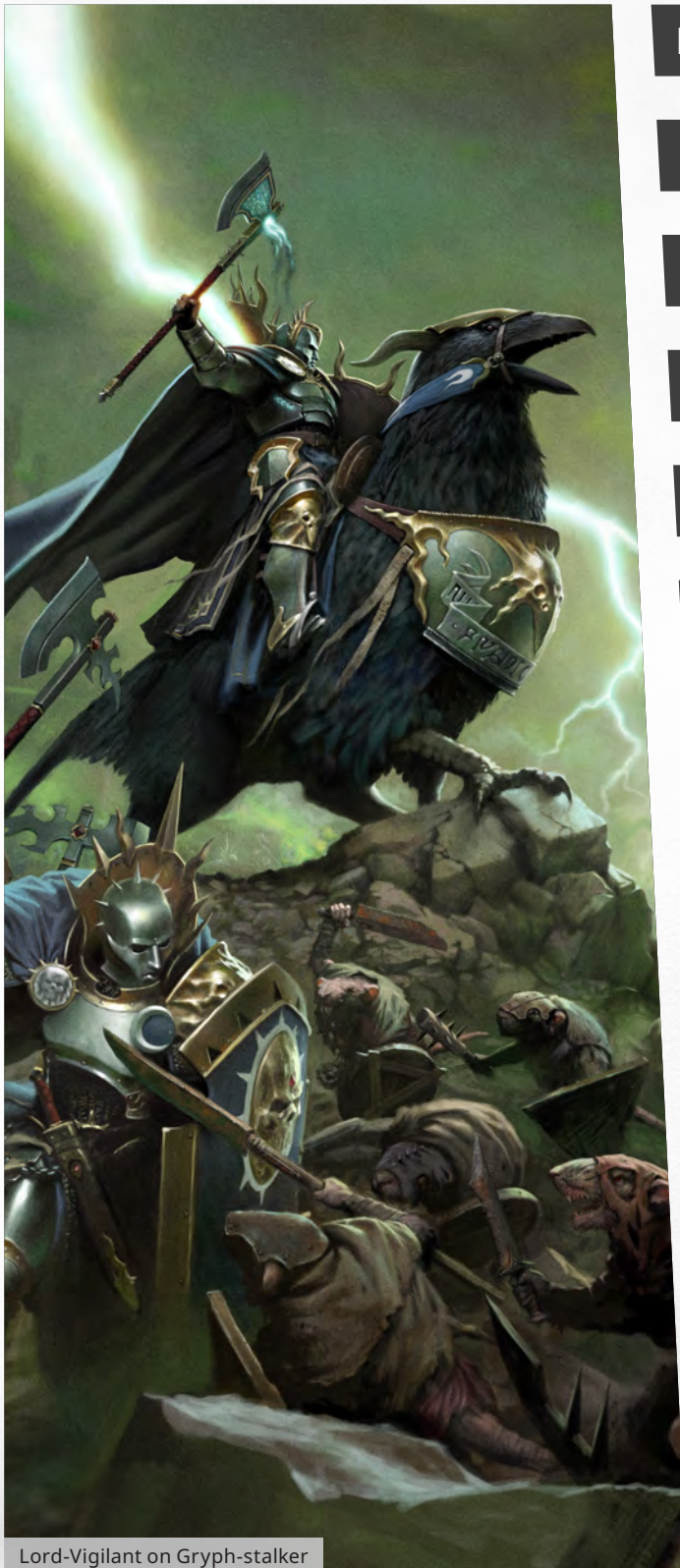
Begin Your Journey

If you filled in your name, the date, and your local Warhammer store on the previous page – congratulations, you've just completed your first activity and earned your first stamp!

You'll find out more about how this works in the How To Use This Booklet section on the next page.

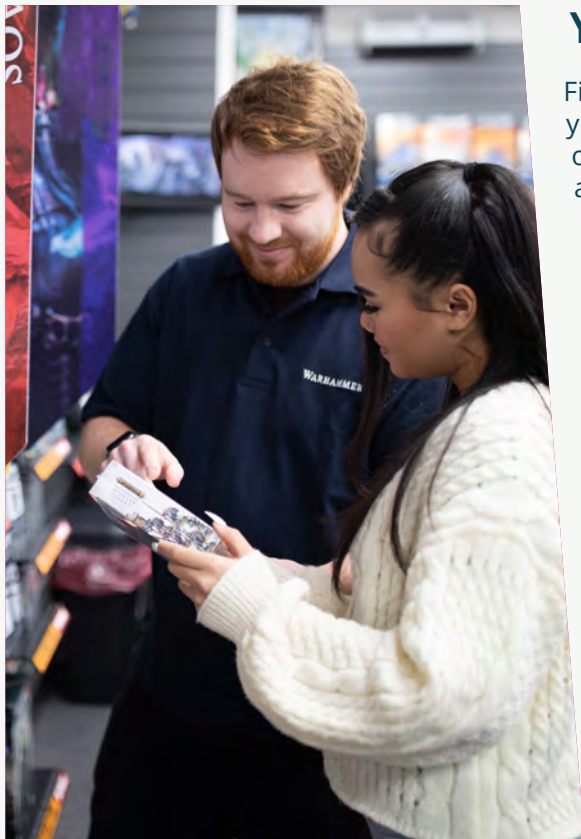


Blue Scribes



Lord-Vigilant on Gryph-stalker

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Your Advisor

First things first, you'll want someone who can help to guide you through the programme. They will be able to give you tips on the Warhammer hobby, help you to find what you want, and cheer you on through your journey.

Warhammer store staff are the ultimate advisors, able to stamp this booklet when you've completed your activities and provide the rewards that you've earned.

Warhammer Alliance club leaders are also fantastic advisors, with their own custom guide to the programme and a special reward to give away just for club members. They can also check off activities you've done in your booklet to help you keep track before you go and see your Warhammer store manager for your official stamps each time you complete an activity.

Once you have completed an activity you should talk with your advisor about how it went and, if you took some pictures, show them.

How To Use This Booklet

This booklet features lots of fun activities to help guide your adventure through collecting, building, painting, playing, and reading all things Warhammer. The activities are broken down into sections to make it easier to follow, and have check boxes next to each activity to help you and your advisor keep track.

Completing all of the activities in a section earns you a reward as shown on pages 4 and 5. Some activities are linked across sections too – for example The Lord of Battle activities are all related to exploring leaders and characters and have activities in most of the sections. You don't have to do the activities in the order suggested; feel free to jump back and forth between activities and sections – whatever works for you!

Complete any 30 activities (and get the stamps from your local Warhammer store) and you will receive the completion reward. You can keep exploring further for more rewards by completing more sections.

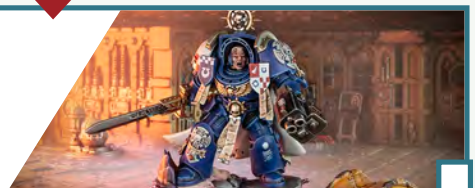
The Lord of Battle

Choose your first character for your collection.



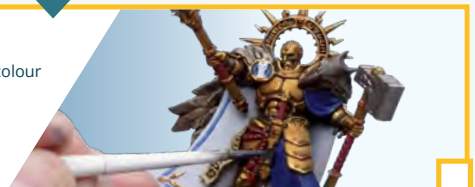
The Lord of Battle

Build your first character.



The Lord of Battle

Paint your chosen character in your chosen colour scheme.



The Lord of Battle

Play a game that includes your character.



Track Your Progress

Next, fold out the back cover to see where you'll keep track of all of the activities you've completed.

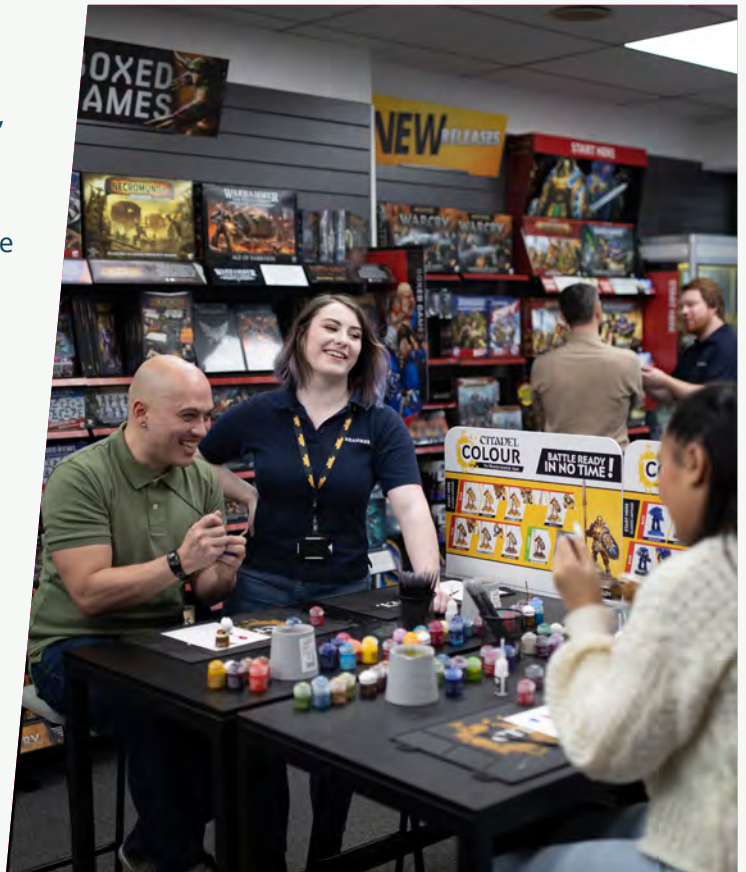
Each section has 10 activities and each activity earns you a stamp to recognise your achievement.



Your Warhammer Store

If you have a chance, visit a Warhammer store. The helpful staff are enthusiastic, knowledgeable, and want nothing more than to help you enjoy the Warhammer hobby the way you want to. You can test out different paints, get advice from experts – and if you're new, collect one of two free miniatures!

Staff are always on hand at every Warhammer store to offer advice, tips, and guidance – and to give you any help with Battle Honours that you need. You can also bring a friend to try Warhammer for themselves and earn stamps by doing so – see page 49 for more details. Warhammer stores are also where you go to get your hands on the Battle Honours rewards!



[Stores.Warhammer.com](https://www.stores.warhammer.com)



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



[BattleHonours.Warhammer.com](https://www.battlehonours.warhammer.com)



Warhammer Alliance

Warhammer Alliance is the education support programme for Warhammer. With a wealth of free support, it offers young people a chance to engage in a fun, creative, and sociable hobby through schools and in other education settings.

Find out more by asking Warhammer store staff, or at:



[Warhammer-Alliance.com](https://www.warhammer-alliance.com)



REWARDS



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

Show your accomplishments off with these exclusive rewards!



Collect

The core of Warhammer is the miniatures that represent the characters of its settings. How you form your collection is up to you – muster a force for games, paint the miniatures you love, create a display, or something else entirely!

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



Build

Crafting a finely detailed miniature from a collection of components is always rewarding, whether you're building the smallest grot or the tallest Titan. Enjoy turning your kits from grey plastic parts on a frame into glorious models, ready to display, paint, and play with!

Complete all the Build activities to receive a bits box to store your spare parts for later use. Spare parts not included!



Paint

Painting your first miniature is simple, and with practice your skills will grow, enabling you to make beautiful and creative collections. Whether your aim is to display miniatures, use them in games, or as a way to get creative or to relax, there's a way for you to enjoy painting.

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



Brushes not included



Play

Use your miniatures to battle with friends, family, and like-minded hobbyists at home, or at your local club or gaming store. There's a Warhammer game for everyone and to fit any space, and a lifetime of fun to be had.

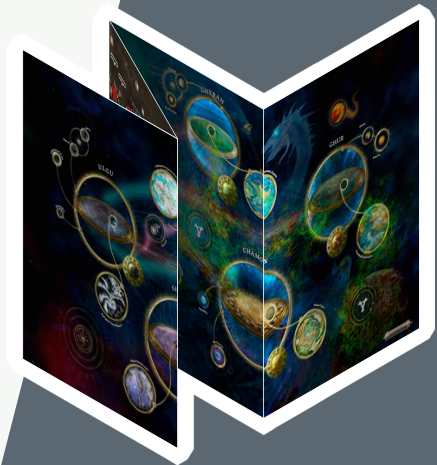
Complete all the Play activities to receive a set of four Warhammer-themed dice.



Read

Warhammer is filled with fantastic stories of action, cunning, and bravery! Check out your chosen faction's Codex or Battletome to read about their background, or pick up a novel.

Complete all the Read activities to receive a double-sided map of the realms of Age of Sigmar and the galaxy of Warhammer 40,000.



Complete

Finish a total of 30 activities to complete your Battle Honours journey, and receive a certificate, plus a figure case to keep your miniatures safe!

Completed 30 activities but want to keep going and earn more rewards? Go for it! 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!



Warhammer Alliance

If you're part of a Warhammer Alliance club, you can earn a bonus reward! Talk with your club leader about which activities you're doing, complete them with your friends, and show your leader when you're finished.

Complete any ten activities to receive a collectable card from your club leader!



Warhammer-Alliance.com



WARHAMMER 40,000

For ten thousand years the Imperium has stretched across the stars. Humans have settled countless worlds. But the Imperium is a place of fear, ignorance, brutality, and endless battle. Attacked from all sides and betrayed from within, humanity is locked in a desperate struggle for survival, devoid of progress and hope.

Humanity stands on the brink of annihilation. The waning years of the 41st Millennium are an age of constant war in which history, reason, and hope are ground to dust beneath the inexorable weight of the passing years. Enlightenment is replaced by superstition, understanding by rhetoric, rote, and blind prayer. War is all that remains.

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 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.

The opening of the Great Rift that rent the galaxy in two was preceded by an era of dark portents and momentous events. Seers and mystics went mad with fear – they raved about an unstoppable confluence of nightmares, of black storm clouds gathering to blot out the light of hope. It was a time of desperate heroics, of grand triumphs and bitter defeats, all turning about the inexorable wheel of fate.

In the wake of that great calamity, Humanity faces existential threats from traitors, heretics, and xenos on all sides. Imperial defenders are stretched thin as they react to Ork invasions, the reawakening Necrons, the expanding T'au Empire, and worse. Into this maelstrom of conflict enters a threat long thought defeated – the Tyranid Hive Fleets. These hordes of ravaging, ever-adapting lifeforms attack the Imperium from unexpected quarters – can Humanity beat them back, or will the invaders forge a path to Holy Terra itself?



The Ultramarines battle Hive Fleet Leviathan

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

The Imperium

Constant warfare has honed Humanity's vast military might, for the galaxy is a hostile place full of enemies. Only by force of arms has the Imperium been held together for ten thousand years. The 41st Millennium is an age of constant battle and only the strong can hope to survive. Out amongst the stars, there can be no mercy, no weakness and no respite.



Adepta Sororitas Battle Sister, Space Marines Terminator, Astra Militarum Cadian Shock Trooper

Xenos

Humanity is not the only race to walk among the stars. Since humans first travelled beyond their own star system, they have encountered many alien races, most of which have proven hostile. While some are ancient beyond reckoning, others are fledgling powers only now leaving their home planets, and some are more like forces of nature. Regardless of their reason, all wish to take the galaxy for their own.



Necron Warrior, Winged Tyranid Prime, Ork Boy

Chaos

Within the warp reside the Chaos Gods, along with their immortal minions, who strive to invade and corrupt the galaxy. Leading their cause in realspace are the Chaos Space Marines - traitors who have turned from the light of the Emperor and embraced the baleful glory of Chaos. Consumed with bitter hatred, these champions of ruin prey upon the Imperium they once swore to defend.



Death Guard Plague Marine, Chaos Space Marine, Thousand Sons Rubric Marine

Find Out More

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



[Warhammer40000.com](https://www.warhammer40000.com)



Galactic Map

Spread across the galaxy are over a million planets claimed in the name of the Imperium. It's a huge number, but many more lie unexplored in the void. Some worlds are clustered together, while vast distances and the emptiness of space separate others. As long as each pays the Imperial Tithe, a tax charged to each planet, most are left to govern themselves – in such a vast and sprawling empire, the dangers and uncertainties of travel and communication ensure that no single governing structure can be established. However, a classification system of worlds is used to assess each asset's value to the Imperium.

Map Focus: Terra

Terra is the birthplace of Humanity, as well as the seat of the Emperor's power. Having ruled for millennia, the Emperor now sits upon a Golden Throne that preserves his decaying body.

Map Focus: Mars

Mars is the home of the Adeptus Mechanicus, and now serves as their greatest and oldest forge world. It is an unfathomably large super-factory in the guise of a planet, and is used to produce technological wonders of every kind.

Map Focus: Ultramar

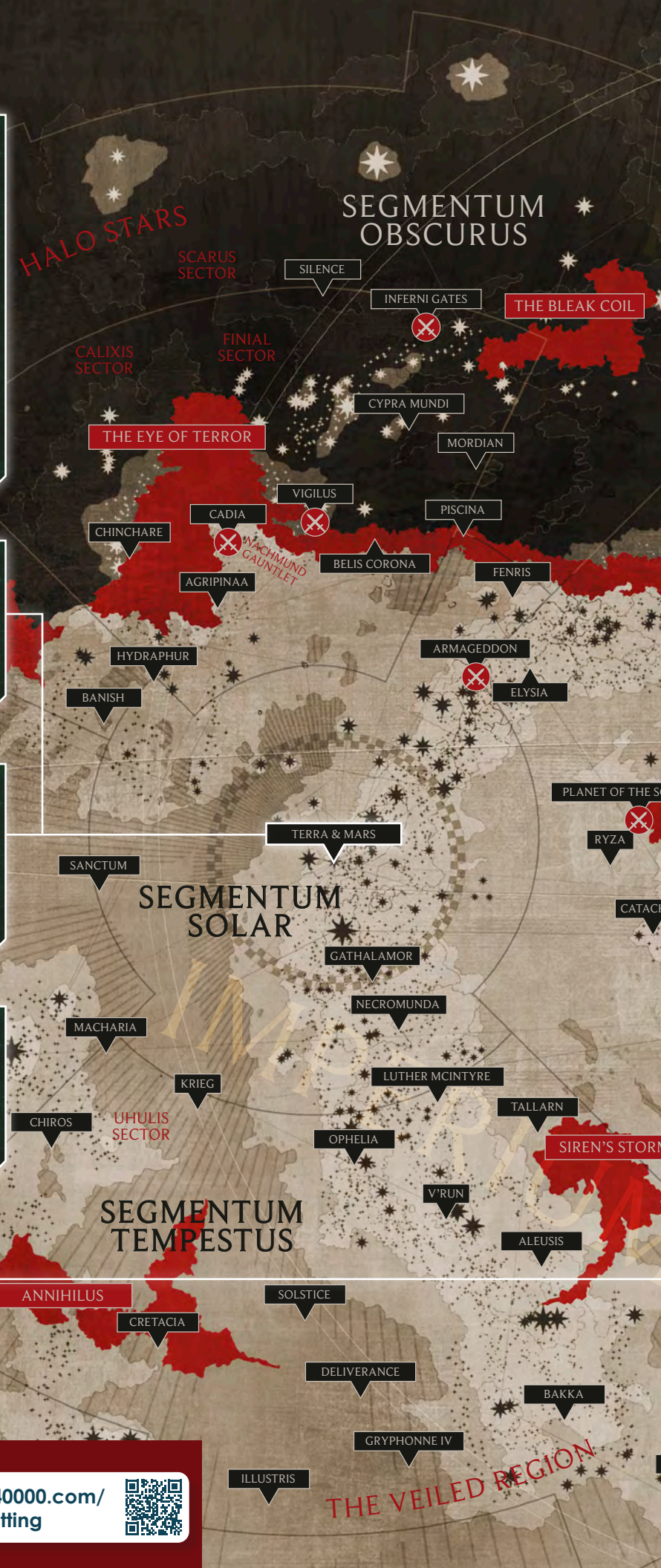
The Realm of Ultramar is a collection of worlds forming an empire within the Segmentum Ultima. It is overseen by the Ultramarines and is the location of Primarch Rouboute Guilliman's home planet of Macragge.

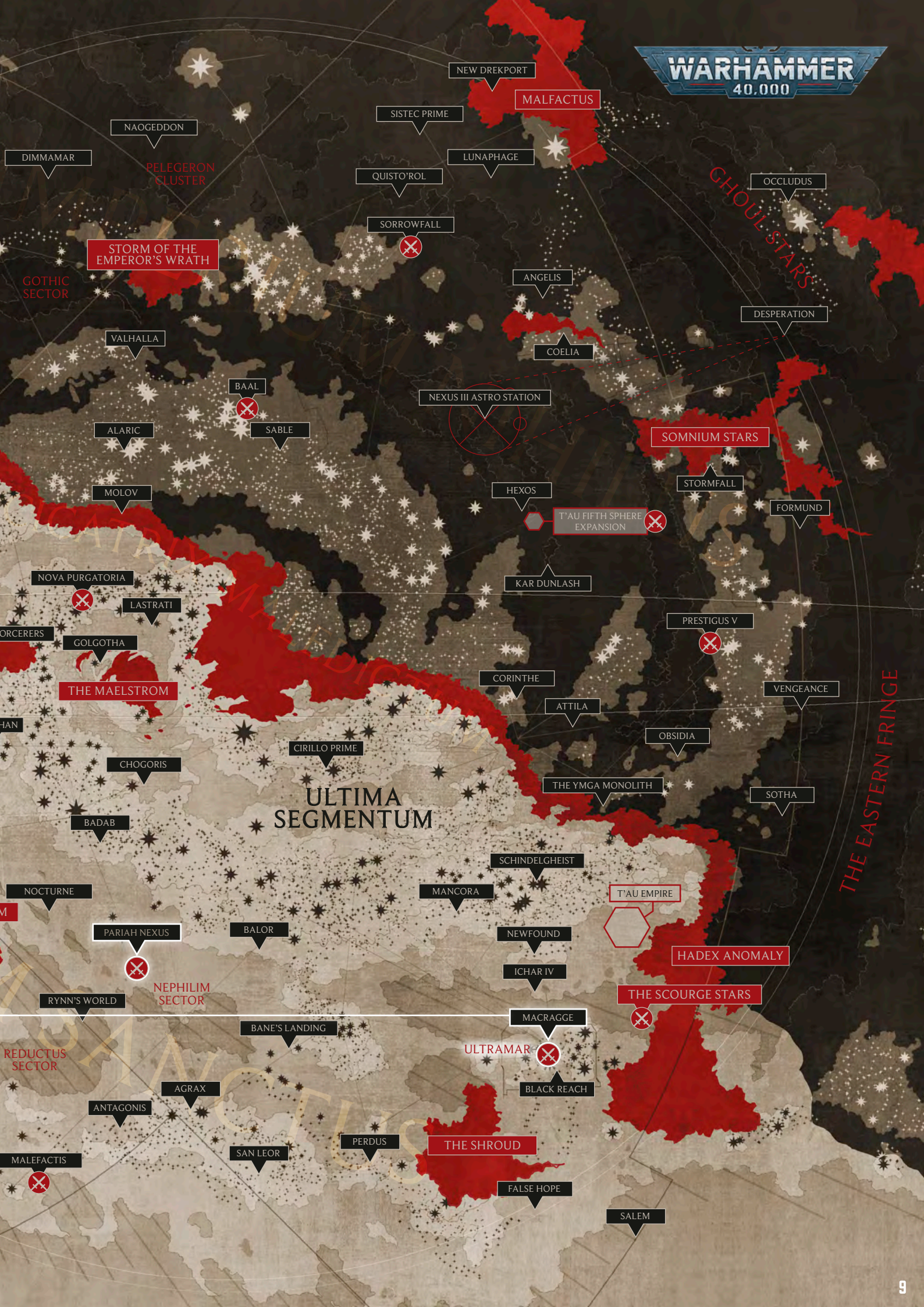
Interactive Map

Check out the interactive galactic map at:



[Warhammer40000.com/
The-Setting](https://www.warhammer40000.com/The-Setting)





DIMMAMAR
PELEGERON CLUSTER
GOTHIC SECTOR

STORM OF THE EMPEROR'S WRATH

NEW DREKPORT
MALFACTUS

GHOUL STARS

VALHALLA

QUISTO'ROL

LUNAPHAGE

OCCLUDUS

SORROWFALL

ANGELIS

DESPERATION

BAAL

NEXUS III ASTRO STATION

COELIA

ALARIC

SABLE

SOMNIUM STARS

MOLOV

HEXOS

STORMFALL

FORMUND

NOVA PURGATORIA

KAR DUNLASH

T'AU FIFTH SPHERE EXPANSION

LASTRATI

GOLGOTHA

CORINTHE

PRESTIGUS V

VENGEANCE

THE MAELSTROM

ATTILA

OBSIDIA

CHOGORIS

CIRILLO PRIME

THE YMGA MONOLITH

SOTHA

BADAB

ULTIMA SEGMENTUM

SCHINDELGHEIST

T'AU EMPIRE

HADEX ANOMALY

NOCTURNE

MANCORA

NEWFOUND

ICHAR IV

THE SCOURGE STARS

PARIAH NEXUS

BALOR

RYNN'S WORLD

NEPHILIM SECTOR

BANE'S LANDING

MACRAGGE

ULTHAR

BLACK REACH

REDUCTUS SECTOR

AGRAX

THE SHROUD

FALSE HOPE

SALEM

MALEFACTIS

SAN LEOR

PERDUS

THE EASTERN FRINGE

WARHAMMER AGE OF SIGMAR

This is the time of turmoil. This is the era of war. This is the Age of Sigmar, where the Grand Alliances of Order, Chaos, Death, and Destruction vie for control of the Mortal Realms. Vast beyond comprehension and filled with wonders and horrors, the realms are the battlefields where gods, monsters, and heroes collide in a never-ending struggle for dominance.

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 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 reformed and sent back to war.

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.

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

Order

The forces of Grand Alliance Order are the defenders of civilisation – a stalwart shield against the encroaching hordes of Chaos. Shining Stormcast Eternals, mysterious Seraphon, and a variety of aelves and duardin serve a pantheon of gods, banding together in fragile alliances to battle their common foes.

Kharadron Overlords Arkanaut, Stormcast Eternals Liberator, Lumineth Realm-lords Sentinel



Chaos

The Chaos Gods send forth legions of foul monstrosities, savage mutants, and blasphemous warriors, led by mighty champions hell-bent on conquering reality itself. All the while, the Skaven infest and despoil the realms in the name of the Great Horned Rat.

Skaven Clanrat, Slaves to Darkness Chaos Warrior, Disciples of Tzeentch Tzaangor



Death

In the Mortal Realms, death is not the end. From his domain in the realm of Shyish, the Great Necromancer Nagash commands skeletal legions, tormented spirits, osseous constructs, and conniving vampires with his cold, remorseless will. Every soul these armies harvest swells the ranks of Grand Alliance Death.

Flesh-eater Courts Crypt Ghoul, Soulblight Gravelords Vampire Lord & Deadwalker Zombie



Destruction

The forces of Grand Alliance Destruction rampage across the Mortal Realms, rushing headlong into battle at every turn and leaving civilisations ruined in their wake. Hordes of green-skinned orruks and grots, migratory tribes of brutal ogors, and towering gargants seek only to sate their primal need for violence.

Gloomspite Gitz Stabba, Ironjawz Brute, Kruleboyz Gutrippa



Find Out More

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



[AgeOfSigmar.com](https://www.ageofsigmar.com)



The Mortal Realms

Amidst the roiling magic of the universe lie the eight Mortal Realms, distinct worlds that are near infinite in scope and contain every conceivable landscape. Travel between the Mortal Realms is possible via Realmgates. The sites of these mystical portals are the locations of some of the fiercest battles, as armies seek to invade or protect different realms.

Though the Mortal Realms vary in size and shape, they are all held within orbs of energy known as realmspheres. Within their heartlands are the domains of man, duardin, aelf, and many other races besides, from the near-insignificant snotling to the monstrous gargant. None have escaped the ravages of war.

The Realm of Light

The Realm of Light, known as Hysh, is a place of unbound knowledge and illumination.

The Realm of Heavens

Azyr, the glorious Realm of Heavens, is ruled by Sigmar and Sigmar alone.

The Realm of Shadows

A realm of secrets and riddles on the wind, Ulgu is also known as the Grey Realm.

The Eightpoints

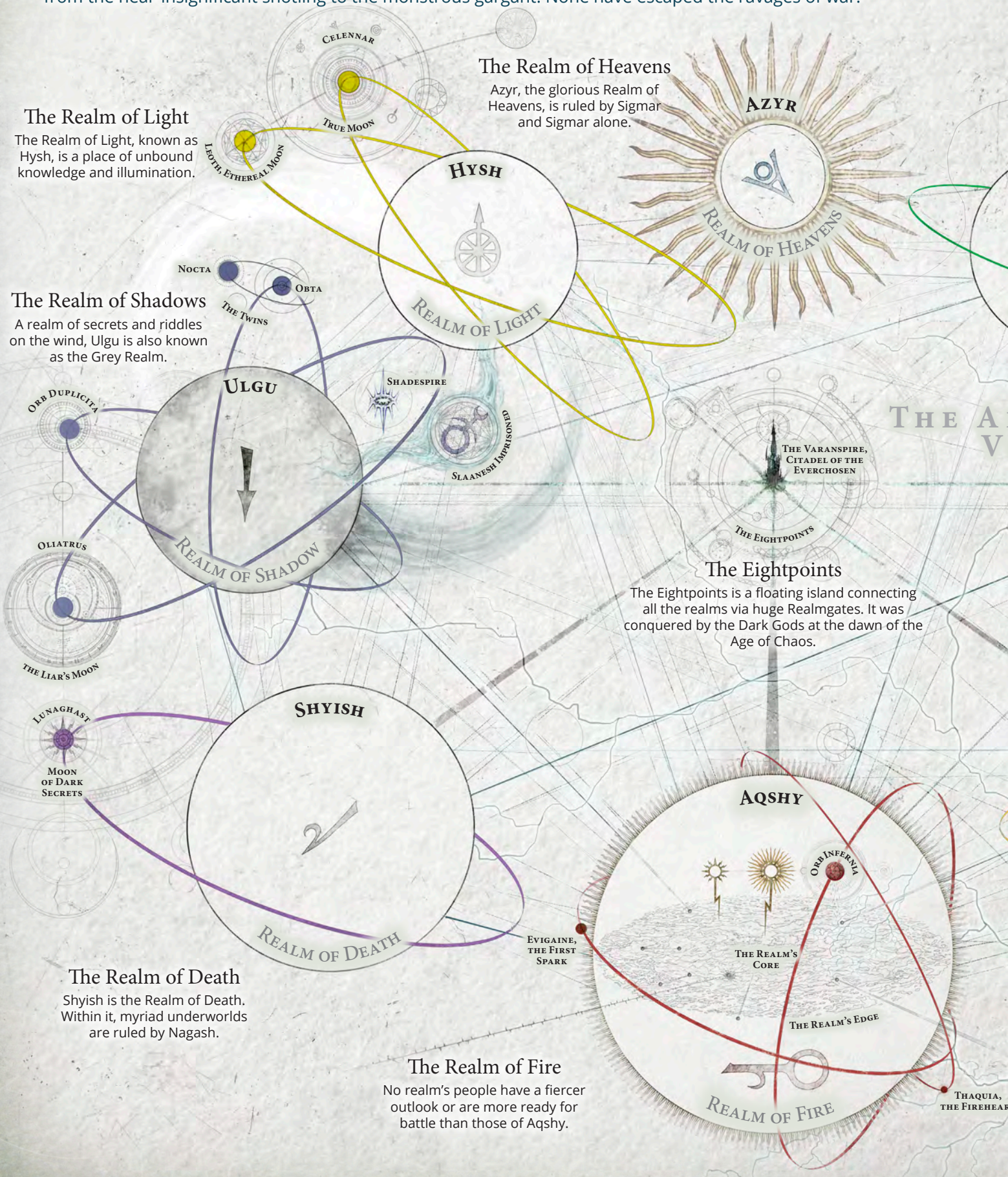
The Eightpoints is a floating island connecting all the realms via huge Realmgates. It was conquered by the Dark Gods at the dawn of the Age of Chaos.

The Realm of Death

Shyish is the Realm of Death. Within it, myriad underworlds are ruled by Nagash.

The Realm of Fire

No realm's people have a fiercer outlook or are more ready for battle than those of Aqshy.



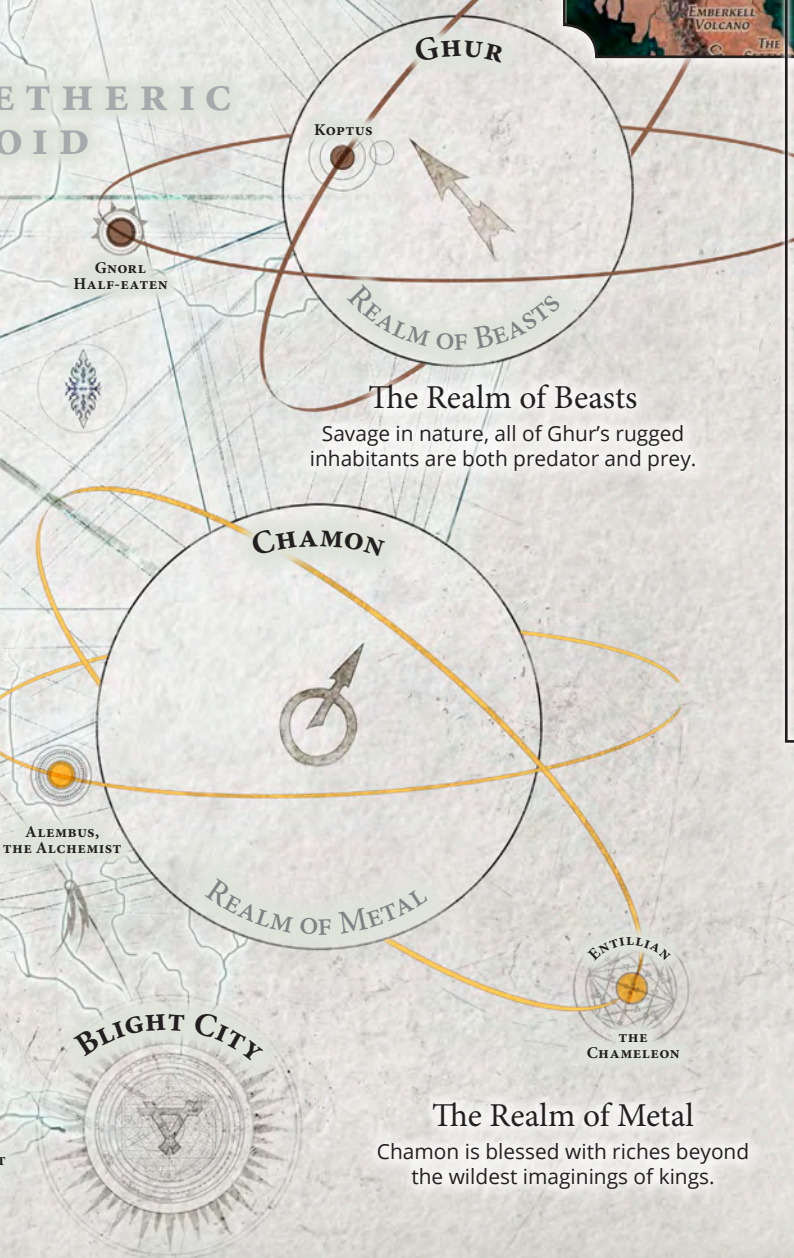
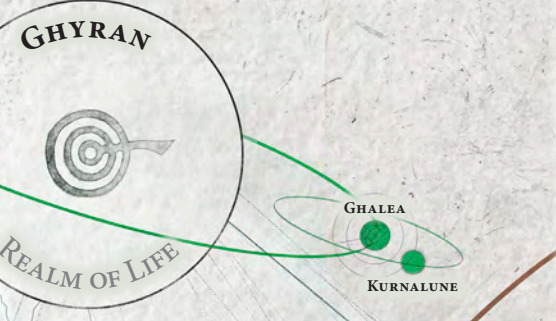
The Bad Moon

The malevolent planetoid known as the Bad Moon hurtles through the cosmos seemingly at random.



The Realm of Life

Known as the Jade Kingdoms, Ghyran's people vary wildly in form and temperament.



The Realm of Beasts

Savage in nature, all of Ghur's rugged inhabitants are both predator and prey.

The Gnaw

"The Gnaw. The madness of the Skaven wrought in tortured earth and brass. Through malignant rite and artifice, they have smashed a portion of their sub-realm into Aqshy. The skies are lit by spears of viridian lightning. Sheets of green flame and mutative dust howl across the lands, settling into drifts that form towers of pulsing warpstone, alive with screaming vermin faces. The land writhes, demented in its need to propagate and expand, and the clangour of bells lashes at your flesh and soul."

– Rhosina Crowcall, Lord-Veritant of the Obsidian Tor

Hammerhal Aqsha

Hammerhal Aqsha: city of smoke, city of majesty. A megalopolis spilling across western Capilaria, it is the jewel of Sigmar's realm-spanning empire.

Hammerhal is not one city but two. One half lies in Aqshy and the other in Ghyran, with both being joined by the titanic Stormrift Realmgate. Hammerhal Aqsha and Ghyra share a deeply symbiotic existence, for neither could survive without trade from the other.

Aqsha's boundaries expand with each season, fuelled by volatile realmstone and mortal sweat. The cogforts of the city crack the earth as they advance outwards, followed by mason-clans and wall-wrights who erect new fortifications.

The Realm of Metal

Chamon is blessed with riches beyond the wildest imaginings of kings.

COLLECT



Your Warhammer collection starts here – and how you form it is completely up to you. Choose your favourite miniatures, recreate an epic story, prepare for tabletop battles – the options are endless! This section contains activities that will help you to start your collection.

Remember to show your advisor your progress

Get Started

Some people collect a particular army, others collect individual models. However you choose to collect Warhammer is the right way to do it. Talk to your advisor about your favourite models and factions and decide how you want to begin.

Create a Wishlist

With so many incredible miniatures to choose from, it helps to put together a list of your favourites. Add the miniatures you like to the wishlist below.

Wishlist

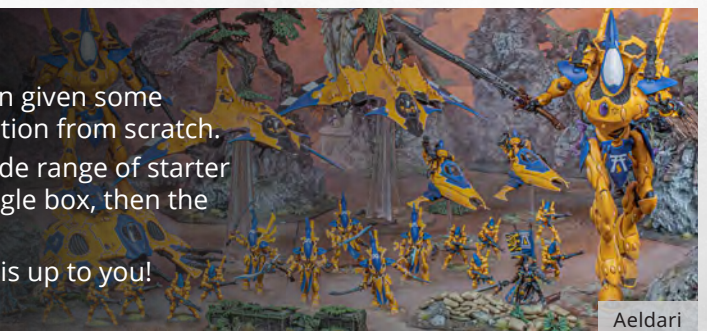
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Start Your Collection

You may have taken part in Warhammer Alliance, been given some models as a gift, or be looking to start your own collection from scratch.

If you want a broad introduction, take a look at our wide range of starter sets. If your aim is to earn the most stamps from a single box, then the Spearhead and Combat Patrol boxes are ideal.

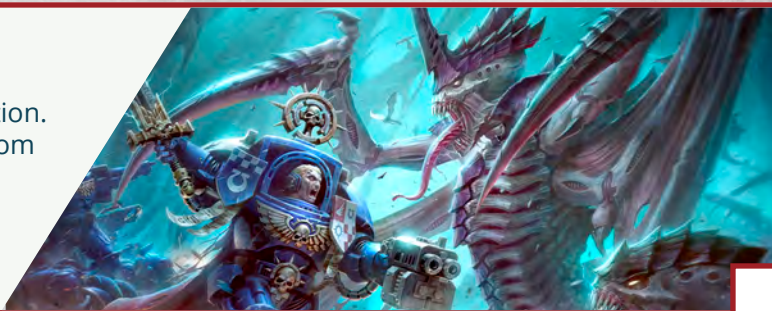
How you start your collection and what you do with it is up to you!



Aeldari

Faction Focus

Learn more about your favourite models or faction. You can read about them on the Warhammer.com website.



Space Marines Captain battles a Tyranid Prime

The Lord of Battle

Choose your first character for your collection.



Stormcast Eternals Lord-Vigilant on Gryph-stalker

Trusted Retinue

Choose a unit of three or more miniatures to add to your collection.



Space Marines Terminator Squad

Reinforcements

Choose a unit of five or more miniatures to expand your collection.



Stormcast Eternals Prosecutors

Earthshaker

Choose a mighty monster or vehicle, add it to your collection, and make the earth tremble!



Space Marines Brutalis Dreadnought

Find Out More

Explore the universes of Warhammer 40,000 and Warhammer Age of Sigmar and discover their settings, factions, stories, and more on their dedicated websites:



[Warhammer40000.com](https://www.warhammer40000.com)



[AgeOfSigmar.com](https://www.ageofsigmar.com)



Collect Your Way 1

Talk to your advisor about what you'll do to earn this stamp.

You could:

- Try one of the ideas in the box below
- repeat one of the previous Collect activities
- bring a friend – you can earn extra stamps for this here, as well as in the back of this booklet
- an idea of your own.

The choice is yours!

Collect Your Way

There are lots of options – you could:

- expand your force to a full Combat Patrol or Spearhead
- add an elite champion
- get some miniatures you like that aren't part of your army to serve as allies – or enemies
- try a different setting – if you started with Warhammer 40,000, why not try Warhammer Age of Sigmar?
- try a different type of game – there are co-operative games like Warhammer Quest: Cursed City, board games like Warhammer Underworlds, skirmish games like Kill Team and Warcry, and more.

The choice is yours!



Grinkrak's Looncourt

Collect Your Way 2

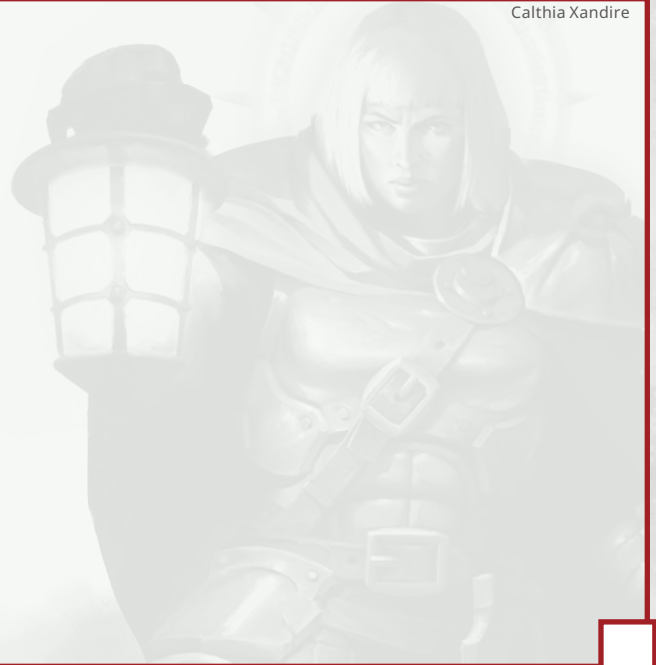
Look at the options on the previous page, talk to your advisor, come up with another Collect activity that fits you, and write it here.



Looking Back

What made you choose these models? What do you like the most about your collection?

Look back over what you've done so far, think about what went well, and where you would like to go next.



Section Complete

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

Grow your collection into an all-conquering force, pick up some allies or enemies for them, or just pick miniatures that you like – the choice is yours.

Once you've completed all the Collect activities, ask at a Warhammer store for your stamps and badges!



Collect Reward: Pin Badges

BUILD



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

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

Remember to show your advisor your progress

Get Started

The Battle Honours website has miniature building video guides to help you get started. Watch one and tell your advisor.



Battlehonours.
Warhammer.com



Safety First

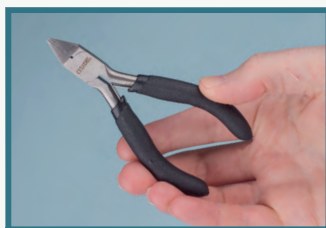
Ask your advisor to show you how to safely use the tools you need to build your miniatures.

Always follow the safety advice at the bottom of the page.

Building Warhammer Miniatures

Building miniatures can require a variety of tools, including 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.

Many of the starter models and Warhammer Alliance models do not need all of these tools. If you are building a push-off-frame model, be sure to push where the arrows show.



Using Clippers

Hold the clippers like so. To use them, squeeze gently with your fingers and thumb until the blades meet.



Where to Clip

Clip as close to the component as possible. Take care not to accidentally clip off any parts of the model.



Line up Parts

Carefully line up the components you want to attach, making sure that the correct pegs connect with the correct holes.



Push Together

Push the pegs into the holes by applying gentle pressure to both components. Try to get as tight and close a fit as possible.

Tool Safety

Always:

- read the building instructions carefully and follow all safety guidance.
- follow any age restrictions and applicable laws of your country.
- take your time and be careful when using clippers, glue, or any other modelling tool.
- ask your advisor to demonstrate a tool to you before using it for the first time.



Master Crafter

Build your first miniature!



The Lord of Battle

Build your first character.



Space Marine Captain in Terminator Armour

Trusted Retinue

Build your first unit of at least three miniatures.



Stormcast Eternals Liberators

Reinforcements

Build a unit of at least five miniatures.



Tyranids Termagants

Earthshaker

Build a monster or vehicle miniature.



Maggotkin of Nurgle battle Sons of Behemat

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 your miniatures.

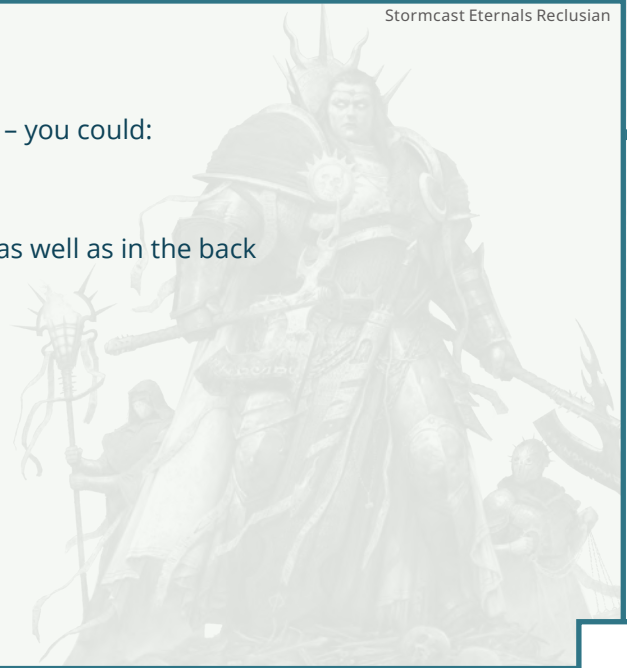


Build Your Way 1

Talk to your advisor about what you'll do to earn this stamp – you could:

- Try one of the ideas in the box below
- repeat one of the previous Build activities
- bring a friend – you can earn extra stamps for this here, as well as in the back of this booklet
- an idea of your own.

The choice is yours!



Build Your Way

There are lots of options – you could:

- build a complex miniature
 - use spare parts to enhance a base
 - build a terrain kit
 - convert a model – see below
- or something else entirely!



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.

Converted Ork Looted Tank

Build Your Way 2

Tau Empire Crisis Battlesuit

Look at the options on the previous page, talk to your advisor, come up with another Build activity that fits you, and write it here.

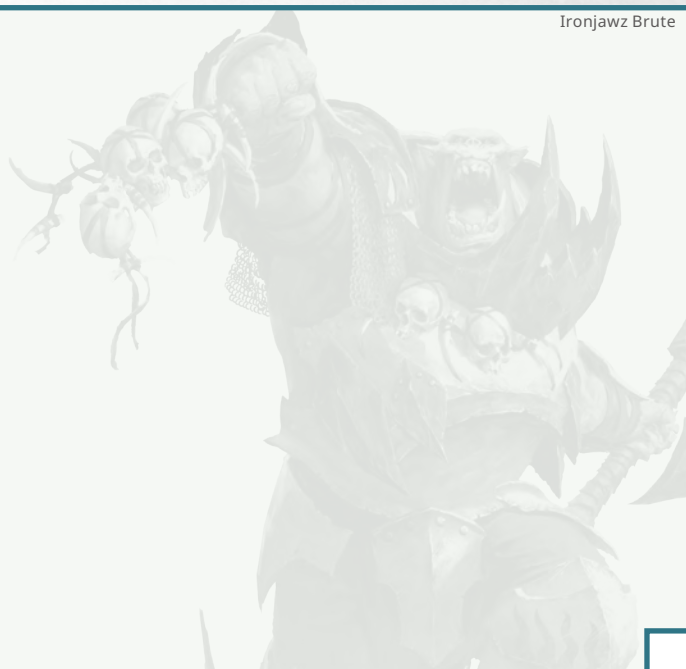


Looking Back

Ironjawz Brute

What have you built? Which options did you choose?
What have you learned?

Look back over what you've done so far, think about what went well, and where you would like to go next.



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 at a Warhammer store for your stamps and bits box!



Build Reward: Bits Box

PAINT



Painting miniatures is easier than you think – start with an undercoat or base coat, then paint one colour at a time. Don't worry about mistakes – you can clean them up later. Below you'll find some quick and simple techniques that can be used to get your model looking great on the tabletop or display shelf.

Remember to show your advisor your progress

Get Started

Get started, get inspired, and learn these painting techniques – and more – step-by-step at:



[CitadelColour.com/
Getting-Started](https://www.citadelcolour.com/Getting-Started)



Paint Your First Model

Get painting – your advisor will be on hand to help you choose colours and give you advice on techniques.

Warhammer Paint

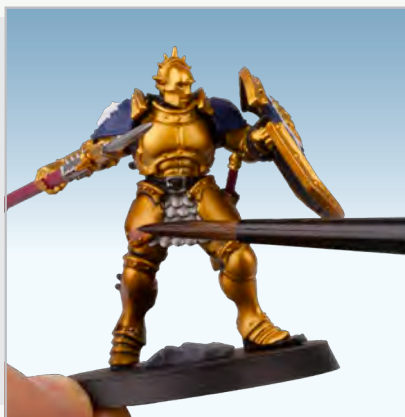


Undercoating your miniatures is an important first step that gives the paint a smooth and even surface to stick to. There are several ways to do this – ask your advisor.



Basecoating your models is a key part of painting. It gives a solid colour that serves as the main colour for the model, and as a foundation for the rest of the paints.

Shading a miniature is allowing paints to flow down into the recesses of your models, creating shadows on your miniatures. It's a great way to add depth to a model, making it look fantastic.



Basing a miniature finishes it off and creates a real sense of the environment the miniature is in. Matching bases is a great way to unify the look of a collection.



Paint Safety

Always:

- follow all safety guidelines
- paint in a well-ventilated area
- keep paint away from your eyes and mouth
- keep all labels and safety information



Painting Your Models

It's now time to paint your first model! Painting is one of the most rewarding keys to the Warhammer hobby, and is the main reason many people get involved. It's easy to learn and fun to do, and with practice, you'll soon become good at it.

There are few things more impressive than a fully painted collection! Follow the instructions below step by step, slowly and steadily until your model is done. Ask your advisor for help finding the right paints to match the colour scheme that you want to achieve.



Step 1

Make sure the lid of your chosen paint is firmly shut and give the pot a quick shake.

Then, using a clean brush, put a small amount of paint on the paint palette.



Step 2

Before you dip your brush into the paint on the palette to begin painting, wet the bristles first. This helps the paint go on to the model smoothly.



Step 3

Paint your chosen colours onto the model. Start with the colour that covers the biggest area first. Let each colour dry before you move on to the next. Don't forget to wash your brush between each colour you use.



Step 4

After all of the areas are painted, finish the model by tidying up any sections as required.

It's okay to go back and redo or clean up areas that you think you can improve.



Brush Types and Care

Brushes are available in many sizes – smaller brushes for details, and larger ones for painting big areas. Choosing the right brush will help you to paint well and quickly. There are also special brushes designed for particular techniques – ask your advisor for guidance. Use the special Texture tool when applying technical paints to bases – you'll find it much easier than using a brush.

- Wash it regularly while painting – not just when you change colours or finish.
- Don't get paint all the way to the metal bit on the brush.
- Keep the point sharp – twirl the brush gently against your paint palette to do this.



Finding Inspiration

All of the models on this page were painted using the same set of ten paints. Even with just a few paints, you can create your own Stormhosts or Space Marine Chapters using unique combinations of colours.

You can use these colour schemes for inspiration, or create your own. For more ideas, you can see dozens of hobbyists' armies in *White Dwarf*, the official Warhammer magazine, or on the @OfficialWarhammer YouTube channel.



Space Marine Chapters

There are over 1,000 Space Marine Chapters, so there's no shortage of possible colour schemes. You could use one of the many Chapters featured in our books or create your own!



Space Marine Assault Intercessors



Necron Dynasties

Necrons are made of living metal, so their colour schemes usually have a metallic theme. New and previously unknown dynasties are always reawakening – which is bad news for the galaxy, but good news for you as you can invent all kinds of paint schemes!

Necron Warriors

Kruleboyz

Kruleboyz prefer to hide and attack from ambush. Because they are found throughout the fantastical landscapes of the Mortal Realms, the colours that make for good camouflage can vary greatly!



Kruleboyz Gutrippaz



Stormcast Eternals Vindictors

Stormhosts

Stormcast Eternals are organised into mighty Stormhosts. There are many Stormhosts, and their colours and heraldry often reflect the Realm that they are based in. You could paint yours to match an existing Stormhost, or design your own.

Colour Scheme

Choose a colour scheme for your next models



Hobby Desk

The Lord of Battle

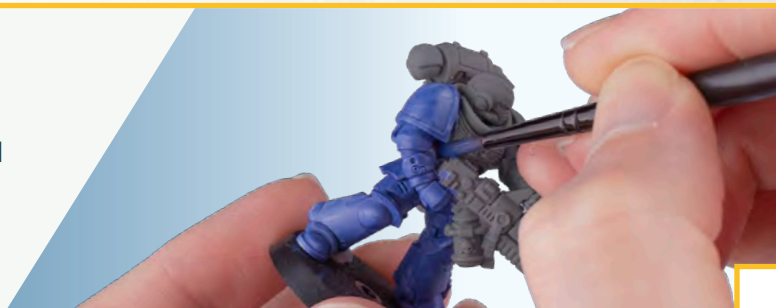
Paint your chosen character in your chosen colour scheme.



Stormcast Eternals Lord-Imperant

Trusted Retinue

Paint your first unit of three to five models. Batch painting can be a great way to get several miniatures painted at the same time. Ask your advisor for some tips on how to do this.



Space Marines Infernus Marine

Reinforcements

Paint your unit of five to ten models.



Skaven Clanrat

Earthshaker

Paint your monster or vehicle – it uses the same techniques as the rest, just on a larger scale. Ask your advisor if you need any help.



Space Marines Redeemptor Dreadnought

Citadel Paint

Want to learn more techniques? After more colours? Warhammer's Citadel Paint range boasts hundreds of different colours. Your advisor can help you find the exact colours you're after.

If you're looking for more in-depth instructions, the Citadel Colour website has everything you need.



CitadelColour.com

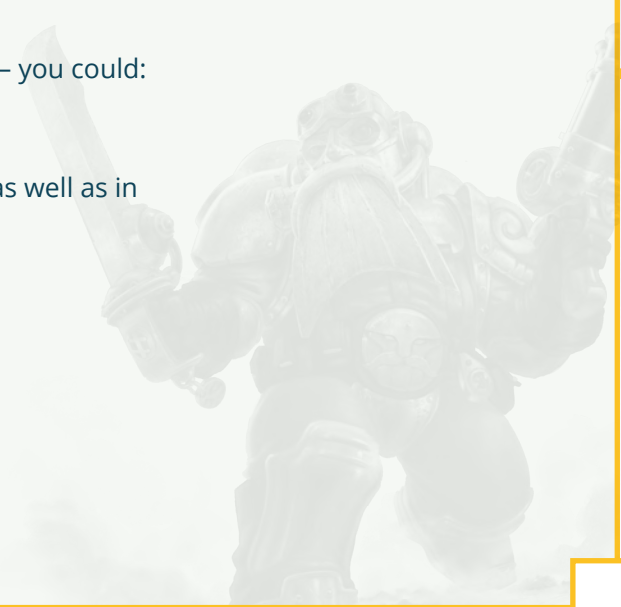


Paint Your Way 1

Talk to your advisor about what you'll do to earn this stamp – you could:

- Try one of the ideas in the box below
- repeat one of the previous Paint activities
- bring a friend – you can earn extra stamps for this here, as well as in the back of this booklet
- an idea of your own.

The choice is yours!



Paint Your Way

There are lots of different options for how to paint, and what to paint. You could:

- learn a new painting technique
- take part in Armies on Parade
- paint a Miniature of the Month
- paint some terrain
- paint objectives.



Tyranids

**ARMIES
ON
PARADE**

Collect, build, and paint, then display the resulting collection in your local store as part of a global celebration of Warhammer – and earn a reward for your effort!



[CitadelColour.com/
Armies-on-Parade](https://CitadelColour.com/Armies-on-Parade)



Paint Your Way 2

Look at the options on the previous page, talk to your advisor, come up with another Paint activity that fits you, and write it here.



Your Journey

What have you painted? What inspired you to choose your colour scheme? What do you like most about it? Look back over what you've done so far, think about what went well, and where you would like to go next.

Seraphon Aggradon Lancer



Section Complete

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

The Warhammer 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 at a Warhammer store for your stamps and brush case.



Paint Reward: Brush Case

Brushes not included

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!

Remember to show your advisor your progress

Get Started

Read about the different Warhammer games in the box below and on the next page and choose what you are interested in.

Play Your First Game

Now it's time to play some games and roll some dice!

You could try one of the minigames on the next few pages, head to a Warhammer store and play an introductory game, or try some of the other options here.

Types of Game

As well as Warhammer 40,000 and Warhammer Age of Sigmar, there are other many games set in the Warhammer worlds. However you prefer to play, there's an option for you.

Skirmish Games

If you're looking for fast-paced, cinematic action using just a few miniatures, these are for you. Lead your warband to glory in Warcry, or undertake dangerous missions as elite special operatives in Kill Team.

Board Games

Prove your skill in a deeply tactical game of Warhammer Underworlds, or work together with your friends against the minions of the vampire lord Radukar in the cooperative board game Warhammer Quest: Cursed City.



[WelcomeToWarhammer.com](https://www.warhammer.com)

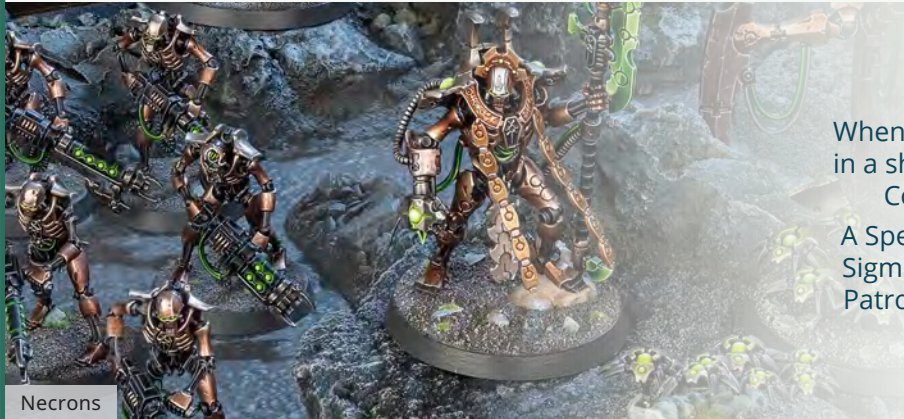


Jelsen Darrock

Ways to Play

There are many ways to play Warhammer 40,000 and Warhammer Age of Sigmar, from small individual Combat Patrol and Spearhead games to narrative campaigns that can take days, weeks, or even months to complete. You can play games with your friends, or go to events and make new ones. The opportunities to play Warhammer are only limited by your imagination, and each represents an opportunity to earn a stamp for the Play your Way activity.

Talk with your advisor about what you would like your next gaming experience to be and they will provide advice on how to make it happen.



Necrons

Spearhead and Combat Patrol

When you want to play a fast-paced game in a short amount of time, Spearhead and Combat Patrol games are perfect.

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

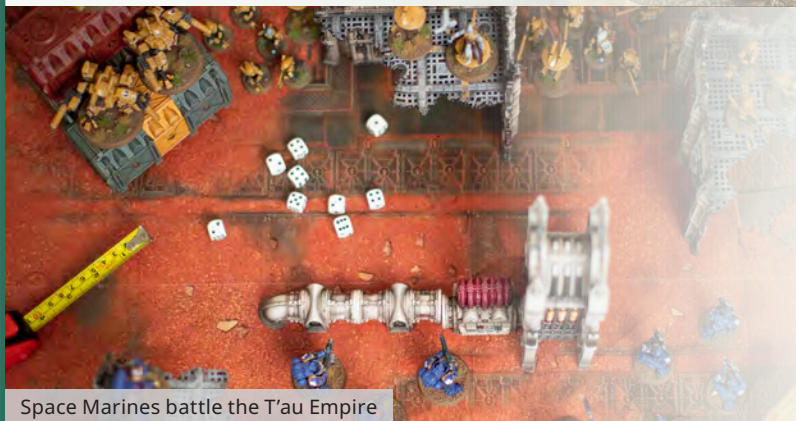
Narrative Play

Narrative games can tell a story, or be part of a wider Path to Glory or Crusade campaign. In these campaigns, you earn rewards for your forces that carry over into future games, and help your commanders rise to power as the story goes on.

Narrative play is great when you want to tell a story with your collection, or build it up slowly over many games.



Slaves to Darkness



Space Marines battle the T'au Empire

Matched Play

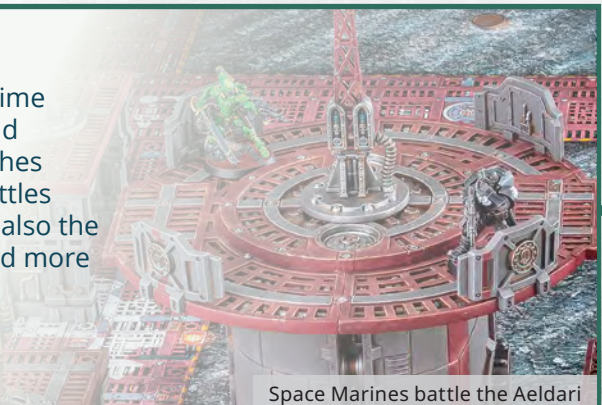
Matched play sets clear rules for selecting miniatures and scenarios. This ensures both sides are balanced, and must use carefully laid plans and smart decision-making to prevail.

Matched Play is ideal when you want to be able to play a balanced, fun game using any of the models in your collection.

Game Sizes

You will find games in our worlds suitable for any amount of time and any number of miniatures. Warhammer Age of Sigmar and Warhammer 40,000 can be played at any size, from small clashes with a handful of units played in under an hour to massive battles with hundreds of miniatures that take all weekend. There are also the skirmish and board games detailed on the previous page – and more besides!

However you like to play, there's an option for you.



Space Marines battle the Aeldari

WARHAMMER 40,000

An Introduction to Playing Warhammer 40,000

In the path of the Tyranid Hive fleets, a lone Space Marine must destroy the Hive Node guiding the alien monstrosities that have boarded his spacecraft. Out of ammunition, the Space Marine must destroy the Hive Node in close combat while under attack from the Tyranids!

What you will need



1 Space Marine



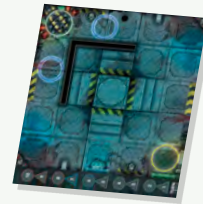
1 Termagant miniature



1 or more dice



6" ruler



Battlemat



wound and
turn markers

Set Up

The Space Marine has managed to stealthily approach the Hive Node and is now very close. One player uses the Space Marine and one player uses the Termagant.

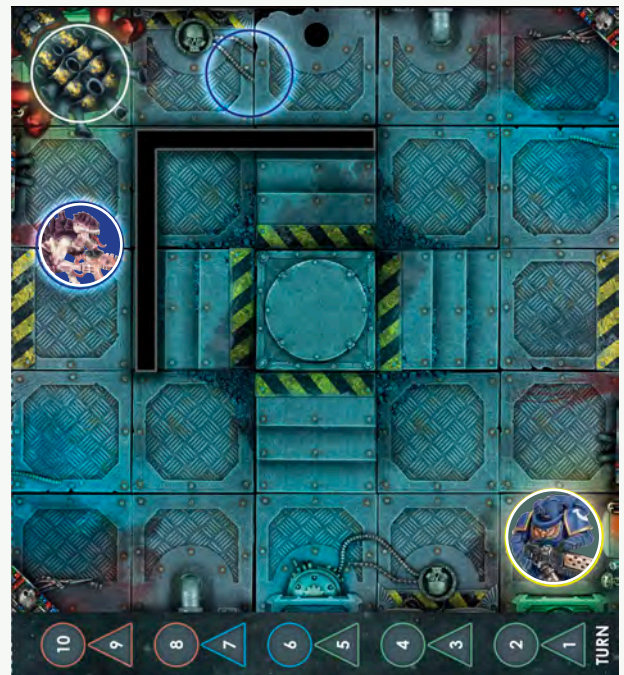
How to Play

The Tyranids have now detected the Space Marine and are swarming to defend the Hive Node. The Tyranids take the first turn. The players take it in turns moving and attacking with their model, using the rules found on page 32.

How to Win

There is limited time to complete the objective for the Space Marine. This is represented by the turn tracker attached to the battlemat. **Move the tracker one space at the start of each player's turn.**

- If the tracker reaches the end, or the Space Marine is defeated, the game is over and the Tyranids win as reinforcements arrive and the Space Marine is dragged down.
- The Space Marine player wins if they can destroy the Hive Node.



Warhammer Alliance Club Tips

Warhammer Alliance Clubs receive Necrons in their Resource Pack. The game can be played with Necrons instead of Tyranids. The rules for using Necrons in this game can be found here:



[Warhammer-Alliance.com](https://www.warhammer-alliance.com)




Datasheets

Every model has a datasheet. This details how far they can move, how good their armour is, what weapons they're equipped with, and what abilities they are able to bring to the battlefield.

For your first mission you'll be using the simplified datasheets below. The parts circled in yellow are the specific stats you'll be using in this game, and as you progress in your Warhammer journey you'll eventually use all of them.

SPACE MARINE



6" 4 3+ 2 6+ 2

Close Combat Weapon

1 3+ 4 0 1

TYRANID TERMAGANT



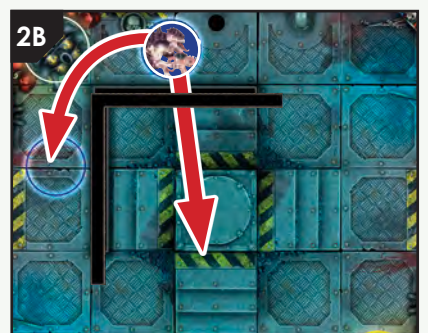
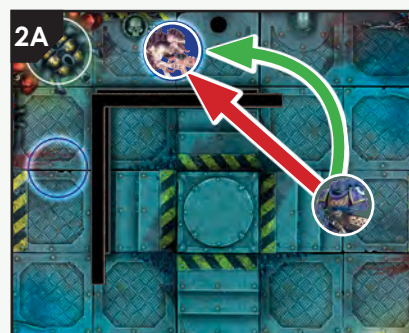
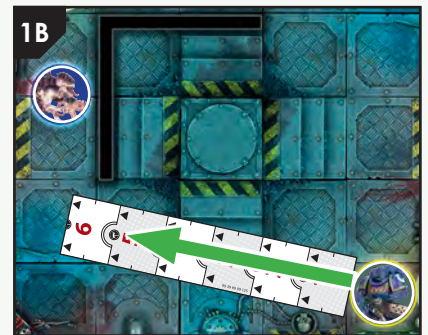
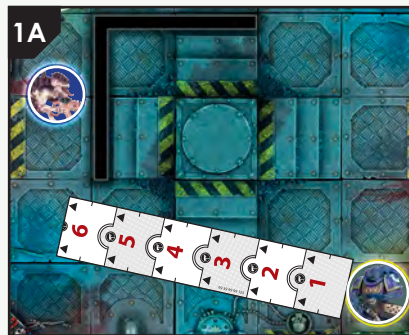
6" 3 5+ 1 8+ 2

Ranged Bio-weapon

12" 1 4+ 4 0 1

How to Move

1. Place the ruler touching the front of your model's base. Move the model so the front of the base has moved up to the allowed distance.
2. When moving, a model can't move through enemy models, and it can't move through the black solid walls, the Hive Node, or off the edge of the battlemat.



Tyranid Turn



The Hive Node is calling for reinforcements from the rest of the Tyranid force. If you do not have a Termagant on the battlemat, place a new Termagant on one of the blue circles. You cannot place one in a circle that is touching the Space Marine's base. There is no limit on the number of times a new Termagant can arrive.



1. Move your Termagant up to 6" as shown in the How to Move box.

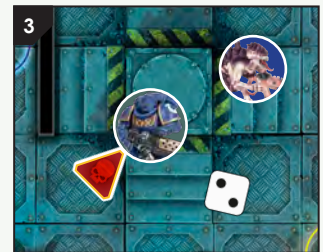
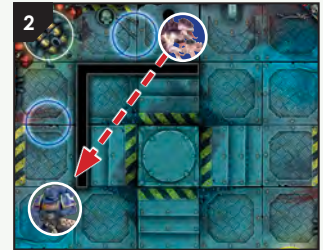


2. The Termagant can then attack with its bio-weapon. Its ranged weapon can attack the Space Marine from anywhere on the board. Roll a dice – on a 4 or higher the bio-weapon attack has successfully hit the Space Marine. Remember that the wall blocks line of sight and cannot be shot through.



3. Tyrannid attacks can melt through armour, but Space Marine armour is built to withstand all but the strongest weapons. The Space Marine player rolls a dice for each successful hit – for each score of a 3 or higher the Space Marine's power armour has protected him from damage. However, if they roll a 1 or a 2 he suffers a wound – place a wound marker next to the Space Marine. If he suffers two wounds, the Space Marine is defeated!

Once the Termagant has moved and attacked, the Space Marine gets to take a turn as described below.



Space Marine Turn



1. Move your Space Marine up to 6" as shown in the How to Move box. Remember that you cannot move through models or walls.



2. Your Space Marine can then attack if their base is touching the Termagant's base. Roll a dice – on a 3 or higher the Space Marine has successfully hit the Termagant.



3. Space Marine attacks are powerful, but Tyrannids have built-in biological armour. For each successful hit, the Tyrannid player must make a saving throw. Roll a dice for each successful hit – for each score of a 5 or higher the Termagant's chitinous armour has protected it. However, if it rolls a 4 or less the Termagant is defeated! Remove the Termagant from the battlemat.

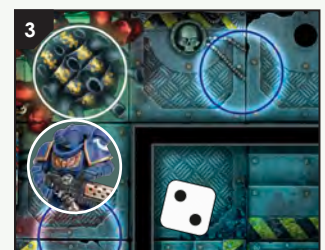
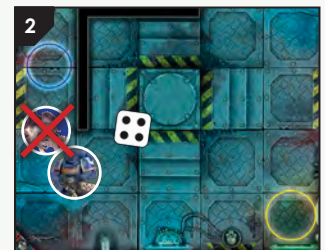
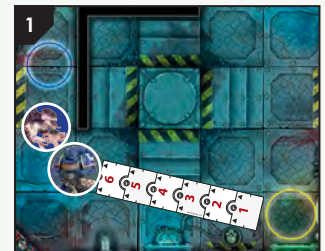
Once the Space Marine has moved and attacked, the Tyrannids get to take a turn again as described above.

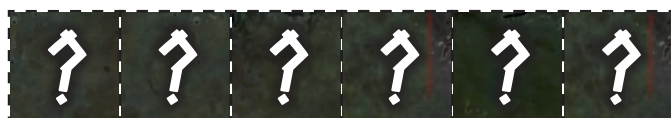
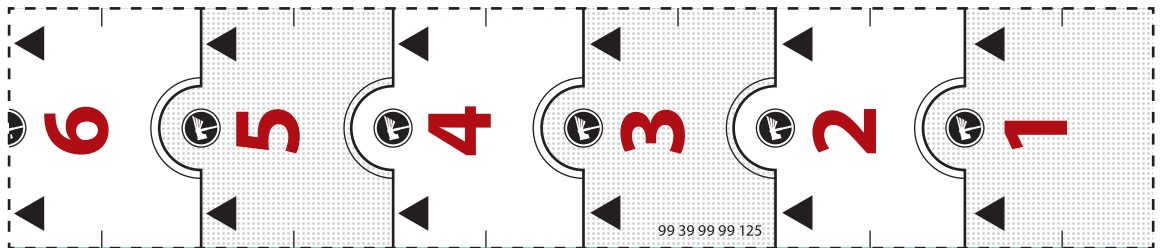
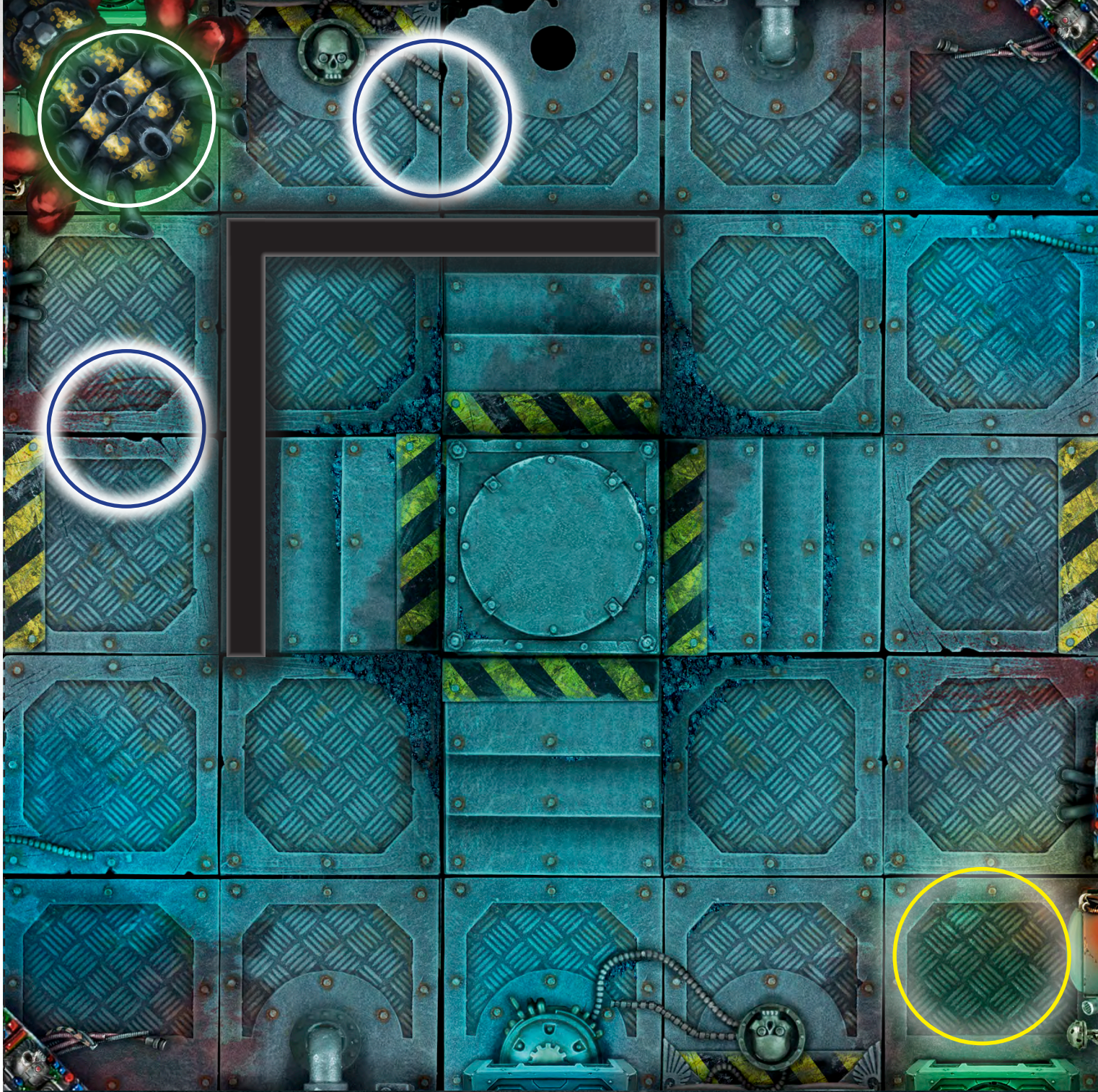
The Node

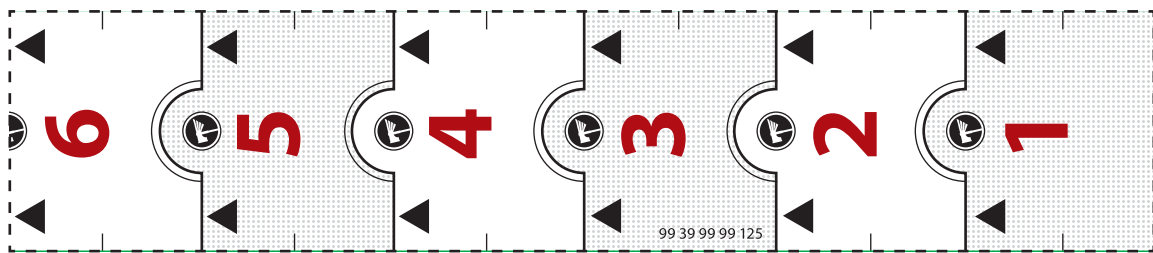
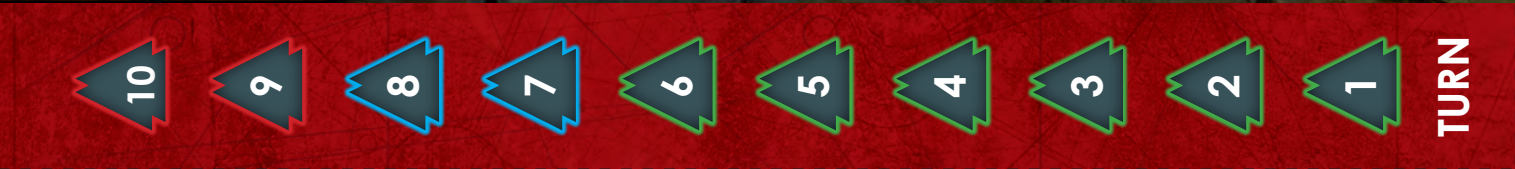


If the Space Marine's base is touching the Hive Node and not touching the Termagant's base, he can attack the Hive Node. Follow the rules for attacking a Termagant in steps 2 and 3 above. However, the Node is tougher than a Termagant, so it is only destroyed if it rolls a 2 or less for its saving throw.

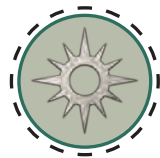
If the Hive Node is destroyed, the Space Marine player has won!







99 39 99 99 125



WARHAMMER AGE OF SIGMAR

An Introduction to Playing Warhammer Age of Sigmar

In the tunnels and cellars below Hammerhal Aqsha, Skaven infiltrators have been smuggling in warpstone, planning to taint and corrupt the food and water supplies in the city. Stormcast Eternals are seeking out and removing the deadly warpstone, but there are still Skaven agents lurking in wait for them. Can the Stormcast find all the warpstone fragments before the Skaven drag them down?

What you will need



1 Stormcast Eternal



1 Skaven Clanrat



1 or more dice



6" ruler



Battlemat



wound, quest and turn markers

Set Up

The Stormcast Eternal has reached an area where warpstone is hidden, but the Skaven are waiting. One player uses the Stormcast Eternal and one player uses the Skaven Clanrat. Set up the models as shown on the map. Shuffle the six Quest tokens facedown (so neither player knows what they are) and place them as shown on the battlemat.

How to Play

The Skaven are waiting to ambush the Stormcast Eternal. The Stormcast Eternal has just spotted the first Skaven, and takes the first turn. The players take it in turns moving and attacking with their model, using the rules found on page 37.

How to Win

There is limited time to complete the objective for the Stormcast Eternal. This is represented by the turn tracker attached to the battlemat. **Move the tracker one space at the start of the Skaven player's turn.**

- If the tracker reaches the end, or the Stormcast Eternal is defeated, the game is over and the Skaven win as reinforcements arrive and the Stormcast Eternal is dragged down.
- The Stormcast Eternal player wins if they find all three warpstone tokens.



Warhammer Alliance Club Tips

Warhammer Alliance Clubs receive Kruleboyz in their Resource Pack. The game can be played with Kruleboyz instead of Skaven. The rules for using Kruleboyz in this game can be found here:



[Warhammer-Alliance.com](https://www.warhammer-alliance.com)




Warscrolls

Every model has a warscroll. This details how far they can move, how good their armour is, what weapons they're equipped with, and what abilities they are able to bring to the battlefield.

For your first mission you'll be using the simplified warscrolls below. The parts circled in yellow are the specific stats you'll be using in this game, and as you progress in your Warhammer journey you'll eventually use all of them.

• STORMCAST ETERNALS WARSCROLL •

LIBERATOR




MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage
Warhammer	1	3+	3+	1	1

Stats: MOVE 5", HEALTH 2, SAVE 3+, CONTROL 1

• SKAVEN WARSCROLL •

CLANRAT

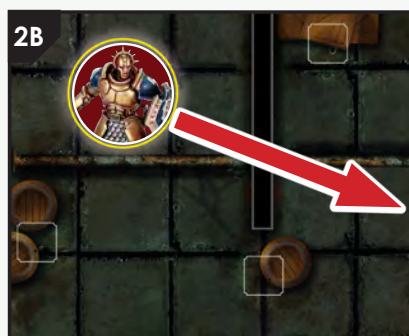
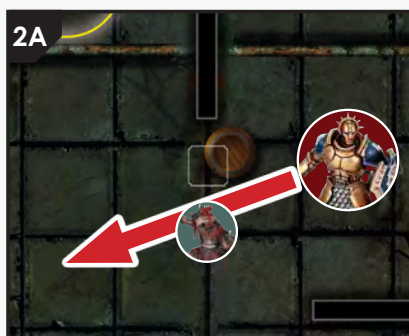
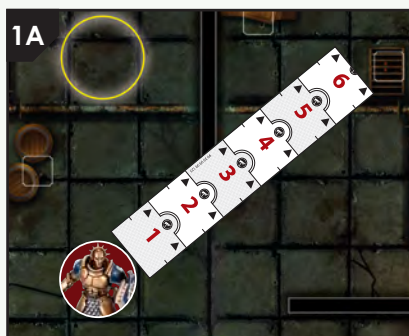


MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage
Rusty Weapon	1	4+	5+	-	1

Stats: MOVE 6", HEALTH 1, SAVE 5+, CONTROL 1

How to Move

1. Place the ruler touching the front of your model's base. Move the model so the front of the base has moved up to the allowed distance.
2. When moving, a model can't move through enemy models, and it can't move through the black solid walls or off the edge of the battlemat.



Stormcast Eternal Turn

1. Move your Stormcast Eternal up to 5" as shown in the How to Move box. Remember that you cannot move through models or walls. If, after moving, your Stormcast Eternal's base is touching a Quest token then they may search it as described below. However, if at the start of your turn your Stormcast Eternal's base is touching a Clanrat's base then they must attack instead of moving and searching.
2. To attack, roll a dice – on a 3 or higher the Stormcast Eternal has successfully hit the Clanrat.
3. For each successful hit, the Clanrat must now make a saving throw. The Skaven player rolls a dice for each successful hit – for each score of a 5 or higher the Clanrat's rusty armour has protected it. However, if they roll a 4 or less the Clanrat is slain! Remove the slain Clanrat from the battlemat.
4. The Skaven players gets to take a turn as described below.

Searching Quest Tokens



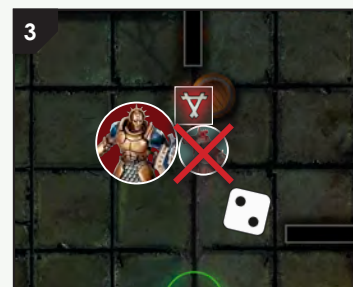
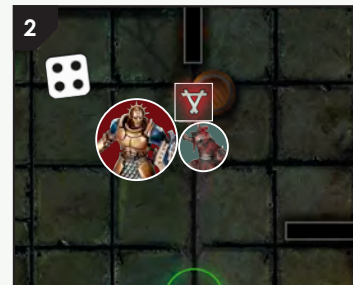
If, after moving, your Stormcast Eternal's base is touching a Quest token, then they may search it. Flip the token over:



if it shows a glowing Warpstone rock the Stormcast Eternal player claims the token and removes it from the battlemat. If this is the third Warpstone token they have found, they win the game!

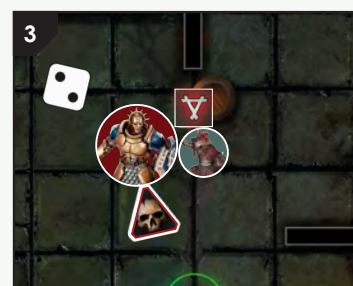
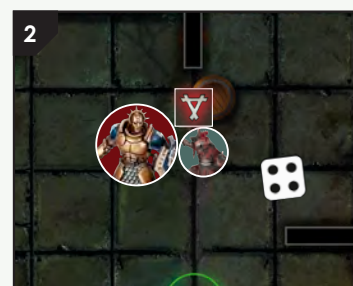


if it shows a Skaven symbol, and there isn't already a Clanrat on the battlemat, remove the token and set up a Clanrat touching the Stormcast Eternal's base.



Skaven Turn

1. Move the Turn Tracker one space forward. If you have a Clanrat on the battlemat, move your Clanrat up to 6" as shown in the How to Move box. If there isn't a Clanrat currently on the battlemat, skip to step 4.
2. If, after moving, your Clanrat's base is touching the Stormcast Eternal's base, then they may attack. Roll a dice – on a 4 or higher the Clanrat has successfully hit the Stormcast Eternal.
3. For each successful hit, the Stormcast Eternal must make a saving throw. The Stormcast Eternal player rolls a dice for each successful hit; for each score of a 3 or higher the Stormcast Eternal's Sigmarite armour has protected them from damage. However, if they roll a 1 or a 2 they take a wound – place a wound marker next to the Stormcast Eternal. If they take two wounds, the Stormcast Eternal is defeated!
4. The Stormcast Eternal gets to take a turn again as described above.



Gaming Activities

You get one stamp for each game you play.

For example, if your first game uses your Lord of Battle and your Trusted Retinue, you will choose which of those stamps you receive – you will not get both. If you play the game again, you will get the other stamp.



Stormcast Eternals battle the Skaven menace

Muster Your Forces

Your collection can be formed into an elite strike force, a mighty army, or anything in between. Ask your advisor to help you with your first army list.



Stormcast Eternals battle Skaven

The Lord of Battle

Play a game that includes your character.



Space Marine Captain in Terminator armour

Trusted Retinue

Play a game that includes your Trusted Retinue miniatures.



Skaven

Reinforcements

Play a game that includes your Reinforcements.



Tyranids of Hive Fleet Leviathan

Earthshaker

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



Stormcast Eternals Stardrakes

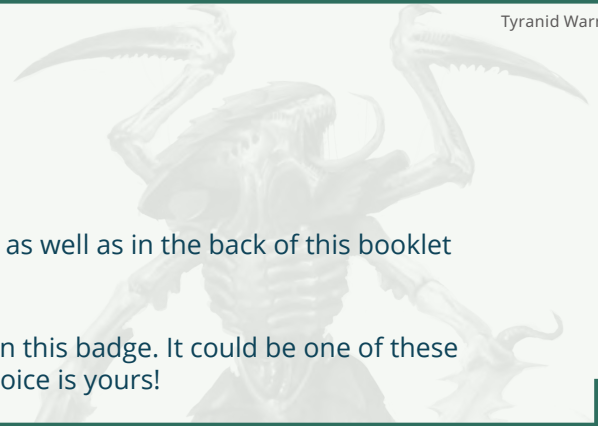
Play Your Way 1

Tyranid Warrior

There are many ways to play – you could:

- take part in an event
- repeat one of the previous Play activities
- bring a friend – you can earn extra stamps for this here, as well as in the back of this booklet
- try one of the games from page 28.

Have a chat with your advisor about your options to earn this badge. It could be one of these suggestions, or you may have ideas of your own. The choice is yours!



Play Your Way 2

Kharadron Overlords Endrinmaster

Look at the options above, talk to your advisor, come up with another Play activity that fits you, and write it here.



Looking Back

Ragnar Blackmane

How many games have you played? Which was your favourite? What was your most effective unit?

Look back over what you've done so far, think about what went well, and where you would like to go next.



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 at a Warhammer store for your stamps and dice. May they always roll 6s!



Play Reward: Warhammer Dice

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.

Remember to show your advisor your progress

Get Started

Talk to your advisor about what you like to read, and what type of books might be right for you.

Read Free Short Stories

Delve into your first adventure with some free short stories. Just go to the link in the box below!

There are also story excerpts on pages 44-47.

Worlds of Warhammer

You can read stories from our worlds in many ways.

Online

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

White Dwarf

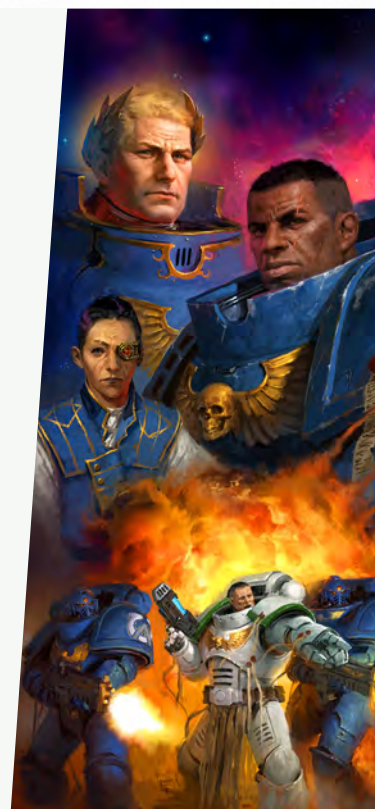
Every month, *White Dwarf* magazine gives you insight from the designers of the games, new rules to try when you play, galleries of stunningly painted miniatures, and content that you won't find anywhere else.

Black Library Fiction

Black Library publishes a huge range of novels and short stories, which tell tales from across the worlds of Warhammer.

Battletomes and Codexes

Don't forget that as well as rules, Codex and Battletome books are packed full of lore about the factions, and are a great way to learn their background and history.

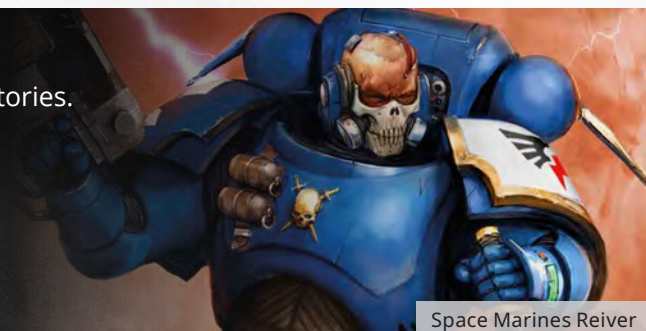


Free Warhammer Fiction

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[Warhammer-Alliance.com/
Black-Library-Short-Stories](https://Warhammer-Alliance.com/Black-Library-Short-Stories)



Space Marines Reiver

Loremaster

Read some of the lore for your favourite faction.
Tell your advisor what you love about their history and battles.



Lumineth Realm-lords Alarith Stoneguard

White Dwarf

Read an issue of *White Dwarf* magazine and talk to your advisor about your favourite article.

Don't miss the *White Dwarf* Bunker – a global club full of exciting things for every aspect of the Warhammer hobby, from new missions to inspirational building and painting ideas.



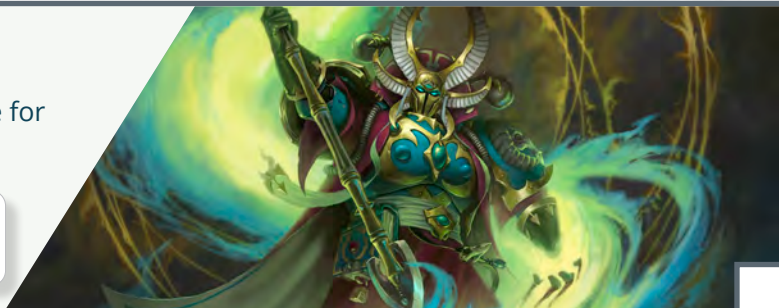
Grombrindal, The White Dwarf

Breaking News

Check out the Warhammer Community website for the latest news and informative articles.



[Warhammer-Community.com](https://www.warhammer-community.com)



Ahriam, Arch-Sorcerer of the Thousand Sons

Despatches From the Front

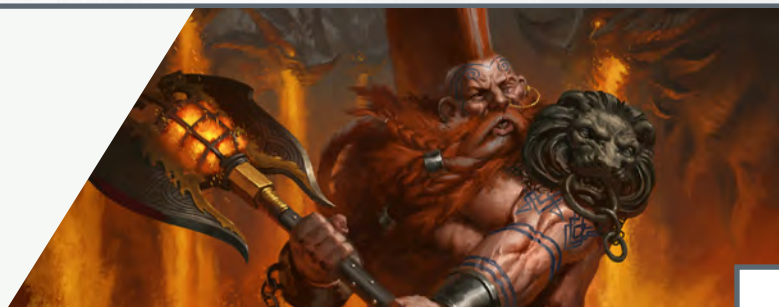
Catch up with the latest occurrences in the 41st Millennium and the Mortal Realms by reading the lore in a campaign book, rulebook, Codex, or Battletome.



Tyranids Hive Tyrant

Enter the Black Library

Try one of the range of novels and short story collections available from Black Library.



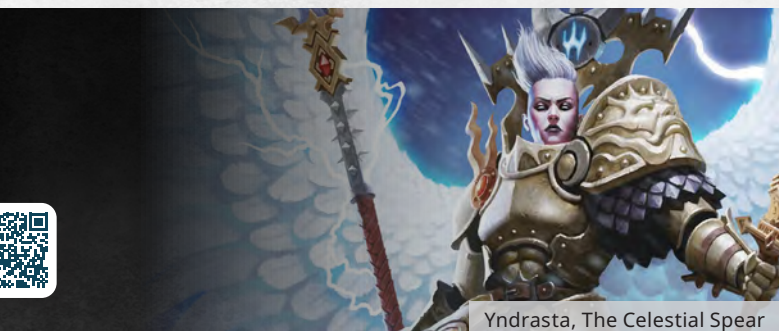
Cado Ezechiar, The Hollow King

Find My Next Story

Want help finding the perfect book for you?
Take this quiz:



[Warhammer-Community.com/
Choose-A-Book](https://www.warhammer-community.com/Choose-A-Book)



Yndrasta, The Celestial Spear

Read Your Way 1

Talk to your advisor about what you'll do to earn this stamp – you could:

- Try one of the ideas in the box below
- bring a friend – you can earn extra stamps for this here, as well as in the back of this booklet
- an idea of your own.

The choice is yours!

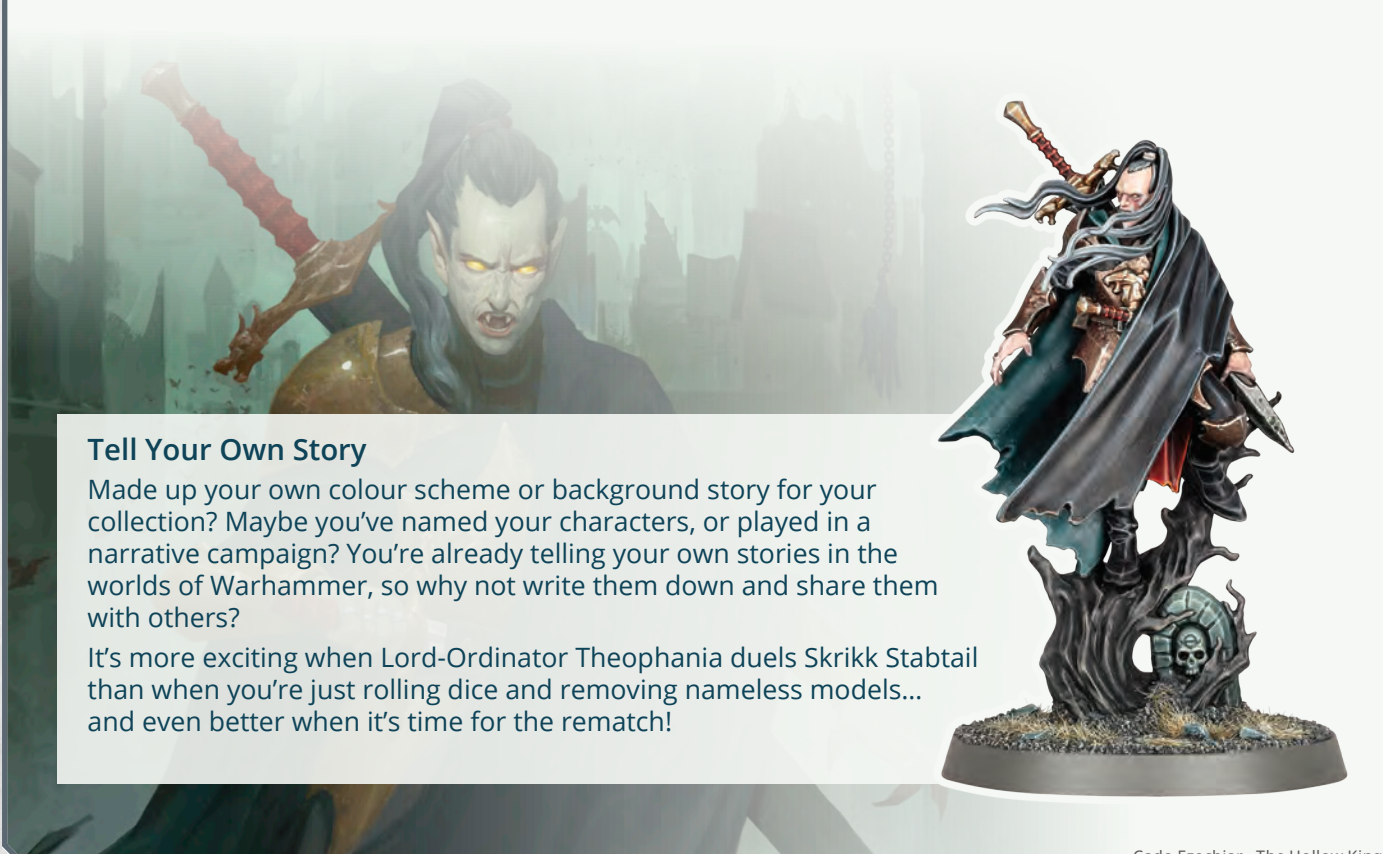


Read Your Way

There's no shortage of things to read set in the Worlds of Warhammer! You could:

- try one of the types of books on page 40
- take the quiz linked on page 41
- read a story where your favourite faction are the enemy to get a new perspective
- read the excerpts on pages 44-47
- make a list of fiction or background material about your faction to recommend to your friend
- try a story featuring a setting or characters that you haven't read about before
- make up your own story.

There's a huge selection of Warhammer eBooks and audiobooks available too. With stories about almost every faction, including tales of horror, crime, and adventure, there's something for every taste.



Tell Your Own Story

Made up your own colour scheme or background story for your collection? Maybe you've named your characters, or played in a narrative campaign? You're already telling your own stories in the worlds of Warhammer, so why not write them down and share them with others?

It's more exciting when Lord-Ordinator Theophania duels Skrikk Stabtail than when you're just rolling dice and removing nameless models... and even better when it's time for the rematch!

Read Your Way 2

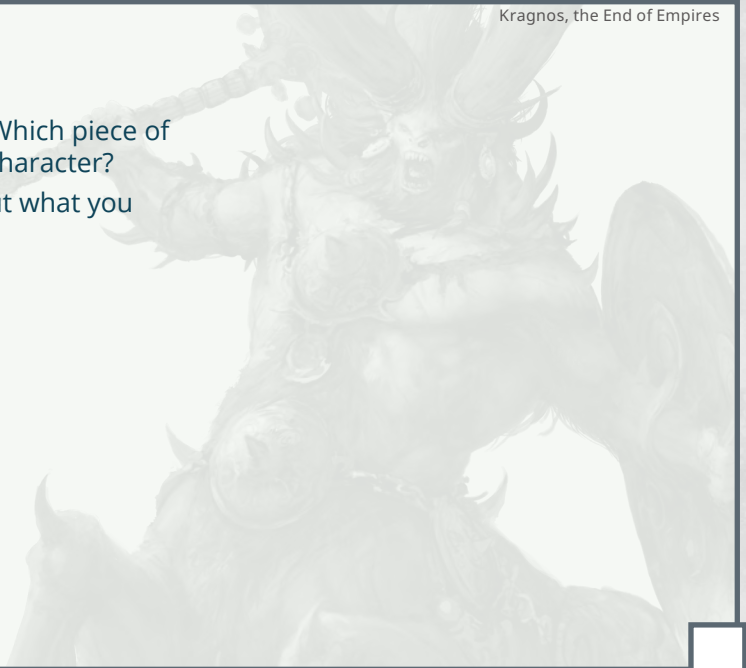
Look at the options on the previous page, talk to your advisor, come up with another Read activity that fits you, and write it here.



Your Journey

What's your favourite part of faction background? Which piece of lore inspired you the most? Who is your favourite character? Look back over what you've done so far, think about what you enjoyed, and where you would like to go next.

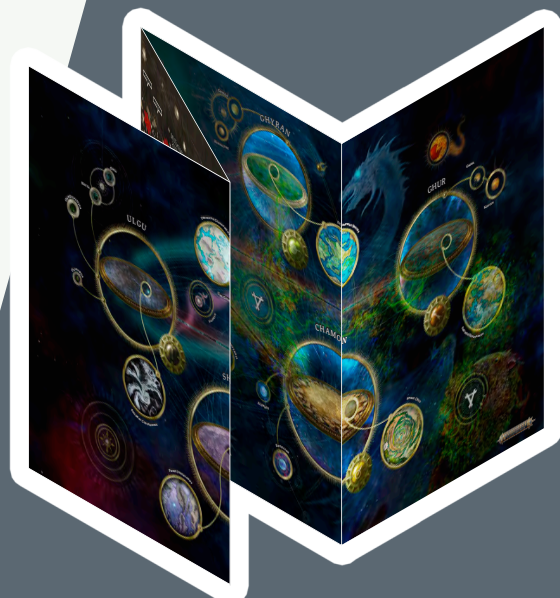
Kragnos, the End of Empires



Section Complete

Immersing yourself in the lore of the Warhammer settings is a fun way to engage with them, and enhances your enjoyment of the miniatures and games.

Once you've completed the Read activities, ask at a Warhammer store for your stamps and double-sided map. You've earned it!



Read Reward: Double-sided Map

LEVIATHAN

Darius Hinks

Vultis stumbled as the Harbinger stepped out onto the walkway. For a moment, he thought the whole thing would give way. Stanchions buckled, spitting rivets, barely managing to hold. The creature's morphology was similar to the smaller tyranids, but everything was magnified to an absurd scale. Its head was topped by cranial armour that rose from its skull in a trio of bone blades and there was a colossal tail lashing around behind its legs.

The Ultramarines opened fire, spraying blue-white promethium as they ran forwards.

'For Guilliman!' howled Sergeant Tanaro as he led the charge, vaulting over burning bodies. 'For Ultramar and Macragge!'



Vultis ran in his wake, firing his bolt pistol and lashing out with his knife. It was a chaotic scene, with creatures pressing in from every direction, but the Ultramarines moved with parade-ground precision.

Shadow washed over Vultis as the Harbinger strode through the flames and reared up in front of them. The smaller bioforms were frenzied but the Harbinger looked oddly serene, gazing down at the carnage. Then it leant back, raised a scythe-like arm and hammered it down, splitting one of the Ultramarines down the middle, splashing his innards through the darkness.

The blow landed with such force that the whole structure gave way, collapsing with an explosion of sparks and rent metal. Dozens of tyranids were hurled to their deaths and the Ultramarines finally broke ranks, leaping for handholds. The Harbinger killed a second Ultramarine, beheading him with another swipe of its bladed arm.

As the gantry gave way, Baraca tumbled into the abyss, still spewing fire from his rifle.

The Harbinger fell too, plummeting after him.

Vultis reached out just in time to grab a shard of splintered metal as bodies tumbled past him.

The smaller tyranids screamed and ignored the rest of the squad, making straight for Vultis. Rather than grab on with a second hand and haul himself

back up, he remained where he was, suspended one-handed over the drop and using his spare hand to shoot. The gun barked, punching tyranids back into the darkness.

Then it clicked on empty.

He clamped the gun to his armour and hauled himself up onto the listing walkway. All around him, Ultramarines were doing the same, clambering up through the wreckage, firing into the mayhem.

A tyranid leapt at him, raking claws across his armour and driving him back to the edge.

He jammed his combat knife through the creature's jaw. Then he lifted the still-struggling xenos up off its hooves and prepared to hurl it from the ledge. Just in time, he saw the shape on its back. He slammed the host creature onto the floor, placed his boot on its throat and used the knife to cut the parasite from its carapace. The symbiont fidgeted and squirmed in his gauntlet, trying to free itself. As he clutched it tighter, his mind filled with a vivid image. He saw Zarax burning and tumbling, laid to waste by a xenos host. Then he rose above the destruction, as if flying up into the clouds, and saw the whole continent sink under a tide of purple-and-bone-coloured horrors.

Pain exploded across his face. He fell, rolling and clattering across the grilled metal. The vision faded and he leapt up, still gripping the symbiont. There was a man-sized tyranid standing a few feet away holding a tube of rotten muscle. Black,

treacly liquid dripped from the weapon's orifice. The pain in the side of his face grew worse and he heard a grinding sound, like someone working a lathe. He ignored the pain, opened the containment unit and shoved the symbiont inside, fastening the lock. The cylinder immediately filled with a viscous, life-sustaining suspension. Then he slammed a fresh magazine into his pistol and shot his attacker in the head, sending it spinning into the abyss.

Vultis reached up to touch his helmet. The ceramite had cracked. Something moist and spiny was clawing at the break, shivering as it tried to puncture his skull. He popped it in his fist like an overripe fruit. Acid smoked and fizzled down his helmet and he hurled the mess to the floor. Then he looked around, gun raised, searching for his next attacker. Nothing was close enough to be a threat. He took clippers from his armour and gripped a thin spine that the parasite had left in his cheek bone. He had treated enough tyranid victims to know that the spine would currently be pumping venom into his bloodstream. He pulled at the spine. It was barbed, tearing his bone and cartilage, but it came free.



He was halfway to the exit when the web of metal screamed and jolted again. He lost his footing but managed to control his fall, leaping onto another gantry and crouching low as the chamber shook.

The Harbinger crawled, spider-like, into view, scuttling up the walls, tearing gantries from the rock.

Vultis sprinted down a gantry, leapt a ten-foot gap and landed lightly on another gantry. He downed attackers, tearing throats and faces with his knife, and ran on, making a direct line for the exit.

Ahead of him, Baraca clambered up towards the doorway, pouring promethium onto creatures swarming up after him.

Vultis had almost reached the opening when the gantry vanished from beneath his feet. He tried to grab a handhold but there was nothing within reach and he fell, plunging into the darkness.

The Harbinger caught him in a claw as big as he was and opened its jaws. Vultis quickly analysed the thing's face, identifying flaws and weaknesses. The left side of it had been wounded by a recent explosion. Chitin and muscles had been ripped away, exposing the workings of its jaw. The whole left side of its head had been burned, revealing charred, exposed fibres. The divide ran so neatly down the centre of its face that it looked like a mask, one side pale and bone-like, the other dark and glistening.

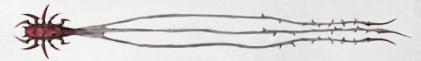
He fired at the wounded side until the gun clicked on empty. The rounds punched through the monster's chin and jaw. A smaller breed of tyranid would have been killed by the shots, its brain pulverised, but this one was merely surprised. Its head snapped to one side and it stumbled. It only loosened its grip on Vultis for a moment, but that was enough. He leapt clear, drawing his knife as he dived, slamming the blade into the wall and swinging high enough to latch his other hand around a support.

The Harbinger sank its claws into the wall and prepared to leap up after him.

Flames roared past Vultis and splashed into the tyranid's upturned face as Baraca and the rest of the squad opened fire. The promethium clung to every crevasse and fold, gathering in the area of exposed tissue.

The Harbinger stumbled again, dropping a dozen feet as it scabbled at the rock for another hold.

Vultis leapt a few more times, then Baraca reached down, grabbed him by the forearm and hauled him up to the doorway.



'That thing was set on reaching you,' said Baraca, studying Vultis. 'An old friend?'

Vultis felt the gaze of the whole squad upon him. He nodded. 'I saw it on the *Incorruptible*. It was the creature that slew Tyrus.'

The others all watched him in silence and he had the familiar sense that they were wary of him, as though his study of xenos had tainted him.

Sergeant Tanaro was solemn for once. 'We must make haste to the Storm Speeders. If xenos are landing in these kinds of numbers, Lieutenant Castamon must be informed.'



Like what you're reading?

Find more in *Leviathan*



[Blacklibrary.com](https://www.blacklibrary.com)





THE GATES OF AZYR

Chris Wraight

'I am Korghos Khul, Lord of the Earth! Show yourself, storm-weavers, and test your mettle against one worthy of your strength!'

The storm flared. The tempest churned faster, surging around the Gate under its epicentre. A second crack. Plumes of flame shot up from the ground, spewing oily smoke above them. The stink of ozone filled the air and the rain boiled away in hissing cloudbanks. A low rumble ran across the earth, making the rock-plates grind and crack. It felt as if giants were stirring below the world's skin, rousing from aeons of slumber to break back into the realms of the living.

Then there was an almighty explosion of light, one that made his army turn their faces away, covering their helms with warding gestures. The banners faltered, the war-cries were silenced and the heavens erupted in sheets of silver flame. The air itself screamed, torn apart by some sorcery so potent and so pure that its elements were sundered from one another and forged anew.

Shafts of iridescence slammed down from the firmament, punching deep into the earth below. The wind's howl became deafening, racing across the reeling landscape and flattening the iron-limbed vegetation. The Gate seemed to swell, to grow, towering higher over a vortex of gathering power. Even as the land around it was shriven and the hordes were driven to their knees by the tearing gale, the vast arch remained resolute,

untouched, carved from the very bones of the world itself and glowering black as obsidian against the storm's fury.

Only Khul kept his composure. He spread his arms wide before the elemental wrath, and laughed as the fire-scored wind tore at his cloak. He raised his axe high, and lightning snapped and licked up against its dire blade.

And so it was that he alone saw them come. He saw them borne down from the storm by the white-blue shafts and ripped from coils of shimmering magic. He saw them hurtle from the heart of the turning maelstrom, encased in brilliant cocoons of light. He saw them strike the earth with shuddering force. Where they crashed into the ground, domes of energy sprang up, each one swimming with raging coruscation. Then the domes shattered, spraying fragments of crystalline matter across the burning land, exposing the scions of the storm, the ones delivered by the wrath of the skies.

They were tall, taller than the greatest of mortal men, clad in purest gold and bearing warhammers that glistened with seething energy. Masks they wore, gold as their battle-plate, each one gazing impassively out at the devastation around them. Some had pearl-white wings that spread out behind them, bearing them aloft almost as soon as they had landed. Others strode out from their broken cocoons, their movements fluid despite the weight of arcane armour. Their every movement

was perfect, poised to perfection and suffused with god-like power. They strode out from the remnants of the lightning that had hurled them into reality, hefting their weapons with an eerie, fluid power.



Anactos cried aloud, transmuting his hammer into the pure essence of the comet, and flung the blue-white fire at the void beneath the Gate's arch. The mixture exploded, sending a radial shockwave spiralling outwards. There was a sharp crack, an echo, a shower of dislodged stone, and he was hurled back.

With a surge of sudden hope, Anactos saw then that the Gate's seal had been weakened. The bolts of his brothers had almost broken through, but now they were fighting hard just to stay alive, and the rain of comet-fire had slowed to a trickle.

Anactos himself was tumbling now, thrown out of position by the back-wash from the explosion. He pushed down hard with his damaged wings, gaining a little loft. Though deathly weary, he summoned up yet another transmuted hammer, ready to convert the energy of the storm into a comet bolt and send it spinning into the cracking centre of the Gate's portal.

As he swivelled for the strike, he felt the storm pushing him down again, back into the open maw of the horde below. He glanced over his shoulder and

saw a mighty champion in crimson armour, now no more than thirty feet beneath him. The icon-bearer was pulling his twin-bladed axe back for the throw, and Anactos knew that there was no way he could avoid it. He still had the energy of the comet cradled in his gauntlets, though. If he used that, he could smash the Chaos champion apart before he had the chance to loose the blade, giving him time to escape, to fight again, to survive.

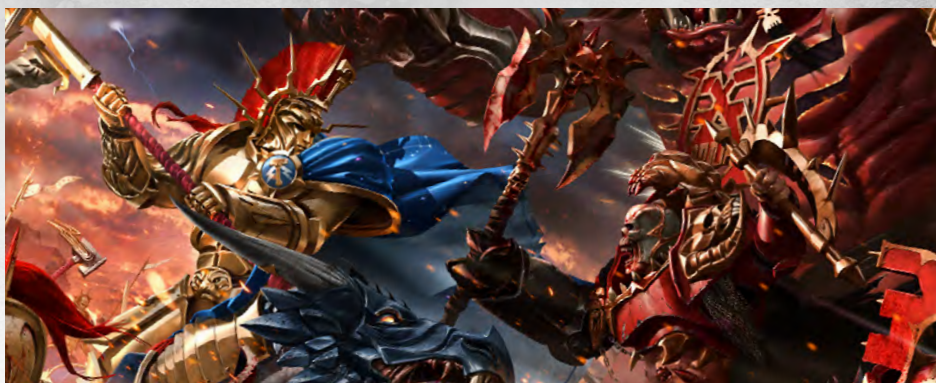
Anactos allowed a smile to flicker across his ravaged face. He only had the power for one such bolt, and there was no question what he would do with it. With all his remaining power, he hurled the comet's essence into the fractured heart of the portal.



When it hit, the impact was unlike the others – the entire expanse of emptiness blew apart like glass, shattering into a thousand shards. A massive secondary explosion blew out from the epicentre, tearing away the world's storm in a riot of unleashed gold and white.

The shockwave was incredible, racing out like a tidal surge and felling all in its path. Prosecutors were ripped from the skies and tossed like gulls in the storm. Webs of gold shot across the ancient stonework, illuminating the eyes of the giants that held the arch aloft, and the runes crackedled with new fires of argent.

In the midst of it all, the Gate itself changed. Old stonework crumbled and cracked, revealing a structure of purest ivory beneath. The faces of the statues were fully exposed, the patina of ages seared away, their serene faces once more gazing out over the Realm of Fire. A gale surged under the arch, driving out the last of the corrupted flames and replacing them with an inferno of gold.



And then, through the archway itself, sent hurtling into the heart of the tempest by arcs of cerulean lightning, came the Legions of Azyr at last. Rank after rank of Liberators materialised on the battlefield, sent through the ancient ways between the worlds and allowed passage by the unsealed Gate. Whole warbands of Prosecutors soared under the archway before riding high on the eddying winds, their hammers already glowing white. In their wake marched the Retributors, hastening to the aid of their surviving brothers on the great stair.

The Gate was open. It would never be closed again. The Realmswar, so long in abeyance, had begun once more.

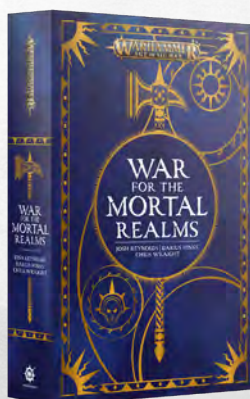


When it happened, even Khul paused in his rampage. He felt the stormwind tear past, and saw the red flames of Khorne extinguished. The Gate's portal blew apart and the besieging warriors were driven from its edge, replaced just moments later by a whole new army – ten times the number he had faced just a moment before, with more arriving all the time.

He gazed out at their sheer perfection. They were arrayed just as the others in a shimmering display of gold and cobalt, each of them bearing the hammer sigil on their peerless armour-plate. If they had been a formidable foe before, they were now truly daunting, a test for the greatest of all the Realms.

At that, Korghos Khul let slip a harsh laugh of pure pleasure. The Blood God had blessed him beyond measure. The long years of boredom and futility were forgotten in an instant, replaced by the fervour that only came from mortal danger.

His host felt likewise, and their warcries reached a new pitch of feverish intensity. This is what they *lived* for. This was the glorious gift of the one who sat on the Brass Throne. No worthy enemy could blunt their fury, for their only fear was to be surrounded by weakness and decay. The return of the Celestial Legions was as welcome to his kind as the return of a great and noble ally, for it presaged nothing but eternal combat, the one thing that victory had deprived them of.



Like what you're reading?

Find more in *War for the Mortal Realms*



Blacklibrary.com



BATTLE HONOURS COMPLETED



Congratulations on completing the Battle Honours programme! By now, you've had a taste of what the Warhammer hobby has to offer. You might have collected, built, and painted your first miniatures. Perhaps you've learned a bit about the rich lore of the settings. Maybe you've rolled some dice with your friends.

This is a great time to reflect on your journey. What attracted you? What skills did you develop? What did you enjoy the most?

What's the next step on your path? You can talk to your advisor for some ideas, and Warhammer store staff will always be available to help you – but the direction of your journey is up to you! There's no wrong way to enjoy Warhammer.



Date Completed:

Reward: Case and Certificate

Warhammer Alliance

Warhammer Alliance is the education support programme for Warhammer. With a wealth of free support, it offers young people a chance to engage in a fun, creative, and sociable hobby through schools and in other education settings.

Find out more by asking Warhammer store staff, or at:



WARHAMMER STORES

Warhammer stores are at the heart of our community and provide a welcoming, fun, and family-friendly environment for new and experienced hobbyists alike. Our friendly and knowledgeable staff are always on hand to help – whether that's with starting your collection, trying new painting techniques, or just having a chat about the hobby. There's something for everyone!



Free Miniatures

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

Just ask at a Warhammer store.



Paint Your First Miniature Free

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

We'll show you everything you need to know.



Free Introductory Game

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

Warhammer stores will provide everything you need, and show you how to play.



Free Miniature of the Month

Try something different every month with a new miniature.

Warhammer stores will be handing out a free themed miniature while stocks last.



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!



Collectable Coins

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

Ask at a Warhammer store on how to start your collection!



Find your nearest store



[Stores.Warhammer.com](https://www.warhammer.com/stores)



COLLECT

Get Started



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Create a Wishlist



PAGE 14

Faction Focus



PAGE 15

The Lord of Battle



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Trusted Retinue



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Collect Reward



Reinforcements



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Earthshaker



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Collect Your Way 1



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Collect Your Way 2



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Looking Back



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BUILD

Get Started



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Safety First



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Master Crafter



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The Lord of Battle



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Trusted Retinue



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Reinforcements



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Build Your Way 1



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Build Your Way 2



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Looking Back



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PAINT

Get Started



PAGE 22

Paint Your First Model



PAGE 22

Colour Scheme



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The Lord of Battle



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Trusted Retinue



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Paint Reward



Reinforcements



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Earthshaker



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Paint Your Way 1



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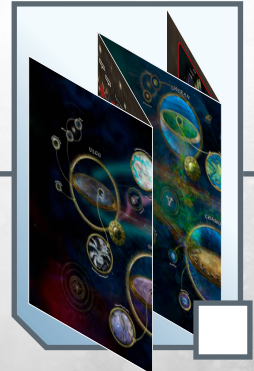
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BRING A FRIEND

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

Bring someone who's new to the hobby along to a Warhammer store or to your Warhammer Alliance Club and your advisor will be happy to help them begin their own adventure.

As an added bonus you can collect additional stamps for completing activities with a friend or family member who is new to Warhammer. All of the stamps to the right can only be earned if you are bringing someone new, but it can be the same friend or family member for each activity.

Collect Your Way: Bring a Friend



You could bring a friend to a Warhammer Store or your Warhammer Alliance club to get their first free miniature, help them choose their first models, or complete one of the activities in their booklet together. Talk to your advisor for ideas.

Build Your Way: Bring a Friend



You could build the Miniature of the Month together, give them some spare parts to help them convert a model, or just hang out and build models together.

Paint Your Way: Bring a Friend



You could take part in an introductory painting experience together, show them how you painted your favourite model, or even paint a model or collection of models together.

Play Your Way: Bring a Friend

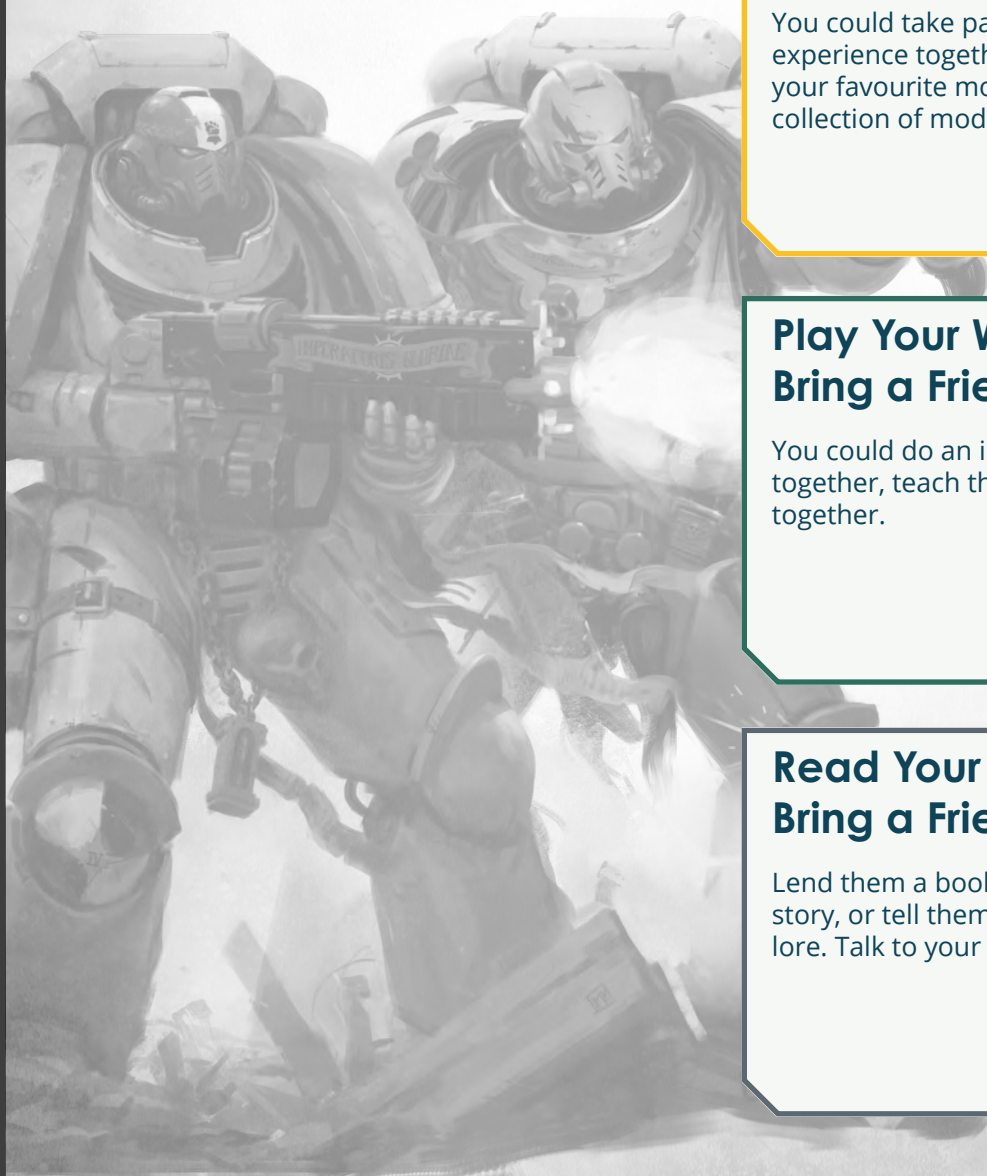


You could do an introductory gaming experience together, teach them how to play, or try a new game together.

Read Your Way: Bring a Friend



Lend them a book, show them your favourite short story, or tell them about your favourite faction's lore. Talk to your advisor for more ideas.





BEGIN YOUR WARHAMMER JOURNEY

This booklet features lots of activities to help guide your adventure through the five keys to the Warhammer hobby – **Collect, Build, Paint, Play, and Read.**

You can complete activities alone or with friends, and each activity earns you a stamp to mark your achievement. You'll also receive free rewards when you finish sets of stamps.

Warhammer has something for everyone. Welcome to the community!



This booklet is for everyone starting their Warhammer Journey, including in schools. Find out more about our education support programme here:



[Warhammer-Alliance.com](https://www.warhammer-alliance.com)



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