

WARHAMMER ALLIANCE ACTIVITY MAGAZINE



YOUR WARHAMMER HOBBY STARTS HERE

Welcome to the worlds of Warhammer, where legendary heroes and scheming villains clash in unending battle. Dive deep into our stunning fantasy and sci-fi worlds and choose from thousands of stunning miniatures to collect, build, and paint, before fielding them in epic battles. By using this helpful booklet, you'll learn all about Warhammer and take your first steps into each of the cool activities it has to offer.



In the 41st Millennium, Humanity must battle for survival against powerful alien enemies and the diabolical forces of Chaos. All that stands between Mankind and total destruction are the armies of the Imperium and the superhuman warriors known as Space Marines.



In the Age of Sigmar, the warriors of Order strive against the forces of Death, Destruction, and Chaos. As they try to take back the Mortal Realms, they'll need heroes of every kind!

The Warhammer hobby has something for everyone, so whether you like organising and assembling stunning collections, building intricate models to test your creative talents, or you want to show off your artistic skills through painting, it's all here. There's also a whole world of gameplay in which you'll make new friends and test your best tactics and strategies against each other.

Your new hobby journey starts here!

WELCOME TO OUR WORLDS

- 1- Learn about the five keys that make up the Warhammer hobby.

COLLECT

- 2- Discover the factions of Warhammer 40,000.
- 4- Discover the Grand Alliances of Warhammer Age of Sigmar.

BUILD

- 6- Build your Space Marine Assault Intercessor.
- 7- Build your Necrons Warrior.
- 8- Build your Stormcast Eternals Vindictor.
- 9- Build your Kruleboyz Gutrippa.

PAINT

- 10- Plan your colour scheme and learn how to bring it to life with templates for each model.
- 14- Learn how to apply paint in the Painting Your Models tutorial section.
- 16- Follow step-by-step guides for painting each faction.

PLAY

- 18- Discover the different games within the Warhammer universes and how they work.
- 19- Learn to play Warhammer 40,000 with the 'Recover the STC Fragment' minigame.
- 23- Learn to play Warhammer Age of Sigmar with the 'Unlock the Stormvault' minigame.

READ

- 26- Read these excerpts to find out more about the worlds of Warhammer.
- 28- Explore the galaxy with the Warhammer 40,000 galactic map.
- 30- Dive into the world of Warhammer Age of Sigmar with the Map of the Realms.

BATTLE HONOURS

- 32- Find out where to take your journey next by starting our Battle Honours programme.



WELCOME TO OUR WORLDS



The Warhammer hobby is divided up into five keys: Collect, Build, Paint, Play, and Read. Which part of the hobby you enjoy most is up to you! Some hobbyists will collect models just to paint, and others may enjoy reading the stories of the worlds more than anything else. There is no right or wrong way to play.

COLLECT

A Warhammer collection is unique to each person. How you choose to form your collection is completely up to you - whether it's recreating an epic story because the miniatures look spectacular, or you think they will be enjoyable to paint or play with.



BUILD

Nearly all Warhammer miniatures require building, and turning the pile of parts into a completed miniature is a hobby in itself! From the smallest grot to the tallest monster, the Warhammer hobby will challenge you and encourage you to polish your creation skills.



PAINT

Painting miniatures is one of the most satisfying parts of the Warhammer hobby. You'll find your skills start to grow with practice, and soon you'll know plenty of painting techniques to bring your miniatures to life.



PLAY

Many people love to play games against friends, family, and members of the Warhammer community. There are many different play options, from big games of Warhammer 40,000 and Warhammer Age of Sigmar to fast-paced games with smaller warbands.



READ

Warhammer is filled with fantastic stories of action, heroism, cunning, and bravery! You can check out your chosen faction's Codex or Battletome to read about their background, or pick up a thrilling novel from the Black Library to get stuck into the wider universe.



BEGIN YOUR JOURNEY

This magazine will give you an overview of the Warhammer 40,000 and Warhammer Age of Sigmar games, as well as an introduction to each of these five key areas. It's never been easier to get stuck in - all you have to do is turn the page...



If you see this symbol, it means you could potentially earn a Battle Honours stamp for activities on this page!

Battle Honours is the ultimate beginner's guide to Warhammer. By completing activities and showing your progress to staff at your nearest Warhammer store, you can earn free rewards with the Battle Honours booklet. Speak to your store staff to find out more.



WARHAMMER 40,000

Warhammer 40,000 is set in the far future of our galaxy, in a distant time where Humanity must battle for survival against untold horrors. Aliens, monsters and traitors constantly seek to destroy Mankind, and only through the courage and strength of their armies can Humanity continue its existence.

Humanity now exists as part of a massive empire known as the Imperium. Founded ten thousand years ago by a legendary leader known only as The Emperor, the Imperium took to the stars and brought thousands of worlds into the Imperial fold. But a terrible betrayal began a brutal civil war that wracked the whole galaxy. Although the traitors were eventually defeated at great cost, that ancient, galaxy-spanning conflict left the Imperium weakened and divided.

For ten millennia since then, Humanity has survived in a state of constant warfare, surrounded on all sides by enemies of every kind. The greatest foes of Humanity are the forces of Chaos – foul traitors who turned against their friends in the hope of gaining unholy powers. Their lust for glory has driven the followers of Chaos to make dark

pacts with the Daemons of Chaos, otherworldly beings who thirst for the chance to invade reality from their nightmare dimension, known as the warp. Chaos lurks everywhere in the galaxy, and Humanity must always be ready to battle against it.

But Chaos is not the only threat to menace Mankind, for they share the galaxy with a multitude of aliens, many far older than Humanity itself. The Aeldari are the remnants of an ancient xenos race who once ruled the stars, and they long to reclaim it. The Necrons are ancient foes of the Aeldari who traded their souls and mortality for nigh-impervious bodies of living metal. Orks are savage barbarians who live only for the joy of battle and the chance to have a good fight, while Tyranid hive fleets travel the void like a giant swarm, devouring all living things in their path. The T'au Empire is just getting a foothold in the galaxy as they use advanced technology to carve their own domain from the fringes of the Imperium. Humanity is surrounded by enemies great and small – and must fight every day to remain safe.

But all is not lost – for Humanity's greatest strengths are the courage

of its people and their will to live, regardless of what terrors the galaxy throws at them. Loyal Space Marines defend the Imperium from every danger that threatens it. Each Space Marine is a genetically enhanced super-soldier, far tougher and stronger than a mere mortal. They wear the best armour, carry the deadliest weapons Mankind possesses, and they know no fear. Even though there is fewer than one Space Marine for every world in the Imperium, they continue to fight – inspired by the honour and bravery of those who came before them.

The Space Marines do not fight alone either: Mankind's largest armies are those of the Astra Militarum, vast regiments of men and women ready and willing to battle against the horrors of the galaxy. They are joined in the fight by other specialist troopers, such as the devoted Sisters of Battle, and towering Imperial Knights.

To survive in the grim darkness of this far future, Humanity will need all the warriors it can find... for there are a million battles to fight and a million stories to tell.



FREE MINIATURES

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

Just ask the store staff.



FACTION FOCUS

Warhammer 40,000 is a vast, rich universe full of epic heroes, monstrous villains, and a host of unique characters. At its heart lie the factions, each vying for power, territory and glory across the galaxy – the hobby puts you in charge of telling their story. What you collect and build, as well as how you paint and play with your armies, all weave together to create a tale individual to you.

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 from the unending war.



XENOS

Mankind 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.



CHAOS

Within the warp reside the four Chaos Gods, along with their immortal daemonic 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.



WARHAMMER

AGE OF SIGMAR

The Mortal Realms are places of magic, wonder and adventure.

Each realm is home to amazing creatures, and every landscape is more incredible than the last. In the Realm of Metal, rivers of molten silver flow down from smoke-wreathed mountains, while in the Realm of Life, meadows of singing flowers bloom in a kaleidoscope of sound and colour. Though the realms are marvellous to behold, for aeons they lay conquered, enslaved by the daemonic legions of Chaos. All seemed lost. But, even as the booming laughter of the Dark Gods echoed throughout the cosmos, their plans were being thwarted.

Thunder rolled as Sigmar, the immortal leader of the forces of Order, unleashed his heavenly champions – the Stormcast Eternals. Each was once a great hero of the Mortal Realms, snatched up at the moment of their death and magically reforged, given

superhuman strength and lightning-infused weapons. Now, they had come to avenge themselves upon the followers of darkness, and free the realms from the grip of tyranny.

Yet the servants of the Dark Gods were not the only foes who sought to spread their fell influence across the realms. Sweeping forth in innumerable hordes came the forces of Destruction. Brutish, warlike orruks and their savage allies cut a swathe of devastation across the lands, smashing everything in their path.

In Shyish, the Realm of Death, ancient skeletons and howling spectres emerged from their barrows, called forth by the dark sorcery of Nagash, Supreme Lord of the Undead. Cruel and infinitely calculating, Nagash seeks to transform the realms into an empire of mindless thralls leashed to his merciless will.

Alone, even the Stormcast Eternals warriors might never have the power to defeat so many foes, but across the realms they found allies. In battle, they are joined by the likes of Fyreslayers, the ferocious duardin who never break an oath, and tree-like Sylvaneth who fight to defend their home in the Realm of Life. Together, they have already won victories beside the Stormcast Eternals. Everywhere, creatures of Order see a chance to rid the realms of the evil of Chaos once and for all.

This is a new epoch, a time of mighty battles and unending war, a time of heroes and monsters.

This is the Age of Sigmar!



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FACTION FOCUS

The inhabitants of the Mortal Realms are as varied as the winds of magic that link them. From the smallest grot to the greatest gargant, you're sure to find something that suits you.

Each of the warring factions in the Mortal Realms are part of one of four Grand Alliances, ancient compacts dating back to the Age of Myth. Whether you prefer the bold defenders of Order, the dread forces of Chaos, the sinister servants of Death or the savage warriors of Destruction, Warhammer Age of Sigmar lets you control their fate.

ORDER

Throughout the Mortal Realms, the followers of Order will stand against the darkness of Chaos and protect that which is lawful and just. No matter the cost, this alliance of humans, aelves, and duardin, alongside more mysterious races, will protect against madness and horror.



CHAOS

Sweeping across the Mortal Realms, the forces of Chaos will burn all in their path to extend their nightmarish domain. Legions of daemons, corrupt mortals, and hordes of scurrying Skaven are dedicated to conquering reality itself in the name of the Dark Gods.



DEATH

The only constant in the Mortal Realms is that death comes to all – yet even that is not necessarily an end. Nagash rules over the dead and sends them out to do his bidding. Armies of mindless skeletal legions march alongside swirling spirits as they seek those souls that have evaded Nagash's eternal grasp, creating an empire of dust and bone.



DESTRUCTION

Rampaging across the Mortal Realms like a force of nature, the armies of Destruction plunge headlong into battle at the slightest provocation. Hordes of green-skinned orruks and grots, tribes of brutal ogors, and mighty beasts such as the towering gargants seek to bring ruin to all as they devastate anything resembling civilisation that lies in their path.





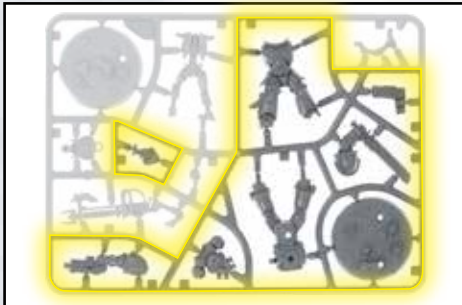
BUILD YOUR MINIATURE

SPACE MARINE ASSAULT INTERCESSOR

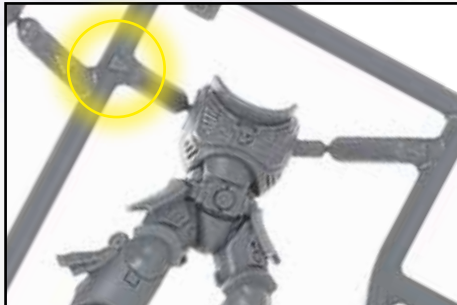
There is no combat theatre in which the Space Marines cannot excel, no foe they cannot overcome, and no danger they dare not face. There are hundreds of different Space Marine Chapters with proud honour rolls and magnificent martial histories to call their own. The lightning-fast campaigns of the Space Marines are conducted with such spectacular brutality that they have come to be known as the Angels of Death.



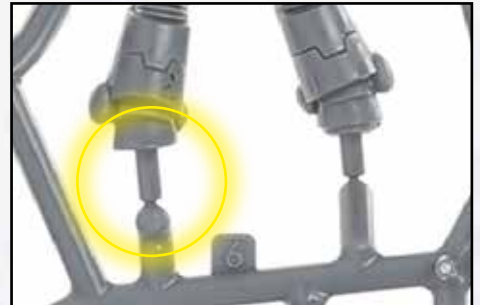
Building models is a really fun part of the Warhammer hobby. Now, it's time to assemble your first miniature! To build this Space Marine Intercessor, follow the instructions laid out below. The assembly diagram will show how the pieces fit together.



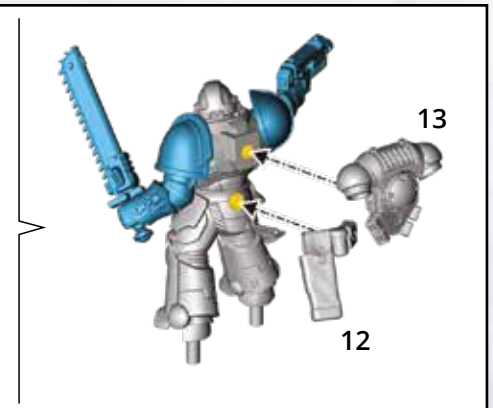
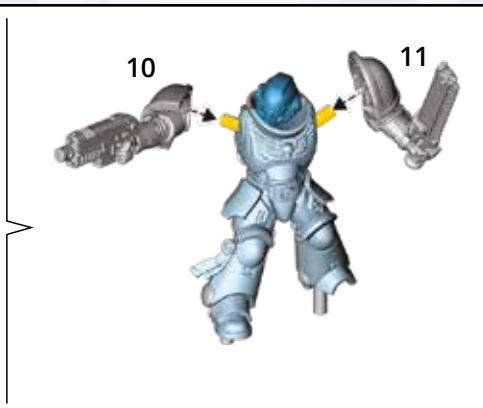
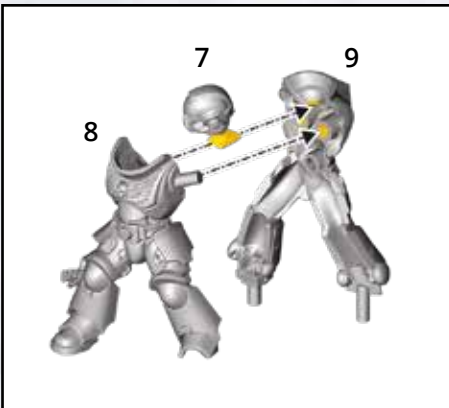
Citadel models come on a plastic frame. Each piece is numbered to match the assembly diagram below.



Each piece can be pushed off the frame. Just find the piece you need and disconnect it at the points shown by the arrow symbols.



Your Intercessor is a push fit model. This means that it has pegs that, when pushed together, secure the model without needing glue.



BUILD YOUR MINIATURE

NECRON WARRIOR

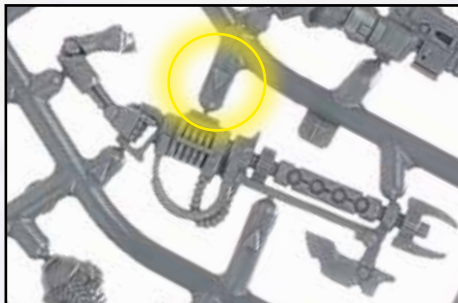
The Necrons are an immortal race of androids that ruled the galaxy in a long-forgotten era. Now, having slumbered in stasis for millennia, they are rising up to reclaim it. With self-repairing bodies and weapons of cosmic devastation, the Necrons are a terrifying enemy. Rumour holds that their long sleep has damaged their sanity, transforming many of them into mindless monsters.



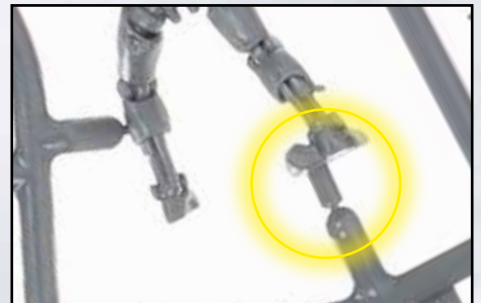
To build this Necron Warrior, follow the instructions laid out below. The assembly diagram will show how the pieces fit together.



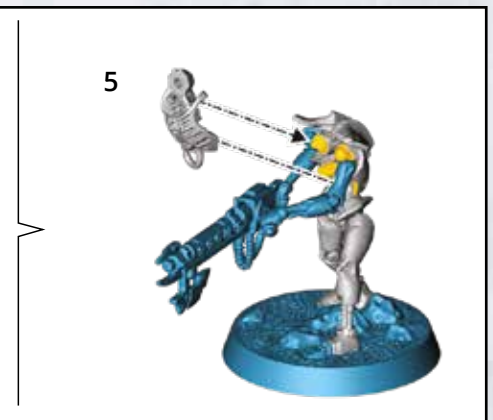
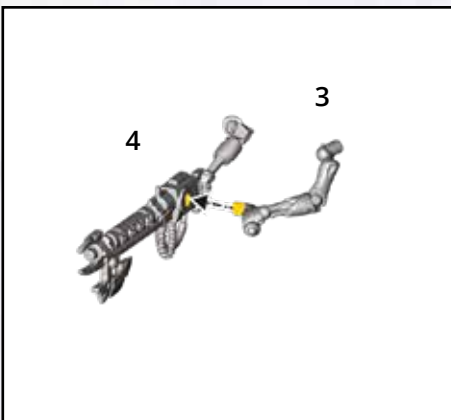
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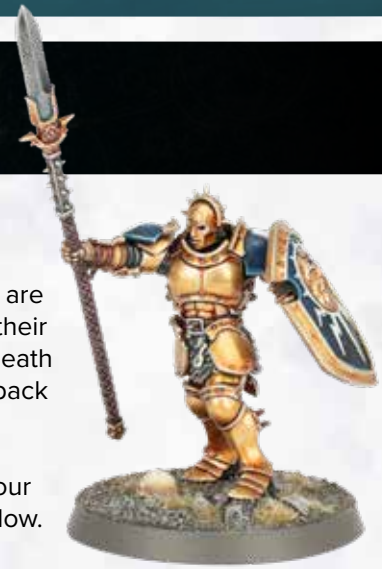


BUILD YOUR MINIATURE

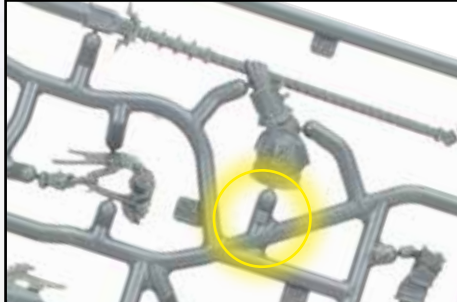
STORMCAST ETERNALS VINDICTOR

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

Building models is a really fun part of the Warhammer hobby. Now, it's time to assemble your first miniature! To build this Stormcast Eternals Vindictor, follow the instructions laid out below. The assembly diagram will show how the pieces fit together.



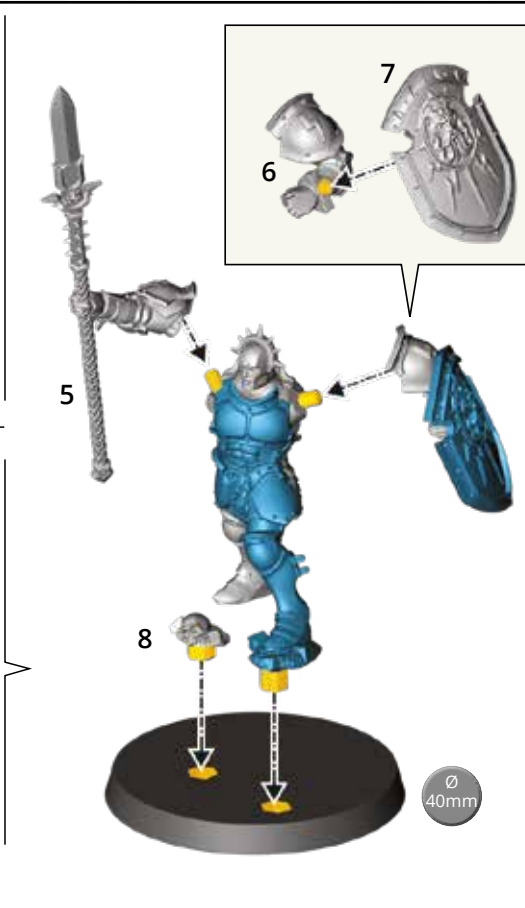
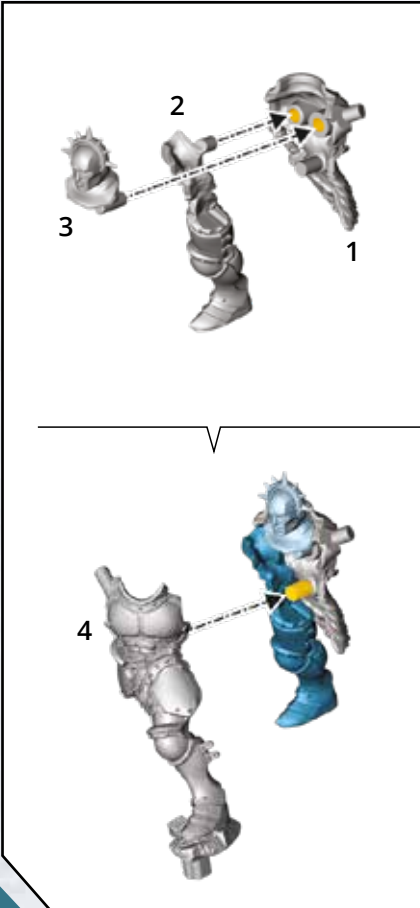
Citadel models come on a plastic frame. Each piece is numbered to match the assembly diagram below.



Each piece can be pushed off the frame. Just find the piece you need and disconnect it at the points shown by the arrow symbols.



Your Vindictor is a push fit model. This means that it has pegs that, when pushed together, secure the model without needing glue.



BUILD YOUR MINIATURE

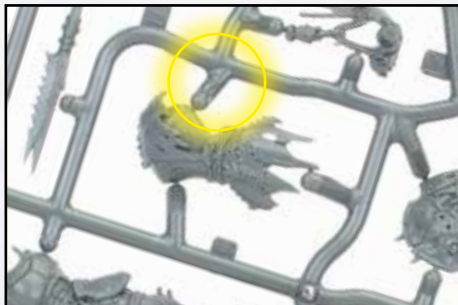
KRULEBOYZ GUTRIPPA

From the stinking bogs and mires of the realms emerge the armies of the Kruleboy orruks. For these greenskins, battle is not solely a means of proving their 'ardness. It is also a way to humiliate others, and the many kunnin' tricks habitually employed by the Kruleboyz are as spiteful as they are efficient.

To build this Kruleboy Gutrippa, follow the instructions laid out below. The assembly diagram will show how the pieces fit together.



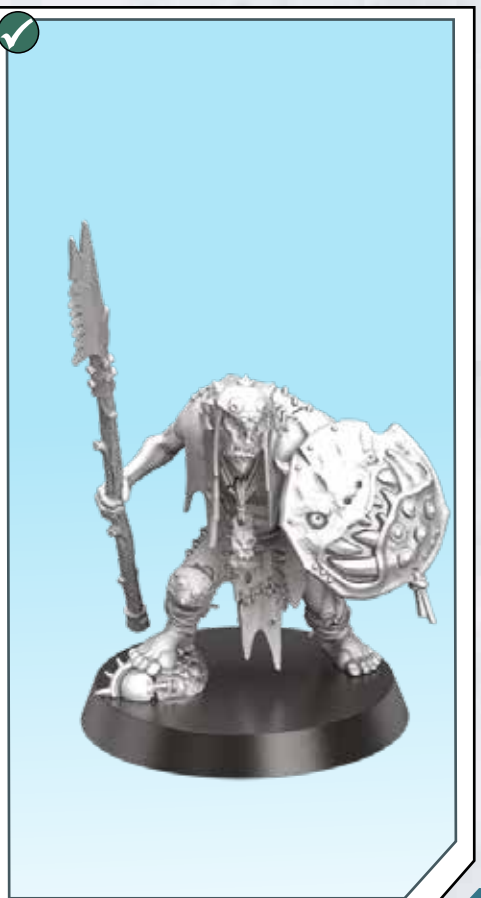
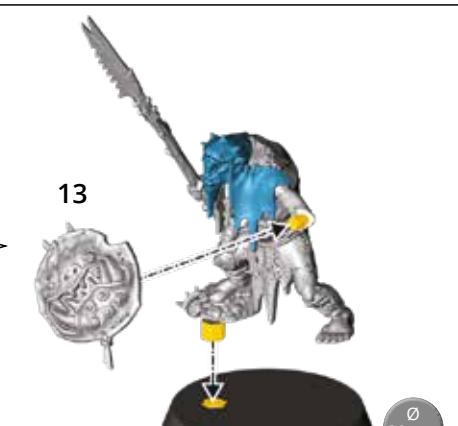
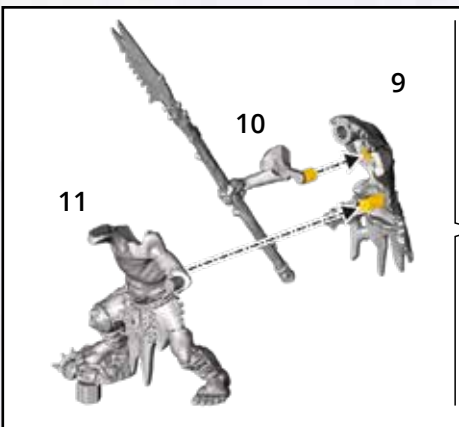
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PLAN YOUR COLOUR SCHEME

SPACE MARINE ASSAULT INTERCESSOR

Use the page below to design a colour scheme for your Space Marine. Take a look at what colours of paint are available to your club, and create a scheme based on what you have available.

Once you have completed the plan with colouring pencils, you can follow our step-by-step painting guide to bring it to life on page 14.

Armed and armoured with the best equipment the Imperium can provide, Space Marines fight the most desperate and vital of the Imperium's battles, holding the line where all others have fallen to defeat xenos warlords and daemonic abominations alike.

MK X HELMET

This helmet contains technology that helps a Space Marine see and breathe in hostile conditions, as well as a vox-communicator, allowing them to give and receive orders.

ENHANCED BIOLOGY

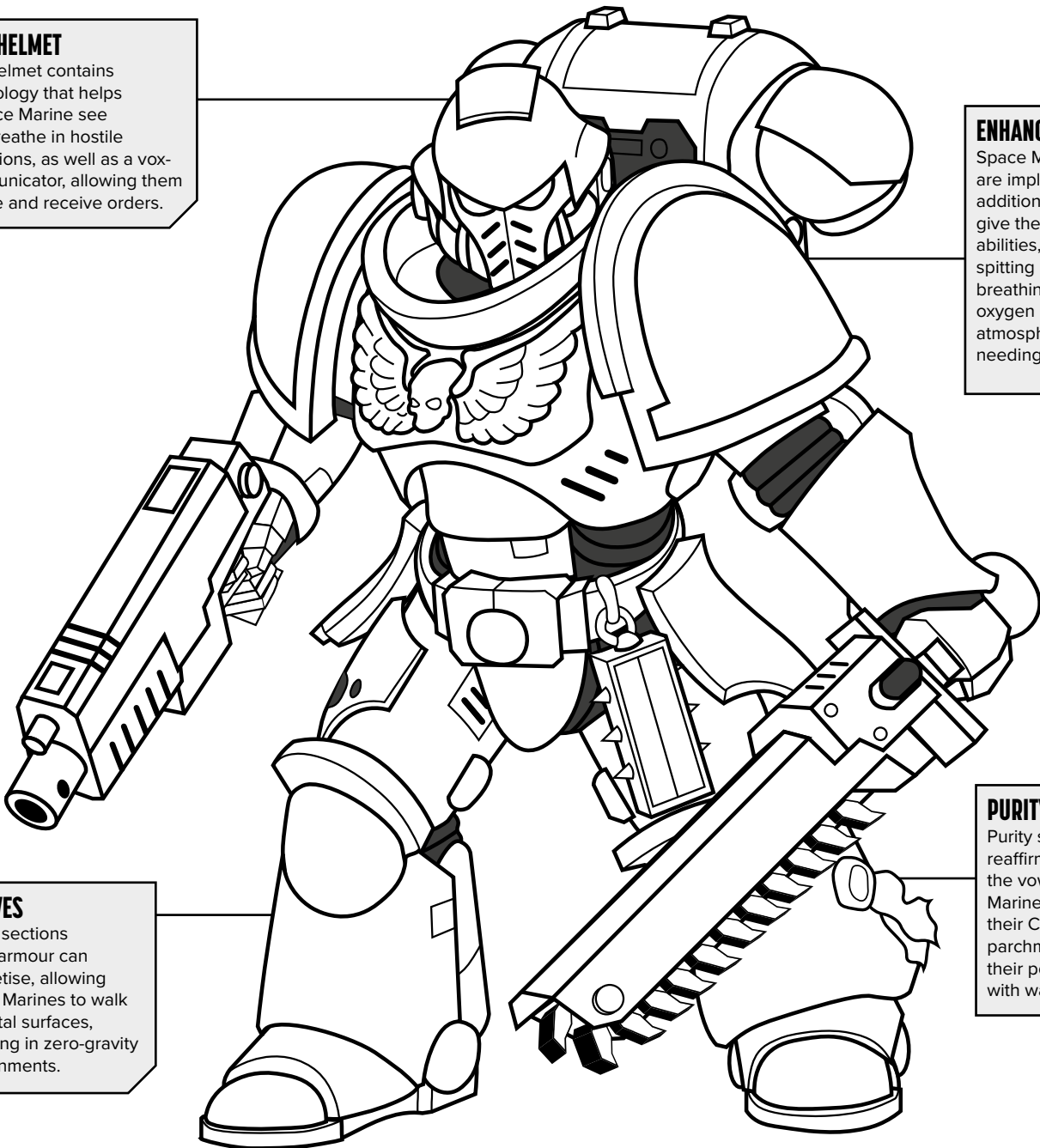
Space Marines are implanted with additional organs which give them superhuman abilities, such as spitting acidic venom, breathing in low oxygen or poisoned atmospheres, and not needing to sleep.

GREAVES

These sections of leg armour can magnetise, allowing Space Marines to walk on metal surfaces, including in zero-gravity environments.

PURITY SEAL

Purity seals contain reaffirmations of the vows the Space Marine has sworn to their Chapter. The parchment is fixed to their power armour with wax seals.



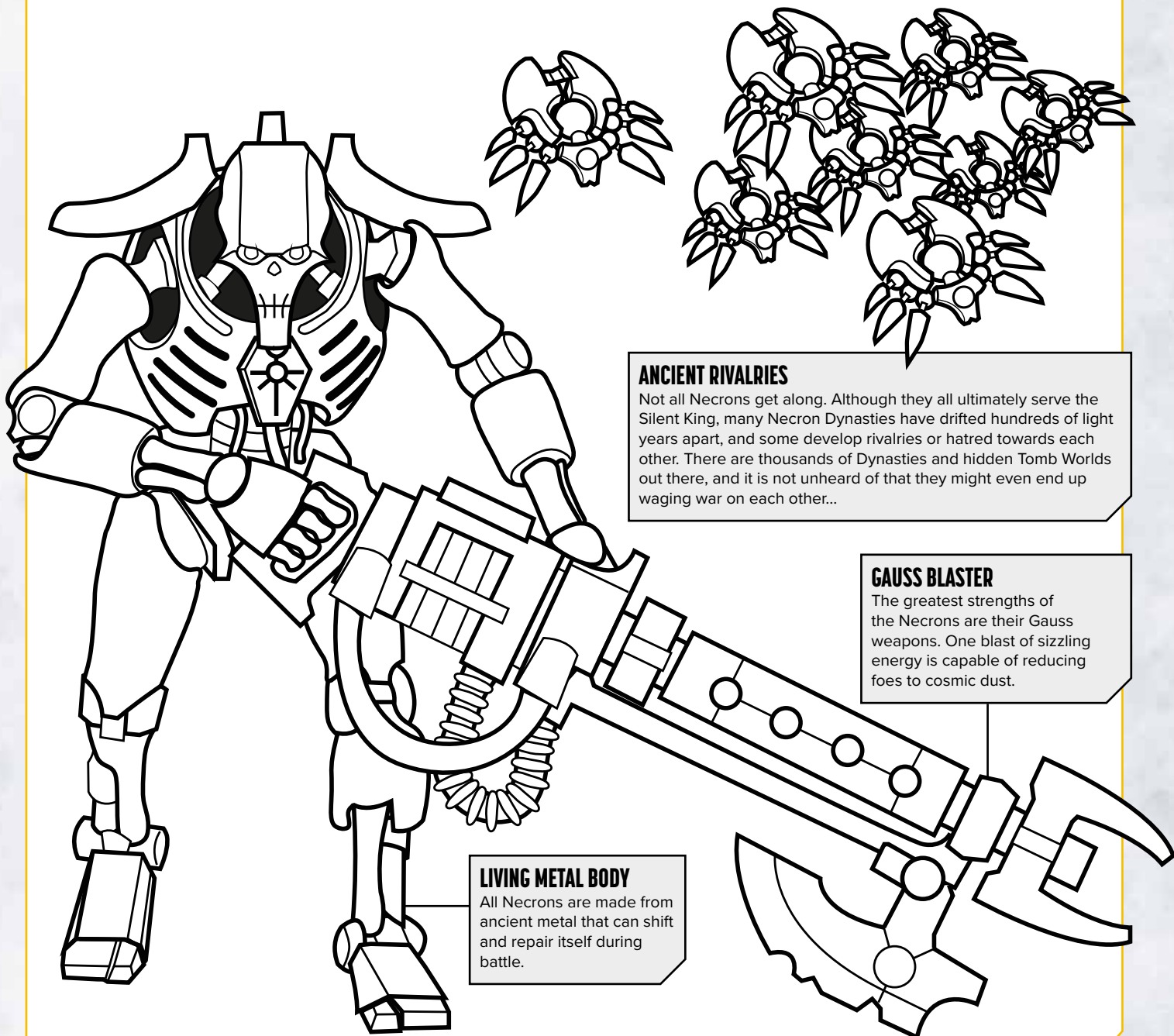
PLAN YOUR COLOUR SCHEME

NECRON WARRIOR

Use the page below to design a colour scheme for your Necron. Take a look at what colours of paint are available to your club, and create a scheme based on what you have available.

Once you have completed the plan with colouring pencils, you can follow our step-by-step painting guide to bring it to life on page 14.

Necrons were once rulers of the galaxy in an age long past. Known as the Necrontyr, they bargained with a race of cosmic gods to receive immortal metal bodies in exchange for their souls. Their skeleton-like android forms can repair themselves, carrying them beyond the brink of death.



ANCIENT RIVALRIES

Not all Necrons get along. Although they all ultimately serve the Silent King, many Necron Dynasties have drifted hundreds of light years apart, and some develop rivalries or hatred towards each other. There are thousands of Dynasties and hidden Tomb Worlds out there, and it is not unheard of that they might even end up waging war on each other...

GAUSS BLASTER

The greatest strengths of the Necrons are their Gauss weapons. One blast of sizzling energy is capable of reducing foes to cosmic dust.

LIVING METAL BODY

All Necrons are made from ancient metal that can shift and repair itself during battle.

PLAN YOUR COLOUR SCHEME

KRULEBOYZ GUTRIPPA

Use the page below to design a colour scheme for your Kruleboy. Take a look at what colours of paint are available to your club, and create a scheme based on what you have available. Once you have completed the plan with colouring pencils, you can follow our step-by-step painting guide to bring it to life on page 14.

Of all the Orruk Warclans, the Kruleboyz are the most kunnin'. Worshipers of Mork, they prize the 'big thinkin' that is frowned upon by other Orruks. This helps them lay wicked plans and torment other creatures more effectively. They carry twisted skareshields in the likeness of faces that, when weaving through the mists, almost look alive.

WARCLANS

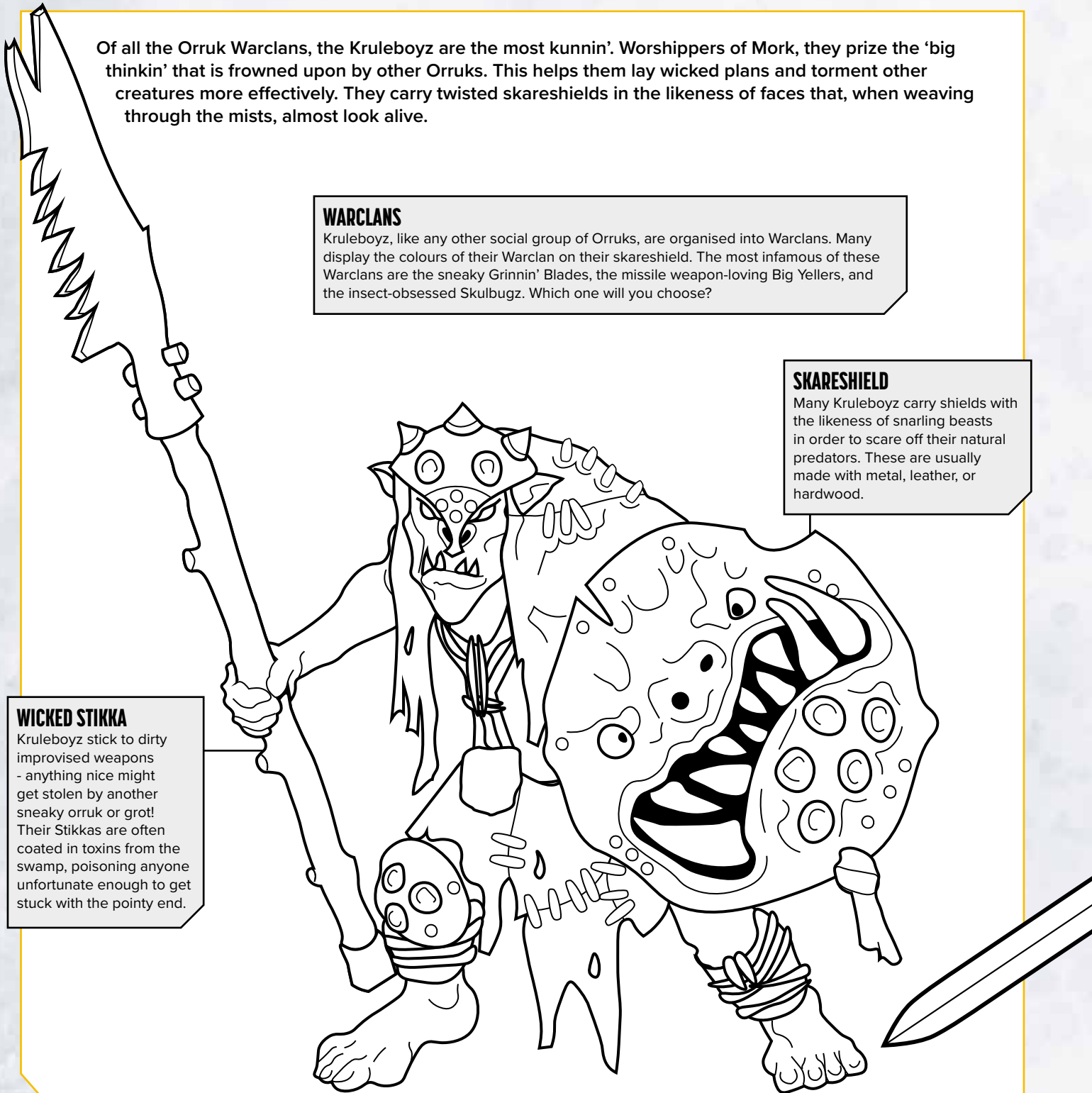
Kruleboyz, like any other social group of Orruks, are organised into Warclans. Many display the colours of their Warclan on their skareshield. The most infamous of these Warclans are the sneaky Grinnin' Blades, the missile weapon-loving Big Yellers, and the insect-obsessed Skulbugz. Which one will you choose?

SKARESHIELD

Many Kruleboyz carry shields with the likeness of snarling beasts in order to scare off their natural predators. These are usually made with metal, leather, or hardwood.

WICKED STIKKA

Kruleboyz stick to dirty improvised weapons - anything nice might get stolen by another sneaky orruk or grot! Their Stikkas are often coated in toxins from the swamp, poisoning anyone unfortunate enough to get stuck with the pointy end.



PLAN YOUR COLOUR SCHEME

STORMCAST ETERNALS VINDICTOR

Use the page below to design a colour scheme for your Stormcast Eternal. Take a look at what colours of paint are available to your club, and create a scheme based on what you have available. Once you have completed the plan with colouring pencils, you can follow our step-by-step painting guide to bring it to life on page 14.

Stormcast Eternals were once mortal heroes, now transformed into supernatural warriors to serve Sigmar, Lord of Azyr. Each time they are slain in battle, they are transported back to a forging chamber in the Realm of Heavens to be made anew, ready to battle once again for the freedom of the Mortal Realms. But with every resurrection, there is a chance a Stormcast Eternal may lose a little of the person they once were.

REFORGING

Some Stormhosts have experienced various phenomena haunting their ranks as their warriors are reformed time and time again.

The Knights of the Aurora trail light in their wake when they charge into battle, whereas the Knights Excelsior leave smoking footprints behind.

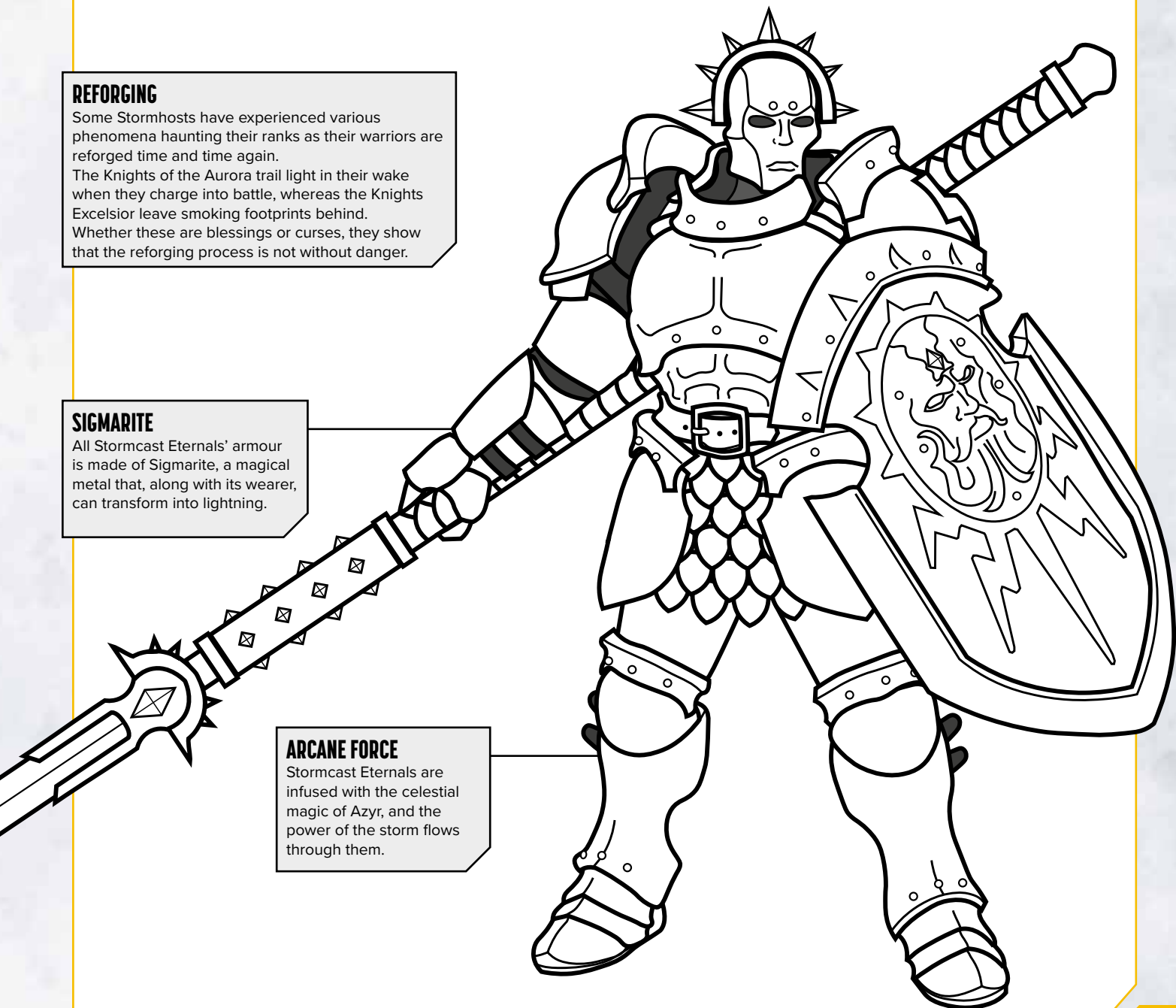
Whether these are blessings or curses, they show that the reforming process is not without danger.

SIGMARITE

All Stormcast Eternals' armour is made of Sigmarite, a magical metal that, along with its wearer, can transform into lightning.

ARCANE FORCE

Stormcast Eternals are infused with the celestial magic of Azyr, and the power of the storm flows through them.



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 some people play Warhammer just so that they can paint up stunning heroes and villains. It requires practice, but is easy to learn and fun to do. There is nothing more impressive on the battlefield than a fully-painted army!

Follow the instructions below step by step, slowly and steadily until your model is done. Ask your club leader for help finding the right paints to match your colour plan on the previous page. You can also check pages 16-17 for individual painting guides for each of the four models found in the Alliance Pack.

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

This should be done before you use any Citadel Colour paint.



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

Using a palette will allow multiple group members to easily share paint.



Before you dip your brush into the paint, wet the bristles first.

Citadel Colour paints are designed to be watered down a little, so the paint will go on to the model more smoothly this way.



Paint your chosen colours onto the model following your colour template.

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 thoroughly between each colour you use.

Getting the paint out of the bristles keeps your colours clean and preserves the brush.



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

It's OK to go back and neaten up areas that you think you can improve.





FINDING INSPIRATION

All of the models on this page were painted using the Warhammer Alliance paint set. No two models look the same - create your own custom Chapters or Stormhosts using your own unique combinations of colours. You can use these colour schemes for inspiration, or for more ideas, check out dozens of players' armies in White Dwarf, the official Warhammer magazine available in stores and online.



CITADEL COLOUR

After more colours? The Citadel Colour paint range boasts hundreds of different colours. Our store staff are always on hand to 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 FIRST MINIATURE

When you get your free miniature at your local Warhammer Store, you can also learn to build and paint it - we'll show you everything you need to know.



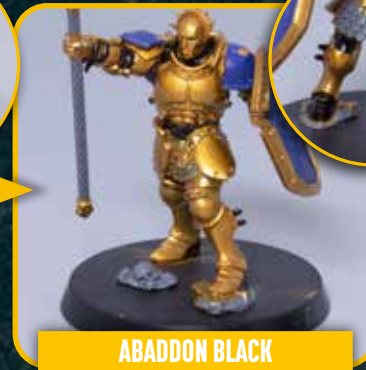
SPACE MARINE ASSAULT INTERCESSOR



NECRON WARRIOR



STORMCAST ETERNALS VINDICTOR



KRULEBOYZ GUTRIPPA



ULTRAMARINES CHAPTER



RETRIBUTOR ARMOUR



RAKARTH FLESH



SAUTEKH DYNASTY



ORRUK FLESH



RAKARTH FLESH



HAMMERS OF SIGMAR CHAMBER



LEADBELCHER



MEPHISTON RED



GRINNIN' BLADES WARCLAN



LEADBELCHER



RAKARTH FLESH



PLAYING GAMES

Warhammer 40,000 and Warhammer Age of Sigmar are known as tabletop games. They are wargames that can fit onto your table, where you command mighty armies to do battle with your friends. Whether you are playing for fun or taking part in a larger tournament, every game is filled with thrilling action and cunning strategy.

In Warhammer game systems, players take it in turns to command or cast magic, move, shoot, and fight, depending on the chosen system. Everything from movement speed to whether your attacks land is determined by rolling dice.

Once you have built and painted up some models, you can pit them against those of your pals. Command small warbands or vast forces, depending on your preference, and take turns going through the phases of the game according to the rules. Games can be any size you want, with power level or points limits as low as a handful of models and as high as hundreds of models across a huge battlefield. A fully painted Warhammer army in action is truly an incredible sight to behold!

Warhammer 40,000 and Warhammer Age of Sigmar use slightly different rules (you wouldn't take a gun to a magic fight!) but both are similar enough that they are easy to learn and fun to get the hang of.

With our starter missions, you can have fun with the models in the Warhammer Alliance pack whilst getting to know the rules in the best way possible: by playing the game with your friends.

STARTING OUT



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

VANGUARD & COMBAT PATROL



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

NARRATIVE PLAY



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

MATCHED PLAY



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



FREE INTRODUCTORY GAME

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

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





HOW TO PLAY

WARHAMMER 40,000

One of the best things about Warhammer 40,000 is the chance to play games with your friends and family. This fast-paced starter mission is a perfect introduction and will challenge you to discover the Movement phase.

DATASHEETS

Each model has a datasheet that displays what it can do. Some use symbols or letters to represent each value, and some use words. This game will be using symbols.

For this mission, we will be focusing on the circled values. The datasheet for both the Space Marine Intercessor and Necron Warrior can be found on the back cover of this magazine.

You can find out more about the other symbols in the Warhammer 40,000 core rules available on warhammer40000.com or by scanning the QR code on page 22.

ASSAULT INTERCESSOR SQUAD




6"	4	3+	2	6+	2
----	---	----	---	----	---

1	[PISTOL]	18"	1	3+	4	-1	1
2			4	3+	4	-1	1

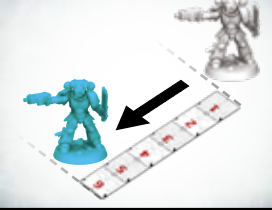




NORMAL MOVE



Check the Move characteristic on the datasheet for that model.

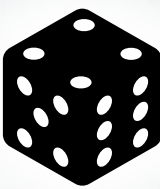


Use a ruler to move that model up to the number of inches shown in the Move characteristic.




When moving, a model may not move through scenery or other models.

ADVANCING




Roll one dice. Add the result, in inches, to your Move characteristic for this turn.


ARMOUR SAVES




To make an Armour Save, roll a dice and check the datasheet for that model.



If the result of the dice roll is the same or higher than the Armour Save characteristic on the datasheet, the attack is deflected.



If the result of the dice roll is lower than the Armour Save characteristic on the datasheet, the model suffers a wound.



If the number of suffered wounds matches the number on the datasheet, the model is captured and removed from the game.

MISSION: RECOVER THE STC FRAGMENT

MISSION BRIEF

Legends tell of a mythical machine from the Age of Technology capable of making any item known to man. Known as the Standard Template Construct, it was used by human settlers across the galaxy during an age long gone. This technology has been lost for thousands of years, but even the smallest fragment of this machine is considered an extremely valuable artefact.

Your unit of Space Marines has been sent out to find a rumoured STC fragment in a vast desert valley. Your sensors indicate you are very near the relic you seek - but you quickly find that you are not alone within the desert, as gauss-green lights blink to life around distant ruined walls. The Necrons wish to get their hands on the STC fragment as well - and they're not about to let you stand in their way...

To complete this mission, you must recover the STC fragment and reach the extraction point to escape the desert whilst avoiding your deadly Necron foes.



YOU WILL NEED



1 Space Marine Intercessor per player



1 Necron Warrior per player



1 or more dice



1 or more rulers



Battlemat



Ruins/barricades



Objective Markers

SET-UP

You will need the following objective markers:



1 fragment marker



2 blank markers



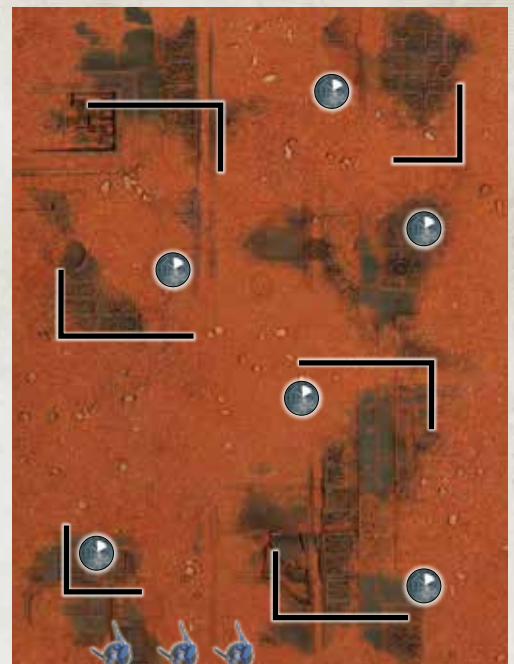
1 extraction point marker



1 Necron portal marker per player (maximum of 6)

1. Set up the barricades on the battlemat. Place the **extraction point** marker to one side for later.
2. Shuffle the remaining markers face down. Each player takes it in turn placing a marker face down on the mat, at least 3" from the edge, and at least 6" from other markers. During the game players will have the option to investigate these markers to try and find the fragment.
3. Players set up their Space Marines so that they are all touching the same edge of the battlemat.

Example set-up





MISSION: RECOVER THE STC FRAGMENT

MISSION RULES

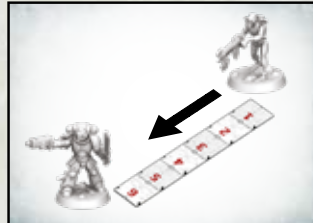
The game is split into battle rounds. The youngest player goes first in each battle round, and then play proceeds clockwise.



In a battle round, each player moves their Space Marine Intercessor, either making a Normal Move Action or Advancing.



If the Space Marine made a Normal Move Action, they can perform the "search for fragment" action (see below). They cannot do this if they chose to Advance.






Then, if any are on the battlefield, each Necron Warrior makes a move following the Necron Guardian Protocols.



When all players have moved their Space Marines and all Necron Warriors have moved, a new battle round begins.

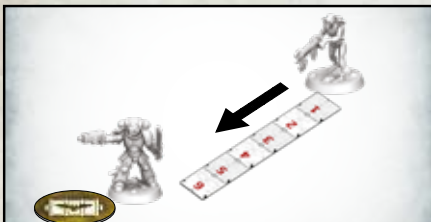
ACTION: SEARCH FOR FRAGMENT

If a Space Marine Intercessor's base is touching an unsearched objective marker, roll a dice. On a 3+, the objective marker is flipped over:

MARKER RESULT	CONSEQUENCE
 Blank	Nothing happens.
 Necron portal	Place a Necron Warrior miniature on the marker! You have been attacked.
 Fragment	This Space Marine has located the STC fragment! Give the marker to the player that found it.

Once the fragment has been located, place the **extraction** marker next to the furthest marker away from where the fragment was found. You must also immediately flip over the remaining unsearched markers, placing any Necron Warriors if Necron Portal markers are revealed.

NECRON GUARDIAN PROTOCOLS



Choose a Necron Warrior and then move the miniature equal to its full movement speed in inches towards either the Space Marine carrying the fragment, or if the fragment has yet to be discovered, the closest Space Marine.



If the Necron Warrior's base touches a Space Marine it stops moving and attempts capture. The player controlling the Space Marine makes an Armour save.

HOW TO WIN

The Space Marine with the fragment must safely reach the extraction marker without getting captured to win the game.



NEXT STEPS

WARHAMMER ALLIANCE MINIGAMES

There's plenty more fun to be found with our Warhammer Alliance minigames. Now you have learned the basics, why not ask your club leader to walk you through one of our more complex games? Master additional phases and explore more weapons and strategies to take your army to the next level.

WARHAMMER-ALLIANCE.COM



DISCOVER THE CORE RULES

The worlds of Warhammer contain many more games to explore. You can discover the full rules for Warhammer 40,000 and Warhammer Age of Sigmar by checking out the QR codes below, or visiting their respective websites at warhammer40000.com or ageofsigmar.com.

If you're looking for more challenging game objectives, or just want to try out brand new ways to play our games, why not pick up a physical copy of our Core Books? Available at your nearest Warhammer store, these rulebooks also contain brand new battleplans and missions to complete.

Find your nearest store:
STORES.WARHAMMER.COM



WARHAMMER40000.COM/RULES



AGEOFSIGMAR.COM/CORE-RULES





HOW TO PLAY

WARHAMMER AGE OF SIGMAR

Dive into Warhammer Age of Sigmar to discover fantastical tales of heroism and villainy. This tactical, murky swamp battleplan is a perfect introduction if you've never played before, and it will challenge you as you discover the movement phase.

WARSCROLLS

Each model has a warscroll that displays what it can do. Some use symbols to represent each value, and some use words. This game will be using symbols.

For this mission, we will be focusing on the circled values. The warscroll for both the Stormcast Eternals Vindictor and the Kruleboyz Gutrippa and can be found on the back cover of this magazine.

You can find out more about the other symbols in the Warhammer Age of Sigmar core rules available on ageofsigmar.com or by scanning the QR code on page 22.



VINDICTORS

1	2"	2	3+	3+	-1	1



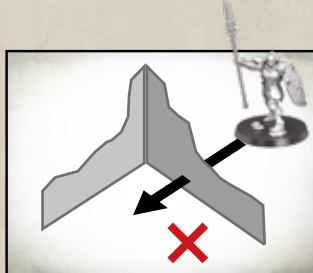
NORMAL MOVE



Check the Move characteristic on the warscroll for that model.



Use a ruler to move that model up to the number of inches shown in the Move characteristic.



When moving, a model may not move through scenery or other models.

RUN



Roll one dice. Add the result, in inches, to your Move characteristic for this turn.

ARMOUR SAVES



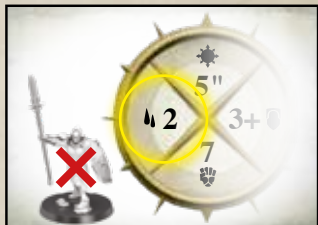
To make an Armour Save, roll a dice and check the warscroll for that model.



If the result of the dice roll is the same or higher than the Armour Save characteristic on the datasheet, the attack is deflected.



If the result of the dice roll is lower than the Armour Save characteristic on the datasheet, the model suffers a wound.



If the number of suffered wounds matches the number on the datasheet, the model is captured and removed from the game.

BATTLEPLAN: UNLOCK THE STORMVAULT

BATTLEPLAN BRIEF

Centuries ago, Sigmar hid away some of his greatest treasures in sealed Stormvaults to prevent them falling into the hands of evildoers. In the swamps of Ghur, however, a Stormvault has recently been unearthed in the wake of the realm's thundering earthquakes. Rumoured to hold unimaginably powerful ancient treasure, it has attracted the interest of the Stormcast Eternals - but the Kruleboyz in the swamp are determined to stop them achieving their goal.

Your unit of Stormcast Eternals has been sent out to try to open up the Stormvault. The giant structure is sealed behind a great puzzle, requiring warriors to step on a series of hidden pressure plates. You will need to be wary - bloodthirsty Gutrippaz lurk in the darkness of the swamp!

To complete this mission, you must open the Stormvault by finding four pressure plates, before entering the vault to win the game.



YOU WILL NEED



1 Stormcast Eternals Vindicator per player



1 Kruleboyz Gutrippa per player



1 or more dice



1 or more rulers



Battlemat



Ruins/barricades



Objective Markers

SET-UP

You will need the following objective markers:



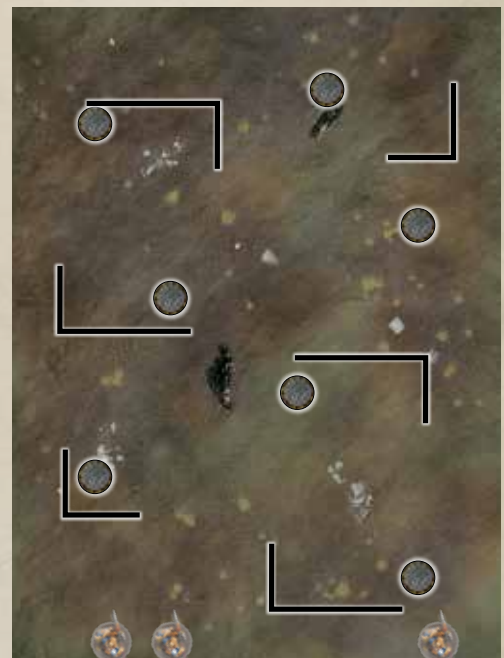
4 pressure plate markers



1 Kruleboyz ambush marker per player (maximum of 6)

1. Set up the barricades on the battlemat.
2. Shuffle the markers face down. Each player takes it in turn placing a marker face down on the mat, at least 3" from the edge, and at least 6" from other markers. During the game players will have the option to investigate these markers to try and find the pressure plates.
3. Players set up their Stormcast Eternals so that they are all touching the same edge of the battlemat (any edge). The opposite edge counts as the entrance to the Stormvault.

Example set-up





BATTLEPLAN: UNLOCK THE STORMVAULT

BATTLEPLAN RULES

The game is split into battle rounds. The youngest player goes first in each battle round, and then play proceeds clockwise.



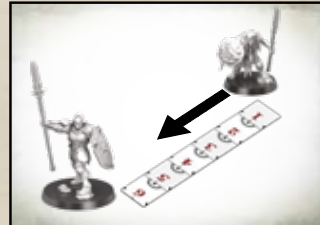
Before moving their Stormcast Eternals Vindictor, the player picks an unrevealed objective marker and flips it over, revealing either a Kruleboyz Gutrippa or pressure plate. If it is a Gutrippa, replace the token with a model.



Each player then moves with their Vindictor, either making a normal Move Action or Advancing.

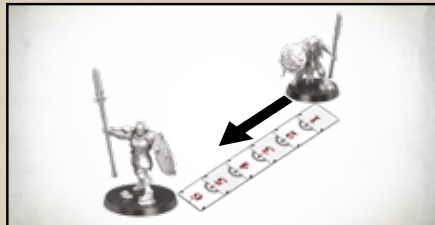


If the Vindictor made a normal Move Action, they can activate a pressure plate by ending a move on top of it. They cannot do this if they chose to Run.



Then, if any are on the battlefield, each Gutrippa makes a move following the Kruleboyz movement rules. Then a new battle round immediately begins.

KRULEBOYZ MOVEMENT RULES



Choose a Kruleboyz Gutrippa and then move the miniature equal to its full movement speed in inches towards the closest Stormcast Eternals Vindictor.



If the Gutrippa's base touches a Vindictor, it stops moving and attempts capture. The player controlling the Vindictor makes an Armour save.



HOW TO WIN

Once all 4 pressure plates have been activated, the Vindictors can enter the stormvault via the entrance (opposite to where they set up) to win the game.



THE SHADOW DESCENDS

Agemman heard the rushing roar of missiles firing in swift succession. He glanced to the far left of the line. There, Dreadnought Brother Julianos was unleashing a salvo of frag warheads into the swarm. The missiles burst amidst the trees and filled the air with Tyranid ichor and jagged wooden shards.

'The flames drive the xenos into my sights,' voxed the interred pilot of the Ballistus Dreadnought. *'They seek to flank us. I am grateful. More foes to smite, to make pay for what their vile kin did to Macragge.'*

'Just so, brother, we—' began Agemman. He was interrupted by a piercing scream that climbed so swiftly in pitch and volume that the First Captain thought the eye-lenses of his helm might shatter. Instead they showed him a sphere of luminescent bioplasma swelling like a newborn star amidst the trees. Its fierce glare threw into stark illumination the hulking alien monster generating the deadly projectile within a caging bioelectric field.

'Screamer-killer!' shouted Terminator Sergeant Decius. Space Marines swung guns towards the huge Carnifex, but too slowly. The beast unleashed its

bioplasmic bolt with a whip crack of displaced air. The glowing orb shot through the arboreal gloom and hit Dreadnought Brother Julianos directly on the front of his armoured sarcophagus. Plasteel and ceramite melted under the impact. Arcs of motive force leapt from ruined systems. Smoke billowed thick and black as the Dreadnought staggered and crunched shoulder-first into a tree trunk.

'Brother Julianos, report,' ordered Agemman. He received nothing but static in response. The ground shook as the Screamer-killer – amongst the most well known and loathed sub-species of Tyranid Carnifex – accelerated into a lumbering charge. Agemman felt grim resolve fill him as he saw the siege-beast making straight for Brother Tyvus. Somehow he did not think it would balk at tearing through the Terminators of Squad Decius to reach its prey. If left unchecked the monster would gouge the heart from his strike force. This was something Agemman could not allow.

Gritting his teeth, the First Captain muttered a benediction of wrath to the machine spirit of his power sword and stepped into the charging beast's path.

Before the Carnifex could reach him, twin columns of laser energy stabbed through the gloom, scything through trunks and sending burning treetops crashing down onto the Tyranids. The blasts punched through one side of the Carnifex's head and out the other. Agemman distinctly saw the beast's gimlet eyes glow scarlet then burst as flames erupted from their sockets.

The Screamer-killer's legs tangled beneath it and it pitched onto its front, ploughing a deep trench in the loam.

'I... live... brother Captain...' replied the Dreadnought, lascannon barrels still glowing from his killing shot, artificial voice ragged with pain.

'And I offer my thanks for that exemplary shot, Brother Julianos,' said Agemman. 'Now fall back to the extraction point. You have sustained sore damage and I will not risk you or your legacy of wisdom.'

'As... you... command...' rasped Julianos. Step by ponderous step he retreated into the hazy pool of daylight that marked the clearing in the dark woods. The rest of the Ultramarines moved with the damaged Dreadnought, focusing on shielding the Apothecary in their midst and maintaining defensive fire. Brother Calastus fell to a fleshborer grub through the eye-piece of his helm just as they reached clear daylight. Terminator brothers Agrista and Palatus made it several steps further before something huge and scuttling with a maw full of fangs and tentacles erupted from the gloom to tear them apart. Even as their vengeful brothers blasted the monster into ruptured ruin, the downdraught of the *Eagle of Macragge* caused the canopy to lash wildly.

'Gunship, we are ready for combat extraction and have sample seventeen secure,' voxed Agemman.



DOMINION

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

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

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

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

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

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

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

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

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

'I told you,' she whispered. 'They're after me.'

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

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

'Niksar!' cried a familiar voice.

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

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

'Niksar!' cried the soldier again, pointing a pistol his way and stepping close enough for Niksar to make out a face. It was a young woman in her mid-twenties with an angular, proud face and large, dark eyes. She was tall, broad-shouldered and powerful looking.

Niksar lowered his sword in shock. 'Zagora?'

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

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

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

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

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

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

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

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



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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 could 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 humankind, 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

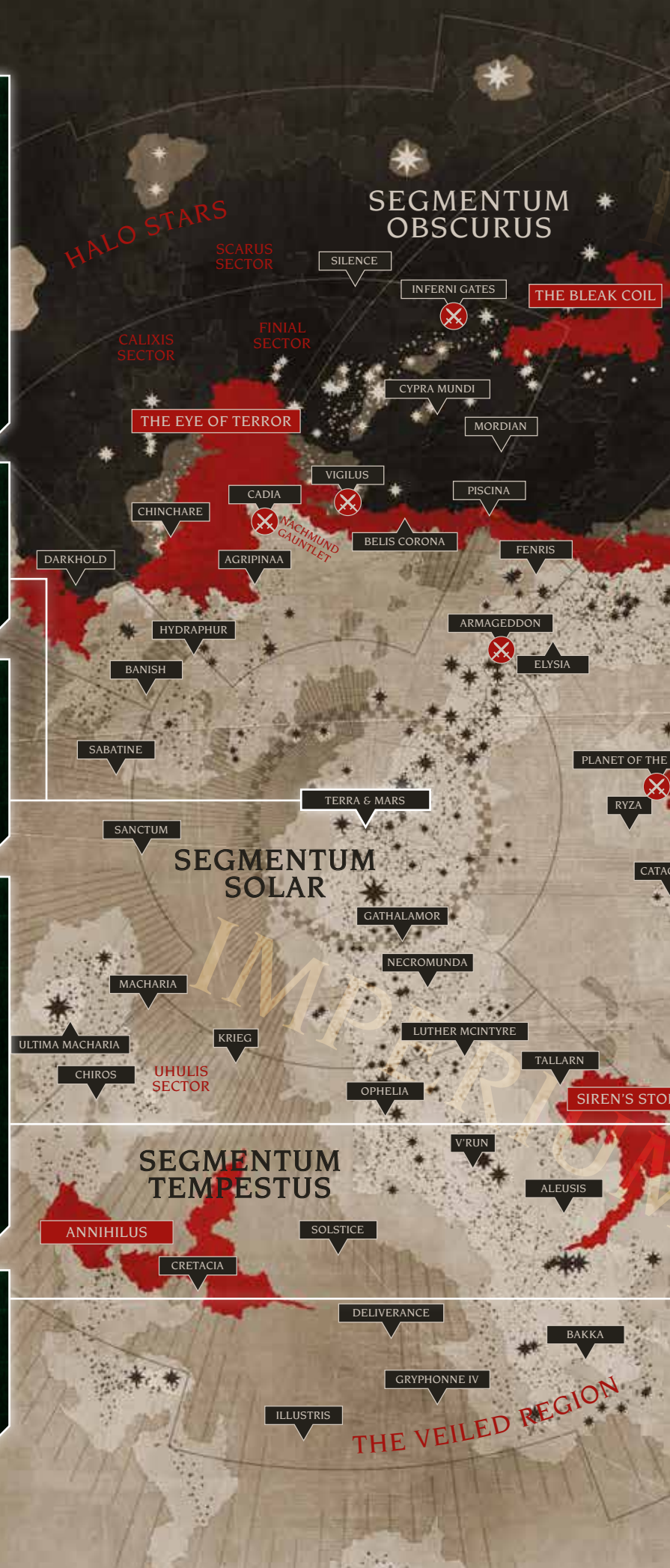
Mars is the home of the Adeptus Mechanicus, and now serves as their greatest and oldest forge world. It is an unfathomably large super-factory in the guise of a planet, and is used to produce technological wonders of every kind.

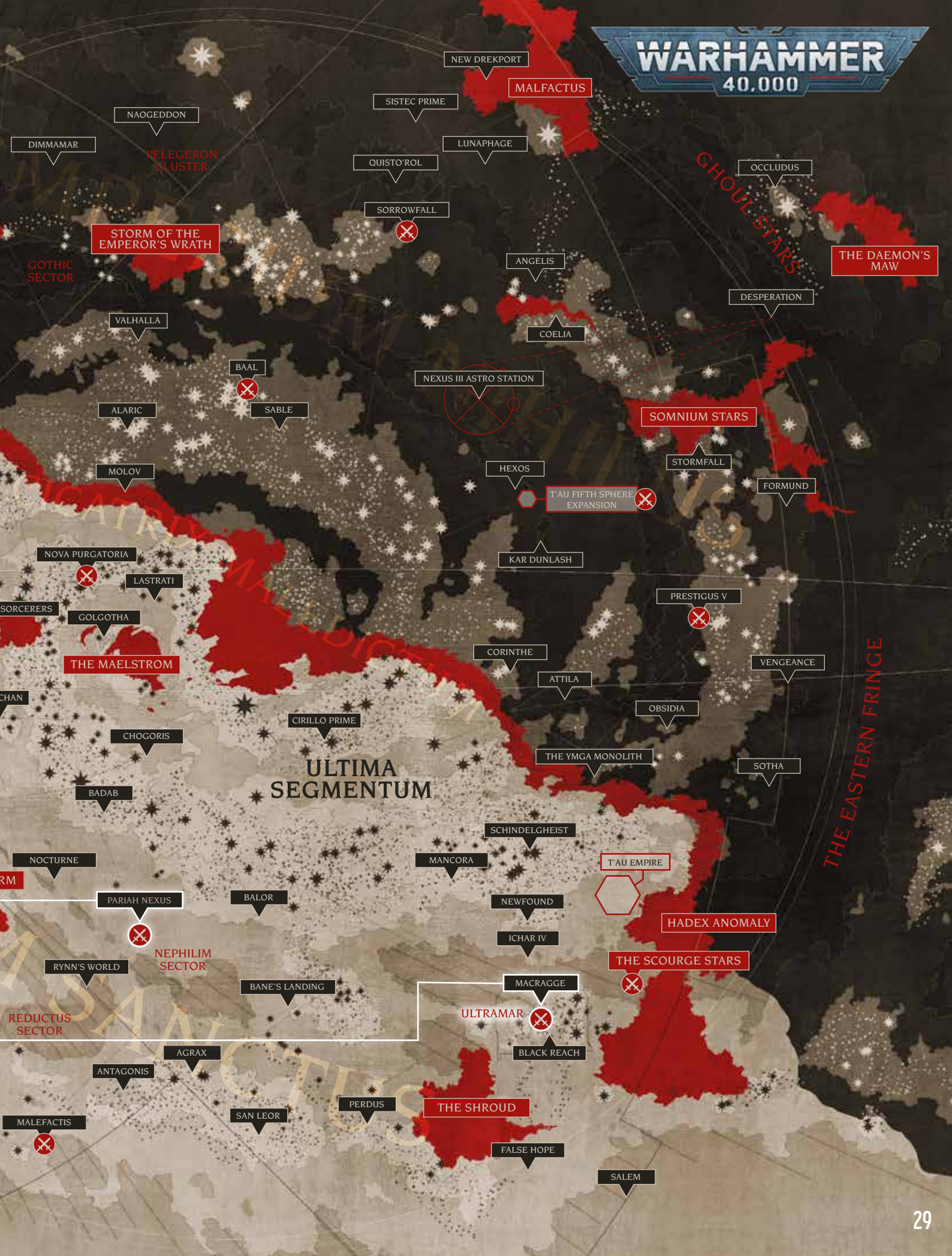
MAP FOCUS: PARIAH NEXUS

Once prosperous and productive, the area of space now known as War Zone Pariah was reduced to haunted decay by the Necrons. Imperial forces responding to the region's sudden silence found planet after planet where cities and factories lay abandoned. Necron war engines and ghoulish android warriors stalked through the ruins, unleashing terrible weapons upon the shocked Imperial armies, who fought back with a mixture of fury and horror. Conflict rages through the region still, fought beneath an oppressive shroud of anti-psychic energies that threaten to steal the very souls of the Emperor's warriors.

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.





DIMMAMAR
PELEGERON CLUSTER
GOTHIC SECTOR

STORM OF THE EMPEROR'S WRATH

NEW DREKPORT
MALFACTUS

SISTEC PRIME
LUNAPHAGE
QUISTO'ROL

GHOU' STARS
OCCLUDUS

THE DAEMON'S MAW

VALHALLA

ANGELIS

DESPERATION

BAAL
SABLE

NEXUS III ASTRO STATION

SOMNIUM STARS

ALARIC

COELIA

FORMUND

MOLOV

HEXOS

STORMFALL

NOVA PURGATORIA

KAR DUNLASH

PRESTIGUS V

SORCERERS

LASTRATI

GOLGOTHA

CORINTHE

VENGEANCE

THE MAELSTROM

ATTILA

OBSIDIA

CHAN

CHOGORIS

CIRILLO PRIME

THE YMGA MONOLITH

SOTHA

BADAB

ULTIMA SEGMENTUM

SCHINDELGHEIST

T'AU EMPIRE

NOCTURNE

MANCORA

HADEX ANOMALY

PARIAH NEXUS

BALOR

NEWFOUND

THE SCOURGE STARS

RYNN'S WORLD

NEPHILIM SECTOR

BANE'S LANDING

ICAR IV

REDUCTUS SECTOR

ANTAGONIS

AGRAX

MACRAGGE

ULTRAMAR

BLACK REACH

MALEFACTIS

SAN LEOR

PERDUS

THE SHROUD

FALSE HOPE

SALEM

THE EASTERN FRINGE

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, and 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

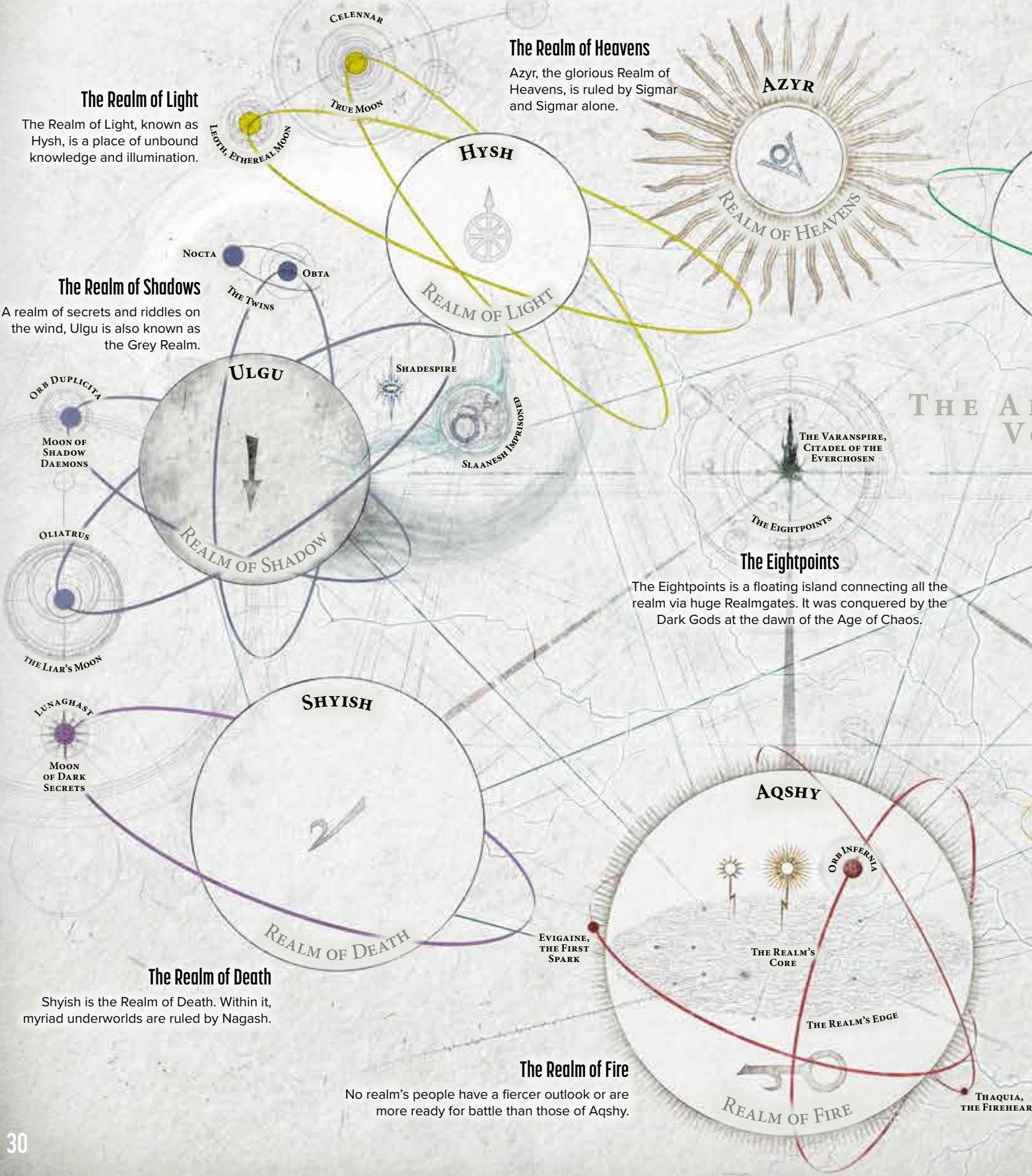
The Eightpoints is a floating island connecting all the realm via huge Realmgates. It was conquered by the Dark Gods at the dawn of the Age of Chaos.

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.

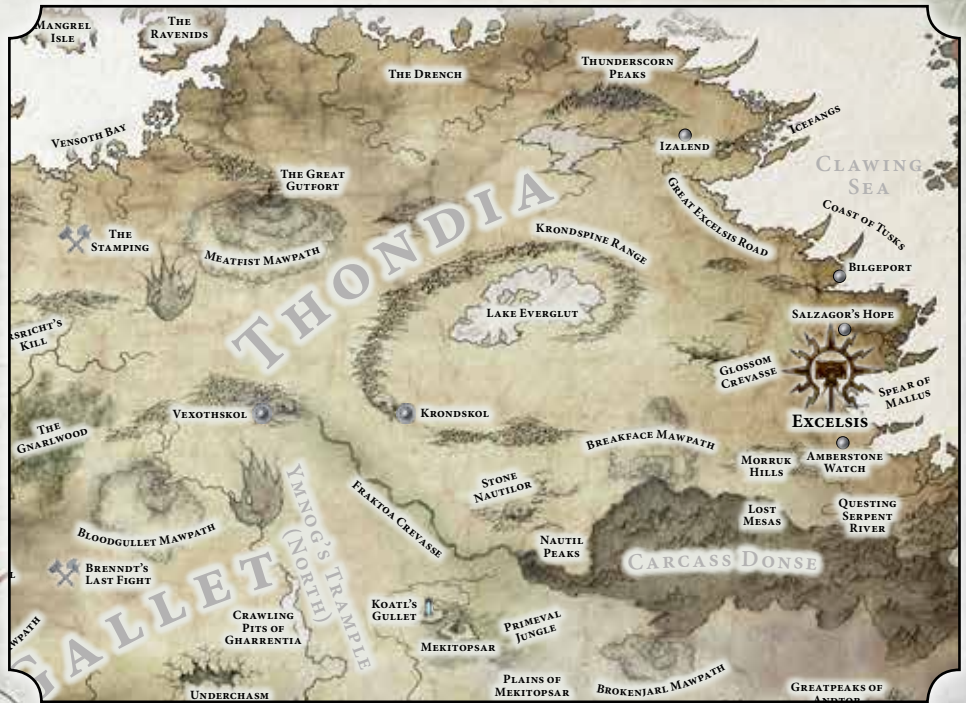


The Bad Moon

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.



MAP FOCUS: GHUR THONDIA

Amidst the shifting continents of Ghur, Thondia is one of the widest expanses of land that offers stability. Its vast tundras are so large they cannot be fully comprehended, only broken up by spinal mountain ranges. This untamed land is the perfect place for the Orruk Warclans, who have thrived on a life of bestial violence. It is also home to Excelsis, Sigmar's greatest free city in Ghur. The armies of Excelsis are constantly beating back greenskin hordes to survive every day.

MAP FOCUS: EXCELSIS

The free city of Excelsis is both Sigmar's largest foothold in Ghur and the biggest port of trade in the region. It sits under the watchful eye of the Knights Excelsior Stormhost. The people of Excelsis trade with a currency known as Glimmerings, crystallised pieces of the Spear of Mallus, a great shard of the World-That-Was. Citizens also use Glimmerings for divination and prophecy, as they can grant their owners brief glimpses into the future.

Kragnos attempted to lay waste to the city upon his reawakening, but was beaten back by the combined efforts of both Lord Kroak and the fickle Morathi. Despite his defeat, the greenskins left behind attack the city constantly in his name, making life for the people of Excelsis an ongoing struggle.

The Realm of Metal

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



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Use these warscrolls for the minigame on page 23.
For more information about playing Warhammer Age of Sigmar games, check out the rules for free at ageofsigmar.com or scan the QR code here.



Use these datasheets for the minigame on page 20. For more information about playing Warhammer 40,000 games, check out the rules for free at warhammer40000.com or scan the QR code here.







5"



VINDICTOR







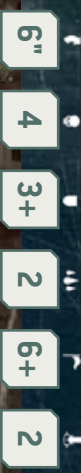
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GUTRIPPA





ASSAULT INTERCESSOR SQUAD





6"

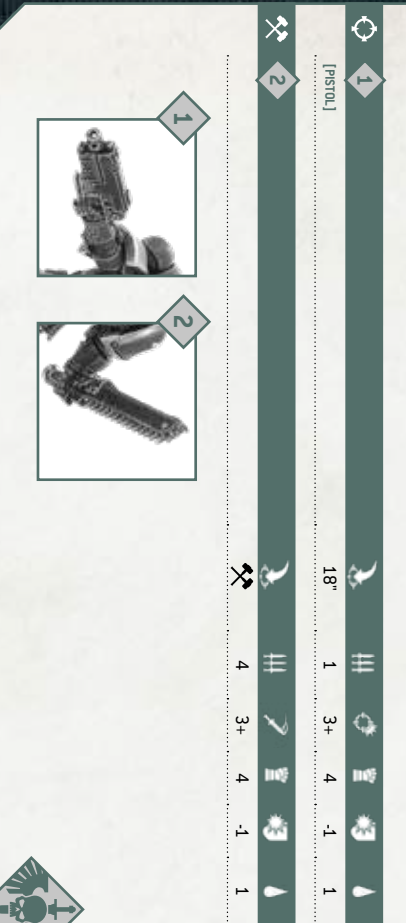













NECRON WARRIORS



5"

