

Gaming Tools

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 between Warhammer Age of Sigmar content and Warhammer 40,000 content.

Warhammer 40,000 content includes:

- Rules for a minigame that builds on the one in the Battle Honours booklet.
- 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 minigame that builds on the one in the Battle Honours booklet.
- 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.

Top Tip:

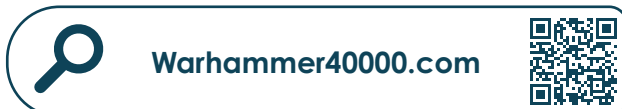
Games of Warhammer can last anywhere from half an hour to a full day! We advise only allowing small games to be played that can be completed within the time your session runs for. Tabletop games are not easily paused, and it may be frustrating if those participating never finish.

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 may be worth getting the Core Book for each game. Each contains additional rules to take games even further. Talk to your local Warhammer store manager for advice.

Find the rules for both Warhammer 40,000 and Warhammer Age of Sigmar on the websites:



One of the best things about Warhammer 40,000 is the chance to play games with your friends and family. This fast-paced starter mission is a perfect introduction and will challenge you to discover the Movement phase.

Datasheets

Each model has a datasheet that displays what it can do.

For this mission, we will be focusing on the circled values. The datasheet for both the Space Marine Intercessor and Necron Warrior can be found on the Build and Paint guide sheets included in your Warhammer Alliance pack, and also later in this Leader's Guide.

ASSAULT INTERCESSOR SQUAD

6"	4	3+	2	6+	2
RANGED WEAPONS					
Heavy Bolt Pistol [PISTOL]					
18"	1	3+	4	-1	1
MELEE WEAPONS					
Astartes chainsword					
4	3+	4	-1	1	

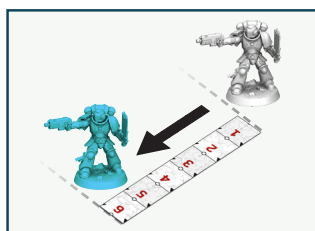
Datasheet Abilities:
Each time a model in this unit targets an enemy with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, TACTICUS, ASSAULT INTERCESSOR SQUAD

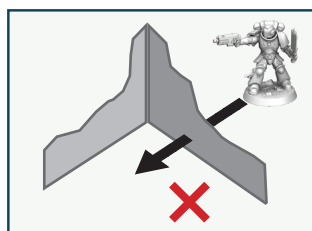
Normal Move



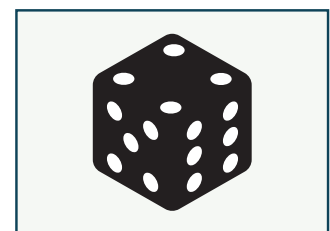
Check the Move characteristic on the datasheet for that model.



Use a ruler to move that model up to the number of inches shown in the Move characteristic.

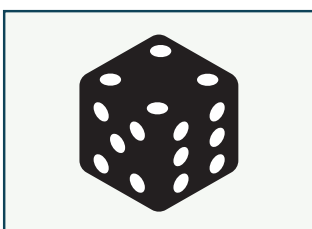


When moving, a model may not move through scenery or other models.



Roll one dice. Add the result, in inches, to your Move characteristic for this turn.

Armour Saves



To make an Armour Save, roll a dice and check the datasheet for that model.



If the result of the dice roll is the same or higher than the Armour Save characteristic on the datasheet, the attack is deflected.



If the result of the dice roll is lower than the Armour Save characteristic on the datasheet, the model suffers a wound.



If the number of suffered wounds matches the number on the datasheet, the model is captured and removed from the game.

Mission: Recover the STC Fragment

Legends tell of a mythical machine from the Dark Age of Technology containing designs for every item known to mankind. Known as a Standard Template Construct, they were used by human settlers across the galaxy during an age long gone. This technology has been lost for thousands of years, but even the smallest fragment of this machine is considered an extremely valuable artefact.

Your unit of Space Marines has been sent out to find a rumoured STC fragment in a vast desert valley. Your sensors indicate you are very near the relic you seek – but you quickly find that you are not alone within the desert, as gauss-green lights blink to life around distant ruined walls. The Necrons wish to get their hands on the STC fragment as well – and they're not about to let you stand in their way...

To complete this mission, you must recover the STC fragment and reach the extraction point to escape the desert whilst avoiding your deadly Necron foes.

You Will Need



1 Space Marine Intercessor per player



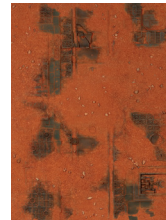
1 Necron Warrior per player



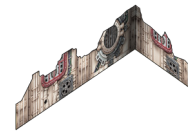
1 or more dice



1 or more rulers



Battlemat



Ruins/barricades



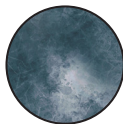
Objective Markers

Set-up

You will need the following objective markers:



1 fragment marker



2 blank markers



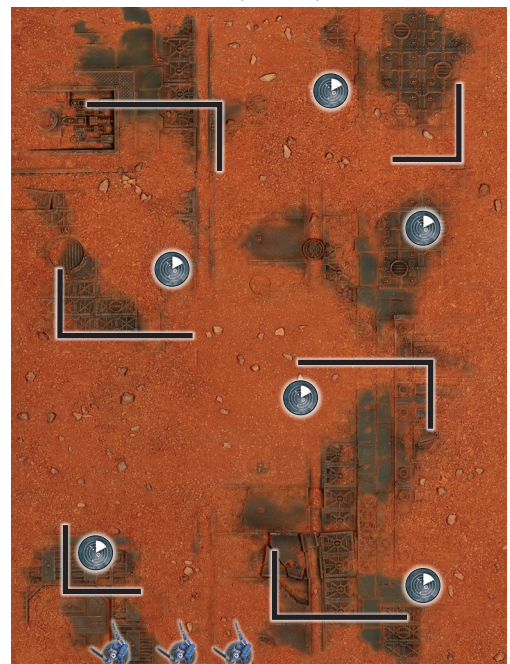
1 extraction point marker



1 Necron portal marker per player (maximum of 6)

1. Set up the barricades on the battlemat. Place the extraction point marker to one side for later.
2. Shuffle the remaining markers face down. Each player takes it in turn placing a marker face down on the mat, at least 3" from the edge, and at least 6" from other markers. During the game players will have the option to investigate these markers to try and find the fragment.
3. Players set up their Space Marines so that they are all touching the same edge of the battlemat.

Example set-up

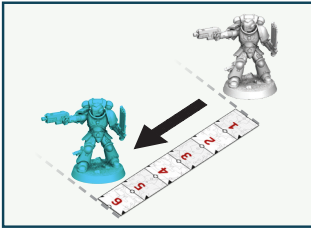


How To Win

The Space Marine with the fragment must safely reach the extraction marker without getting captured to win the game.

Mission Rules

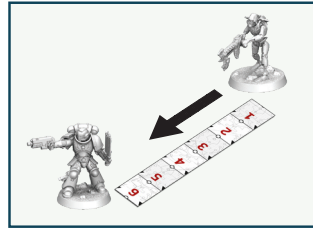
The game is split into battle rounds. The youngest player goes first in each battle round, and then play proceeds clockwise.



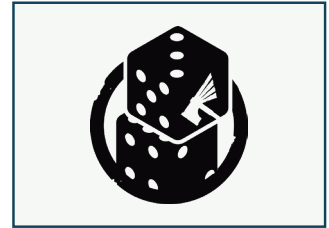
In a battle round, each player moves their Space Marine Intercessor, either making a Normal Move action or Advancing.



If the Space Marine made a Normal Move action, they can perform the "search for fragment" action (see below). They cannot do this if they chose to Advance.



Then, if any are on the battlefield, each Necron Warrior makes a move following the Necron Guardian Protocols.



When all players have moved their Space Marines and all Necron Warriors have moved, a new battle round begins.

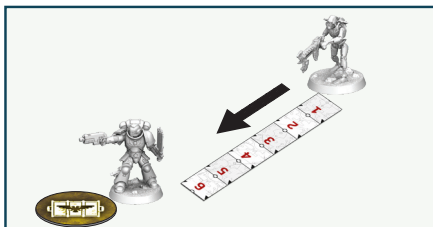
Action: Search For Fragment

If a Space Marine Intercessor's base is touching an unsearched objective marker, roll a dice. On a 3+, the objective marker is flipped over:

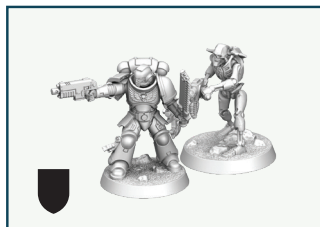
Marker Result		Consequence
	Blank	Nothing happens.
	Necron portal	Place a Necron Warrior miniature on the marker! You have been attacked.
	Fragment	This Space Marine has located the STC fragment! Give the marker to the player that found it.

Once the fragment has been located, place the extraction marker next to the furthest marker away from where the fragment was found. You must also immediately flip over the remaining unsearched markers, placing any Necron Warriors if Necron Portal markers are revealed.

Necron Guardian Protocols









Choose a Necron Warrior and then move the miniature equal to its full movement speed in inches towards either the Space Marine carrying the fragment, or if the fragment has yet to be discovered, the closest Space Marine.



If the Necron Warrior's base touches a Space Marine it stops moving and attempts capture. The player controlling the Space Marine makes an Armour save.

ASSAULT INTERCESSOR SQUAD

 6"	 4	 3+	 2	 6+	 2
--------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------



 RANGED WEAPONS						
Heavy Bolt Pistol [PISTOL]	18"	1	3+	4	-1	1
 MELEE WEAPONS						
Astartes chainsword	4	4	3+	4	-1	1

Datasheet Abilities:

Each time a model in this unit targets an enemy with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, TACTICUS, ASSAULT INTERCESSOR SQUAD



NECRON WARRIORS

 5"	 4	 4+	 1	 7+	 2
----------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------	----------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------	----------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------



 RANGED WEAPONS						
Gauss flayer [LETHAL HITS, RAPID FIRE 1]	24"	1	4+	4	0	1
 MELEE WEAPONS						
Close combat weapon	1	1	4+	4	0	1

Datasheet Abilities:

Each time this units Reanimation Protocols activate, you can re-roll the dice to see how many wounds are reanimated.

KEYWORDS: INFANTRY, BATTLELINE, NECRON WARRIORS





REFERENCE SHEET



PAGE NUMBERS

The page numbers on this sheet match those contained in the free Warhammer 40,000 Core Rules which can be found on the website:

WARHAMMER-COMMUNITY.COM/WARHAMMER-40000-DOWNLOADS/

BASIC RULES

CORE CONCEPTS	4	MEASURING DISTANCES	7
UNIT COHERENCY	6	DETERMING VISIBILITY	8
ENGAGEMENT RANGE	7	DICE (D6, D3, RE-ROLLS)	9
DATASHEETS	37	STRATAGEMS	41

THE BATTLEROUND

1: COMMAND PHASE 11 COMMAND POINTS - 11 BATTLESHOCK - 11 STARTING STRENGTH/BELOW HALF-STRENGTH - 12	5: CHARGE PHASE 29 CHARGING WITH A UNIT - 29 CHARGING OVER TERRAIN - 30 FLYING WHEN CHARGING - 30														
2: MOVEMENT PHASE 13 MOVE UNITS - 13 REINFORCEMENTS - 16 MOVING OVER TERRAIN - 15 FLYING - 15 TRANSPORTS - 17 AIRCRAFT - 53	6: FIGHT PHASE 32 FIGHTS FIRST - 32 PILE IN - 33 MAKE MELEE ATTACKS - 33 CONSOLIDATE - 35														
4: SHOOTING PHASE 19 WEAPON ABILITIES - 25 MAKING ATTACKS - 21 BLAST WEAPONS - 26 BIG GUNS NEVER TIRE - 20 INVULNERABLE SAVES - 22	<table border="1"> <thead> <tr> <th colspan="2">WOUND ROLL</th> </tr> <tr> <th>ATTACKER'S STRENGTH VS TARGET'S TOUGHNESS</th> <th>D6</th> </tr> </thead> <tbody> <tr> <td>Is Strength TWICE (or more) than the Toughness</td> <td>2+</td> </tr> <tr> <td>Is Strength GREATER than the Toughness</td> <td>3+</td> </tr> <tr> <td>Is Strength EQUAL than the Toughness</td> <td>4+</td> </tr> <tr> <td>Is Strength LOWER than the Toughness</td> <td>5+</td> </tr> <tr> <td>Is Strength HALF (or less) than the Toughness</td> <td>6+</td> </tr> </tbody> </table>	WOUND ROLL		ATTACKER'S STRENGTH VS TARGET'S TOUGHNESS	D6	Is Strength TWICE (or more) than the Toughness	2+	Is Strength GREATER than the Toughness	3+	Is Strength EQUAL than the Toughness	4+	Is Strength LOWER than the Toughness	5+	Is Strength HALF (or less) than the Toughness	6+
WOUND ROLL															
ATTACKER'S STRENGTH VS TARGET'S TOUGHNESS	D6														
Is Strength TWICE (or more) than the Toughness	2+														
Is Strength GREATER than the Toughness	3+														
Is Strength EQUAL than the Toughness	4+														
Is Strength LOWER than the Toughness	5+														
Is Strength HALF (or less) than the Toughness	6+														

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

ATTACKER'S STRENGTH VS TARGET'S TOUGHNESS	D6
Is Strength TWICE (or more) than the Toughness	2+
Is Strength GREATER than the Toughness	3+
Is Strength EQUAL than the Toughness	4+
Is Strength LOWER than the Toughness	5+
Is Strength HALF (or less) than the Toughness	6+

Dive into Warhammer Age of Sigmar to discover fantastical tales of heroism and villainy. This murky swamp battleplan is a perfect introduction if you've never played before, and it will challenge you as you discover the movement phase.

Warscrolls

Each model has a warscroll that displays what it can do.

For this battleplan, we will be focusing on the circled values. The warscroll for both the Stormcast Eternals Vindictor and the Kruleboyz Gutrippa can be found on the Build and Paint guide sheets included in your Warhammer Alliance pack, and also later in this Leader's Guide.

• STORMCAST ETERNALS WARSCROLL •

VINDICTORS

	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Stormspear	2	3+	3+	1	1	Anti-charge (+1 Rend)

Any Combat Phase

HOLD THE SHIELDWALL: *The Vindictors retinue are the shieldwall upon which the forces of ruin shatter.*

Effect: If this unit did not charge this turn and is in combat with an enemy unit that charged this turn, roll a dice. On a 4+, this unit has **STRIKE-FIRST** for the rest of the turn.

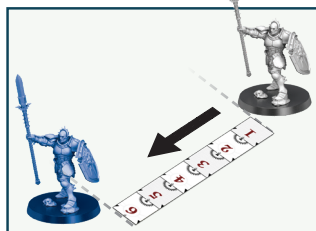
KEYWORDS

INFANTRY, ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER

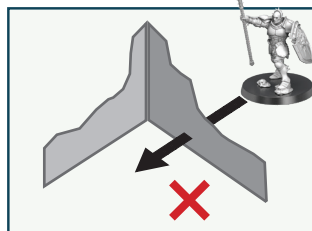
Normal Move



Check the Move characteristic on the Warscroll for that model.

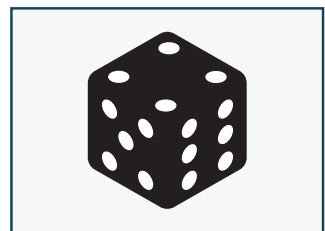


Use a ruler to move that model up to the number of inches shown in the Move characteristic.



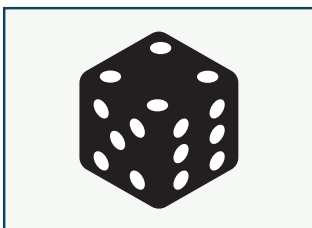
When moving, a model may not move through scenery or other models.

Run



Roll one dice. Add the result, in inches, to your Move characteristic for this turn.

Armour Saves



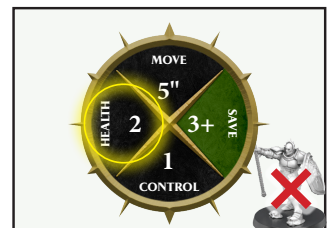
To make an Armour Save, roll a dice and check the datasheet for that model.



If the result of the dice roll is the same or higher than the Armour Save characteristic on the Warscroll, the attack is deflected.



If the result of the dice roll is lower than the Armour Save characteristic on the Warscroll, the model suffers a wound.



If the number of suffered wounds matches the number on the warscroll, the model is captured and removed from the game.

Battleplan: Unlock The Stormvault



Centuries ago, Sigmar hid away some of his greatest treasures in sealed Stormvaults to prevent them falling into the hands of evildoers. In the swamps of Ghur, however, a Stormvault has recently been unearthed in the wake of the realm's thundering earthquakes. Rumoured to hold unimaginably powerful ancient treasure, it has attracted the interest of the Stormcast Eternals – but the Kruleboyz in the swamp are determined to stop them achieving their goal.

Your unit of Stormcast Eternals has been sent out to try to open up the Stormvault. The giant structure is sealed behind a great puzzle, requiring warriors to step on a series of hidden pressure plates. You will need to be wary – bloodthirsty Gutrippaz lurk in the darkness of the swamp!

To complete this mission, you must open the Stormvault by finding four pressure plates, before entering the vault to win the game.

You Will Need



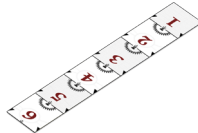
1 Stormcast Eternals Vindicator per player



1 Kruleboyz Gutrippa per player



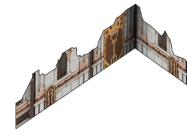
1 or more dice



1 or more rulers



Battlemat



Ruins/barricades



Objective Markers

Set-up

You will need the following objective markers:

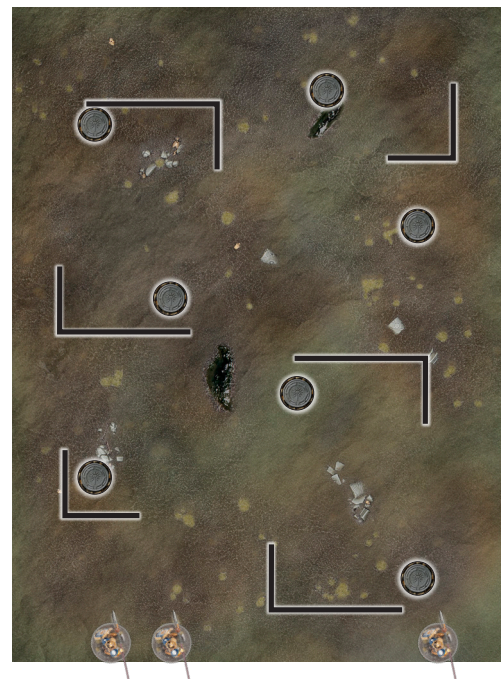


4 pressure plate markers



1 Kruleboyz ambush marker per player (maximum of 6)

Example set-up



1. Set up the barricades on the battlemat.
2. Shuffle the markers face down. Each player takes it in turn placing a marker face down on the mat, at least 3" from the edge, and at least 6" from other markers. During the game players will have the option to investigate these markers to try and find the pressure plates.
3. Players set up their Stormcast Eternals so that they are all touching the same edge of the battlemat (any edge). The opposite edge counts as the entrance to the Stormvault.

How To Win

Once all 4 pressure plates have been activated, the Vindictors can enter the Stormvault via the entrance (opposite to where they set up) to win the game.

Battleplan Rules

The game is split into battle rounds. The youngest player goes first in each battle round, and then play proceeds clockwise.



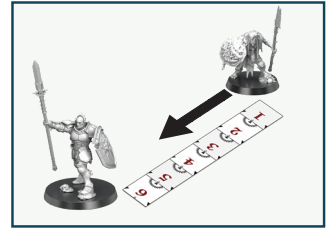
Before moving their Stormcast Eternals Vindictor, the player picks an unrevealed objective marker and flips it over, revealing either a Kruleboyz Gutrippa or pressure plate. If it is a Gutrippa, replace the token with a model.



Each player then moves with their Vindictor, either making a normal Move action or Advancing.

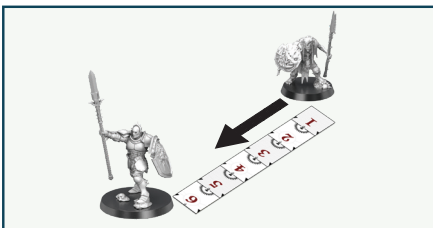


If the Vindictor made a normal Move action, they can activate a pressure plate by ending a move on top of it. They cannot do this if they chose to Run.

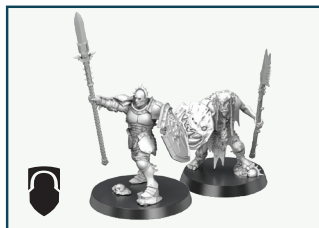


Then, if any are on the battlefield, each Gutrippa makes a move following the Kruleboyz movement rules. Then a new battle round immediately begins.

Kruleboyz Movement Rules



Choose a Kruleboyz Gutrippa and then move the miniature equal to its full movement speed in inches towards the closest Stormcast Eternals Vindictor.



If the Gutrippa's base touches a Vindictor, it stops moving and attempts capture.

The player controlling the Vindictor makes an Armour save.

MOVE
5"
HEALTH 2
3+ SAVE
1
CONTROL

• STORMCAST ETERNALS WARSCROLL •

VINDICTORS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Stormspear	2	3+	3+	1	1	Anti-charge (+1 Rend)

✘ Any Combat Phase

HOLD THE SHIELDWALL: *The Vindictors retinues are the shieldwall upon which the forces of ruin shatter.*

Effect: If this unit did not charge this turn and is in combat with an enemy unit that charged this turn, roll a dice. On a 4+, this unit has **STRIKE-FIRST** for the rest of the turn.



KEYWORDS

INFANTRY, ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER

MOVE
5"
HEALTH 2
5+ SAVE
1
CONTROL

• KRULEBOYZ WARSCROLL •

GUTRIPPAZ

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Wicked Hacka	2	4+	3+	-	1	Crit (Mortal)

U Any Combat Phase

SCARE TAKTIKZ: *Gutrippaz use all manner of means to unnerve and intimidate their foes.*

Effect: Roll a dice. On a 3+, subtract 1 from hit rolls for attacks that target this unit this phase. This ability has no effect on attacks made by **HEROES**.



KEYWORDS

INFANTRY, DESTRUCTION, KRULEBOYZ



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:

WARHAMMER-COMMUNITY.COM/WARHAMMER-AGE-OF-SIGMAR-DOWNLOADS/

START OF TURN

Start of the Battle Round 13

HERO PHASE

Commands 29

Magic 33

MOVEMENT PHASE

Coherency 15

Terrain 16

SHOOTING PHASE

Shooting Phase Abilities 14

Shooting Attacks 17

CHARGE PHASE

Charge Phase Abilities 14

COMBAT PHASE

Combat Phase Abilities 14

Combat Attacks 17

END OF TURN

Objectives 27

End of Battle Round 27

DICE

5

MEASURING DISTANCES

5

KEYWORDS AND ABILITIES

7

DEPLOYMENT

11

MAKING ATTACKS

Attack Sequence 17

Damage Sequence 19

Ward Saves 19

Special Rules 23

ADVANCED RULES

Commands 29

Terrain 31

Magic 33

Army Composition 35

Battle Tactics 40



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:

ENHANCEMENTS:

BATTLE FORMATION:

LORES:

START OF TURN

HERO PHASE

MOVEMENT PHASE

SHOOTING PHASE

CHARGE PHASE

COMBAT PHASE

END OF TURN

NOTES

Tips for Running Multiplayer Games

Typically, games of Warhammer are played between two people, but they can be played with any number of players and in many different ways. Games can be small or large, and they can be one vs one, team vs team, or even a giant free-for-all. The possibilities are endless.

Below are some suggestions for different ways to play 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 or 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.

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 in which 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 or 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.