

Session Plans

This section contains session plans for use with the contents of the Warhammer Alliance Resource Pack. These can be used in your Warhammer Alliance club, 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: Build Your First Miniature

This session will focus on getting started with the miniature kits provided in the Warhammer Alliance Resource Pack. Find out from your members which of the four miniatures they would like to build.

Session 2: Plan Your Colour Scheme

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 miniatures in the next session.

Session 3: Painting Your Miniatures

This session will allow members to start painting. Make sure they bring their miniatures with them, or keep them in 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 4: Play a Game

This session will introduce Warhammer gaming through a mini-game included in the Battle Honours Booklet. Make sure to point your members in the direction of the Code of Conduct shown in the Leaders' Guide as well – it is important that they learn good sportsmanship and respect while playing games of Warhammer!

Battle Honours page references

The Battle Honours Booklet 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**

Familiarisation

For your first club session, we recommend getting straight into building miniatures – it's fun, engaging, and develops skills.

However, it's useful for everyone to familiarise themselves with Warhammer beforehand if possible. Useful information is included in the sections of the Battle Honours booklet listed below. If participants have their booklets in advance, you could encourage them to look at these beforehand, or you could point them out as something to look at if they finish early during sessions, or to read at home. If participants aren't interested in reading these at this point, that's fine – while there are many Warhammer books, and reading is an important part of the hobby for a lot of people, it's not a requirement. Do encourage them to look, though – even reluctant readers may find something that hooks them in the exciting settings of Warhammer 40,000 and Warhammer Age of Sigmar!

Setting Information and Maps

PAGES 6-13

This collage features several key elements from the Warhammer 40,000 setting. On the left is a 'Galactic Map' showing the Segmentum Solar and other regions. In the center is a 'WARHAMMER 40,000' title card. On the right is an article titled 'IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR', which includes sections for 'The Imperium', 'Xenos', and 'Chaos'. Below the article are images of various Warhammer miniatures, including a Space Marine, a Xenos, and a Chaos warrior. A 'Find Out More' section at the bottom right provides a QR code and a link to the Warhammer 40,000 website.

Fiction

PAGES 44-47

This collage features fiction content from Warhammer 40,000. On the left is a page from 'THE GATES OF AZYR' by Chris Wright, with a 'Like what you're reading?' QR code. In the center is a page from 'VIATHAN' by Dan Mills, also with a 'Like what you're reading?' QR code. On the right is a page from 'IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR', with a 'Like what you're reading?' QR code. The collage also includes various Warhammer 40,000 logos and a 'Find Out More' section at the bottom right with a QR code and a link to the Warhammer 40,000 website.

Top Tip

Encourage members to start thinking of their own Stormcast Eternals Stormhost, Kruleboyz Warclan, Space Marines chapter, or Necron dynasty. When they come to paint their miniatures, they can make up their own colour scheme if they want to, so having an initial brainstorm can be a good way to get members creatively involved and prepared.

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



Building miniatures is a really fun part of the Warhammer hobby. In this session, your students will push the miniatures off of sprues, and use a construction guide to assemble them. These miniatures are designed to be built without the use of glue, or clippers, making it simple to get started.

What You Will Need

- Battle Honours Booklet
- Unassembled miniatures from your Warhammer Alliance Resource Pack – any type
- Instruction cards for your chosen miniatures

Preparation

Lay out the info cards, instruction-side up, so that everyone can reach them. Set up each spot with a sprue. Open the Battle Honours booklet to **PAGE 18** for a little extra guidance.

Note: You will not need plastic glue or clippers to build these miniatures.

Step 1: Have the students look at the sprue, noting the numbers for each component, and comparing them to the instructions on the sheet.

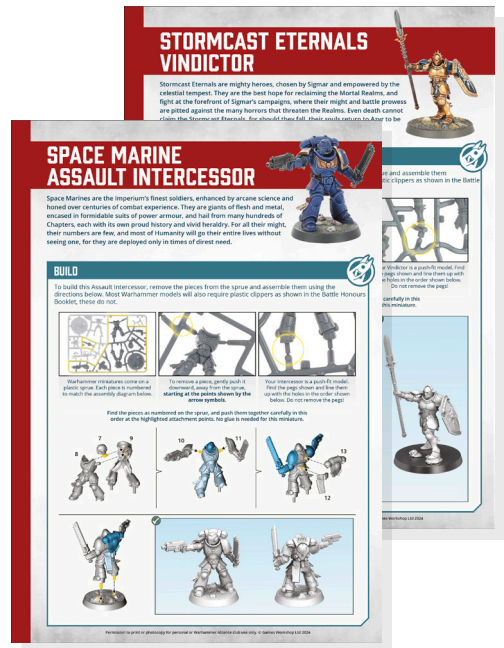
Step 2: Encourage them to gently push each component off the frame, in the order noted on the construction guides.

Step 3: Press the first two components together firmly, but carefully. Be careful to line up the pegs properly.

Step 4: Continue pushing off a new component and adding it to the miniature, one at a time, until finished.

Step 5: Have each student show you their finished piece.

Now that each student has assembled their first miniature, they've completed the Master Crafter activity on **PAGE 19**. Sign the tick box to show they've achieved it. Encourage them to keep practising with the different types of miniatures in the Warhammer Alliance Resource Pack at their leisure, or during free time.



BUILD

Taking a miniature from a pile of plastic parts to a completed model ready for painting is a hobby in itself! This section contains activities that will help you learn the skills you need to build your miniatures.

Get Started

The Battle Honours website has miniature building video guides to help you get started. Watch one and tell your advisor.

battlehonours.warhammer.com

Safety First

Ask your advisor to show you how to safely use the tools you need to build your miniatures. Always follow the safety advice at the bottom of the page.

Remember to show your advisor your progress

Building Warhammer Miniatures

Building miniatures can require a variety of tools, including flat-edged plastic clippers to remove parts from their frame and a mouldline remover to clean off small lines of plastic left over from the casting process. Some miniatures will also need glue to stick the parts together. Many of the starter models and Warhammer Alliance models do not need all of these tools. If you are building a push-off-frame model, be sure to push where the arrows show.

Using Clippers

Hold the clippers like so. To use them, squeeze gently with your fingers and thumb until the blades meet.

Where to Clip

Clip as close to the component as possible. Take care not to accidentally clip off any parts of the model.

Line up Parts

Carefully line up the components you want to attach, making sure that the correct pegs connect with the correct holes.

Push Together

Push the pegs into the holes by applying gentle pressure to both components. Try to get as tight and close a fit as possible.

Tool Safety

Always:

- read the building instructions carefully and follow all safety guidance.
- follow any age restrictions and applicable laws of your country.
- take your time and be careful when using clippers, glue, or any other modelling tool.
- ask your advisor to demonstrate a tool to you before using it for the first time.

Master Crafter

Build your first miniature!

The Lord of Battle

Build your first character.

Trusted Retinue

Build your first unit of at least three miniatures.

Reinforcements

Build a unit of at least five miniatures.

Earthshaker

Build a monster or vehicle miniature.

Spare Parts

Many Warhammer sets have optional parts to personalise your miniatures. This means you'll end up with spare parts, known as many hobbyists as 'bits'.

When you finish all the Build stamps, you'll get a Bits Box to keep these in for customising your miniatures.

Session 1: Build Your First Miniature

If They Finish Early

Have the students take a look at some of the other sprues in the Warhammer Alliance Resource Pack, and see if they have time to try their hand at a different one. Make sure you don't already have plans to do those miniatures in another session. They can also spend a little time looking at the painting directions to give them a sense of what's coming next, or even the game stats so they can identify the weapons and other features of the miniature. The key is to make sure they allow their neighbours to build their own miniatures without interference, so they all get the experience and sense of achievement.

Top Tip

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

Take It Further

Participants could build other miniatures from the Warhammer Alliance Resource Pack, or, if you have access to other Warhammer miniatures, those. Note that other miniatures may require the use of clippers and/or plastic glue – check in advance, and plan to teach how to use these tools correctly and safely as part of the session.

Different types of miniatures can earn different stamps in the Battle Honours programme, and Warhammer hobbyists often come to enjoy building a particular type of thing, such as vehicles, cavalry, or monsters. If possible, encourage club members to try building different miniatures until they find what they enjoy most.

You can also encourage or run sessions around simple Build activities such as using spare parts from past miniatures to ornament and enhance the bases of miniatures that are being built now.

Don't forget that all of these sessions can earn Battle Honours stamps – either for types or sets of miniatures as in the listed Battle Honours activities, or for the Build Your Way options.

Tool Safety



Always:

- read the building instructions carefully and follow all safety guidance.
- follow any age restrictions and applicable laws of your country.
- take your time and be careful when using clippers, glue, or any other miniatureling tool.
- ask your advisor to demonstrate a tool to you before using it for the first time.



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



In this session, your students will plan out how they want to paint their miniatures. It's a fun way to get them thinking about things before they put paint to brush, and to become more familiar with the characters. It's also a short one, perfect for slotting between the more involved sessions of building and painting.

What You Will Need

- Battle Honours booklet
- a lineup of the paint pots you have
- copies of the info sheet that corresponds to the miniatures your students built in the last session
- some colouring pencils, markers, etc.
- if you are able – printouts of the design/colouring sheets from the Extra Activities section of the Leaders' guide.

Preparation

Lay out the info cards, colouring materials, available paint pots for reference, and colouring sheets/paper. Open the Battle Honours booklet to **PAGE 22** for a little extra guidance about the painting process.

Step 1: Have students read the background material at the top of the info and colouring sheets.

Step 2: Have the students look at the details, making note of different materials such as wood, metals, etc.

Step 3: Have the students begin making their plan. The key here is to plot out the colours they want to use to paint the miniature later, so they should stick with the provided paint pots from your on-hand materials.

Step 4: Encourage the students to show you their finished piece.

Once finished, the students have successfully completed the Colour Scheme activity on **PAGE 25**. Sign the tick box to show they've achieved it.

Session 2: Plan Your Colour Scheme

If They Finish Early

Have the students take a look at some of the other activity sheets, and complete additional ones if they like – just be sure that you don't plan on using those in a different session. Allow them to share and discuss their colour schemes with other students. They can also take a closer look at the paint pots if they haven't already, in preparation for the next session.

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 Warhammer Alliance website resources page. Make sure to bring extra print-outs so you can be prepared for anything.

Take It Further

You could have participants plan their paint schemes for other miniatures in the Warhammer Alliance Resource Pack – or for other Warhammer miniatures if you have access to those. One interesting option is to talk about and design variations on your existing scheme – if participants designed a Space Marine colour scheme in their first session, how might a Captain or Apothecary from the same Space Marine Chapter look? Designing uniform and heraldry variations that show that someone is from the same organisation, but are also clearly different due to their role, is a good way to work on general design skills, and is also very engaging for some students.

Another option is to work together to design a “Club” Space Marine Chapter or Stormcast Eternals Stormhost. As well as developing design skills, this can help participants build their skills in presenting ideas, working as a team, discussing and negotiating, and coming to a group agreement. Later on, of course, you can build and paint an entire squad or collection in your club's colours!

Don't forget that all of these sessions can earn Battle Honours stamps in the Collect and Paint sections – either from the listed activities, or for the Collect Your Way and Build Your Way options.



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



Now your students will paint their very first miniature, using the ones they assembled earlier. Plan to offer a little extra guidance and wander the room as they work, as we want to encourage them to see this as fun and creative, rather than worrying about achieving perfection. Allow plenty of time for this.

What You Will Need

- Battle Honours Booklet
- all the paints you have on hand
- brushes
- water pots
- paint palettes
- paper towels
- materials to protect your workspace from spilt paint or water
- info cards

Preparation

Lay out any materials you have to protect the workspace (newspaper, plastic sheets, etc.). Make sure each student has access to a brush, one or two paper towels, access to the pool of paint pots, a water pot within reach, a palette, their miniature, and the painting plan they created. Open the Battle Honours booklet to **PAGE 22** for a little extra guidance about the painting process.

Step 1: Encourage the students to begin applying their main colour across the miniature, using the colour scheme they chose. Remind them to make an effort not to apply too much paint in one go, as it will take longer to dry and can gum up the details.

Step 2: Show the students how to thoroughly clean the brush, using water and paper towels, before moving on to the next colour.

Step 3: Apply the second colour, taking care not to mix the new paint with any areas that are still wet from the previous steps. Wait for the paints to dry thoroughly, or paint areas that aren't touching the others. Don't worry about mistakes for now!

Step 4: Continue washing the brush well, painting a new paint, and repeating the process until each area is coated with the colour from their scheme.

Step 5: Don't forget the base! When the miniature is finished, you shouldn't see any remaining unpainted plastic bits.

Step 6: Go back and fix any mistakes where a colour has strayed into the wrong area.

Step 7: Have the students show you their finished masterpiece.

Once they've finished painting, your students have completed the Paint Your First Miniature activity on **PAGE 22**. Sign the tick box to show they've achieved it.

PAINT

Painting miniatures is easier than you think – start with an undercoat or base coat, then paint one colour at a time. Don't worry about mistakes – you can clean them up later. Below you'll find some quick and simple techniques that can be used to get your model looking great on the tabletop or display shelf.

Remember to show your advisor your progress

Get Started
Get started, get inspired, and learn these painting techniques – and more – step-by-step at:
ChaosColour.com/Getting-Started

Paint Your First Model
Get painting – your advisor will be on hand to help you choose colours and give you advice on techniques.

Warhammer Paint

Undercoating your miniatures is an important first step that gives the paint a smooth and even surface to stick to. There are several ways to do this – ask your advisor.

Basecoating your models is a key part of painting. It gives a solid colour that serves as the main colour for the model, and as a foundation for the rest of the paints.

Shading a miniature is allowing paints to flow down into the recesses of your models, creating shadows on your miniatures. It's a great way to add depth to a model, making it look fantastic.

Basing a miniature finishes it off and creates a realistic environment the miniature is in. Matching bases is a great way to unify the look of a collection.

Painting Your Models

It's now time to paint your first model! Painting is one of the most rewarding legs to the Warhammer hobby, and is the main reason many people get involved. It's easy to learn and fun to do, and with practice, you'll soon become good at it.

There are few things more impressive than a fully painted collection! Follow the instructions below step by step, slowly and steadily until your model is done. Ask your advisor for help finding the right paints to match the colour scheme that you want to achieve.

Step 1
Before you dip your brush into the paint on the palette to begin painting, wet the brushes first. This helps the paint go on to the model smoothly.

Step 2
Make sure the lid of your chosen paint is firmly shut and give the pot a quick shake. Then, using a clean brush, put a small amount of paint on the paint palette.

Step 3
Paint your chosen colour onto the model. Start with the colour that covers the biggest area first. Let each colour dry before you move on to the next. Don't forget to wash your brush between each colour you use.

Step 4
After all of the areas are painted, finish the model by tidying up any sections as required. It's okay to go back and re-do or clean up areas that you think you can improve.

Brush Types and Care

Brushes are available in many sizes – smaller brushes for details, and larger ones for painting big areas. Choosing the right brush will help you to paint well and quickly. There are also special brushes designed for particular techniques – ask your advisor for guidance. Use the special Texture tool when applying technical paints to bases – you'll find it much easier than using a brush.

- Wash it regularly while painting – not just when you change colours or finish.
- Don't get paint all the way to the metal bit on the brush.
- Keep the point sharp – twist the brush gently against your paint palette to do this.

Paint Safety

Always:

- follow all safety guidelines
- paint in a well-ventilated area
- keep paint away from your eyes and mouth
- keep all labels and safety information

Session 3: Painting Your Miniatures

If They Finish Early

Encourage your students to show off their handiwork. At this point, their miniature can truly be considered their own creation, and you should allow them to celebrate this achievement with their peers. Take a look at [PAGE 26](#) in the Warhammer Alliance booklet for a few extended painting activities for those who have the time to work on them.

Top Tip

Encourage participants to choose a colour scheme that they like. There are several shown in the Battle Honours booklet, and they may have made up their own if they took part in the previous suggested session. Expressing their own ideas and making up their own stories should be encouraged over directly copying what we've done.

Take It Further

Painting other miniatures from the Warhammer Alliance Resource Pack is an easy way to create another session, and the miniatures and possible colour schemes are different enough that this won't feel immediately repetitive. A good way to enhance this is to look to introduce new painting skills that were not used on the first miniatures – take a look in the Battle Honours Booklet, or at the websites below.

If you have access to other Warhammer miniatures, painting very different things – vehicles, monsters, animals, etc. is a good way to stretch skills and try something new. Don't forget as well that participants can earn Battle Honours stamps for doing this.

A great option for a group project, or for participants who enjoy painting but not detail work, is to paint terrain or objectives for your gaming tables – making them look nicer and presenting new tactical challenges in games. A club set of terrain that everyone worked on together is something participants can be proud of!

You can find lots of painting lessons and guidance on our websites if you want to plan sessions around learning particular skills or painting particular miniatures.



Don't forget that all of these sessions can earn Battle Honours stamps – either for types or sets of miniatures as in the listed Battle Honours activities, or for the Paint Your Way options.



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



For many Warhammer hobbyists, playing games is the heart of the hobby. Getting together with friends, family, or meeting new people at conventions or game shops is a rewarding, exciting, and challenging experience. This activity is intended to familiarise the students with some basic concepts, including different types of games, how to roll dice, read datasheets and warscrolls, exhibiting sporting conduct, and the like. While the introductory minigames are simple, it's easy to spend time overthinking or studying rules – be prepared to keep the students on track and answer any questions that might come up.

What You Will Need

- Battle Honours Booklet
- miniatures for the scenario you choose
- info sheets for those miniatures
- the gaming board
- tokens and accessories from the minigame board
- dice



Pair up the students one for one as well as you can.

Preparation

Read through the scenarios in the Battle Honours Booklet to familiarise yourself with them. You'll find a Warhammer 40,000 scenario on **PAGE 30**, and a Warhammer Age of Sigmar version on **PAGE 34**. Set out your gaming areas with game boards or mats, dice, and info sheets. Have the students bring their miniatures if they took them home. If you have spare miniatures, get some out in case some students forgot theirs.

Step 1: Spend a few minutes telling the class about the various game modes mentioned on pages 28 and 29, giving the students a sense of the different sizes and types of games to try.

Step 2: Depending on their age and level of familiarity, you may want to spend a little time explaining how to read dice, and reference the datasheets or warscrolls to demonstrate to determine success or failure. Don't spend too much time on this, as the scenario itself will go into more detail.

Step 3: Have the students set up their boards and read through the game rules.

Step 4: Let them play! This is a good time to wander the room, offer encouragement, check for understanding, help settle any questions, and the like.

Step 5: Tally results as they roll in.

After the dice stop rolling, each student has completed the Play Your First Game activity on **PAGE 28**. Sign the tick box to show they've achieved it.

PLAY

Playing Warhammer is a fun social activity, and lets you use the miniatures you've built and painted in fast-paced, strategic battles. The activities in this section will get you rolling dice and having fun in no time!

Remember to show your advisor your progress

Get Started
Read about the different Warhammer games in the box below and on the next page and choose what you are interested in.

Play Your First Game
Now it's time to play some games and roll some dice!
You could try one of the minigames on the next few pages, head to a Warhammer store and play an introductory game, or try some of the other options here.

Types of Game
As well as Warhammer 40,000 and Warhammer Age of Sigmar, there are other many games set in the Warhammer worlds. However you prefer to play, there's an option for you.

Skirmish Games
If you're looking for fast-paced, cinematic action using just a few miniatures, these are for you. Lead your warband to glory in Wargry, or undertake dangerous missions as elite special operatives in Kill Team.

Board Games
Prove your skill in a deeply tactical game of Warhammer Underworlds, or work together with your friends against the minions of the vampire lord Rakusur in the cooperative board game Warhammer Quest: Cursed City.

Ways to Play
There are many ways to play Warhammer 40,000 and Warhammer Age of Sigmar, from small individual Combat Patrol and Spearhead games to narrative campaigns that can take days, weeks, or even months to complete. You can play games with your friends, or go to events and make new ones. The opportunities to play Warhammer are only limited by your imagination, and each represents an opportunity to earn a stamp for the Play Your Way activity.

Talk with your advisor about what you would like your next gaming experience to be and they will provide advice on how to make it happen.

Spearhead and Combat Patrol
When you want to play a fast-paced game in a short amount of time, Spearhead and Combat Patrol games are perfect. A Spearhead box for Warhammer Age of Sigmar or a Warhammer 40,000 Combat Patrol gives you a great force for playing compact, exciting games.

Narrative Play
Narrative games can tell a story, or be part of a wider Path to Glory or Crusade campaign. In these campaigns, you earn rewards for your forces that carry over into future games, and help your commanders rise to power as the story goes on. Narrative play is great when you want to tell a story with your collection, or build it up slowly over many games.

Matched Play
Matched play sets clear rules for selecting miniatures and scenarios. This ensures both sides are balanced, and must use carefully laid plans and smart decision-making to prevail. Matched Play is ideal when you want to be able to play a balanced, fun game using any of the models in your collection.

Game Sizes
You will find games in our worlds suitable for any amount of time and any number of miniatures. Warhammer Age of Sigmar and Warhammer 40,000 can be played at any size, from small clashes with a handful of units played in under an hour to massive battles with hundreds of miniatures that take all weekend. There are also the skirmish and board games detailed on the previous page – and more besides!
However you like to play, there's an option for you.

Session 4: Play a Game

How to Use Your Necron Warrior and Kruleboyz Gutrippa Miniatures

The games in the booklet use the starter miniatures available in Warhammer stores and included with Getting Started magazines, because those are the most easily available to every beginner.

Your Warhammer Alliance Resource Pack includes some different miniatures. You can run the games as-is, simply using the Necron Warrior in place of the Tyranid Termagant and the Kruleboyz Gutrippa in place of the Skaven Clanrat. Alternatively, you can use the rules for the miniatures in the Warhammer Alliance Resource Pack on the following pages. We recommend running the game initially using the rules in the Battle Honours Booklet for ease, then switching to the rules in here.

If They Finish Early

Encourage the students to get more comfortable by replaying their scenario, reversing their roles, and combining with other groups that have finished to see what happens if you team up on each other, etc. Prompt them to think about things like the probability of the dice rolls, or trying different tactics to see how it changes the outcome.

Top Tip

If there is time, encourage students to swap sides and try playing as the other faction. If students feel bad about losing, remind them that half of all results are losses – and that this isn't a competition, it's more important to enjoy yourself playing the game with friends than to win.

Take It Further

The same game can be played with other miniatures that club members have – just look for the relevant abilities on their datasheets or warscrolls. Just remember that very different miniatures and datasheets could give one side a big advantage!

There are further game options elsewhere in the Warhammer Alliance leaders' resources. Participants will also be keen to start playing full games of Warhammer 40,000 and Warhammer Age of Sigmar. You could consider establishing a club library of rulebooks. The main rules for these games are also available free online – see the links in the Battle Honours booklet.

Games can also be a great starting point for other activities – for example, participants could write a story about what happened in a particularly exciting game, or make their own scenario as a "sequel" with one side looking for revenge!

Don't forget that all of these sessions can earn Battle Honours stamps in the Collect, Play, and Read sections – either from the listed activities, or for the Collect Your Way, Play Your Way, and Read Your Way options.



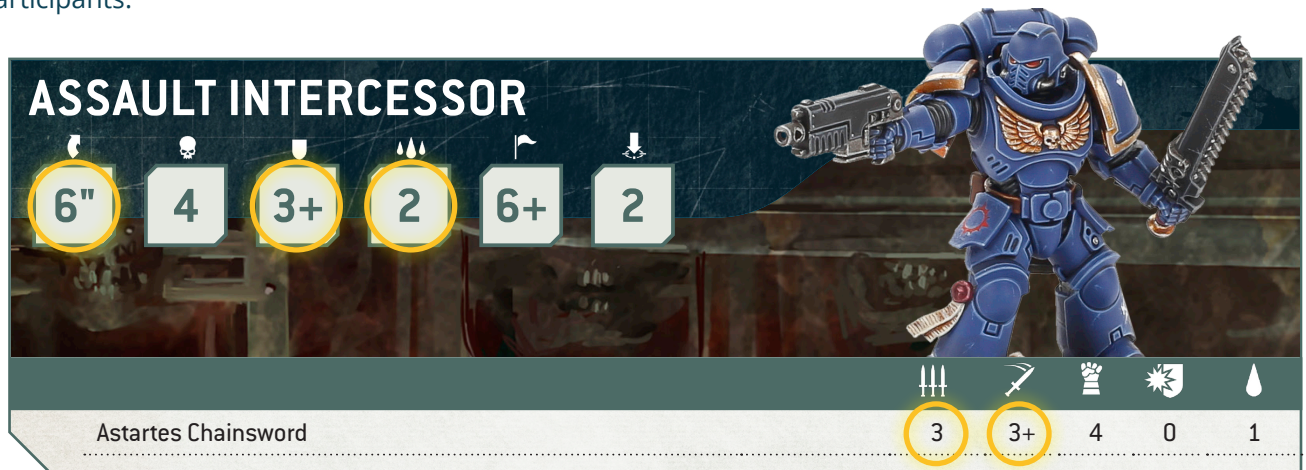
Doing this activity will help your young people practice **problem-solving, mathematics, probability, and working as a team.**

Using the Resource Pack Miniatures in Minigames

The games in the Battle Honours Booklet use the starter miniatures available in Warhammer stores and included with Getting Started magazines, because those are the most easily available to every beginner.

Your Warhammer Alliance Resource Pack includes some different miniatures. You can run the games as-is, simply using the Necron Warrior in place of the Tyranid Termagant and the Kruleboyz Gutrippa in place of the Skaven Clanrat. Alternatively, you can use the rules for the miniatures in the Warhammer Alliance Resource Pack here.

Basic warscrolls and datasheets for these miniatures are on the info cards included with your Resource Pack, which can be used as a quick reference during play. Alternatively, you could print these pages and give them to participants.



ASSAULT INTERCESSOR

6" 4 3+ 2 6+ 2

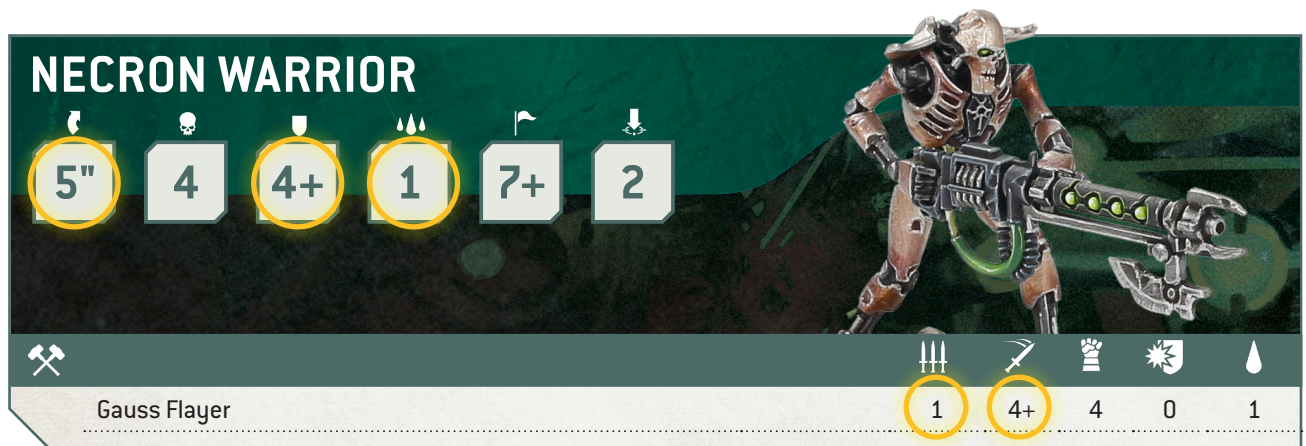
Astartes Chainsword

3 3+ 4 0 1

The Assault Intercessor datasheet features a blue Space Marine miniature. The movement range is 6 inches, indicated by a yellow circle. The armor save is 4, the invulnerable save is 3+, the wound save is 2, the initiative is 6+, and the number of dice rolled is 2. The weapon is the Astartes Chainsword, which has 3 dice, a 3+ to hit, 4 damage, 0 armor penetration, and 1 special rule. The special rules are represented by icons for a chainsword, a lightning bolt, a flame, a starburst, and a drop.

Datasheet Hints

Assault Intercessors roll 3 dice during Step 2 of the Space Marine turn rather than 2 dice because they have a different weapon – the mighty Astartes Chainsword!



NECRON WARRIOR

5" 4 4+ 1 7+ 2

Gauss Flayer

1 4+ 4 0 1

The Necron Warrior datasheet features a brown and black Necron Warrior miniature. The movement range is 5 inches, indicated by a yellow circle. The armor save is 4, the invulnerable save is 4+, the wound save is 1, the initiative is 7+, and the number of dice rolled is 2. The weapon is the Gauss Flayer, which has 1 die, a 4+ to hit, 4 damage, 0 armor penetration, and 1 special rule. The special rules are represented by icons for a hammer and pickaxe, a lightning bolt, a flame, a starburst, and a drop.

How To Use


Instead of using Tyranid Termagants, use the Necron Warriors, and replace any references to "Tyranids" or "Termagant" in the game with "Necrons" and "Necron Warrior".

Additional Rule

Reanimation Protocols – instead of removing a Necron Warrior when it is slain, lay it on its side. At the start of the Necron turn, roll a dice for each Necron Warrior that is on its side; on a 5+ stand the miniature back up. It no longer counts as being slain, and may move and shoot as normal. If all 5 Necron Warriors are on their sides, they may no longer use this rule and the Space Marine player wins.

Datasheet Hints

The Necron Warrior only moves 5" instead of 6", and it has an Armour Save of 4+ when being attacked by the Space Marine.



• STORMCAST ETERNALS WARSCROLL •

VINDICTORS

MELEE WEAPONS	Attacks	Hit	Wound	Reid	Damage
Stormspear	2	3+	3+	1	1

KEYWORDS: INFANTRY, ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER

Stats: MOVE 5", HEALTH 2, SAVE 3+, CONTROL 1

Datasheet Hints

Vindictors roll 2 dice during Step 2 of the Stormcast Eternal turn rather than 1 dice because they have a different weapon – the mighty Stormspear!



• KRULEBOYZ WARSCROLL •

GUTRIPPZ

MELEE WEAPONS	Attacks	Hit	Wound	Reid	Damage
Wicked Hacka	1	4+	4+	-	1

KEYWORDS: INFANTRY, DESTRUCTION, KRULEBOYZ

Stats: MOVE 5", HEALTH 2, SAVE 5+, CONTROL 1

How To Use

Instead of using Skaven Clanrat, use the Kruleboyz Gutrippaz, and replace any references to "Skaven" or "Clanrat" in the game with "Kruleboyz" and "Gutrippa".

Datasheet Hints

The Kruleboyz Gutrippa only moves 5" instead of 6" and it has two health instead of one – making them a lot tougher!