

# Beyond the Resource Pack



## Other Warhammer Games

Your Warhammer Alliance Resource Pack features material from our two largest games – the gritty, futuristic Warhammer 40,000, and the vast and fantastical magical realms of Warhammer Age of Sigmar. Your Battle Honours booklet also uses these games to illustrate various activities.

Your participants will find plenty to enjoy in these games and settings, but you can run sessions with your group – and complete tasks in the Battle Honours programme – using miniatures for any Warhammer game. Also, most miniatures can be used in more than one game – a Warcry warband can become the core of a Warhammer Age of Sigmar army, for example. Most hobbyists find that they enjoy more than one Warhammer game or setting, so let's take a look at what else is available.

## Skirmish Games

### Kill Team

Part of the Warhammer 40,000 setting, this game uses a small number of miniatures per player, making it an attractive prospect for smaller groups while still allowing them to experience the full range of building, painting, and gaming tasks. Kill Team is also played in a small space, and games run quickly – perfect for clubs.

Players: 2



Time:  
90-120 minutes



### Warcry

Similar to Kill Team, but set in the Mortal Realms of Warhammer Age of Sigmar. The action is fast and cinematic, with small warbands clashing for glory. This allows your club members to focus on customising the way they look, trying lots of new strategies and tactics, and generally getting a lot out of their time. Once you get used to the rules, Warcry games can easily be completed in a lunchtime.

Players: 2



Time:  
30-60 minutes



## Earning Battle Honours Stamps

A game of Warcry or Blood Bowl can count for a Play activity stamp, exactly like a game of Warhammer Age of Sigmar can. Painting a hero from Cursed City can take the place of painting a character, or building some of the monsters could count for the Reinforcements activities. For more information about earning rewards for completed tasks or adapting things to other games and settings, speak to the staff at your nearest Warhammer store. They'll be happy to offer additional support to you and your club.

## Miniatures Board Games

### Blood Bowl

The original game of fantasy football combines the brutal action of full-contact sports with Orcs, Elves, Goblins, and the like for a hilarious and chaotic game. If members of your club enjoy sports, this could be a big hit. With relatively small teams, it's also possible to have a smaller club paint up a few of their favourite characters to build up a combined team.

Players: 2\*



Time:  
60-80 minutes



### Warhammer Underworlds

This game combines the action of a miniatures-based strategy game with the tactics and planning of a deck-building card game. It features a very simple entry point, with a box of just a handful of push-fit models combined with a set of cards that can be used to play straight away. The game is quick to learn, but there's plenty of room for devious plays, so it's great for groups that enjoy fast action and friendly rivalry.

Players: 2\*



Time:  
30-60 minutes



*\* up to 4 players with a second box*

### Warhammer Quest: Cursed City

Warhammer Quest is an excellent cooperative board game for tight-knit clubs. Players each take control of one or two heroes, then work together to free a population of beleaguered citizens under the rule of cruel vampire masters. A single Cursed City box makes a great group project, with lots of different monsters and characterful heroes that can be shared out to paint and then become a proud possession of the club, showcasing their achievements together. This game also features campaign elements, allowing the club to progress through a series of adventures and eventually complete the game!

Players: 1-4\*



Time:  
120-180 minutes



*\*per game - a campaign can have many more players, with different heroes taking part in each adventure according to who is around to play.*



Warhammer Quest: Cursed City