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Here you will find useful tools to help as the club grows. With the Core Rules for both Warhammer 40,000 and Warhammer Age of Sigmar free to download, club members can continue to expand their knowledge of the game both in and out of club time. We know that many leaders do not have expert knowledge of our games, so reinforcing club member's abilities to learn independently is an excellent way to keep the club active and engaging.

The aids included within this pack are divided into Warhammer Age of Sigmar content and Warhammer 40,000 content.

Warhammer Age of Sigmar content includes:

- A reference sheet breaking down a game turn in Warhammer Age of Sigmar and where to find the rules for each section in the Warhammer Age of Sigmar Core Rules.
- A Learn to Play sheet which club members can use to aid them in learning the rules for Warhammer Age of Sigmar.
- Advice for running multiplayer games of Warhammer Age of Sigmar.

Warhammer 40,000 content includes:

- A reference sheet breaking down a game turn in Warhammer 40,000 and where to find the rules for each section in the Warhammer 40,000 Core Rules.
- A Learn to Play sheet which club members can use to aid them in learning the rules for Warhammer 40,000.
- Advice for running multiplayer games of Warhammer 40,000

GET THE CORE RULES

The free Core Rules for both Warhammer 40,000 and Warhammer Age of Sigmar show how to move, shoot, charge and fight with miniatures on the battlefield. They represent the backbone of how the game is played and are perfect for clubs starting out.

As the club expands, it's worth getting the Core Book for each game, each contains additional rules to take games even further.

Find the rules for both Warhammer 40,000 and Warhammer Age of Sigmar on the websites:

WARHAMMER40000.COM
AGEOFSIGMAR.COM

WARHAMMER40000.COM

AGEOFSIGMAR.COM

GET THE APP

The Warhammer Age of Sigmar and Warhammer 40,000 apps are great ways for you to keep track of the rules and to answer any questions your young people might have.

They can be downloaded for free, and contain core rules on how to play, and Datasheets and Warscrolls detailing the abilities of each model. These are vital for playing games.

TOP TIP

Games of Warhammer can last anywhere from half an hour to a full day! We advise only allowing small games to be played that can be completed within the time your session runs for.

Table-top games are not easily paused, and it may be frustrating if those participating never finish. We recommend using 500pts or 25PL of miniatures maximum.

WARHAMMER 40,000

WARHAMMER 40,000 REFERENCE SHEET

PAGE NUMBERS

The page numbers on this sheet match those contained the free Warhammer 40,000 Core Rules which can be found on the website: **WARHAMMER40000.COM**

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WOUND ROLL

ATTACKERS STRENGTH VS TARGETS TOUGHNESS	D6
Is Strength **TWICE (or more)** than the Toughness	**2+**
Is Strength **GREATER** than the Toughness	**3+**
Is Strength **EQUAL** than the Toughness	**4+**
Is Strength **LOWER** than the Toughness	**5+**
Is Strength **HALF (or less)** than the Toughness	**6+**

WARHAMMER 40,000 LEARN TO PLAY SHEET

WARHAMMER 40,000

Are you ready to learn the full rules for Warhammer 40,000? A good way to remember information is by playing a game and making your own notes. Print out and use the sheet below whilst learning the game by filling in the boxes with what happens in each phase.

This sheet is designed to be used in conjunction with the core rules, which can be found on the App, online, or in hardback.

DETACHMENT ABILITIES:

WARLORD TRAIT:

ARTEFACTS/RELICS:

BEFORE THE BATTLE/DEPLOYMENT:

1: COMMAND PHASE

2: MOVEMENT PHASE

3: PSYCHIC PHASE

4: SHOOTING PHASE

5: CHARGE PHASE

6: FIGHT PHASE

7: MORALE PHASE

NOTES

WOUND ROLL

ATTACKERS STRENGTH VS TARGETS TOUGHNESS	D6
Is Strength **TWICE (or more)** than the Toughness	**2+**
Is Strength **GREATER** than the Toughness	**3+**
Is Strength **EQUAL** than the Toughness	**4+**
Is Strength **LOWER** than the Toughness	**5+**
Is Strength **HALF (or less)** than the Toughness	**6+**

WARHAMMER AGE OF SIGMAR

AGE OF SIGMAR

WARHAMMER AGE OF SIGMAR REFERENCE SHEET

PAGE NUMBERS

The page numbers on this sheet match those contained the free Warhammer Age of Sigmar Core Rules which can be found on the website: **AGEOFSIGMAR.COM**

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AGE OF SIGMAR LEARN TO PLAY SHEET

WARHAMMER
AGE OF SIGMAR

Are you ready to learn the full rules for Warhammer Age of Sigmar? A good way to remember information is by playing a game and making your own notes. Print out and use the sheet below whilst learning the game by filling in the boxes with what happens in each phase.

This sheet is designed to be used in conjunction with the core rules, which can be found on the App, online, or in hardback.

ARMY:

ENHANCEMENTS:

ALLEGIANCE ABILITIES:

BATTALIONS:

SPELLS:

1: HERO PHASE

2: MOVEMENT PHASE

4: SHOOTING PHASE

5: CHARGE PHASE

6: COMBAT PHASE

7: BATTLESHOCK PHASE

NOTES

TIPS FOR RUNNING MULTIPLAYER GAMES

Typically, games of Warhammer are played between two people. Though rules for team battles or giant battles exist, sometimes groups of young people might prefer to play in one big, inclusive game. This might be because they only own a couple of models, are unsure of how to play so need someone to lead the game, or due to the club only having limited space.

Below are some suggestions to accommodate multiplayer games in your club.

TEAM GAMES

The easiest way to run a multiplayer game is by splitting participants into teams. There is no limit to the number of teams, but while you are still learning the rules, we recommend splitting members randomly into two groups, as most missions within the core rules are designed for two sides. Once you are more confident with the rules of Warhammer, you can adapt material from the core rulebook for more groups as you see fit.

MODEL LIMITS

Set a limit of how many models, or "units", each player can bring. A character/leader and a single group of models is a good starting point. If you're familiar with the rules, you can limit the game using points/power levels.

TIME LIMITS

The materials in the box are intended for games lasting under an hour. Sometimes, you may not have that long, or games might overrun. It's important to identify points where you can end games naturally.
For example, you could predetermine how many rounds to play, or limit the amount of time each side gets to play their turn.

RANDOMISE

If you are playing a team game with more than two groups, it's a good idea to randomise the play order and allow each team to play their full turn before moving on to the next. This keeps downtime at a minimum.
Top Tip: Use different coloured dice representing each team, or write their names on a piece of paper. Put them in a bag and randomly draw one until the bag is empty and all teams have taken a turn. This random element will make the game more exciting and unpredictable.

RECYCLE!

When a young person only has a couple of models, it can be disheartening to have them removed at the start of the game, only for the game to continue for an hour or more without them. Consider allowing players to bring units back onto the board if they can answer a question about the game rules, or describe their character's defeat in a creative way. If they answer correctly, their models can re-enter via the edges of the board. This can create an endless game, so setting a time limit is important!

SET AN OBJECTIVE

Giving the game a purpose, or narrative, helps keep players engaged and focussed. There could be set points on the battlefield or pieces of scenery to capture, a big monster/tank they all have to take down together, or a race to each side of the playing area. There really is no limit to what you can do.

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