

LEADERS' GUIDE



2024 – 25

Contents

Introduction	1
Using the Resource Box	3
Session Plans	11
Getting the Most From Battle Honours	23
Club Set-up and Support	25
Health and Safety	33
Gaming Tools	37
Beyond the Resource Pack	53
Extra Activities	55

Introduction

Welcome to the Warhammer Alliance, a network of teachers and youth leaders who are using the Warhammer hobby to nurture skills in young people worldwide. 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 session plans, bonus activities, and more, helping you shape a group that supports the learning outcomes and goals for your organisation.

As a leader in the Warhammer Alliance, you are never alone. Access helpful online resources and videos at the 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 Battle Honours Booklets
- 12x Stormcast Eternals Vindictors miniatures
- 12x Space Marines Primaris Intercessor miniatures
- 12x Kruleboyz Gutrippaz
- 12x Necron Warriors
- Build & Paint Sheets for the included miniatures
- 10x Citadel Colour Paints
- 12x Starter Paint Brushes
- 12x Paint Palette
- 12x Six-sided Dice
- 12x Reward Art Cards



Online Resources

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 Battle Honours booklet
- 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



BattleHonours.Warhammer.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.



[Start-Warhammer.com](https://www.start-warhammer.com)



[Warhammer40000.com](https://www.warhammer40000.com)



[AgeOfSigmar.com](https://www.ageofsigmar.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 leaders' 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.



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 Warhammer Alliance website – we're only an email away.

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



[Warhammer-Alliance.com](https://www.warhammer-alliance.com)



[Stores.Warhammer.com](https://www.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 Warhammer Alliance resource box.



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 and Necrons

Here you will find a copy of the building instructions for the Space Marines Primaris 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 Eternals and Kruleboyz

Here you will find a copy of the building instructions for the Stormcast Eternals Vindictor and 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 Colour paints.

Session Plans

Recommended ways and plans to use the contents of the box and the booklet to easily run club sessions.

Next Steps

Whilst the Leader's Guide contains a wealth of information and ideas with which to use your Warhammer 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)



What Is Warhammer?

Warhammer is a globally popular 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 armies, and clash in tabletop battles with their friends. Warhammer games are played on board game-sized mats or on 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

Warhammer 40,000 is a globally popular tabletop miniatures game, set in a nightmarish future. Whether you choose to fight for humanity or watch the galaxy burn is up to you.

Set in the futuristic 41st millennium, 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.



WARHAMMER AGE OF SIGMAR

Warhammer 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 monsters, undead horrors, and hordes of war-crazed brutes.

Faction Focus: Stormcast Eternals

Chosen by Sigmar and empowered by the celestial tempest, the Stormcast Eternals are the greatest hope for reclaiming the realms. They fight at the forefront, 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 home to Azyr to be Reforged and sent back to the war.



SPACE MARINE ASSAULT INTERCESSOR

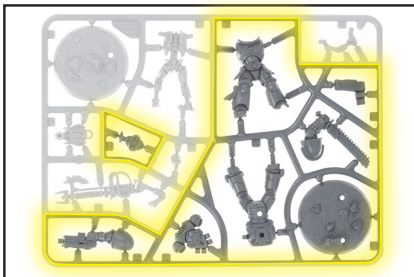


Space Marines are the Imperium's finest soldiers, enhanced by arcane science and honed over centuries of combat experience. They are giants of flesh and metal, encased in formidable suits of power armour, and hail from many hundreds of Chapters, each with its own proud history and vivid heraldry. For all their might, their numbers are few, and most of Humanity will go their entire lives without seeing one, for they are deployed only in times of direst need.

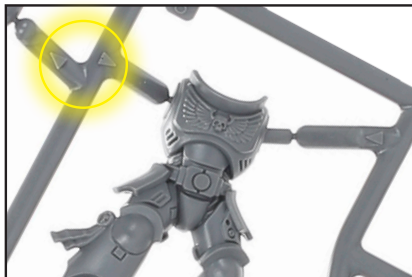
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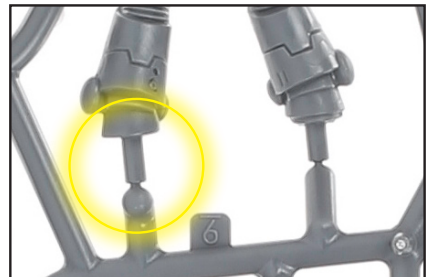
To build this Assault Intercessor, remove the pieces from the sprue and assemble them using the directions below. Most Warhammer models will also require plastic clippers as shown in the Battle Honours Booklet, these do not.



Warhammer miniatures come on a plastic sprue. Each piece is numbered to match the assembly diagram below.

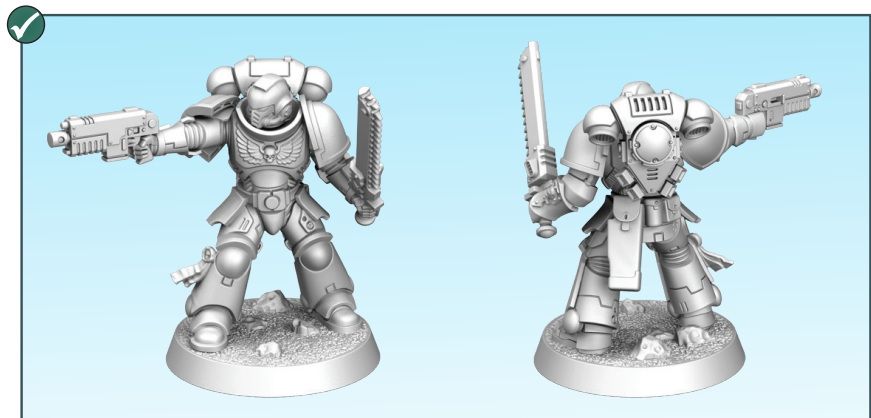
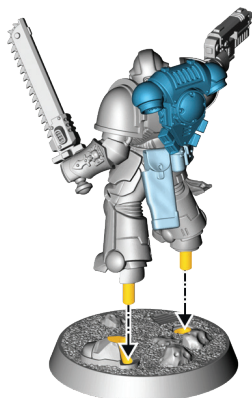
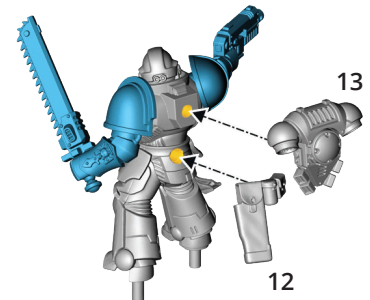
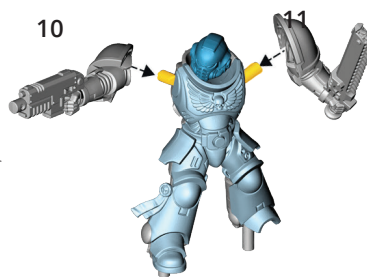
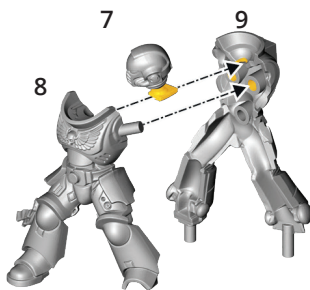


To remove a piece, gently push it downward, away from the sprue, starting at the points shown by the arrow symbols.



Your Intercessor is a push-fit model. Find the pegs shown and line them up with the holes in the order shown below. Do not remove the pegs!

Find the pieces as numbered on the sprue, and push them together carefully in this order at the highlighted attachment points. No glue is needed for this miniature.



NECRON WARRIOR

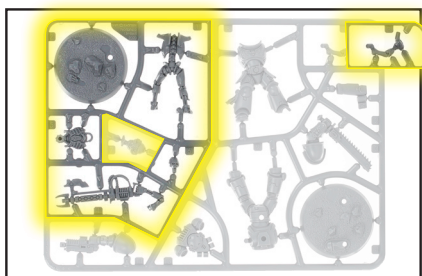
The Necrons are immortal, alien, sentient machines that ruled the galaxy in a long-forgotten era. After slumbering in stasis for thousands of years, they have awoken to reclaim their lost empire. With self-repairing metal bodies and strange weapons of cosmic devastation, the Necrons are a terrifying, relentless foe. Rumour holds that their long sleep has damaged their sanity, transforming many Necrons into mindless monsters.



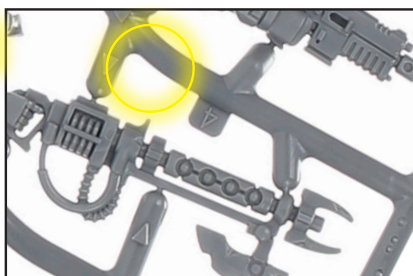
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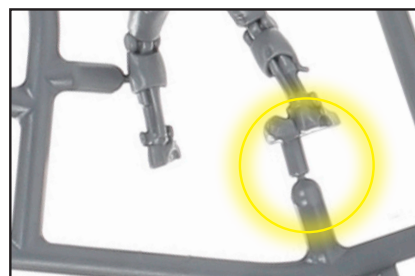
To build this Necron Warrior, remove the pieces from the sprue and assemble them using the directions below. Most Warhammer models will also require plastic clippers as shown in the Battle Honours Booklet, these do not.



Warhammer miniatures come on a plastic sprue. Each piece is numbered to match the assembly diagram below.

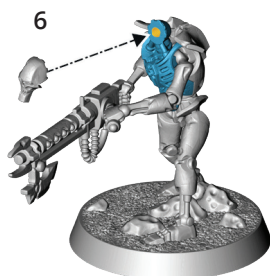
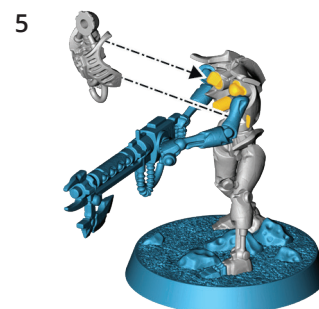
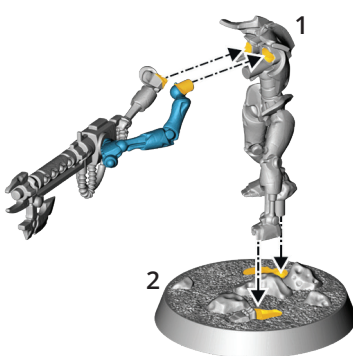
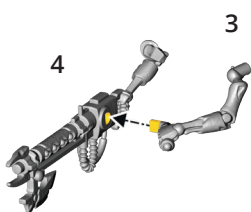


To remove a piece, gently push it downward, away from the sprue, starting at the points shown by the arrow symbols.



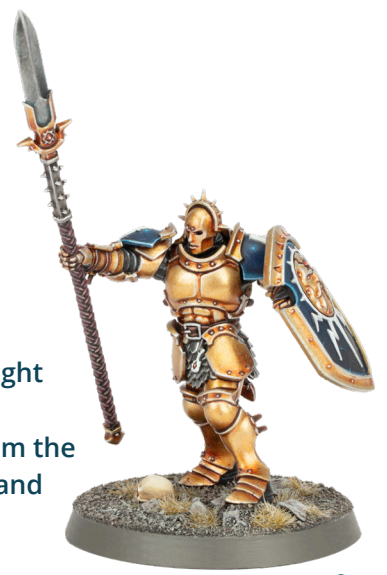
Your Necron is a push-fit model. Find the pegs shown and line them up with the holes in the order shown below. Do not remove the pegs!

Find the pieces as numbered on the sprue, and push them together carefully in this order at the highlighted attachment points. No glue is needed for this miniature.



STORMCAST ETERNALS VINDICTOR

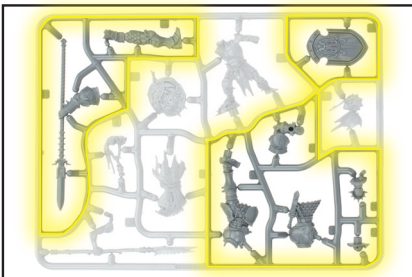
Stormcast Eternals are mighty heroes, chosen by Sigmar and empowered by the celestial tempest. They are the best hope for reclaiming the Mortal Realms, and fight at the forefront of Sigmar's campaigns, where their might and battle prowess are pitted against the many horrors that threaten the Realms. Even death cannot claim the Stormcast Eternals, for should they fall, their souls return to Azyr to be Reforged and sent forth once more.



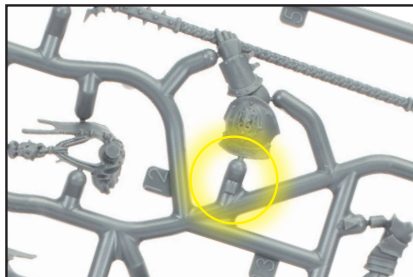
BUILD



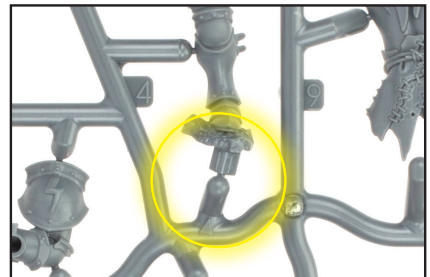
To build this Stormcast Eternals Vindictor, remove the pieces from the sprue and assemble them using the directions below. Most Warhammer models will also require plastic clippers as shown in the Battle Honours Booklet, these do not.



Warhammer miniatures come on a plastic sprue. Each piece is numbered to match the assembly diagram below.

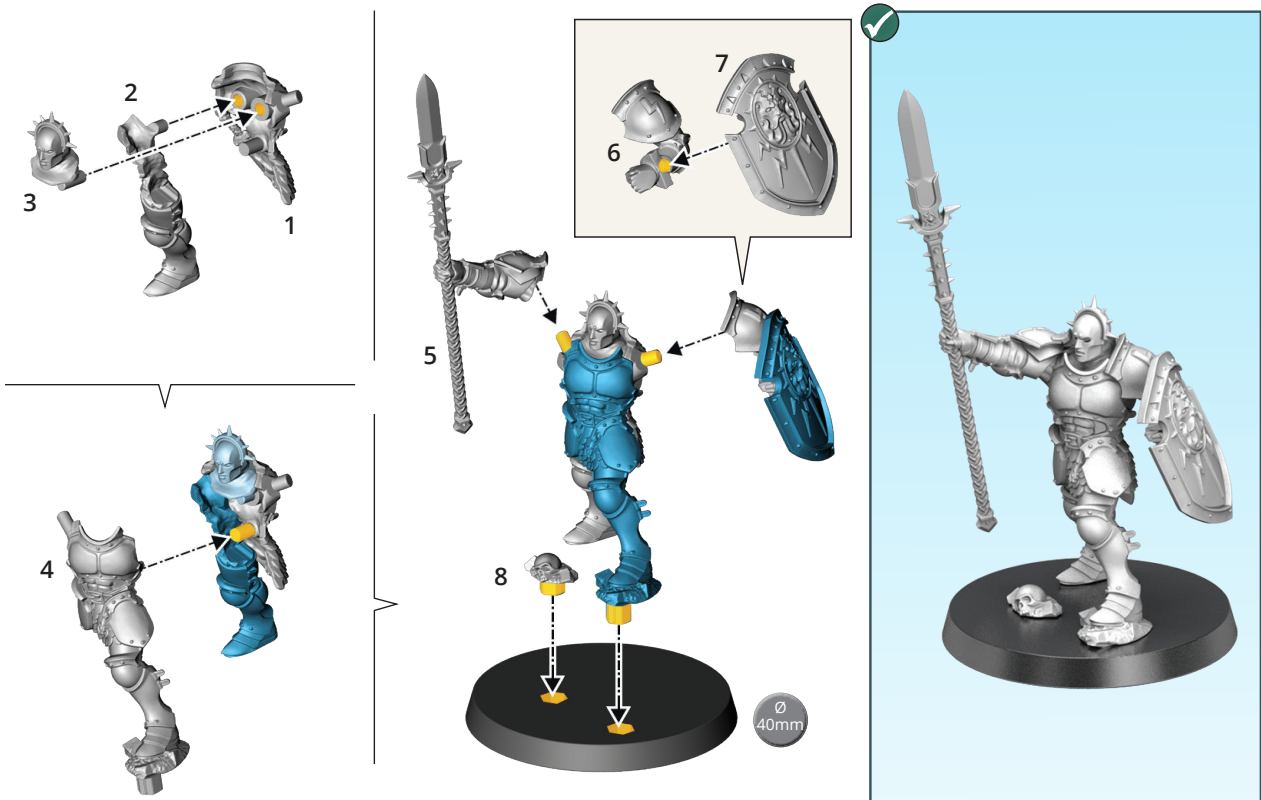


To remove a piece, gently push it downward, away from the sprue, **starting at the points shown by the arrow symbols.**



Your Vindictor is a push-fit model. Find the pegs shown and line them up with the holes in the order shown below. Do not remove the pegs!

Find the pieces as numbered on the sprue, and push them together carefully in this order at the highlighted attachment points. No glue is needed for this miniature.



KRULEBOYZ GUTRIPPA

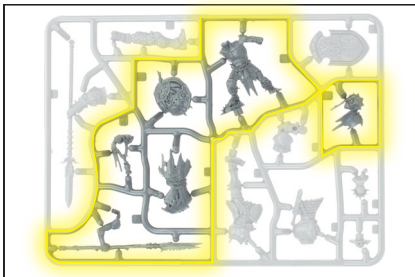
From the stinking bogs and mires of the Mortal Realms emerge the orruk armies of the Kruleboyz. For these wicked creatures, battle is not only a means of proving how tough they are, but also an opportunity to humiliate their victims. The kunnin' tricks of the Kruleboyz are as spiteful as they are effective – why fight fair when you can stab your enemy in the back?



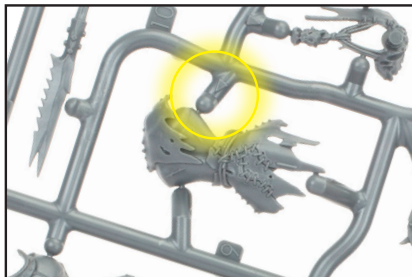
BUILD



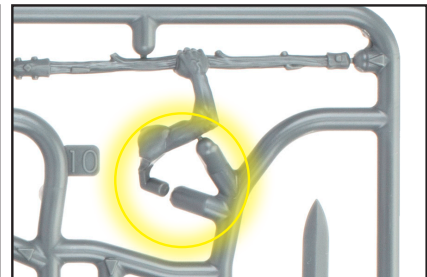
To build this Kruleboyz Gutrippa, remove the pieces from the sprue and assemble them using the directions below. Most Warhammer models will also require plastic clippers as shown in the Battle Honours Booklet, these do not.



Warhammer miniatures come on a plastic sprue. Each piece is numbered to match the assembly diagram below.

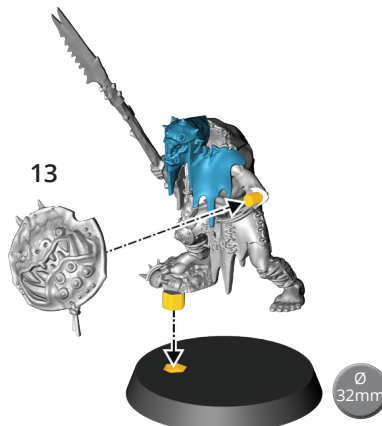
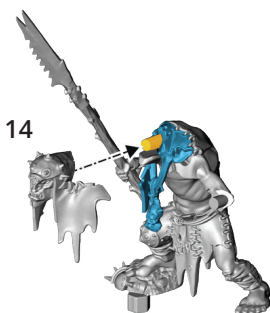
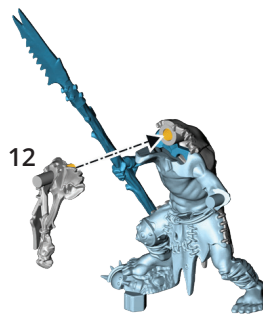
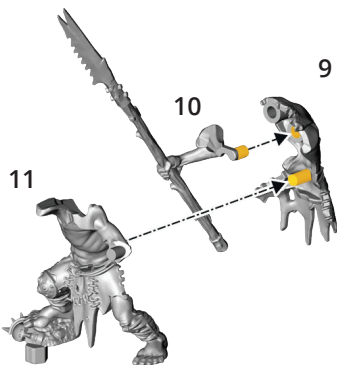


To remove a piece, gently push it downward, away from the sprue, **starting at the points shown by the arrow symbols.**



Your Gutrippa is a push-fit model. Find the pegs shown and line them up with the holes in the order shown below. Do not remove the pegs!

Find the pieces as numbered on the sprue, and push them together carefully in this order at the highlighted attachment points. No glue is needed for this miniature.



How to Paint

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

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



Step 1

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

Then, using a clean brush, put a small amount of paint on the paint palette.



Step 2

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



Step 3

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 between each colour you use.



Step 4

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

It's okay to go back and redo or clean up areas that you think you can improve.



Brush Types and Care

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

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



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.

Battle Honours

The booklets in the club pack also form part of the Battle Honours beginner's programme, a way for new Warhammer hobbyists to experience all the aspects of the hobby, dive deeper on what interests them, and earn free rewards. Check out the information on page XX of this guide or talk to a Warhammer store manager to see if this is suitable for your club.

Check Out The Core Rules Book

Our hardcover publications of the Core Rules for Warhammer 40,000 and Warhammer Age of Sigmar contain 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 Warhammer apps, 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 Warhammer Alliance Box, or you can download rules for your models on the Warhammer 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 club space 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](https://www.stores.warhammer.com)



Session Plans

This section contains session plans for use with the contents of the Warhammer Alliance Resource Pack. These can be used in your Warhammer Alliance club, and are suitable for a variety of ages and skill levels.

Each one includes a suggested run time, so if it is designed to run longer than your club session, you can split it into multiple sessions.



Session Summaries

Session 1: Build Your First Miniature

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

Session 2: Plan Your Colour Scheme

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

Session 3: Painting Your Miniatures

This session will allow members to start painting. Make sure they bring their miniatures with them, or keep them in the club storage. Ensure each member is given a brush, and that there is enough water for everyone to wash their brushes between colours.

Session 4: Play a Game

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

Battle Honours page references

The Battle Honours Booklet is referred to throughout these session plans.

To help you quickly locate the correct page for each session, page numbers will be displayed like this next to the relevant lines: **PAGE 1**

Familiarisation

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

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

Setting Information and Maps

PAGES 6-13

The collage features a large Galactic Map on the left with 'Map Focus' callouts for Terra, Mars, and Ultramar. To the right is a 'WARHAMMER 40,000' article titled 'IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR', which includes sections on 'The Imperium', 'Xenos', and 'Chaos'. Below the article are several images of Warhammer miniatures and a 'Find Out More' section with a QR code.

Fiction

PAGES 44-47

The collage contains two main fiction articles. 'THE GATES OF AZYR' by Chris Wright is a short story about a mission to a planet. 'VIATHAN' by Dan Mills is a short story about a character named Viathan. The collage also includes a 'Like what you're reading?' section with a QR code and a 'Like what you're reading?' section with a QR code.

Top Tip

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

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



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

What You Will Need

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

Preparation

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

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

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

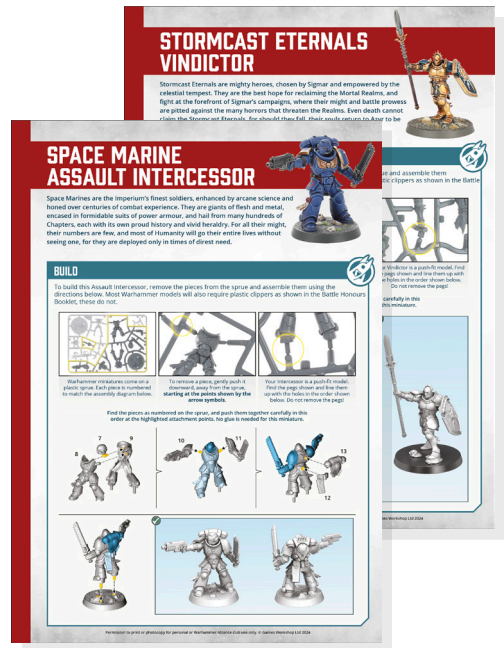
Step 2: Encourage them to gently push each component off the frame, in the order noted on the construction guides.

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

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

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

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



BUILD

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

Remember to show your advisor your progress

Get Started

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

battlehonours.com

Safety First

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

Building Warhammer Miniatures

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

Using Clippers

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

Where to Clip

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

Line up Parts

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

Push Together

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

Tool Safety

Always:

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

Master Crafter

Build your first miniature!

The Lord of Battle

Build your first character.

Trusted Retinue

Build your first unit of at least three miniatures.

Reinforcements

Build a unit of at least five miniatures.

Earthshaker

Build a monster or vehicle miniature.

Spare Parts

Many Warhammer sets have optional parts to personalise your miniatures. This means you'll end up with spare parts, known as many hobbyists as 'spare'. When you finish all the Build stamps, you'll get a Bits Box to keep these in for customising your miniatures.

13

Session 1: Build Your First Miniature

If They Finish Early

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

Top Tip

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

Take It Further

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

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

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

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

Tool Safety



Always:

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



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



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

What You Will Need

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

Preparation

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

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

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

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

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

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

Finding Inspiration
All of the models on this page were painted using the same set of ten paints. Even with just a few paints, you can create your own Stormhosts or Space Marine Chapters using unique combinations of colours. You can use these colour schemes for inspiration, or create your own. For more ideas, you can see dozens of hobbyist armies in *White Dwarf*, the official Warhammer magazine, or on the @OfficialWarhammer YouTube channel.

Space Marine Chapters
There are over 1,000 Space Marine Chapters, so there's no shortage of possible colour schemes. You could use one of the many Chapters featured in our books or create your own!

Necron Dynasties
Necrons are made of living metal, so their colour schemes usually have a metallic theme. New and previously unknown dynasties are always reawakening – which is bad news for the galaxy, but good news for you as you can rework all kinds of paint schemes!

Knulleboys
Knulleboys prefer to hide and attack from ambush. Because they are found throughout the fantastical landscapes of the Mortal Realms, the colours that make for good camouflage can vary greatly!

Stormhosts
Stormhost Bretnals are organised into mighty Stormhosts. There are many Stormhosts, and their colours and heraldry often reflect the Realm that they are based in. You could paint yours to match an existing Stormhost, or design your own.

Colour Scheme
Choose a colour scheme for your next models.

The Lord of Battle
Paint your chosen character in your chosen colour scheme.

Trusted Retinue
Paint your first unit of three to five models. Batch painting can be a great way to get several miniatures painted at the same time. Ask your advisor for some tips on how to do this.

Reinforcements
Paint your unit of five to ten models.

Earthshaker
Paint your monster or vehicle – it uses the same techniques as the rest, just on a larger scale. Ask your advisor if you need any help.

Citadel Paint
Want to learn more techniques? After more colours? Warhammer's Citadel Paint range boasts hundreds of different colours. Your advisor can help you find the exact colours you're after. If you're looking for more in-depth instructions, the Citadel Colour website has everything you need.

Session 2: Plan Your Colour Scheme

If They Finish Early

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

Top Tip

If this session does not take up all of your allotted time, you can encourage them to try and complete other activities from the Warhammer Alliance website resources page. Make sure to bring extra print-outs so you can be prepared for anything.

Take It Further

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

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

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



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



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

What You Will Need

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

Preparation

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

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

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

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

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

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

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

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

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

PAINT

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

Remember to show your advisor your progress

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

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

Warhammer Paint

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

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

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

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

Painting Your Models

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

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

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

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

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

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

Brush Types and Care

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

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

Paint Safety

Always:

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

Session 3: Painting Your Miniatures

If They Finish Early

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

Top Tip

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

Take It Further

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

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

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

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



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



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



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

What You Will Need

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



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

Preparation

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

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

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

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

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

Step 5: Tally results as they roll in.

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

PLAY

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

Remember to show your advisor your progress

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

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

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

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

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

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

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

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

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

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

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

Session 4: Play a Game

How to Use Your Necron Warrior and Kruleboyz Gutrippa Miniatures

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

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

If They Finish Early

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

Top Tip

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

Take It Further

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

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

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

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



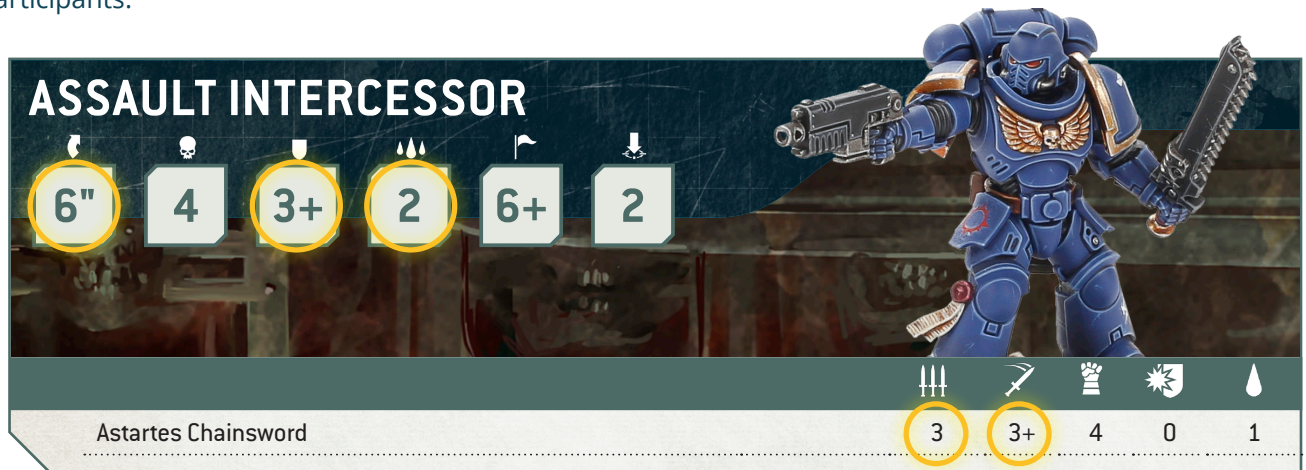
Doing this activity will help your young people practice **problem-solving, mathematics, probability, and working as a team.**

Using the Resource Pack Miniatures in Minigames

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

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

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



ASSAULT INTERCESSOR

6" 4 3+ 2 6+ 2

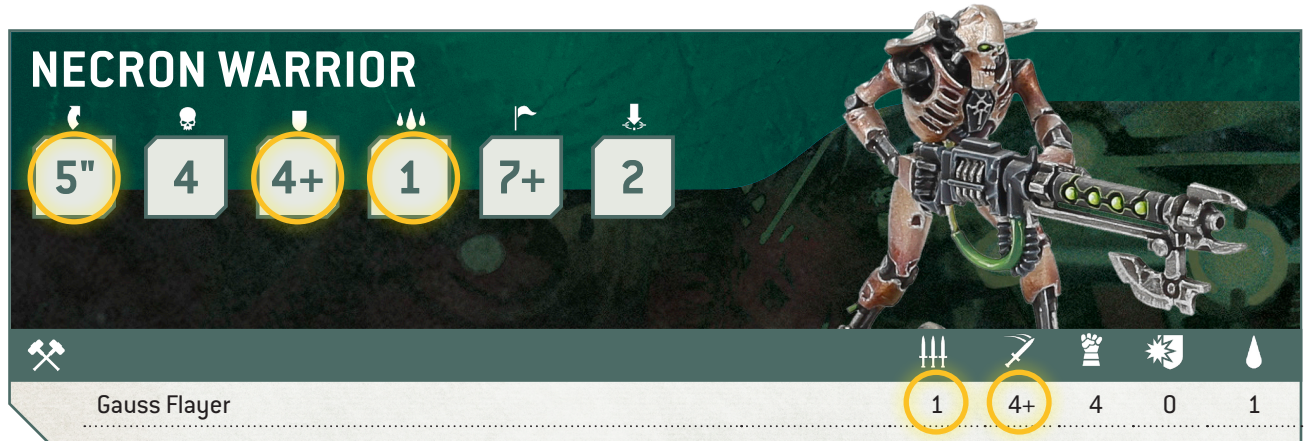
Astartes Chainsword

3 3+ 4 0 1

The Assault Intercessor datasheet card features a blue Space Marine miniature on the right. The top section contains movement (6"), wounds (4), armor (3+), toughness (2), initiative (6+), and a special rule (2) icon. The bottom section lists the weapon (Astartes Chainsword) and its stats: 3 dice, 3+ to hit, 4 damage, 0 armor save, and 1 wound.

Datasheet Hints

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



NECRON WARRIOR

5" 4 4+ 1 7+ 2

Gauss Flayer

1 4+ 4 0 1

The Necron Warrior datasheet card features a brown Necron Warrior miniature on the right. The top section contains movement (5"), wounds (4), armor (4+), toughness (1), initiative (7+), and a special rule (2) icon. The bottom section lists the weapon (Gauss Flayer) and its stats: 1 die, 4+ to hit, 4 damage, 0 armor save, and 1 wound.

How To Use

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

Additional Rule

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

Datasheet Hints

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

MOVE
5"

HEALTH
2

SAVE
3+

CONTROL
1

• STORMCAST ETERNALS WARSCROLL •

VINDICTORS

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

KEYWORDS

INFANTRY, ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER



Datasheet Hints

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

MOVE
5"

HEALTH
2

SAVE
5+

CONTROL
1

• KRULEBOYZ WARSCROLL •

GUTRIPPZ

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

KEYWORDS

INFANTRY, DESTRUCTION, KRULEBOYZ



How To Use

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

Datasheet Hints

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

Getting the Most From Battle Honours

The booklets in your Warhammer Alliance resource pack are also used for the Battle Honours programme – a beginner’s programme which provides more than 50 activities to get people started with Warhammer, paired with exclusive rewards from your local Warhammer store.



Finishing the activities in a section of the booklet earns participants a reward related to that key to the Warhammer hobby. Completing any 30 of these activities will also net them a certificate and miniatures case! These rewards are not part of Warhammer Alliance, but are provided by official Warhammer Stores, and participants need to go to those stores to claim them. It's probably easiest to co-ordinate with the Warhammer Store that your Warhammer Alliance group is registered with, but it's fine to use other stores if that's more convenient for individual participants.

The Resource Pack you've been provided has enough materials in it that participants can complete the programme using only the contents of that box. You don't have to use the Battle Honours material, but it's a great way to keep things organised and provide participants motivation and a framework to achieve their goals in.

How It Works

1. Choose which activities to do – you could follow the session plans in here or discuss it with your students.
2. Initial the activity boxes once the participant has completed them. You should initial in the boxes on the page itself – the stamp card at the back of the booklet is for use in the Warhammer store.
3. Participants take their booklets and proof of what they've achieved (they could bring their models, or photos of them, or just talk about what they've read) to a Warhammer store.
4. Warhammer store staff stamp the back of their booklets and give participants the rewards that they've earned!

For more information about earning rewards for completed tasks, speak to the staff at your nearest Warhammer store. They'll be happy to offer additional support to both you and students, and they can coordinate rewards as you go.

The Lord of Battle

Paint your chosen character in your chosen colour scheme.



JS

Art Card Rewards

Your Warhammer Alliance Resource Pack contains 12 double-sided art cards. These are a reward specifically for Warhammer Alliance participants – there is no other way to earn these. We recommend giving them to participants after they have completed their first ten activities across the entire booklet – they don't need to complete a full section to earn these.



Other Ways To Use Battle Honours

Get Involved with Your Local Store

Encourage your club members to take advantage of the resources at their nearest Warhammer store once they've started the programme. There are a number of free resources and experiences for Warhammer Alliance groups to enjoy at official Warhammer Stores. If you're thinking about taking your club there on a trip, have a chat with the store manager first – not all stores have the space or staff to accommodate large groups.

Run Battle Honours-themed Sessions

The Battle Honours programme focuses on the five keys to the Warhammer hobby: Collect, Build, Paint, Play, and Read. We've provided session guides to give you some ideas about how to incorporate these themes into your club activities. You could run several consecutive sessions for each theme before moving on to the next or circle through the themes to keep things fresh. Give the session guides a quick look and see which ones might work best in your allotted space and time.

Plan a Group Challenge

Consider running an event to keep the group excited and engaged, and to help its members feel a sense of ownership. This could be a painting challenge, a gaming tournament, or a book club, for example. These events provide opportunities for young people to socialise and have fun while working towards their academic goals. If you think they'd like it, consider printing certificates to celebrate their achievements in these events. You can find some helpful resources for this on the Warhammer Alliance website.

Engage With Parents and Carers

You may be surprised by how many parents have been involved in the Warhammer hobby. Some might even have a stash of old books and miniatures stored away that they would be willing to donate to the club to help young people complete their Battle Honours tasks!

The Battle Honours programme makes it easy for inexperienced parents and carers to get involved. Those who wish to support your club could volunteer to help run sessions, build terrain out of household supplies, find Warhammer books in local libraries, and do lots of other tasks. Warhammer is a fantastic opportunity for intergenerational bonding.

Beginners of All Ages

There's no age limit on Battle Honours – if you, or the parents and carers of members of your Warhammer Alliance club, want to get started in the Warhammer Hobby, you're also welcome to participate in the programme and earn rewards.

Not Near a Warhammer Store?

Battle Honours participants need to go to an official Warhammer store to claim their rewards. Not near a store? Don't worry, there's no time limit on claiming them. When club members are going on a trip to somewhere there is a store, encourage them to take along their booklets and photos of their models – or even the models themselves – so they can drop into the store and pick up what they've earned.

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.

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://www.stores.warhammer.com)



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.

Advice for Running Your Club

Organise 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.

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.

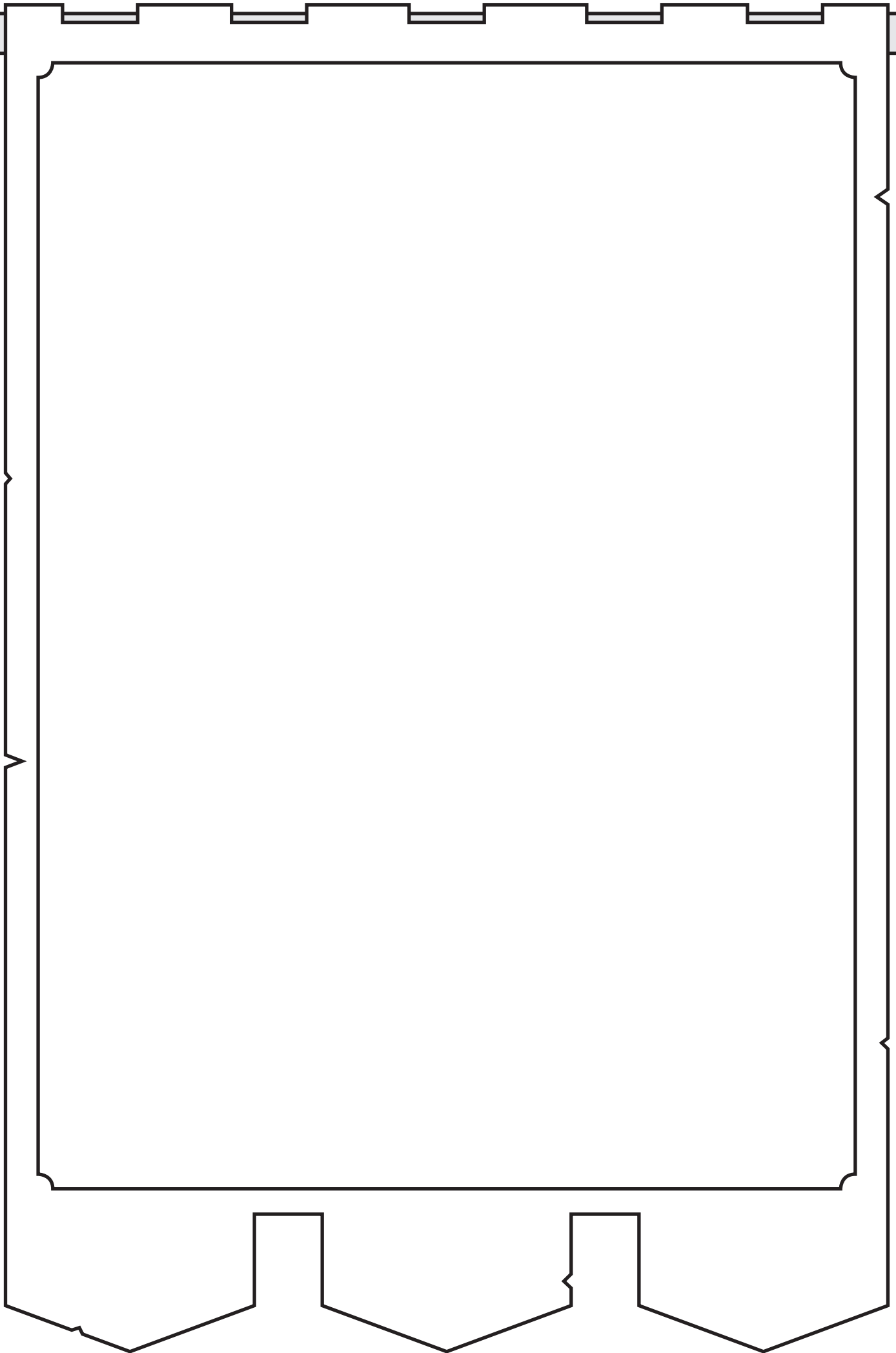
Respect everyone else's miniatures.

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:

Paintbrushes

Models

Paint Guide

List of paints:

Gaming

I have planned a game of:

My opponent is:

Points:

I need to bring:

Models

Dice

Tape Measure

Rules

Codex or Battletome

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:

Paints used:

2 things I like about my finished model:

1 Goal I have for my next model:

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://www.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 Commonly Used Products

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.

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.



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.



Health and Safety Notes

We recommend that you use this page to note down any safety requirements or laws relevant to your country and to the paints and tools that you use.

Gaming Tools

Here you will find useful tools to help as the club grows. With the Core Rules for both Warhammer 40,000 and Warhammer Age of Sigmar free to download, club members' can continue to expand their knowledge of the game both in and out of club time. We know that many leaders do not have expert knowledge of our games, so reinforcing club member's abilities to learn independently is an excellent way to keep the club active and engaging.



The aids included within this pack are divided between Warhammer Age of Sigmar content and Warhammer 40,000 content.

Warhammer 40,000 content includes:

- Rules for a minigame that builds on the one in the Battle Honours booklet.
- A reference sheet breaking down a game turn in Warhammer 40,000 and where to find the rules for each section in the Warhammer 40,000 Core Rules.
- A Learn to Play sheet which club members can use to aid them in learning the rules for Warhammer 40,000.
- Advice for running multiplayer games of Warhammer 40,000

Warhammer Age of Sigmar content includes:

- Rules for a minigame that builds on the one in the Battle Honours booklet.
- A reference sheet breaking down a game turn in Warhammer Age of Sigmar and where to find the rules for each section in the Warhammer Age of Sigmar Core Rules.
- A Learn to Play sheet which club members can use to aid them in learning the rules for Warhammer Age of Sigmar.
- Advice for running multiplayer games of Warhammer Age of Sigmar.

Top Tip:

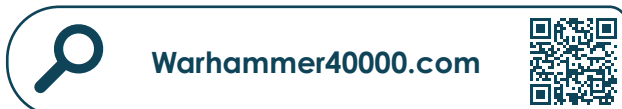
Games of Warhammer can last anywhere from half an hour to a full day! We advise only allowing small games to be played that can be completed within the time your session runs for. Tabletop games are not easily paused, and it may be frustrating if those participating never finish.

Get the Core Rules

The free Core Rules for both Warhammer 40,000 and Warhammer Age of Sigmar show how to move, shoot, charge and fight with miniatures on the battlefield. They represent the backbone of how the game is played and are perfect for clubs starting out.

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

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



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

Datasheets

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

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

ASSAULT INTERCESSOR SQUAD

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

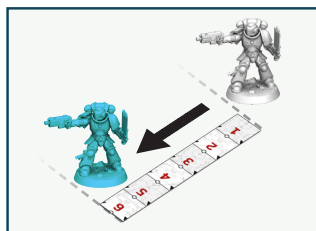
Datasheet Abilities:
Each time a model in this unit targets an enemy with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.

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

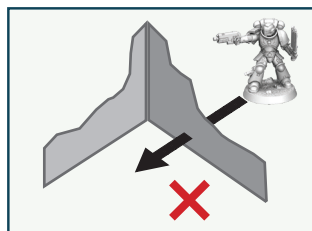
Normal Move



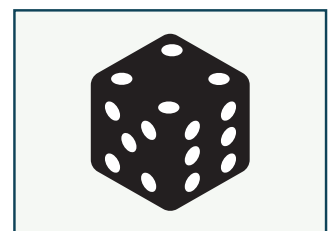
Check the Move characteristic on the datasheet for that model.



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

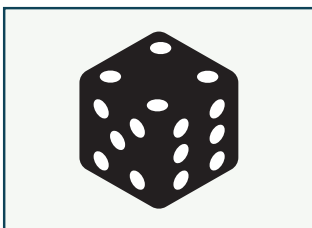


When moving, a model may not move through scenery or other models.



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

Armour Saves



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



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



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



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

Mission: Recover the STC Fragment

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

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

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

You Will Need



1 Space Marine Intercessor per player



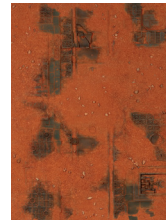
1 Necron Warrior per player



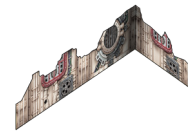
1 or more dice



1 or more rulers



Battlemat



Ruins/barricades



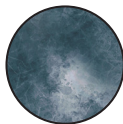
Objective Markers

Set-up

You will need the following objective markers:



1 fragment marker



2 blank markers

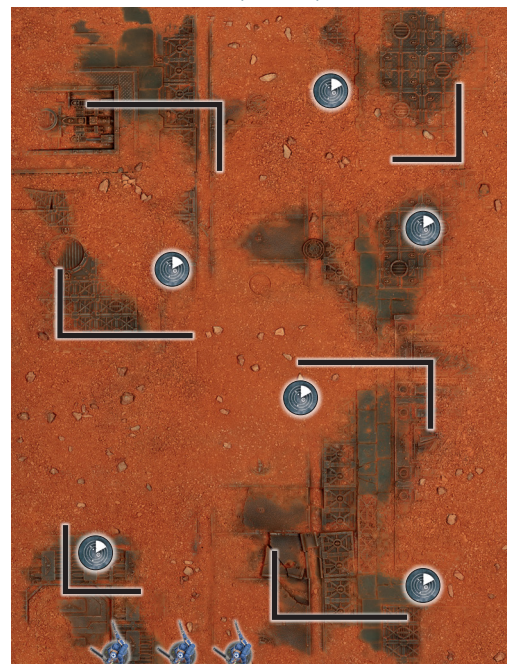


1 extraction point marker



1 Necron portal marker per player (maximum of 6)

Example set-up



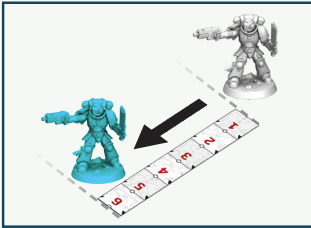
1. Set up the barricades on the battlemat. Place the extraction point marker to one side for later.
2. Shuffle the remaining markers face down. Each player takes it in turn placing a marker face down on the mat, at least 3" from the edge, and at least 6" from other markers. During the game players will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

How To Win

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

Mission Rules

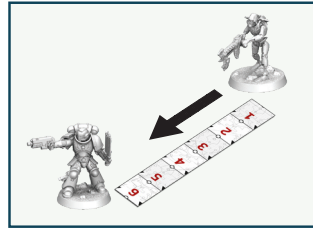
The game is split into battle rounds. The youngest player goes first in each battle round, and then play proceeds clockwise.



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



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



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



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

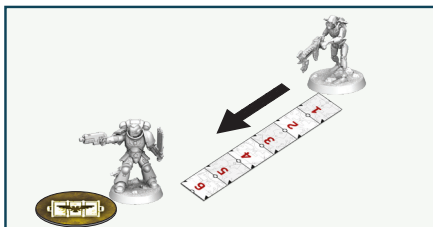
Action: Search For Fragment

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

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

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

Necron Guardian Protocols









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



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

ASSAULT INTERCESSOR SQUAD

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



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

Datasheet Abilities:

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

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



NECRON WARRIORS

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



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

Datasheet Abilities:

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

KEYWORDS: INFANTRY, BATTLELINE, NECRON WARRIORS





REFERENCE SHEET



PAGE NUMBERS

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

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

BASIC RULES

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

THE BATTLEROUND

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



Are you ready to learn the full rules for Warhammer 40,000? A good way to remember information is by playing a game and making your own notes. Print out and use the sheet below whilst learning the game by filling in the boxes with what happens in each phase.

This sheet is designed to be used in conjunction with the core rules, which can be found on the app, online, or in hardback.

DETACHMENT ABILITIES:

ENHANCEMENTS

STRATAGEMS:

BEFORE THE BATTLE/DEPLOYMENT:

1: COMMAND PHASE

2: MOVEMENT PHASE

4: SHOOTING PHASE

5: CHARGE PHASE

6: FIGHT PHASE

NOTES

WOUND ROLL

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

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

Warscrolls

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

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

• STORMCAST ETERNALS WARSCROLL •

VINDICTORS

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

✗ Any Combat Phase

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

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

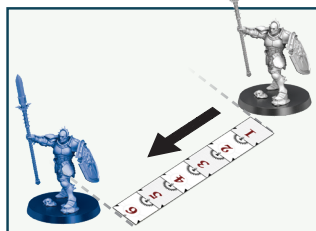
KEYWORDS

INFANTRY, ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER

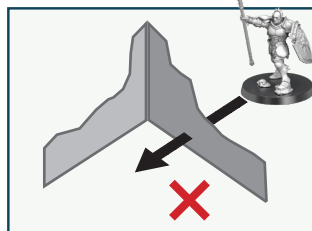
Normal Move



Check the Move characteristic on the Warscroll for that model.

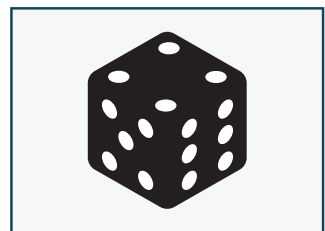


Use a ruler to move that model up to the number of inches shown in the Move characteristic.



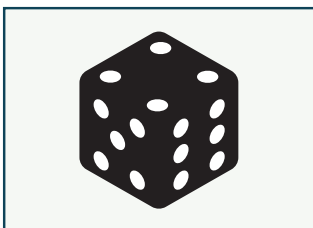
When moving, a model may not move through scenery or other models.

Run

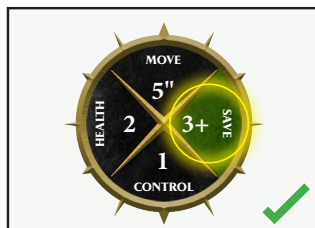


Roll one dice. Add the result, in inches, to your Move characteristic for this turn.

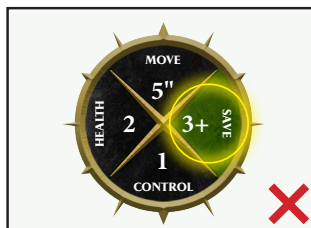
Armour Saves



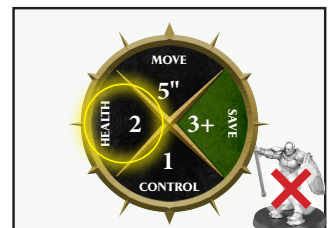
To make an Armour Save, roll a dice and check the datasheet for that model.



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



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



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

Battleplan: Unlock The Stormvault



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

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

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

You Will Need



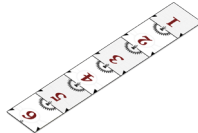
1 Stormcast Eternals Vindicator per player



1 Kruleboyz Gutrippa per player



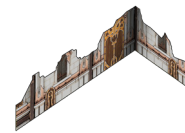
1 or more dice



1 or more rulers



Battlemat



Ruins/barricades



Objective Markers

Set-up

You will need the following objective markers:

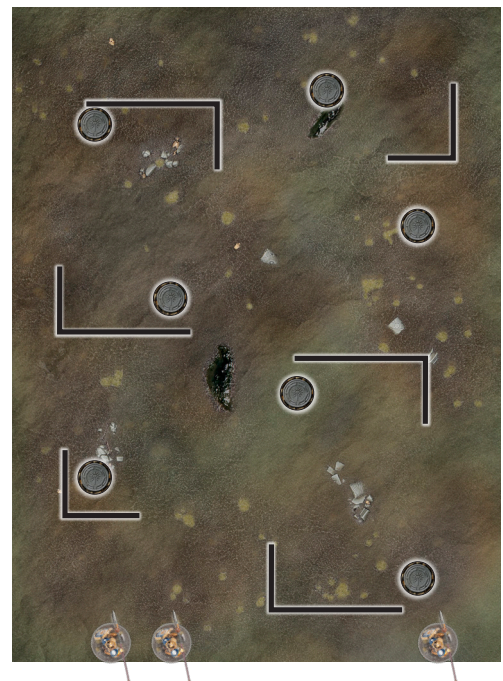


4 pressure plate markers



1 Kruleboyz ambush marker per player (maximum of 6)

Example set-up



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

How To Win

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

Battleplan Rules

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



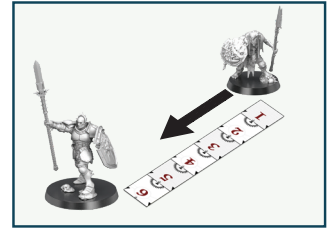
Before moving their Stormcast Eternals Vindictor, the player picks an unrevealed objective marker and flips it over, revealing either a Kruleboyz Gutrippa or pressure plate. If it is a Gutrippa, replace the token with a model.



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

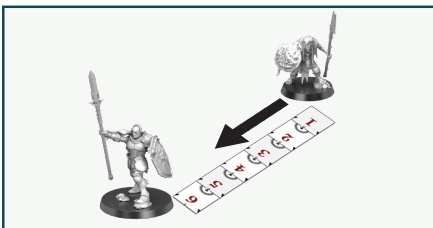


If the Vindictor made a normal Move action, they can activate a pressure plate by ending a move on top of it. They cannot do this if they chose to Run.

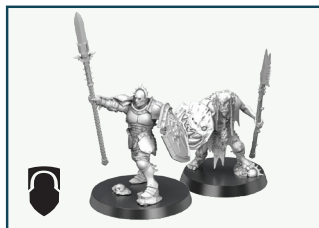


Then, if any are on the battlefield, each Gutrippa makes a move following the Kruleboyz movement rules. Then a new battle round immediately begins.

Kruleboyz Movement Rules



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



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

The player controlling the Vindictor makes an Armour save.

MOVE
5"
HEALTH 2
3+ SAVE
1
CONTROL

• STORMCAST ETERNALS WARSCROLL •

VINDICTORS

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

✘ Any Combat Phase

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

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



KEYWORDS

INFANTRY, ORDER, STORMCAST ETERNALS, WARRIOR CHAMBER

MOVE
5"
HEALTH 2
5+ SAVE
1
CONTROL

• KRULEBOYZ WARSCROLL •

GUTRIPPAZ

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

U Any Combat Phase

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

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



KEYWORDS

INFANTRY, DESTRUCTION, KRULEBOYZ



REFERENCE SHEET



PAGE NUMBERS

The page numbers on this sheet match those contained the free Warhammer Age of Sigmar Core Rules which can be found on the website:

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

START OF TURN

Start of the Battle Round 13

HERO PHASE

Commands 29

Magic 33

MOVEMENT PHASE

Coherency 15

Terrain 16

SHOOTING PHASE

Shooting Phase Abilities 14

Shooting Attacks 17

CHARGE PHASE

Charge Phase Abilities 14

COMBAT PHASE

Combat Phase Abilities 14

Combat Attacks 17

END OF TURN

Objectives 27

End of Battle Round 27

DICE

5

MEASURING DISTANCES

5

KEYWORDS AND ABILITIES

7

DEPLOYMENT

11

MAKING ATTACKS

Attack Sequence 17

Damage Sequence 19

Ward Saves 19

Special Rules 23

ADVANCED RULES

Commands 29

Terrain 31

Magic 33

Army Composition 35

Battle Tactics 40



Learn To Play Sheet



Are you ready to learn the full rules for Warhammer Age of Sigmar? A good way to remember information is by playing a game and making your own notes. Print out and use the sheet below whilst learning the game by filling in the boxes with what happens in each phase.

This sheet is designed to be used in conjunction with the core rules, which can be found on the App, online, or in hardback.

ARMY:

ENHANCEMENTS:

BATTLE FORMATION:

LORES:

START OF TURN

HERO PHASE

MOVEMENT PHASE

SHOOTING PHASE

CHARGE PHASE

COMBAT PHASE

END OF TURN

NOTES

Tips for Running Multiplayer Games

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

Below are some suggestions for different ways to play multiplayer games in your club.

Team Games

The easiest way to run a multiplayer game is by splitting participants into teams. There is no limit to the number of teams, but while you are still learning the rules, we recommend splitting members randomly into two groups, as most missions within the core rules are designed for two sides. Once you are more confident with the rules of Warhammer, you can adapt material from the core rulebook for more groups as you see fit.

Model Limits

Set a limit of how many models, or "units", each player can bring. A character or leader and a single group of models is a good starting point. If you're familiar with the rules, you can limit the game using points.

Time Limits

The materials in the box are intended for games lasting under an hour. Sometimes, you may not have that long, or games might overrun. It's important to identify points where you can end games naturally.

For example, you could predetermine how many rounds to play, or limit the amount of time each side gets in which to play their turn.

Randomise

If you are playing a team game with more than two groups, it's a good idea to randomise the play order and allow each team to play their full turn before moving on to the next. This keeps downtime at a minimum.

Top Tip: Use different coloured dice representing each team, or write their names on a piece of paper. Put them in a bag and randomly draw one until the bag is empty and all teams have taken a turn. This random element will make the game more exciting and unpredictable.

Recycle!

When a young person only has a couple of models, it can be disheartening to have them removed at the start of the game, only for the game to continue for an hour or more without them. Consider allowing players to bring units back onto the board if they can answer a question about the game rules, or describe their character's defeat in a creative way. If they answer correctly, their models can re-enter via the edges of the board. This can create an

endless game, so setting a time limit is important!

Set an Objective

Giving the game a purpose, or narrative, helps keep players engaged and focussed. There could be set points on the battlefield or pieces of scenery to capture, a big monster or tank they all have to take down together, or a race to each side of the playing area. There really is no limit to what you can do.

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

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 between 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://www.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 create 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, or 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, or weapons are located here?
- Is there treasure to be found?

Notes:

Why?

Why is 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 is 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 is your army outnumbered?

Notes:

Take it Further

Once you have created your narrative, use a blank piece of paper or a 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.

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 reforged 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.

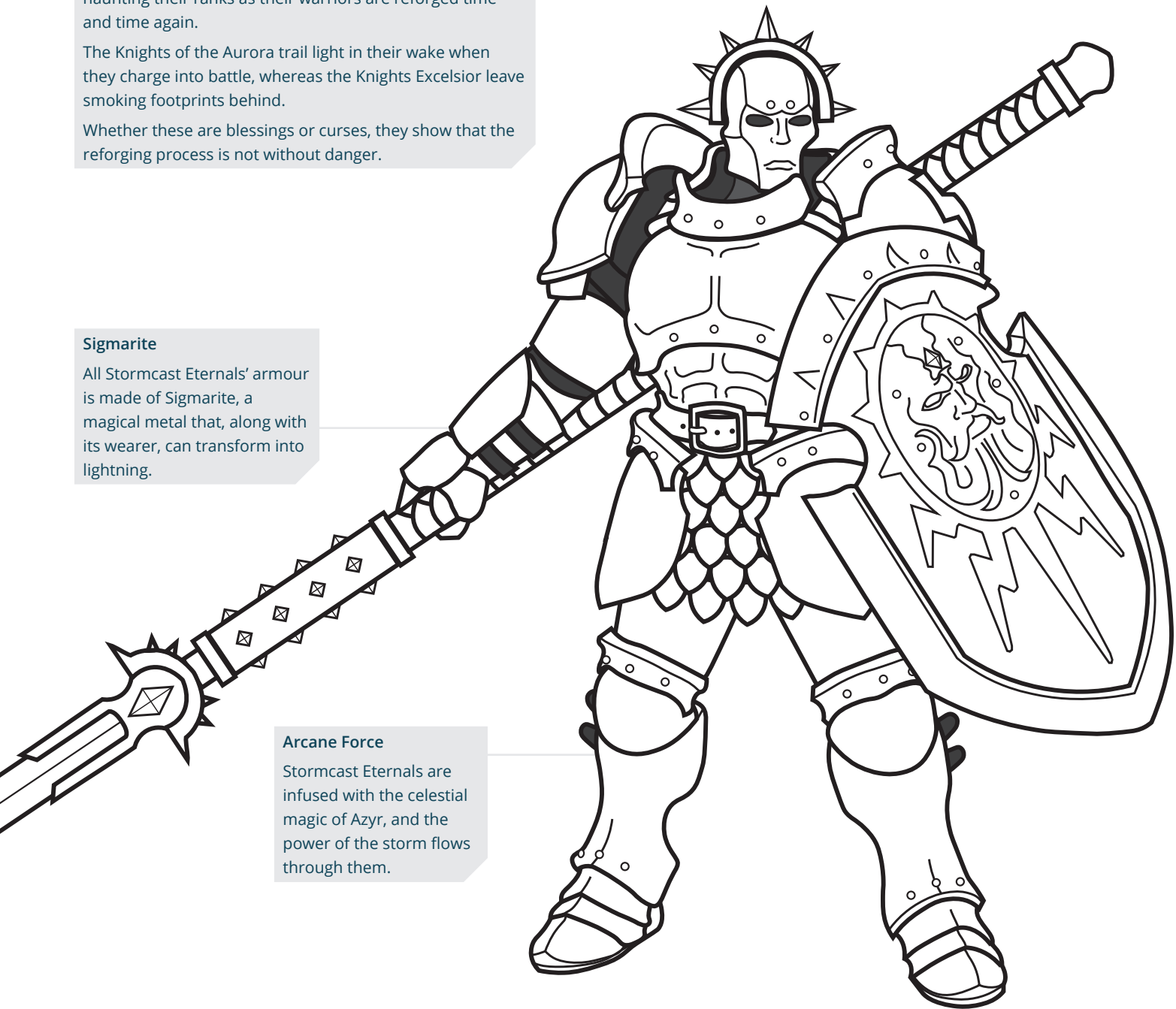
Whether these are blessings or curses, they show that the reforging process is not without danger.

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.



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.

Of all the Orruk Warclans, the Kruleboyz are the most kunnin'. Worshippers 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.

Warclanz

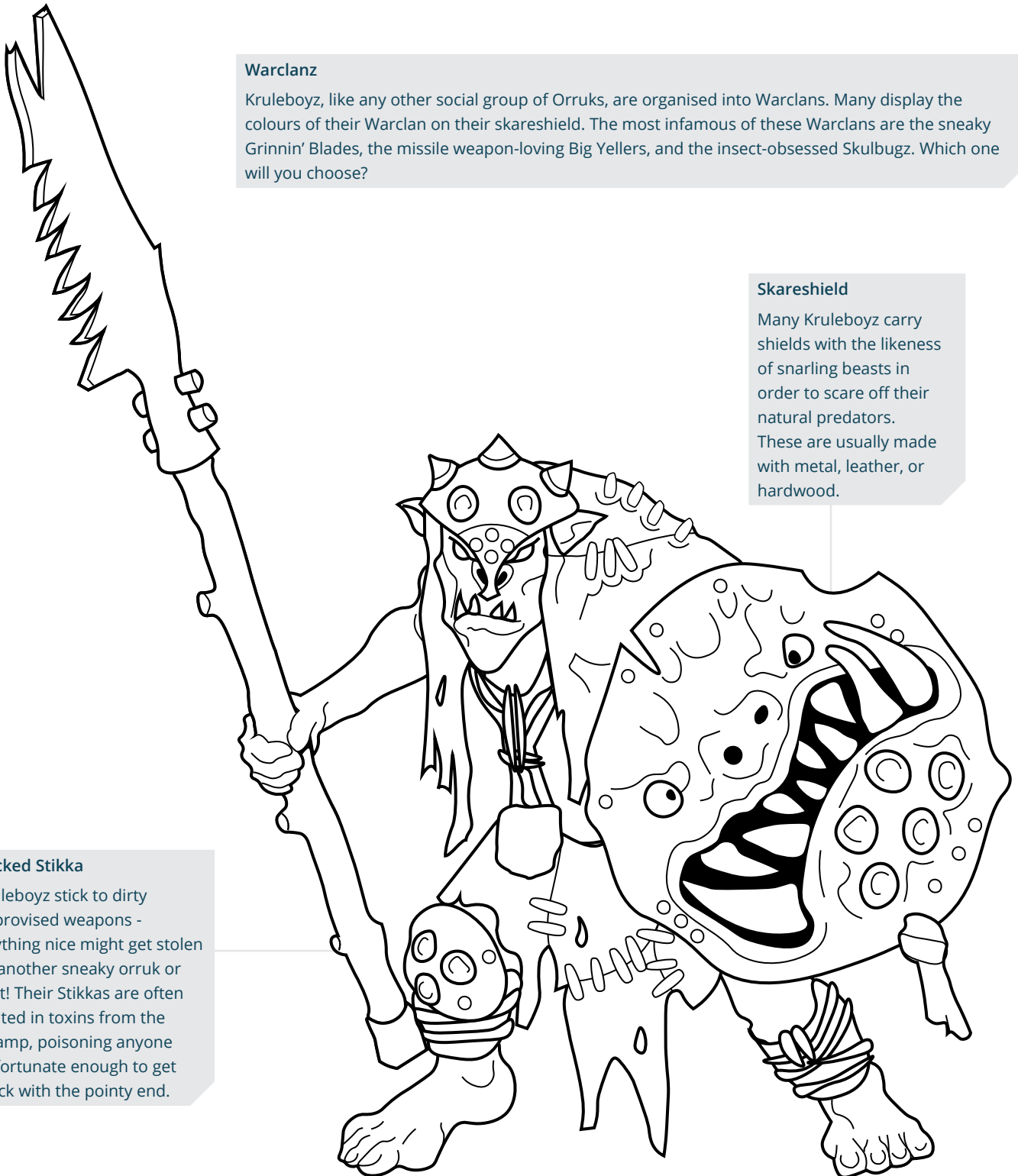
Kruleboyz, like any other social group of Orruks, are organised into Warclans. Many display the colours of their Warclan on their skareshield. The most infamous of these Warclans are the sneaky Grinnin' Blades, the missile weapon-loving Big Yellers, and the insect-obsessed Skulbugz. Which one will you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

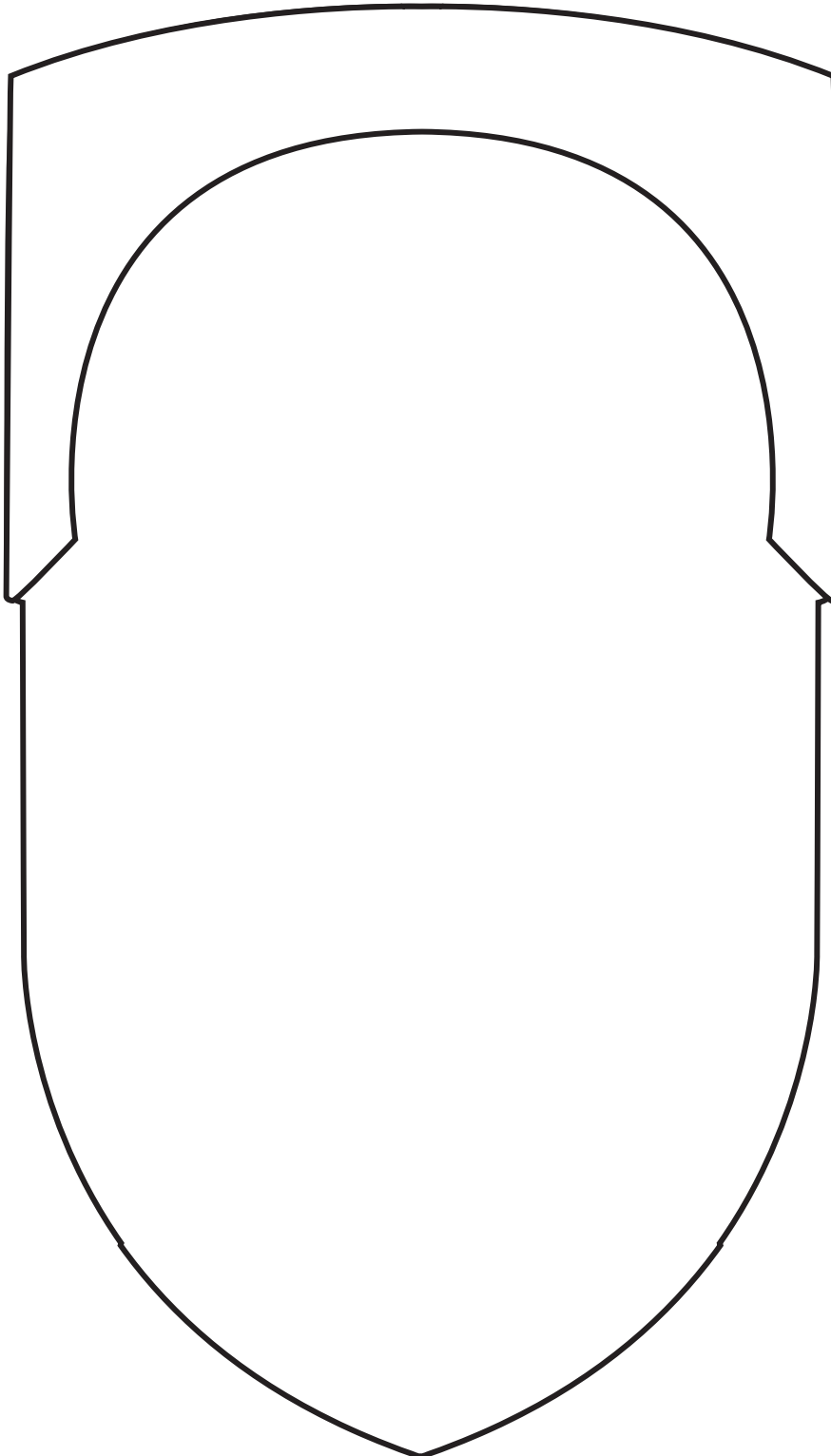


Design a Stormcast Shield

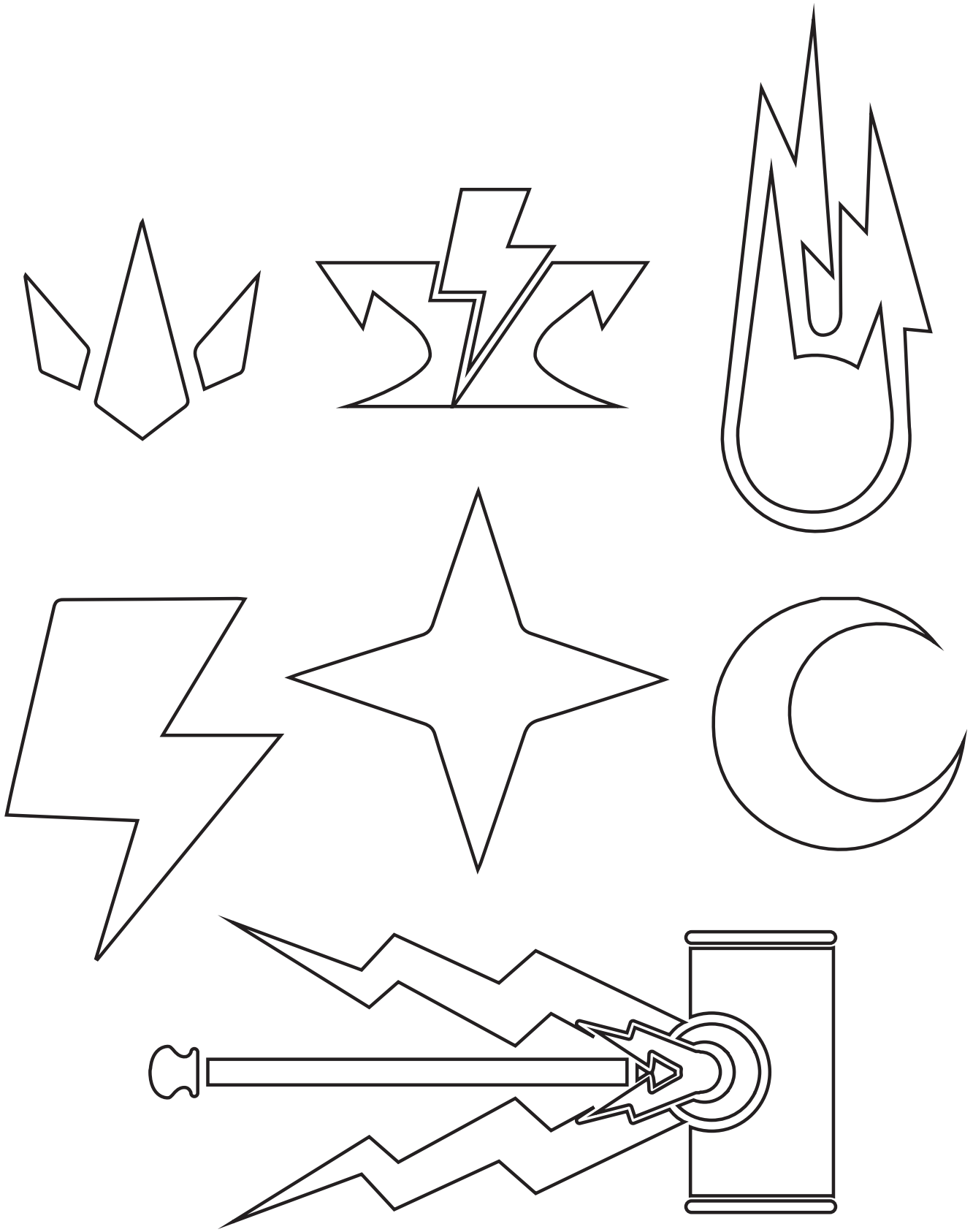


Each Stormhost has its own symbol that often appears as an emblem on their shield. Use the outline below to design your own shield emblem.

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.



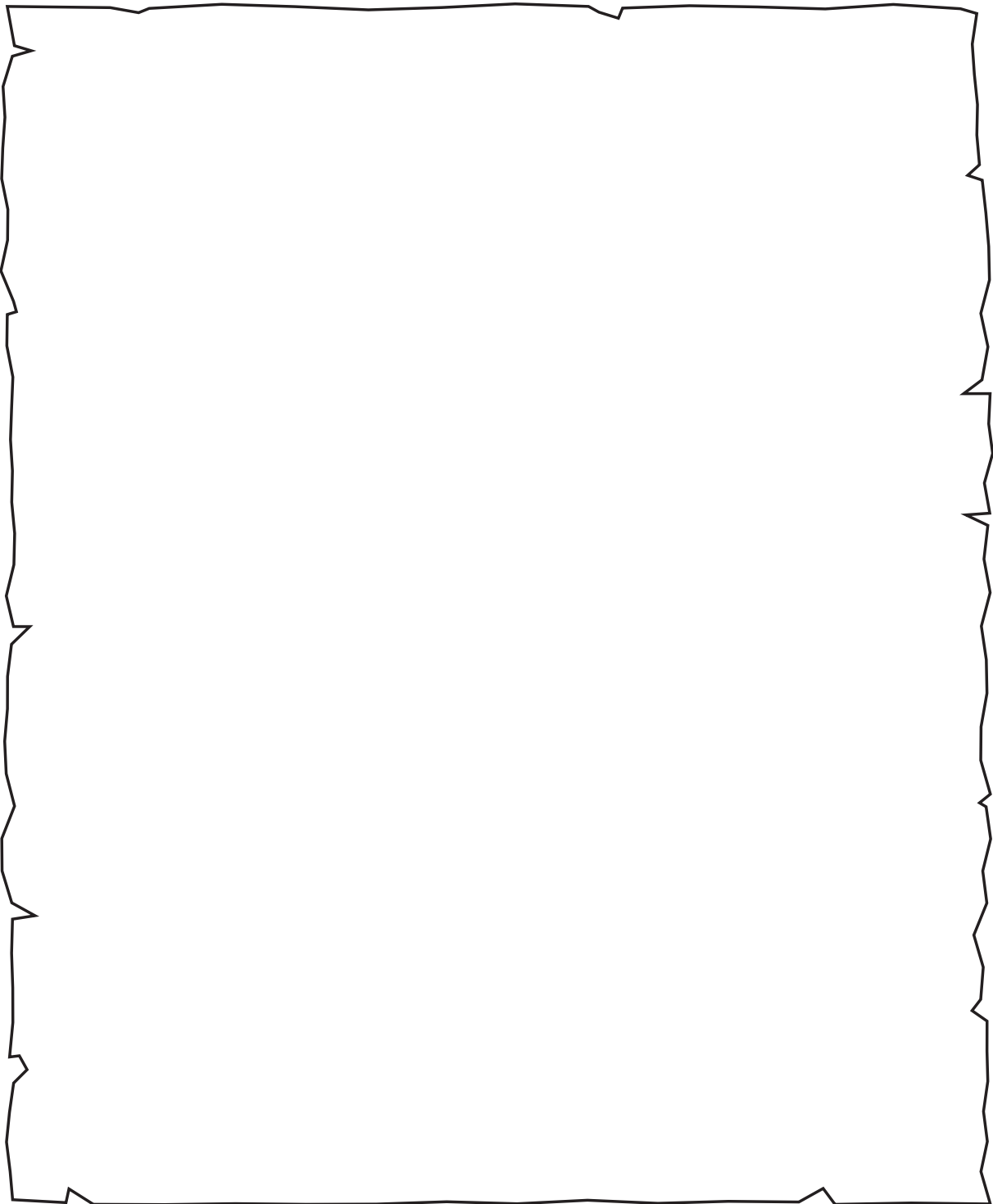
Create a Stormcast Diary



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.



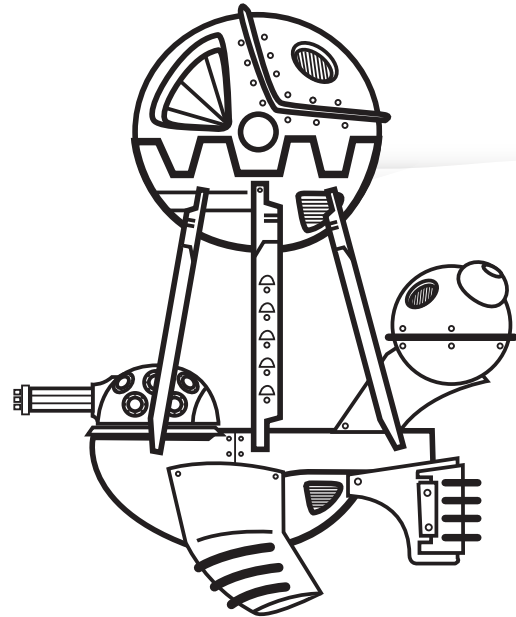
Create a Kharadron Skyvessel

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.

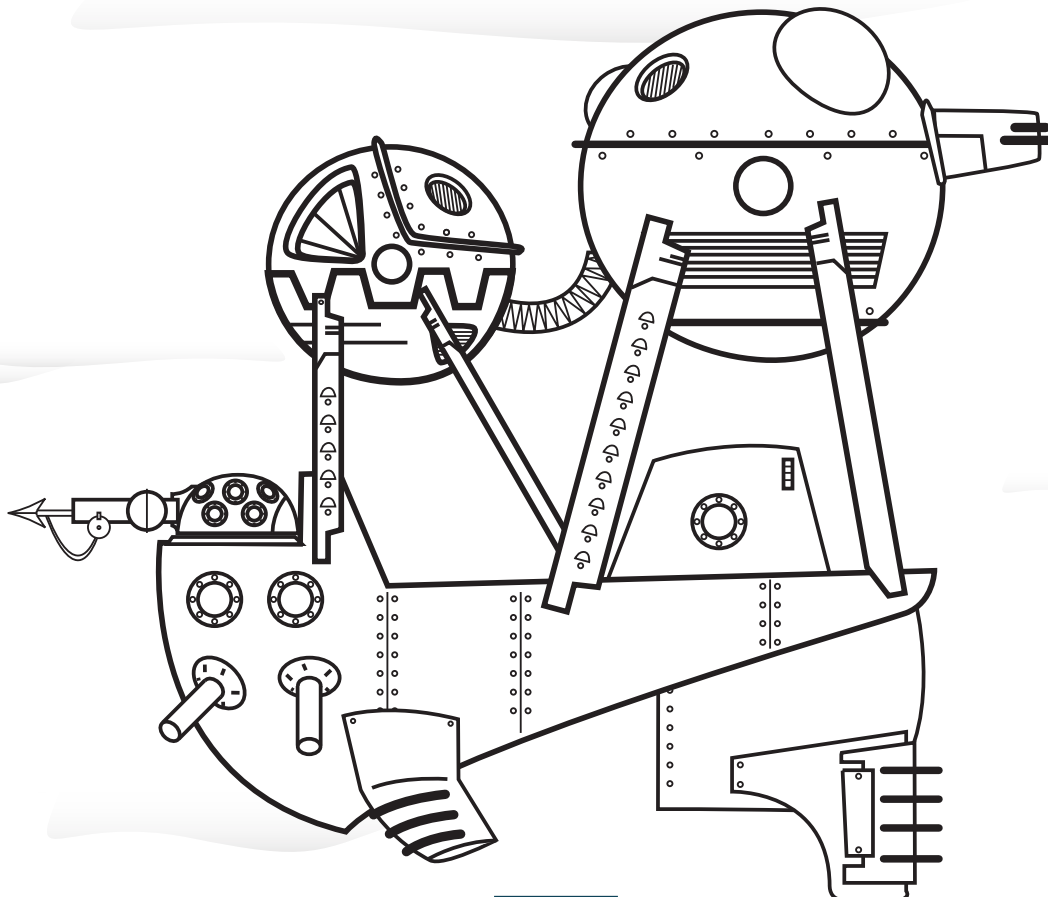
Use your engineering skills to create your own Sky Vessel. Think about adding custom components to make it better at mining the aether-gold.

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 Skyvessel

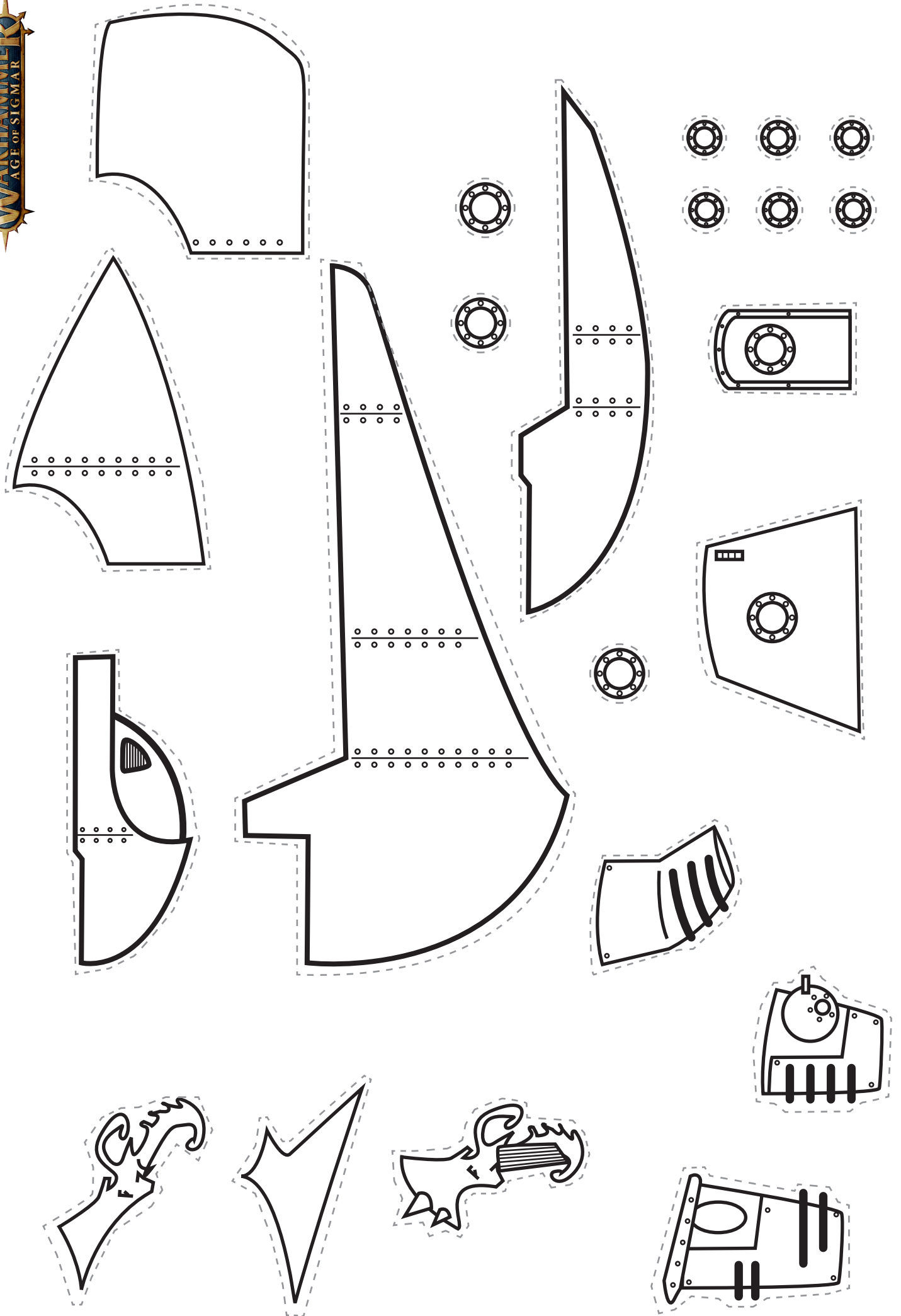


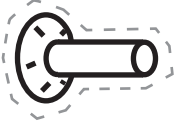
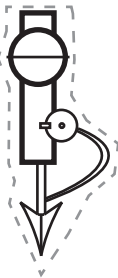
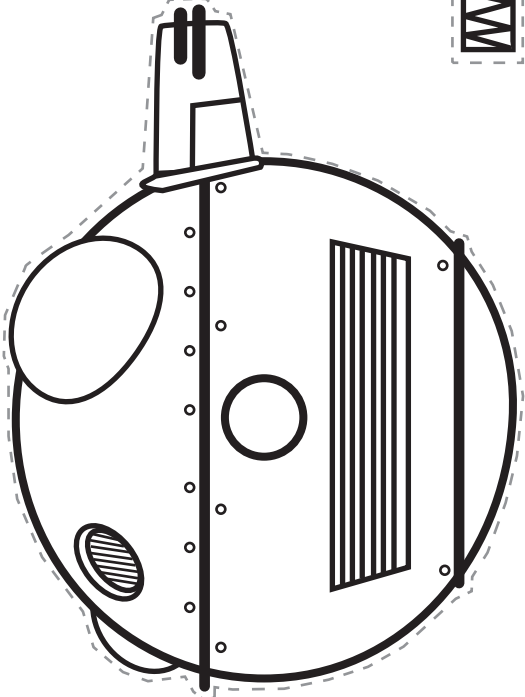
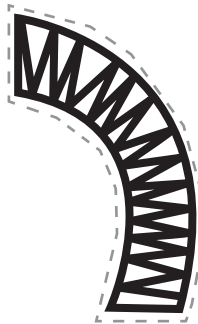
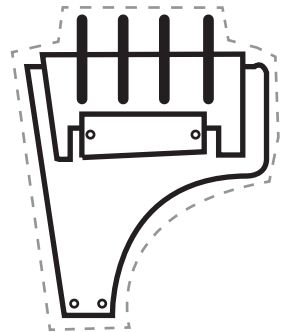
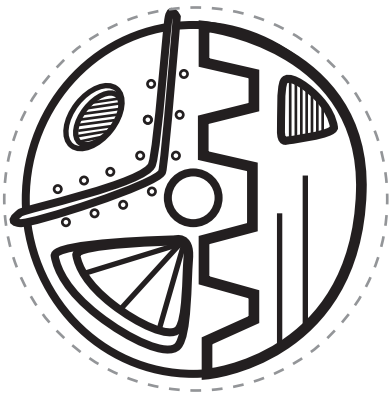
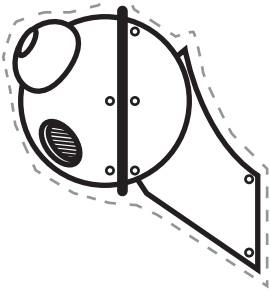
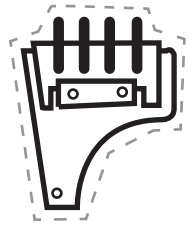
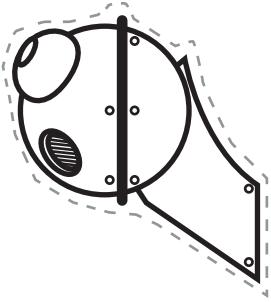
Captain's Name:

Ship Name:

By:

A large, empty rectangular area with rounded corners and a black border, intended for drawing the Kharadron Skyvessel. The area is currently blank, with some faint, light gray shapes visible, possibly representing the vessel's hull or wings.





Plan Your Colour Scheme

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.

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 chaotic 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

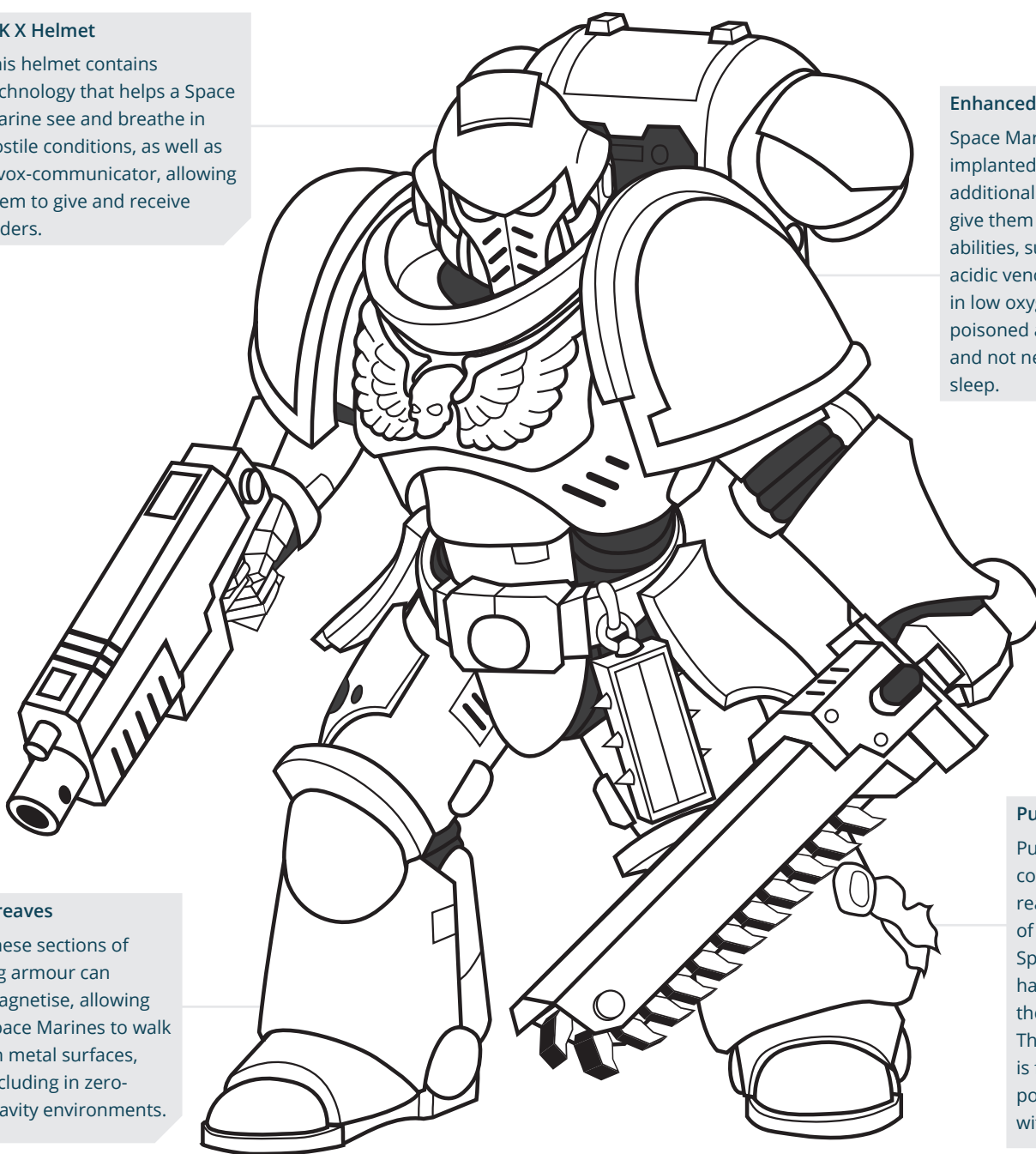
Space Marines are implanted with additional organs which give them superhuman abilities, such as spitting acidic venom, breathing in low oxygen or poisoned atmospheres, and not needing to sleep.

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.



Plan Your Colour Scheme

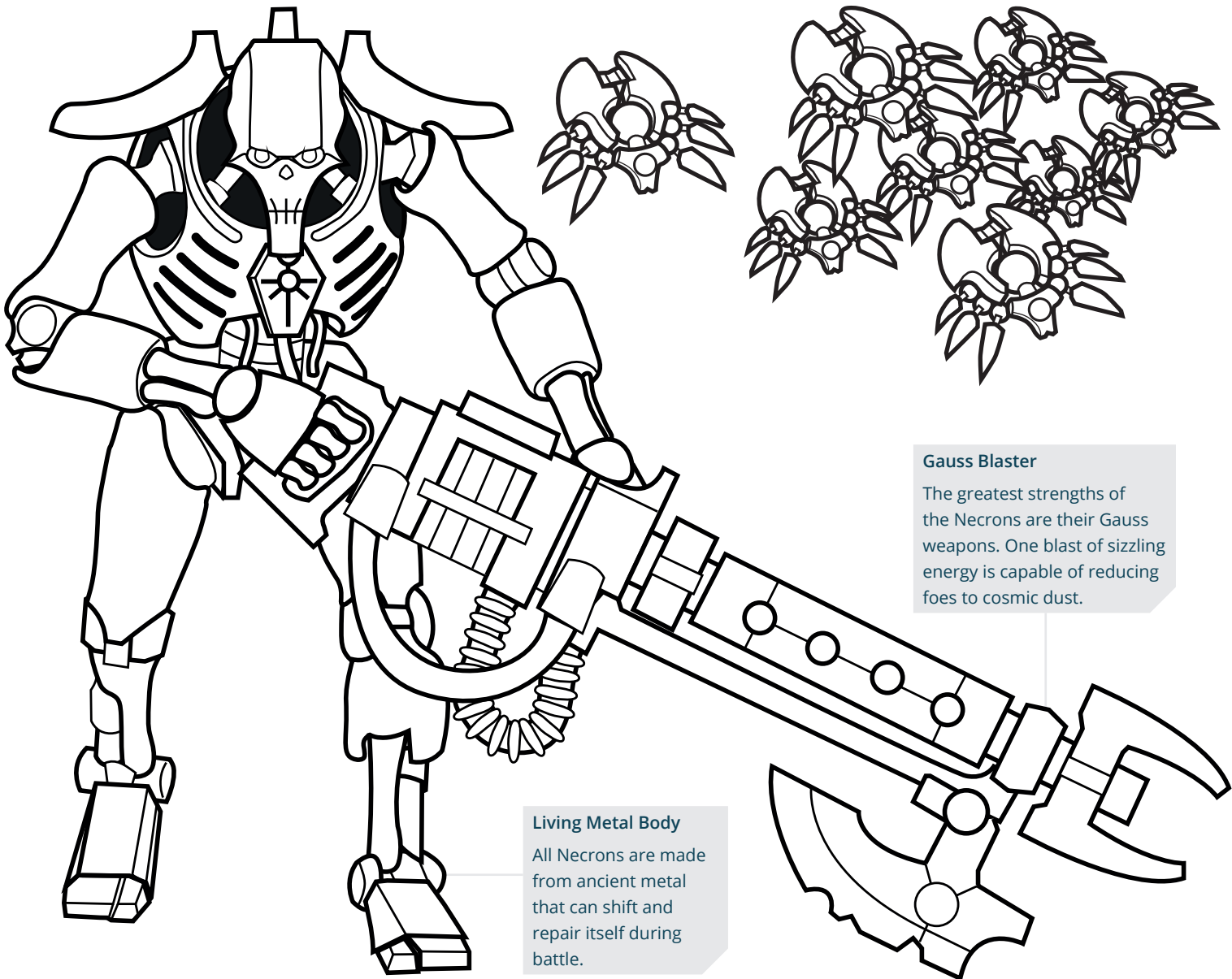
Necron Warrior

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.

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 metallic 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

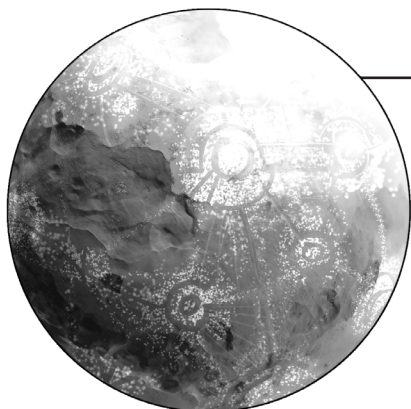


Create a map of the sector of space your Space Marine's Chapter Planet is located. Include the surrounding worlds and label them with a name and purpose. For example, your galaxy sector could have several Hive Worlds that are excellent recruiting grounds for your Chapter's ranks.

When drawing the planets, think about the colours you use for them and where space anomalies, stars, or moons may be located.

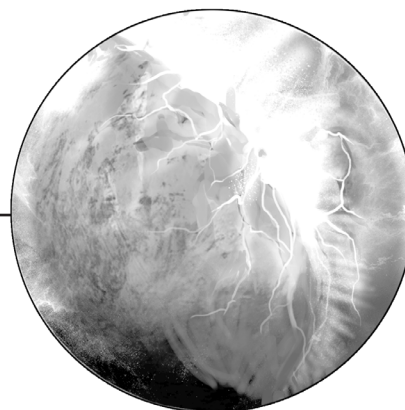
Name of galaxy sector:

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



HIVE WORLD

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

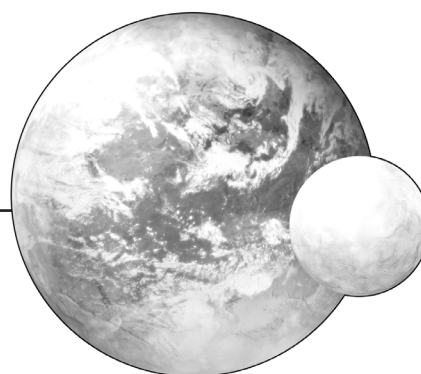


DESTROYED PLANET



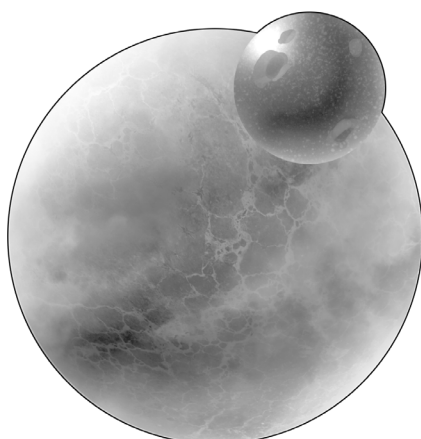
FORGE WORLD

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

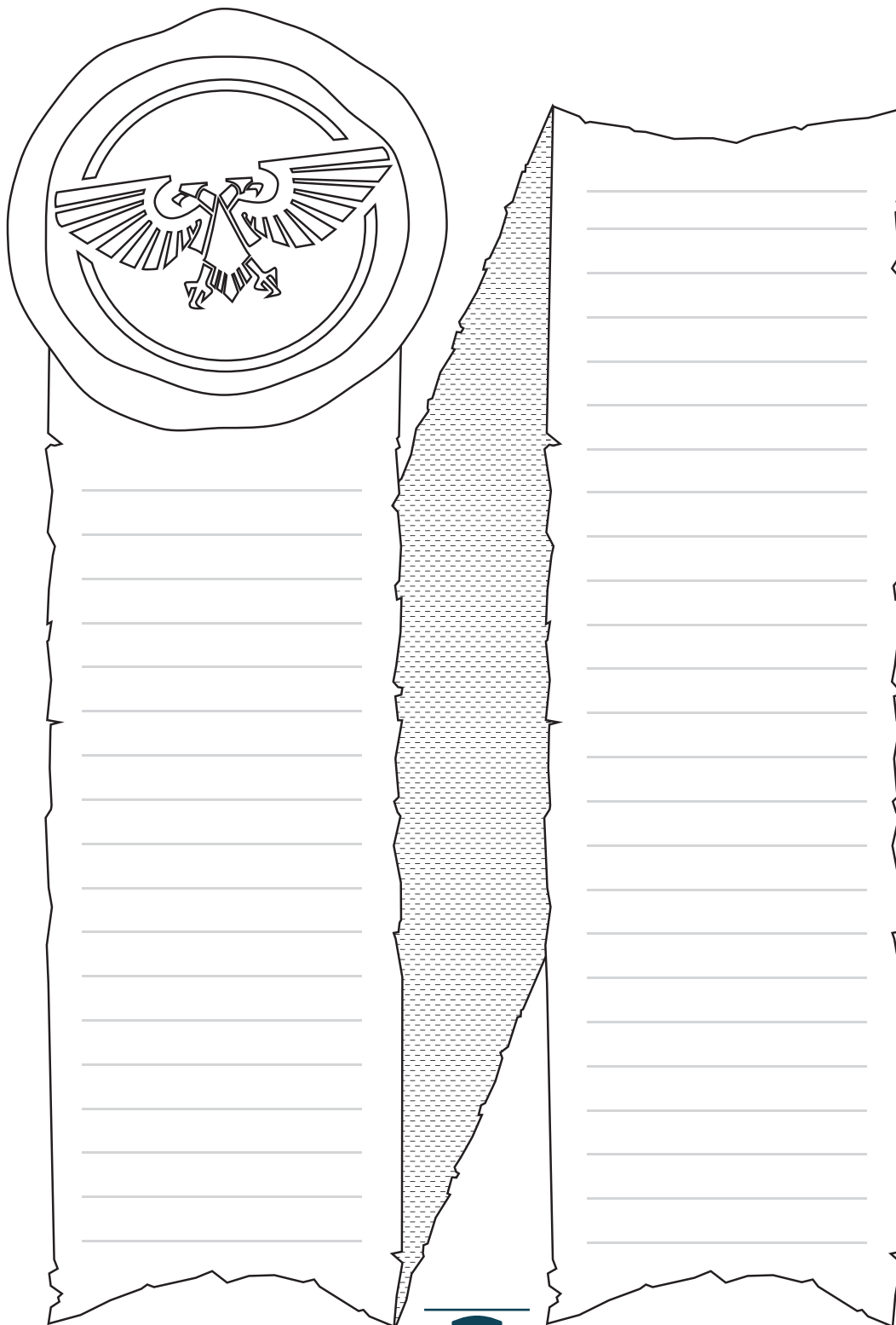
Planets deemed too dangerous to support conventional human settlements or industry.

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.



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.

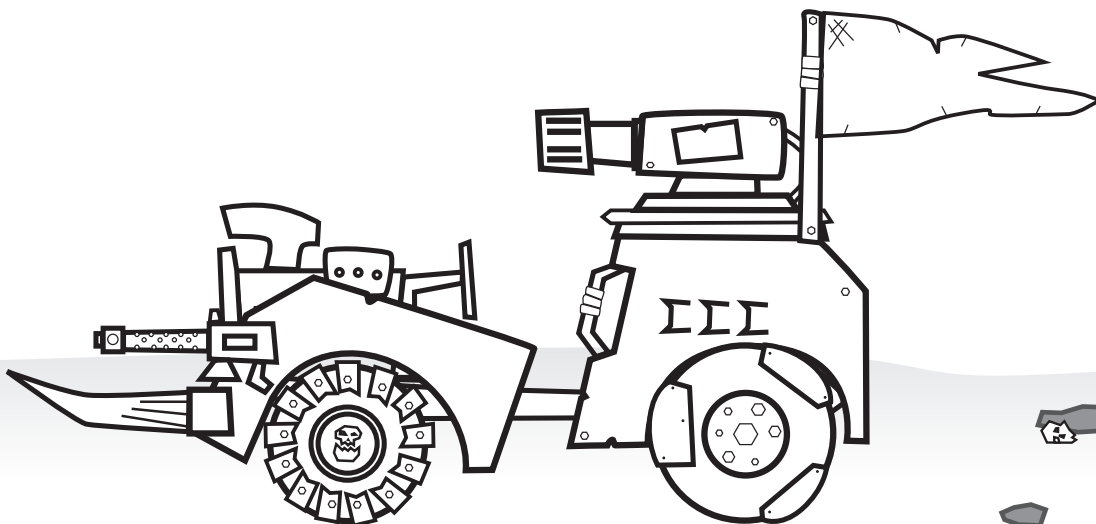
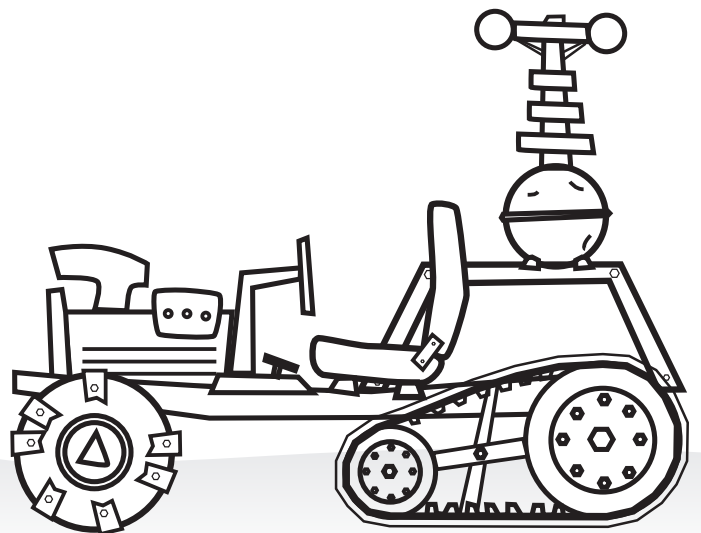
Orks are renowned for being both brutal and kunnin', and their races put both those qualities to the test. If an Ork can win just by going really, really fast, that's great - but if they can take their opponents out with big guns or sneaky traps, that's even better!

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



Driver's Name:

Racer Name:

By:

A large, empty rectangular area with a black border, intended for drawing the Ork Racer. The area is divided into a white upper section and a light gray lower section, representing the ground and sky respectively. There are two small icons: a stylized Ork Racer vehicle in the top right corner and a stylized Ork Racer driver in the bottom right corner.

