

# GAMING TOOLS



INTRODUCTION

USING THE BOX

CLUB SET-UP

HEALTH AND SAFETY

SESSION PLANS

GAMING TOOLS

EXTRA ACTIVITIES

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 40,000 content includes:

- Rules for a sequel minigame that builds on the one in the magazine and introduces another new phase.
- 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

## Warhammer Age of Sigmar content includes:

- Rules for a sequel minigame that builds on the one in the magazine and introduces another new phase.
- 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.

## 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

## 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.

# MINIGAME: TRANSPORT THE STC FRAGMENT



*This minigame is designed to be used after your club members have tried the 'Recover the STC Fragment' mission on page 20 of the Alliance Magazine. It continues the story of the first mission, whilst adding a new phase for your members to master - the shooting phase.*

Legends tell of a mythical machine from the Age of Technology capable of making any item known to man. Known as the Standard Template Construct, it was used by human settlers across the galaxy during an age long gone. Even the smallest fragment of this machine is considered an extremely valuable artefact.

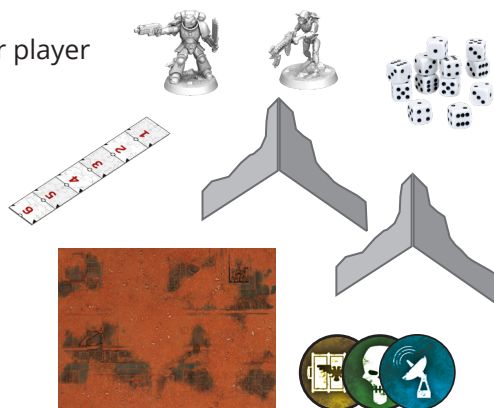
Your unit of Space Marines has recovered such a fragment from the desert, and has been tasked with returning it to their ship. However, metallic foes still stalk the sands - the Necrons are furious that you have snatched the fragment from their grasp, and will not let you get home so easily...

## LEARNING OBJECTIVES

- Movement Phase - *covered in the magazine*
- **Shooting Phase**
  - **Line of sight: whether the enemy is visible**
  - **Range: how far your gun can shoot**
  - **Rolling to hit**
  - **Rolling to wound**
- Armour Saves - *covered in the magazine*
- Wounds - *covered in the magazine*

## YOU WILL NEED

- 1 Necron Warrior or 1 Space Marine Intercessor miniature per player
- 1 or more dice
- 1 or more rulers
- Battlemat
- Ruins/barricades
- Objective Markers



## SET-UP

1. You will need the following objective markers:
  - 1 fragment marker
  - 1 Necron portal marker
  - 1 extraction point marker
2. Set up the barricades on the battlemat.
3. Set up the fragment marker in the centre of the board, and then set up the portal marker and extraction point markers at opposing edges of the board. These will serve as reinforcement points where fallen models can return to battle.
4. Split the players into two equal teams (Space Marines and Necrons). Space Marine players set up touching the same board edge as the extraction point marker. Necron Warrior players set up touching the same board edge as the Necron portal marker.



Fragment



Necron portal



Extraction Point

# MINIGAME: TRANSPORT THE STC FRAGMENT



## MISSION RULES

A model may pick up the fragment by ending their move touching the fragment token. They then return it to their reinforcement point to win the game. If a model is removed while carrying the fragment, place the token where the model stood.

## TURN ORDER

- The game is split into battle rounds. Either roll off to see who goes first, or if one team has less players than the other, they get to go first.
- One team does all of its movement, and then when everyone has moved, the team does all of its shooting. Then the other team does the same.
- Once both teams have taken their turns, a new battle round immediately begins.

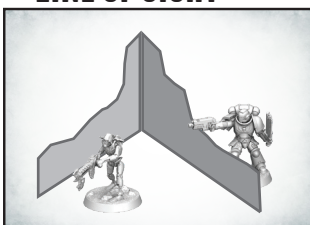
## SPECIAL RULES

- A model cannot advance when holding the fragment.
- A model cannot shoot if it has advanced.
- Endless reinforcements: When a model is removed from play, it can be set back up touching the team's reinforcement point with no wounds.
- A Necron warrior that falls in battle can choose to either teleport back to its reinforcement point or reassemble using its reanimation protocols. If you choose to use the reanimation protocols, lay the model on its side. At the start of the Necron movement phase, stand the model back up. It cannot advance this turn, but can shoot as normal.

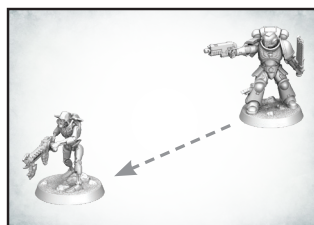
## TURN/TIME LIMIT

- The game ends when one team ends their movement with the fragment touching their reinforcement point.
- You can also set a turn limit or time limit for the game if you have a limited amount of time. If you do so, the team who has the fragment closest to their reinforcement point is the winner.

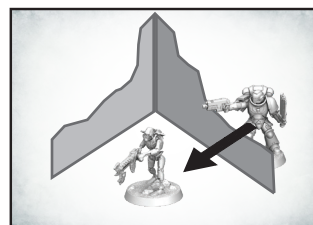
## LINE OF SIGHT



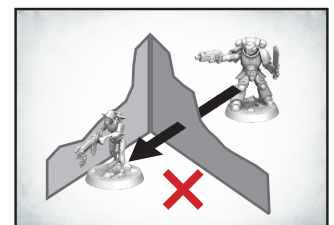
To shoot an enemy model, you must have **line of sight** – this means being able to see the model you want to aim at.



You have line of sight if you can draw a line from one model to another, **without it being blocked by terrain**.

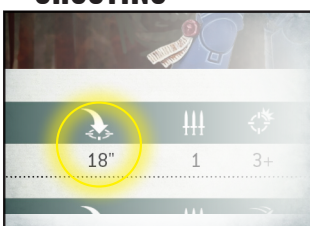


This target is **unobscured** by terrain. The shooter **does** have line of sight.



This target is **hidden** by terrain. The shooter **does not** have line of sight and must select a different target.

## SHOOTING



To shoot, you must have **line of sight** and be within the **range** listed on your model's datasheet.



Roll to see if you hit. Any rolls equal to or higher than the **Ballistic Skill (BS)** on your model's datasheet are counted as successful hits.



If the shot successfully hit, roll to **wound**.  
In this game a shot successfully wounds the target on a **4 or higher**.



Your opponent then makes an **Armour Save** for any successful hits against them (see page 19 of the magazine).



# 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](https://www.warhammer40000.com)

## BASIC RULES

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## WOUND ROLL

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

# WARHAMMER 40,000 LEARN TO PLAY SHEET



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:

## ENHANCEMENTS

## STRATAGEMS:

## BEFORE THE BATTLE/DEPLOYMENT:

## 1: COMMAND PHASE

## 2: MOVEMENT PHASE

4: SHOOTING PHASE

5: CHARGE PHASE

6: FIGHT PHASE

NOTES

WOUND ROLL

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

# MINIGAME: TRAVERSE THE MISTS



*This minigame is designed to be used after your club members have tried the 'Unlock the Stormvault' mission on page 24 of the Alliance Magazine. It continues the story of the first mission, whilst adding a new phase for your members to master - the combat phase.*

Centuries ago, Sigmar hid away some of his greatest treasures in sealed Stormvaults to prevent them falling into the hands of evildoers. In the misty swamps of Ghur, however, a Stormvault has recently been unearthed in the wake of the realm's thundering earthquakes. Sigmar's Stormcast successfully recovered an ancient relic from within, but the kunnin' Kruleboyz aren't about to let them leave the swamp alive...

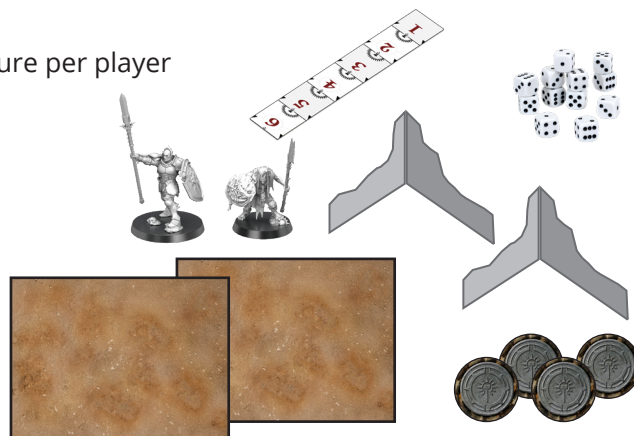
Your unit of Stormcast Eternals have found the ancient relic they seek, but the Kruleboyz are attempting to steal it from them before they can get out of the mists. Will the Stormcast keep the relic safe, or will the Kruleboyz triumph after all?

## LEARNING OBJECTIVES

- Movement Phase - *covered in the magazine*
- **Combat Phase**
  - **Rolling to hit**
  - **Rolling to wound: does your hit inflict a wound?**
- Armour Saves - *covered in the magazine*
- Wounds - *covered in the magazine*

## YOU WILL NEED

- 1 Stormcast Eternal or 1 Kruleboyz Gutrippa miniature per player
- 1 or more dice
- 1 or more rulers
- 2 Battlemats
- Ruins/barricades
- Objective Markers



## SET-UP

1. You will need the following objective markers:
  - 1 Relic marker
  - 6 Kruleboy markers
2. Place two battlemats together **lengthways**. Set up the barricades on the battlemats.
3. Split the players into two equal teams (Stormcast and Kruleboyz).
4. The Stormcast team **secretly** writes down which of their players is holding the relic.
5. The Kruleboyz team places the **6 Kruleboy markers** anywhere on the board. These are their reinforcement points.
6. The Stormcast team then set up touching one of the **short** edges of the board. The opposite edge is their **escape point**. The Kruleboyz team will not set up at this point, and will enter the game during the first turn with the **endless reinforcements** rule (see below).



Relic



Kruleboy markers



MISSION RULES

Traverse the mists with the relic from the Stormvault - or steal it at any cost. The Stormcast with the relic must get to the other end of the board to escape and win. The Kruleboyz can win by finding and taking the relic back to the oposite end of the board.

TURN ORDER

- The game is split into battle rounds. Either roll off to see who goes first, or if one team has less players than the other, they get to go first.
- One team does all of its movement, and then when everyone has moved, the team does all of its combat. Then the other team does the same.
- Once both teams have taken their turns, a new battle round immediately begins.

SPECIAL RULES

- **Stormcast Eternals cannot RUN in this minigame.**
- **Endless reinforcements:** At the **start** of their turn, if a player’s model is not on the battlemat, each player from the team whos turn it currently is takes turns rolling a dice. On a **3-6 they can choose** a reinforcement point and set up their model touching it. On a **1-2 the other team chooses** which reinforcement point is used instead.
- **Sigmar’s Lightning:** After the Stormcast carrying the relic is slain, any Stormcast previously removed from play can rejoin the game using the Endless Reinforcements rule.








RELIC RULES

- The location of the relic is **kept secret** until the Stormcast carrying it is slain. When the model carrying the relic is slain a token is then placed where that Stormcast was standing.
- Another model can **pick it up** by ending their movement touching the token.
- A model **cannot RUN** when holding the token.
- If a model is removed from play when carrying the token, place the token where they were stood.

TURN/TIME LIMIT

- The game ends when one team ends their movement with the relic touching their escape point.
- You can also set a turn limit or time limit for the game if you have a limited amount of time. If you do so, the team who has the relic closest to their board edge is the winner.

COMBAT

<div><div>VINDICTORS</div><div><div>2"</div><div>2</div></div></div> <div><p>To attack, you must be within the <b>range</b> listed on your model’s Warscroll.</p><p>Gather a number of dice equal to the <b>Attacks</b> characteristic</p></div>	<div><div>VINDICTORS</div><div><div>3+</div><div>3+</div></div></div> <div><p>Roll to see if you hit.</p><p>Any rolls equal to or higher than the <b>To Hit</b> characteristic on your model’s Warscroll are counted as successful hits.</p></div>	<div><div>VINDICTORS</div><div><div>3+</div><div>-1</div></div></div> <div><p>Roll to see if you wound.</p><p>Any rolls equal to or higher than the <b>To Wound</b> characteristic on your model’s Warscroll are counted as successful hits.</p></div>	<div><div></div><div><p>Your opponent then makes an <b>Armour Save</b> for any successful attacks against them (see page 23 of the magazine).</p></div></div>
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# 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](https://www.ageofsigmar.com)

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# AGE OF SIGMAR LEARN TO PLAY SHEET



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:

ALLEGIANCE ABILITIES:

ENHANCEMENTS:

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.

