



EXTRA ACTIVITIES

Here you will find additional activities that can be used whenever you need something extra for your members to complete. This might be after the completion of the main pack, or if only part of the club is in attendance.

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

Warhammer Age of Sigmar content includes:

- Design your Stormcast Eternals Vindictor Colour Scheme
- Design your Kruleboyz Gutrippa Colour Scheme
- Design a Shield for your Stormhost
- Create a Diary for your Stormcast Eternals Character
- Create a Sky Vessel

Warhammer 40,000 content includes:

- Design your Space Marine Assault Intercessor Colour Scheme
- Design your Necron Warrior Colour Scheme
- Create a Map for your Chapter's Galaxy Sector
- Write your Chapter's History
- Create your own Ork Racer

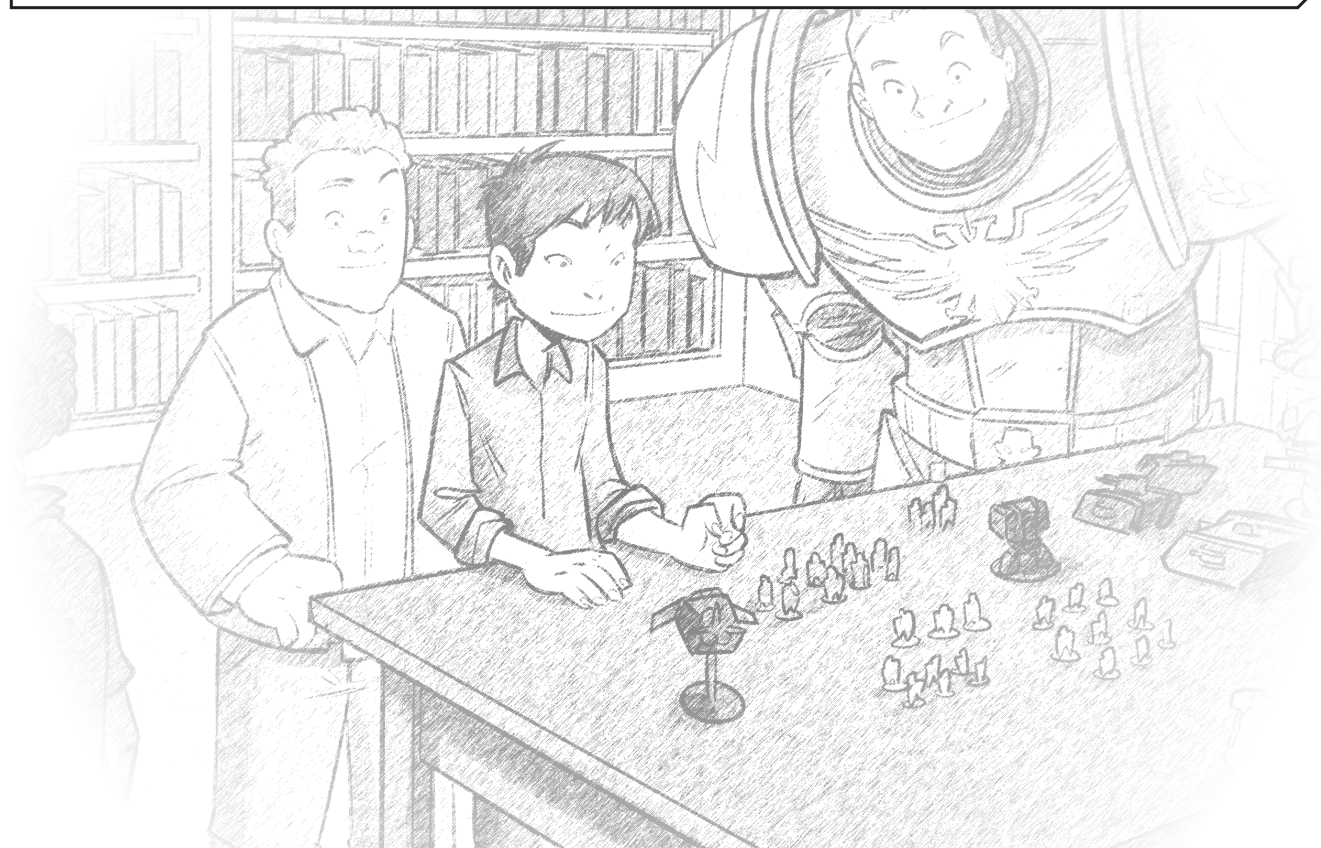
NEED SUPPORT?

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



CREATIVE WRITING: ARMY STORY WORKSHEET

Writing a story to go along with your army, and progressing the story whilst playing a series of games, is known as Narrative Play. You can use the sheet below to come up with your army's heroic tale.

WHERE?

Where is the story taking place?

- Is it within the Warhammer 40,000 or Warhammer Age of Sigmar universes?
- What kind of planet is it set on/Which Mortal Realm is it set in?
- What is the environment like? Is it tropical, sandy, rainy, snowy, or something else?
- What is the temperature like?

NOTES:

WHAT?

What kind of places and objects can be found there?

- Are there any locals? Settlements, camps, towns or cities?
- Are there any abandoned civilisations or ruins?
- What important places/assets/weapons are located here?
- Is there treasure to be found?

NOTES:

WHY?

Why are your army fighting? Questions to consider:

- What are they trying to do at this location?
- Are they trying to protect or destroy something?
- What will happen if they succeed or fail?
- Who are they fighting for and why?
- Is this a prelude to a bigger story?

NOTES:

WHO?

Who are your army fighting against?

- What has their enemy done that is so bad?
- Is this a new foe, or an old rival?
- Is the enemy evenly matched with them, or are your army outnumbered?

NOTES:

TAKE IT FURTHER

Once you have created your narrative, use a blank piece of paper or computer to create either a map showing the landscape and the strategic locations being fought over, or a poster related to your narrative - such as an Imperium or Hammerhal propaganda poster.

PLAN YOUR COLOUR SCHEME



STORMCAST ETERNALS VINDICTOR

Use the page below to design a colour scheme for your Stormcast Eternal. Take a look at what colours of paint are available to your club, and create a scheme based on what you have available. Once you have completed the plan with colouring pencils, you can follow our step-by-step painting guide to bring it to life on page 14.

Stormcast Eternals were once mortal heroes, now transformed into supernatural warriors to serve Sigmar, Lord of Azyr. Each time they are slain in battle, they are transported back to a forging chamber in the Realm of Heavens to be made anew, ready to battle once again for the freedom of the Mortal Realms. But with every resurrection, there is a chance a Stormcast Eternal may lose a little of the person they once were.

REFORGING

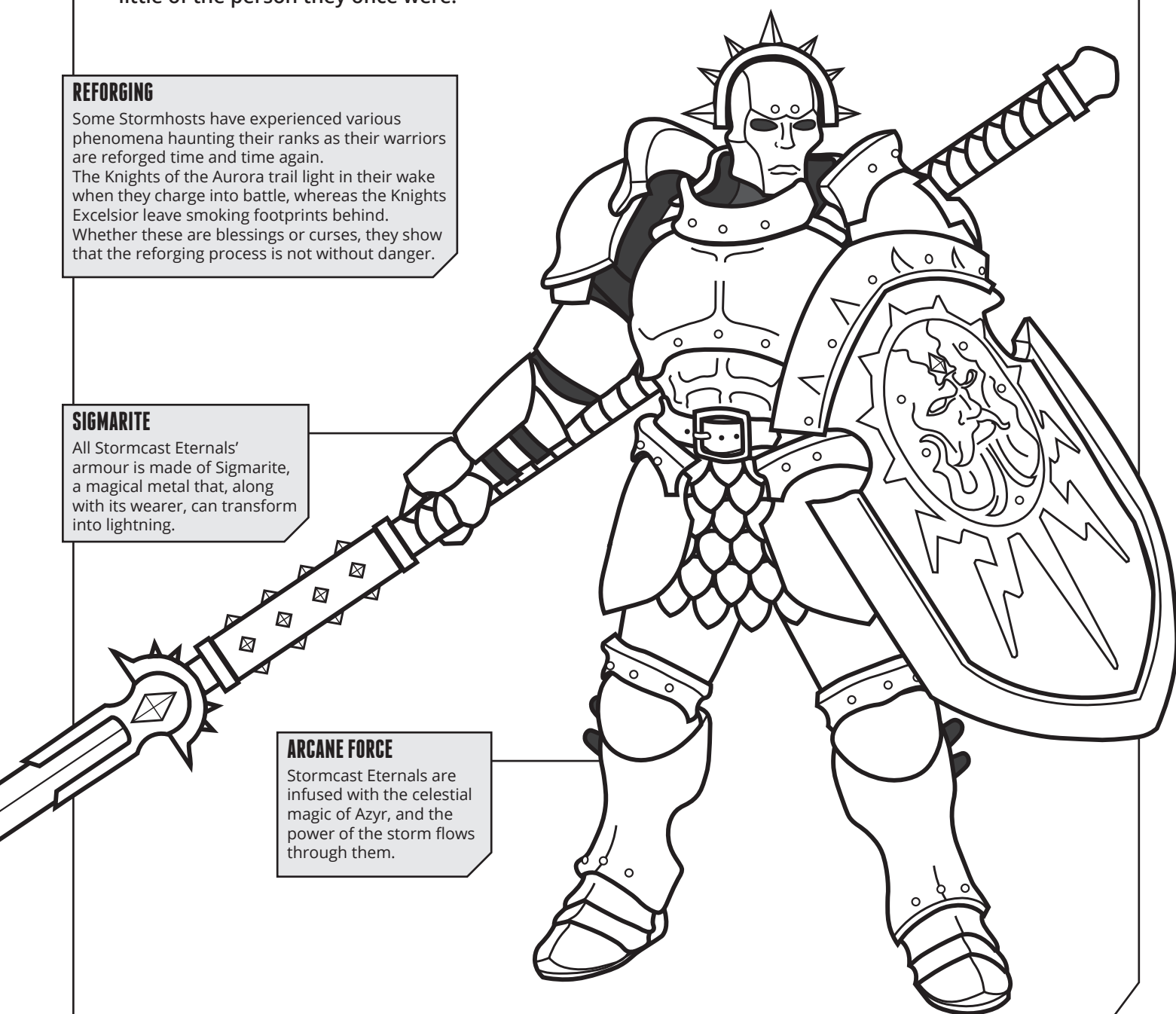
Some Stormhosts have experienced various phenomena haunting their ranks as their warriors are reforged time and time again. The Knights of the Aurora trail light in their wake when they charge into battle, whereas the Knights Excelsior leave smoking footprints behind. Whether these are blessings or curses, they show that the reforging process is not without danger.

SIGMARITE

All Stormcast Eternals' armour is made of Sigmarite, a magical metal that, along with its wearer, can transform into lightning.

ARCANE FORCE

Stormcast Eternals are infused with the celestial magic of Azyr, and the power of the storm flows through them.



PLAN YOUR COLOUR SCHEME



KRULEBOYZ GUTRIPPA

Use the page below to design a colour scheme for your Kruleboy. Take a look at what colours of paint are available to your club, and create a scheme based on what you have available. Once you have completed the plan with colouring pencils, you can follow our step-by-step painting guide to bring it to life on page 14.

Of all the Orruk Warclans, the Kruleboyz are the most kunnin'. Worshippers of Mork, they prize the 'big thinkin' that is frowned upon by other Orruks. This helps them lay wicked plans and torment other creatures more effectively. They carry twisted skareshields in the likeness of faces that, when weaving through the mists, almost look alive.

WARCLANS

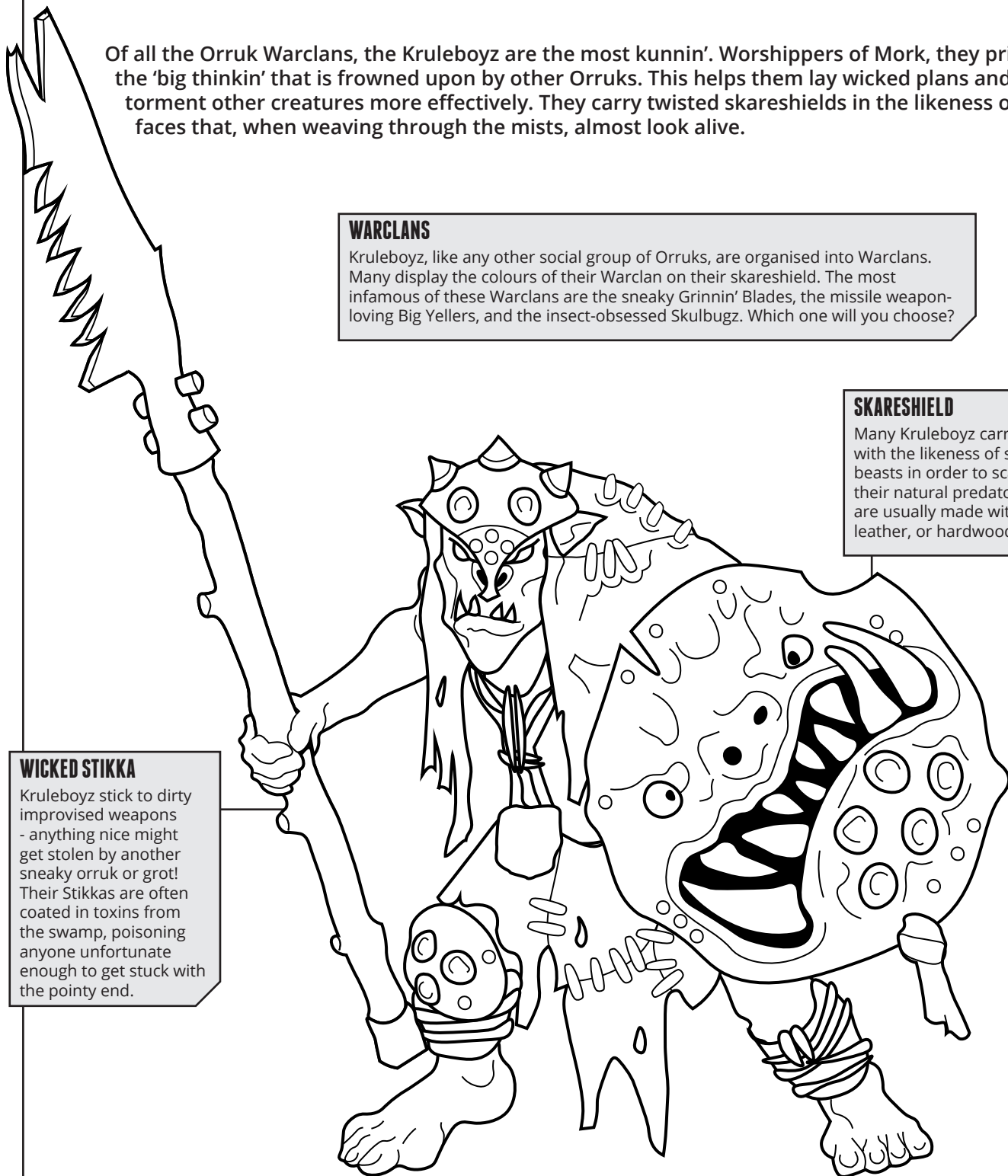
Kruleboyz, like any other social group of Orruks, are organised into Warclans. Many display the colours of their Warclan on their skareshield. The most infamous of these Warclans are the sneaky Grinnin' Blades, the missile weapon-loving Big Yellers, and the insect-obsessed Skulbugz. Which one will you choose?

SKARESHIELD

Many Kruleboyz carry shields with the likeness of snarling beasts in order to scare off their natural predators. These are usually made with metal, leather, or hardwood.

WICKED STIKKA

Kruleboyz stick to dirty improvised weapons - anything nice might get stolen by another sneaky orruk or grot! Their Stikkas are often coated in toxins from the swamp, poisoning anyone unfortunate enough to get stuck with the pointy end.

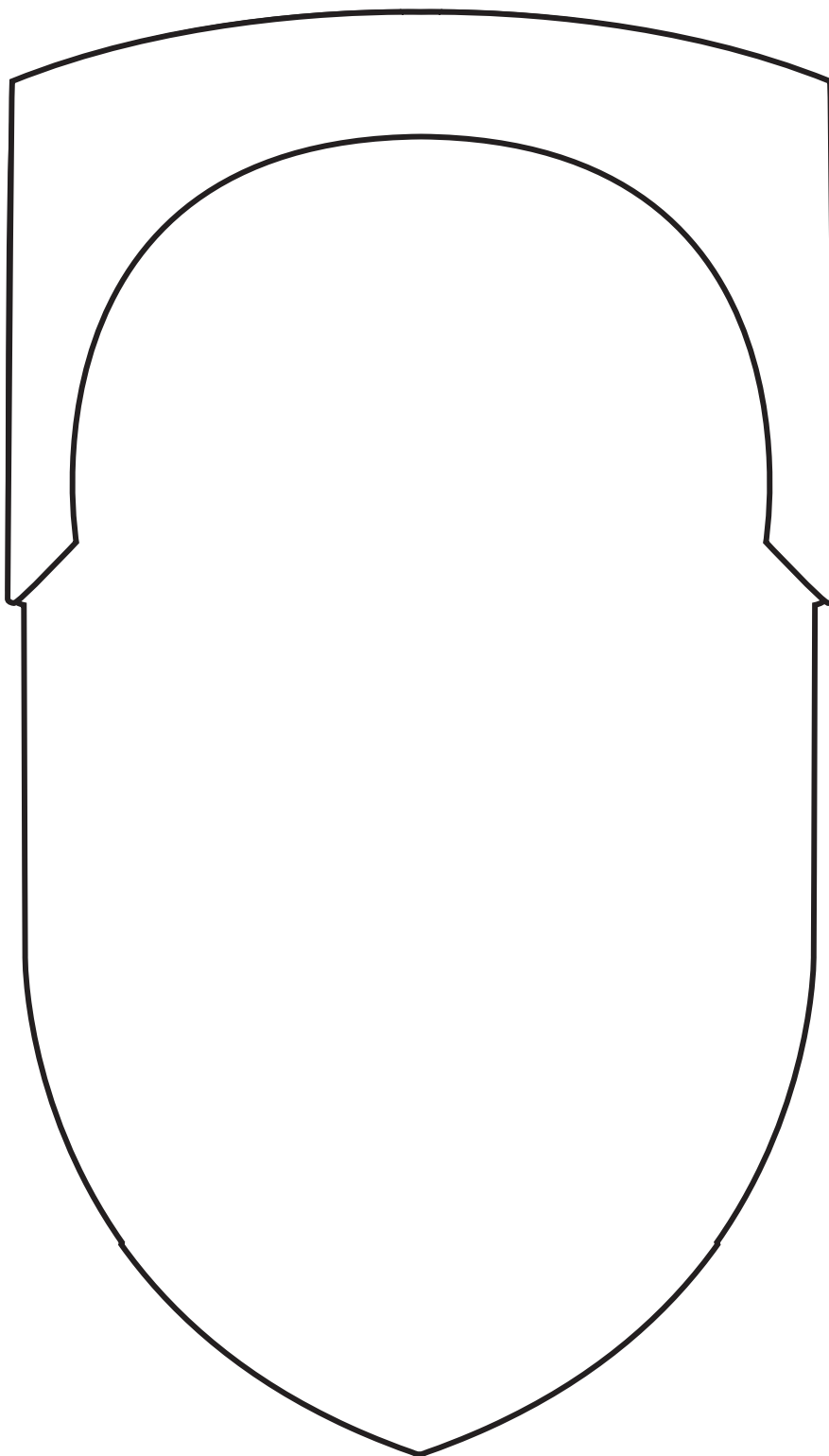


DESIGN A STORMCAST SHIELD

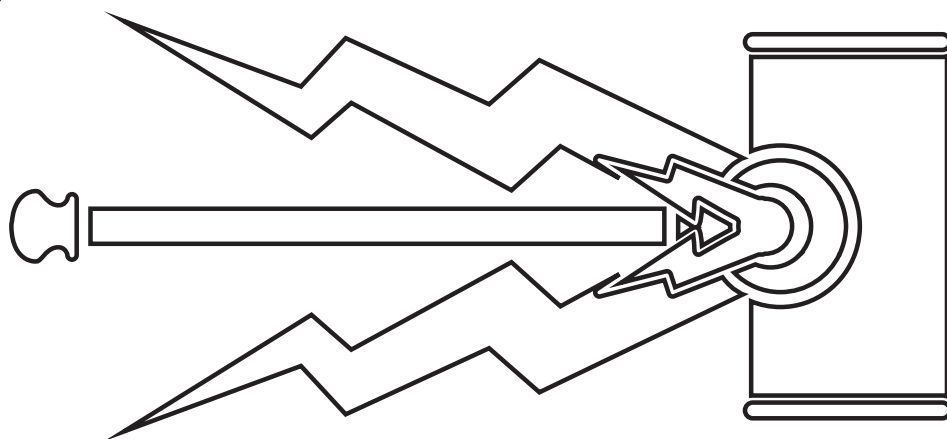
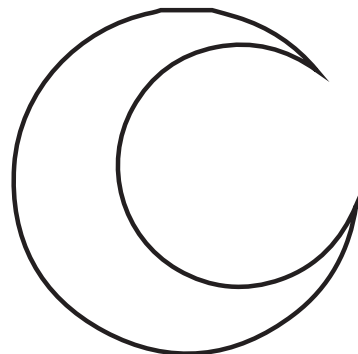
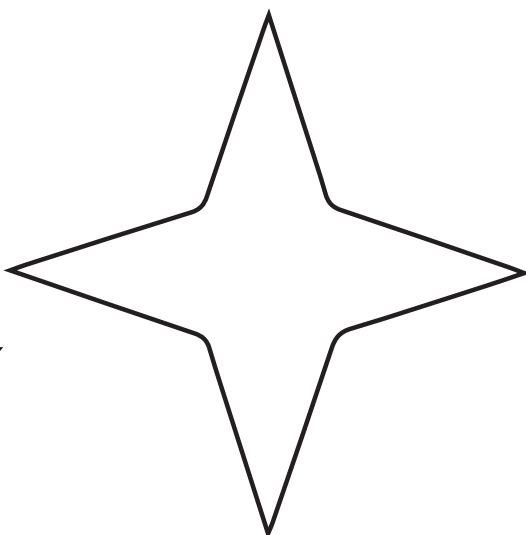
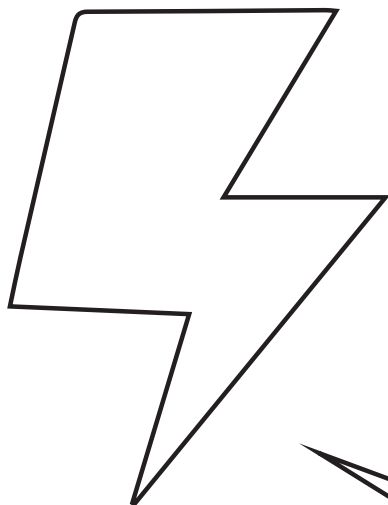
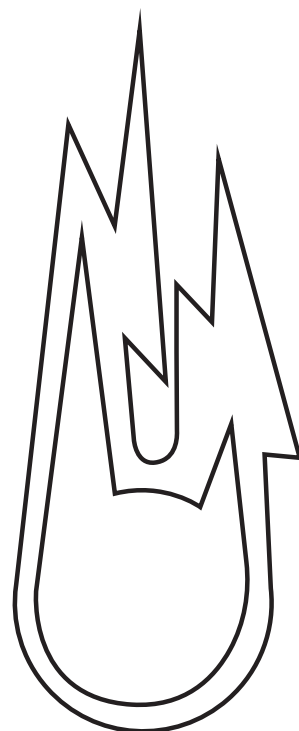
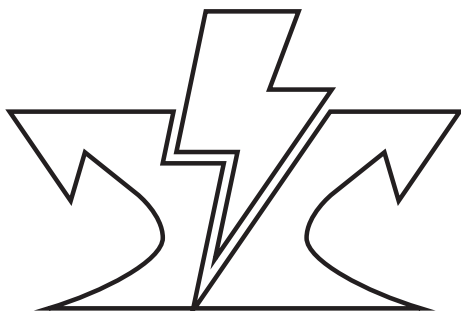
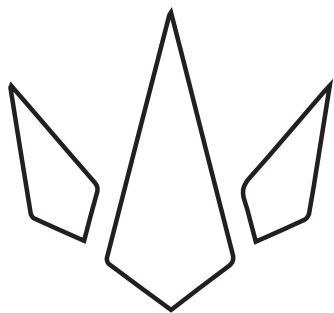


Each Stormhost has its own symbol that often appears as an emblem on their shield. Use the outline below to design your own shield emblem.

Think about how your symbol can visually convey your chosen Stormhost name and characteristics, and how it will complement your designed colour scheme.



Cut out and incorporate these shapes into your design, or use these shapes as a starting point to design your own.



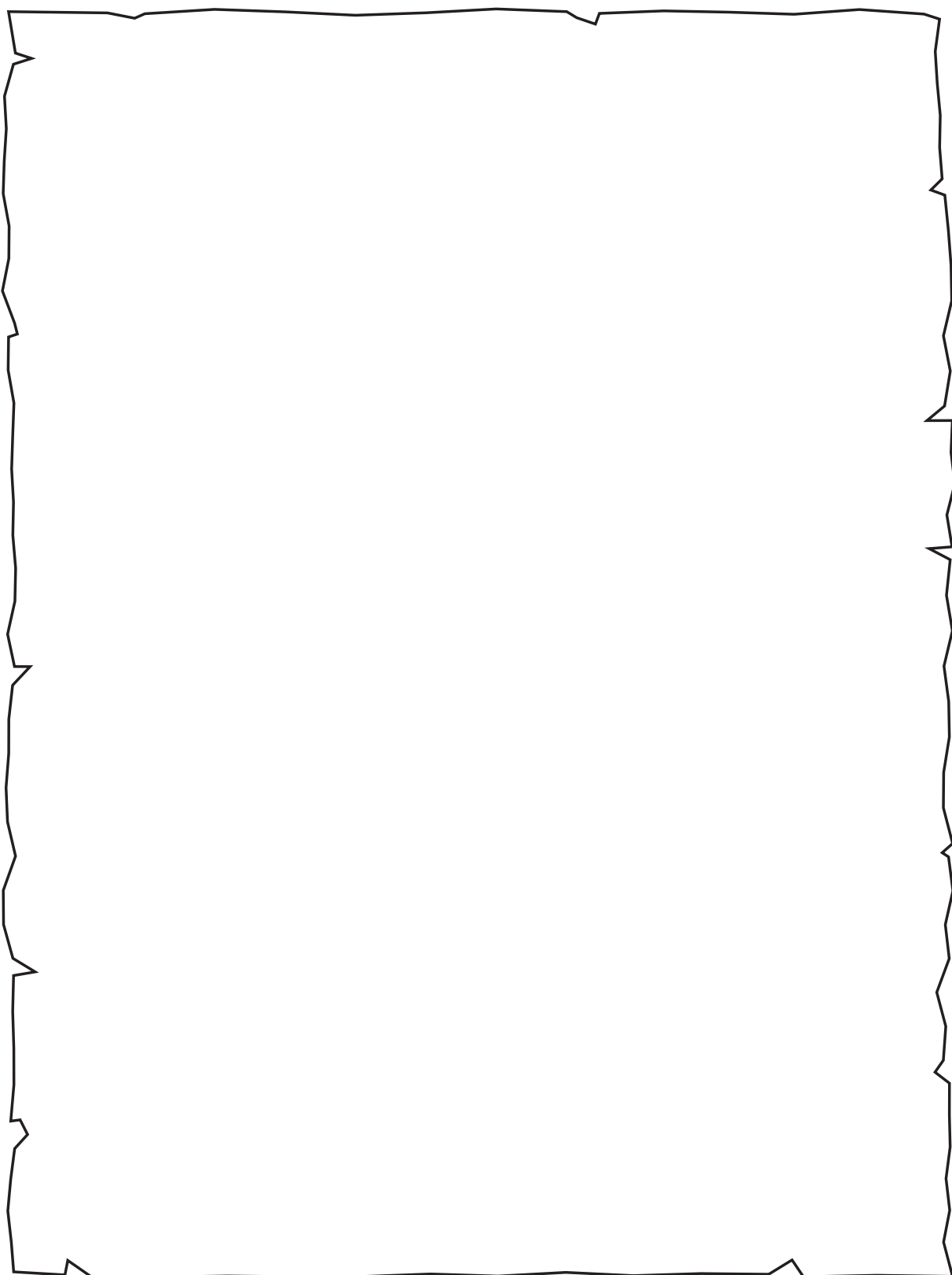
CREATE A STORMCAST DIARY



Think about all the lives your Stormcast Eternal may have lived, from their original human form to each time they have been re-made. Use multiple copies of this sheet to create a diary for your Stormcast Eternal.

Document their life and reflect their feelings about losing their memory in your writing and the adjectives you use.

When writing your diary, think about how you can incorporate pictures and other artistic touches to make it look authentic.



CREATE A KHARADRON SKY VESSEL!



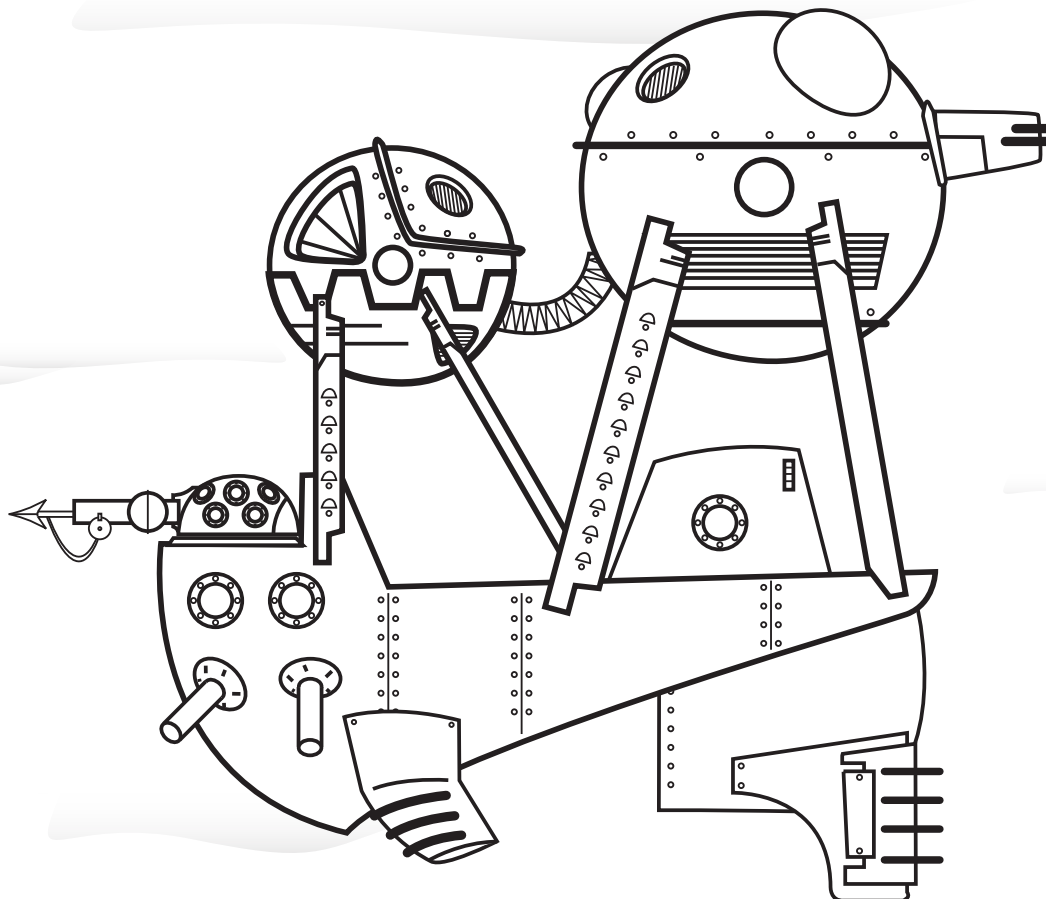
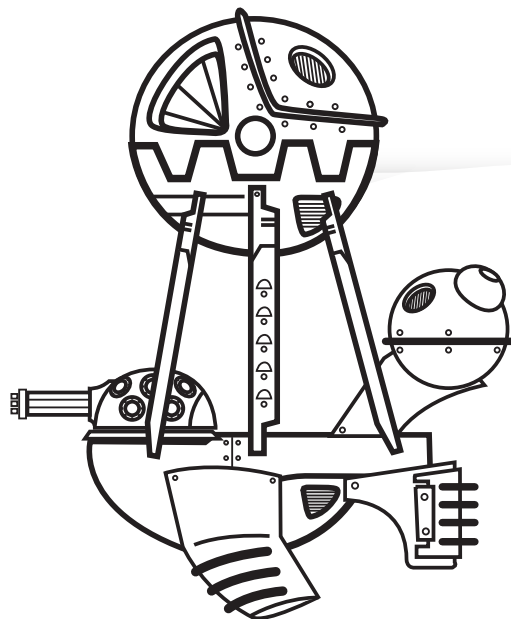
The Kharadron Overlords are masters of the skies, fearless duardin aeronauts who prize profit above all. They sail the clouds in steel-clad vessels armed to the teeth with cannons, bombs and bullet-spraying deckguns, matching the raw fury of daemons and monsters with devastating firepower. These technological wonders are powered by the lighter-than-air mineral known as aether-gold – the lifeblood of the great Kharadron empire.

Use your engineering skills to create your own Sky Vessel. Think about adding custom components to make it better at mining the aether-gold.

INSTRUCTIONS

1. Select the parts you'd like to use to make your vessel and colour them in.
2. When you are happy with your colour scheme, carefully cut them out. Ask an adult before you use scissors.
3. Arrange the parts on the page and once you are happy with how your vessel looks, glue down the pieces.

Example ships:



CREATE A KHARADRON SKY VESSEL!



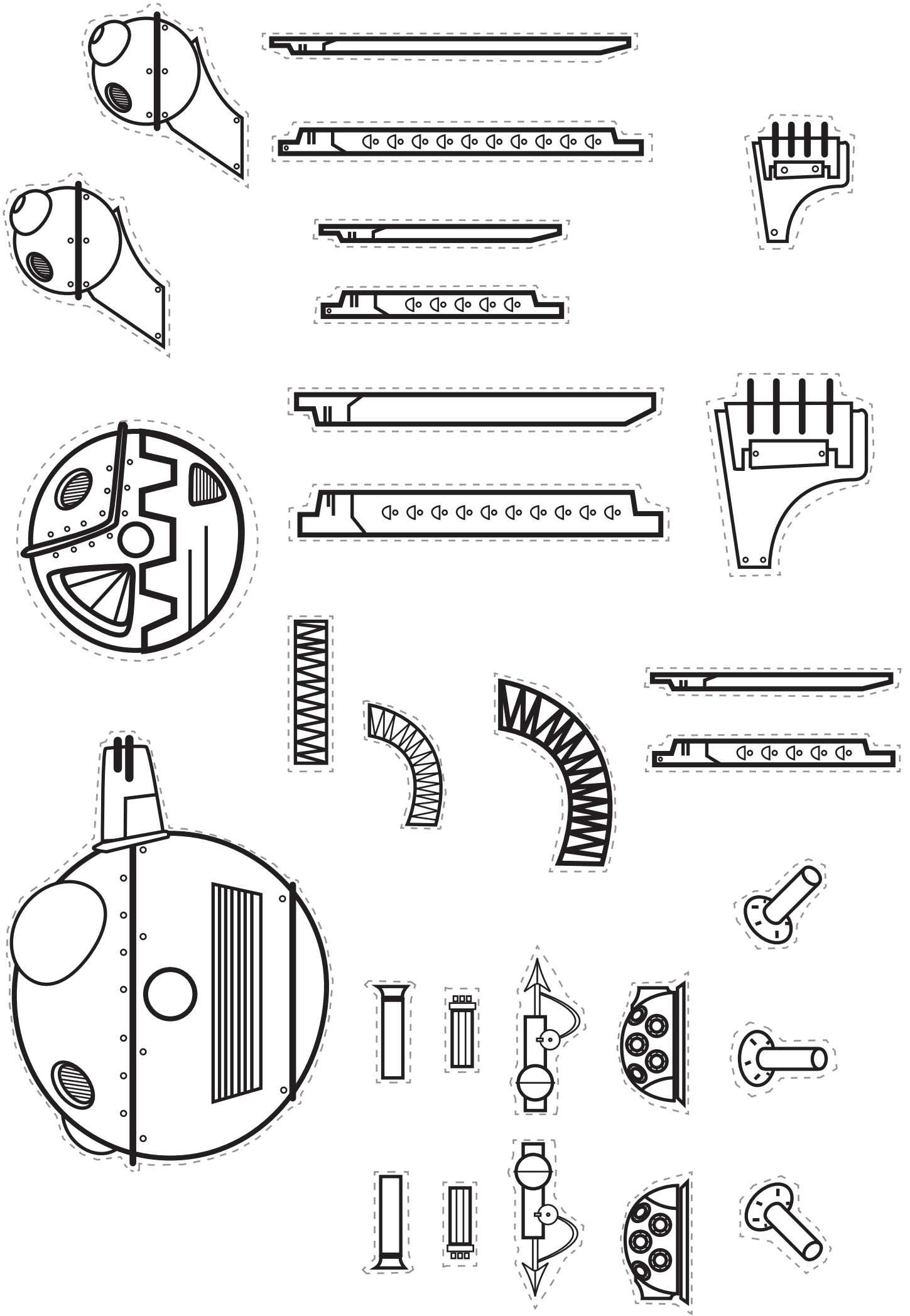
CAPTAIN'S NAME:

SHIP NAME:

BY:

A large, empty rectangular area with a decorative border, intended for drawing the Kharadron Sky Vessel. The border has ornate, curved corners. There are faint, light gray wavy lines within the area, suggesting a background or guide for the drawing.





SPACE MARINE ASSAULT INTERCESSOR

Use the page below to design a colour scheme for your Space Marine. Take a look at what colours of paint are available to your club, and create a scheme based on what you have available. Once you have completed the plan with colouring pencils, you can follow our step-by-step painting guide to bring it to life on page 14.

Armed and armoured with the best equipment the Imperium can provide, Space Marines fight the most desperate and vital of the Imperium's battles, holding the line where all others have fallen to defeat xenos warlords and daemonic abominations alike.

MK X HELMET

This helmet contains technology that helps a Space Marine see and breathe in hostile conditions, as well as a vox-communicator, allowing them to give and receive orders.

ENHANCED BIOLOGY

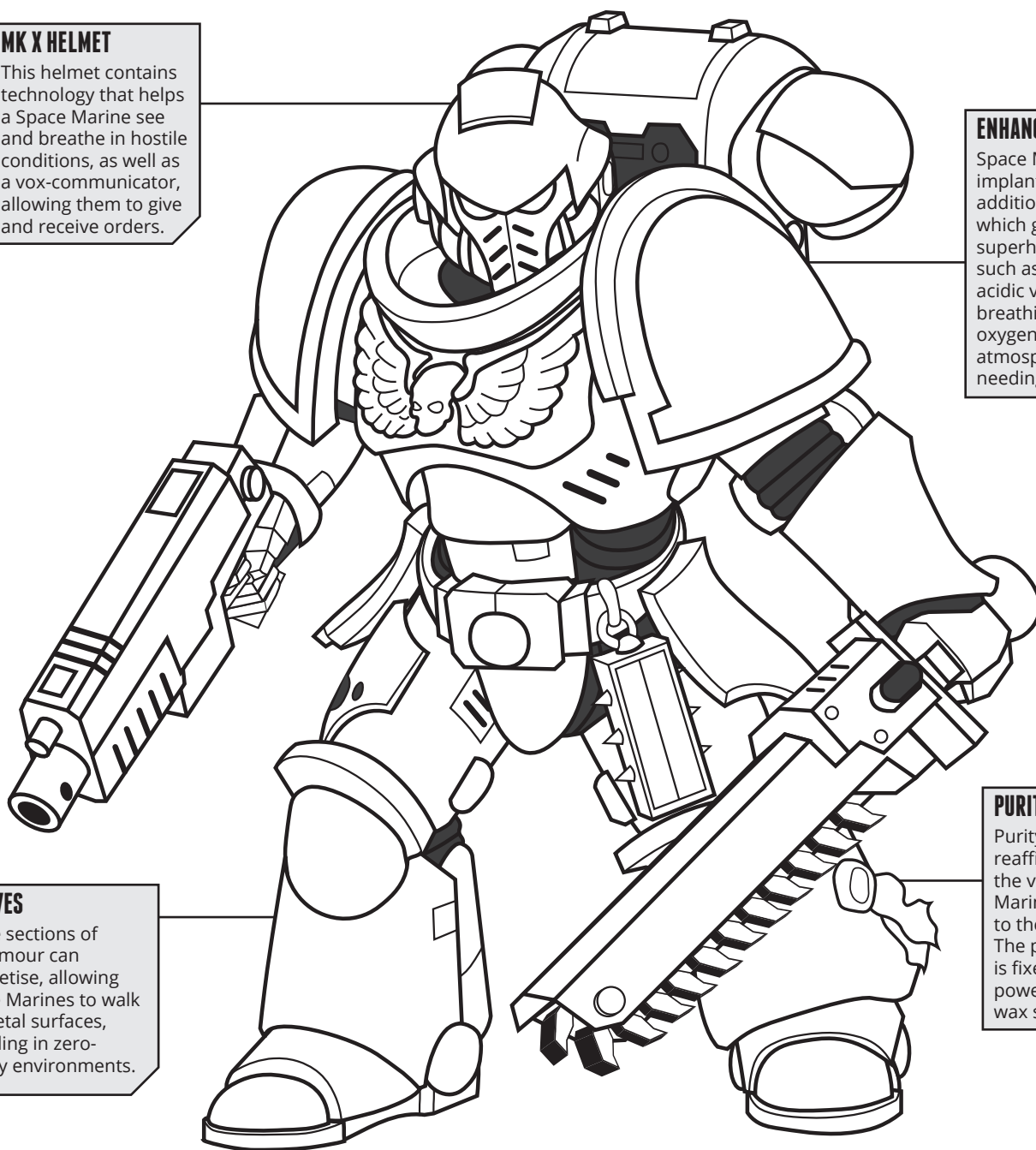
Space Marines are implanted with additional organs which give them superhuman abilities, such as spitting acidic venom, breathing in low oxygen or poisoned atmospheres, and not needing to sleep.

GREAVES

These sections of leg armour can magnetise, allowing Space Marines to walk on metal surfaces, including in zero-gravity environments.

PURITY SEAL

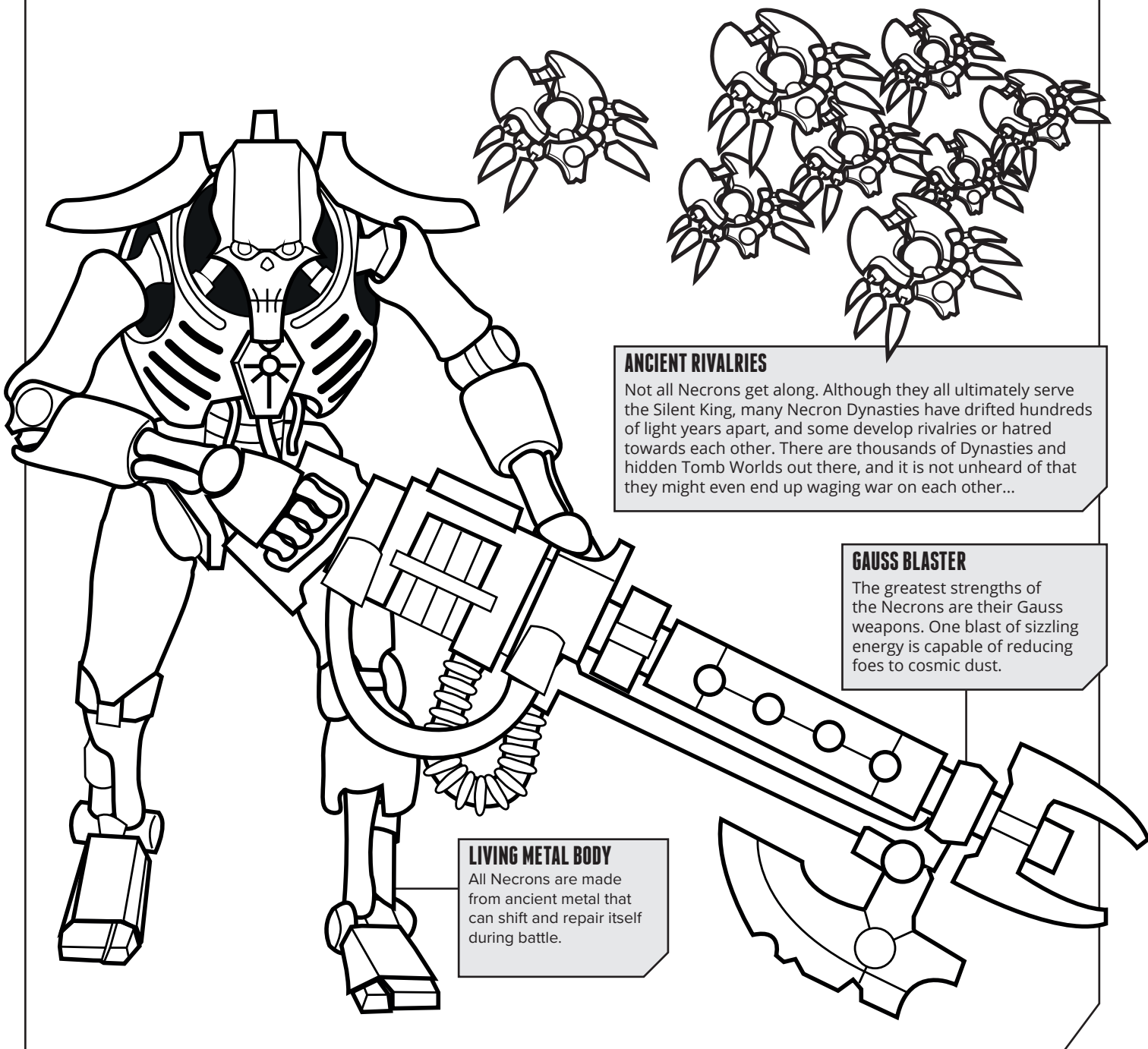
Purity seals contain reaffirmations of the vows the Space Marine has sworn to their Chapter. The parchment is fixed to their power armour with wax seals.



NECRON WARRIOR

Use the page below to design a colour scheme for your Necron. Take a look at what colours of paint are available to your club, and create a scheme based on what you have available. Once you have completed the plan with colouring pencils, you can follow our step-by-step painting guide to bring it to life on page 14.

Necrons were once rulers of the galaxy in an age long past. Known as the Necrontyr, they bargained with a race of cosmic gods to receive immortal metal bodies in exchange for their souls. Their skeleton-like android forms can repair themselves, carrying them beyond the brink of death.



ANCIENT RIVALRIES

Not all Necrons get along. Although they all ultimately serve the Silent King, many Necron Dynasties have drifted hundreds of light years apart, and some develop rivalries or hatred towards each other. There are thousands of Dynasties and hidden Tomb Worlds out there, and it is not unheard of that they might even end up waging war on each other...

GAUSS BLASTER

The greatest strengths of the Necrons are their Gauss weapons. One blast of sizzling energy is capable of reducing foes to cosmic dust.

LIVING METAL BODY

All Necrons are made from ancient metal that can shift and repair itself during battle.

CREATE A GALAXY SECTOR



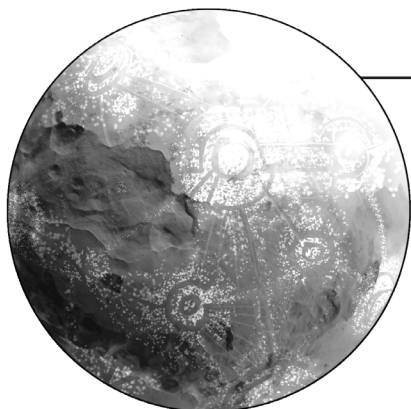
Create a map of the sector of space your Space Marine's Chapter Planet is located. Include the surrounding worlds and label them with a name and purpose. For example, your galaxy sector could have several Hive Worlds that are excellent recruiting grounds for your Chapter's ranks.

When drawing the planets, think about the colours you use for them and where space anomalies, stars, or moons may be located.

NAME OF GALAXY SECTOR:

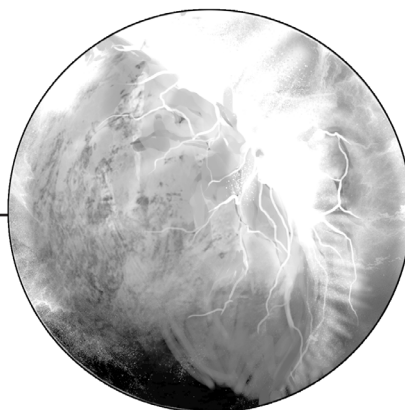
A large rectangular area filled with a light gray grid, intended for drawing a map of a galaxy sector. The grid is composed of small squares, with a slightly larger square in the top-left corner, likely for labeling.

EXAMPLE PLANETS



HIVE WORLD

Densely populated worlds covered in giant cities, perfect for recruiting soldiers.

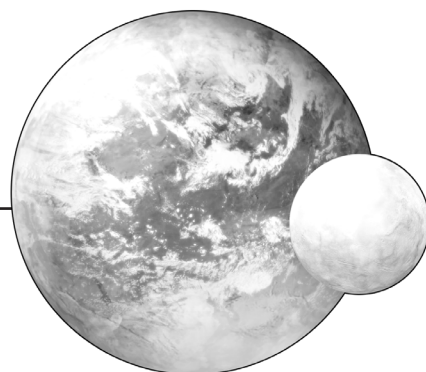


DESTROYED PLANET



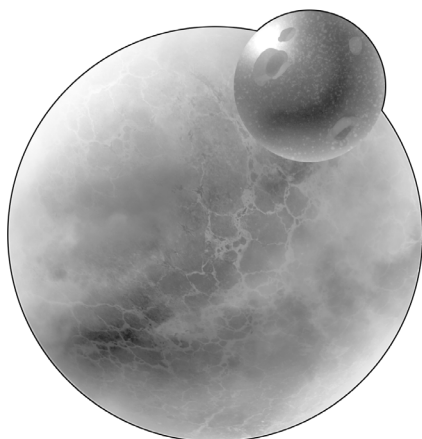
FORGE WORLD

Factory planets that churn out weapons and vehicles for the armies of the Imperium.



AGRI WORLD

Giant food production facilities whose sole job is to feed the billions of Imperial citizens.



DEATH WORLD

Planets deemed too dangerous to support conventional human settlements or industry.

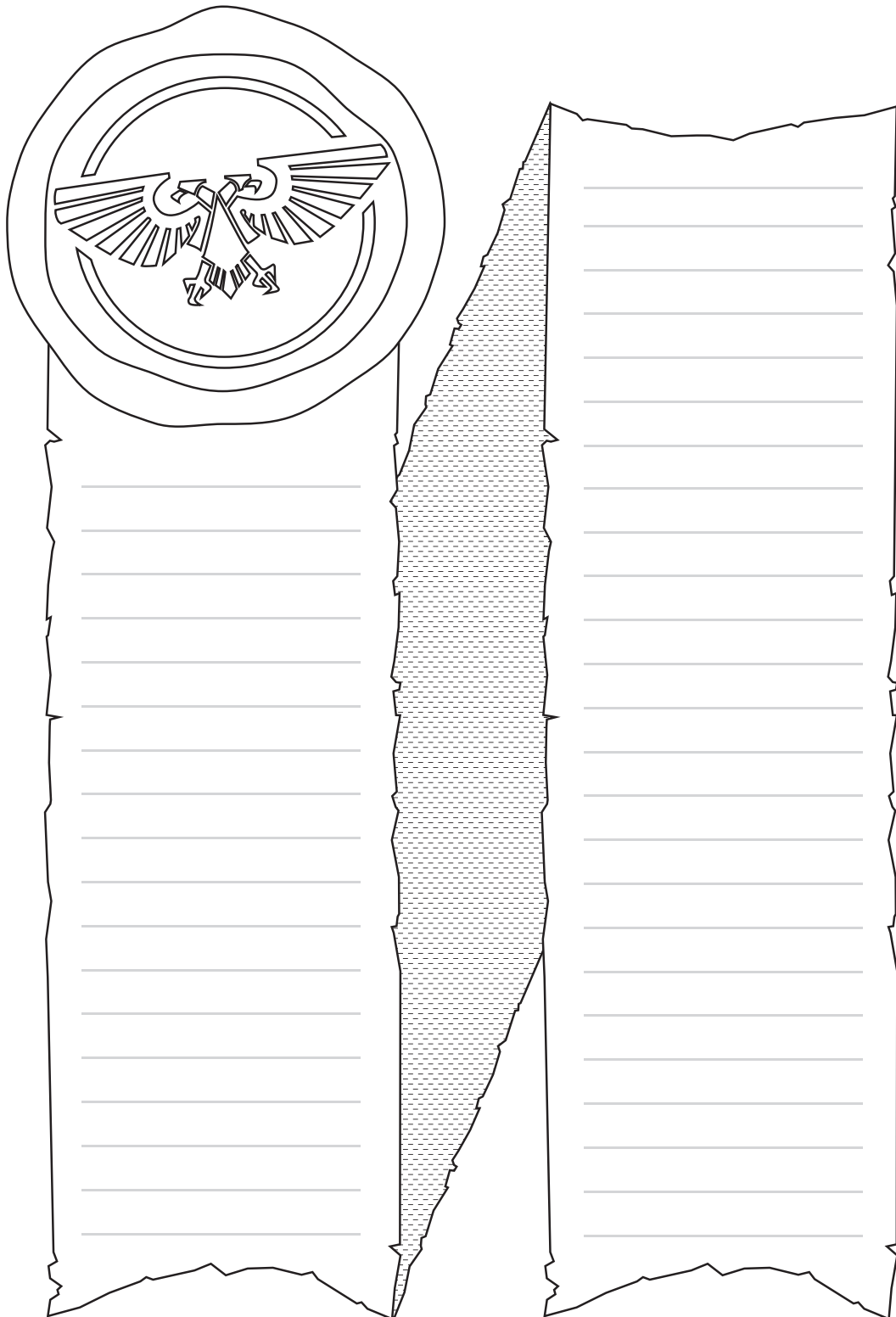
WRITE YOUR CHAPTER'S HISTORY



Each Space Marine Chapter has ranks of Librarians - senior members who hold an influential position in the Chapter. Amongst other duties, their job is to document and safeguard the history of their Chapter.

Imagine you are a Space Marine Librarian and using multiple copies of this page, create a written log of an important event in your Chapters history. This log could have been written long ago when your Chapter was founded, or from an event in the last few months.

Logs are often written in the third person, but they could also include a first person report or comment.



CREATE YOUR OWN ORK RACER!



When the Great Rift first ripped itself across the sky, it spat out an armada of ramshackle Ork craft that crash-landed in the desert wastes of Vigilus. These were quickly re-used by enterprising Meks and soon hordes of cobbled-together vehicles of all shapes and sizes ventured forth to race the length and breadth of the planet.

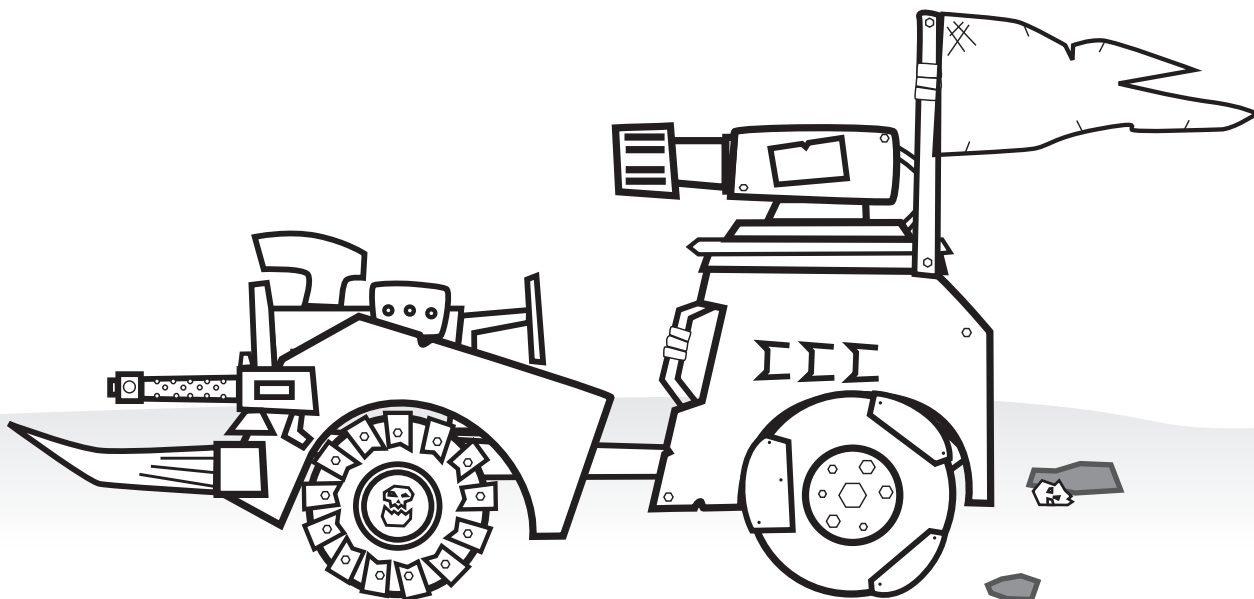
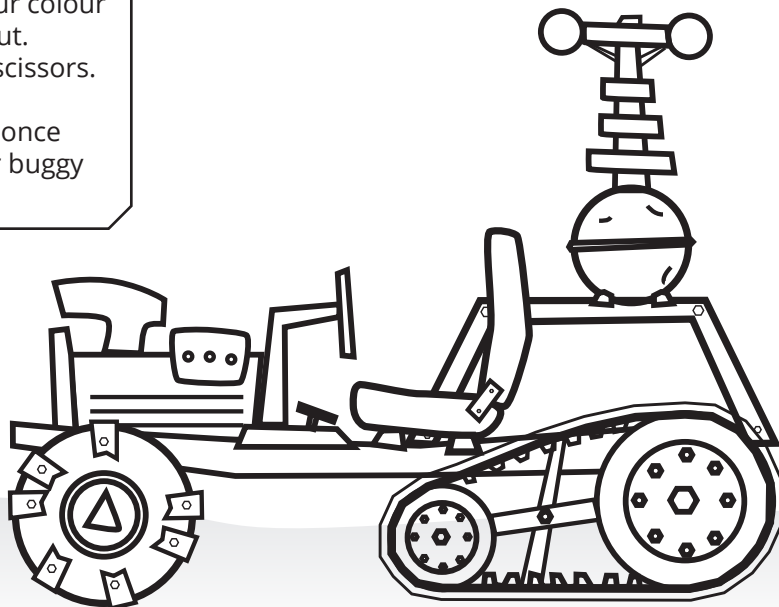
Orks are renowned for being both brutal and kunnin', and their races put both those qualities to the test. If an Ork can win just by going really, really fast, that's great – but if they can take their opponents out with big guns or sneaky traps, that's even better!

Use your Mek skills to create your own Ork racer. Think about adding custom components to make it even sneakier and full of kunnin' traps!

INSTRUCTIONS

1. Select the parts you'd like to use to make your buggy and colour them in.
2. When you are happy with your colour scheme, carefully cut them out. Ask an adult before you use scissors.
3. Arrange the parts below and once you are happy with how your buggy looks, glue down the pieces.

Example buggies:



CREATE YOUR OWN ORK RACER!

DRIVERS NAME:

RACER NAME:

BY:

