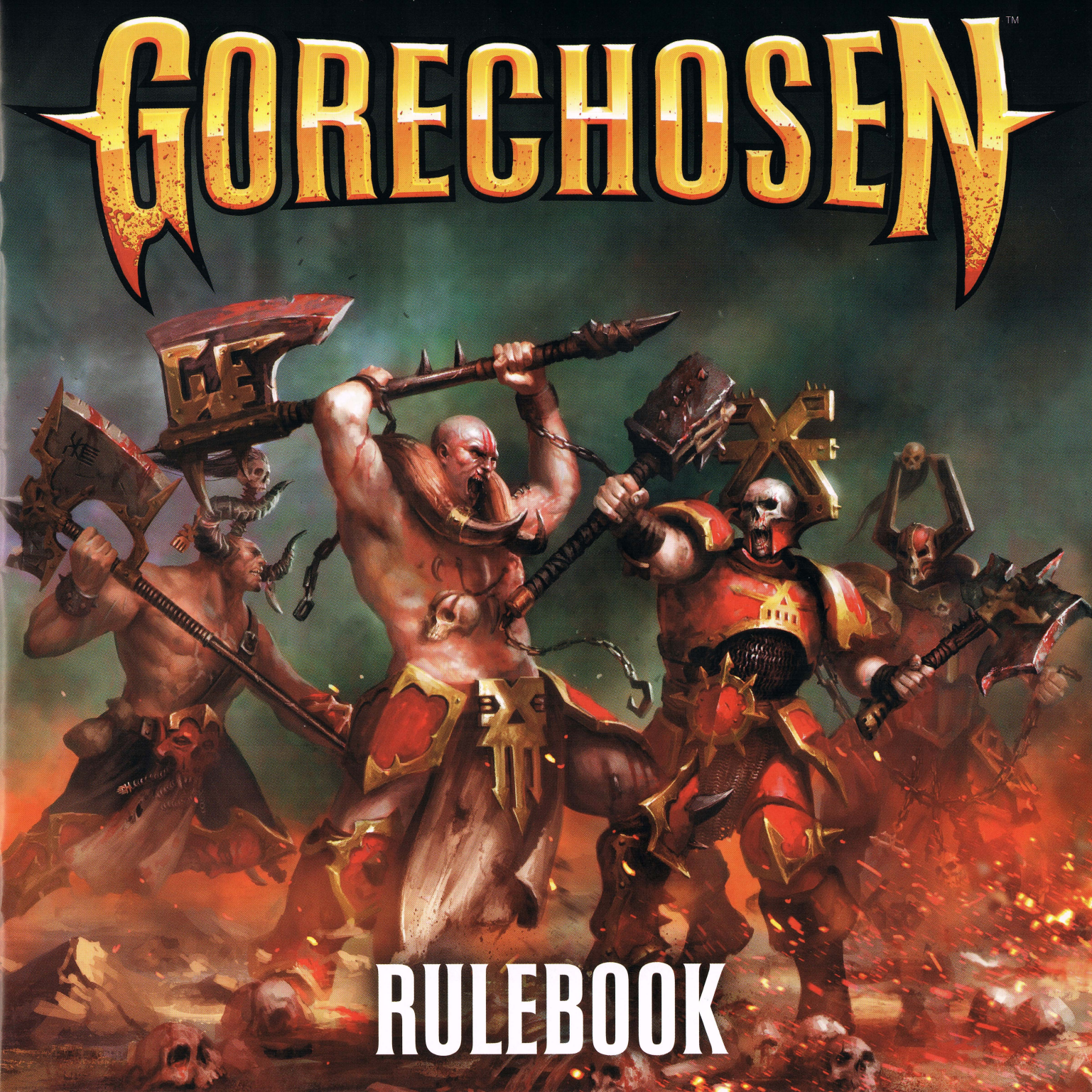




TM

GOREGHOSEN

RULEBOOK



GLORY TO KHORNE!

Blood, battle and butchery are the sacraments of Khorne. His mortal followers place these wages of war at the feet of their dark master – a bounty of skulls and corpses that reaches into the sky. Greatest among these gore-crazed servants are the Bloodbound. They are the chosen instruments of Khorne's unending rage in the Mortal Realms, and each life they claim is another offering to the Blood God.

Wherever the red ruin of war stains the land, the followers of Khorne cry out praise to their dark god. The screams of dying men, the wet spurt of arterial blood, and bone splintering under steel are the joyous sounds of slaughter they make. With every life taken and skull claimed, the might of the Blood God grows, while his warriors surrender ever more of their souls to madness and rage. All across the Mortal Realms, warriors, monsters and beasts fight endless battles in Khorne's name, hoping to draw the murder god's blessing. However, though many seek the Blood God's boons, few are chosen.

The Bloodbound are those who have passed the bloody trials of Khorne and proven themselves worthy of his violent gifts. By their murderous devotion to the Blood God, they have earned a place at the head of his sprawling mortal armies. Cursed knights, savage chieftains and bloodthirsty kings all fill the ranks of the Bloodbound. Since the dawn of the Age of Chaos, their frenzied Warhordes have ravaged the lands. Kingdoms and empires beyond count have perished in fire and gore at the hands of their armies, the weeping flesh of the fallen turning

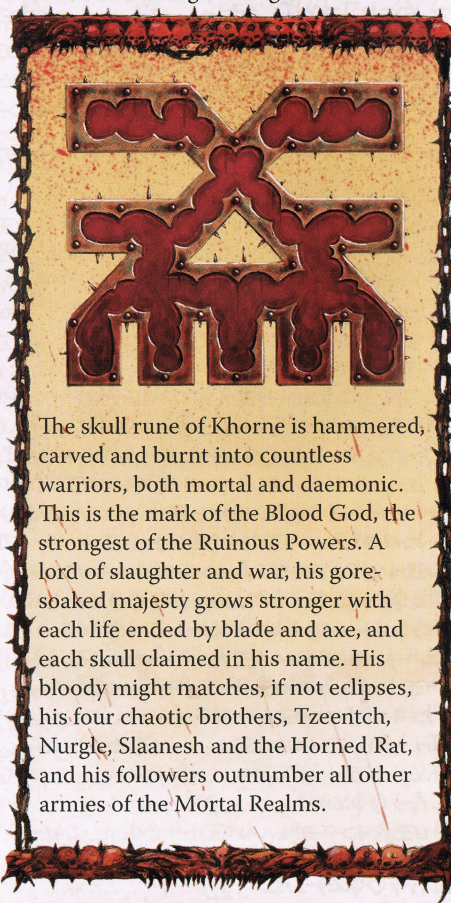
the ground to a crimson sea. Over these centuries of murder, the Bloodbound have grown strong, and many proud and sinister heroes have arisen from their brutal number. Yet drawing the eye of Khorne is just the first step on the Path of Skulls, as the road to daemonic glory is known among his worshippers. Khorne demands utter devotion from his followers, and only those who can amass a great harvest of skulls, slay especially potent foes or annihilate entire empires will become the lords and masters of Bloodbound armies.

Among those who have successfully butchered and murdered their way down the Path of Skulls stand the Gorechosen. These make up the inner circles of the Mighty Lords of Khorne who lead the Bloodbound Warhordes. Towering warriors of bulging muscle and gore-spattered armour, the Gorechosen wear the blessings of Khorne for all to see. In battle, the Gorechosen carve a ruinous path of destruction through their enemies, making even the mightiest champions appear as weakling children before them. Each screaming head hacked from the spurting neck of an enemy is

another skull to be laid at the feet of Khorne, another paving stone on their long road to damnation. True glory, for a Gorechosen, comes from vanquishing the greatest foes – for not all skulls are equal in the eyes of the Blood God. The most worthy offerings are the lives and heads of powerful warriors or great lords, men and heroes who can only be defeated by martial skill and utterly uncompromising determination. Often, the greatest skull a Gorechosen can give to Khorne is that of another Gorechosen, and many champions have risen to power by claiming the lives of their brothers.

Across the Mortal Realms, in the still-smoking ruins of broken towns, in the howling wastelands where civilisations once stood, and in the hearts of corpse-strewn battlefields, the Bloodbound gather to test their strength against their own kind. Slaves toil under the lash of Khorne's devoted to construct huge fighting pits. Some are simple holes torn from the earth of savage lands, lined with grinning skulls to watch the bloody proceedings. Others are towering coliseums constructed from stone, bone and iron scavenged from devastated cities. Around the edges of these gladiatorial arenas, the Bloodbound gather, screaming out their praise to Khorne as combatants hack and hew at each other on the sand below. As a prelude to the true contests of strength to come, slaves and beasts are often hurled into the pit. Warriors whet their blades and loosen their muscles on these weaker victims, ensuring that the pit is properly soaked in blood, consecrated to Khorne in the only way that matters.

Into this crimson battlefield stride the Gorechosen. The veteran killers eye each other as they feel the lust for battle building in their minds. All their many victims are as nothing compared to the murder about to come, and at last, they will finally gain the true favour of their dark lord, or they will be reduced to another skull dedicated to his glory. Shaking blood from their weapons, the Gorechosen advance ready for the fight, and the true slaughter begins!



The skull rune of Khorne is hammered, carved and burnt into countless warriors, both mortal and daemonic. This is the mark of the Blood God, the strongest of the Ruinous Powers. A lord of slaughter and war, his gore-soaked majesty grows stronger with each life ended by blade and axe, and each skull claimed in his name. His bloody might matches, if not eclipses, his four chaotic brothers, Tzeentch, Nurgle, Slaanesh and the Horned Rat, and his followers outnumber all other armies of the Mortal Realms.





MASTERS OF CARNAGE

These Gorechosen are some of the dark champions of the Bloodbound, each one a gifted killer spattered in the blood of a thousand gory conquests. Masterful fighters and remorseless murderers, they make for deadly opponents, able to dish out and weather huge amounts of punishment and pain.



REDARG BLOODFANE

Redarg is a terrifying champion whose hands are covered in the blood of mortals and monsters beyond counting. With brutal efficiency, he lops off heads with his axe and traps blades in his skullgouger, driving them back into their owners' own flesh. As second to the Warhorde's Mighty Lord of Khorne, he stands on the cusp of glory over his frenzied kindred, and victory in the pit is the prelude to his glorious and bloody ascension.



HELDRAx GORETOUCHED

The bloodlust of Khorne boils angrily in the heart of Heldrax. His flesh is a gore-covered vessel through which the Blood God's rage can take shape, its fury twisting the Slaughterpriest's body into a distended killing machine. None are as devoted as Heldrax, a fact he yearns to prove in furious battle against his kin, hacking them down, ripping apart their flesh and feasting on their hearts, to show their worship for the pale lie it is.

Every Bloodbound Warhorde has eight Gorechosen, drawn from the deadliest and most bloodthirsty of its warriors. They serve the Mighty Lord of Khorne, but only as long as Khorne favours him. Thus, the Gorechosen are in constant competition with their master, and each other, to win the blessings of their dark god.



VEXNAR THE REAPER

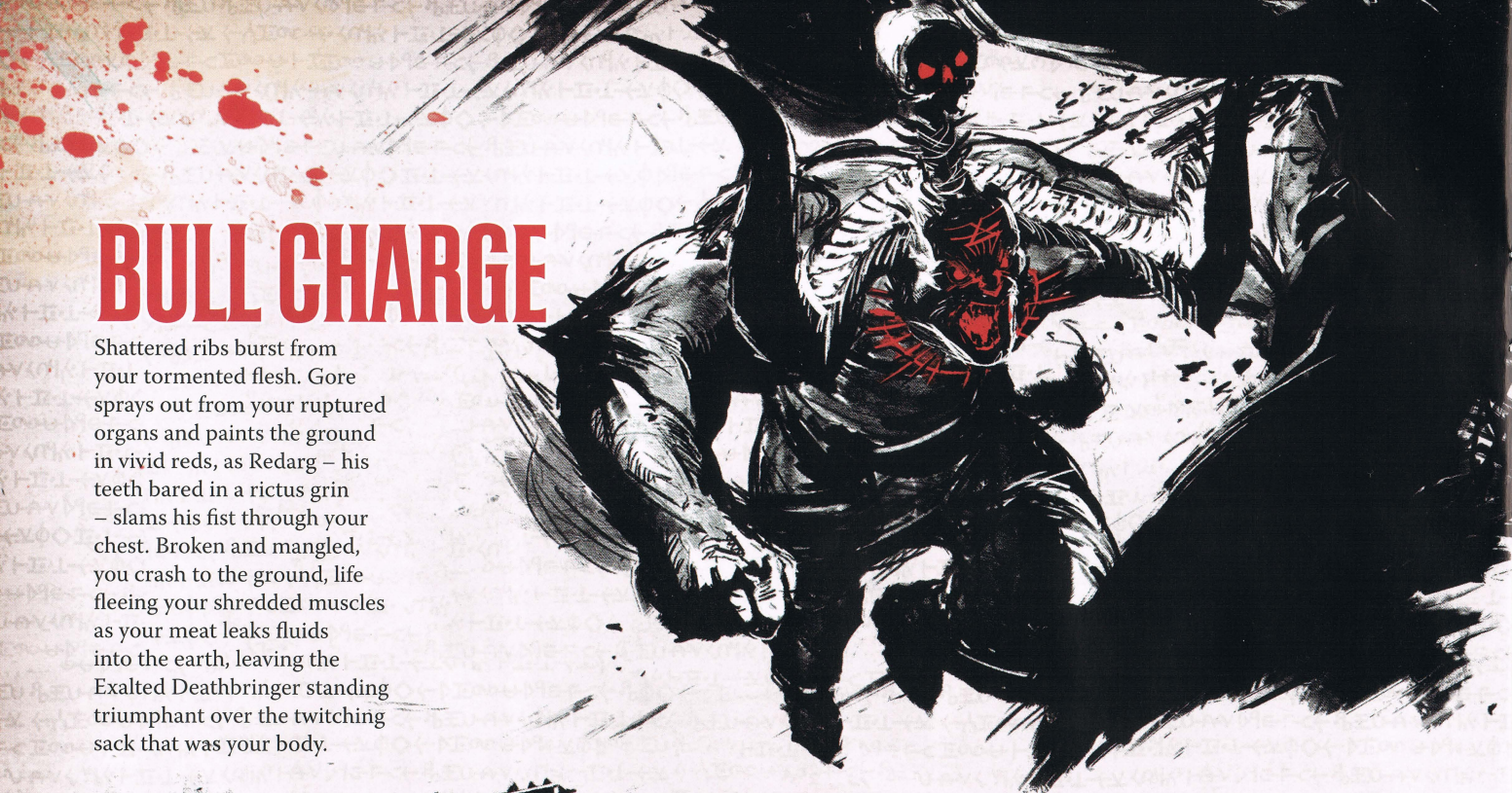
Hungry for power, Vexnar has hacked and butchered his way to stand among the Gorechosen, yet still he craves supremacy over his enemies and his kindred. He has earned the name 'Reaper' for his relentless killing sprees, for the rage of Khorne burns like an unquenchable fire in his heart. Each swing of his goreaxe adds fuel to this fire, while devastating strikes from his skullhammer shatter bones and burst open heads with punishing force.



KORE HAMMERSKULL

As Kore wades through combat, the thunderous tempo of brass shattering bone booms across the battlefield. Gouts of fire burst from his brazen anvil as it smashes into his victims, the massive weapon bursting them like straining sacks of meat. Kore is a warrior-smith, who forges weapons so that the red rivers of war might never run dry. His only concerns are the continuation of slaughter and harvesting heads for his mighty lord.





BULL CHARGE

Shattered ribs burst from your tormented flesh. Gore sprays out from your ruptured organs and paints the ground in vivid reds, as Redarg – his teeth bared in a rictus grin – slams his fist through your chest. Broken and mangled, you crash to the ground, life fleeing your shredded muscles as your meat leaks fluids into the earth, leaving the Exalted Deathbringer standing triumphant over the twitching sack that was your body.



CONTEMPT FOR COWARDICE

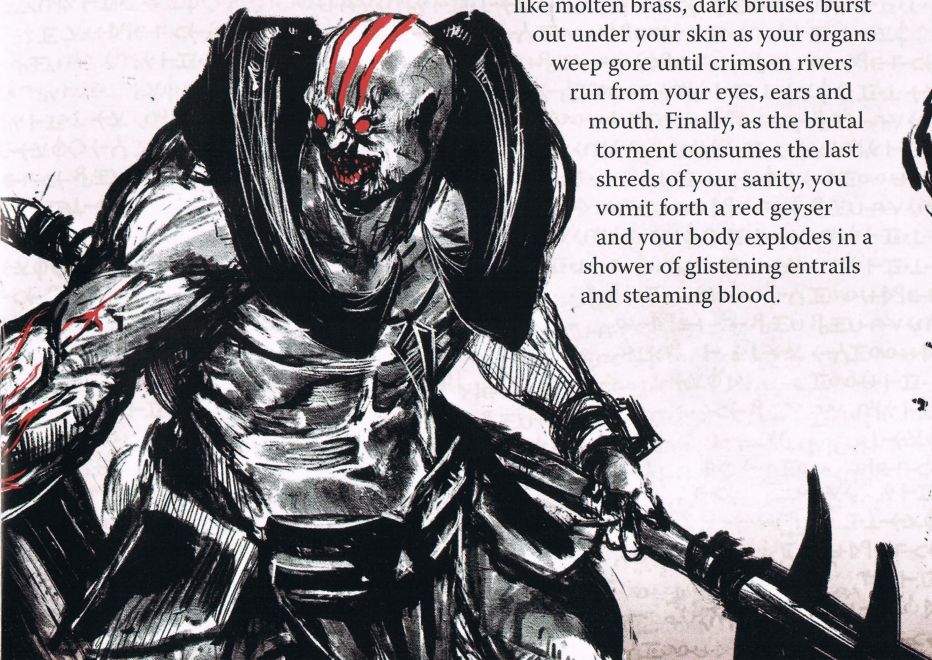
You beg and babble in unnatural fear under Vexnar's cruel gaze, the terror clawing at your heart as breath flees your lungs and strength ebbs from your limbs. Crushed down by the dominating will of the Deathbringer, you are driven to your knees, neck bared for the killing blow. When it comes, it shatters your spine and sends your head tumbling into the blood-drenched dust.

MIGHTY SWING

A blast of furnace-hot air hits you a second before Kore's flaming anvil hammers into your chest with a sound of cracking bones and tearing muscle. The clattering and clanking links of the chain weapon are drowned out by your death screams as your body caves in on itself – but you are not alone and, like a rag doll, you are flung into a nearby warrior. Your broken bodies are both sent crashing into the ground as a heap of snapped limbs, burnt meat and slowly leaking innards.

BLOOD BOIL

A churning, burning agony erupts in your guts. Through the pain you hear Helderax call down Khorne's wrath. Blood bubbles and boils in your veins like molten brass, dark bruises burst out under your skin as your organs weep gore until crimson rivers run from your eyes, ears and mouth. Finally, as the brutal torment consumes the last shreds of your sanity, you vomit forth a red geyser and your body explodes in a shower of glistening entrails and steaming blood.





THE ARENA AWAITS

Fig. 1

FIGHTER REFERENCE CARDS

Each fighter has a Unique action, which only they can perform (see overleaf).

Your fighter's Health is measured by a marker that travels down this track.

REDARG BLOODFANE

HEALTH

KILL ZONE

Healthy	Wounded	Dead
4	4	4
3	3	3
2	2	2
1	1	1

Unique Action: Bull Charge Discard any two Action cards to take this action. Push a fighter in your front and move into the hex they left. Then steal an Action card from that player's hand, adding it to your own.

Challenge: Roll a dice after an attack. If the result is 5 or 6, the attacker suffers 20 wounds. On a result of 5 or 6, the attacker suffers a wound.

Each fighter has a unique rule described on their reference card.

The Kill Zone shows which hexes the fighter can target with their attacks.

These are the damage boxes. At the start of the game the two Wounded boxes will be covered, so use the rules in the Healthy boxes.

Welcome to Gorechosen, a game of arena combat in the Age of Sigmar. This book tells you how to engage your opponent in deadly martial bouts, introduces the fearsome fighters you have available, and tells you about the ferocious world they inhabit. You will also find painted examples of the stunning Citadel Miniatures included in this box.

WHAT YOU GET IN THIS BOX

4 plastic Citadel Miniatures:

- Aspiring Deathbringer
- Exalted Deathbringer
- Skullgrinder
- Slaughterpriest

4 Fighter Reference cards (see Figure 1)



8 Damage markers



4 Health markers



28 Injury markers



4 Wrath tokens

24 Action cards

16 Initiative cards

12 Critical Injury cards

Move action

Attack action

Special action



This hex contains an obstruction.



Arena board

These hexes contain pits.

Wrath Track

The Wrath Track keeps record of each fighter's Wrath (the number next to each row). Fighters spend Wrath to make powerful attacks.

6 Dice



PREPARING FOR BATTLE

SETTING UP

Set up the arena board in the middle of the playing area, where everyone can reach it. Shuffle the Critical Injury cards and put them face-down next to the arena. Each player takes a set made up of one circular Wrath token, one small Health marker, two Damage markers and four Initiative cards that all bear a matching rune.

Then, each player puts one of their Initiative cards into the centre, where they are shuffled together. Reveal them one at a time.

When your card is revealed, pick one of the available fighters. Take their Fighter Reference card, set it up as shown in Figure 2, then set up their miniature anywhere in the arena that is more than 2 hexes away from any other fighter. You can choose any facing (see Figure 3).

Once each player has set up their fighter, the Initiative cards are returned to their owners and everyone puts their Wrath token on the orange space on the Wrath Track. Then the game begins!

NOTES ON DICE

If you're ever asked to roll a D3, roll a dice and halve the result, rounding up. If you are told to re-roll any dice, roll them again, ignoring the first result. You can never re-roll a dice more than once.

ROUNDS

The game is split into rounds, each of which has two stages: Prepare and Fight. Once you've completed both stages, a new round begins.

STAGE ONE: PREPARE

Shuffle together the 24 Action cards and deal five to each player to form their hand – these should be kept secret. Discard any remaining cards.

Then, each player puts as many Initiative cards forward as their current Wrath (see Figure 4). Shuffle these Initiative cards together, and put the resulting Initiative deck next to the arena.

STAGE TWO: FIGHT

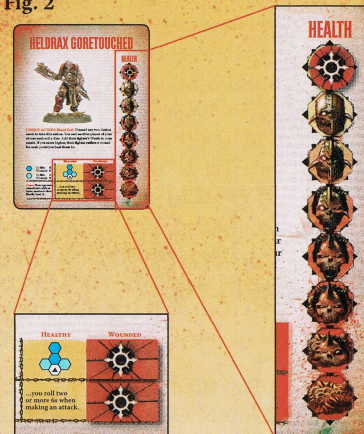
Draw the top card of the Initiative deck. The player whose card is drawn takes a turn by revealing an Action card from their hand, choosing one (and only one!) of its actions to resolve, as described over the page, and then discarding the card.

After the action is resolved, draw another Initiative card and repeat the process above. If there are no cards left in the Initiative deck, a new round begins.

As you draw each Initiative card, place it face-up on top of the last one that was drawn. Only the top one should be visible – you cannot look through the pile to see which ones have already come out!

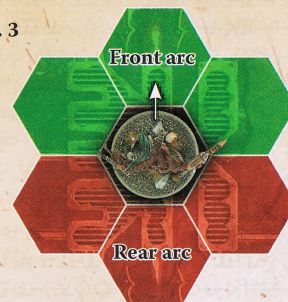


Fig. 2



Put a Damage marker over each of the 'Wounded' spaces at the bottom of your card, and a Health marker at the top of the Health Track.

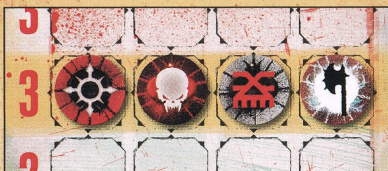
Fig. 3



Fighters must face one of the edges of their hex – use the way they're looking to determine this. The hexes around them are then divided into their front and rear arcs. The hex directly in front of them is the one in the middle of their front arc.

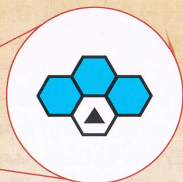


Fig. 4



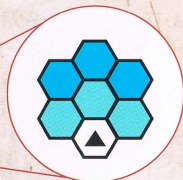
Everyone starts in the same place on the Wrath Track, so for the first turn, everyone puts in 3 Initiative cards.

Fig. 5



For example, Vexnar the Reaper can target the three hexes that make up his front arc.

Fig. 6



Thanks to his rather unwieldy weapon, Kore Hammerskull finds it easier to hit fighters when they're further away!

LET THE CARNAGE BEGIN

ACTIONS

Each card has three actions: a Move action at the top, an Attack action in the middle, and a Special action at the bottom. Some actions have a Wrath Modifier; move your token up or down the Wrath Track accordingly before resolving the action.



Wrath Modifier icon

You cannot move off either end of the track; if you are at the bottom, for example, and take an action with a -1 Wrath Modifier, your token just stays where it is.

As well as the actions below, each fighter has a Unique action. You can discard any two Action cards to take your fighter's Unique action.

MOVE ACTIONS

When you resolve a Move action, you can move your fighter up to the number of hexes shown by the action. You can move in any direction, but you can't move into a hex that is occupied by another model, or into a pit or obstruction. Once you've moved, set your facing according to the facing icon on the action you chose (see Figure 7).

ATTACK ACTIONS

To resolve an Attack action, you must have an enemy fighter in your Kill Zone. The Kill Zone diagram on your Fighter Reference card shows where you can attack – the white hex shows your position, and the arrow shows your facing (see Figure 5).

Pick an enemy in your Kill Zone and roll the number of dice shown by the action. Each dice that scores your To Hit value or higher is a hit. If you score no hits, move your Wrath token up one space as your fighter seethes with impotent fury! You'll find the To Hit value on your Fighter Reference card. Some weapons have different To Hit values depending on where your target is (see Figure 6).

Each hit you score inflicts wounds on your opponent – check the Wounds value on your Fighter Reference card to see how many. Wounds are explained on the opposite page. Before the wounds are inflicted, your target can play a Block, Parry or Dodge Special action, if they have one in their hand, by discarding it. They can only play one card for each attack you make.

SPECIAL ACTIONS

When you resolve a Special action, follow the text on the card.

NO ACTIONS

If you wish, you can take no action when your Initiative card is drawn. If you take no actions, you must discard an Action card from your hand. If your Initiative card is drawn and you have run out of cards to play, your fighter can take no actions.

PUSHING FIGHTERS

Some actions (such as Shove) let you push a model into another hex. They move one hex directly away from your fighter, without changing their facing.

If a pushed fighter cannot be moved, because the arena wall, an obstruction or another fighter is in the way, they suffer D3 wounds instead. If your fighter is about to be pushed into a pit, roll a dice, then discard any number of cards from your hand, adding 1 to the result for each. On a total of 4 or more, your fighter stays in their hex. On a 1-3, they plummet to their death and are slain (see right)!

END OF THE ROUND

When there are no cards left in the Initiative deck, the round ends. Each player takes back their Initiative cards, and discards any Action cards remaining in their hand. Then a new round begins.

WOUNDS AND INJURIES

Move your fighter's Health marker one space down the track for each wound they suffer. When it reaches the bottom, cover the top space with an Injury marker. That space is now lost and cannot be used! Then, if you have any wounds left over, move your marker to the new top space and continue from there (see Figure 8).

Whenever you add an Injury marker, draw a Critical Injury card. Once you have finished moving the Health marker, resolve any Critical Injury cards you drew.

DEATH

If the bottom space of your fighter's Health Track is covered by an Injury marker, they are slain. They can also be slain as a result of certain Critical Injury cards. When your fighter is slain, they are removed from the arena immediately, and their marker is removed from the Wrath Track. The fighter who slew your fighter moves their Wrath token up D3 spaces.

Despite your fighter's demise, you may yet have a chance for vengeance. Turn your reference card over and read the 'Fate of the Slain' rules that you find there.

THE PATH TO VICTORY

The conditions of victory are simple: the last warrior standing wins!



Fig. 7

FACING ICONS



If an action has this icon, you can choose your facing.



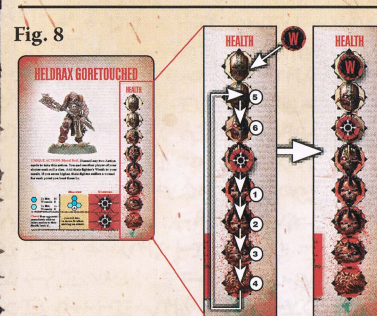
If an action has this icon, face directly away from the last hex you moved out of. (In other words, face your direction of travel.)



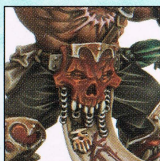
If an action has this icon, face the last hex you moved out of. (You are effectively backing out of the hex.)

Actions with either of these icons can't change your facing if you don't move.

Fig. 8



Heldrax Goretouched suffers six wounds. His Health marker moves to the bottom of the track, so his player covers the top space with an Injury marker. He still has two wounds left, so he moves his marker to the new top space (for one wound) and moves it down one more (for the last). As one Injury marker was placed, the player draws one Critical Injury card and resolves it.



Redarg Bloodfane



Heldrax Goretouched

GORY DETAILS

Wrath Modifiers

If you take an action with a Wrath modifier, don't forget to adjust your Wrath before you take the action!

Discarded Initiative Cards

Remember, you can't look through the discarded Initiative cards. A smart player will keep their unused Initiative cards hidden, to keep the others guessing...

Front and Rear Arcs

You are only 'in a fighter's front/rear arc' if you are standing in one of the six hexes adjacent to them (see Figure 3).

Crippling Blow Action

If you make a Crippling Blow attack and roll any 6s, the Critical Injury is resolved immediately – before your opponent has a chance to play a Block, Dodge or Parry!

Cleave

Heldrax's Cleave ability comes into effect before his opponent has a chance to Dodge, Parry or Block the attack. If the target's Health marker is at the top of their Health Track when they must place an Injury marker, move the Health marker down to the next space.

Attacking Through Fighters

If your fighter's Kill Zone extends beyond their front arc (like Kore's or Heldrax's), it is possible to ignore an intervening fighter and hit someone behind them. This represents the closer warrior ducking aside, or a strike whistling past to hit the more distant foe.

OPTIONAL RULE: TIME LIMITS

If you find that players are taking too long to play their Action cards, you can use this rule to speed the game up. You will need a stopwatch or something similar.

When the top card of the Initiative deck is turned over, the player whose card it is has 15 seconds to play an Action card from their hand. If they do not do it in time, they must discard a random Action card and forfeit their turn!

ADVANCED VARIANT: DRAFTING

If you wish to add a level of strategy to your games, you can amend the Prepare stage of each round as follows.

Deal six cards to each player instead of five. Then, each player looks at the cards they have been dealt, chooses one to keep, then passes the remaining cards to the player on their left. Look through these new cards, pick one to keep, and pass to the left again. Keep doing this until each player has two cards to choose from. Keep one, and discard the other. Each player should now have a hand of five cards.

This lets you plan ahead, and gives you more control over what you can do during the round. It can slow the pace somewhat, especially if any of the players are less experienced, but can add an exciting new dimension to the game!

FURTHER BUTCHERY

STAND TOGETHER OR DIE ALONE

If you have four players, this variant lets you play a two-on-two team battle.

Split the players into two teams, however you see fit. If both members of a team are slain, the other team claims victory.

Follow all of the rules for setting up and playing, with the following exception. Once per round, when your Initiative card is drawn, you can let your teammate take the turn instead. Take the Initiative card that was drawn and put it in front of you until the end of the round as a reminder that you cannot do this again.

SINGLE COMBAT

If you have two players, this variant adds a little uncertainty to spice up the battle! In the Prepare stage of each round, add an unused Initiative card (belonging to neither player) into the deck before shuffling it. When that card is drawn, each player rolls a dice. The player that rolls the highest can take a turn, as though their Initiative card had been drawn. If both players roll the same number, they must each discard a random Action card from their hand.

KINGSLAYER

This variant works with three or four players, with one standing alone against the others.

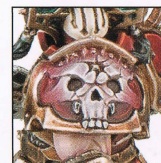
Determine which player will be the lone Champion in any way you see fit. The remaining players are the Challengers, and must work together to slay the Champion. If they do so, any of them who are still alive are victorious. If all three Challengers are slain, the Champion claims a glorious victory.

Follow all of the rules for setting up and playing, with these exceptions. In each Prepare stage, the Champion is dealt two additional Action cards if there were two Challengers at the start of the fight, or four additional Action cards if there were three. (If you are using the drafting rules, the Champion takes these from the cards that are discarded at the end of the draft.)

Whenever the Champion's Initiative card is drawn, they can choose to play two Action cards instead of one.



Kore Hammerskull



Vexnar the Reaper

MORE BLOOD FOR THE BLOOD GOD!

The clamour and carnage of battle draws more Gorechosen to the arena, each glory-hungry warrior eager to prove their worth to Khorne. Will these new heroes earn the favour of the Blood God, or will their skulls be added to his throne?

HAGRETH DOOMHAND

The skulls of mighty humans, brutal orruks and cunning skaven hang from Hagreth's huge impaling spear – each one an offering to the Blood God. The souls of these vanquished warriors howl as Hagreth spins his weapon, its gleaming edge darting out in brutal thrusts to rip open his foes and claim fresh skulls.

HAGRETH DOOMHAND



HEALTH



UNIQUE ACTION: Spear Rush. Discard any two Action cards to take this action. Pick a fighter directly in front of you. Push them, then make a two dice attack against them. If you inflict any wounds, you can move into the hex they left.

HEALTHY



...they must draw one extra.

WOUNDED



...roll a dice. On a 4, 5 or 6, they must draw one extra.

● To Hit: 3+
● Wounds: 3
● To Hit: 3+
● Wounds: 2

Impale: If your attack causes an opponent to draw any Critical Injury cards...

TARK GRUELGORE

A bitter taskmaster, Tark takes dark pleasure from tormenting beasts and turning them against the enemies of the Bloodbound. In the pit, he uses these same torturous methods of fighting against his foes, tearing into them with cracks of his blood whip and sweeps of his torture blade.

TARK GRUELGORE



HEALTH



UNIQUE ACTION: Scourge. Discard any two Action cards to take this action. Pick a fighter in your Kill Zone and roll four dice. For each dice that scores a 4, 5 or 6, that fighter must discard a card from their hand at random, or take a wound if they have no more cards in their hand.

KILL ZONE



Blood Whip: Your opponent discards a card at random (after any Blocks, Parries or Dodges)...

HEALTHY

● To Hit: 3+
● Wounds: 3
● To Hit: 4+
● Wounds: 1

...for each 6 you roll when making an attack.

WOUNDED

● To Hit: 4+
● Wounds: 3
● To Hit: 5+
● Wounds: 1

...if you roll any 6s when making an attack.

FEXGOR THE FLAYER

Fexgor is a giant armed with a jagged blade and a brutal ball and chain. Each swing of his hackblade is another prayer to Khorne, and the priest likes nothing better than to use its wickedly sharp edge to carve the skin from his foes. Laughing in frenzied glee, he rips flesh free, grinning at each fresh spray of gore.



FEXGOR THE FLAYER

HEALTH



UNIQUE ACTION: Blood Bind. Discard any two Action cards to take this action. Pick another fighter and roll a dice. If you score their Wrath or lower, their player must show you their hand. Pick one card, immediately make one of its actions with their fighter, then discard it.

KILL ZONE



HEALTHY

To Hit: 3+
Wounds: 3

To Hit: 2+
Wounds: 2

WOUNDED

To Hit: 5+
Wounds: 3

To Hit: 3+
Wounds: 2

Prayers of Wrath: Move your Wrath token up one space after the attack has been resolved if...

...you inflict at least 5 wounds with a single attack.

...you inflict at least 7 wounds with a single attack.

ATORG BLOODBRINGER

Smouldering brass winds swirl above Atorg as the bloody Realm of Chaos tears at the sky above his Portal of Skulls. The Bloodsecrator is driven by a vision of the land drowned in gore. In combat, enemies must contend with both his ensorcelled axe and the otherworldly powers surrounding his profane icon.



ATORG BLOODBRINGER

HEALTH



UNIQUE ACTION: Portal of Skulls. Discard any two Action cards to take this action. Roll a dice and move your Wrath token up that many spaces. Each other player rolls a dice. On a 3 or less, they move their Wrath token up that many spaces. On a 4 or more, they take that many wounds.

KILL ZONE



HEALTHY

To Hit: 3+
Wounds: 3

WOUNDED

To Hit: 4+
Wounds: 2

Bloodwake: When you sustain a Critical Injury, roll a dice for each fighter within 2 hexes.

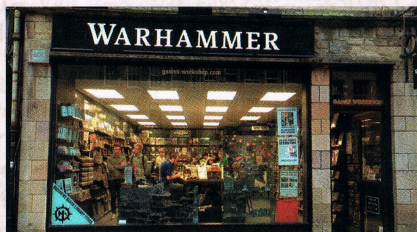
They suffer that many wounds.

On a 4, 5 or 6, they suffer D3 wounds.

CONTINUING YOUR ADVENTURE



Warhammer Age of Sigmar is not just a dynamic game and an outlet for your painting skills. Our stores are more than shops – they're hobby centres. Call into your nearest one and you'll be playing battles, swapping tips and making friends with a warm and welcoming community of like-minded comrades in arms.



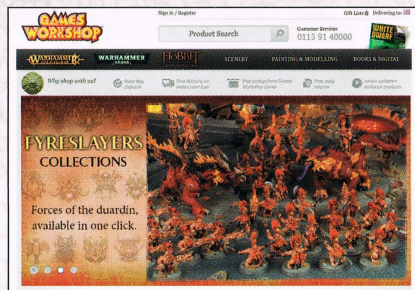
Our online store is a hobbyist's paradise. From our massive range of Citadel Miniatures, to scenery, a brilliant paint system, purpose-designed tools and modelling essentials, it's got everything your army needs. You'll even discover a host of online-exclusive models. Best of all, it's ready and waiting for you 24/7, all year round.

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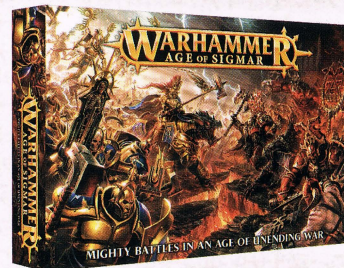
Building, painting and collecting miniatures offers your creativity boundless scope. Like all enduring hobbies, modelling provides endless satisfaction as you hone your skills. And as any keen painter will attest, nothing beats mastering a new technique, then sitting back and admiring the results.



There are over 400 Games Workshop stores in over 50 countries, and besides stocking miniatures and modelling supplies, they're a focus for the Games Workshop community and always a friendly port of call for help and advice. And with new releases every week, there's always something more to discover.



EXPAND YOUR COLLECTION



Warhammer Age of Sigmar



Citadel Hobby Starter Set



Khorne Bloodbound Blood Warriors



Stormcast Eternals Liberators

