



# CLUB SESSION PLANS

Here you will find six weeks' worth of club session plans. These can be used in schools or by meetings run by external organisations, and are suitable for a variety of ages and skill levels. Each one includes a suggested run time, so if it is designed to run longer than your club session, you can split it into multiple sessions

## SESSION SUMMARIES

### SESSION 1: INTRODUCTORY SESSION

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.

This session will focus on getting to grips with the Activity Magazine, allowing members to get to know each other and introduce them to the Warhammer background. You may also want to go over the contents of the box with them and outline how it will be used over the following six weeks.

### SESSION 2: BUILD

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

### SESSION 3: PLAN

This session will allow young people to come up with colour schemes and design their own custom Chapters, Dynasties, Stormhosts, and Warclans. 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

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

This session will introduce the Warhammer 40,000 gaming system through a mini-game included in the Activity Magazine. Make sure to point your members in the direction of the Code of Conduct as well - it is important that they learn good sportsmanship and respect whilst playing games of Warhammer!

### SESSION 6: PLAY WARHAMMER AGE OF SIGMAR

This session will introduce the Warhammer Age of Sigmar gaming system through a mini-game included in the Activity Magazine. Make sure to point your members in the direction of the Code of Conduct as well - it is important that they learn good sportsmanship and respect whilst playing games of Warhammer!

## ACTIVITY MAGAZINE PAGE REFERENCES

The Activity Magazine is referred to throughout these session plans.

To help you quickly locate the correct page for each session, page numbers will be displayed like this next to the relevant lines: **PAGE 1**

# SESSION 1: INTRODUCTORY SESSION

30 MIN

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.

This session will focus on getting to grips with the Activity Magazine, allowing members to get to know each other and introduce them to the Warhammer background. You may also want to go over the contents of the box with them and outline how it will be used over the following six weeks.

## YOU WILL NEED

- Activity Magazine
- Pen/Pencil



## LEADERS SHOULD

- Familiarise themselves with the magazine and basic information about Warhammer prior to the session
- Support young people in researching the hobby

## YOUNG PEOPLE WILL LEARN

- Where Warhammer 40,000 takes place **PAGE 2**
- What Space Marines and Necrons are **PAGE 6**
- Where Warhammer Age of Sigmar takes place **PAGE 4**
- What a Stormcast Eternals and Kruleboyz are **PAGE 8**

## WHAT TO DO

1. Ensure each of your members receives a copy of the Activity magazine. Go through the magazine with them and explain how you will complete it over the six week period.
2. Explain what Stormcast, Kruleboyz, Space Marines, and Necrons are. If you have existing hobbyists in your club, it may be a good idea to open discussion to the members and encourage them to discuss their thoughts on the four factions.
3. If your club meetings are going to be regular weekly occurrences, encourage members to write down when and where the club meets, and at what time.

## TOP TIP

Encourage members to start thinking of their own Stormcast Eternals Stormhost, Kruleboyz Warclan, Space Marines chapter, or Necron dynasty. There will eventually be a planning session to create their own using the activities provided in the extra activity pack, so having an initial brainstorm might be another good way to get members creatively involved and prepared.



Doing this activity will help your young people practice **planning** and **independent research**, whilst strengthening their **reading**.

INTRODUCTION

USING THE BOX

CLUB SET-UP

HEALTH AND SAFETY

SESSION PLANS

GAMING TOOLS

EXTRA ACTIVITIES

## SESSION 2: BUILD



45 MIN

This session will focus on getting started with the model kits provided in the Warhammer Alliance box. Find out from your members which of the four models they wish to build. If you do not have enough sprues for your club, you can reach out to your local Warhammer co-ordinator or nearest store for support.

### YOU WILL NEED

- Activity Magazine
- Unbuilt miniatures



### LEADERS SHOULD

- Show how to follow a construction guide
- Support young people push together tricky parts

### YOUNG PEOPLE WILL LEARN

- How to follow a construction guide
- How to support a friend

### WHAT TO DO

1. Distribute plastic sprues to the group. Ensure each young person has a kit to build.
2. Demonstrate how to twist the pieces off the sprue, and then have the young people twist all the pieces off their frames. Use the palette card or other contained surface to keep all the pieces in one place. Those that finish early should support those who are struggling.
3. When the twisting is complete, follow the relevant construction guide. Warhammer 40,000 miniatures are on **PAGE 6 - 7** of the magazine. Age of Sigmar miniatures are on **PAGE 8 - 9**.

### TOP TIP

Ensure learners do not twist off the easy-to-build pegs on their model, otherwise it will not slot together. Think about providing the session leader with plastic glue to fix any pieces together where mistakes have happened.



Doing this activity will help your young people practice **problem-solving, building, and following written instruction.**

INTRODUCTION

USING THE BOX

CLUB SET-UP

HEALTH AND SAFETY

SESSION PLANS

GAMING TOOLS

EXTRA ACTIVITIES

# SESSION 3: PLAN

30 MIN

This session will allow young people to come up with colour schemes and design their own custom Space Marine Chapters, Necron Dynasties, Stormcast Eternals Stormhosts, and Kruleboyz Warclans. 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.

The Activity Magazine has a section for this session, but if you require more copies of the templates a printer-friendly version can be found in the **Activities for your Club** pack on the Warhammer Alliance website.

## YOU WILL NEED

- Activity Magazine
- Colouring pencils
- Extra Activities PDF (for larger groups)



## LEADERS SHOULD

- Provide colouring pencils
- Encourage members to discuss their ideas
- If you have more members than Activity Magazines, prepare photocopies of the Plan Your Colour Scheme pages from the Activities for your Club pack or Alliance Magazine.

## YOUNG PEOPLE WILL LEARN

- Explain how members can plan their colour scheme ready for starting to paint in the next session
- How to plan a colour scheme
- How to write their own stories for Warhammer 40,000 and/or Warhammer Age of Sigmar, depending on preference and which model they have chosen

## WHAT TO DO

1. Explain how members can plan their colour scheme ready for starting to paint next week.
2. Encourage members to colour in the pages and create their own schemes **PAGE 10 - 13**
3. Towards the end of the session, gather everyone together as a group and encourage members to share their ideas

## TOP TIP

If this session does not take up all of your allotted time, you can encourage them to try and complete other activities from the **Activities for your Club** pack. Make sure to bring extra print-outs so you can be prepared for anything.



Doing this activity will help your young people practice **planning** and **independent research**, whilst strengthening their **decision-making** skills and knowledge of **colour theory**.

INTRODUCTION

USING THE BOX

CLUB SET-UP

HEALTH AND SAFETY

SESSION PLANS

GAMING TOOLS

EXTRA ACTIVITIES



# SESSION 4: PAINT



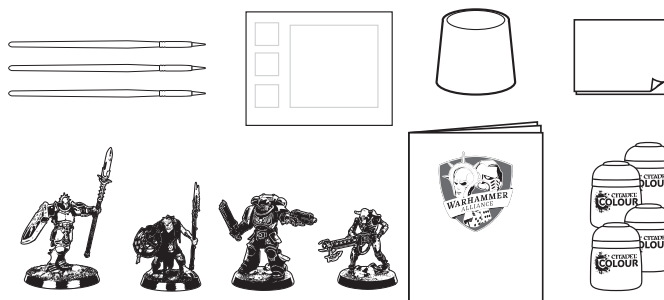
45 MIN

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. The Activity Magazines also include palettes that can be pulled out and used to deposit smaller amounts of Citadel paint for individual use.

We are aware that not all clubs have the ability to offer a painting session. In which case, we recommend you either allow young people to take paints home at your own discretion, or encourage them to ring their local store and book in a time to paint there.

## YOU WILL NEED

- Starter Paintbrush
- Water Pot
- Tissue or Cloth
- Palette Card
- Built Model
- Activity Magazine
- Citadel Paints



## LEADERS SHOULD

- Demonstrate how to open a paint pot and handle it to reduce the risk of spills [PAGE 14](#)
- Show how to use a palette card and what amount of paint learners should use [PAGE 14](#)
- Remind young people to wash their brush regularly [PAGE 14](#)

## YOUNG PEOPLE WILL LEARN

- How to paint a basecoat [PAGE 14](#)
- How to follow a paint guide [PAGE 16 - 17](#)
- How to use a palette card [PAGE 14](#)
- Why they should only use small amounts of paint [PAGE 14](#)

## WHAT TO DO

1. Demonstrate to the group how to use the paint, brush, palette card and water pot [PAGE 14](#)
2. Support learners to paint their models using the Activity Magazine as a guide [PAGE 14](#)  
Give advice as needed about:
  - Taking time and focusing on all the details
  - Allowing a section to dry before painting another part so paint doesn't mix on the model
  - Using small amounts of paint and adding more
3. When complete, put models in a safe space to dry

## TOP TIP

Make the most of the club paint supplies by only allowing young people to use 1 colour of paint at a time. It is likely the paint will dry up before it is used if they take more than 1 colour at a time, requiring twice the amount of paint.



Doing this activity will help your young people practice their **artistic skills** whilst strengthening their **creativity** and **imagination**.

INTRODUCTION

USING THE BOX

CLUB SET-UP

HEALTH AND SAFETY

SESSION PLANS

GAMING TOOLS

EXTRA ACTIVITIES

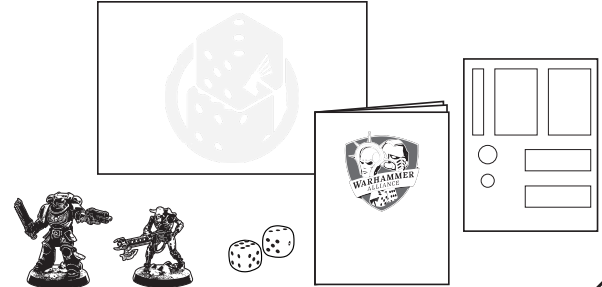
# SESSION 5: PLAY WARHAMMER 40,000

45 MIN

This session will introduce the Warhammer 40,000 gaming system through a mini-game included in the Activity Magazine. Make sure to point your members in the direction of the Code of Conduct as well - it is important that they learn good sportsmanship and respect whilst playing games of Warhammer!

## YOU WILL NEED

- Dice
- Activity Magazines
- Play Mat
- Game Tokens
- Built Space Marine and Necron Models



## LEADERS SHOULD

- Support young people to read the rules and set up a game [PAGE 19 - 21](#)
- Encourage young people to be descriptive/tell a story in their game play
- Monitor the group to ensure everyone gets to participate

## YOUNG PEOPLE WILL LEARN

- How to read rules and work as a team to setup and play a game [PAGE 19 - 21](#)
- How to tell a story whilst playing a game
- How to complete a move action with a Space Marine or Necron [PAGE 19 - 21](#)
- How to advance a Space Marine [PAGE 19 - 21](#)

## WHAT TO DO

1. Gather the required game tokens as shown in the Activity Magazine [PAGE 20](#)  
Split the participants into groups - four people per group would be ideal.
2. Support the group to decide how they want to learn to play [PAGE 18](#)  
Options include:
  - To learn the rules by using the individual game first
  - Nominating a game captain who leads the group
  - Being shown by the leader first
3. Let the groups discover how to play. Encourage the use of descriptive words and storytelling with questions, such as:
  - What noises are made by the warriors?
  - How do you think your warrior is feeling?
  - Describe what happened when your character moved?
4. When the game is complete, ask how the members found the game and how they would play it differently next time



Doing this activity will help your young people practice **problem-solving, mathematics, probability, and working as a team.**

INTRODUCTION

USING THE BOX

CLUB SET-UP

HEALTH AND SAFETY

SESSION PLANS

GAMING TOOLS

EXTRA ACTIVITIES

# SESSION 6: PLAY WARHAMMER AGE OF SIGMAR

45 MIN

INTRODUCTION

USING THE BOX

CLUB SET-UP

HEALTH AND SAFETY

SESSION PLANS

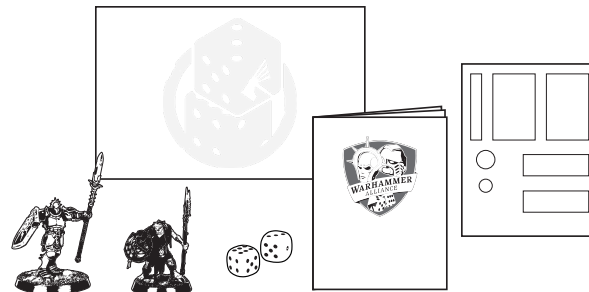
GAMING TOOLS

EXTRA ACTIVITIES

This session will introduce the Warhammer Age of Sigmar gaming system through a mini-game included in the Activity Magazine. Make sure to point your members in the direction of the Code of Conduct as well - it is important that they learn good sportsmanship and respect whilst playing games of Warhammer!

## YOU WILL NEED

- Dice
- Activity Magazines
- Play Mat
- Game Tokens
- Built Stormcast Eternal and Kruleboy Models



## LEADERS SHOULD

- Support young people to read the rules and set up a game **PAGE 23 - 25**
- Encourage young people to be descriptive/tell a story in their game play
- Monitor the group to ensure everyone gets to participate

## YOUNG PEOPLE WILL LEARN

- How to read rules and work as a team to setup and play a game **PAGE 23 - 25**
- How to tell a story whilst playing a game
- How to complete a move action with a Stormcast Eternal **PAGE 23**
- How to complete a run action with a Stormcast Eternal **PAGE 23**

## WHAT TO DO

1. Gather the required game tokens as shown in the Activity Magazine **PAGE 24**  
Split the participants into groups - four people per group would be ideal.
2. Support the group to decide how they want to learn to play **PAGE 23 - 25**  
Options include:
  - To learn the rules by using the individual game first
  - Nominating a game captain who leads the group
  - Being shown by the leader first
3. Let the groups discover how to play. Encourage the use of descriptive words and storytelling with questions, such as:
  - What noises are made by the warriors?
  - How do you think your warrior is feeling?
  - Describe what happened when your character moved?
4. When the game is complete, ask how the members found the game and how they would play it differently next time



Doing this activity will help your young people practice **problem-solving, mathematics, probability, and working as a team.**