



USING THE RESOURCE BOX IN YOUR MEETING PLACE

The Warhammer Alliance pack provides everything young people will need to enjoy the fantasy realms of Warhammer Age of Sigmar and the sci-fi universe of Warhammer 40,000. Over six activity sessions they'll learn to build, paint, and play in the worlds of Warhammer.

These sessions can be found in the downloadable Leader's Guide at the link below:

[WARHAMMER-ALLIANCE.COM/UK/RESOURCES/](https://www.warhammer-alliance.com/uk/resources/)

Each Warhammer Alliance pack contains enough resources and material for 12 Scouts or Explorers. For larger groups we'll happily supply multiple packs.

Scouts and Explorers are able to use the Warhammer Alliance pack to work towards the Model Maker Activity Badge or Creative Arts Badge respectively. Below, you'll find full details of the pack, and how to use the Leader's Guide to run sessions using its contents.

Inside Each Pack You'll Find:

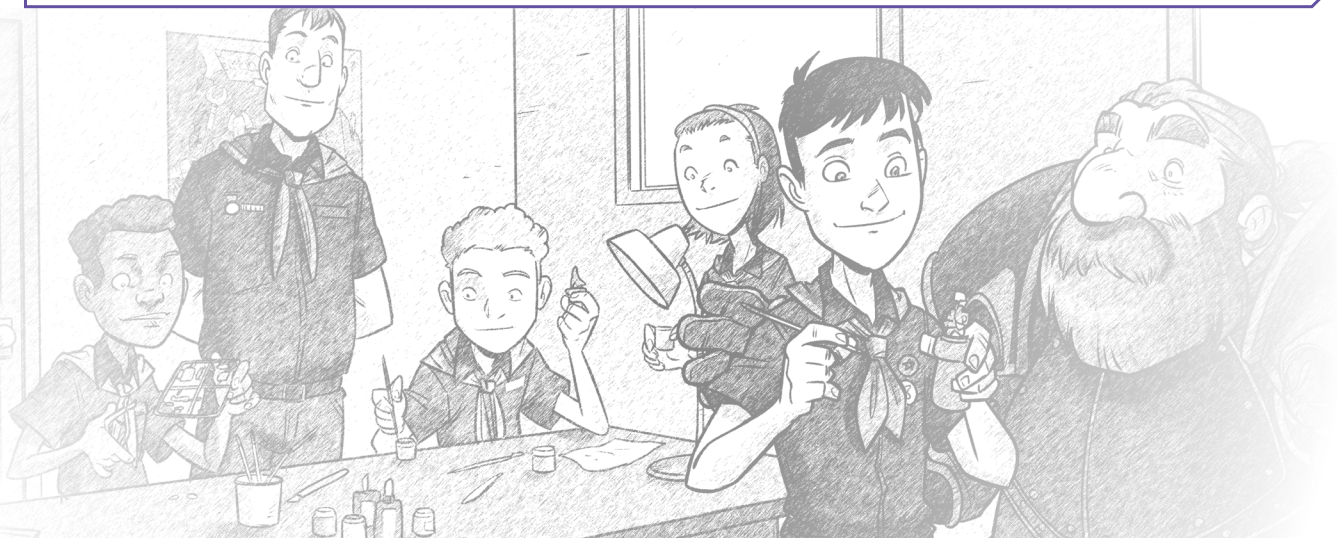
- 12 Activity Magazines
- 2 Game token sheets
- 2 Battle Mats
- 12 Stormcast Eternals Vindictor miniatures
- 12 Kruleboyz Gutrippaz miniatures
- 12 Space Marine Intercessor miniatures
- 12 Necron Warrior miniatures
- 10 Citadel Basecoat Paints
- 12 Starter Paint Brushes
- 12 paint palette cards
- 12 Six-sided Dice



DID YOU KNOW?

Scouting activity sessions can also be done in your nearest Warhammer store. You can book your first model-making activity online and register with your store.

[WARHAMMER-ALLIANCE.COM/UK/SCOUTS-PROGRAMME](https://www.warhammer-alliance.com/uk/scouts-programme)



INTRODUCTION

USING THE BOX

CLUB SET-UP

HEALTH AND SAFETY

SESSION PLANS

GAMING TOOLS

EXTRA ACTIVITIES

SESSION PLANS

These six pre-written plans are designed to be used with the contents of the Warhammer Alliance pack. You can run them separately or combine some to make longer sessions. Each session will help your Scouts or Explorers make progress towards their Model Maker or Creative Arts badges.

To view the full sessions, you will need to download the Activity Plans PDF from the Alliance Website.

[WARHAMMER-ALLIANCE.COM/UK/RESOURCES/](https://www.warhammer-alliance.com/uk/resources/)

SESSION 1: INTRODUCTORY SESSION -

30 MINUTES

Leader's Guide Session Plans p2

Often, clubs will include members from a wide variety of skill levels. You may end up with complete beginners joining alongside seasoned hobbyists. For that reason, you may find holding an introductory session to explore the worlds of Warhammer and take stock of your club's overall experience very helpful.

SESSION 2: BUILD

45 MINUTES

Leader's Guide Session Plans p3

This session will focus on getting started with the model kits provided in the Warhammer Alliance box. Find out from your members what they would prefer to build. If you do not have enough sprues for your club, you can reach out to your local Warhammer Alliance Team or nearest store for support.

SESSION 3: PLAN

30 MINUTES

Leader's Guide Club Session Plans p4

This session will allow young people to come up with colour schemes and design their own custom Space Marine Chapters or Stormcast Eternals Stormhosts. These should have been introduced as concepts in the introductory session. These plans can then be used to paint their models in the next session.

SESSION 4: PAINT

45 MINUTES

Leader's Guide Club Session Plans p5

This session will allow members to start painting. Make sure they bring their models with them, or keep them within the club storage. Ensure each member is given a brush, and that there is enough water for everyone to wash their brushes between colours.

SESSION 5: PLAY WARHAMMER 40,000

45 MINUTES

Leader's Guide Club Session Plans p6

This session will introduce the Warhammer 40,000 gaming system through a mini-game included in the Activity Magazine.

SESSION 6: - PLAY WARHAMMER AGE OF SIGMAR

45 MINUTES

Leader's Guide Club Session Plans p7

This session will introduce the Warhammer Age of Sigmar gaming system through a mini-game included in the Activity Magazine.