

WARHAMMER

AGE OF SIGMAR

CHAMBER INITIATES

A BATTLE HONOURS EVENT



WARHAMMER WORLD

WARHAMMER AGE OF SIGMAR: CHAMBER INITIATES

A BATTLE HONOURS EVENT

This event has been carefully crafted to present a format that appeals to younger gamers who are looking to attend their first Warhammer Age of Sigmar tournament. Will you fight to defend the ferocious realm of Thondia, or be its downfall? Muster your army and prepare to test your tactics, implement your strategies and meet your ultimate fate on the Age of Sigmar Battlefield.

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1.0 EVENT ESSENTIALS

System:	Warhammer Age of Sigmar Pitched Battles
Registration:	Saturday at 9:00 AM.
Location:	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
Battle Size:	750 points
Board Size:	30" x 44"
Missions:	Pitched Battle Battleplans from the Chamber Initiates Battle Pack.
No. of Games:	Three



1.1 Tools of War and Battle Honours

If this is your first event there are a number of things you need to make sure you have to attend. We call these your Tools of War. An excellent way to prepare for this event is to take part in the Battle Honours programme. You can pick up a Battle Honours booklet from your local Games Workshop store which will take you through all aspects of the Warhammer hobby and guide you through the steps required to prepare for the event. If you enter this event and complete all the tasks in the Battle Honours booklet you will earn enough stamps to claim your free figure case which you can pick up from your local Games Workshop store at the end of the event. Attendees are expected to bring the following equipment:

WHAT YOU WILL NEED	PTS	<input checked="" type="checkbox"/>
Warhammer Age of Sigmar Rule Book Contains the rules for playing the game, creating your army and the scenarios for the event.	1pt	
Dice, tape measue and a pen Dice and a tape measure are essential to play the game. Don't forget your pen or you can't fill in your results!	1pt	
4 objective markers These can be officially produced Warhammer tokens or custom-made tokens mounted on a citadel base.	1pt	
Completed Warhammer Age of Sigmar championship roster The roster can be found at the end of this pack. You must use the provided roster and it must be fully completed before arrival.	1pt	
Battle ready army Is a model is Battle Ready, it means it's ready to play a game with. Battle Ready mosels have their main areas coloured and a simple finish on their bases. A Battle Ready model should have no bare plastic showing.	2pts	

2.0 CONSTRUCTING YOUR ARMY

Follow the instructions for building your army in the Chamber Initiates Battle Pack which can be found at the end of this player pack.

When building your army, use all the most up to date Warhammer Age of Sigmar rules found in the Pitched Battle Publications list found in the Generals Handbook 2021. Battletome updates found in White Dwarf can also be used (for example the Sons of Behemat battalion rules).

Army lists should be presented on the Age of Sigmar Chamber Initiates Roster found at the end of this player pack.



3.0 TOURNAMENT FORMAT

3.1 Modelling and Painting

For this event all your models must be 100% Games Workshop or ForgeWorld models and they must be assembled and painted to at least a Battle Ready standard. Below are some examples of models painted to a Battle Ready standard. (More information on Battle Ready can be found at Warhammer-Community.com)

CLASSIC METHOD



CONTRAST METHOD



Each model must accurately represent its entry on your army roster.

For any converted models, you must seek permission from whworlddevents@gwplc.com including photos of the models in question where possible, at least two weeks before the event.

3.0 TOURNAMENT FORMAT (cont.)

3.2 Gaming Scores

This is a fun but competitive event. Half your score comes from your games and half your score comes from how you behave when playing your opponent and the effort you put into painting your army. These points are then added to your Tools of War total.

At the end of each game, you and your opponent will need to record your results on your event scorecard, and then hand in your results to the event staff at the same time. Each game lasts 60 minutes. To determine the winner of each game, use the victory conditions as laid out in the mission. Once you know the result please record it on your event card:

- Major Victory - 4 points
- Minor Victory - 3 points
- Draw - 2 points
- Minor Loss - 1 point
- Loss - 0 points

3.3 Favourite Game And Favourite Army Scores

Favourite game and Favourite army scores are calculated by voting in the following two categories when you hand in your final results at the end of the event. You get one vote in each category, and you must vote only for the players and armies you played against. This is also a secret ballot, so don't let anyone see who you've voted for. Each vote you receive counts as 2 points towards your tournament score – this means you can receive a maximum of 12 points for Favourite Game and Favourite Army votes!

Favourite Game – Vote for the player you enjoyed playing against the most. Maybe they were really nice and helpful, perhaps they were positive and friendly, or was it just a really fun and exciting game.

Favourite Army – Vote for the army you played against that you liked the look of the most. Excellent painting standards, a fantastic character model, spectacular conversions or overall theme may make up your mind.

3.0 TOURNAMENT FORMAT (cont.)

3.4 Chamber Initiates Tournament Score Example:

William has won two games (a major win and a minor win) and lost one game earning a tournament score so far of 7. He then receives two Favourite Game votes (worth 4 points) and one Favourite Army vote (worth 2 points), which are added to the 7 points he scored from his games for a total tournament score of 13. These are added to the 6 points he got for bringing his Tools of War making his overall score 19.

3.5 Tiebreakers

If players earn the same tournament score at the end of the event, we will use the following tiebreakers to establish final rankings. They are listed here in order of priority:

- Gaming Score
- Favourite Game votes
- Favourite Army votes
- Number of completed Quests

3.6 Event Schedule

Saturday

09:00 - 10:00	Bugman's Opens for Registration
10:00 - 10.15	Gaming Hall opens
10:15 - 10.30	Briefing
10.30 - 11.30	Game 1
11.30 - 12.30	Lunch and The Lore Masters Challenge
12.30 - 13.30	Game 2
13.30 - 14.15	Break and Painting Competitions
14.15 - 15.15	Game 3
15.45 - 16:00	Awards (players are free to leave after the awards if they wish)
16.00 - 18:00	Exhibition Scavenger Hunt/ Painting Clinic.



4.0 EVENT AWARDS

4.1 Gaming Awards

You can win the following Gaming awards at the event:

- Best Overall - for the player that ranks highest overall.
- Second Place - for the player that ranks second.
- Third Place - for the player that ranks third.
- Most Sporting Player - for the player with the most Favourite Game votes, with highest overall ranking as the tiebreaker.
- Sigmars Chosen (for the player who ranked highest based on gaming scores only, and who didn't win another award).

4.2 Painting Awards

During the event we will hold a number of painting competitions. These are separate awards and do not count to your event score.

- Favourite Army Winner - for the player whose army was chosen by the players as their Favourite Army.
- Best in Show Army Nominee Certificate - for each player who was nominated for the Best Army.
- Best in Show Army (1st, 2nd and 3rd)*
- Guardian of Legend - for the parent or Guardian who received the most Legend votes.
- My First Model - for the parent or Guardian who received the most My First Model votes.

*if you win a Best in Show award you will not be able to win the Favourite Army award

4.3 Favourite Army

During the event, the event staff will nominate their favourite armies for the Best Army award. They will be chosen based on painting, conversions, theme and/or cohesion. To be nominated you must have built and painted the models in your army yourself. Between Games 2 and 3 everyone will have a chance to vote for the army they like the best.

4.4 Best in Show

All our events staff are experienced and knowledgeable painters, and they will be selecting the three armies they think are the best based on technical skill. These will be awarded the Best in Show Awards.

4.5 Guardian of Legend

One for the parents and guardians! To enter you need to have built and painted the model yourself and it must have a base size of 50mm or less (or 75x42mm or less for an oval base). Entry is open to anyone attending the event, and the winner is determined by player vote.

4.6 My First Model

During the event there will be space set up in the gaming hall for any parent or guardian who has never painted a model before to have a go! If you take part in this you may enter your creation into the My First Model competition. The winner will be determined by player vote.

5.0 THE PLAYERS CODE & POLICIES

5.1 Player Conduct Policies

There is a famous adage that goes, 'It matters not if you win or lose, it's how you play the game.' We believe that Warhammer Age of Sigmar is a game best played in this spirit, and to help with this, we've put together a set of guidelines that we call the 'Player's Code.'

The cardinal rules of the Player's Code are all you really need to follow, as the principles that come below them are really just examples of the cardinal rules in practice. If you follow the Player's Code, you'll find yourself having more fun, and what's more, you'll be playing Warhammer Age of Sigmar as it's meant to be played – as an enjoyable pastime played in a spirit of friendly rivalry.



● THE PLAYER'S CODE ●

CARDINAL RULES

- Always be polite and respectful.
- Always tell the truth and never cheat.

PRINCIPLES

- Arrive on time with all of the things you need to play the game.
- Make a respectful gesture to your opponent before and after the game, such as offering a handshake, wishing them good luck, etc.
- Avoid using language your opponent might find offensive.
- Ask your opponent's permission if you wish to use unpainted models or substitute models.
- Offer your opponent a chance to examine your army roster before the battle starts.
- Answer any questions your opponent has about your army and the rules that apply to your army.
- Measure moves and distances carefully and accurately.
- Give your opponent the chance to examine your dice rolls before picking up the dice.
- Ask permission before touching any of your opponent's miniatures.
- Remind your opponent about rules they may have forgotten to use or that they have used incorrectly, especially when doing so is to your opponent's advantage rather than your own.
- Never deliberately waste time during a game.
- Avoid distracting an opponent when they are trying to concentrate, and be careful to respect their personal space.
- Never complain about your bad luck or your opponent's good luck.
- Never fix the outcome of a game.



5.0 THE PLAYERS CODE & POLICIES (cont.)

Everybody Loses from Time to Time.

Finally, be ready to lose a few games of Warhammer! It seems an odd thing to say, but it is in the nature of any event that only a few players (at most!) will finish the weekend without a loss. Barring ties, half of you will lose your very first game of the weekend, in fact!

Winning with skill and grace is a rewarding and perfectly acceptable goal. Losing with skill and grace, however, is both more challenging and more laudable. These events present you the opportunity to build friendships with fellow hobbyists who share your interests - friendships you can renew and celebrate every time you travel to Warhammer World or local events. A single great friendship built out of your experiences at these will outweigh any number of individual victories across your battles this weekend. In fact, if you do your best, have a great time, and build some lasting friendships... you haven't really lost at all!

5.2 Judges

Event staff will be prominently visible in the tournament hall throughout the event. Feel free to approach them and ask if you are having trouble with a rule, or if you and your opponent cannot reach an agreement to a rule. Judges hold the final say on all game rules and tournament issues and players must abide by their decision.

A Note on Active Judging: At Warhammer World our judges are here to help you, and so they are allowed to correct you if they see something being played incorrectly. Our goal here is to make sure all the games at Warhammer World are enjoyable for everyone and to help you expand your Age of Sigmar knowledge.

6.0 HEALTH & SAFETY

At Games Workshop, the health and wellbeing of our staff, their families and loved ones, and the wider community in which we operate is our top priority. When you attend one of our events, you can rest assured that we will be doing everything we can to make it as safe and enjoyable a time as possible.

At a minimum, Games Workshop will always follow government guidance in every area in which we operate. Where we feel we should include additional measures to further improve the safety of our community, we will.

Whilst we can't be certain what the exact rules will be for each of our events yet, at every event, you can certainly expect to see:

- Reduced capacities to help people can keep distanced where possible
- Organization to reduce crowding and bottlenecks in any particular area
- Measures to reduce sharing of equipment
- Sanitisation stations

Specific details will be communicated with all players closer to the event.

CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, please feel free to get in touch with us:

Email: whworldevents@gwplc.com

Catch up on all the latest Warhammer World news by finding us on Facebook at Games Workshop: Warhammer World

For more information on our event privacy note please follow the link provided here: [Privacy Policy](#)

7.0 WARHAMMER AGE OF SIGMAR CHAMPIONSHIP ROSTER

NAME	ALLEGIANCE	
GRAND STRATEGY	TOTAL POINTS	

UNIT TYPE	SIZE	ROLE	TRAITS, ARTEFACTS, SPELLS ETC	PTS

NOTES

8.0 CHAMBER INITIATES BATTLEPACK

This battlepack is designed to allow you and your opponent to play a game of Warhammer Age of Sigmar that is as evenly matched as possible. To be victorious, not only will you need to play with skill, but you will also need to carefully consider the composition of your army.

Points Limit

A Chamber Initiates game requires an army of no more than 750 points. No more than half of your points can be spent on a single unit. The points limit also determines other restrictions that apply to the players' armies, as well as the recommended minimum battlefield size and recommended minimum number of terrain features for the battle, as shown in the table below.

CHAMBER INITIATES	
Points Limit	750
Leader Units	1-2
Battleline Units	1+
Behemoth Units	0-1
Artillery Units	0-1
Reinforced Units	0-1
Recommended Minimum Battlefield size	30" x 44"
Recommended Minimum Number of Terrain Features	4

Battlefield Roles

The Chamber Initiates table lists the minimum number of Leader and Battleline units you must include in your starting army, and the maximum number of Leader, Behemoth and Artillery units you can include in your starting army.

Faction

All of the units in your army must be from a single faction.

"A unit that has both the Leader and Behemoth battlefield roles counts as 1 Leader and 1 Behemoth if you include it in your army."

"A player's starting army is made up of the units from the army that were set up before the first battle round, including any reserve units. Units that are added to a player's army after the battle has begun are not included, and neither are units that have been destroyed and subsequently returned to play."

8.0 CHAMBER INITIATES BATTLEPACK (cont.)

General

Your general must have the Leader battlefield role.

Restrictions

The following options are not available in a Chamber Initiates game:

- Faction terrain
- Endless Spells and Invocations
- Allied units
- Core Battalions

Special Rules

The following special rules apply to the battle:

Stealing the Initiative

Do not roll off to determine who has priority in the first battle round. Instead, the player who finished deploying their army first has priority in the first battle round.

Grand Strategies

After you have picked your army, you must pick 1 grand strategy from the list below and record it on your army roster.

Sever the Head: When the battle ends, you complete this grand strategy if there are no Heroes from your opponent's starting army on the battlefield.

Vendetta: When the battle ends, you complete this grand strategy if the model chosen to be your opponent's general has been slain and the model chosen to be your general has not been slain.

Hold the Line: When the battle ends, you complete this grand strategy if there are any Battleline units from your starting army on the battlefield.

At the end of the battle, if you completed your grand strategy, you score 3 additional victory points.

8.0 CHAMBER INITIATES BATTLEPACK (cont.)

Quests

At the start of your first hero phase, you must pick 1 Quest from the list below. You must reveal your choice to your opponent, and if your Quest instructs you to pick something, you must tell your opponent what you pick. You have until the end of the game to complete the Quest. You cannot pick the same Quest more than once during an event.

Break their Spirit: Pick the enemy unit that costs the most points. You complete this Quest if that unit is destroyed during the game.

Broken Ranks: Pick the enemy unit with the most models in it. You complete this Quest if that unit is destroyed during the game.

Conquer: In secret pick 1 objective marker on the battlefield. You complete this Quest if you control that objective marker at the end of the game.

Repel: You complete this Quest if there are no enemy units in your deployment zone at the end of the game.

Seize the Centre: You complete this Quest if there are more friendly than enemy models within 6" of the centre of the battlefield at the end of the game.

"At the end of the game you score 2 victory points if you completed your chosen quest."

Important Rules for Gamers

This event is aimed for younger gamers who are taking their first steps into organised play. To ensure that the games are fun and easy to access for as many players as possible we have decided to limit some of the complexity within the game. When playing your games we expect you to have a good understanding of the Core Rules of Warhammer Age of Sigmar. You should be confident moving your models, measuring accurately and understand your armies warscroll cards and abilities.

When selecting your army and during the games you can use the Battle Traits for your Army alongside the rules on your Warscrolls. This means that Command Traits, Mount Traits, Spell Lores, Artefacts of Power, army sub-factions etc cannot be used.

"For example, an Orruk Warclans player can use the Ironjawz Battle traits, but you are not allowed to choose a specific Ironjawz Warclan."

Battleplan 1

The First Foray

Your first test as an Initiate has come. Two forces faceoff, both eager to capture the series of vital objectives that lie between them. There can be no holding back on the front line, where the only path to victory will be sheer, bloody-minded determination.

The Armies

Each player picks an army and then they roll off. The winner chooses which player is the attacker and which is the defender.

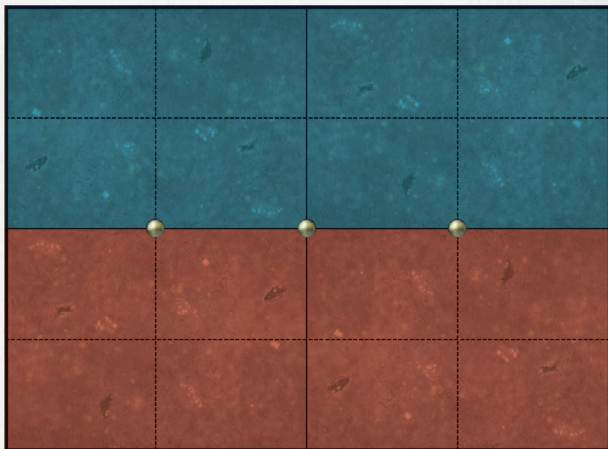
The Battlefield

The defender sets up the battlefield. First, they set up objective markers as shown on the map. Then, they set up the number of terrain features shown on the Chamber Initiates table. Each terrain feature must be set up more than 3" from the battlefield edge, more than 6" from all other terrain features and more than 3" from all objectives. If it is impossible for a terrain feature to be set up, it is not used.

Deployment

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then alternate setting up units one at a time, starting with the attacker. Each player must set up their units wholly within their

territory and more than 9" from their opponent's territory. The players continue to set up units until both armies have been set up. If one player finishes setting up their army first, their opponent must set up the rest of the units in their army, one after another.



Battleplan 1

Victory Points

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the Quest you picked for the game.

Grand Strategy

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

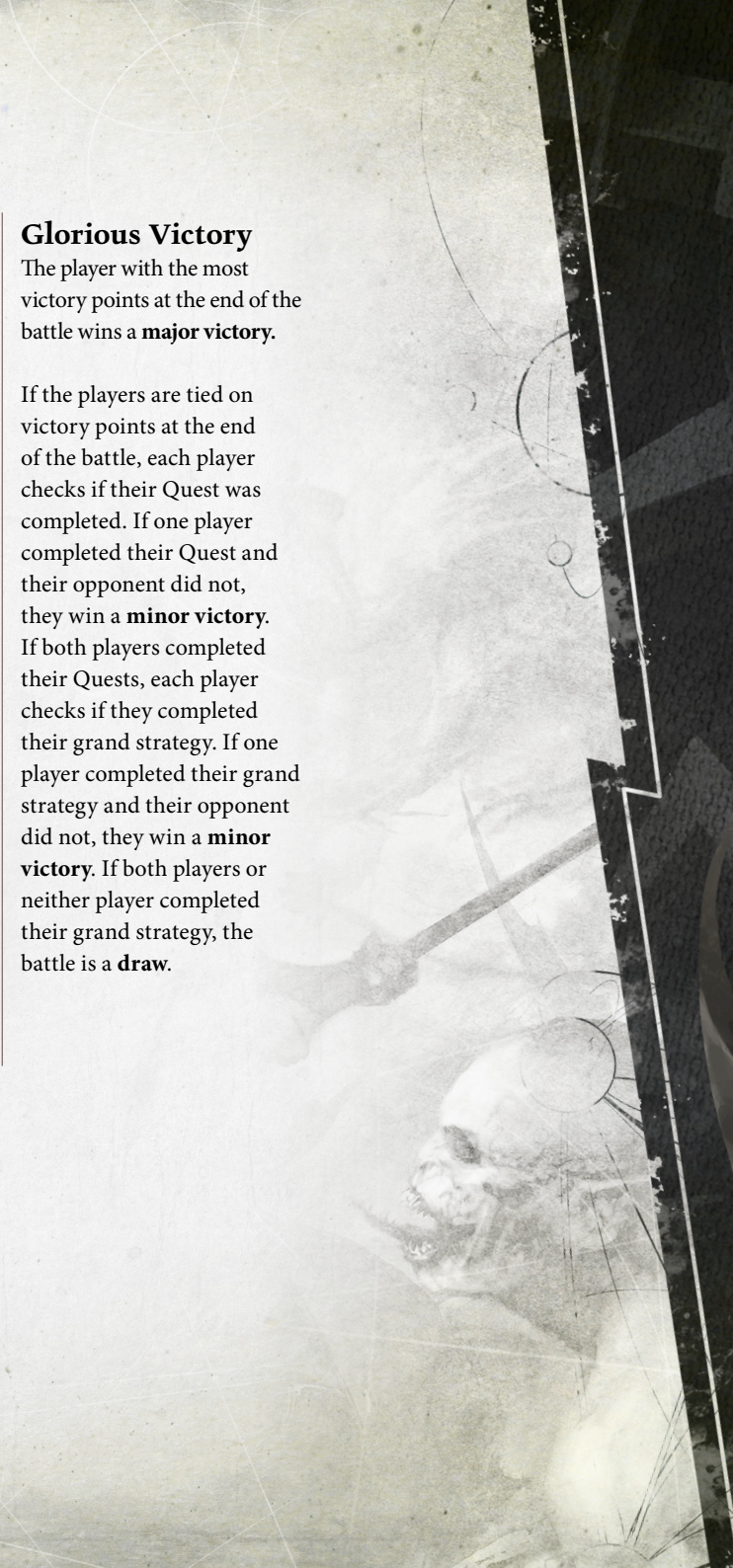
Battle Length

The battle lasts for 5 battle rounds.

Glorious Victory

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, each player checks if their Quest was completed. If one player completed their Quest and their opponent did not, they win a **minor victory**. If both players completed their Quests, each player checks if they completed their grand strategy. If one player completed their grand strategy and their opponent did not, they win a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



Battleplan 2

Steal Supplies

After the first battle you now need to stop the enemy from regrouping. It's time to invade their territory and steal as many supplies as your forces can carry! Don't allow your greed to blind you to the safety of your own lands, in case the enemy does the same to you!

The Armies

Each player picks an army and then they roll off. The winner chooses which player is the attacker and which is the defender.

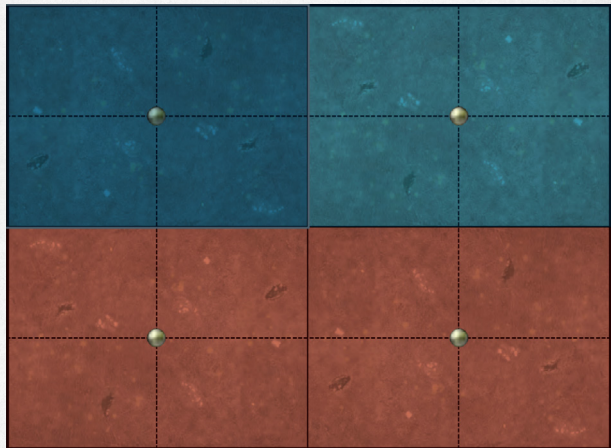
The Battlefield

The defender sets up the battlefield. First, they set up objective markers as shown on the map. Then, they set up the number of terrain features shown on the Chamber Initiates table. Each terrain feature must be set up more than 3" from the battlefield edge, more than 6" from all other terrain features and more than 3" from all objectives. If it is impossible for a terrain feature to be set up, it is not used.

Deployment

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then alternate setting up units one at a time, starting with the attacker. Each player must set up their units wholly within their

territory and more than 9" from their opponent's territory. The players continue to set up units until both armies have been set up. If one player finishes setting up their army first, their opponent must set up the rest of the units in their army, one after another.



Battleplan 2

Victory Points

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the Quest you picked for the game.

Stealing Supplies

From the start of the second battle round, after you score victory points, you can 'steal' 1 objective that you control, that is within your opponent's territory and that is within 1" of a friendly unit. If you do so, you score an additional 2 victory points. The objective marker is then removed from play. You cannot steal more than 1 objective marker per turn.

Grand Strategy

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

Battle Length

The battle lasts for 5 battle rounds.

Glorious Victory

The player with the most victory points at the end of the battle wins a major victory.

If the players are tied on victory points at the end of the battle, each player checks if their Quest was completed. If one player completed their Quest and their opponent did not, they win a **minor victory**. If both players completed their Quests, each player checks if they completed their grand strategy. If one player completed their grand strategy and their opponent did not, they win a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.

Battleplan 3

A Change of Plan

A great general is able to redeploy their army and change tactics with a swiftness that rivals the changing of the winds. You have shown resolve and cunning, but now you must show your tactical flexibility. Be ready to react when such an opportunity presents itself, but be aware that the enemy will undoubtedly be seeking to do the same.

The Armies

Each player picks an army and then they roll off. The winner chooses which player is the attacker and which is the defender.

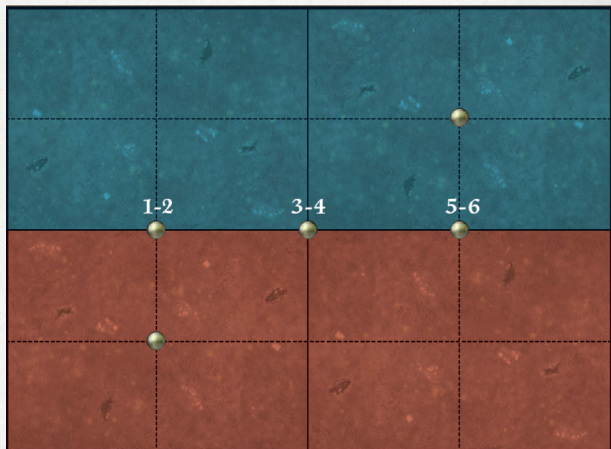
The Battlefield

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then alternate setting up units one at a time, starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from their opponent's territory. The players continue to set up units until both armies have been set up. If one player finishes setting up their army first, their opponent must set up the rest of the units in their army, one after another.

Deployment

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then alternate setting up units one at a time, starting with the attacker. Each player must set up their units wholly within their

territory and more than 9" from their opponent's territory. The players continue to set up units until both armies have been set up. If one player finishes setting up their army first, their opponent must set up the rest of the units in their army, one after another.



Battleplan 3

Shifting Priorities

At the start of each battle round, after determining which player will take the first turn, the player taking the second turn must roll a dice. The objective corresponding to the dice roll counts as two objectives when scoring victory points at the end of each turn in that battle round.

Victory Points

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the Quest you picked for the game.

Grand Strategy

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

Battle Length

The battle lasts for 5 battle rounds.

Glorious Victory

The player with the most victory points at the end of the battle wins a major victory.

If the players are tied on victory points at the end of the battle, each player checks if their Quest was completed. If one player completed their Quest and their opponent did not, they win a **minor victory**. If both players completed their Quests, each player checks if they completed their grand strategy. If one player completed their grand strategy and their opponent did not, they win a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



9.0 SCORE CARD

Round:	Table Number:
--------	---------------

Name:					
Round	Hold 1	Hold 2	Hold More	Bonus Points	Total
1					
2					
3					
4					
5					
Quest Complete (2pts)					
Grand Strategy Complete (3pts)					
GRAND TOTAL					

Hold 1	Hold 2	Hold More	Bonus Points	Total

Name:					
Round	Hold 1	Hold 2	Hold More	Bonus Points	Total
1					
2					
3					
4					
5					
Quest Complete (2pts)					
Grand Strategy Complete (3pts)					
GRAND TOTAL					

Hold 1	Hold 2	Hold More	Bonus Points	Total



BATTLE HONOURS

BEGIN YOUR WARHAMMER JOURNEY

Do you want to add to your army AND earn rewards for doing the hobby you love? You might enjoy the Battle Honours Programme.

The Battle Honours booklet is designed to kickstart your journey into the worlds of Warhammer. With the help of your local Warhammer Store, you will set goals and complete fun activities whilst learning about Warhammer 40,000 and Warhammer Age of Sigmar.

Aimed at complete beginners looking to start their first-ever armies, Battle Honours provides a guided tour of the five keys to Warhammer: Collect, Build, Paint, Play and Read. Complete each section and earn exclusive goodies along the way!



Each of the keys to the hobby is featured in a dedicated section with 10 activities, for a total of 50. To complete Battle Honours, you must choose 30 from across the Collect, Build, Paint, Play, and Read sections. You can tailor your journey to your own interests and focus on the sections you enjoy the most. For each activity completed, store staff will give you a stamp to mark your accomplishment.



Activities for Battle Honours can be completed anywhere. Got a spare second whilst studying, or looking to spend a quiet evening hobbying? Tackle your activities from the comfort of your own home. Simply bring in your work to your nearest Warhammer store, and staff will stamp your booklet for you.

EARN REWARDS

Once you hit your goal of 30 activities, you will receive a certificate celebrating your hard work, and a figure case to keep your collection in. You can keep doing more activities and collecting stamps after completing 30 to earn more rewards and have more fun. The rewards are only available to Battle Honours participants, so make sure to spread the word!



Complete ten Collect activities to receive a game card folder.



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



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



Complete ten Read activities to receive a bookmark to keep track of your progress.



Complete ten Paint activities to receive a brush wallet.



Once you've done 30 you will receive a certificate and a figure case.

VISIT YOUR NEAREST WARHAMMER STORE

If you're an existing hobbyist, bring your friends down to the store and get them hobbying for the first time. If you're a new starter, you can take on the Battle Honours challenge solo, or alongside friends or family. Every single Warhammer store worldwide is participating, so there's no better time to get started.

You can also access the Battle Honours website for hobby advice and more information about the worlds of Warhammer:

BATTLEHONOURS.WARHAMMER.COM