



CLUB SET-UP AND SUPPORT

Whether you are creating a club within a school environment or for an external organisation, this document will provide tips and tricks to help you get your club off the ground. In this document, you will find information on:

SETTING UP YOUR WARHAMMER CLUB

Every organisation is different when it comes to club guidelines. Here you will find some basic guidelines to help with starting a Warhammer club, though make sure to look into how your school or group runs their clubs.

ADVICE FOR RUNNING YOUR CLUB

Additional advice that may help you in setting goals for your members, keeping your club inclusive, and documenting member progress.

PRINTABLE CODE OF CONDUCT

A printable A4 sheet laying out rules for members to follow during games of Warhammer. These will encourage fairness and good sportsmanship. Feel free to write your own using these as a guideline if you'd prefer!

PRINTABLE REMINDER CARDS FOR MEMBERS

A printable sheet that members can fill in and take home detailing what they will need for next session.

PRINTABLE SELF-EVALUATION FORM FOR MEMBERS

A printable sheet that members can fill in, helping them to reflect on their own improvements and work out their goals for the future.

NEED SUPPORT?

If you need any extra support, you can always contact your local Warhammer Alliance Coordinator or visit your nearest Warhammer Store.

You can find your nearest store at:



STORES.WARHAMMER.COM



SETTING UP YOUR WARHAMMER CLUB

Wherever your meeting place, successful clubs start with great planning and good communication. Use this guide to help you get organized. Please note that many schools will already have their own guidelines for starting clubs, so if your organisation is a school, please defer to your own guidelines if you have them. 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?

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.

ADVERTISE YOUR CLUB TO ENCOURAGE 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:

- What the club is
- When and where it is
- Why it's fun
- Who it's for (are there age restrictions, etc?)
- 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. Refer to the 'Activity Plans' PDF for ready-made session plans. Your plan should also cover:

- 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.
- Providing a structure for new starters to feel welcome and be supported to learn.
- If your organization covers different ages and abilities, will you offer a variety of sessions?
- 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.

ADVICE FOR RUNNING YOUR CLUB

INTRODUCTION

USING THE BOX

CLUB SET-UP

HEALTH AND SAFETY

SESSION PLANS

GAMING TOOLS

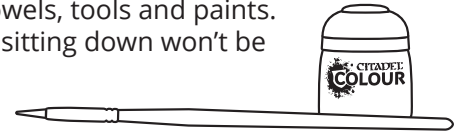
EXTRA ACTIVITIES

ORGANISING YOUR CLUB 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.



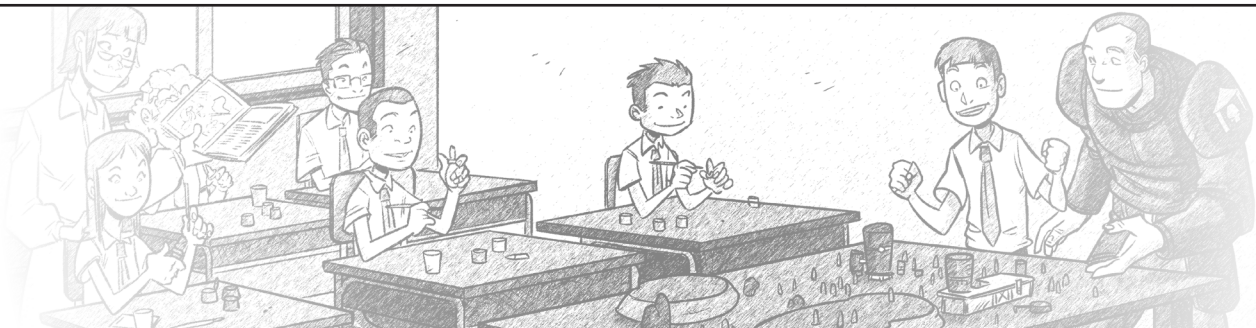
AN AREA FOR PLAYING GAMES

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.



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.



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. This PDF includes a printable sheet that can be filled in by members, helping them to identify areas they have improved and wish to work on in the future.



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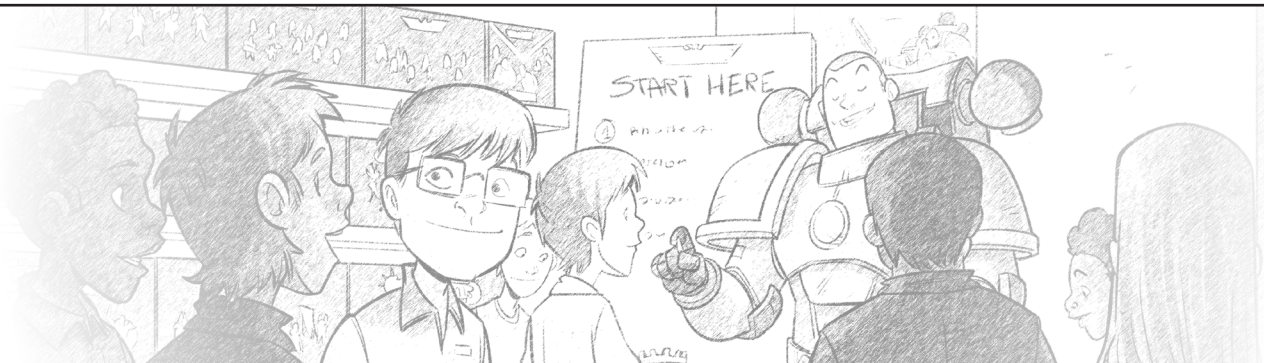
EXTRA ACTIVITIES

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.
- Utilise 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 introductory 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.



DOCUMENTING PROGRESS

It's important to help club members reflect on their work, evaluate their 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
 - Maths
 - Art
 - Literacy
- Giving awards for improvements and hard work.



CODE OF CONDUCT

Playing Games of Warhammer can be intense, fast-paced and fun. There is nothing more epic than the clash of two mighty armies on the battlefield, and it's easy to get carried away. Always remember to think of your opponent and how they might be feeling, and as you enjoy yourself, always make sure to be polite and respectful.

That way, even those on the losing side can still walk away feeling that they've had a good time.

To ensure a good time for everyone, here are some helpful guidelines to follow.

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.

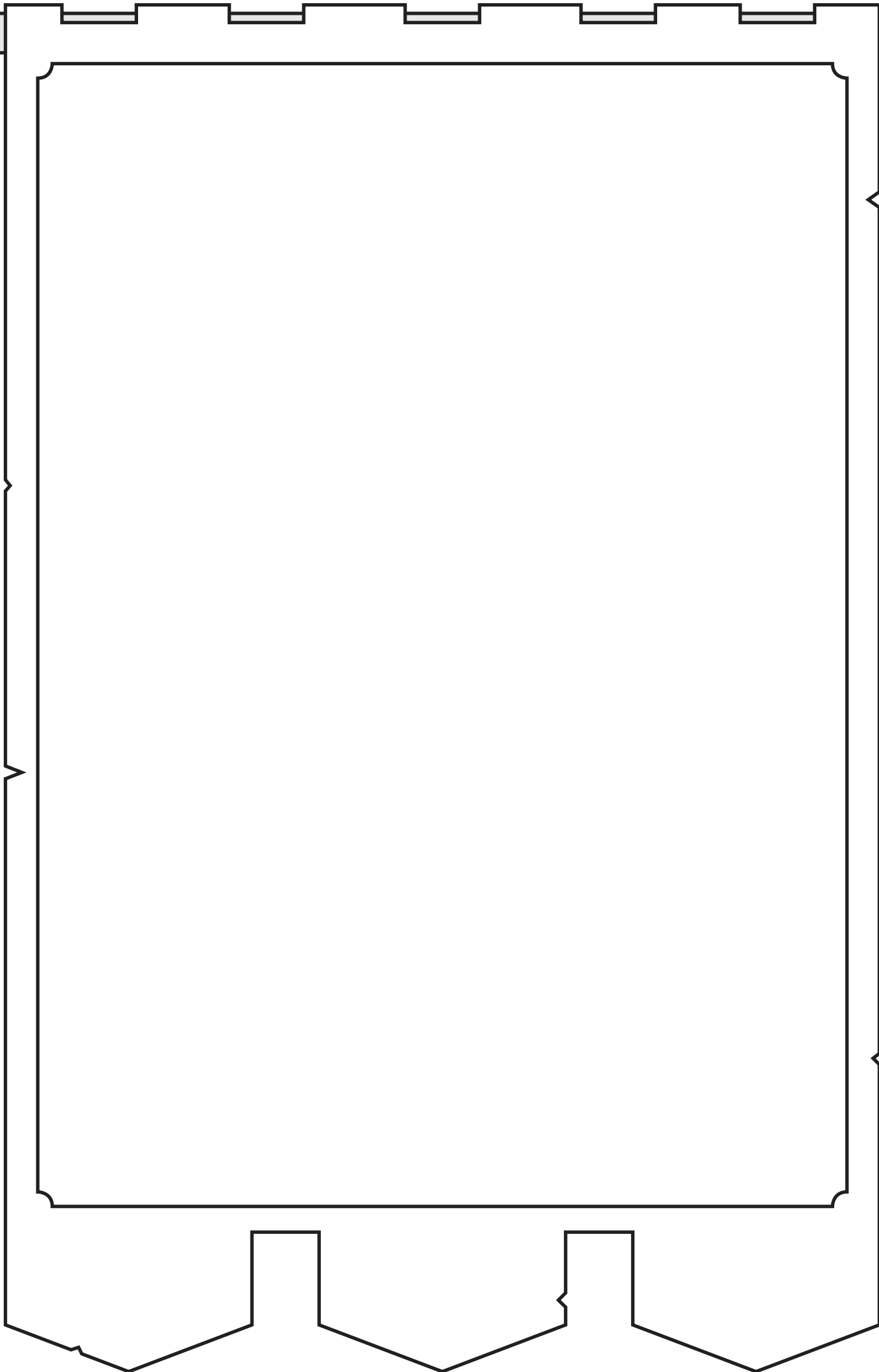
Respect everyone else's miniatures.

Let other people finish speaking before joining in.

Make sure everyone has a good time.

Be responsible with equipment.

Always help others.



NEXT SESSION I WILL BE:

☐ GAMING

☐ PAINTING

☐ BOTH

PAINTING

I will be working on:

I NEED TO BRING:

☐ Paintbrush

☐ Models

☐ Paint guide

LIST OF PAINTS:

GAMING

I have planned a game of:

My opponent is:

At (points/power level):

I NEED TO BRING:

☐ Models

☐ Dice

☐ Tape Measure

☐ Rules

☐ Codex or Battletome

☐ A boxed game

☐ Other: _____

NOTES:

REMEMBER TO:

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

EVALUATION FORM

DATE : _____

NAME : _____

MODEL : _____

ATTACH PICTURE OF
COMPLETED MODEL HERE

3 THINGS I LEARNED ABOUT PAINTING MINIATURES:

1 _____

2 _____

3 _____

2 THINGS I LIKE ABOUT MY FINISHED MODEL:

1 _____

2 _____

1 GOAL I HAVE FOR MY NEXT MODEL:

1 _____

THE PAINTS I USED WERE:
