



Warhammer Age of Sigmar: Champions Tournament Policy

Effective of 3rd of August, 2018

1: Introduction

Welcome to the world of Warhammer Champions Organised Play.

This document is produced by PlayFusion and is exclusive to the Warhammer Age of Sigmar: Champions Digital and Trading Card Game, which is produced by PlayFusion. This is to be used to cover Tournament rules and policies and is independent of any other Games Workshop Tournament Policies. This cannot be used for Tournaments of other Games Workshop products.

This is designed to describe everything players need to know about participating in a Warhammer Champions TCG Tournament. These Tournament rules are meant to accompany the Warhammer Card Game Rules which can be found at [Warhammer Age of Sigmar Champions Card Game Rules](#).

Some special events may feature additional documentation. Any additional documentation provided takes precedence over what is in this document for the purposes of that event only. This document is the baseline that events should use to provide a consistent experience across all Warhammer Champions Organised Play events.

1.1: Golden Rules

Only the Lead Tournament Official may overrule or change any rules in this document. They have the final say at events.

Events can be split into two tiers, Casual and Competitive:

- Casual level events are typically run by Local Games Stores or independent groups and can include events such as Champions Demo Days, local Organised Play and casual games.
- Competitive level events are run by PlayFusion or partnered Tournament Officials and can include events such as Regional or National tournaments.

(Please note: Tournaments will not be run by Games Workshop.)

2: Tournament Roles

2.1: Tournament Official

A Tournament Official is someone who is responsible in ensuring that the event is running as safely and efficiently as possible and may also be called upon to resolve game play or



tournament policy disputes. They must be respectful to other tournament attendees as they are not only representing themselves, but also Playfusion and Warhammer Champions when they take up this role.

Tournament Officials are expected to aid in signing up players to events and to check players submitted deck lists for any illegalities ahead of the start of Competitive level events. They will also be expected to observe players and run random deck checks throughout the rounds of Competitive level events to ensure fair play.

Tournament Officials should answer any disputes in a timely and unbiased manner and are unable to assist in decisions made in a game. They must also refrain from talking to players currently in a match to avoid distractions or claims of favouritism.

If a player is unhappy with a Tournament Official's solution to a dispute, they can appeal to the Lead Tournament Official. The Lead Tournament Official will then take into account the dispute and make the final call which cannot be overturned.

At Casual level events a Tournament Official may also participate in the event. If called upon to resolve a dispute within their own game, they should firstly attempt to have another Tournament Official answer it, if there is not one available then they are expected to arbitrate in a fair and unbiased manner.

2.2: Player

A player is any person who has registered to play in an event.

If a player is attending a Competitive level event, they will also be expected to provide a decklist when entering the event. It is a player's responsibility to ensure that their deck matches the submitted list.

Players will be responsible for their own possessions during an event and will be required to bring the appropriate tournament materials along with them. These include things such as a tournament legal deck with extra card sleeves.

Players are expected to have a basic understanding of the game and should have read the latest rules regarding the game and tournament policy.

It is a player's responsibility to ensure that all of their actions are accurately and clearly communicated so as to avoid any confusion. If a player is unsure of anything that has occurred, then they can ask their opponent or a Tournament Official. They are expected to notify their opponent if they fail to follow any of the game play rules.

Players should be honest and respectful during games. Players intentionally cheating or displaying poor sportsmanship ruin the enjoyment of others participating.



Players are also encouraged to help other members of the community outside of their matches, they are not responsible for making plays for their opponent during the game but are able to provide constructive criticism or helpful advice once it has concluded.

2.3: Spectator

Spectating ongoing games at an event is a privilege and spectators should remain silent whilst observing a game. They should not comment on the game or coach either player.

If a spectator notices any infringements of game play or tournament policy they are to alert a Tournament Official of the incident rather than intervene themselves.

Spectators must also be prepared to relocate when asked by Tournament Officials if they are blocking pathways or causing a distraction to players.

3: Tournament Formats

Warhammer Champions features two main tournament formats, both are 'Constructed' formats where both players bring their own respective decks.

3.1: Constructed

Constructed play is a format where each participant creates a deck from their own card collection. There are two different Constructed formats that can be played.

Casual - This is a single deck format played as a best of 1.

Pitched Battle - This is a single deck format with sideboard played as a best of 3 with additional game rules.

3.1.1: Constructed - Casual

Casual Constructed is for players who are looking to learn the game or for those seeking to try new ideas. It is not used for Official Warhammer Champions Tournaments. Casual is played as a best of 1 and as such, does not include a Side Deck.

3.1.1.1: Deck Construction

A Casual Constructed Deck is made up of a Main Deck and no Side Deck.

A Casual Main Deck contains 38 cards, these need to follow the guidelines below:

- 4 Champion Cards
 - These are kept separate from the other cards
 - No more than 2 copies of the same Champion
 - If a Champion is 'Unique', the deck can only contain 1 copy of them
 - The total cost of all four Champions cannot exceed 20



- 4 Blessings
 - These are kept separate from the other cards
 - No more than 1 copy of the same Blessing
- 30 Action Cards
 - No more than 3 copies of the same Action Card

3.1.1.2: Card Legality & Banlist

Card sets that may be used include (for more information on card sets, see Appendix):

- Warhammer Age of Sigmar Champions Wave 1
 - This includes the Campaign Deck cards and the Booster Pack cards
- Warhammer Age of Sigmar Champions Founders Pack promotional cards

There are currently no cards banned in Casual Constructed Format.

3.1.1.3: Match Format

Matches are played, best of 1.

Matches have a 30 minute time limit.

3.1.2: Constructed - Pitched Battle

This is the format used for Official Warhammer Champions Tournaments. Unlike in regular Champions decks which contain 4 Champions worth a combined total of no more than 20; when bringing a deck for a Pitched Battle you bring with you 5 Champions worth a combined total of no more than 30.

However, players will only place down 4 Champions and battle across 4 lanes; this is intended to add an extra layer of flexibility and strategy at the start of the game to make the Champion Placement Phase more meaningful.

In Pitched Battle matches players will play 'Best of Three' games to determine the winner, and in between games you will have the opportunity to exchange cards between your deck and your Side Deck in order to better adjust to beat your opponent's strategies.

3.1.2.1: Deck Construction and Side Deck

You must play with the same Main Deck and Side Deck for the duration of a tournament.

A Pitched Battle Constructed Deck is made up of a Main Deck and Side Deck.

A Pitched Battle Main Deck contains 39 cards which is broken down as follows:



- 5 Champion Cards
 - These are kept separate from the other cards
 - No more than 2 copies of the same Champion
 - If a Champion is 'Unique', the deck can only contain 1 copy of them
 - The total Cost of all five Champions cannot exceed 30 and there must be a combination of 4 of those Champions that adds up to no more than a cost of 20
- 4 Blessings
 - These are kept separate from the other cards
 - No more than 1 copy of the same Blessing across Main Deck and Side Deck
- 30 Action Cards
 - No more than 3 copies of the same Action Card across Main Deck and Side Deck

A Pitched Battle Side Deck contains 9 cards which is broken down as follows:

- Any combination of Blessing cards & Action cards following the above rules for number of copies
- Champion cards are not permitted in the Side Deck

3.1.2.2: Card Legality & Banlist

Card sets that may be used include (for more information on card sets, see Appendix):

- Warhammer Age of Sigmar: Champions Wave 1 - Base Set
 - This includes the Campaign Deck cards and the Booster Pack cards
- Warhammer Age of Sigmar: Champions Founder's Pack Promotional Cards
- Warhammer Age of Sigmar: Champions Organised Play Promotional Cards

There are currently no cards banned in Pitched Battle Constructed Decks.

3.1.2.3: Change to Game Rules

In the **Champions Comprehensive Rules document** replace **Section 3.2.2** with the following:

3.2.2: Champion Placement Phase

- 3.2.2.1:** During this phase, each player's Champions will take turns entering the battlefield. At no point can a player have Champions that equal more than 20 points in play.
- 3.2.2.2:** The player that is going first places 1 Champion face up in 1 of their Champion slots (on top of the Blessing that was placed there).
- 3.2.2.3:** The player that is going second then places 2 Champions face up in 2 of their Champion slots (on top of the Blessings that were placed there).



- 3.2.2.4:** The first player then places 2 of their remaining Champions face up in 2 of their Champion slots (on top of the Blessings that were placed there).
- 3.2.2.5:** The second player then places their 2 Champions face up in their remaining 2 Champion slots (on top of the Blessings that were placed there) and sets their last Champion off to one side face down.
- 3.2.2.6:** The first player then places their 1 Champion face up in the last Champion slot (on top of the Blessing that was placed there) and sets their last Champion off to one side face down.
- 3.2.2.7:** Once all the Champions have been placed, each player determines the starting health value. First, add all the health modifiers on the 4 Champions together, and then add the number to 30 (to a maximum of 35). This is the starting health value.

This replaces the existing rules when playing Pitched Battle format games.

3.1.2.4: Match Format

Matches are played, best 2 out of 3, meaning the first player to win 2 games wins the match. Matches have a 1 hour time limit.

The first game of the match must be played with the starting Main Deck. Between games players may exchange cards between their Main Deck and Side Deck, but the end result must still be a legal deck.

Any changes that are made between games must be reverted at the end of the match so that the deck returns to its original state.

4: Tournament Structures

4.1: Modified Swiss (1v1)

Most tournaments will be run using a Modified Swiss system. This means that each round players will be paired randomly with other players who have the same Match Record. Players who lose a match in this stage are not eliminated from the tournament and are able to continue playing for the remaining rounds. This will continue for several rounds to determine a winner or who advances to a Single-Elimination Stage.

If it's not possible to match a player with someone who has the same record, they will be matched with a player whose record is as close to them as possible.

If there is an odd number of players, one player will receive a bye. The players with the bye will be randomly determined from players with the lowest number of match points. No player should get a bye in this way more than once in a tournament. A bye is treated as a win.

If there is a cut, the Single-Elimination Stage is seeded based on the Swiss ratings, where the top seeded player is paired up against the lowest seed, etc. Additionally, the matches are distributed to delay the top player rematches for as long as possible.



4.1.1: End of Round Procedure

These rounds of Modified Swiss will last 30 minutes for Casual Constructed or 60 minutes for Pitched Battle Constructed, after which will be an 'End of Round' procedure.

The End of Round procedure begins when the time on the round has finished, beginning with the current turn player. Each player then takes 3 turns and at the end of these turns, the player with the highest health total wins that game. These additional turns begin with the current acting player and include the turn that the game is currently in.

Once time is called, no new games should begin.

In game 2, if the game is incomplete at the end of the additional turns, the game is considered a draw (the winner of game 1 becomes the Match winner as they have the most game wins).

In game 1 or 3, if both players are tied on health total at the end of additional turns, the game goes into Sudden Death in order to determine a match winner. When in Sudden Death, the first change in health total once all cards have resolved decides the winner (the player with the highest health total).

4.1.2: Number of Rounds

Here is a table with a suggested number of rounds based on the number of players. As well as a suggested size of the Single-Elimination stage.

Participants	Rounds of Swiss	Single Elimination
5-8	3	None
9-16	4	Top 4
17-32	5	Top 4
33-64	6	Top 8
65-128	7	Top 8
129-256	8	Top 16
257-512	9	Top 16

4.1.3: Single-Elimination



Players in a Single-Elimination cut will still partake in a best of 3 to decide a winner, that player will then proceed whilst the loser is eliminated from the tournament. This will continue until there is only 1 player remaining who will be the winner of the tournament.

4.1.4: Tiebreakers

If 2 or more players have the same number of matches won, their final standing in the event should be determined using the following tiebreakers:

- First, compare each players opponent's combined match wins for the event. Players whose opponents did better will be ranked higher than players whose opponents did worse.
- Second, compare each players game win percentage for the event. Players who won more matches in 2 games vs 3 games will be ranked higher.
- Third, compare each players opponent's combined game win percentage for the event.
- Finally, in the unlikely situation that all the above tiebreakers have not worked, the player who was registered for the event first takes higher standing.

5: Game Procedures

At the start of the game, it is up to the players to randomly decide who will be going first and for both players to be aware of who will be starting the game. After each game, the losing player will decide who will be going first once both players are finished side decking.

Prior to each game, each player must randomise their deck and Blessings by shuffling and then cutting the deck. The deck must not be sorted before this.

This must also be done (unless stated otherwise) whenever a card is returned to, or added from, the deck (except from being drawn from the top of the deck).

Any shuffling must be done in full view of the opponent and once complete, the player must offer the opponent to 'cut' the deck. Once this is complete, no further randomisation can be done at that point.

No cards are to be viewed in either deck during this time and by presenting your deck to your opponent you accept that your deck has been sufficiently randomised.

Players may not determine the winner of a match through a random outcome of a match, such as a coin flip or the rolling of a die.

The winner of a match cannot be influenced by bribes of any kind. This includes money, cards and other incentives. Offering or accepting bribes goes against tournament policy and is strictly forbidden.

During a game of Warhammer Champions, players are not permitted to take notes relating to anything other than health totals.



Example: Players may write out health totals and write reasons next to them; e.g. '30 - 23 Arcane Bolt' is acceptable.

Players are responsible for accurately keeping track of the state of the game. A player must be honest about anything considered to be 'free information'. Elements of the game that are public knowledge are as follows:

- Any cards that are face up on the battlefield
- Any cards that are in limbo
- Any cards that are in either player's discard pile
- The number of cards that are in a player's hand or deck

Keeping track of health must be completed and confirmed by both players. Players hands and all cards should be kept above the table at all times.

It is the responsibility of both players to record the result of all games, and subsequently their match. This can be done by informing a Tournament Official at the end of a match. If any player suspects an incorrect score or pairing it is their responsibility to report this before they participate in their next match.

Any sleeves used to protect cards should be identical in colour, design, size and wear and must be uniform across all cards, with the exception of their Champions and Blessings (so long as each Champion/Blessing uses identical sleeves as the other Champion/Blessings). Players are able to double sleeve their cards, so long as all cards remain uniform.

If a players sleeves are determined to be noticeably different they will be asked to replace them and the player may be subject to penalties.

The Lead Tournament Official will have the final word regarding any questions about the legality of sleeves.

'Marked cards' are not to be used in any tier of the Warhammer Champions events. A card is deemed to be 'marked' if it is easily identifiable without the front of the card being visible. This can include warping, discolouration or damage to the card. It may also include any characteristics that make the card unique from others whilst in a card sleeve.

Players must be aware that they will be required to change their cards or sleeves if any are deemed to be marked by a Tournament Official.

If they are unable to replace the card(s) or sleeve(s) they may be subject to a penalty.

'Proxy cards' or cards that are used to represent other cards are unable to be used in both Casual and Competitive level events. This includes photocopies or cards that have been relabelled.

A player may concede a game of Warhammer Champions at any time provided they have not been bribed or coerced into doing so.



Players are able to drop from a tournament at any point, if choosing to do so, they must inform a Tournament Official of their decision.

6: Tournament Infractions

6.1: Determining Infraction

Match disputes that last longer than 1 minute should be given an appropriate time extension to replace the time lost. These extensions should only be provided for time lost during the match.

Example: There are 2 minutes left on the round. The dispute lasts 5 minutes. Only 2 minutes of the match were actually lost, so only this time should be reinstated.

Example: A dispute occurs during the end of round procedure, the dispute lasts 3 minutes but as there was no time left in the round beforehand there should be no additional time provided.

Disputes should be investigated first before being determined if they are an infraction. If an infraction has been specified, the appropriate penalty must be applied based on the severity of the infraction.

Both sides of the dispute must be taken into account before any decision is passed, and players must wait until the Tournament Official is finished providing their judgement on the dispute before players are able to appeal the decision. Once again, the Lead Tournament Official has the last word on the matter.

6.2: Applying Penalties

Players receiving penalties for an infraction will be asked if they have received any other penalties for the same infraction during the event previously. If so, then the penalty may need to be upgraded. Players are expected to respond honestly to this question or may face additional penalties. The Lead Tournament Official is to be informed of any repeat infractions, should they wish to upgrade the penalty.

If a player is receiving an infraction for the first time, the Tournament Official will give a brief explanation of the infringement and the penalty applied, before allowing the match to continue.

The penalty will then be recorded, including the following information:

- Player Name/Username
- Infraction
- Penalty Applied
- Description of Infraction
- Tournament Official's Name



6.3: Examples of Infractions:

6.3.1: Slow Play

6.3.1.1: Infraction Minor:

Players must be able to conduct their actions in a timely manner, regardless of how complex the game is. They should spend no longer than 2 minutes per action and 3 minutes to prepare for a game and/or side deck in between games.

A minor infraction is appropriate when a player unintentionally plays slowly, creating a delay in the game. Intentional stalling is unacceptable and players will be subject to penalties.

A time extension of 3 minutes should be applied to any match following a Slow Play Infraction.

Example: A player constantly checks their discard pile or asks their opponent multiple times for a hand count.

Example: A player takes longer than necessary to present their deck and other play materials, taking up valuable game time.

6.3.2: Tardiness

6.3.2.1: Infraction Major:

Players must be correctly seated and ready to begin play within 3 minutes of the start of the round, failure to do so will result in a game loss.

Example: A player has not turned up to their match within 3 minutes of the round start.

Example: A player is seated in the incorrect seat, and notices after 3 minutes has passed but before 10 minutes has passed.

6.3.2.2: Infraction Strict:

If a player is still not correctly seated after 10 minutes, they will receive a match loss.

Example: The player was seated in the incorrect seat and had been playing for 10 minutes or longer before they noticed their mistake.

6.3.3: Game Play Error

Game Play Errors are general errors that can occur throughout the course of the game. There can be different stages to Game Play Errors.

6.3.3.1: Infraction Minor:

A caution can be given for small infractions not affecting the game state.

Example: A player forgets to note down that they have gained health from a card after verbally confirming it.



6.3.3.2: Infraction Minor:

A warning can be applied to players who have forgotten certain cards or effects, but the problem can be repaired easily.

Example: A player accidentally changes the order of their discard pile.

Example: A player forgets to rotate their unit(s)/spell(s) at the start of the turn but the game is easily repaired upon realisation. Each player receives a warning as it is both players responsibility to uphold the state of the game.

Example: A player attempts to play a card when they are unable to (playing a Unit opposing an enemy Disruptive Liberator, for example).

Example: A player draws a card unintentionally but does not shuffle their hand before realising their mistake.

Example: A player(s) completes the Champion Placement Phase of a Pitched Battle game with a combined total Cost across their Champions that exceeds 20. This error is noticed before the game starts. (The Champion Placement Phase is then re-done after applying any potential penalties)

6.3.3.3: Infraction Major:

A Game Loss can be provided to a player(s) who have caused a state of play that is irreparable.

Example: A player unintentionally draws a card and then shuffles their hand before realising their mistake.

Example: A player(s) completes the Champion Placement Phase of a Pitched Battle game with a combined total Cost across their Champions that exceeds 20. This error is noticed after the game has begun.

6.3.3.4: Infraction Severe:

A Match Loss can be provided to a player(s) who have caused an Infraction so severe that they are unable to finish the current match.

Example: A player loses their deck and cannot continue play.

Example: A player water damages their cards before/during play.

6.3.4: Wagering

Tournament attendees are unable to place bets on the result of any factor in relation to the tournament. Attendees found to be wagering on outcomes of the tournament will be asked to leave the venue.

6.3.5: Cheating

It is unacceptable to intentionally cheat at any Warhammer Champions event. If a player is caught cheating, the Lead Tournament Official will disqualify the player and submit a statement. The player in question will be subject for a review and may then be subject to additional penalties.



6.3.6: Unsporting Behaviour

Players who endanger others or engage in unsporting behaviour will be subject to penalties and may be removed from the event, depending on the severity of the incident. This may include, but is not limited to:

- Ignoring instructions of a Tournament Official
- Using profane or derogatory language
- Arguing with or insulting any Tournament Attendee
- Endangering the safety of other Tournament Attendees
- Invading the personal privacy of other Tournament Attendees

These are not limited to the venue of a Tournament, any Tournament Attendee engaging in Unsporting Conduct that is deemed to be linked to an event(s) may also be subject to penalties. It is the Tournament Official's responsibility to determine whether or not a Tournament Attendee has engaged in unsporting behaviour. They are expected to look into potential unsporting behavior infractions and to apply the appropriate penalty to avoid further cases. Action should be taken immediately to discourage repeat infractions.

6.3.7: Harassment & Discrimination

Behaviour deemed by the Tournament Official to be discriminatory, harassing, bullying or stalking another Tournament Attendee is absolutely unacceptable and there is a zero tolerance policy on this. This may include, but is not limited to:

- Demeaning, humiliating or embarrassing another Tournament Attendee
- Refusal to interact with another Tournament Attendee based on race, sex, gender, age, religion or otherwise
- Using digital technology or social media to bully another Tournament Attendee

If a Tournament Attendee is deemed to have engaged in harassing or discriminatory they will be subject to disqualification and removal from the event/premises. They will also be subject to all of the statements outlined in section 7.5.

These are not limited to the venue of a Tournament, any Tournament Attendee engaging in harassing and/or discriminatory behaviour that is deemed to be linked to an event(s) may also be subject to penalties.

It is the Tournament Official's responsibility to determine whether or not a Tournament Attendee has engaged in harassing and/or discriminatory behaviour. They are expected to look into potential harassing and/or discriminatory behaviour infractions and to apply the appropriate penalty to avoid further cases. Action should be taken immediately to discourage repeat Infractions.

6.3.7: Prohibited Items

Attendees may not bring items to an event that are illegal in their area. Players who do so will be subject to disqualification or removal and may also receive a suspension.



6.3.8: Impersonation of PlayFusion Staff, Representatives or Tournament Officials

Tournament attendees falsely posing as Staff, Representatives or Tournament Officials will be penalised and can face suspension from Organised Play.

7: Tournament Penalties

There are 5 penalties that players can be subject to:

- Caution
- Warning
- Game Loss
- Match Loss
- Disqualification

7.1: Caution - Infraction Minor

Cautions can be provided instead of Warnings as a method of teaching newer or inexperienced players. They are to be used only when a Tournament Official believes the Infraction to be unintentional and minor.

Every caution should be explained, along with a note that the player may receive warnings for infringements in the future.

7.2: Warnings - Infraction Minor

A Warning is the most common penalty for game play or policy infringements. It is given to any player who commits a minor infraction. Warnings should also be provided with a brief explanation of the Infraction and as to why they've received the Warning.

Any player who receives 3 Warnings for any Infraction during the same tournament will receive a game loss.

7.3: Game Loss - Infraction Major

Game Losses can be provided to any player who has received 3 warnings for the same Infraction during the same tournament or has caused an Infraction severe enough to have a significant impact on the current game.

If a Game Loss is given before the match has begun, neither player is able to use their side deck and both players randomly decide who goes first in the second game.

If a Game Loss is given after the match has begun, the player forfeits the current game and continues on to the next game in the match (if a match winner has not been decided at this point). Both players are then allowed to side deck, before the player with the Game Loss decides who goes first in the upcoming game.



7.4: Match Loss - Infraction Strict

Match Losses is a penalty given to any player who has received 2 Game Losses for the same Infraction or for 3 Game Losses across all infractions during the same tournament. Match Losses can also be Infraction that heavily impacts the game. Only a Lead Tournament Official may provide a Match Loss and if they feel that applying it for the current round is not severe enough (the player in question is about to lose the round), they have the right to apply it to the following round.

If a player commits 2 simultaneous infractions, one being a Game Loss and the other a Match Loss, the Match Loss is to be applied first, with the Game Loss being applied to the first game of the following Match.

7.5: Disqualification - Infractions Severe and Cheating

Disqualification from an event is the most severe penalty that a player can receive from an Infraction(s), this can either be from receiving 2 Match Loss penalties or can be given when a player intentionally breaks tournament policy.

Disqualifications need to be investigated thoroughly before being given to determine whether or not the player was indeed intentionally breaking the policy rules.

All attendees at a tournament are deemed to have read the Tournament Policy document and thus, none are exempt from Disqualification.

The Infraction in question does not need to occur within the event venue, so long as it connects to, or impacts, the event.

7.5.1: Penalties for Disqualification are split into 2 different categories:

- Disqualification with Prize: This penalty can only be given via an upgrade from Match Loss. Any player with an upgraded Penalty is still able to claim their prize, with the exception of an upgrade to Unsporting Behaviour.
- Disqualification without Prize: This penalty is given to players who intentionally break the Tournament Policy rules. Players with this Penalty will be removed from the tournament without prize and will usually be asked to leave the event.

Only the Lead Tournament Official will be able to disqualify a player from an event, players that have been disqualified from an event are subject for a review to determine if further action is required. All disqualified players will be asked to fill out a disqualification document and may then provide their side of the story. Documents will also be provided by the Lead Tournament Official and any other tournament attendees deemed to be relevant to the incident.

If a player is suspended, they will be unable to attend Organised Play events at any level until their suspension period is complete. At this point the player will need to apply to **contact@warhammerchampions.com** to be reinstated.



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