



# RESOURCE PACK

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# TEACHER'S GUIDE

# WELCOME

Welcome to the Warhammer Alliance network of teachers, librarians, and youth leaders who are using the amazing hobby of Warhammer to nurture skills in young people throughout the world. Our aim is to provide you with tools to support the learning of your group in mathematics, engineering, literacy, art, design and life skills through the fun hobby of miniature model making. You'll witness the rise of mighty armies, the conquering of realms and the forging of mighty heroes as your group explores our worlds, makes friends, and learns by doing.

This book lays out recommended lesson plans for your first sessions of Warhammer Alliance School Club. The lessons on the following pages will introduce club members to the hobby in simple stages. It is designed to broadly cover the key concepts and abilities that students will need in order to get the most from the support package. Alternatively, the lessons may inspire you to develop a plan specific to your pupils. The sections are interchangeable and can be undertaken in any order; the only right choice is what suits your club!

Remember, if you are new to Warhammer we offer free introductions at your local store. Take as many new hobbyists as you like to your nearest Warhammer store to be shown how to build, paint, and play. We want to provide you with a multitude of resources so that you feel confident and prepared to run your club sessions. All Games Workshop introductions and hobby courses are free of charge.

Once your club is established, your local store will be happy to provide you with support and will allow your club members to meet there while school is not in session.

**WE ARE ALWAYS HERE TO HELP,  
YOUR NEW  
ADVENTURE  
STARTS HERE!**

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This is a printer friendly document, capable of being printed from most printers.

# **CLUB SUPPORT POLICY**

## **INTRODUCTION**

Games Workshop welcomes all young people who like our hobby. To provide the best experience for young beginners we actively support groups dedicated to helping under 18's get started and continue with their lifelong Warhammer journey.

However, supporting young people should always be done in a responsible way and Games Workshop will make every reasonable effort to ensure that the groups and clubs we support share this ethos.

We want every young person who takes part in a Games Workshop endorsed activity to be happy, healthy, and safe doing so. With this in mind we have created guidelines for the types of group or club that qualify to register for Games Workshop support.

Games Workshop support includes the Warhammer Alliance School Club and any other official activity provided by us.

## **GUIDELINES**

Any organization wishing to register for support will have an online presence. This must be a website viewable by the general public that includes working telephone and e-mail contact details.

There must be a clear and robust child-protection policy in place for any organization wishing to support a club.

Every group or club must be overseen by a responsible adult. A responsible adult will be someone over 18 who is directly employed or endorsed by the organization wishing to create the group.

Groups and clubs must be accessible and inclusive to all young people connected to the organization (within health and safety parameters). Accessible means the group should be at reasonable times and dates which are well publicized. Inclusive means that any young person wishing to participate will feel welcome and empowered to do so.

Organizations can include; schools, local authority-run youth groups, scouts, and libraries.

## **FURTHER INFORMATION**

Games Workshop will look at each application for support individually and reserves the right to refuse any application without a reason given.

Games Workshop has the right to withdraw support at any time, without notice, for any club or group registered.





# START HERE

**AIMS** This segment will help you practically plan to set up a Warhammer Alliance club and safely take part in the hobby at your meeting place. It should answer questions relating to:

- Who is Games Workshop?
- What is Warhammer?
- What is a Warhammer Alliance School Club?
- Planning the launch of your club
- Budgets, funding and inclusivity
- Health and safety
- Contacting parents

# WHO IS GAMES WORKSHOP?

Games Workshop is a UK-based company that manufactures and sells science fiction and fantasy miniatures. Over our forty-year history we have made thousands of models and hundreds of games that can be played using our miniatures.

## WHAT IS WARHAMMER?

Warhammer is the common name for our two primary brands: Warhammer Age of Sigmar (fantasy) and Warhammer 40,000 (science fiction). Both Warhammer systems are tabletop strategy games in which players command armies of miniatures on tabletop battlefields.

## WHAT IS A WARHAMMER ALLIANCE SCHOOL CLUB?

A Warhammer Alliance School Club is a structured community of hobbyists who share an interest in the Warhammer hobby. The Warhammer School Club encourages its young people to take on challenging roles and responsibilities as they run the club and teach others about the exciting hobby. Establishing a student-led Warhammer School Club has rewards for both the students and school community such as:

- Participation in a Warhammer Alliance School Club can increase academic performance.**  
 The Warhammer hobby complements language arts, mathematics, and art and design. As students engage in the Warhammer hobby, they will read and apply information from complex informational texts, explore mathematical computation and probability, and creatively engage in art and design.
- Participation in a Warhammer Alliance School Club can help curb at-risk behaviours.**  
 It is well documented that after school hours activities are key to preventing anti-social behaviours. The Warhammer Alliance School Club seeks to develop a community of like-minded, enthusiastic hobbyists who share their passion in a supervised, safe, and structured school environment. Therefore, the Warhammer School Club complements a school's existing prevention programs.
- Participation in a Warhammer Alliance School Club can promote social and emotional well-being among its members.**  
 Because the Warhammer Alliance School Club is an organized community that relies on the participation of its members, students develop key interpersonal and intrapersonal skills. Skills such as: listening and responding, self-confidence, relationship management, sportsmanship, collaboration, responsibility, decision-making, risk-taking, patience, and persistence.

By participating, students can develop practical personal and professional skills while building an inclusive community and promoting a sense of fellowship and belonging among their peers. This kind of social-emotional development and community support motivates students go further and achieve more.

# HOW TO SET UP A CLUB

Wherever your meeting place; successful clubs start with great planning and good communication. Use this guide to help you get organized. When setting up your club, you should:

## ☐ **Get permission to start a club.**

If you aren't the decision maker in your organization, check with them before you run a Warhammer activity. Make sure you are prepared to talk about the learning benefits, cost and what the hobby is before you have this conversation.

## ☐ **Decide on a budget if applicable.**

Will you need to provide supplies or pay for a venue? See the next page for more information.

## ☐ **Find a suitable venue.**

Think about the potential number of attendees and their seating and table requirements. Your club will also need access to water for painting and lockable storage for supplies.

## ☐ **Set a day and time.**

Ensure the day(s) and times you run the club will be easily accessible for members. Successful clubs will stick to a regular session to allow participants to plan their weekly timetable.

## ☐ **Prepare a parental permission form.**

Most organizations will need a consent form signing for a young person to attend a club, an example of what that may need to contain is provided in this section.

## ☐ **Advertise your club to recruit members.**

Make sure you communicate far and wide about your new club and why members should join. Consider making posters, running an assembly or meeting, and advertising in a newsletter or flyers. Remember, Warhammer might be new to many young people in your organization. Cover:

1. What the club is
2. When and where it is
3. Why it's fun
4. Who it's for - are there age restrictions etc,
5. What the members will need to take part - where do they go to sign up and get a permission form, and do they need to bring anything with them?

## ☐ **Plan your first sessions.**

Ensure you are prepared with everything you need with the correct number of supervising adults. Refer to the 'Use the Box' section for ready-made session plans. Your plan should also cover:

1. A choice of activities for young people with experience of the hobby - this could be a separate table/area for them to sit. They may need extra instructions on what to bring beforehand or the opportunity to plan what they want to do in advance.
2. Providing a structure for new starters to feel welcome and be supported to learn.
3. If your organization covers different ages and abilities, will you offer a variety of sessions?
4. How you will set rules and behaviour expectations.

## ☐ **Start the club!**

Enjoy your time running the session. Get feedback from your young people to ensure the club is shaped by them moving forward. Read the 'Next Steps' section for more ideas to help set it up and continue.

## **FUNDING IDEAS**

Budgets and funding should be one of the first considerations of any new club. This page will help you plan for providing activities once these resources are completed. Most young people who have a genuine interest and want to participate in the hobby will provide their own supplies, but consider having a provision of useful generic supplies to support learners. Some recommendations are:

- If applicable, apply to a parents association or a treasurer of your organization for some funding. They will often give out grants for applications that cover the learning benefits to the young people and your organization.
- Track the learning progress of your attendees. These statistics will help you support future funding applications.
- Run a fundraising activity, such as a club competition with a fee to enter, cake sale or prize draw.
- Repurpose materials destined for recycling into your club and set projects for making scenery, boards and games with unneeded cardboard, paper and plastics.
- Set challenges such as creating new games, stories, characters or campaigns that focus on writing, drawing and using a computer.

## **HEALTH AND SAFETY**

The following pages will provide you with the information you should need to complete any paperwork required by your organization for your new club. The Warhammer hobby involves the use of tools, glues and paints to build and create beautifully detailed miniature models to use in games. It's important to provide your group with a safe space to participate. Some recommendations include:

- Always follow your organization's safety guidelines and policies.
- Familiarize yourself with the equipment and demonstrating its use.
- Ensure there are the correct number of adults supervising the activity.
- Inform parents what the hobby involves, and obtain permission via a letter home for all new club members.
- Store and transport tools in a toolbox or case.
- Store toolboxes, glues and paints in lockable storage when not in use.
- Create a set of rules that all young people can access and are required to follow.
- Make every attendee aware of the consequences for not following the club rules.



# INCLUDED IN THE WARHAMMER ALLIANCE RESOURCE PACK

## EQUIPMENT SAFETY MEASURES

The following section highlights some important things you need to know about the products provided in your resource pack.



### CITADEL PAINTS

All of our paints are water-based acrylics and are safe to use. However, if spilt on some fabrics they may leave a permanent stain.

#### Safety measure:

Encourage young people to bring old clothes or supply them with aprons in case an accident occurs.



### MODELLING CUTTERS

Modelling cutters are required to remove individual pieces from a frame in order to build the model. Cutters have sharp edges, similar to wire cutters or nail clippers.

#### Safety measure:

It is recommended that you demonstrate the safe use of these and monitor the use of them during club time. Provide a toolbox or case to carry tools in and lock this away when not in use.

## AGE RESTRICTIONS

Recommended age logos and safety warnings are displayed on most of our products. These are in place for a variety of reasons including small parts, age appropriateness or the contents may contain something restricted by law, such as solvents. We advise that you obtain permission from any young person's parent if they are under the age displayed.



# COMMON PRODUCTS USED IN THE WARHAMMER HOBBY

This section highlights some of the common equipment used in the Warhammer hobby. Please check the packaging for every product you use, as this will contain the most up to date information. We recommend regularly assessing the safety measures for your group.

## **CITADEL MOULDLINE REMOVER**

A Citadel Mouldline remover is used to remove the raised areas on a model left over from the casting process, or the protrusions left from cutting the model pieces away from the frame.

### **Safety measure**

Many of our customers use a hobby knife for this purpose. As the Citadel Mouldline Remover does not have a sharp edge, it is safer to use. Provide a toolbox or case to carry tools in and lock this away when not in use.

## **SPRAY PAINTS**

Models should be undercoated before being painted to ensure Citadel paints adhere correctly to the model, this is usually done using a Citadel Spray paint.

### **Safety measure**

We recommend that any spray paint is used at the young person's home under the supervision of a parent, in a well ventilated area, and you prohibit young people from bringing spray paints in your club rules.

## **PLASTIC GLUE**

Plastic glue is used to assemble plastic Citadel miniatures. It works by melting the plastic as it is applied to form a bond with the connected piece as it dries. It cannot work on non-plastic items, such as skin.

### **Safety measure**

If you are using plastic glue in your session, make sure you have permission from the young person's parent before you do so. Ensure it is used in a well-ventilated area, and is closely monitored and locked away when not in use. It is also advisable that young people are prohibited from bringing their own hobby glue to the session to prevent potential accidents occurring with leakages.

## **SUPER GLUE**

Super Glue is used to assemble non-plastic miniatures and other items, such as affixing small stones to bases. Super Glue acts quickly and can form a bond to most surfaces in seconds, including skin.

### **Safety measure**

We recommend that super glue is only used by adults in a well-ventilated area and is locked away when not in use. It is also advisable that young people are prohibited from bringing their own hobby glue to the session to prevent potential accidents occurring with leakages.

# CONTACTING PARENTS

This page provides you with an example letter home to the parents of new starters to your club. With any letter home, ensure the wording is compliant with the relevant policies of your organization.

Dear Parent,

Your child has applied to participate in a Warhammer activity club.

Warhammer (also known as Games Workshop) is a hobby that involves collecting, building, painting and playing games with miniature models from science fiction and fantasy settings.

To find out more please visit [www.games-workshop.com](http://www.games-workshop.com).

During the activities, your child will be using tools, paints and glue to assemble and decorate models. We require your permission for them to participate under adult supervision. Many products are recommended for ages 12+ due to the small pieces and the complexity of the activity. Please visit the website to find out more and see some of the products they will be using.

We will also document the session and the progress your child makes in photographs. These will occasionally be shared with Games Workshop (if your child consents) to promote our club's accomplishments.

The club will meet weekly on \_\_\_\_\_.

It starts at \_\_\_\_ and finishes at \_\_\_\_.

Should you have any questions about this activity, please contact me.

Yours faithfully,

\_\_\_\_\_

Child's Name \_\_\_\_\_

Form/session name \_\_\_\_\_

I give my permission for my child to attend the Warhammer Club. I also give my permission for them to (please tick):

- ☐ Have their photograph taken during club sessions
- ☐ Use tools under supervision
- ☐ Use plastic glue under supervision

Signed \_\_\_\_\_ (Parent/carer)



# USE THE BOX

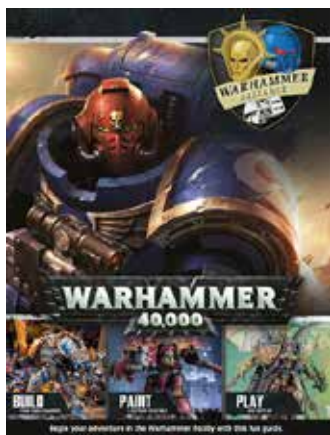
**AIMS** This segment will give you guidance on how to lead sessions for beginners on building, painting and playing games with the resources provided in the Warhammer Alliance Resource Pack. It should answer questions relating to:

- Box contents
- Curriculum overview and plan of study
- Example lesson plans



# INSIDE THE BOX

This page will tell you about the contents of the Warhammer Alliance Resource pack, and some recommendations for its use. The resource pack is intended for young people who are new to the hobby and Activity Magazines should be reserved for this purpose. Inside you will find:



## 12 ACTIVITY MAGAZINE PACKS

Introductions to Warhammer Age of Sigmar and Warhammer 40,000, simply flip it over to change sides.

This contains activities to complete throughout. It also contains:

- A Palette Card  
*Used to share paint supplies*
- Game Tokens and Battle Mat  
*To be used with the mini-game inside the magazine*
- A Black Library Sample Novel  
*To introduce young people to some of the amazing stories available*

### How to use them

The activity magazine should only be used for young people who are new to the hobby. It contains a complete introduction to building, painting and playing games. One magazine pack should be given per new starter.



## 10 CITADEL BASE PAINTS

### How to use them

Citadel provides a complete painting system to add colors, depth and vibrancy to models. Base paints form the first painting stage on any model. Please shake each paint thoroughly before use, and replace lids firmly after use.



## 2 SETS OF MODELLING CLIPPERS

### How to use them

Follow the Session 1 activity plan and always follow your club safety procedures for using tools.



## 12 STARTER PAINT BRUSHES

### How to use them

Give one to each young person who receives a magazine. Consider labelling brushes with the young person's name to promote responsibility for cleaning and caring for it.



## INSIDE THE BOX (CONT.)



### 12 SIX-SIDED DICE

#### **How to use them**

These will be needed to play the mini-game in the Activity Magazine. Keep them in a safe place until club members are ready to play.



### 12 STORMCAST ETERNALS SEQUITORS (GOLD)

#### **How to use them**

One frame should be given to each new starter during the Session 1 build activity for Warhammer Age of Sigmar. Keep these in a safe place until they are needed to prevent damage or loss.



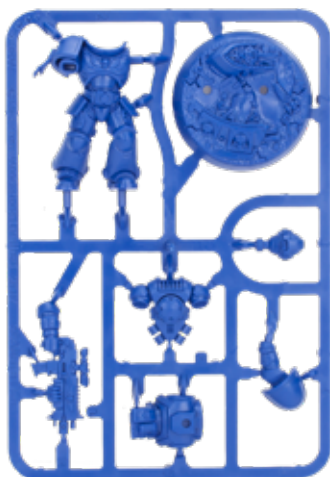
### 12 SPACE MARINES INTERCESSORS (BLUE)

#### **How to use them**

One frame should be given to each new starter during the Session 1 build activity for Warhammer 40,000. Keep these in a safe place until they are needed to prevent damage or loss.

## PLASTIC FRAMES

All plastic Warhammer miniatures are produced on a frame. Use the modelling clippers provided to cut the individual components from the frame, and then push them together according to the instructions on page 6 of the Activity Magazine in the pack.



# CURRICULUM AND PLAN OF STUDY

The plan of study immerses your club into the Warhammer hobby by providing a flexible curriculum that, by design, walks middle- and high-school students with variable skill levels and experience through a comprehensive introduction into the Warhammer hobby and Warhammer Club framework. The plan of study highlights objectives, curricular links, success criteria and teaches students how to collect, build, paint, and play with your club's Citadel miniatures.

INITIAL MEETING		
Objectives	Curricular Connection/ Personal Development	Success Criteria
<ul style="list-style-type: none"> <li>Familiarize members with roles and responsibilities of the Leadership Team</li> <li>Elect Leadership Team</li> <li>Establish club rules</li> <li>Review health and safety</li> <li>Distribute Parent Letter</li> </ul>	<ul style="list-style-type: none"> <li><b>Curricular Development:</b> Language Arts Informational Texts</li> <li><b>Personal Development:</b> Responsibility, self-confidence, collaboration, decision-making, risk taking, commitment</li> </ul>	<ul style="list-style-type: none"> <li>Leadership Team appointed/elected</li> <li>Health and safety procedures reviewed</li> <li>Parent permission letter distributed</li> <li>Club rules established</li> </ul>

WEEK 1 - WELCOME TO OUR WORLDS		
Objectives	Curricular Connection/ Personal Development	Success Criteria
<ul style="list-style-type: none"> <li>Question the ethics of warfare</li> <li>Consider the motivations of diverse groups</li> <li>Familiarize with the narrative lore of both games systems</li> <li>Select a faction for each game system</li> </ul>	<ul style="list-style-type: none"> <li><b>Curricular Development:</b> Language Art: processing informational texts (following instructions) research skills, note-taking, critical thinking, listening and responding</li> <li><b>Personal Development:</b> Decision-making, risk-taking, communication, collaboration, listening, speaking</li> </ul>	<ul style="list-style-type: none"> <li>Discuss the ethics of warfare from multiple perspective</li> <li>Understand and explain the motivations of diverse groups</li> <li>Know the lore of both Warhammer: Age of Sigmar and Warhammer 40,000</li> </ul>

WEEK 2 - FOCUS ON BUILDING		
Objectives	Curricular Connection/ Personal Development	Success Criteria
<ul style="list-style-type: none"> <li>Understand why it is important to follow instructions</li> <li>Demonstrate proper handling and usage of the tools</li> <li>Follow technical procedures</li> <li>Assemble your own Citadel miniature</li> </ul>	<ul style="list-style-type: none"> <li><b>Curricular Development:</b> Language Arts: processing informational texts (following instructions), sequencing  Art and Design: create/build a model/prototype</li> <li><b>Personal Development:</b> Decision-making, work ethic, listening, workplace etiquette, initiative</li> </ul>	<ul style="list-style-type: none"> <li>Safe handling and use of various specialized hobby tools and glues</li> <li>Have a properly assembled Citadel miniature</li> </ul>

**WEEK 3 - FOCUS ON PAINTING, PART 1**

Objectives	Curricular Connection/ Personal Development	Success Criteria
<ul style="list-style-type: none"> <li>Understand how colors tell a visual story</li> <li>Understand the intricacies of selecting primary and complementary colors</li> <li>Familiarize yourself with the different brushes and their purposes</li> <li>Apply step-by-step painting techniques to your Citadel miniature</li> </ul>	<ul style="list-style-type: none"> <li><b>Curricular Development:</b> Language Arts: processing informational texts (following instructions), sequencing Art and Design: primary and complementary colors, color symbolism, aesthetics</li> <li><b>Personal Development:</b> Decision-making, work ethic, listening, responding to setbacks, giving/receiving feedback, patience, persistence</li> </ul>	<ul style="list-style-type: none"> <li>Explain the ways in which colors help us understand the world around us</li> <li>Select colors that are appropriate and complementary to one another</li> <li>Use appropriate brushes to accomplish specific painting tasks</li> <li>Undercoat, basecoat, and shade your Citadel miniature</li> </ul>

**WEEK 4 - FOCUS ON PAINTING, PART 2 [OPTIONAL]**

Objectives	Curricular Connection/ Personal Development	Success Criteria
<ul style="list-style-type: none"> <li>Understand the importance and appeal of aesthetics</li> <li>Demonstrate how using varying hues of color create visual depth</li> <li>Base a Citadel miniature</li> </ul>	<ul style="list-style-type: none"> <li><b>Curricular Development:</b> Language Arts: processing informational texts (following instructions), sequencing Art and Design: primary and complementary colors, color hue, depth and dimension, aesthetics</li> </ul>	<ul style="list-style-type: none"> <li>Explain the importance and appeal of aesthetics</li> <li>Demonstrate an ability to apply advanced painting techniques</li> <li>Use appropriate brushes to accomplish techniques</li> </ul>

**WEEK 5 - FOCUS ON PLAYING: WARHAMMER: AGE OF SIGMAR**

Objectives	Curricular Connection/ Personal Development	Success Criteria
<ul style="list-style-type: none"> <li>Process and apply information gathered from informational texts</li> <li>Apply principles of mathematical probability to determine chances of success and failures</li> <li>Measure distances effectively</li> <li>Understand how history can inspire fictional narratives used in games of Warhammer</li> </ul>	<ul style="list-style-type: none"> <li><b>Curricular Development:</b> Language Arts: informational texts, synthesize information from multiple sources (following instructions), sequence, critical thinking, listening and responding  Mathematics: addition, subtraction, measuring distance, determining probability, statistics, derive meaning from data</li> <li><b>Personal Development:</b> Decision-making, risk-taking, communication, collaboration, listening, speaking, sportsmanship, giving/receiving feedback, responding to setbacks, self-regulation</li> </ul>	<ul style="list-style-type: none"> <li>Read and understand Warhammer: Age of Sigmar adventure battleplan</li> <li>Use Warscrolls to play a game</li> <li>Use probability and statistics to make strategic and tactical in-game decisions</li> <li>Create your own narrative battleplans</li> </ul>

**WEEK 6 - FOCUS ON PLAYING WARHAMMER 40,000**

Objectives	Curricular Connection/ Personal Development	Success Criteria
<ul style="list-style-type: none"> <li>Process and apply information gathered from informational texts</li> <li>Apply principles of mathematical probability to determine chances of success and failures</li> <li>Measure distances effectively</li> <li>Understand how history can inspire fictional narratives used in games of Warhammer</li> </ul>	<ul style="list-style-type: none"> <li><b>Curricular Development:</b> Language Arts: process informational texts, (following instructions), synthesize information from multiple sources, sequence, critical thinking, listening and responding  Mathematics: addition, subtraction, measuring distance, determining probability, statistics, deriving meaning from data</li> <li><b>Personal Development:</b> Decision-making, risk-taking, communication, collaboration, listening, speaking, sportsmanship, giving/receiving feedback, responding to setbacks, self-regulation</li> </ul>	<ul style="list-style-type: none"> <li>Read and understand Warhammer: 40,000 adventure battleplan</li> <li>Use datasheets to play a game</li> <li>Use probability and statistics to made strategic and tactical in-game decisions</li> <li>Create your own narrative missions</li> </ul>

SESSION TITLE/ TOPIC	SESSION LENGTH	DATE
1, Welcome new starters.	60 Minutes	September 15 <sup>th</sup>
Session aims, who will do what:	<b>Consider</b> – do you want to have a general hobby session where members are free to work on their own projects, or are you going to set a whole-group task?	
AIM		WHO
Introduce new club members to the hobby and start painting first model		Student Volunteers/teacher
Plan projects until Christmas/personal hobby session		Everyone else/teacher

**RESOURCES NEEDED:**

**Consider** – your teacher will remember all the club supplies but do you need to let them know if you need something extra?

- Miniatures for the new starters to practice with and rules/warscrolls for them to use
- Flip charts and pens for groups to write suggested projects and ideas on

**HOW WILL THE SESSION INCLUDE EVERYONE:**

- New starters to be kept in pairs or a group so they aren't by themselves
- Club Herald to lead the planning session to ensure everyone gets a say

**DISCUSSION TOPIC:**

**Consider** – not everyone is confident in talking to others; write a discussion topic on the board for the session to help club members to socialize. Discussion can be about anything, not just the hobby!

- What is your favorite miniature of all time and why?

**CLUB MEMBERS NEED REMINDING TO:**

**Consider** – what rules do club members need to be reminded to follow and what do they need to remember next week? As a leader you need to plan in advance so sessions run smoothly!

- Tell new starters about club rules
- Remind new starters to visit their local Warhammer store to get a free miniature
- Remind everyone the session is on next week at the same time
- Remind everyone to bring things to play next week as everyone will be having games to show the new starters

**EVALUATE**

**Consider** – ask your fellow club members if they had fun and what they think could make the next session better. "fun club is a successful club."

WHAT WENT WELL/WHAT DIDN'T GO WELL	ACTIONS TO IMPROVE NEXT SESSION
New starters had a good time and are keen to come back	Remind new starters to attend during the week to keep them keen
Club members couldn't agree on a project to do until Christmas	Make the two most popular projects smaller in scale and split the groups working on them



GAMES WORKSHOP LESSON PLAN		SESSION	DATE	TIME
Week 1		Welcome to Our Worlds		60 Mins.
GOAL		Understand how motivation creates conflict and drives narrative storytelling.		
OBJECTIVES		TEACHING AND LEARNING ACTIVITIES		
<b>The club members will:</b> <ul style="list-style-type: none"><li>Question the ethics of warfare</li><li>Consider the motivations of diverse groups</li><li>Familiarize with the narrative lore of both games systems themselves</li><li>Select a faction for each game system</li></ul>	<b>Introduction Activity:</b> Discussion topic on the board: "What interests you about the Warhammer Hobby?"	Quick Write Think/pair/share	5 mins.	Whiteboard Digital Media
	<b>Starter:</b> Discussion topic: What is the purpose of warfare? What does it mean to be right, be moral, and be ethical? Is warfare right? Moral? Ethical?	Digital Presentation Mind Map Seminar-style Discussion Think/pair/share	10 mins.	Whiteboard Digital Media
	<b>Main 1:</b> Read the "Warhammer Age of Sigmar and Warhammer 40,000" introductory books. What are the central conflicts in each world?	Digital Presentation Seminar-style discussion Feedback Question Compare/Contrast Evaluate Think/pair/share	15 mins. 15 mins. 10 mins.	Whiteboard Digital Media Handouts
	<b>Main 2:</b> Examine the different factions/armies for each game system. What motivates each faction to fight? Use the flow charts to select a faction/army based on your own interests.			
	<b>Task Analysis:</b> Consider the perspectives of each faction. Which factions are right, moral, and/or ethical in their approaches to conflict? Discuss.			
	<b>Finish:</b> Explain differing perspectives can lead to conflict because of changing motivations.	Discussion	5 mins.	
<b>Differentiated Instruction/Learning Support:</b> Connect the elements of Warhammer Lore to narrative units of study in literature or history. Provide an academic vocabulary (word bank) to assist in contextualizing of narrative elements. Members sit in pairs/small groups.	<b>Development:</b> <ul style="list-style-type: none"><li><b>Curricular Development:</b> Language Arts: processing informational texts (following instructions), research skills, note taking, critical thinking, listening and responding</li><li><b>Personal Development:</b> Decision-making, risk-taking, communication, collaboration, listening, speaking</li></ul>			
<b>Reflection:</b>				

GAMES WORKSHOP LESSON PLAN		SESSION	DATE		TIME	
Week 2		Focus on Building			60 Mins.	
GOAL		Demonstrate the procedures for building a model safely and understand how each model contributes to the narrative elements of the Warhammer stories.				
OBJECTIVES		TEACHING AND LEARNING ACTIVITIES				
<div>The club members will:</div> <ul style="list-style-type: none"><li>Understand why it is important to follow instructions</li><li>Demonstrate proper handling and usage of the tools</li><li>Follow technical procedures</li><li>Assemble your own Citadel miniature</li></ul>		DELIVERY/ASSESSMENT	TIMING	RESOURCES		
		<b>Introduction Activity:</b> Discussion topic on the board: "What are you most looking forward to - building, painting, or playing?"	Quick Write Think/pair/share	5 mins.	Whiteboard Digital Media	
		<b>Starter:</b> Review the rules document the club created in the initial meeting. Demonstrate to the group how to use clippers safely. Show the supporting video for this.	Digital Presentation Handout	5 mins.	Whiteboard Digital Media	
		<b>Main 1:</b> Demonstrate to learners the purpose and function of the different tool types used in building Citadel miniatures (see handbook for reference). <b>Main 2:</b> Demonstrate to learners how to properly prepare and build their own Citadel miniature.	Walk around classroom and assess progress Feedback/Questioning peer assessment Assist with gluing	10 mins. 30 mins. 5 mins.	Whiteboard Digital Media Handouts Citadel Tools Models Glue Hobby Mat	
		<b>Task Analysis:</b> Thinking about the model you've just made, is there anything you can do differently next time to improve it further?				
		<b>Finish:</b> Consider the aesthetic (look) of each Citadel miniature- how does the look of the model contribute to the development of a story's narrative elements?	Discussion	5 mins.		
<b>Differentiated Instruction/Learning Support:</b> Give opportunities for peer support/mentoring. Closely monitor the safety and use of any tools or glue and consider completing this task on behalf of learners.		<b>Development:</b> <ul style="list-style-type: none"><li><b>Curricular Development:</b> Language Arts: processing informational texts (following instructions), sequencing Art and Design: create/build a model/prototype</li><li><b>Personal Development:</b> Decision-making, work ethic, listening, workplace etiquette, initiative</li></ul>				
<b>Reflection:</b>						

GAMES WORKSHOP LESSON PLAN		SESSION	DATE	TIME	
Week 3		Focus on Painting Part 1 (Basic)		70 Mins.	
GOAL		Demonstrate various painting techniques and understand how colors can add a visual storytelling element to a narrative.			
OBJECTIVES	TEACHING AND LEARNING ACTIVITIES				
<b>The club members will:</b> <ul style="list-style-type: none"><li>Understand how colors tell a visual story</li><li>Understand the intricacies of selecting primary and complementary colors</li><li>Familiarize yourself with the different brushes and their purposes</li><li>Apply step-by-step painting techniques to your Citadel miniature<ul style="list-style-type: none"><li>undercoating</li><li>basecoating</li><li>shading</li></ul></li></ul>	<b>Introduction Activity:</b> Discussion topic on the board: "How do colors and what they represent help us understand the world around us?"		Quick Write Think/pair/share	5 mins.	Whiteboard Digital Media
	<b>Starter:</b> Review the rules document the club created in the initial meeting. Demonstrate to the group how to use the paint, brush, palette card and water pot. Show the following video to demonstrate painting: <a href="https://www.youtube.com/embed/AFpNrBEBmio">https://www.youtube.com/embed/AFpNrBEBmio</a>		Digital Presentation Handout	5 mins.	Whiteboard Digital Media Handout
	<b>Main 1:</b> Demonstrate to learners the how each different type of Citadel brush is used to apply Citadel paints.		Walk around classroom Assess progress	5 mins.	Whiteboard Digital Media Handouts
	<b>Main 2:</b> Demonstrate to learners how to properly undercoat, basecoat, and shade a Citadel miniature.		Feedback /Questioning Peer assessment	45 mins.	Citadel brushes Citadel paints Water cups Models
	<b>Task Analysis:</b> Thinking about the model you've just painted, is there anything you can do differently next time to improve it further? What does the color scheme selected for your Citadel miniature say about the model?		Assist with painting	5 mins.	Hobby Mats Paper towels
	<b>Finish:</b> Consider the aesthetic (look) of each Citadel miniature- how does the look of the model contribute to the development of a story's narrative elements?		Discussion	5 mins.	
<b>Differentiated Instruction/Learning Support:</b> Give opportunities for peer support/mentoring. Closely monitor the use of the Citadel paints and brushes ensuring proper usages and care for each.	<b>Development:</b> <ul style="list-style-type: none"><li><b>Curricular Development:</b> Language Arts: processing informational texts (following instructions), sequencing Art and Design: primary and complementary colors, color symbolism, aesthetics</li><li><b>Personal Development:</b> decision-making, work ethic, listening, responding to setbacks, giving/receiving feedback, patience, persistence</li></ul>				
<b>Reflection:</b>					

GAMES WORKSHOP LESSON PLAN		SESSION	DATE		TIME	
Week 4		Focus on Painting, Part 2 (optional)		70 Mins.		
GOAL		Demonstrate various painting techniques and understand how colors can add a visual storytelling element to a narrative.				
OBJECTIVES		TEACHING AND LEARNING ACTIVITIES		DELIVERY/ASSESSMENT	TIMING	RESOURCES
<div>The club members will</div> <ul style="list-style-type: none"><li>Explain the importance and appeal of aesthetics</li><li>Understand how color shades and hues can give dimension to objects.</li><li>Understand how light naturally shades and highlights objects.</li><li>Apply step-by-step painting techniques to your Citadel miniature<ul style="list-style-type: none"><li>鞭 drybrushing</li><li>鞭 layering</li><li>鞭 basing</li></ul></li><li>Homework/Extension<ul style="list-style-type: none"><li>Display finished models for all club members to see.</li></ul></li></ul>		<b>Introduction Activity:</b> Discussion topic: "Consider how the aesthetic quality of the Warhammer hobby drives the interest in narrative storytelling."		Quick Write Think/pair/share	5 mins.	Whiteboard Digital Media
		<b>Starter:</b> Review the rules document the club created in the initial meeting. Demonstrate to the group how to use the paint, brush, palette card and water pot. Show the following video to demonstrate painting: <a href="https://www.youtube.com/embed/AEpNrBEbmio">https://www.youtube.com/embed/AEpNrBEbmio</a>		Digital Presentation Handout	5 mins.	Whiteboard Digital Media Handout
		<b>Main 1:</b> Review to learners the how each different Citadel brush-type is used to apply Citadel paints.		Walk around classroom Assess progress	5 mins.	Whiteboard Digital Media Handouts
		<b>Main 2:</b> Demonstrate to learners how to properly drybrush, layer, glaze and base a Citadel miniature		Feedback /Questioning Peer assessment	45 mins.	Citadel brushes Citadel paints Water cups
		<b>Task Analysis:</b> Thinking about the model you've just painted, is there anything you can do differently next time to improve it further? What effect does adding advance techniques have on the overall presentation of your Citadel miniature?		Assist with painting	5 mins.	Models Hobby Mats Paper towels
<b>Differentiated Instruction/Learning Support:</b> Give opportunities for peer support/mentoring. Closely monitor the use of the Citadel paints and brushes ensuring proper usages and care for each.		<b>Finish:</b> Explain the relationship between strong visuals and effective narrative story-telling.		Discussion	5 mins.	
		<b>Development:</b> <ul style="list-style-type: none"><li><b>Curricular Development:</b> Language Arts: processing informational texts (following instructions), sequencing Art and Design: primary and complementary colors, color hue, depth and dimension, aesthetics</li><li><b>Personal Development:</b> Decision-making, work ethic, listening, responding to setbacks, giving/receiving feedback, patience, persistence</li></ul>				
<b>Reflection:</b>						

GAMES WORKSHOP LESSON PLAN		SESSION	DATE	TIME	
Week 5		Focus on Playing Warhammer Age of Sigmar		75 Mins.	
GOAL Learn to play the exciting narrative playing-style of Warhammer Age of Sigmar.					
OBJECTIVES		TEACHING AND LEARNING ACTIVITIES			
<div>The club members will:</div> <ul style="list-style-type: none"><li>Understand how history can inspire fictional narratives used in games of Warhammer</li><li>Process and apply information gathered from informational texts</li><li>Apply principles of mathematical probability to determine chances of success and failure</li><li>Measure distances effectively</li><li><b>Homework/Extension</b> 鞭 Discussion about how history is used as inspiration for fictional narrative 鞭 Write a narrative scene from the game you played</li></ul>		<b>Introduction Activity:</b> Discussion topic on the board: "When playing a game, what responsibilities does one have to him/herself? What about to those playing with/against?"	Quick Write Think/pair/share	5 mins.	Whiteboard Digital Media
		<b>Starter:</b> Layout a playing area and assemble all of the appropriate items necessary to play Warhammer Age of Sigmar Adventure battleplan	Digital Presentation Mind Map Seminar-style Discussion Think/pair/share	5 mins.	Whiteboard Digital Media
		<b>Main 1:</b> Demonstrate the basic mechanics of Warhammer Age of Sigmar by playing The Adventure Battleplan <b>Main 2:</b> Select other club members and support their gameplay as they play the add on Adventure battleplans.	Walk around classroom Assess progress Feedback /Questioning Peer assessment Assist with painting Assist with rule clarification	10 mins. 40 mins. 10 mins.	Playmat Miniatures Box Contents Rules Dice
		<b>Task Analysis:</b> Review the games that were played. What were your favorite moments? What went well? What areas of gameplay might need to be clarified?			
		<b>Finish:</b> Get feedback from club members and begin to formulate a plan for expanding your club's miniatures collection.	Discussion	5 mins.	
<b>Differentiated Instruction/Learning Support:</b> Leading the group, support learners and permit extra time for completing turns if required. Consider using peer support for learners if needed. Once the game has been completed, continue playing/re-playing battleplans until all members have had a chance to play.		<b>Development:</b> <ul style="list-style-type: none"><li><b>Curricular Development:</b> Language Arts: Informational Texts; synthesize information from multiple sources; sequence, critical thinking, listening and responding Mathematics: addition, subtraction, measuring distance, determining probability, statistics, deriving meaning from data</li><li><b>Personal Development:</b> Decision-making, risk-taking, communication, collaboration, listening, speaking, sportsmanship, giving/receiving feedback, responding to setbacks, self-regulation</li></ul>			
<b>Reflection:</b>					



GAMES WORKSHOP LESSON PLAN		SESSION	DATE	TIME	
Week 6		Focus on Playing Warhammer 40,000		75 Mins.	
GOAL		Learn to play the exciting narrative play-style of Warhammer 40,000.			
OBJECTIVES	TEACHING AND LEARNING ACTIVITIES		DELIVERY/ASSESSMENT	TIMING	RESOURCES
<b>The club members will:</b> <ul style="list-style-type: none"><li>Understand how history can inspire fictional narratives used in games of Warhammer</li><li>Process and apply information gathered from informational texts</li><li>Apply principles of mathematical probability to determine chances of success and failures</li><li>Measure distances effectively</li><li><b>Homework/Extension</b> 鞭 Discussion about how history is used as inspiration for fictional narrative 鞭 Write a narrative scene from the game you played</li></ul>	<b>Introduction Activity:</b> Discussion topic on the board: "What can I/we do to ensure that each member fully enjoys their Warhammer School Club experience?"		Quick Write Think/pair/share	5 mins.	Whiteboard Digital Media
	<b>Starter:</b> Layout a playing area and assemble all of the appropriate items necessary to play Warhammer 40,000 Crusade Mission.		Whole-group Collaboration	5 mins.	Whiteboard Digital Media
	<b>Main 1:</b> Demonstrate the basic mechanics of Warhammer 40,000 by playing the Crusade mission		Walk around classroom Assess progress Feedback /Questioning Peer assessment Assist with painting Assist with rule clarification	10 mins.  40 mins.  10 mins.	Playmat Miniatures Box Contents Rules Dice
	<b>Main 2:</b> Select other club members and support their gameplay as they play the add on missions.				
	<b>Task Analysis:</b> Review the games that were played. What were your favorite moments? What went well? What areas of gameplay might need clarified?				
	<b>Finish:</b> Get feedback from club members and begin to formulate a plan for expanding your club's miniatures collection		Discussion	5 mins.	
<b>Differentiated Instruction/Learning Support:</b> Leading the group, support learners and permit extra time for completing turns if required. Consider using peer support for learners if needed. Once the game has been completed, continue playing/re-playing missions until all members have had a chance to play.		<b>Development:</b> <ul style="list-style-type: none"><li><b>Curricular Development:</b> Language Arts: Informational Texts; synthesize information from multiple sources; sequence; critical thinking, listening and responding Mathematics: addition, subtraction, measuring distance, determining probability, statistics; deriving meaning from data</li><li><b>Personal Development:</b> Decision-making, risk-taking, communication, collaboration, listening, speaking, sportsmanship, giving/receiving feedback, responding to setbacks, self-regulation</li></ul>			
<b>Reflection:</b>					



# NEXT STEPS

**AIMS** This segment will give you guidance on how to plan Warhammer activities moving forward or for young people who have already been introduced to the hobby and don't need to participate in the beginners sessions. It should answer questions on:

- Session structure and planning
- Student development using Warhammer
- Documenting progress
- Useful products for your club

# SETTING UP YOUR SPACE

Warhammer is a hobby full of all kinds of things to do! Think about setting up a meeting place that reflects choice and discovery. Depending on how many young people attend, for each session, set up at least three distinct areas young people can access. These can include:

- **A HOBBY AREA FOR BUILDING AND PAINTING MODELS**

This space should ideally have covered tables, water pots, paper towels, tools and paints. It should be in an area that has plenty of space around it, so those sitting down won't be accidentally nudged if someone walks by.

- **AN AREA FOR PLAYING GAMES**

This space should ideally have boards and scenery for players to construct mighty battles and tell epic stories! Games may be quite exuberant when in progress, so this area should be in a place where noise, being stood up and moving around won't disturb others. Think about supplying an extra set of dice, rulers and a stack of rules too. Rules primers can be found on our website here:

For Warhammer 40,000 -

<https://www.games-workshop.com/en-GB/Warhammer-40000-Rules>

For Warhammer Age of Sigmar -

<https://www.games-workshop.com/en-GB/Warhammer-Age-of-Sigmar-Rules>

- **A SET ACTIVITY AREA**

Provide an area with a choice of activities that young people can be supported to do. This could be for new starters and young people who may not have brought their own models or supplies that session.

# **ORGANIZING SESSIONS**

Whatever activities your sessions involve, it's important that they are organized well to ensure they are enjoyable for everyone. Some organizational tips include:

- Set club rules to ensure young people know what conduct is expected of them, and what the consequences are for not following them. A rules template is on the following page.
- Ensure there is a safe and secure place for young people to store their equipment and models as soon as they arrive until they leave, to prevent loss or damage.
- Provide an easy way to remind members what they need to bring to the next session. We've provided a 'next session list' for this that you can give out in the last 5 minutes of club time. Learners should be encouraged to write a list of what they will need.

# NEXT SESSION I WILL BE



PLAYING



BUILDING/PAINTING



BOTH

## BUILDING/PAINTING

I WILL BE WORKING ON

\_\_\_\_\_

I NEED TO BRING



Paintbrush



Models



Paint guide



Plastic Glue

List of paints \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## PLAYING

I have planned a game of \_\_\_\_\_

My opponent is \_\_\_\_\_

We have agreed to play \_\_\_\_\_ points/Power Level

I NEED TO BRING



Models



Dice



Tape Measure



Rules



Codex or battletome



A boxed game

Other \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## NOTES

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## IMPORTANT

Pack models safely for transport.  
Label all equipment with your name.  
Ensure all paint lids are fastened securely.





# BY COMMAND OF THE EMPEROR RULES OF ENGAGEMENT

By decree of the Emperor, all those participating in an Imperial Gathering **MUST** at all times adhere to the actions and attitudes of the following code of conduct.

## ACTIONS

- Follow instructions from the leader at all times.
- Glues and tools should only be used with permission from the leader.
- Never bring in your own tools, glues or spray.
- Ask permission before touching someone else's models.
- Always come with the correct equipment for each session.
- Label all of your belongings, including books.
- Never give up on a game before it has finished.
- Roll dice where your opponent can see them.

## ATTITUDES

- Respect everyone else's miniatures.
- Let other people finish speaking before joining in.
- Make sure everyone has a good time.
- Be responsible with equipment.
- Always help others.

## SETTING GOALS

Working towards a goal will help keep individuals and the club focused and well attended. This is a great way for the group to work together to decide goals democratically. Ideas for goals could be:

- Running an inter-club competition, such as a model-painting competition
- Contributing to a group project, such as creating a game board or scenery
- "Designing a campaign to run through a number of sessions. *(A campaign is a series of games connected by a story, where the outcome of each game will have an effect on the next)*"
- Identifying an area of personal development such as improving painting skill or building confidence and assigning members of the group to tasks to help

# RUNNING OF GAMES

Games of Warhammer can last anywhere from half an hour to a full day! We advise only allowing games to be played that can be completed within the time your session runs for. Tabletop games are not easily paused, and it may be frustrating if those participating never finish. Some games that can be completed in 1 hour or under include:

- All of the missions on the Warhammer Alliance website
- Keeping games of Warhammer 40,000 and Warhammer Age of Sigmar to 500 points or under.  
*Normal tabletop games are controlled by assigning the models points values. Limiting the total amount of points a player can use to make their army will limit the time it takes to play – the more points the longer the game!*
- Warhammer 40,000 Kill Team
- Warhammer Underworlds

# **DOCUMENTING PROGRESS**

It's important to help club members reflect on their work, effort and set themselves goals to give them a sense of purpose. It may be an idea to track their progress and coach them to self-evaluate. Some methods you can use are:

- Keeping a photographic portfolio of the models young people complete to show progression over time
- Getting members to self-evaluate their work whenever they complete a model - we've included a form for this
- Keeping a record of some key skills and how these are impacted through attending the club, such as:
  - Behaviour and attendance
  - Reading
  - Self-esteem and friendships
  - Math
  - Art
  - Literacy
- Giving awards for improvements and hard work

## EVALUATION FORM

DATE: \_\_\_\_\_

NAME: \_\_\_\_\_

**MODEL:** \_\_\_\_\_

ATTACH PICTURE OF COMPLETED MODEL HERE

## 3 THINGS I LEARNED ABOUT PAINTING MINIATURES

## 2 THINGS I LIKE ABOUT MY FINISHED MODEL

## 1 GOAL I HAVE FOR MY NEXT MODEL

## THE PAINTS I USED WERE:

## **KEEPING IT INCLUSIVE**

Ensuring that your club is inclusive to every young person who is interested is important to keep it accessible and enjoyable. Some tips are:

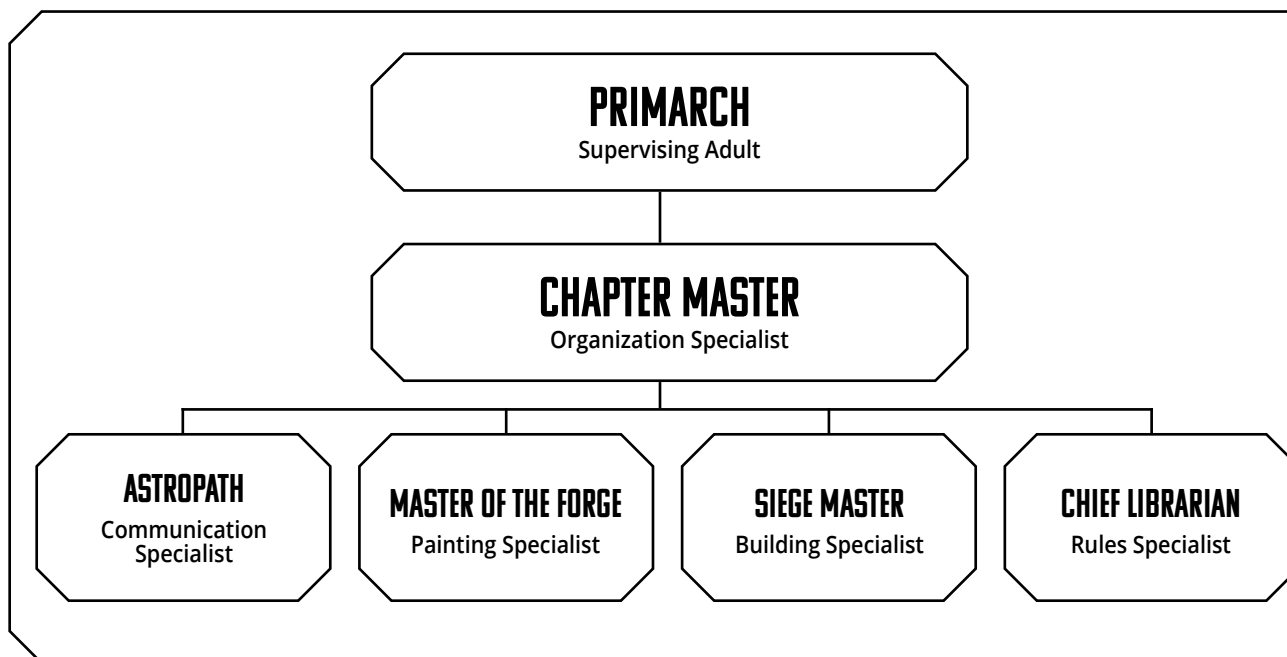
- Provide some basic supplies and boxed games that young people can use if they've forgotten their things, are finding out more, or saving up their money to buy the thing they really want. Read the funding ideas section for help with a budget.
- Utilize general supplies you have access, to such as paper, card, scissors and materials destined for recycling to set free and engaging board and scenery design projects.
- Ensure that you hold regular recruitment events to answer questions and help new members feel welcome to join.
- When new members arrive, ensure they are supported to learn about the hobby and make new friends.
- Monitor the group and ensure every member is included in decisions, activities and games.

# LEARNER-CENTERED SESSIONS

This page will show you how to challenge learners by shifting the responsibility of running sessions from the leader to the young people. By putting the planning and running of the club into the hands of the attendees, they will learn personal and professional skills, as well as the practical skills linked with the Warhammer hobby.

## ESTABLISH GROUP ROLES

Giving young people specific responsibilities will give them pride and purpose in sessions, helping them to work together and achieve goals. A suggested structure is as follows:



The following pages outline the responsibilities for each role. To differentiate for age, simply assign fewer tasks. If you have a larger club, assign more than 1 young person to each role.

## DECIDING ON ROLES AND RESPONSIBILITIES

Deciding on which young people are suitable for the roles can be a wonderful learning exercise. To engage the young people you could:

- Set up a democratic process. Ask for student nominations and hold an election.
- Ask for applications and interview candidates to give them employment experience.
- Set goals and assign the roles as rewards for dedication and effort.



## **PRIMARCH**

### **Supervising Adult**

- Support young people to manage their assigned roles.
- Monitor activities to ensure they are safe at all times.
- Mentor members to help them progress personal skills.
- Ensure the club always has an achievable goal to work towards.
- Manage the budget and supplies.
- Set club rules and ensure they are adhered to.
- Manage behaviour in the group.



## **CHAPTER MASTER**

### **Organization Specialist**

- Ensure the other members manage their assigned roles.
- Fairly decide the outcome of disputes.
- Ask for and listen to ideas of activities members want to do during club time.
- Plan and organize activities that include everyone.
- Run events to recruit new members.
- Ensure everyone feels welcome to attend the club.



## **ASTROPATH**

### **Communication Specialist**

- Communicate announcements and ensure everyone understands them.
- Ensure changes to venue, dates and times are circulated to everyone.
- Remind members what equipment they need to bring to sessions.
- Create and maintain posters and notice boards to advertise the club.
- Write and share a newsletter to share club successes.



## **MASTER OF THE FORGE**

### **Painting Specialist**

- Show new starters how to paint and what the equipment is used for.
- Set up, maintain and pack away club painting supplies.
- Coach and advise club members as requested.
- Create a display about painting and useful techniques to learn.
- Photograph completed models to use in displays and to promote the club.



## **SIEGE MASTER**

### **Building Specialist**

- Show new starters how to build models and what the equipment is used for.
- Set up, maintain and pack away club tools.
- Coach and advise club members as requested.
- Create a display about building models and scenery with useful techniques to learn.
- Photograph completed models to use in displays and to promote the club.



## **CHIEF LIBRARIAN**

### **Rules Specialist**

- Show new recruits how to play.
- Set up, maintain and pack away club gaming supplies and rule books.
- Answer questions about rules and help manage disputes.
- Match game opponents and ensure everyone feels included.
- Write and create mini-games or campaigns



## USEFUL PRODUCTS FOR YOUR CLUB

Here we've included some information about some products that could be a great addition to setting up any club activity area, with some advice about how you could use them in your meeting place.

Our friendly store staff will happily provide information and support on all of our product range - find your closest store with the Warhammer Store Finder.

[www.games-workshop.com/en-US/store/storefinder.jsp](http://www.games-workshop.com/en-US/store/storefinder.jsp)

If you aren't close to a store, why not visit our web store to see more information on these products as well as the other amazing things available?

[www.games-workshop.com](http://www.games-workshop.com)

## HOBBY SUPPLIES

For any club, a great starting investment could be to provide basic materials to build and paint models. This will help new starters get going or provide supplies for those who may have forgotten to bring everything they need. A few of these sets provide the best value for your club budget and will get your club off to a flying start.



### WARHAMMER AGE OF SIGMAR PAINTS AND TOOLS SET

This set includes:

- 1x pair of Modelling Clippers - the same ones we provided to you in your Warhammer Alliance Resource Set
- 1x Starter Brush - the same kind of brush we provided to you in your Warhammer Alliance Resource Set
- 1x Mouldline Remover - just draw the tool along the mouldlines to easily scrape them away and prepare your miniatures for painting
- 13 x 12ml pots of Citadel paints, including Base paints and Shade paints - Shade paints are the next stage in the model-painting process and add depth and shadow to your models



### WARHAMMER 40,000 CITADEL ESSENTIALS SET

This set includes:

- 1x pair of Modelling Clippers - the same ones we provided to you in your Warhammer Alliance Resource Set
- 1x Starter Brush - the same kind of brush we provided to you in your Warhammer Alliance Resource Set
- 1x 5g bottle of Plastic Glue - see the Health and Safety Advice in the Start Here section for using this in your club
- 13 x 12ml pots of Citadel paints, including Base paints and Shade paints - Shade paints are the next stage in the model painting process and add depth and shadow to your models

## RULE BOOKS

Warhammer models can be used in games and having copies of the rule books available for your young people is a great way to provide material to make your club both a math and literacy enrichment activity. Games of Warhammer provide a strategic mathematical challenge as well as providing a great activity to work on key skills, such as mental arithmetic. Our rule books are also full of wonderfully rich content, elaborating on our stories and challenging readers to incorporate storytelling into every aspect of the hobby. Providing a library of material is one of the best ways to allow your students to develop these skills whilst having a great time!



### WARHAMMER AGE OF SIGMAR CORE BOOK

Warhammer Age of Sigmar will take your students on a journey to the realms of another reality. Will they choose to be great heroes or cunning villains, destructive forces or bring chaos to the lands? The choice is theirs and the tales await to be told. A small game will last around 40-50 minutes, each book contains:

- Everything you need to know about building, painting and playing with Citadel miniatures
- The Core Rules for Warhammer Age of Sigmar - they explain everything you need to play
- Three ways to play - each way to play will challenge your students in open play, narrative play and matched play should not be capitalised. find and change throughout
- Almost 200 pages of facts, narrative and information about the setting of Warhammer Age of Sigmar



### WARHAMMER 40,000 CORE BOOK

See your young people transported 40,000 years into the future and set the task to save the galaxy, or be its downfall! Few among Mankind's untold population realise the full truth of their situation and your students can tell their story. With small games lasting around 40-50 minutes, each book contains:

- Everything you need to know about building, painting and playing with Citadel miniatures
- The Core Rules for Warhammer 40,000 - they explain everything you need to play
- Three ways to play - each way to play will challenge your students in different ways. Begin them with open play, extend their vocabulary with narrative play or challenge them with matched play
- Over 140 pages of facts, narrative and information about the setting of Warhammer 40,000



### WARHAMMER 40,000 KILL TEAM CORE MANUAL

Kill Team is the perfect-sized game to complete during club time. With a small model count, games can usually be completed in around 30-40 minutes. Great to play after-school or over a lunch break the core book contains:

- A complete ruleset to play the game - all your members will need to bring is their models and dice
- Campaign ideas to connect multiple games together and see how a story unfolds
- Over 20 pages of facts, narrative and information about the setting of Warhammer 40,000

## BOXED GAMES

Providing games where everything you need to play is included in the box is a fantastic way to keep your club inclusive. It will give young people something to do when they first join, while providing hours of fun for everyone to enjoy. Perfect for busy meeting places they are easy to use, pack away and store when not in use.



## WARHAMMER UNDERWORLDS: BEASTGRAVE

Warhammer Underworlds combines action-packed combat with tactical card deck building. The Core box is superb for clubs, containing all the tokens and boards young players would need to play the game. There are two included warbands, made up of a small number of models with accompanying card decks in the box. Each Core box also contains:

- A Kurnoth Aelves warband – Skaeth's Wild Hunt – made up of 5 push-fit, green plastic miniatures and a pre-built deck.
- A Beasts of Chaos warband – Grashrak's Despoilers – made up of 6 push-fit, brown-coloured plastic miniatures and a pre-built deck.
- All the rules you need to play the game
- The boards, tokens and dice needed to play the game

## EXPANDING YOUR WARHAMMER UNDERWORLDS GAMES

This game is wonderfully versatile as young people are able to pick from one of fourteen warband expansion sets which add new models, cards and tactics to the game. These additional expansions give each young person the perfect starter hobby project.





## GAMING ACCESSORIES

Games of Warhammer 40,000 and Warhammer Age of Sigmar are played on the tabletop, or in most Warhammer Alliance clubs, on top of classroom desks! A normal game of Warhammer is played on a special board, shaped like a type of terrain with pieces of scenery placed on it to provide obstacles and cover. Here are some suggestions on how to transform your space into a Warhammer gaming area quickly and easily.



### REALM OF BATTLE: BLASTED HALLOWHEART

A complete battlefield in a box, the Realm of Battle: Blasted Hallowheart set gives you everything to start gaming in Warhammer Age of Sigmar. Arriving in a handy box that will keep everything together, it contains:

- 4 fold-out double-sided gaming boards, made of extra-thick, hard-wearing card - these can be used for 4 separate games at once or put together for a mighty battle!
- 9 push-fit plastic Azyrite Ruins scenery pieces – no glue required
- 3 Battleplans, designed to be played using the contents of this box
- 1 warscroll for the Azyrite Ruins, featuring their own rules



### REALM OF BATTLE: MOON BASE KLAISUS

The Realm of Battle: Moon Base Klaisus set gives you everything to start gaming in Warhammer 40,000. Transform your meeting place into the future of Humanity in only 5 minutes, each box contains:

- 4 fold-out double-sided gaming boards, made of extra-thick, hard-wearing card - these can be used for 4 separate games at once or put together for a mighty battle!
- 4 push-fit plastic scenery pieces – no glue required
- 3 Crucible of War missions, designed to be played using the contents of this box