

WARHAMMER AGE OF SIGMAR • CHAMPIONS •

Warhammer Age of Sigmar: Champions, developed and published by PlayFusion in partnership with Games Workshop, is a Collectible Card Game that delivers a new way to experience the Warhammer Age of Sigmar universe and innovates a whole new dimension of gameplay.

Two players take command of one of four powerful factions and recruit an army of legendary Champions. Players deploy units, cast spells, and unleash deadly magical abilities, while completing quests to earn blessings from the gods. Only the mightiest of warriors will stand victorious in this battle for the Mortal Realms that spans both physical and digital worlds.

DECK MECHANICS

Warhammer Age of Sigmar: Champions includes over 270 cards split across four Grand Alliances: **Order**, **Chaos**, **Destruction** and **Death**; each with their own individual play style and strengths. After choosing an alliance, players begin building their deck. This consists of 38 cards, including four legendary Champions, four powerful blessings and 30 action cards consisting of units, spells and abilities.



GAMEPLAY

The game begins with players positioning the Champions from their chosen alliance upon the battlefield. Each Champion is accompanied by an unknown blessing, which may come into play during the match. Once all Champions are deployed, the game can begin. Players take turns to perform up to two actions, this may include playing a card to deploy a unit, cast a spell, or unleash an ability or using one of their cards' heroic acts. For every action 'passed' the player will draw a card.

As the battle continues, Champions will progress through their own personal 'quests' by completing a set of objectives, which may include damaging the enemy, deploying units or activating spells. Once a Champions' quest has been completed their blessing is revealed.

Blessings are powerful abilities bestowed on Champions by the gods that can quickly change the flow of a battle. Combat continues until a player reduces their opponent's health to zero and SEIZES VICTORY!

DIGITAL INNOVATION

The game features both a physical and digital counterpart, allowing players to scan their physical cards into a digital version of the game that is available now on iOS, Android, and PC.

CAMPAIGN DECKS

Campaign decks allow those new to the Warhammer Age of Sigmar: Champions universe to quickly field an army and get straight into the action. There are 4 Campaign decks available each with their own individual play styles. Each Campaign deck includes 38 cards consisting of 4 champions, 4 blessings and 30 action cards.

BOOSTER PACKS

Leave your enemies broken upon the fields of battle when you combine Campaign decks and booster packs to create a force the likes of which the Mortal Realms have never seen before. Create an army that fits perfectly to your play style by customizing your Campaign deck with additional Champions, blessings and action cards.

Each booster pack contains 13 cards including....

- 6 common cards
- 3 uncommon cards
- 1 rare card
- 2 guaranteed Champion or blessing cards
- 1 guaranteed foil card.

Log on to <https://warhammerchampions.com> to learn more about Warhammer Age of Sigmar: Champions.

ONSLAUGHT EXPANSION

With our latest expansion Onslaught, 128 cards are being added to the card pool. These are designed to work in conjunction with the existing cards in both the physical and digital game, so that players can hone existing tactics and forge new ones! Onslaught also introduces the mighty Realm Magic, where players can choose a realm that will provide them with unique blessings and spells for the duration of that game. Once a player has selected a realm, they are locked to it and may not change for the duration of the match!