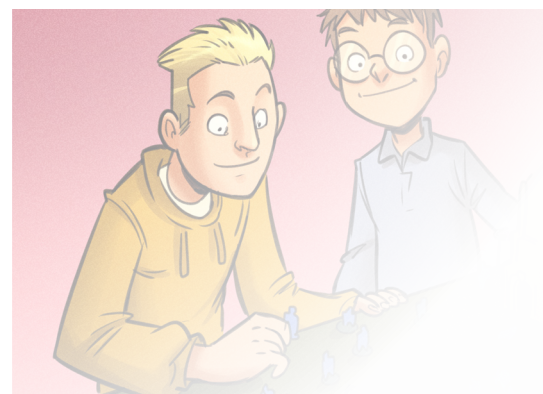
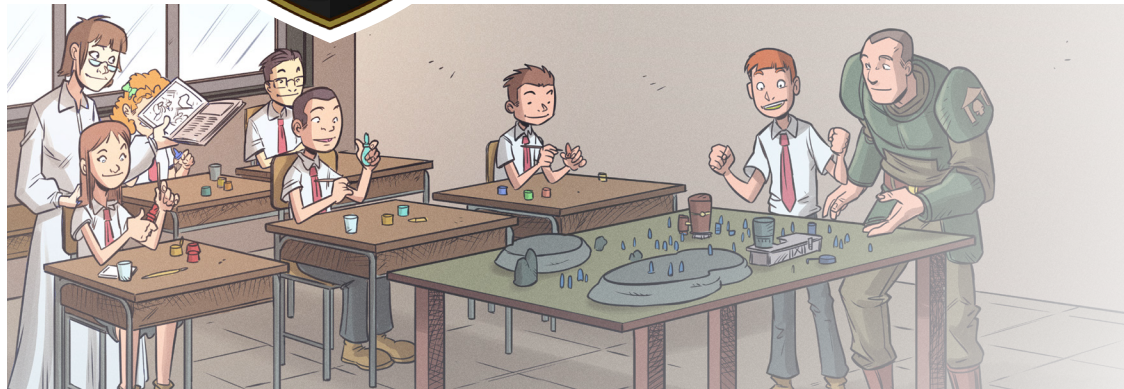
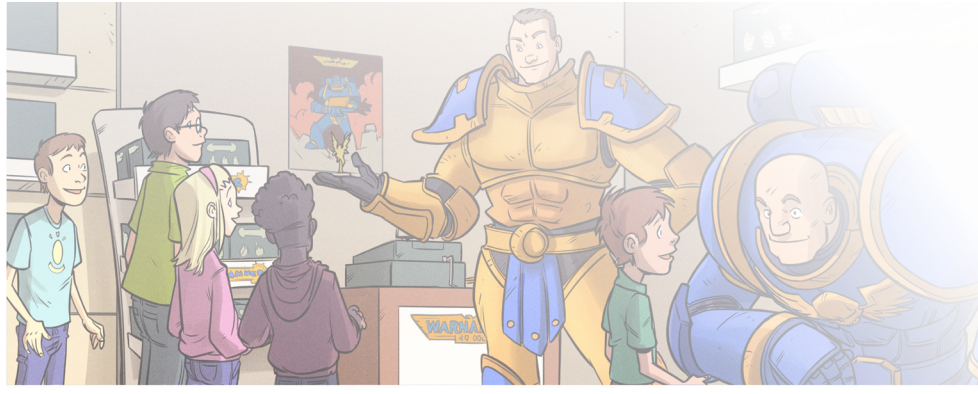
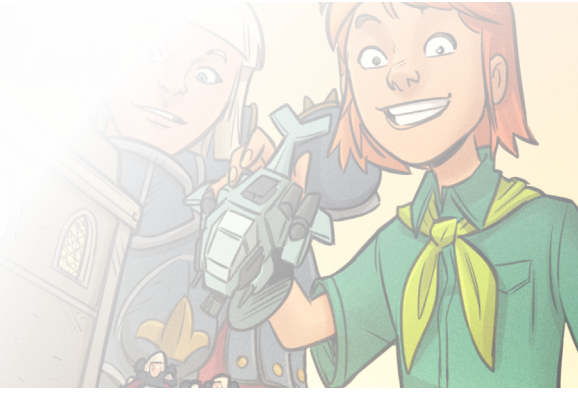


WARHAMMER ALLIANCE LEADER'S GUIDE



2023-24

INTRODUCTION



Welcome to the Warhammer Alliance, a network of teachers and youth leaders who are using the hobby of Warhammer to nurture skills in young people across the world. Our aim is to provide you with the tools to support group learning in mathematics, engineering, literacy, art, and design, and the acquisition of life skills via building, gaming and reading.

This handy guide details what is included in your Warhammer Alliance box. It also walks you through what content you can find on our dedicated website, including ready-made plans, bonus activities and more, helping you shape a group that supports the learning outcomes for your organisation.

As a leader in the Warhammer Alliance, you are never alone. Access helpful online resources and videos at a click of a button or visit one of our friendly staff in your local Warhammer store.

WHAT'S IN THE BOX?

We've provided you with everything you need for 12 students to learn to build, paint, and play in the worlds of Warhammer via our specially designed Warhammer Alliance pack.

- 12x Activity Magazine Packs
- 12x Stormcast Eternals Vindictors miniatures
- 12x Space Marine Intercessor miniatures
- 12x Kruleboyz Gutrippaz
- 12x Necron Warriors
- 10x Citadel Base Paints
- 12x Starter Paint Brushes
- 12x Six-sided Dice



ONLINE RESOURCES FOR LEADERS

Our dedicated Warhammer Alliance website has everything that you need to run your first club sessions. All of our resources are available as printer-friendly, downloadable PDFs. If you require assistance using our resources, you can ask staff in your nearest Warhammer Store to point you in the right direction.



- A digital version of the Alliance Activity Magazine
- Advice for setting up and running your club
- Premade activity plans designed to last up to six weeks
- Bonus activities and games pack, including minigames, colouring pages and more
- Extended health and safety information
- Further information about the products and games offered by Games Workshop, including a guide to using the rules and support for multiplayer games

WARHAMMER-ALLIANCE.COM

LEARN MORE ABOUT THE GAMES

The Warhammer Age of Sigmar and Warhammer 40,000 websites are great ways for you to learn more about the games, as well as access rules and information to answer any of your participants' questions.

Scan the QR codes or visit ageofsigmar.com and warhammer40000.com



AGEOFSIGMAR.COM



WARHAMMER40000.COM

HEALTH AND SAFETY

The Warhammer hobby involves the use of tools, glues, and paints to build and create beautifully detailed miniature models to use in games. Always follow your organisation's safety guidelines and policies. Extended health and safety guidelines for products included inside the box, as well as a template for carrying out risk assessments, can be found in our online leader's resources.

- All of our paints are water-based acrylics and are safe to use. However, if spilt on some fabrics they may leave a permanent stain.
- Modelling cutters may be required to remove individual pieces from a frame in order to build the model. Cutters have sharp edges, similar to wire cutters or nail clippers.
- Recommended age logos and safety warnings are displayed on most of our products. These are in place for a variety of reasons including small parts, age appropriateness or the contents may contain something restricted by law, such as solvents. We advise that you obtain permission from any young person's parent if they are under the age displayed.

GET YOUR GROUP INVOLVED WITH BATTLE HONOURS!

Have you finished your lesson plans or exhausted the contents of your Alliance box? If so, you may be interested in signing your members up for our Battle Honours programme.

Battle Honours is a new programme that makes Warhammer more accessible to players of all ages and skill levels. With Battle Honours, your budding young hobbyists can take on a new challenge to earn free rewards from their nearest Warhammer Store. The programme teaches young people to set and meet goals whilst learning about Warhammer 40,000 and Warhammer Age of Sigmar.

Check out the official Battle Honours website, or read about it on the Alliance website. You can also find a printable advice sheet on using Battle Honours in your club in our online resources.

BATTLEHONOURS.WARHAMMER.COM

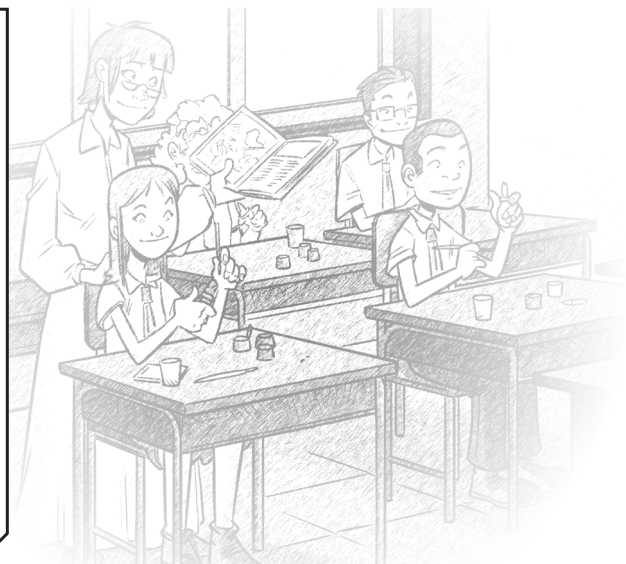
NEED SUPPORT?

Warhammer is here to ensure leaders have an easy and enjoyable time running their clubs. There is always support available for you on the Alliance website - we're only an email away.

WARHAMMER-ALLIANCE.COM

You can also contact your local Warhammer Co-ordinator for further advice, or even ask the staff at your nearest friendly Warhammer store. Use the website to find your nearest store today.

STORES.WARHAMMER.COM





USING THE RESOURCE BOX

Even if you have no prior experience of the Warhammer hobby, it has never been easier to get involved in our worlds. In this section you will find a step-by-step guide to what exactly Warhammer is, an introduction to Warhammer 40,000 and Warhammer Age of Sigmar, and a copy of the model building instructions included in the Alliance Magazine.

WHAT IS WARHAMMER?

This section will go into greater detail about what kind of game Warhammer is, how young people can play it, and what kind of fantasy and sci-fi settings they can explore using the contents of the box.

HOW TO BUILD: SPACE MARINES & NECRONS

Here you will find a copy of the building instructions for the Space Marine Intercessor and Necron Warrior models included in the box. The pictorial guides and easy push-fit style of the models will make learning to build easy for both members and leaders.

HOW TO BUILD: STORMCAST & KRULEBOYZ

Here you will find a copy of the building instructions for the Stormcast Eternals Vindictor & Kruleboyz Gutrippa models included in the box. Much like the previous pages, this section contains simple and easy-to-follow pictorial guides.

HOW TO PAINT

Whether you've never picked up a brush in your life, or have limited prior experience, this simple walkthrough will teach you how to use our Citadel miniature paints.

NEXT STEPS

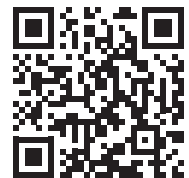
Whilst the Leader's Guide contains a wealth of information and ideas with which to use your Alliance Pack, this page will help you think about where to take the club after you finish our pre-prepared material.

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](https://stores.warhammer.com)



INTRODUCTION

USING THE BOX

CLUB SET-UP

HEALTH AND SAFETY

SESSION PLANS

GAMING TOOLS

EXTRA ACTIVITIES



WHAT IS WARHAMMER?

Warhammer is the world's greatest miniatures game, and players can choose from hundreds of stunning models to collect, build and paint. Your members can dive into immersive sci-fi and fantasy worlds, create an army, and clash in a tabletop battle against their friends. Warhammer games are played on board game-sized mats that fit neatly onto tables. Six-sided dice are rolled to make attacks, and players move their models by measurement in inches.

Whether you have participated in the Warhammer hobby yourself, or are looking to supervise your club members with no prior experience, the Leader's Guide PDFs will equip you with enough information to get your club up and running and will help you to use the Warhammer Alliance Pack to its fullest capacity.



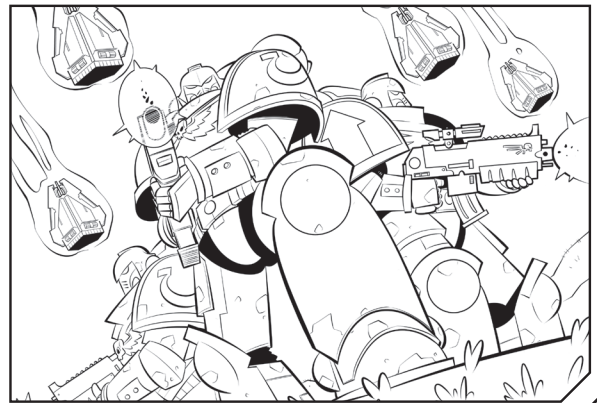
Warhammer 40,000 is the world's most popular tabletop miniatures game, set in a nightmarish vision of our own future. Whether you choose to fight for humanity or watch the galaxy burn is up to you.

Set in the futuristic 41st millennium of our universe, Warhammer 40,000 is a beloved battle game where hobbyists collect and build armies to wage war on the tabletop.

FACTION FOCUS: SPACE MARINES

There is no combat theatre in which the Space Marines cannot excel, no foe they cannot overcome, and no danger they dare not face. There are hundreds of different Space Marine Chapters with proud honour rolls and magnificent martial histories.

The lightning-fast campaigns of the Space Marines are conducted with such spectacular brutality that they have come to be known as the Angels of Death.



The Age of Sigmar is an epic setting in which heroes, gods, and monsters clash upon the fantastical battlefields of the Mortal Realms.

It is a gateway to a world of thrilling adventure and deadly peril, where the mighty champions of the God-King Sigmar fight to defend mortalkind against soul-hungering daemons, undead horrors, and hordes of war-crazed brutes.

FACTION FOCUS: STORMCAST ETERNALS

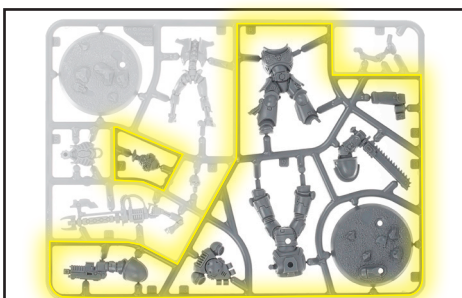
Chosen by the God-King and empowered by the celestial tempest, the Stormcast Eternals are Sigmar's great hope for reclaiming the realms. They fight at the forefront of the crusades, their might and battle prowess pitted against the many horrors that threaten mortalkind. Even death cannot claim them, for should they fall, their souls return to Azyr to be Reforged and sent back to the war.



SPACE MARINE ASSAULT INTERCESSOR

There is no combat theatre in which the Space Marines cannot excel, no foe they cannot overcome, and no danger they dare not face. There are hundreds of different Space Marine Chapters with proud honour rolls and magnificent martial histories to call their own. The lightning-fast campaigns of the Space Marines are conducted with such spectacular brutality that they have come to be known as the Angels of Death.

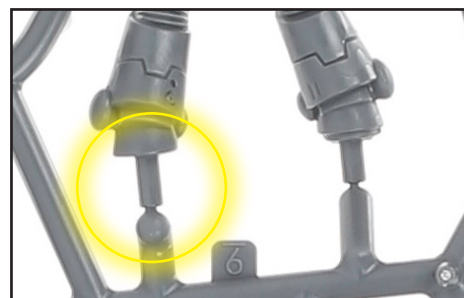
Building models is a really fun part of the Warhammer hobby. Now, it's time to assemble your first miniature! To build this Space Marine Intercessor, follow the instructions laid out below. The assembly diagram will show how the pieces fit together.



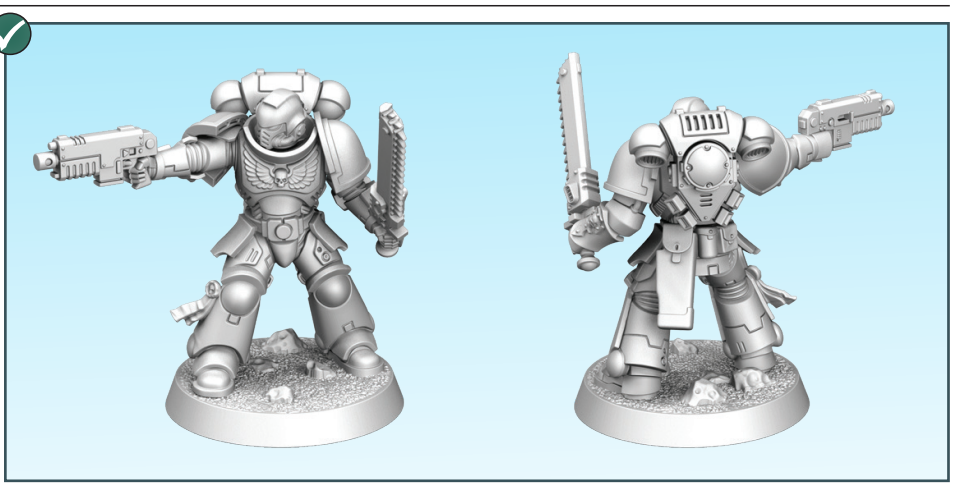
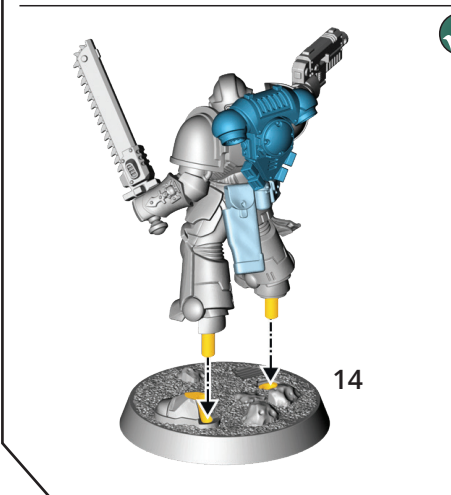
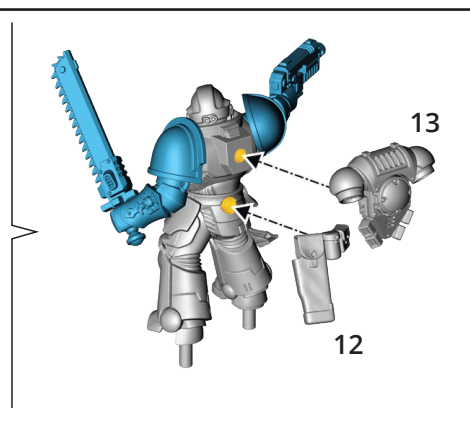
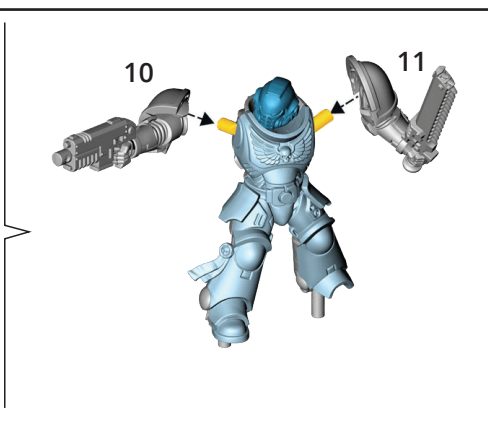
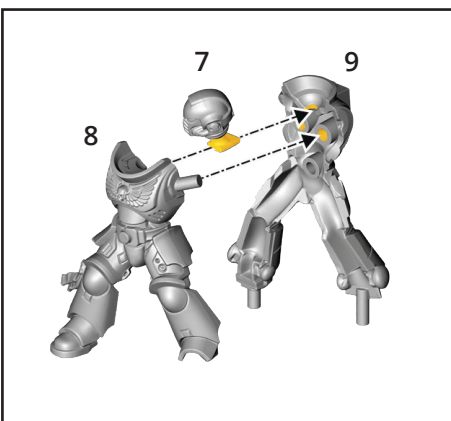
Citadel models come on a plastic frame. Each piece is numbered to match the assembly diagram below.



Each piece can be pushed off the frame. Just find the piece you need and disconnect it at the points shown by the arrow symbols.



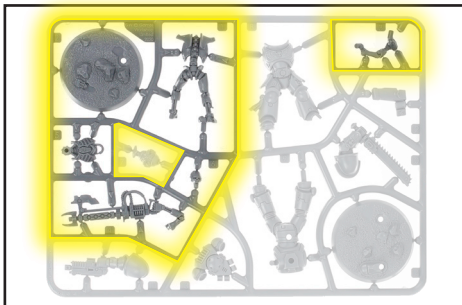
Your Intercessor is a push fit model. This means that it has pegs that, when pushed together, secure the model without needing glue.



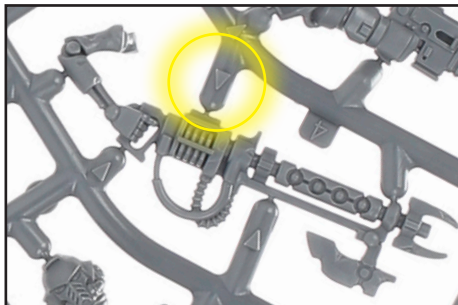
NECRON WARRIOR

The Necrons are an immortal race of androids that ruled the galaxy in a long-forgotten era. Now, having slumbered in stasis for millennia, they are rising up to reclaim it. With self-repairing bodies and weapons of cosmic devastation, the Necrons are a terrifying enemy. Rumour holds that their long sleep has damaged their sanity, transforming many of them into mindless monsters.

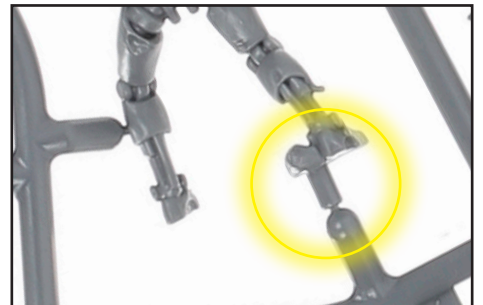
To build this Necron Warrior, follow the instructions laid out below. The assembly diagram will show how the pieces fit together.



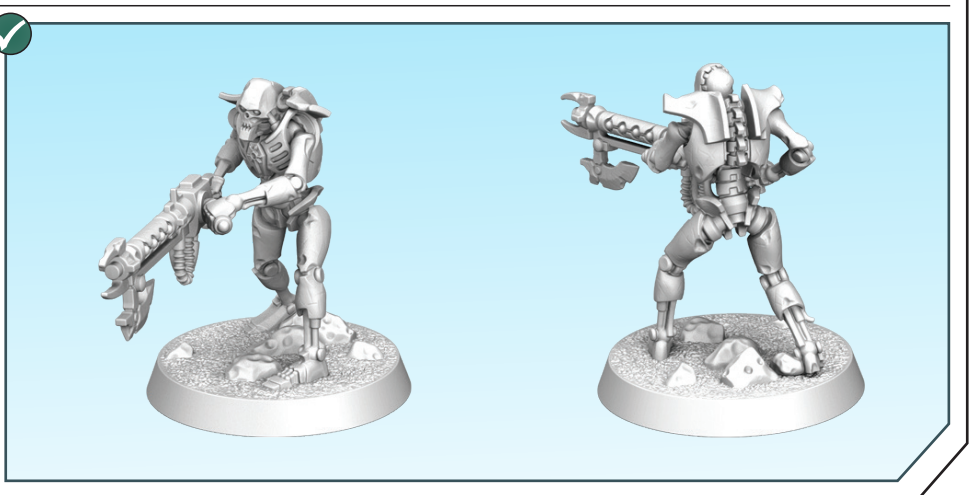
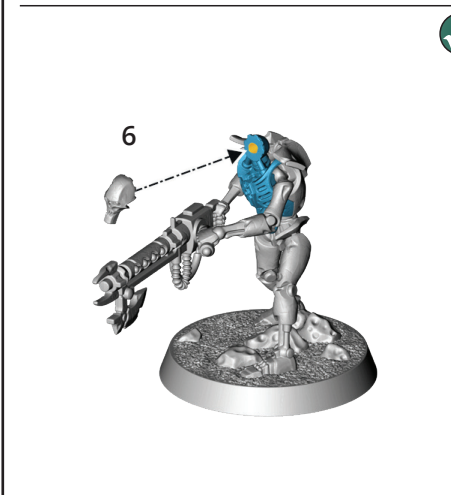
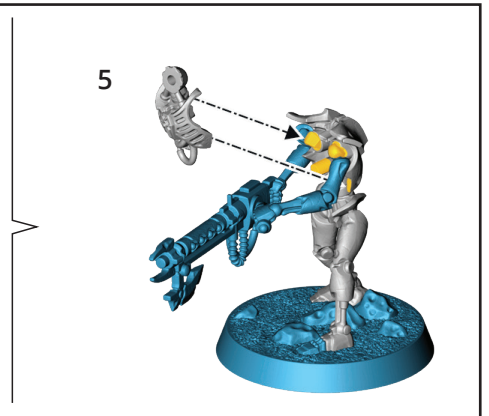
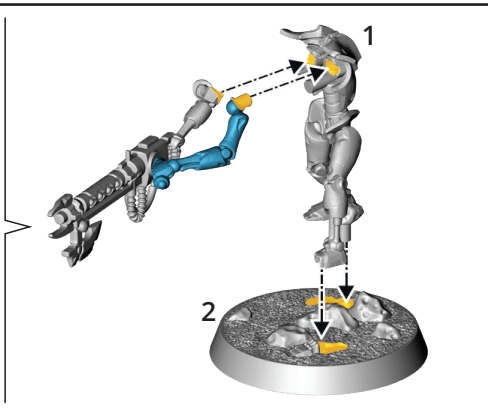
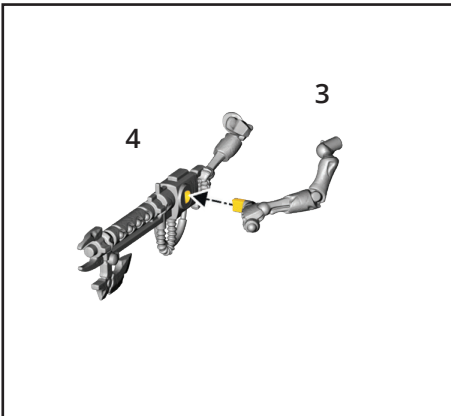
Citadel models come on a plastic frame. Each piece is numbered to match the assembly diagram below.



Each piece can be pushed off the frame. Just find the piece you need and disconnect it at the points shown by the arrow symbols.



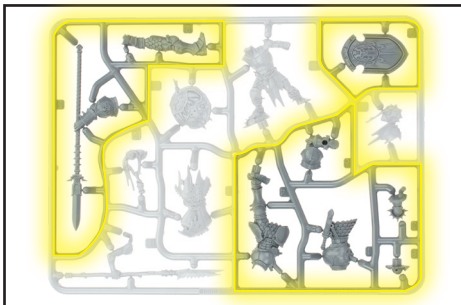
Your Necron Warrior is a push fit model. This means that it has pegs that, when pushed together, secure the model without needing glue.



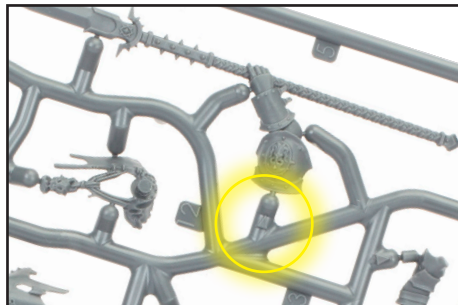
STORMCAST ETERNALS VINDICTOR

Chosen by the God-King and empowered by the celestial tempest, the Stormcast Eternals are Sigmar's great hope for reclaiming the realms. They fight at the forefront of the crusades, their might and battle prowess pitted against the many horrors that threaten mortalkind. Even death cannot claim them, for should they fall, their souls return to Azyr to be Reforged and sent back to the war.

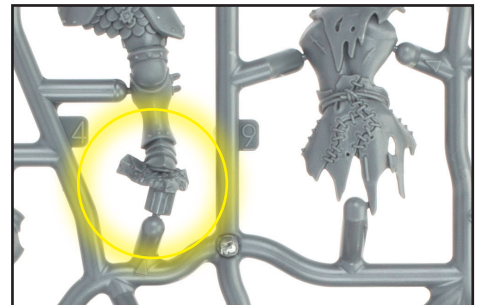
Building models is a really fun part of the Warhammer hobby. Now, it's time to assemble your first miniature! To build this Stormcast Eternals Vindictor, follow the instructions laid out below. The assembly diagram will show how the pieces fit together.



Citadel models come on a plastic frame. Each piece is numbered to match the assembly diagram below.



Each piece can be pushed off the frame. Just find the piece you need and disconnect it at the points shown by the arrow symbols.



Your Vindictor is a push fit model. This means that it has pegs that, when pushed together, secure the model without needing glue.

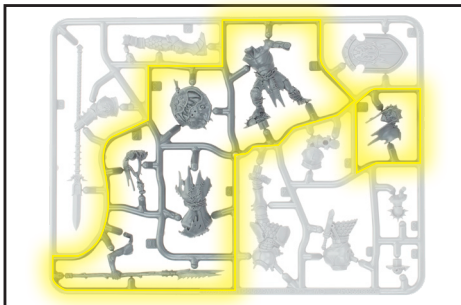
The assembly diagram is divided into several sections:

- Step 1:** Shows the head (1) being attached to the neck (2) of the torso (3).
- Step 2:** Shows the torso (4) being attached to the body.
- Step 3:** Shows the leg (5) being attached to the body.
- Step 4:** Shows the arm (6) being attached to the body.
- Step 5:** Shows the shield (7) being attached to the arm.
- Step 6:** Shows the head (8) being attached to the neck.
- Step 7:** Shows the Vindictor being placed on a 40mm base.
- Step 8:** Shows the final completed Vindictor model on a 40mm base.

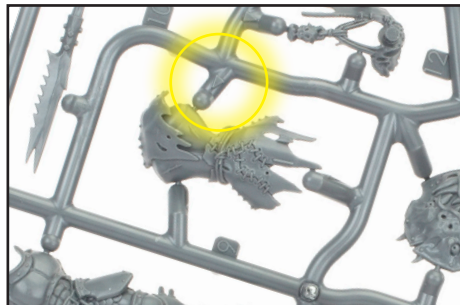
KRULEBOYZ GUTRIPPA

From the stinking bogs and mires of the realms emerge the armies of the Kruleboy orruks. For these greenskins, battle is not solely a means of proving their 'ardness. It is also a way to humiliate others, and the many kunnin' tricks habitually employed by the Kruleboyz are as spiteful as they are efficient.

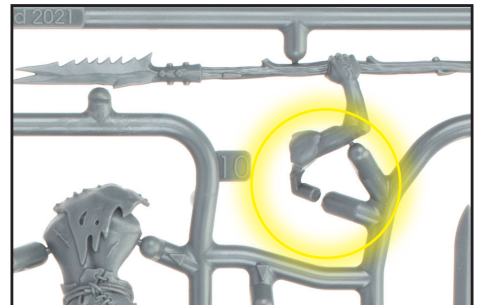
To build this Kruleboy Gutrippa, follow the instructions laid out below. The assembly diagram will show how the pieces fit together.



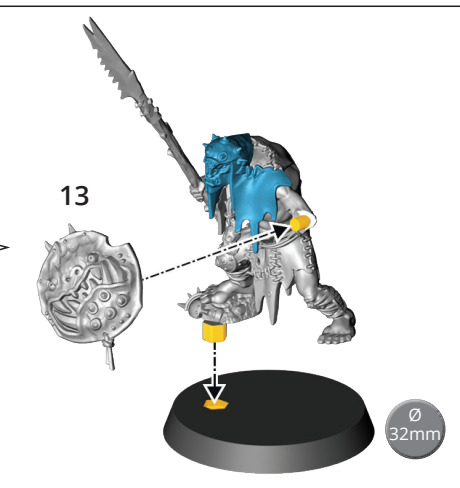
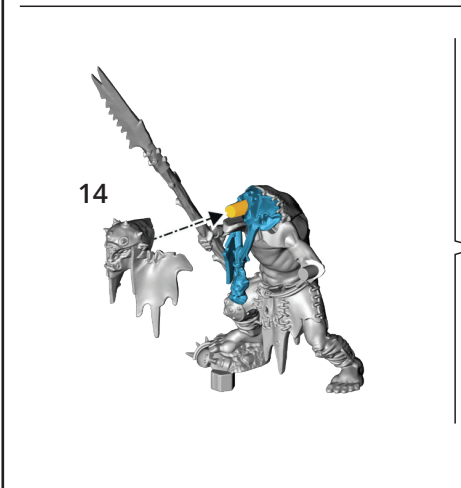
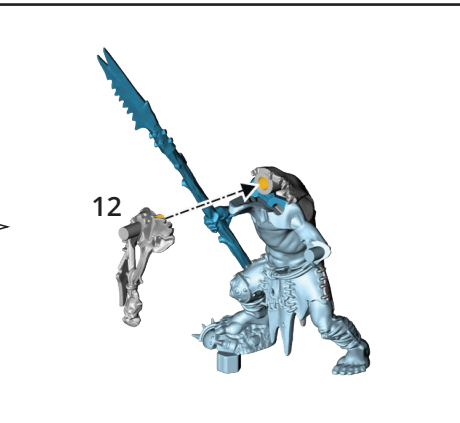
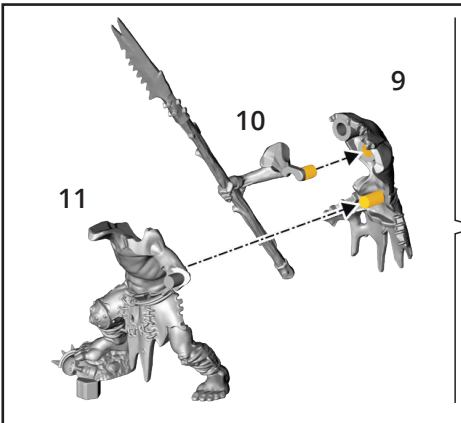
Citadel models come on a plastic frame. Each piece is numbered to match the assembly diagram below.



Each piece can be pushed off the frame. Just find the piece you need and disconnect it at the points shown by the arrow symbols.



Your Gutrippa is a push fit model. This means that it has pegs that, when pushed together, secure the model without needing glue.



HOW TO PAINT WARHAMMER



Painting miniatures is one of the most satisfying parts of the Warhammer hobby. You'll find your skills start to grow with practice, and soon you'll know plenty of painting techniques to bring your miniatures to life.

Make sure the lid of your chosen paint is firmly shut and give the pot a quick shake.



This should be done for all Citadel paints before you use them.

Using a clean brush, put a small amount of paint on the paint palette provided.



Using a palette will allow multiple group members to easily share paint.

Before you dip your brush into the paint, wet the bristles first.



Citadel paints are designed to be watered down a little so paint will go onto the model more smoothly.

Paint your chosen colours 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 thoroughly between each colour you use.



Getting the paint out of the bristles keeps your colours clean and preserves the brush.

After all of the areas are painted, finish the model by tidying up any sections as required.



It's OK to go back and neaten up areas that you think you can improve.

FIND OUT MORE

The Citadel paint range has all the colours that you need, and the Citadel Colour app and website have all the information. There's advice on colours, painting guides, tips on special effects, and more.



CITADELCOLOUR.COM



NEXT STEPS

If you have used up the introductory content provided by the Warhammer Alliance box and Leader's Guide, you may be wondering where to go from here. Below is a list of suggestions on where to steer your club now your members (and you!) have got to grips with the basics.

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USING THE BOX

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GAMING TOOLS

EXTRA ACTIVITIES

BATTLE HONOURS

Once you have finished working through the Resource Pack, Battle Honours is the best next step for your club members to take. The programme challenges participants to set and meet goals and complete activities whilst learning about Warhammer 40,000 and Warhammer Age of Sigmar. Just by finishing the Resource Pack, young people will have already completed at least six Battle Honours activities.



Check out our page on Battle Honours on the Warhammer Alliance website.

CHECK OUT THE CORE RULES BOOK

Our hardcover publications of the Core Rules for Warhammer 40,000 and Warhammer Age of Sigmar contain all-new missions and battleplans. There is also a lot more to read about the settings and characters within them. You can always read the rules on the App, but the books contain a lot of rich new content to discover that will help you direct bigger, more narrative-focused games.

CODEXES AND BATTLETOMES

Each playable army within the games also has a more in-depth rule set, known as a Codex in Warhammer 40,000, and a Battletome in Warhammer Age of Sigmar. We recommend Codex: Space Marines or Battletome: Stormcast Eternals to match the contents of your Alliance Box, or you can download rules for your models on the Apps. If your young people move on to playing bigger games or collecting their own models, these books are a good place to start.

TOOLS AND GLUE

Once you have built all the models provided by the box, your members may start bringing in models that require different tools and glue to build. Not all models are easy-build; many advanced models require plastic glue to assemble. You should only allow the use of this glue with supervision, and make sure to check out both our Health and Safety document, and any relevant safety information on the products. Having plastic glue in your clubspace can be useful for fixing models broken during games as well.

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



CLUB SET-UP AND SUPPORT

Whether you are creating a club within a school environment or for an external organisation, this document will provide tips and tricks to help you get your club off the ground. In this document, you will find information on:

SETTING UP YOUR WARHAMMER CLUB

Every organisation is different when it comes to club guidelines. Here you will find some basic guidelines to help with starting a Warhammer club, though make sure to look into how your school or group runs their clubs.

ADVICE FOR RUNNING YOUR CLUB

Additional advice that may help you in setting goals for your members, keeping your club inclusive, and documenting member progress.

PRINTABLE CODE OF CONDUCT

A printable A4 sheet laying out rules for members to follow during games of Warhammer. These will encourage fairness and good sportsmanship. Feel free to write your own using these as a guideline if you'd prefer!

PRINTABLE REMINDER CARDS FOR MEMBERS

A printable sheet that members can fill in and take home detailing what they will need for next session.

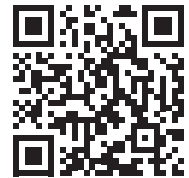
PRINTABLE SELF-EVALUATION FORM FOR MEMBERS

A printable sheet that members can fill in, helping them to reflect on their own improvements and work out their goals for the future.

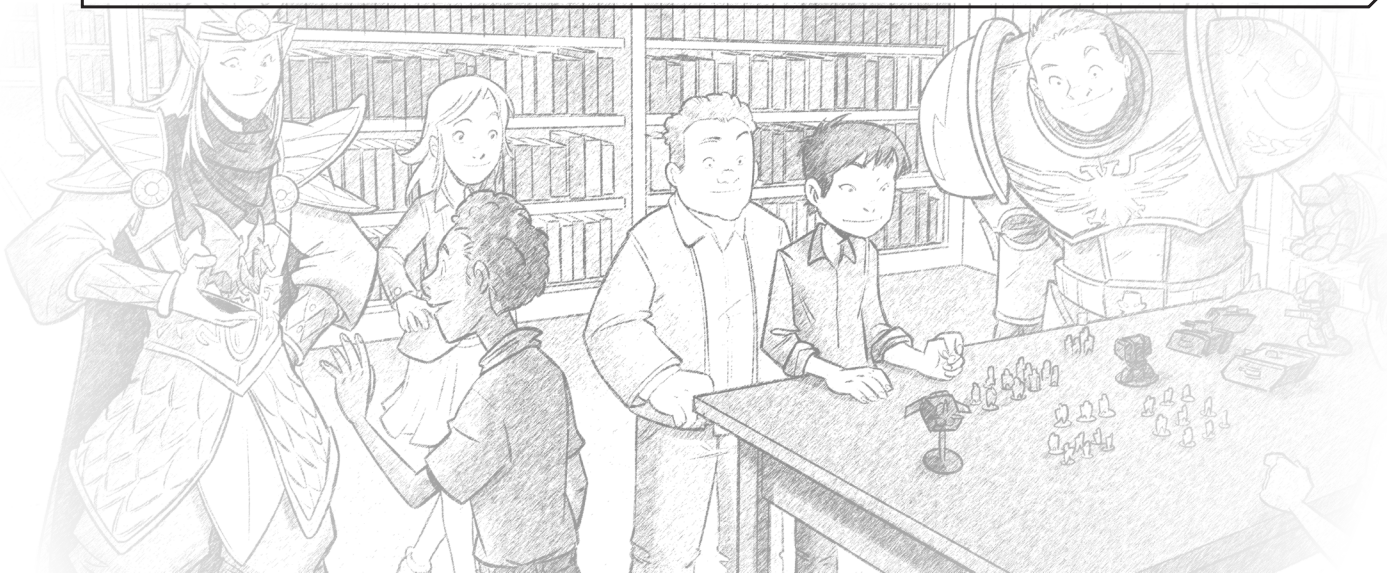
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SETTING UP YOUR WARHAMMER CLUB

Wherever your meeting place, successful clubs start with great planning and good communication. Use this guide to help you get organized. Please note that many schools will already have their own guidelines for starting clubs, so if your organisation is a school, please defer to your own guidelines if you have them. When setting up your club, you should:

GET PERMISSION TO START A CLUB

If you aren't the decision maker in your organization, check with them before you run a Warhammer activity. Make sure you are prepared to talk about the learning benefits, cost and what the hobby is before you have this conversation.

DECIDE ON A BUDGET IF APPLICABLE

Will you need to provide supplies or pay for a venue?

FIND A SUITABLE VENUE

Think about the potential number of attendees and their seating and table requirements. Your club will also need access to water for painting and lockable storage for supplies.

SET A DAY AND TIME

Ensure the day(s) and times you run the club will be easily accessible for members. Successful clubs will stick to a regular session to allow participants to plan their weekly timetable.

PREPARE A PARENTAL PERMISSION FORM

Most organizations will need a consent form signing for a young person to attend a club.

ADVERTISE YOUR CLUB TO ENCOURAGE MEMBERS

Make sure you communicate far and wide about your new club and why members should join. Consider making posters, running an assembly or meeting, and advertising in a newsletter or flyers. Remember, Warhammer might be new to many young people in your organization. Cover:

- What the club is
- When and where it is
- Why it's fun
- Who it's for (are there age restrictions, etc?)
- What the members will need to take part - where do they go to sign up and get a permission form, and do they need to bring anything with them?

PLAN YOUR FIRST SESSIONS

Ensure you are prepared with everything you need. Refer to the 'Activity Plans' PDF for ready-made session plans. Your plan should also cover:

- A choice of activities for young people with experience of the hobby - this could be a separate table/ area for them to sit. They may need extra instructions on what to bring beforehand or the opportunity to plan what they want to do in advance.
- Providing a structure for new starters to feel welcome and be supported to learn.
- If your organization covers different ages and abilities, will you offer a variety of sessions?
- How you will set rules and behaviour expectations.

START THE CLUB!

Enjoy your time running the session. Get feedback from your young people to ensure the club is shaped by them moving forward. Read the 'Next Steps' section for more ideas to help set it up and continue.

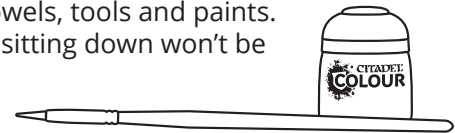
ADVICE FOR RUNNING YOUR CLUB

ORGANISING YOUR CLUB SPACE

Warhammer is a hobby full of all kinds of things to do! Think about setting up a meeting place that reflects choice and discovery. Depending on how many young people attend, for each session, set up at least three distinct areas young people can access. These can include:

A HOBBY AREA FOR BUILDING AND PAINTING MODELS

This space should ideally have covered tables, water pots, paper towels, tools and paints. It should be in an area that has plenty of space around it, so those sitting down won't be accidentally nudged if someone walks by.



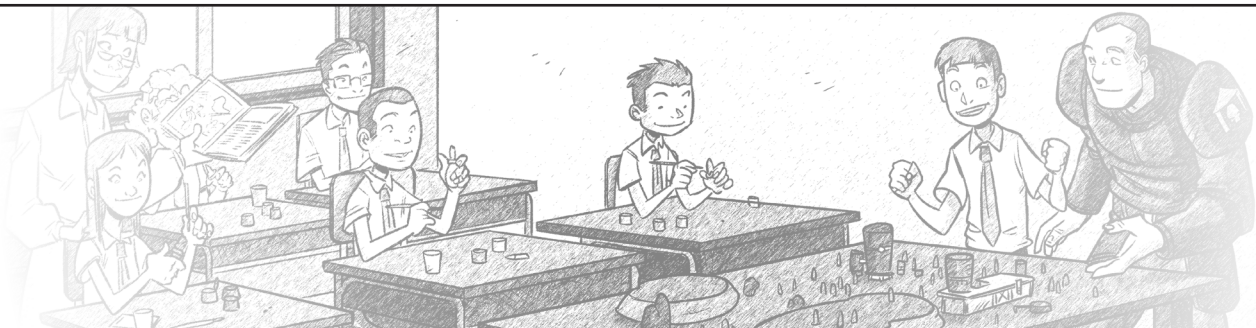
AN AREA FOR PLAYING GAMES

This space should ideally have boards and scenery for players to construct mighty battles and tell epic stories! Games may be quite exuberant when in progress, so this area should be in a place where noise, being stood up and moving around won't disturb others. Think about supplying an extra set of dice, rulers and a stack of rules too.



A SET ACTIVITY AREA

Provide an area with a choice of activities that young people can be supported to do. This could be for new starters and young people who may not have brought their own models or supplies that session.



SETTING GOALS

Working towards a goal will help keep individuals and the club focused and well-attended. This is a great way for the group to work together to decide goals democratically.

Ideas for goals could be:

- Running an inter-club competition, such as a model-painting competition
- Contributing to a group project, such as creating a game board or scenery
- Designing a campaign to run through a number of sessions. (A campaign is a series of games connected by a story, where the outcome of each game will have an effect on the next)
- Identifying an area of personal development such as improving painting skill or building confidence and assigning members of the group to tasks to help. This PDF includes a printable sheet that can be filled in by members, helping them to identify areas they have improved and wish to work on in the future.



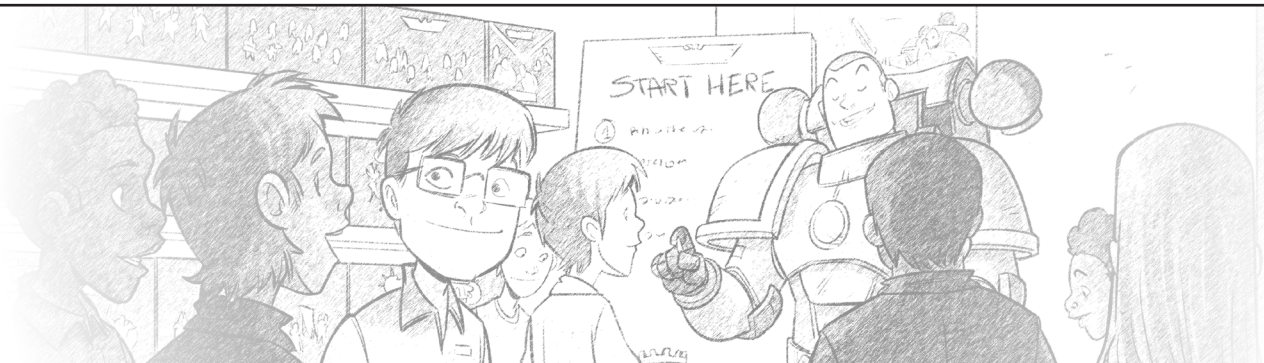
ADVICE FOR RUNNING YOUR CLUB

KEEPING IT INCLUSIVE

Ensuring that your club is inclusive to every young person who is interested is important to keep it accessible and enjoyable.

Some tips are:

- Provide some basic supplies and boxed games that young people can use if they've forgotten their things, are finding out more, or saving up their money to buy the thing they really want.
- Utilise general supplies you have access to, such as paper, card, scissors and materials destined for recycling to set free and engaging board and scenery design projects.
- Ensure that you hold regular introductory events to answer questions and help new members feel welcome to join.
- When new members arrive, ensure they are supported to learn about the hobby and make new friends.
- Monitor the group and ensure every member is included in decisions, activities and games.



DOCUMENTING PROGRESS

It's important to help club members reflect on their work, evaluate their effort and set themselves goals to give them a sense of purpose. It may be an idea to track their progress and coach them to self-evaluate.

Some methods you can use are:

- Keeping a photographic portfolio of the models young people complete to show progression over time.
- Getting members to self-evaluate their work whenever they complete a model - we've included a form for this.
- Keeping a record of some key skills and how these are impacted through attending the club, such as:
 - Behaviour and attendance
 - Reading
 - Self-esteem and friendships
 - Maths
 - Art
 - Literacy
- Giving awards for improvements and hard work.



CODE OF CONDUCT

Playing Games of Warhammer can be intense, fast-paced and fun. There is nothing more epic than the clash of two mighty armies on the battlefield, and it's easy to get carried away. Always remember to think of your opponent and how they might be feeling, and as you enjoy yourself, always make sure to be polite and respectful.

That way, even those on the losing side can still walk away feeling that they've had a good time.

To ensure a good time for everyone, here are some helpful guidelines to follow.

Follow instructions from the leader at all times.

Glues and tools should only be used with permission from the leader.

Never bring in your own tools, glues or spray.

Ask permission before touching someone else's models.

Always come with the correct equipment for each session.

Label all of your belongings, including books.

Never give up on a game before it has finished.

Roll dice where your opponent can see them.

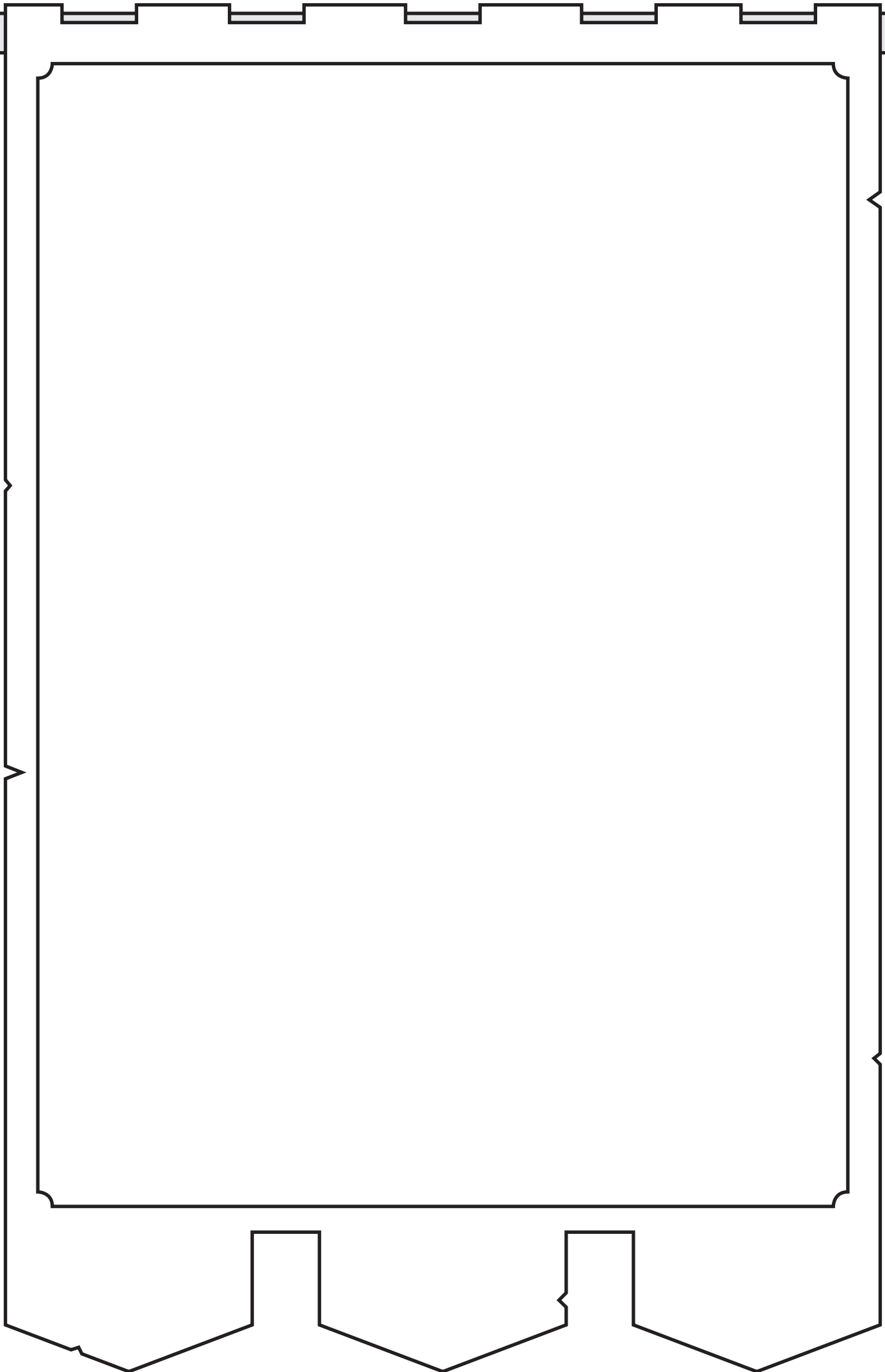
Respect everyone else's miniatures.

Let other people finish speaking before joining in.

Make sure everyone has a good time.

Be responsible with equipment.

Always help others.



NEXT SESSION I WILL BE:

GAMING

PAINTING

BOTH

PAINTING

I will be working on:

I NEED TO BRING:

Paintbrush

Models

Paint guide

LIST OF PAINTS:

GAMING

I have planned a game of:

My opponent is:

At (points/power level):

I NEED TO BRING:

Models

Dice

Tape Measure

Rules

Codex or Battletome

A boxed game

Other: _____

NOTES:

REMEMBER TO:

Pack models safely for transport.

Label all equipment with your name.

Ensure all paint lids are fastened securely.

EVALUATION FORM

DATE: _____

NAME: _____

MODEL: _____

ATTACH PICTURE OF
COMPLETED MODEL HERE

3 THINGS I LEARNED ABOUT PAINTING MINIATURES:

1 _____

2 _____

3 _____

THE PAINTS I USED WERE:

2 THINGS I LIKE ABOUT MY FINISHED MODEL:

1 _____

2 _____

1 GOAL I HAVE FOR MY NEXT MODEL:

1 _____



HEALTH AND SAFETY

This document will provide you with the information you should need to assess any risks that may be associated with Warhammer activities. The Warhammer hobby involves the use of tools, glues, and paints to build and create beautifully detailed miniature models to use in games. It's important to provide your group with a safe space to participate.

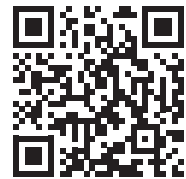
Some recommendations include:

- Always follow your organisation's safety guidelines and policies.
- Familiarise yourself with the equipment and demonstrate its use.
- Ensure there are the correct number of adults supervising the activity.
- Inform parents what the hobby involves.
- Store and transport tools in a tool-box or case.
- Store tool-boxes, glues and paints in lockable storage when not in use.
- Create a set of rules that all young people are required to follow in each Warhammer session.
- Make every attendee aware of the consequences for not following the session rules.

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](https://stores.warhammer.com)



EQUIPMENT SAFETY MEASURES

The following section highlights some important things you need to know about the products provided in your resource pack.

CITADEL PAINTS

All of our paints are water-based acrylics and are safe to use. However, if spilt on some fabrics they may leave a permanent stain. When attending club sessions, encourage young people to bring old clothes or supply them with aprons in case an accident occurs.



AGE RESTRICTIONS

Recommended age logos and safety warnings are displayed on most of our products. These are in place for a variety of reasons including small parts, age appropriateness or the contents may contain something restricted by law, such as solvents. It is important you check the packaging for every product you are using.

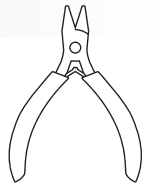
If your school or organisation requires risk assessments, include any age-restricted products. We also advise that you obtain permission from any young person's parent if they are under the age displayed.

OTHER COMMON PRODUCTS USED IN THE WARHAMMER HOBBY

This section highlights some of the common equipment used in the Warhammer hobby. Please check the packaging for every product you use, as this will contain the most up to date information. We recommend regularly assessing the safety measures for your group.

MODELLING CUTTERS

Modelling cutters are required to remove individual pieces from a frame in order to build the model. Cutters have sharp edges, similar to wire cutters or nail clippers. It is recommended that you demonstrate the safe use of these and monitor the use of them during club time. Provide a tool-box or case to carry tools in and lock this away when not in use.



CITADEL MOULDLINE REMOVER

A Citadel Mouldline remover is used to remove the raised areas on a model left over from the casting process, or the protrusions left from cutting the model pieces away from the frame. Provide a tool-box or case to carry tools in and lock this away when not in use.



Note: Many of our customers use a hobby knife for this purpose instead. The sale of hobby knives is very strictly controlled and you must be 18+ to buy them. We advise that you DO NOT allow hobby knives in your club, and that you prohibit young people from bringing their own in your club rules. As the Citadel Mouldline Remover does not have a sharp edge, it is safer to use.

CITADEL SPRAY PAINTS

Models should be undercoated before being painted to ensure Citadel Paints adhere correctly to the model. This is usually done using a Citadel Spray paint.

We recommend that any spray paint is used at the young person's home under the supervision of a parent, in a well ventilated area, and you prohibit young people from bringing spray paints in your club rules.

PLASTIC GLUE

Plastic glue is used to assemble plastic Citadel Miniatures that are not part of the 'Easy to Build' range (as the models we've supplied are). It works by melting the plastic as it is applied to form a bond with the connected piece as it dries. It cannot work on non-plastic items, such as skin.



If you are using plastic glue in your session, make sure you have permission from the young person's parent before you do so. Ensure it is used in a well ventilated area, and is closely monitored and locked away when not in use. It is also advisable that young people are prohibited from bringing their own hobby glue to the session to prevent potential accidents occurring with leakages.



CLUB SESSION PLANS

Here you will find six weeks' worth of club session plans. These can be used in schools or by meetings run by external organisations, 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: INTRODUCTORY SESSION

Often, clubs will include members from a wide variety of skill levels. You may end up with complete beginners joining alongside seasoned hobbyists. For that reason, you may find holding an introductory session to explore the worlds of Warhammer and take stock of your club's overall experience very helpful.

This session will focus on getting to grips with the Activity Magazine, allowing members to get to know each other and introduce them to the Warhammer background. You may also want to go over the contents of the box with them and outline how it will be used over the following six weeks.

SESSION 2: BUILD

This session will focus on getting started with the model kits provided in the Warhammer Alliance box. Find out from your members which of the four models they would like to build. If you do not have enough sprues for your club, you can reach out to your local Warhammer coordinator or nearest store for support.

SESSION 3: PLAN

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 models in the next session.

SESSION 4: PAINT

This session will allow members to start painting. Make sure they bring their models with them, or keep them within 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 5: PLAY WARHAMMER 40,000

This session will introduce the Warhammer 40,000 gaming system through a mini-game included in the Activity Magazine. Make sure to point your members in the direction of the Code of Conduct as well - it is important that they learn good sportsmanship and respect whilst playing games of Warhammer!

SESSION 6: PLAY WARHAMMER AGE OF SIGMAR

This session will introduce the Warhammer Age of Sigmar gaming system through a mini-game included in the Activity Magazine. Make sure to point your members in the direction of the Code of Conduct as well - it is important that they learn good sportsmanship and respect whilst playing games of Warhammer!

ACTIVITY MAGAZINE PAGE REFERENCES

The Activity Magazine 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**

SESSION 1: INTRODUCTORY SESSION

30 MIN

Often, clubs will include members from a wide variety of skill levels. You may end up with complete beginners joining alongside seasoned hobbyists. For that reason, you may find holding an introductory session to explore the worlds of Warhammer and take stock of your club's overall experience very helpful.

This session will focus on getting to grips with the Activity Magazine, allowing members to get to know each other and introduce them to the Warhammer background. You may also want to go over the contents of the box with them and outline how it will be used over the following six weeks.

YOU WILL NEED

- Activity Magazine
- Pen/Pencil



LEADERS SHOULD

- Familiarise themselves with the magazine and basic information about Warhammer prior to the session
- Support young people in researching the hobby

YOUNG PEOPLE WILL LEARN

- Where Warhammer 40,000 takes place [PAGE 2](#)
- What Space Marines and Necrons are [PAGE 6](#)
- Where Warhammer Age of Sigmar takes place [PAGE 4](#)
- What a Stormcast Eternals and Kruleboyz are [PAGE 8](#)

WHAT TO DO

1. Ensure each of your members receives a copy of the Activity magazine. Go through the magazine with them and explain how you will complete it over the six week period.
2. Explain what Stormcast, Kruleboyz, Space Marines, and Necrons are. If you have existing hobbyists in your club, it may be a good idea to open discussion to the members and encourage them to discuss their thoughts on the four factions.
3. If your club meetings are going to be regular weekly occurrences, encourage members to write down when and where the club meets, and at what time.

TOP TIP

Encourage members to start thinking of their own Stormcast Eternals Stormhost, Kruleboyz Warclan, Space Marines chapter, or Necron dynasty. There will eventually be a planning session to create their own using the activities provided in the extra activity pack, so having an initial brainstorm might be another good way to get members creatively involved and prepared.



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

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SESSION 2: BUILD



45 MIN

This session will focus on getting started with the model kits provided in the Warhammer Alliance box. Find out from your members which of the four models they wish to build. If you do not have enough sprues for your club, you can reach out to your local Warhammer co-ordinator or nearest store for support.

YOU WILL NEED

- Activity Magazine
- Unbuilt miniatures



LEADERS SHOULD

- Show how to follow a construction guide
- Support young people push together tricky parts

YOUNG PEOPLE WILL LEARN

- How to follow a construction guide
- How to support a friend

WHAT TO DO

1. Distribute plastic sprues to the group. Ensure each young person has a kit to build.
2. Demonstrate how to twist the pieces off the sprue, and then have the young people twist all the pieces off their frames. Use the palette card or other contained surface to keep all the pieces in one place. Those that finish early should support those who are struggling.
3. When the twisting is complete, follow the relevant construction guide. Warhammer 40,000 miniatures are on [PAGE 6-7](#) of the magazine. Age of Sigmar miniatures are on [PAGE 8-9](#).

TOP TIP

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



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

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SESSION 3: PLAN

30 MIN

This session will allow young people to come up with colour schemes and design their own custom Space Marine Chapters, Necron Dynasties, Stormcast Eternals Stormhosts, and Kruleboyz Warclans. These should have been introduced as concepts in the introductory session. These plans can then be used to paint their models in the next session.

The Activity Magazine has a section for this session, but if you require more copies of the templates a printer-friendly version can be found in the **Activities for your Club** pack on the Warhammer Alliance website.

YOU WILL NEED

- Activity Magazine
- Colouring pencils
- Extra Activities PDF (for larger groups)



LEADERS SHOULD

- Provide colouring pencils
- Encourage members to discuss their ideas
- If you have more members than Activity Magazines, prepare photocopies of the Plan Your Colour Scheme pages from the Activities for your Club pack or Alliance Magazine.

YOUNG PEOPLE WILL LEARN

- Explain how members can plan their colour scheme ready for starting to paint in the next session
- How to plan a colour scheme
- How to write their own stories for Warhammer 40,000 and/or Warhammer Age of Sigmar, depending on preference and which model they have chosen

WHAT TO DO

1. Explain how members can plan their colour scheme ready for starting to paint next week.
2. Encourage members to colour in the pages and create their own schemes **PAGE 10 - 13**
3. Towards the end of the session, gather everyone together as a group and encourage members to share their ideas

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 **Activities for your Club** pack. Make sure to bring extra print-outs so you can be prepared for anything.



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

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SESSION 4: PAINT

45 MIN

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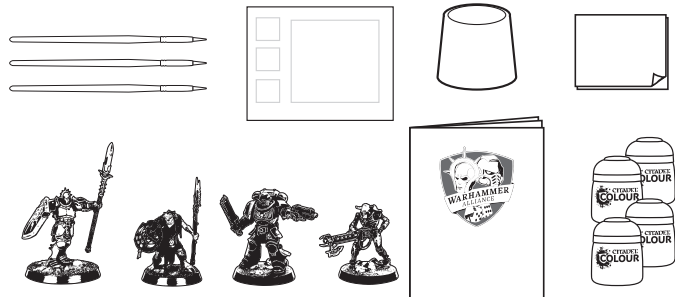
EXTRA ACTIVITIES

This session will allow members to start painting. Make sure they bring their models with them, or keep them within the club storage. Ensure each member is given a brush, and that there is enough water for everyone to wash their brushes between colours. The Activity Magazines also include palettes that can be pulled out and used to deposit smaller amounts of Citadel paint for individual use.

We are aware that not all clubs have the ability to offer a painting session. In which case, we recommend you either allow young people to take paints home at your own discretion, or encourage them to ring their local store and book in a time to paint there.

YOU WILL NEED

- Starter Paintbrush
- Water Pot
- Tissue or Cloth
- Palette Card
- Built Model
- Activity Magazine
- Citadel Paints



LEADERS SHOULD

- Demonstrate how to open a paint pot and handle it to reduce the risk of spills [PAGE 14](#)
- Show how to use a palette card and what amount of paint learners should use [PAGE 14](#)
- Remind young people to wash their brush regularly [PAGE 14](#)

YOUNG PEOPLE WILL LEARN

- How to paint a basecoat [PAGE 14](#)
- How to follow a paint guide [PAGE 16 - 17](#)
- How to use a palette card [PAGE 14](#)
- Why they should only use small amounts of paint [PAGE 14](#)

WHAT TO DO

1. Demonstrate to the group how to use the paint, brush, palette card and water pot [PAGE 14](#)
2. Support learners to paint their models using the Activity Magazine as a guide [PAGE 14](#)
Give advice as needed about:
 - Taking time and focusing on all the details
 - Allowing a section to dry before painting another part so paint doesn't mix on the model
 - Using small amounts of paint and adding more
3. When complete, put models in a safe space to dry

TOP TIP

Make the most of the club paint supplies by only allowing young people to use 1 colour of paint at a time. It is likely the paint will dry up before it is used if they take more than 1 colour at a time, requiring twice the amount of paint.



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

SESSION 5: PLAY WARHAMMER 40,000

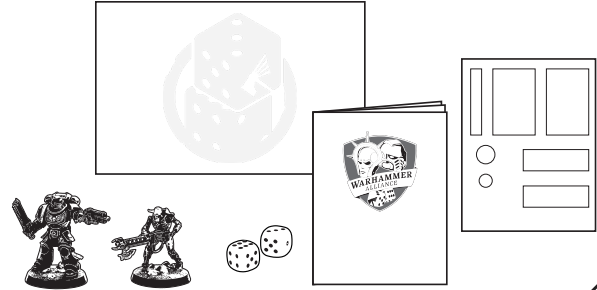


45 MIN

This session will introduce the Warhammer 40,000 gaming system through a mini-game included in the Activity Magazine. Make sure to point your members in the direction of the Code of Conduct as well - it is important that they learn good sportsmanship and respect whilst playing games of Warhammer!

YOU WILL NEED

- Dice
- Activity Magazines
- Play Mat
- Game Tokens
- Built Space Marine and Necron Models



LEADERS SHOULD

- Support young people to read the rules and set up a game [PAGE 19 - 21](#)
- Encourage young people to be descriptive/tell a story in their game play
- Monitor the group to ensure everyone gets to participate

YOUNG PEOPLE WILL LEARN

- How to read rules and work as a team to setup and play a game [PAGE 19 - 21](#)
- How to tell a story whilst playing a game
- How to complete a move action with a Space Marine or Necron [PAGE 19 - 21](#)
- How to advance a Space Marine [PAGE 19 - 21](#)

WHAT TO DO

1. Gather the required game tokens as shown in the Activity Magazine [PAGE 20](#)
Split the participants into groups - four people per group would be ideal.
2. Support the group to decide how they want to learn to play [PAGE 18](#)
Options include:
 - To learn the rules by using the individual game first
 - Nominating a game captain who leads the group
 - Being shown by the leader first
3. Let the groups discover how to play. Encourage the use of descriptive words and storytelling with questions, such as:
 - What noises are made by the warriors?
 - How do you think your warrior is feeling?
 - Describe what happened when your character moved?
4. When the game is complete, ask how the members found the game and how they would play it differently next time



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

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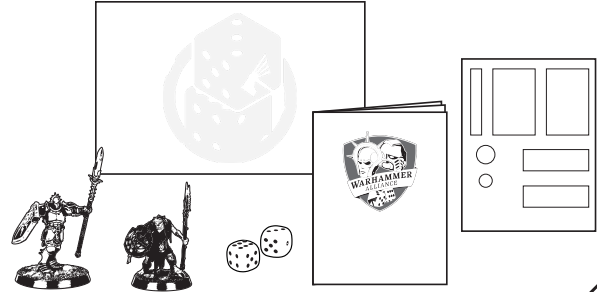
SESSION 6: PLAY WARHAMMER AGE OF SIGMAR

45 MIN

This session will introduce the Warhammer Age of Sigmar gaming system through a mini-game included in the Activity Magazine. Make sure to point your members in the direction of the Code of Conduct as well - it is important that they learn good sportsmanship and respect whilst playing games of Warhammer!

YOU WILL NEED

- Dice
- Activity Magazines
- Play Mat
- Game Tokens
- Built Stormcast Eternal and Kruleboy Models



LEADERS SHOULD

- Support young people to read the rules and set up a game [PAGE 23 - 25](#)
- Encourage young people to be descriptive/tell a story in their game play
- Monitor the group to ensure everyone gets to participate

YOUNG PEOPLE WILL LEARN

- How to read rules and work as a team to setup and play a game [PAGE 23 - 25](#)
- How to tell a story whilst playing a game
- How to complete a move action with a Stormcast Eternal [PAGE 23](#)
- How to complete a run action with a Stormcast Eternal [PAGE 23](#)

WHAT TO DO

1. Gather the required game tokens as shown in the Activity Magazine [PAGE 24](#)
Split the participants into groups - four people per group would be ideal.
2. Support the group to decide how they want to learn to play [PAGE 23 - 25](#)
Options include:
 - To learn the rules by using the individual game first
 - Nominating a game captain who leads the group
 - Being shown by the leader first
3. Let the groups discover how to play. Encourage the use of descriptive words and storytelling with questions, such as:
 - What noises are made by the warriors?
 - How do you think your warrior is feeling?
 - Describe what happened when your character moved?
4. When the game is complete, ask how the members found the game and how they would play it differently next time



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

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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 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.

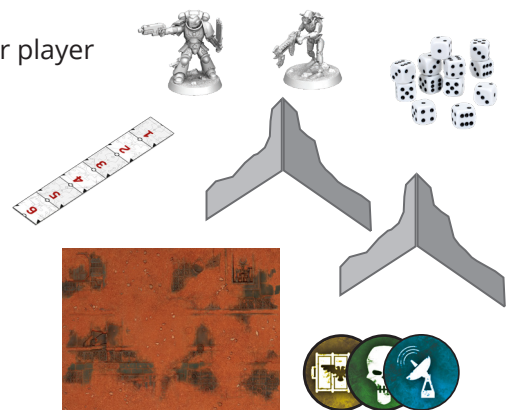
Your unit of Space Marines has recovered such a fragment from the desert, and has been tasked with returning it to their ship. However, metallic foes still stalk the sands - the Necrons are furious that you have snatched the fragment from their grasp, and will not let you get home so easily...

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.

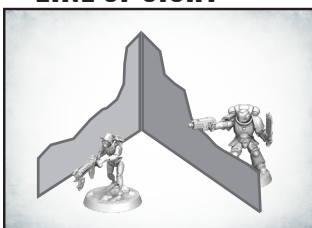
SPECIAL RULES

- 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.

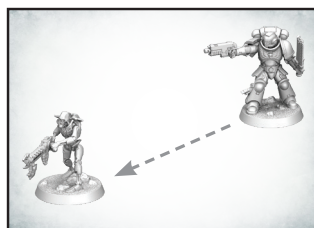
TURN/TIME LIMIT

- 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.

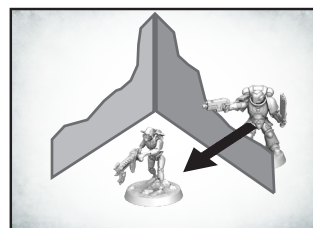
LINE OF SIGHT



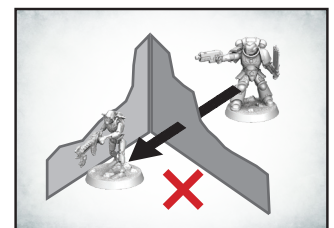
To shoot an enemy model, you must have **line of sight** – this means being able to see the model you want to aim at.



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

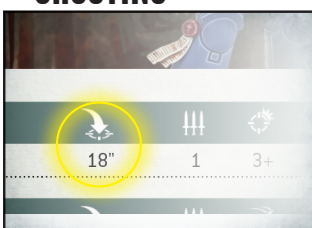


This target is **unobscured** by terrain. The shooter **does** have line of sight.



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

BASIC RULES

CORE CONCEPTS (UNITS AND KEYWORDS) **PAGE 5**

MEASURING DISTANCES **PAGE 7**

UNIT COHERENCY **PAGE 5**

DETERMING VISIBILITY **PAGE 8**

ENGAGEMENT RANGE **PAGE 7**

DICE (D6, D3, RE-ROLLS) **PAGE 9**

DATASHEETS **PAGE 37**

STRATAGEMS **PAGE 41**

THE BATTLEGROUND

1: COMMAND PHASE **PAGE 11**

COMMAND POINTS **PAGE 11**

BATTLESHOCK **PAGE 11**

STARTING STRENGTH/BELOW HALF-STRENGTH **PAGE 12**

5: CHARGE PHASE **PAGE 29**

CHARGING WITH A UNIT **PAGE 29**

CHARGING OVER TERRAIN **PAGE 30**

FLYING WHEN CHARGING **PAGE 30**

2: MOVEMENT PHASE **PAGE 13**

MOVE UNITS **PAGE 13**

REINFORCEMENTS **PAGE 16**

MOVING OVER TERRAIN **PAGE 15**

FLYING **PAGE 15**

TRANSPORTS **PAGE 17**

AIRCRAFT **PAGE 53**

6: FIGHT PHASE **PAGE 32**

FIGHTS FIRST **PAGE 32**

PILE IN **PAGE 33**

MAKE MELEE ATTACKS **PAGE 33**

CONSOLIDATE **PAGE 35**

4: SHOOTING PHASE **PAGE 19**

WEAPON ABILITIES **PAGE 25**

MAKING ATTACKS **PAGE 21**

BLAST WEAPONS **PAGE 17**

BIG GUNS NEVER TIRE **PAGE 20**

INVULNERABLE SAVES **PAGE 22**

WOUND ROLL

ATTACKERS STRENGTH VS TARGETS 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+

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 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+ |

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...

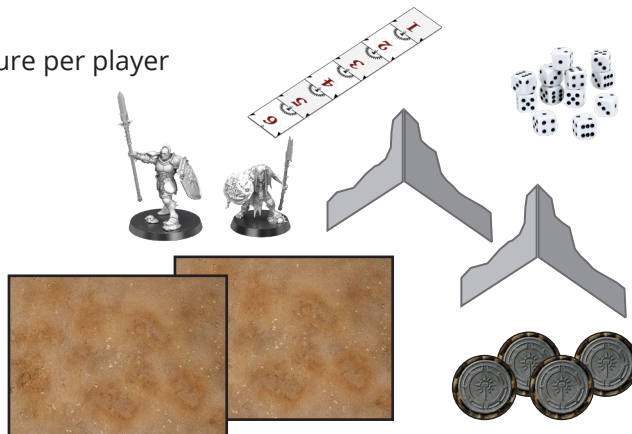
Your unit of Stormcast Eternals have found the ancient relic they seek, but the Kruleboyz are attempting to steal it from them before they can get out of the mists. Will the Stormcast keep the relic safe, or will the Kruleboyz triumph after all?

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 opposite 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 whose 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

| VINDICTORS | |
|--|---|
|  2" |  2 |
| To attack, you must be within the range listed on your model's Warscroll. | |
| Gather a number of dice equal to the Attacks characteristic | |

| VINDICTORS | |
|--|--|
|  3+ |  3+ |
| Roll to see if you hit. | |
| Any rolls equal to or higher than the To Hit characteristic on your model's Warscroll are counted as successful hits. | |

| VINDICTORS | |
|--|--|
|  3+ |  -1 |
| Roll to see if you wound. | |
| Any rolls equal to or higher than the To Wound characteristic on your model's Warscroll are counted as successful hits. | |

| |
|---|
|  |
| Your opponent then makes an Armour Save for any successful attacks against them (see page 23 of the magazine). |



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

CORE CONCEPTS

KEYWORDS PAGE 3

DICE PAGE 4

UNIT COHERENCY PAGE 3

ABILITIES AND EFFECTS PAGE 5

MEASURING DISTANCES PAGE 4

BATTLEFIELD AND DEPLOYMENT PAGE 6

THE BATTLEGROUND

1: HERO PHASE PAGE 8

4: CHARGE PHASE PAGE 12

COMMAND POINTS PAGE 7

CHARGE MOVES PAGE 12

HEROIC ACTIONS PAGE 8

CHARGE PHASE COMMAND ABILITIES PAGE 12

2: MOVEMENT PHASE PAGE 9

5: COMBAT PHASE PAGE 13

MOVEMENT PHASE COMMAND ABILITIES PAGE 9

FIGHT SEQUENCE PAGE 13

TERRAIN PAGE 11

PILE IN PAGE 13

FLYING PAGE 11

STRIKE-FIRST AND STRIKE-LAST EFFECTS PAGE 13

3: SHOOTING PHASE PAGE 12

6: BATTLESHOCK PHASE PAGE 17

SHOOTING NEAR ENEMY UNITS PAGE 12

BATTLESHOCK TESTS PAGE 17

LOOK OUT, SIR! PAGE 12

BATTLESHOCK PHASE COMMAND ABILITIES PAGE 17

MAKING ATTACKS PAGE 14

OTHER RULES PAGE 18+

SHOOTING ATTACKS PAGE 14

TERRAIN PAGE 18

POINTS PAGE 31

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OBJECTIVES PAGE 21

BATTALIONS PAGE 32

ATTACK SEQUENCE PAGE 15

WIZARDS PAGE 22

ALLEGIANCE ABILITIES PAGE 34

ATTACK COMMAND ABILITIES PAGE 15

WARSCROLLS PAGE 27

BATTLEPLANS PAGE 39

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:

ENHANCEMENTS:

ALLEGIANCE ABILITIES:

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.





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

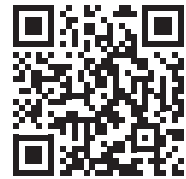
Warhammer 40,000 content includes:

- 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

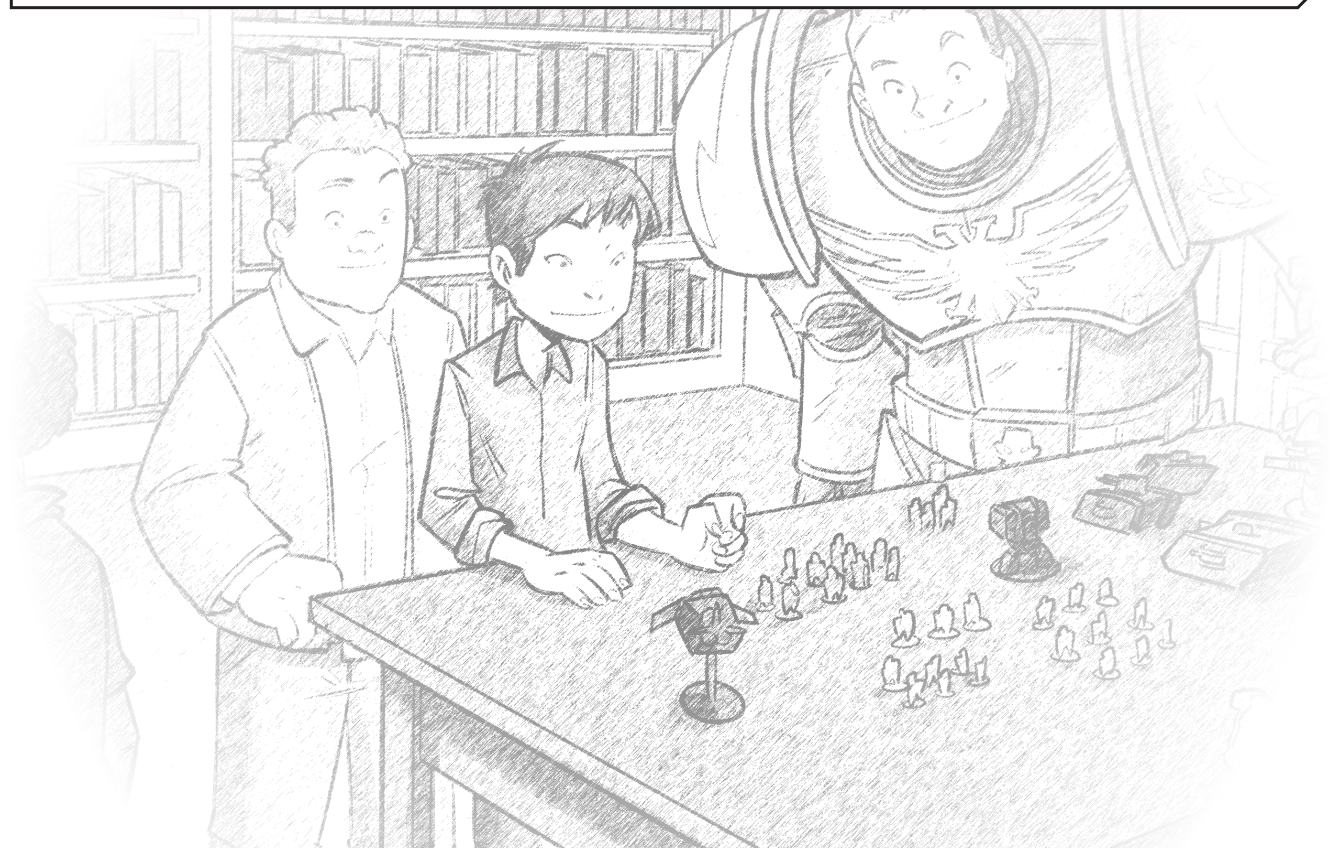
NEED SUPPORT?

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](https://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.

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

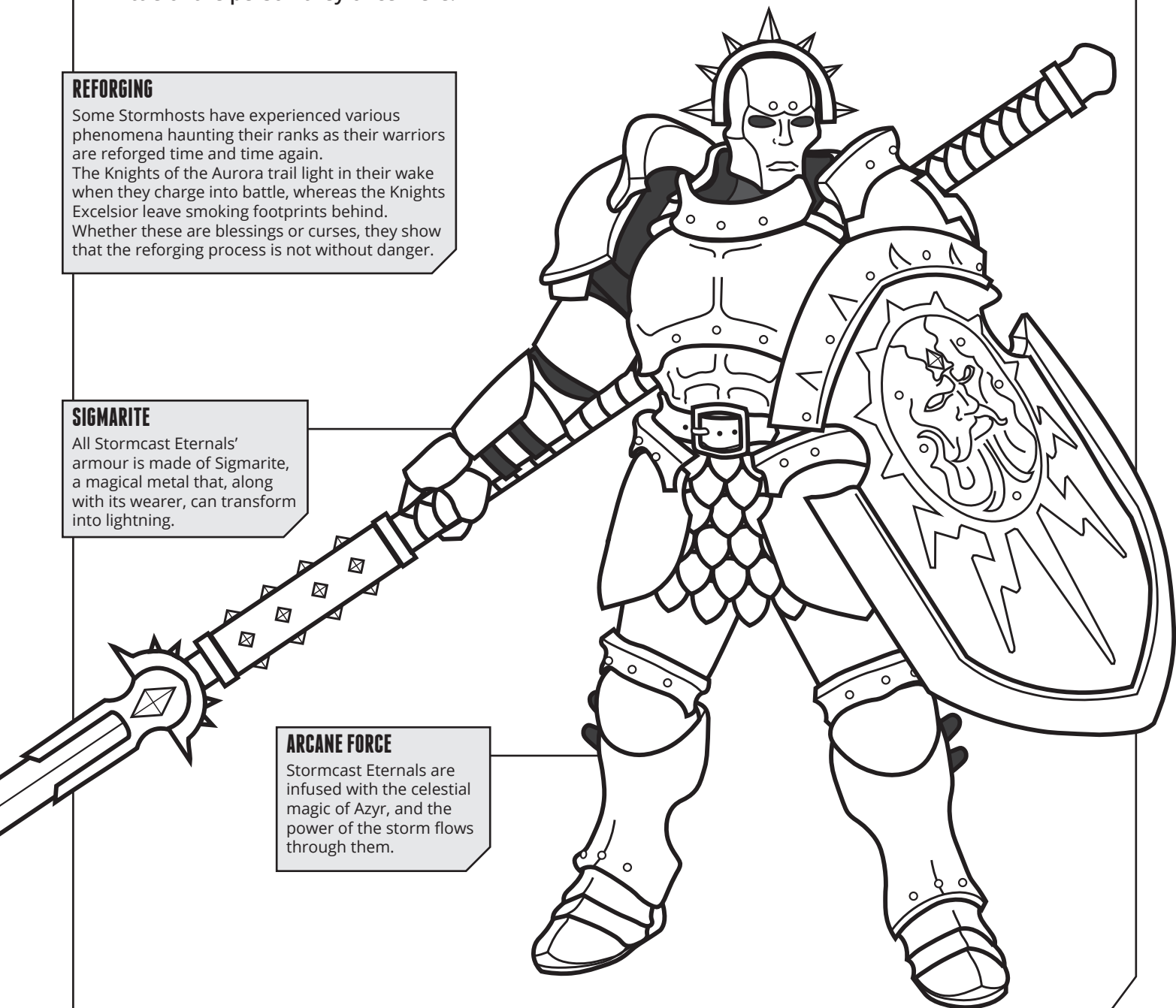
Some Stormhosts have experienced various phenomena haunting their ranks as their warriors are reformed time and time again. The Knights of the Aurora trail light in their wake when they charge into battle, whereas the Knights Excelsior leave smoking footprints behind. Whether these are blessings or curses, they show that the reforming 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'. Worshipers 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

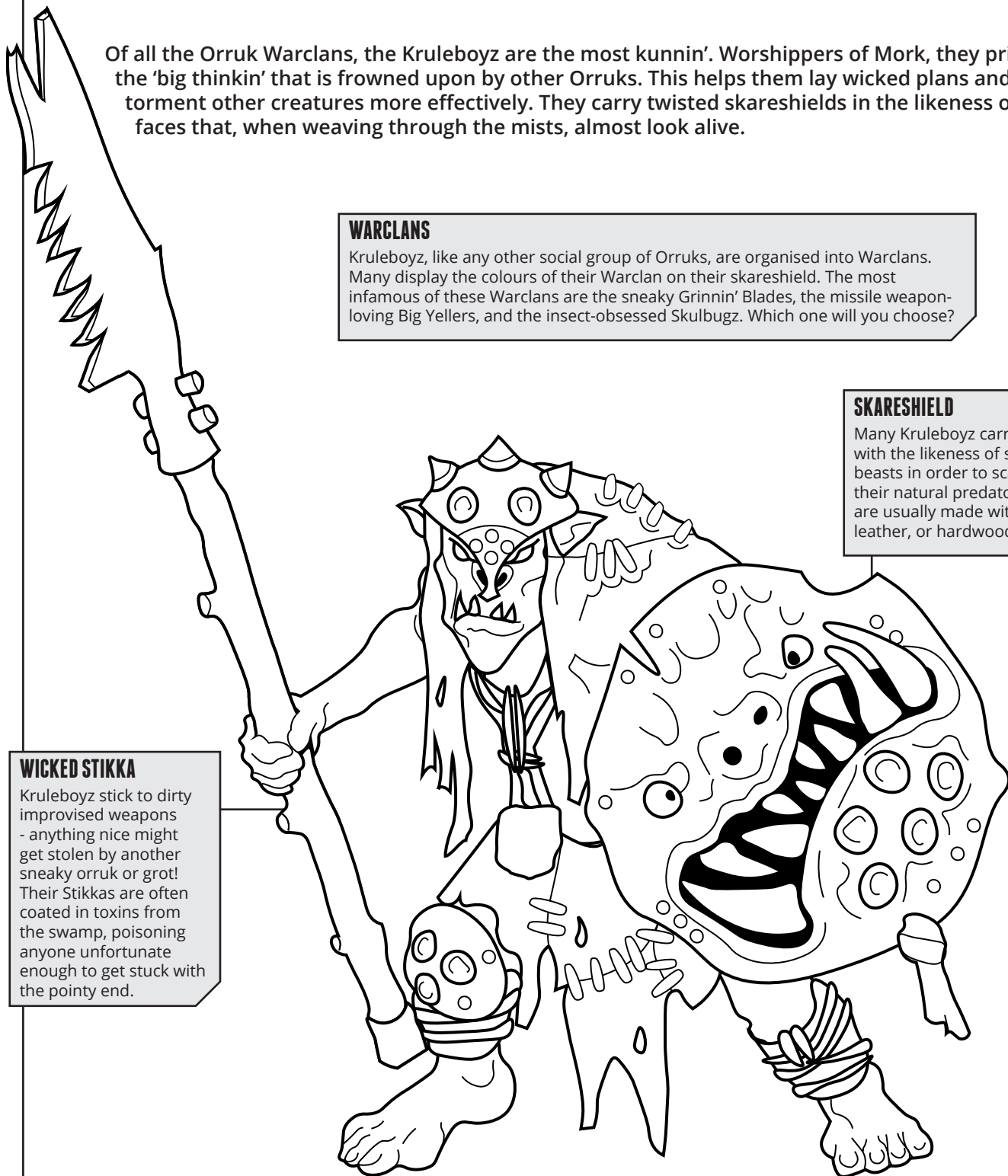
Kruleboyz, like any other social group of Orruks, are organised into Warclans. Many display the colours of their Warclan on their skareshield. The most infamous of these Warclans are the sneaky Grinnin' Blades, the missile weapon-loving Big Yellers, and the insect-obsessed Skulbugz. Which one will you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

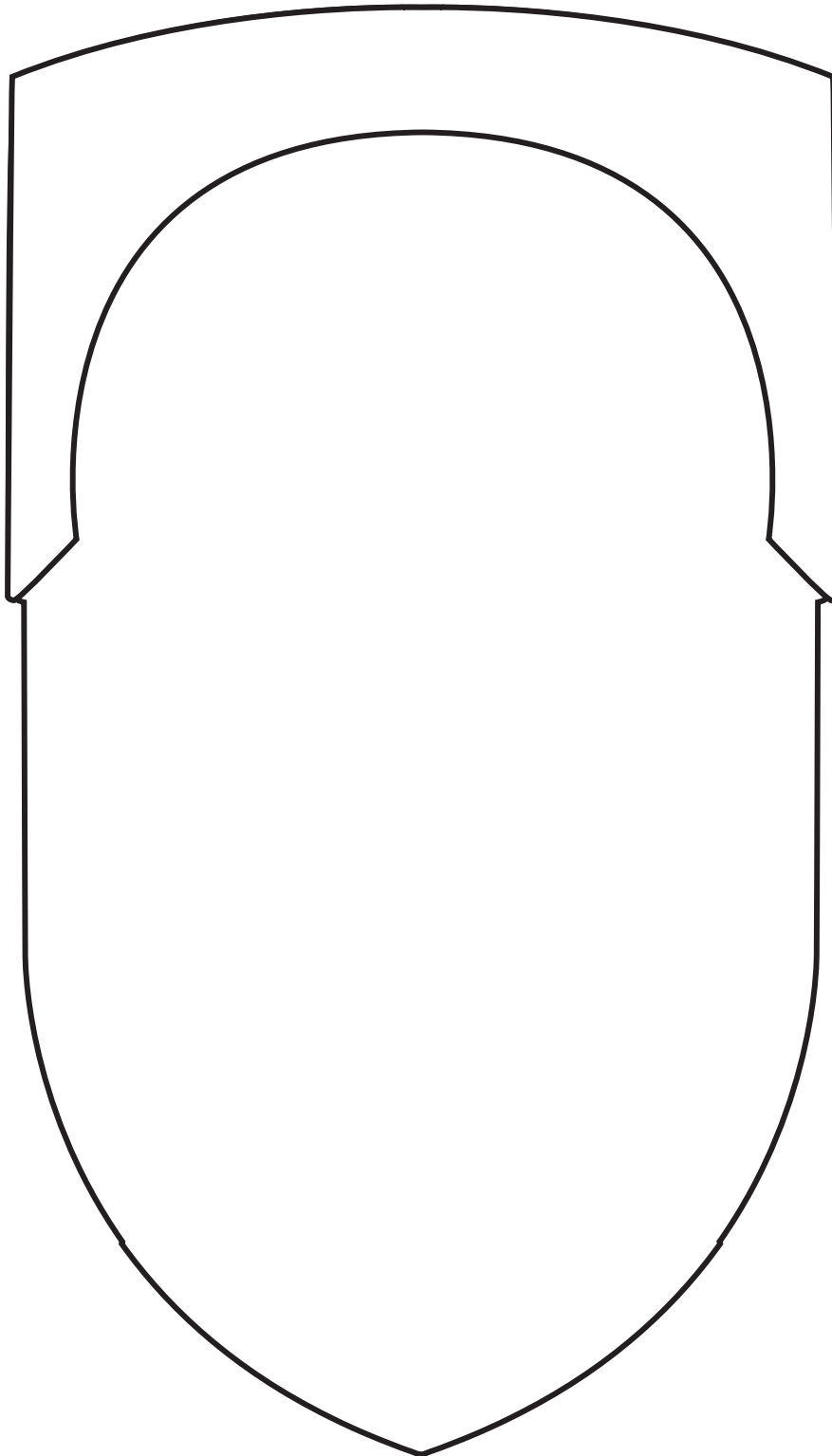


DESIGN A STORMCAST SHIELD

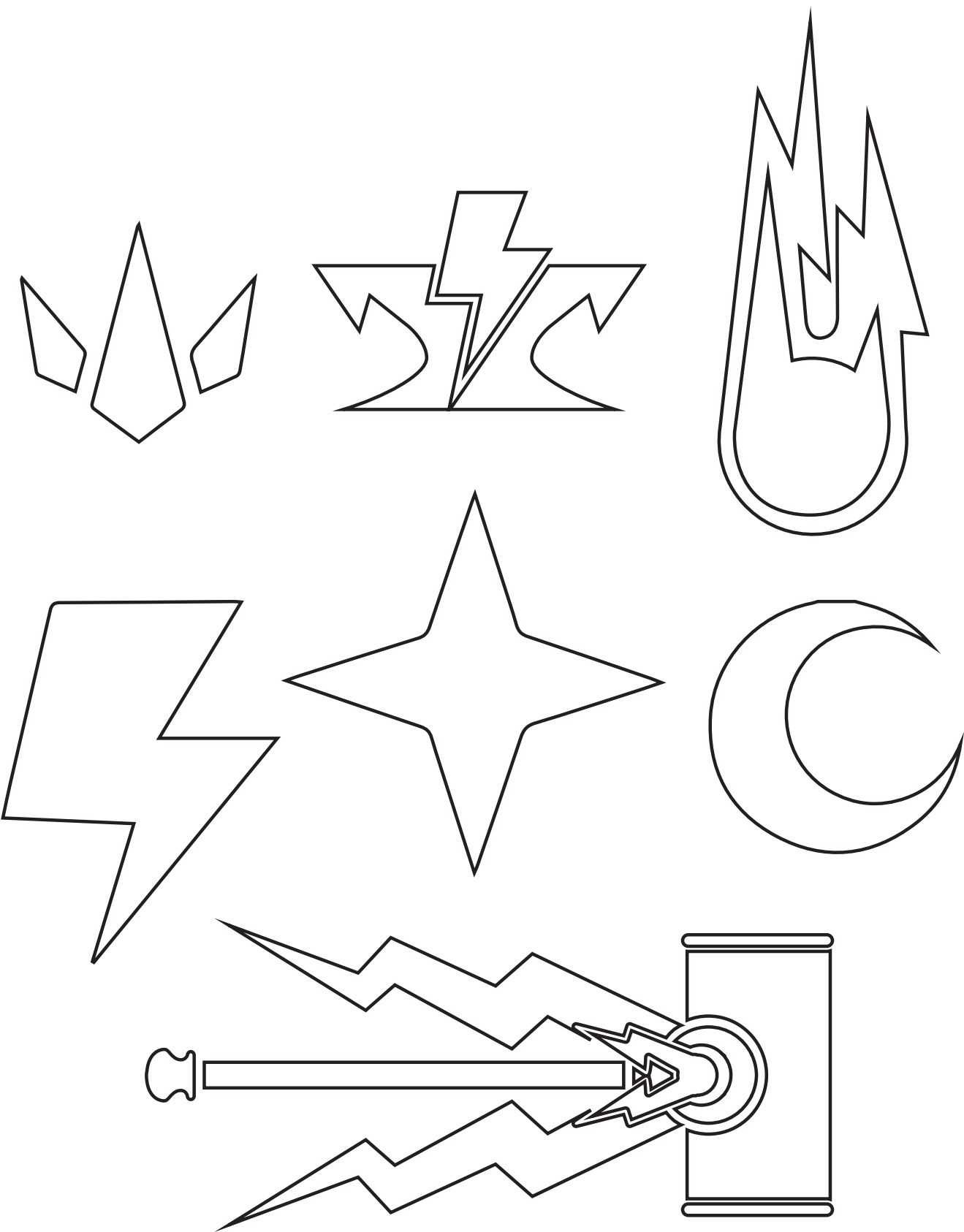


Each Stormhost has its own symbol that often appears as an emblem on their shield. Use the outline below to design your own shield emblem.

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.



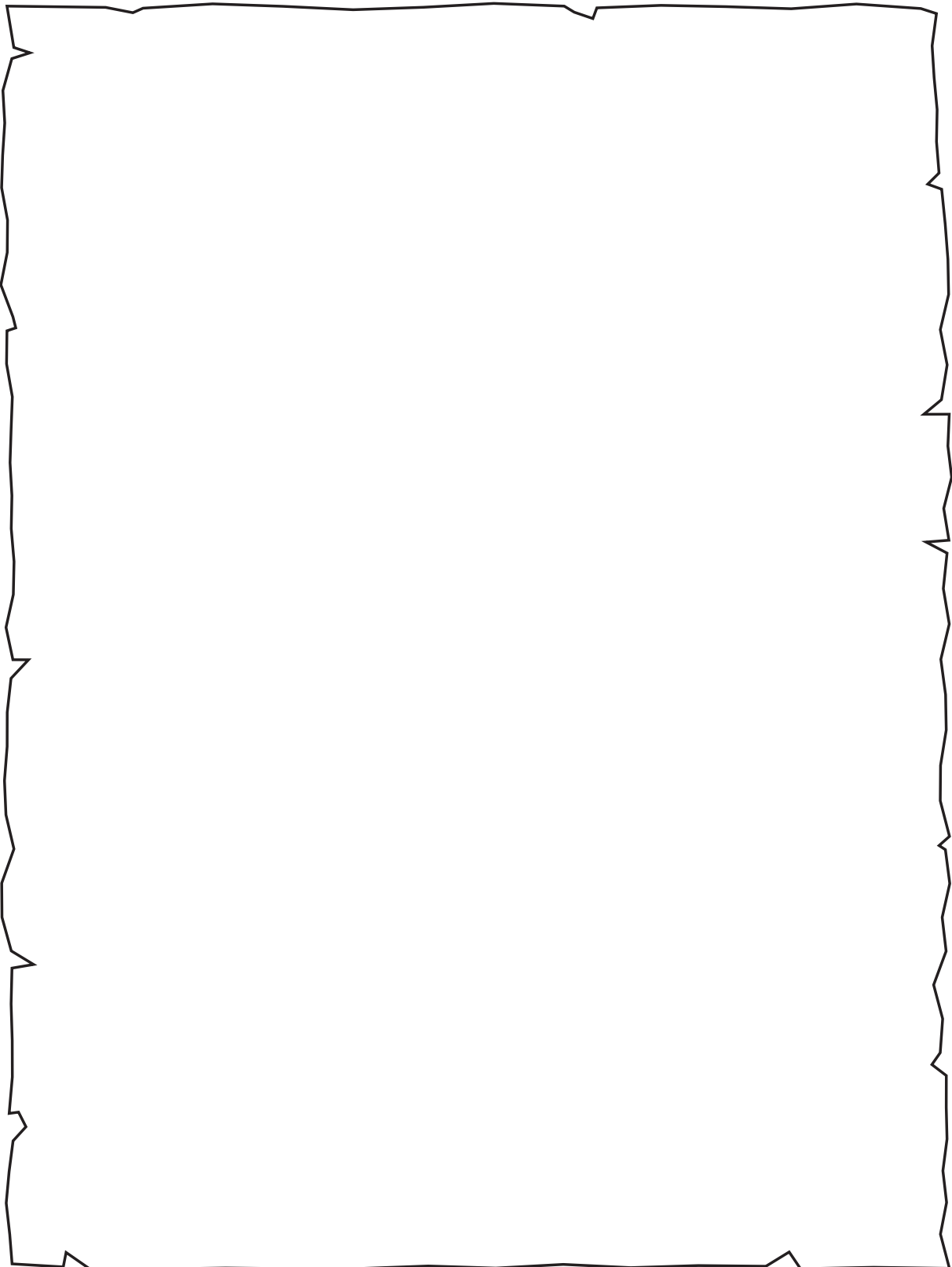
CREATE A STORMCAST DIARY



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.



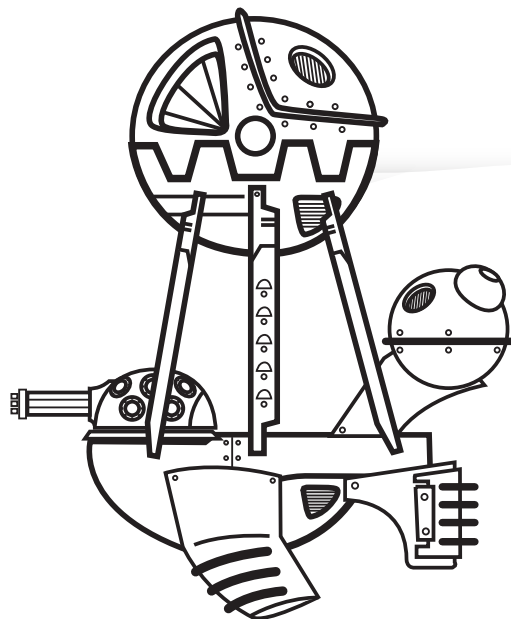
CREATE A KHARADRON SKY VESSEL!

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.

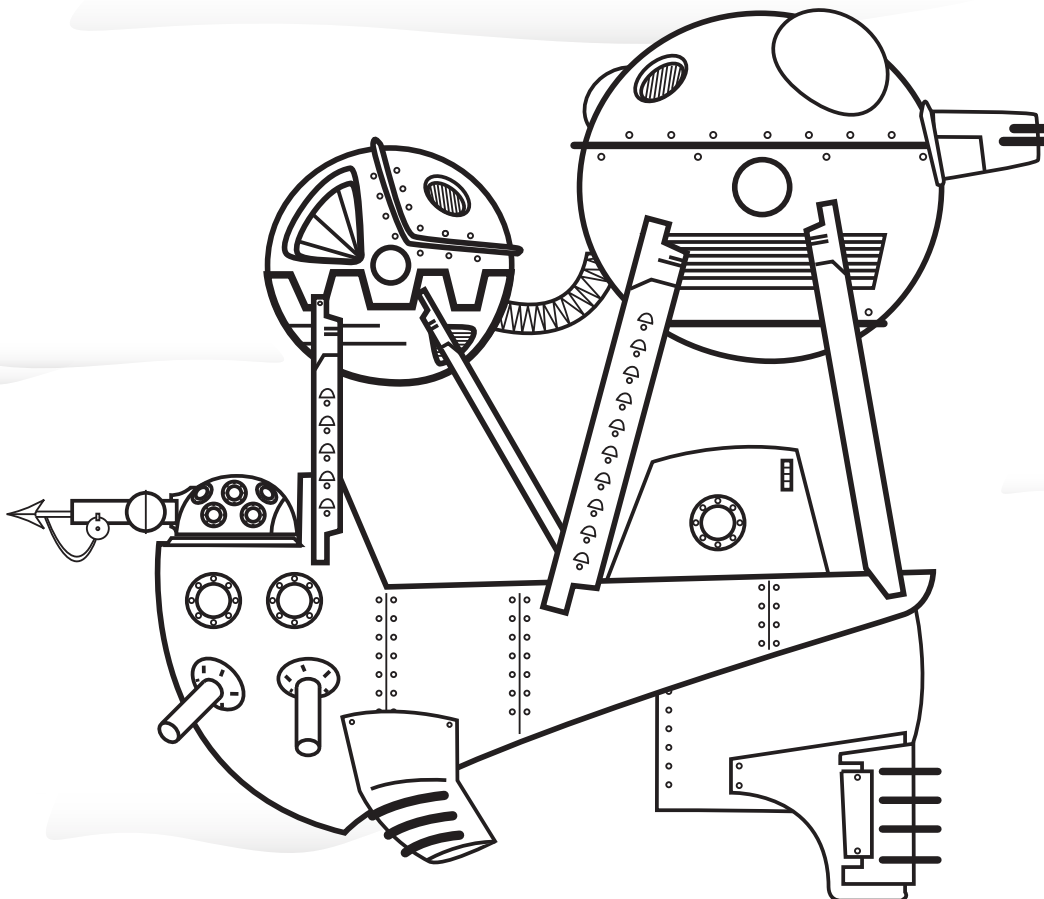
Use your engineering skills to create your own Sky Vessel. Think about adding custom components to make it better at mining the aether-gold.

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!

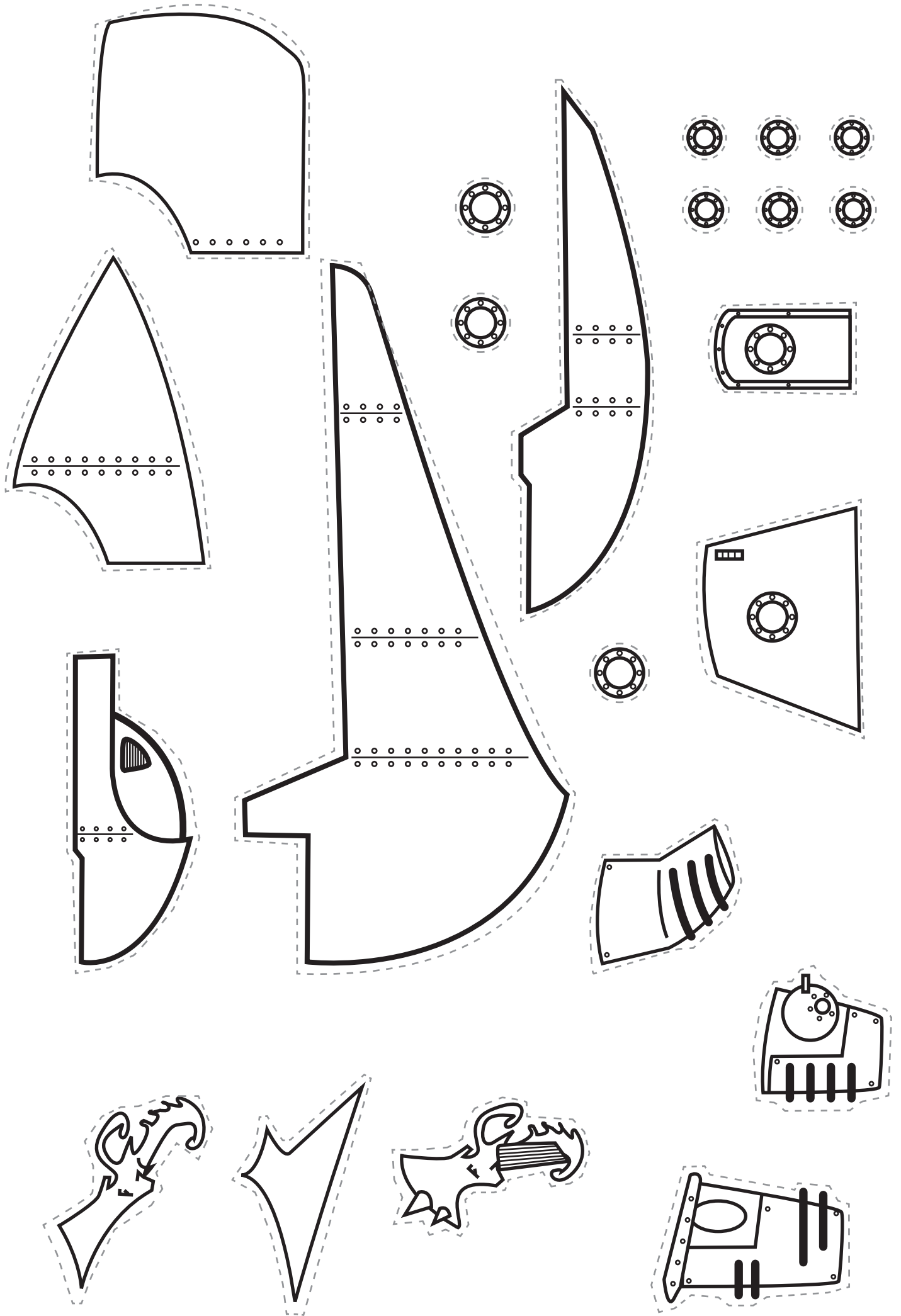


CAPTAIN'S NAME:

SHIP NAME:

BY:

A large, empty rectangular area with rounded corners and a double-line border, intended for drawing a Kharadron Sky Vessel. The area is currently blank, with some faint, light gray shapes visible, possibly representing the intended drawing area or a watermark.



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.

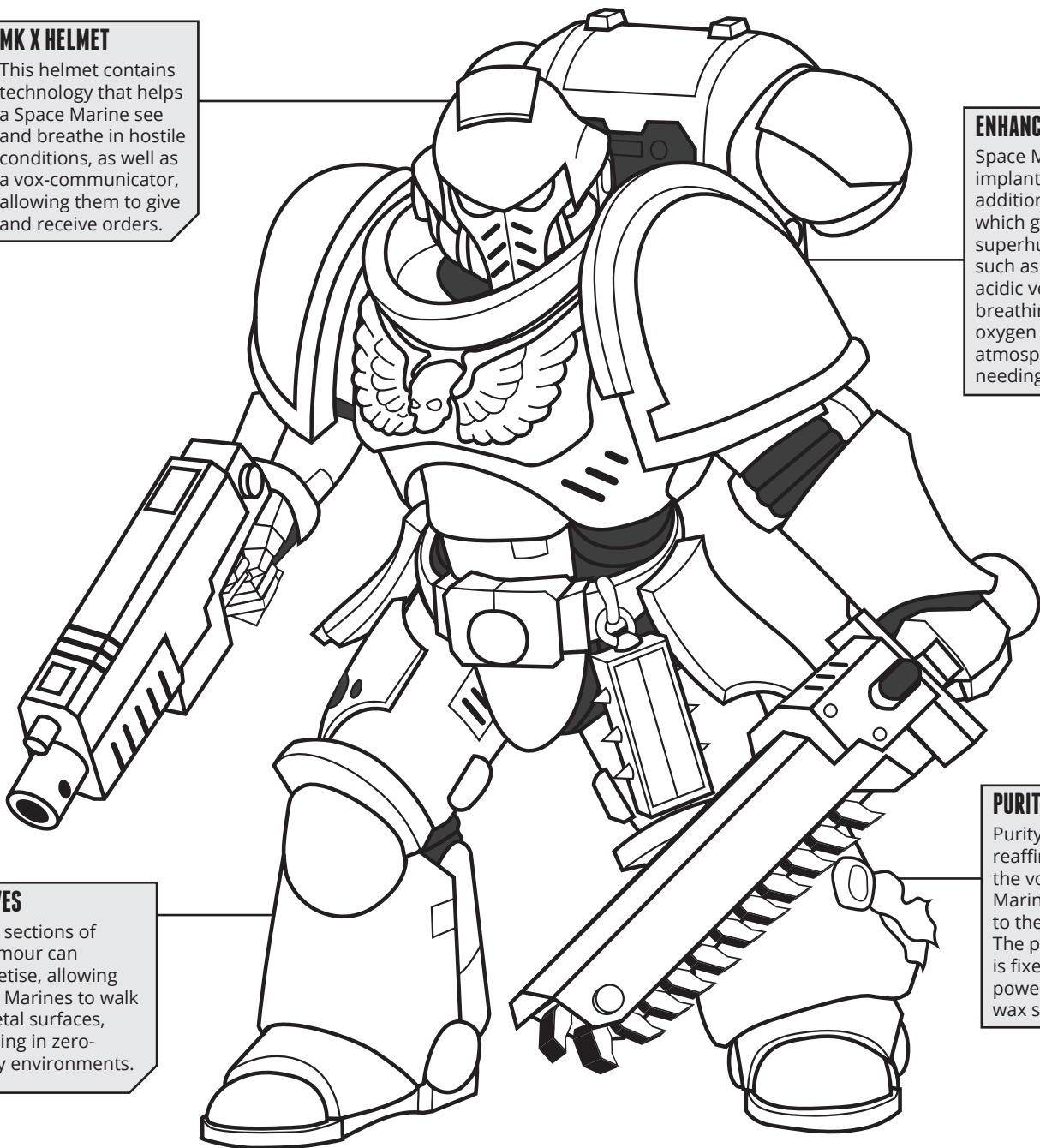
Armed and armoured with the best equipment the Imperium can provide, Space Marines fight the most desperate and vital of the Imperium's battles, holding the line where all others have fallen to defeat xenos warlords and daemoniac abominations alike.

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.

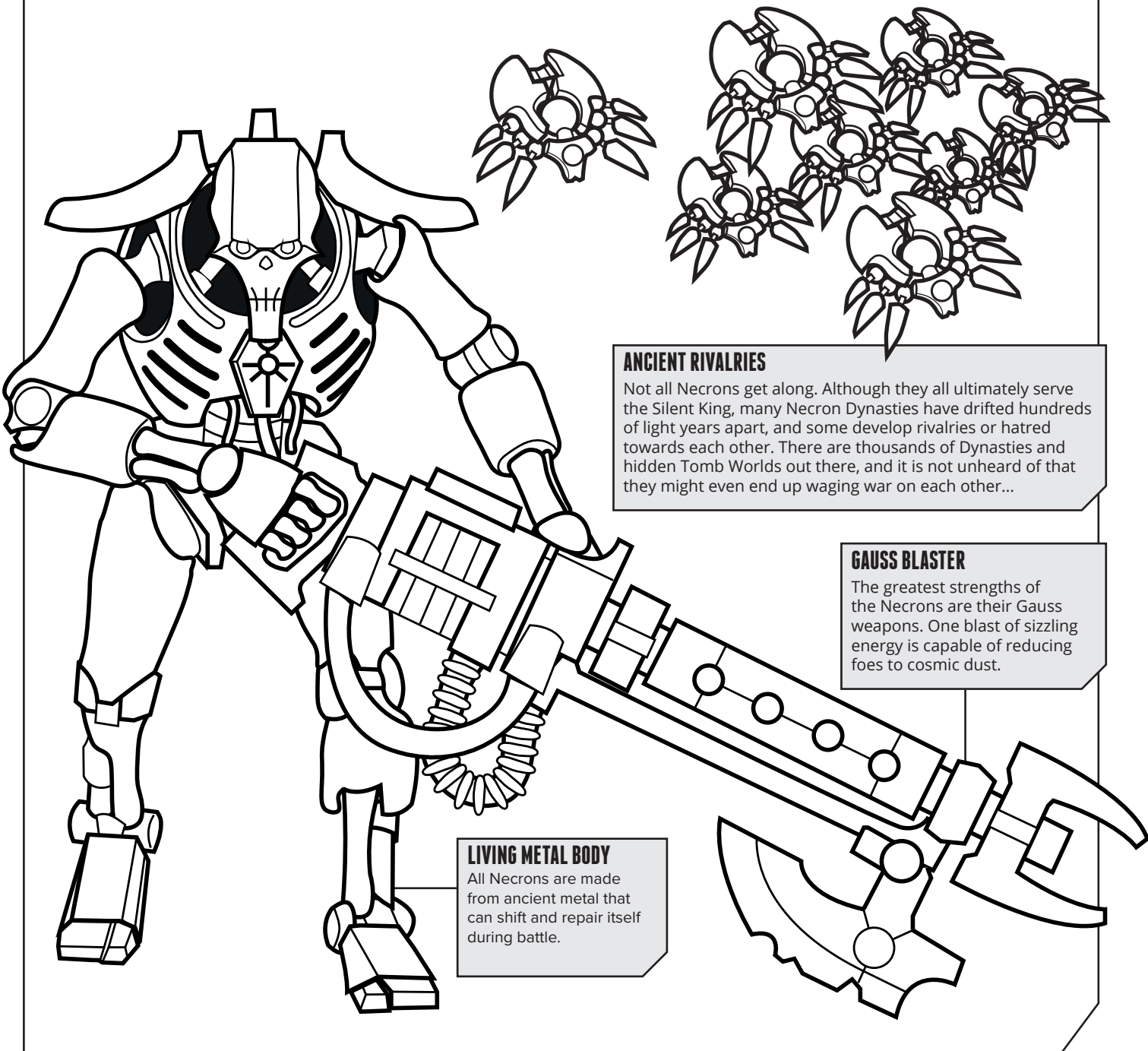
PURITY SEAL

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



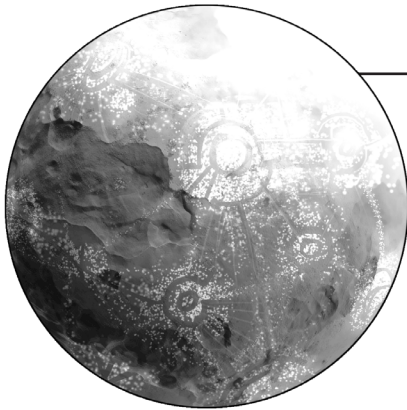
Create a map of the sector of space your Space Marine's Chapter Planet is located. Include the surrounding worlds and label them with a name and purpose. For example, your galaxy sector could have several Hive Worlds that are excellent recruiting grounds for your Chapter's ranks.

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:

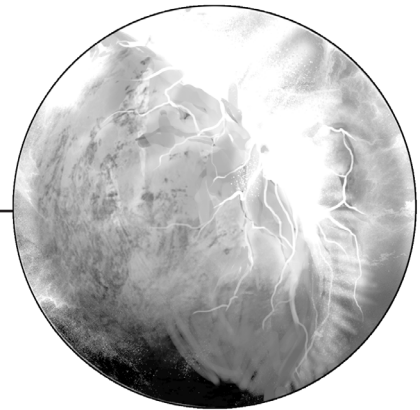
A large rectangular area filled with a fine grid, intended for drawing a map of a galaxy sector. The grid is composed of small squares and covers most of the page below the instructions.

EXAMPLE PLANETS



HIVE WORLD

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

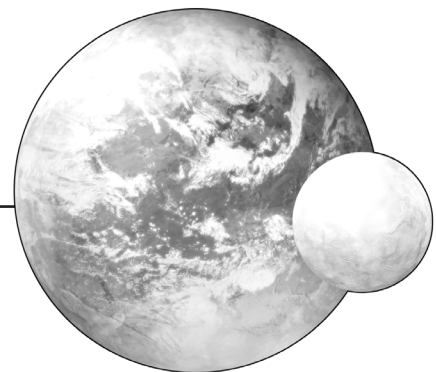


DESTROYED PLANET



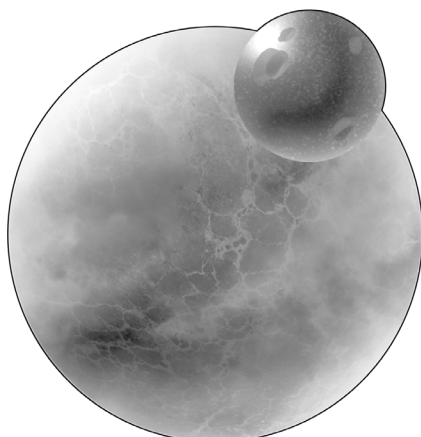
FORGE WORLD

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.

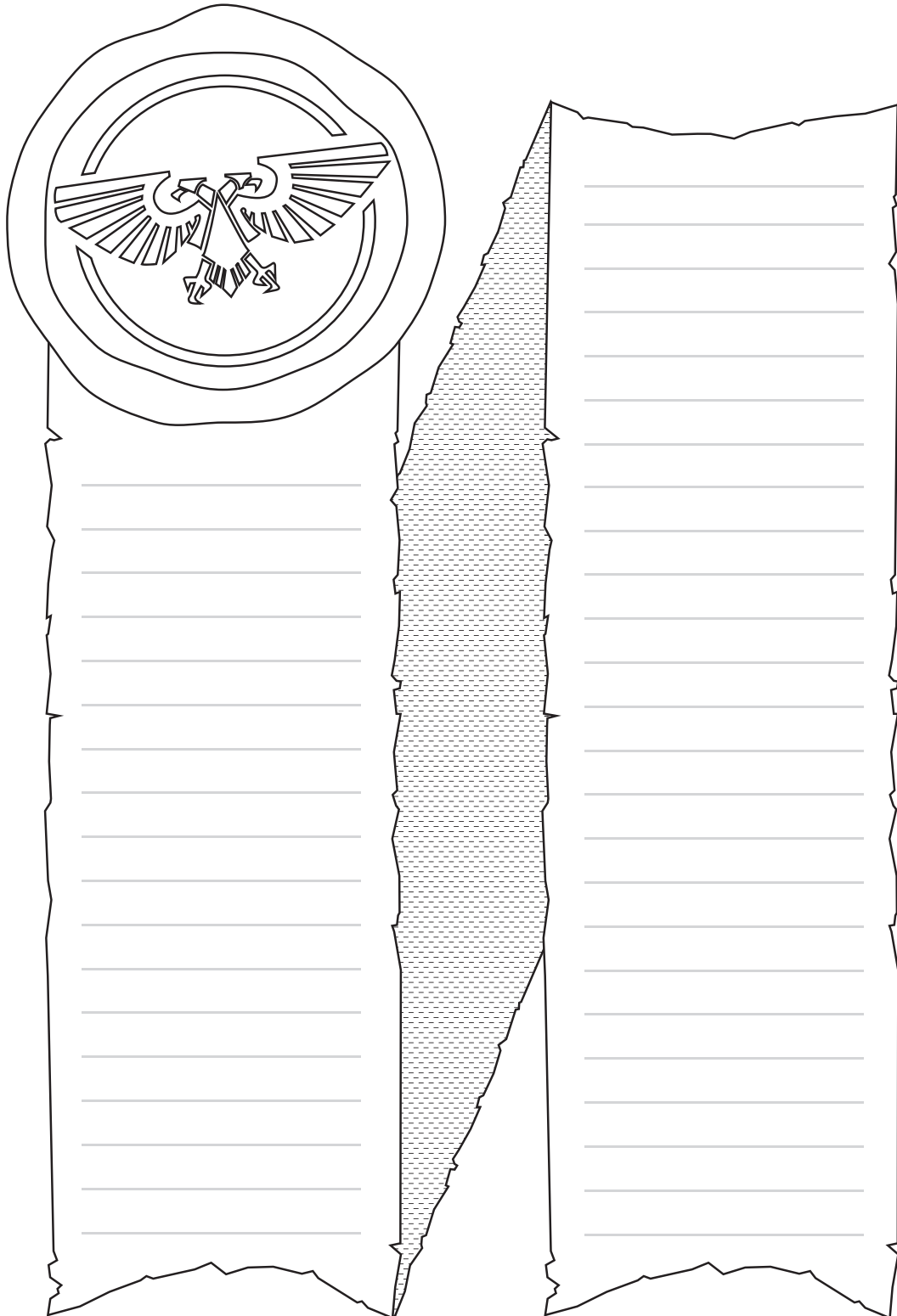
WRITE YOUR CHAPTER'S HISTORY



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.

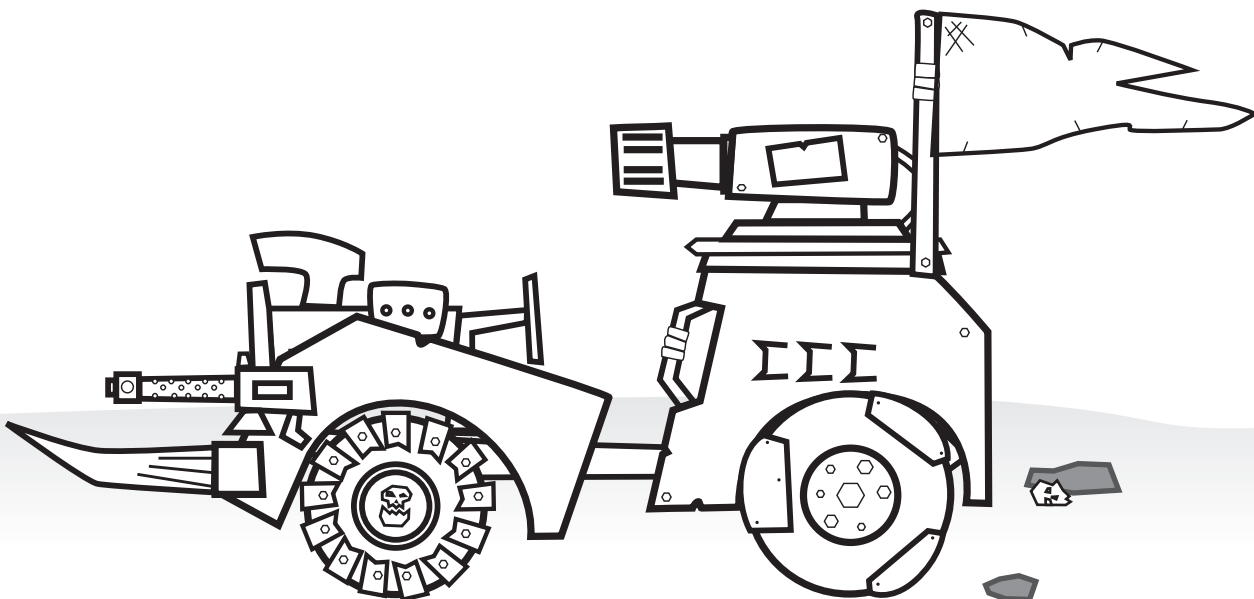
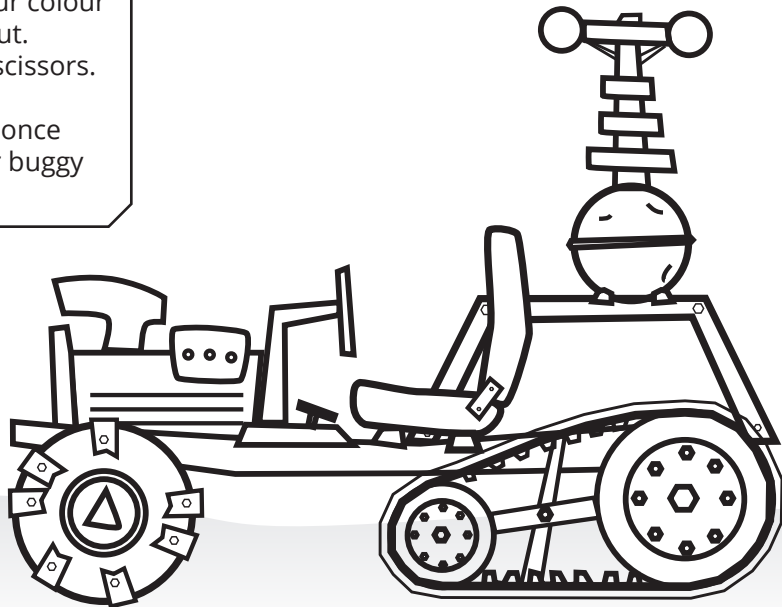
Orks are renowned for being both brutal and kunnin', and their races put both those qualities to the test. If an Ork can win just by going really, really fast, that's great - but if they can take their opponents out with big guns or sneaky traps, that's even better!

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:



