

LEADERS' GUIDE



2026-2027

Contents

Introduction	1
Using the Resource Box	3
Battle Honours	7
Club Set-up and Support	9
Health and Safety	17
Gaming Tools	20
Other Warhammer Games	26
Extra Activities	27

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 18 students to learn to build, paint, and play in the worlds of Warhammer via our specially designed Warhammer Alliance pack.

- 18x Warhammer Alliance booklets
- 18x Stormcast Eternals Liberator miniatures
- 18x Space Marines Primaris Intercessor miniatures
- 18x Skaven Clanrat miniatures
- 18x Ork Boy miniatures
- 10x Warhammer Colour paints
- 20x Starter paint brushes
- 18x Paint Palette & Ruins sheets
- 18x Six-sided dice
- 18x Reward art cards
- 2x Battlemats



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 Warhammer Alliance booklet
- Advice for setting up and running your club
- 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



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://start-warhammer.com)



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



[AgeOfSigmar.com](https://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 Warhammer Colour 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 friendly staff at your nearest Warhammer store. Use the website to find your nearest store today.



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



[Stores.Warhammer.com](https://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 booklet you will find a guide to what Warhammer is, an introduction to Warhammer 40,000 and Warhammer Age of Sigmar, a guide to basic painting, advice on how to set up a club, and suggestions on how to take things further.



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 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 Warhammer Colour paints.

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 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 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.



How to Paint

It's now time to help your members paint their 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.

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 3

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.



Step 2

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

Wash your brush in clean water between colours, and when you're finished.



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. 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

A great option for beginners is the Battle Honours 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 7 of this guide or talk to a Warhammer store manager to see if this is suitable for your club.

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! It's 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.

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 in 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://stores.warhammer.com)



Battle Honours

Battle Honours is a beginner's programme which provides more activities to get people started with Warhammer, paired with exclusive rewards from your local Warhammer store.

Participants can earn exclusive rewards by finishing Battle Honours activities. These 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 coordinate 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.



For more information about Battle Honours, 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.

How It Works

1. Choose which activities to do – club members could do this individually, or you could plan sessions where you all work on the same thing at the same time.
2. Support your club members in their efforts – perhaps by running club sessions where they can work on their Battle Honours activities, or by encouraging them to show their progress to you and to other club members.
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!

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. It's easy to focus club sessions around these. You could run several consecutive sessions for each theme before moving on to the next, or circle through the themes to keep things fresh.

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.



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 organised. 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 organisation, 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 organisations 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 organisation. 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 organisation 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 making noise, standing 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 miniatures.

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.

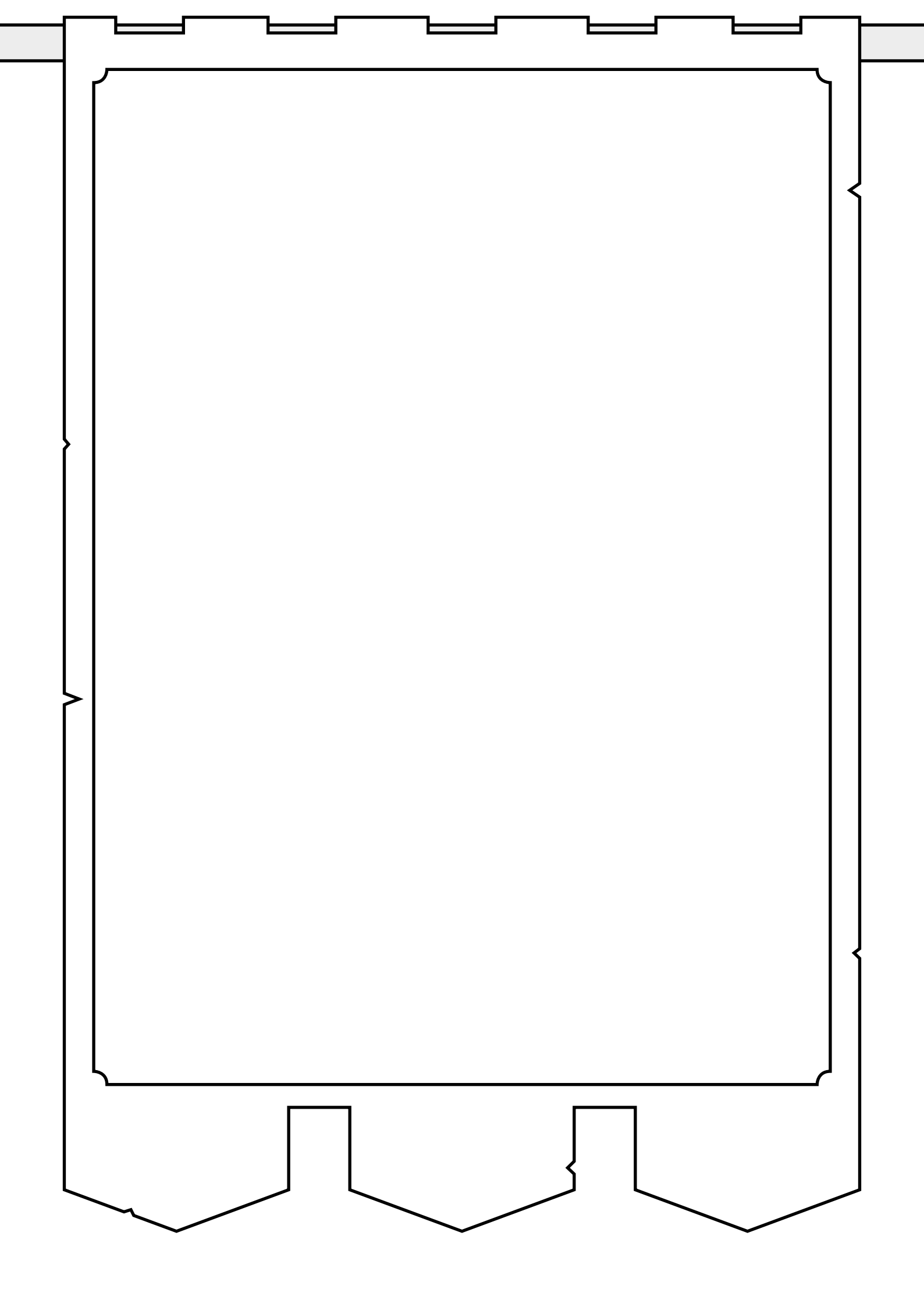
Respect everyone else's miniatures.

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:

2 things I like about my finished model:

1 goal I have for my next model:

Paints used:

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.

Warhammer Paints

All Warhammer Colour 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 Warhammer Colour paints adhere correctly to the model. This is usually done using a Warhammer 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 miniatures that are not part of the 'Easy to Build' range (unlike the models we've supplied). 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 every club member's ability 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:

- 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:

- 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.

There's also some information on other games you might like to try.

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:



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



[AgeOfSigmar.com](https://www.ageofsigmar.com)



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

BEFORE THE BATTLE/DEPLOYMENT:

START OF TURN STEP:

COMMAND PHASE

MOVEMENT PHASE

SHOOTING PHASE

CHARGE PHASE

FIGHT PHASE

END OF TURN STEP

WOUND ROLL

ATTACK'S STRENGTH VS TARGET'S TOUGHNESS	D6
Strength is TWICE (or more than twice) the Toughness	2+
Strength is GREATER than the Toughness	3+
Strength is EQUAL to the Toughness	4+
Strength is LESS than the Toughness	5+
Strength is HALF (or less than half) the Toughness	6+

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:

BATTLE FORMATION:

LORES:

ENHANCEMENTS:

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 focused. 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.

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 participants will find plenty to enjoy in these games and settings, but you can run sessions with your group using miniatures for any Warhammer game. Also, most miniatures can be used in more than one game – a Kill Team can become the core of a Warhammer 40,000 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.



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



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 Quest: Darkwater

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 cleanse a corrupted Abbey of its foul inhabitants. A single Darkwater 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:
45-60 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.*



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 colour scheme
- Design a shield for your Stormhost
- Create a diary for your Stormcast Eternals character
- Create a skyvessel

Warhammer 40,000 content includes:

- Design your Space Marine 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 Eternal 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.

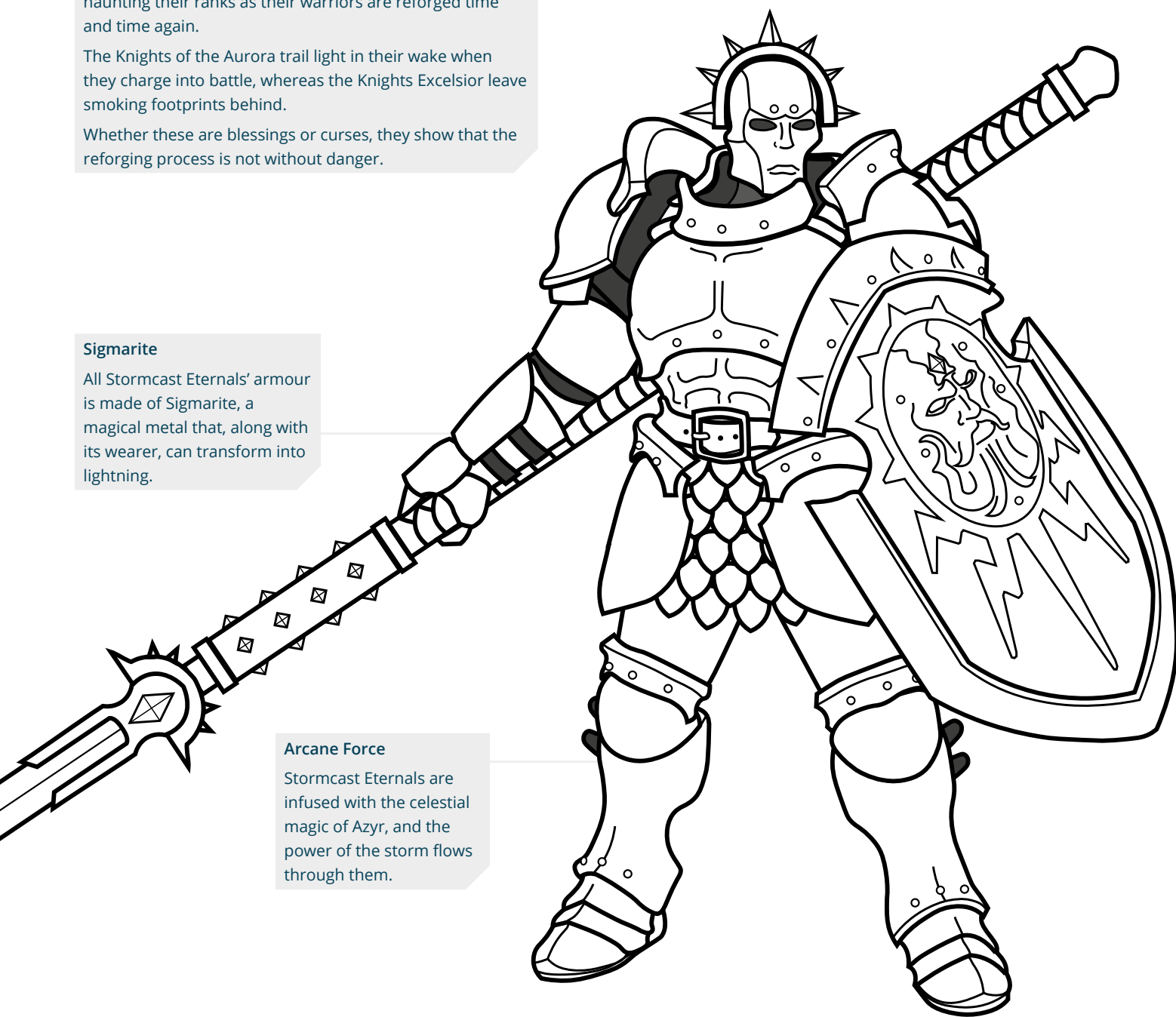
Whether these are blessings or curses, they show that the reforging process is not without danger.

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.

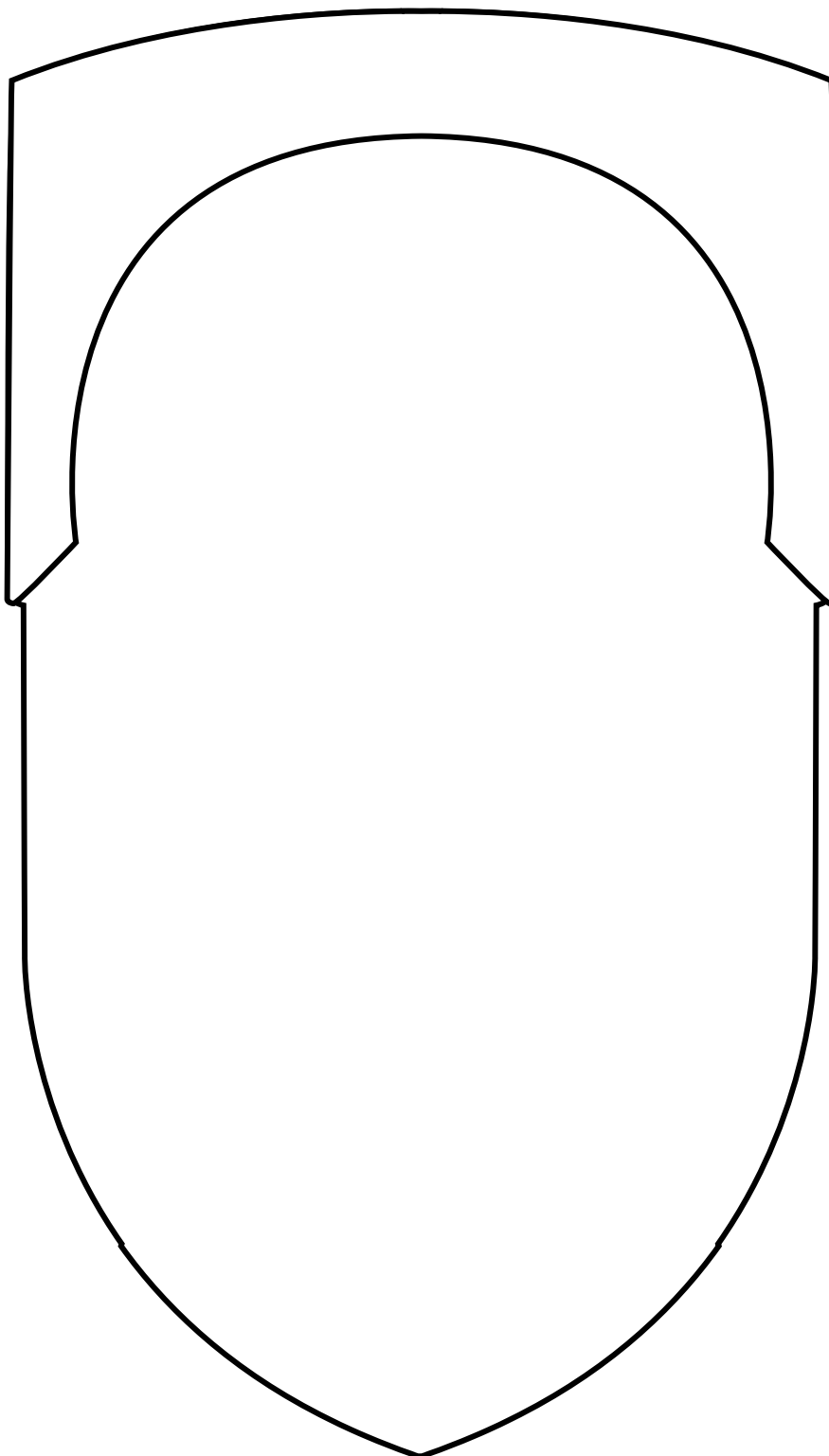


Design a Stormcast Shield

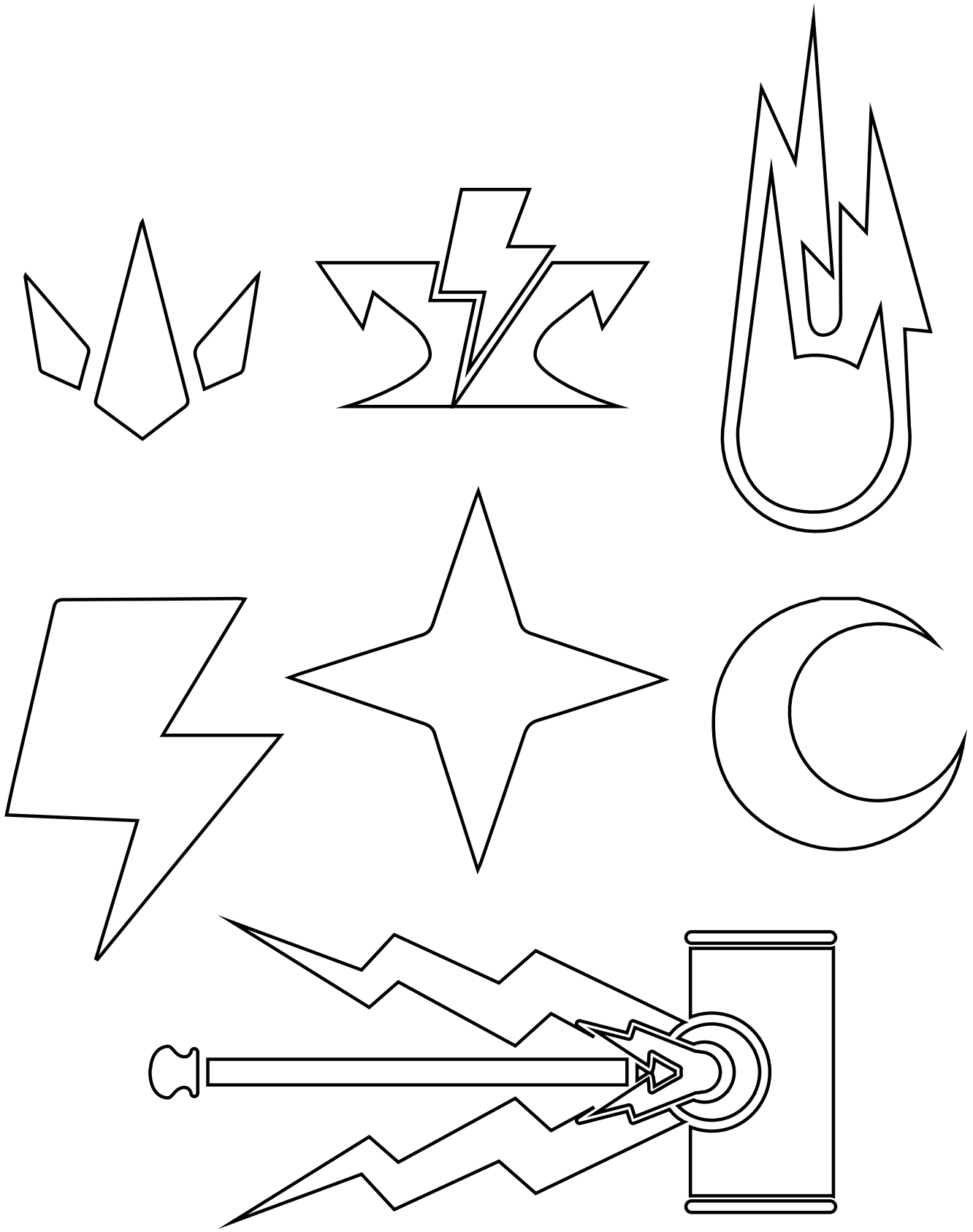


Each Stormhost has its own symbol that often appears as an emblem on their shield. Use the outline below to design your own shield emblem.

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.



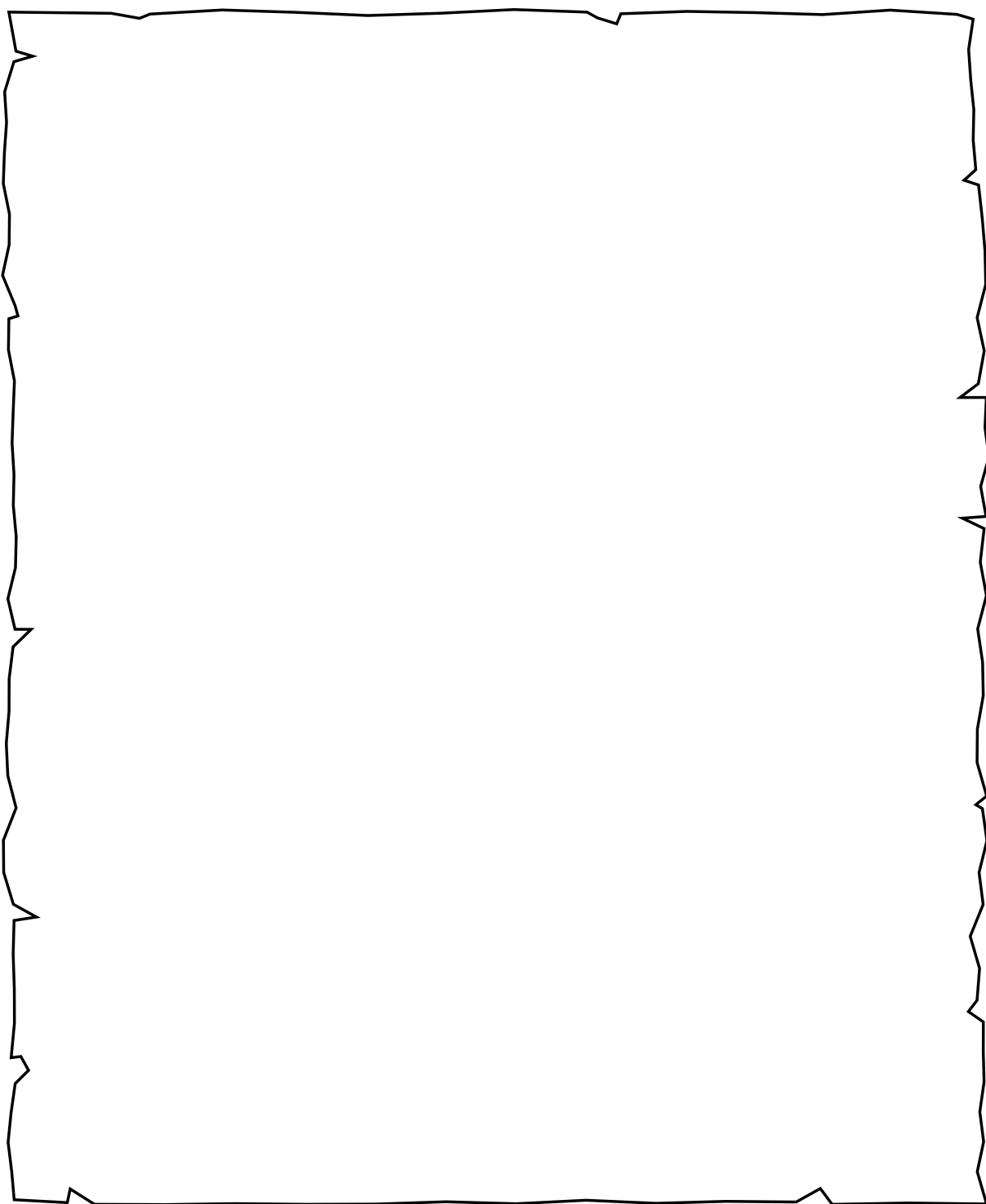
Create a Stormcast Diary



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

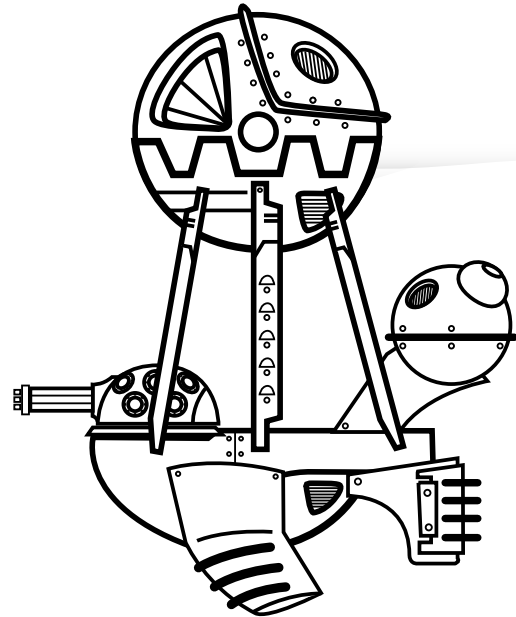


The Kharadron Overlords are masters of the skies, fearless duardin aeronauts who prize profit above all. They sail the clouds in steel-clad vessels armed to the teeth with cannons, bombs, and bullet-spraying deckguns, matching the raw fury of daemons and monsters with devastating firepower. These technological wonders are powered by the lighter-than-air mineral known as aether-gold – the lifeblood of the great Kharadron empire.

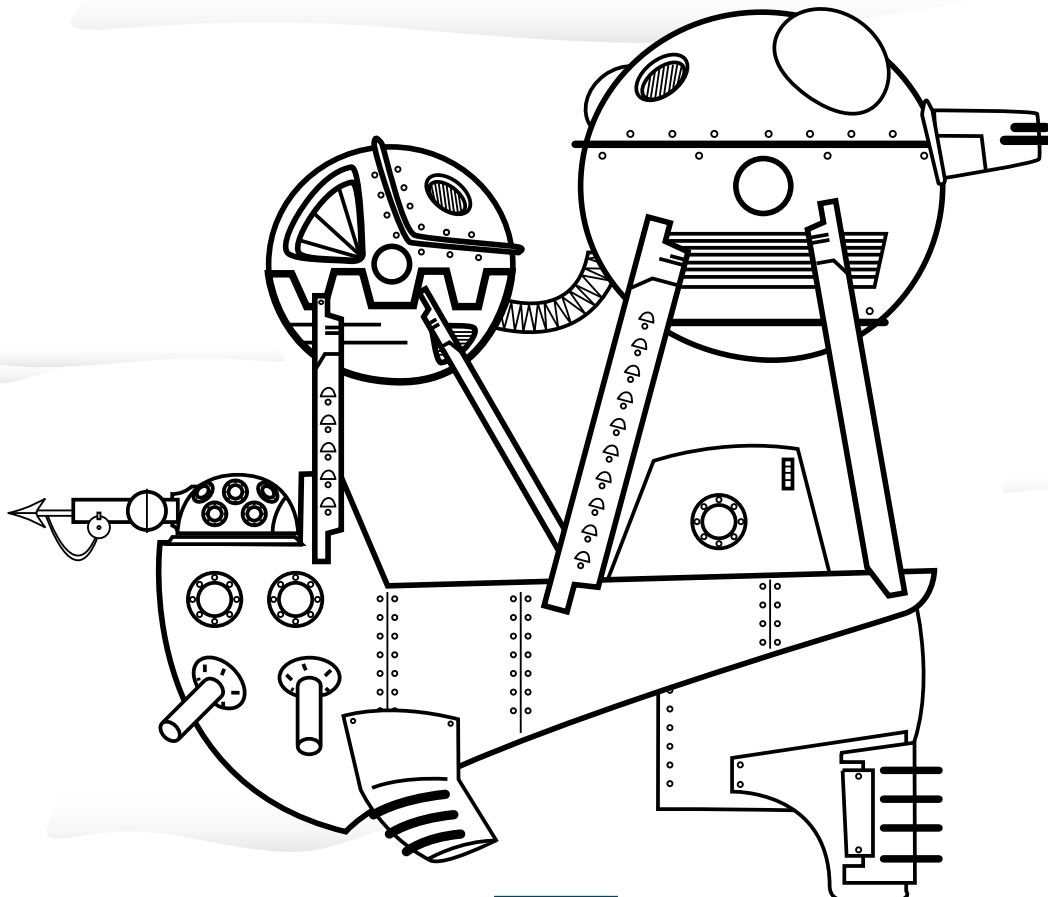
Use your engineering skills to create your own skyvessel. Think about adding custom components to make it better at mining the aether-gold.

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:



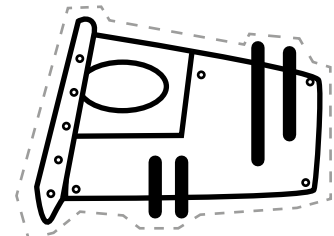
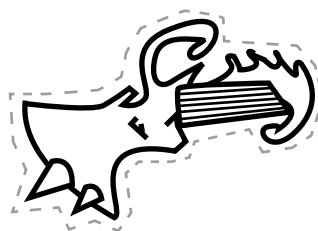
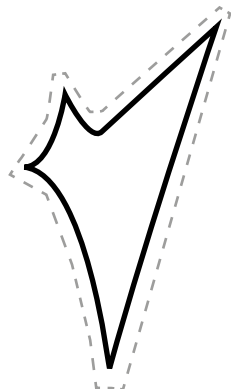
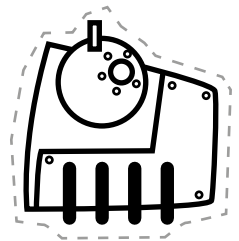
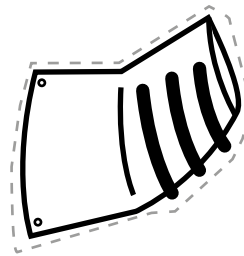
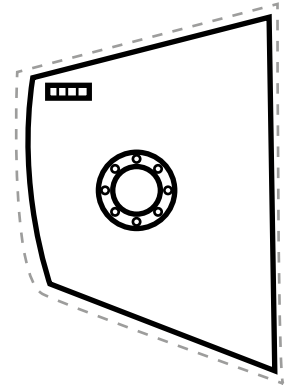
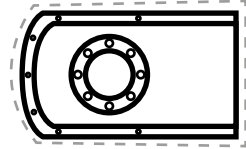
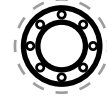
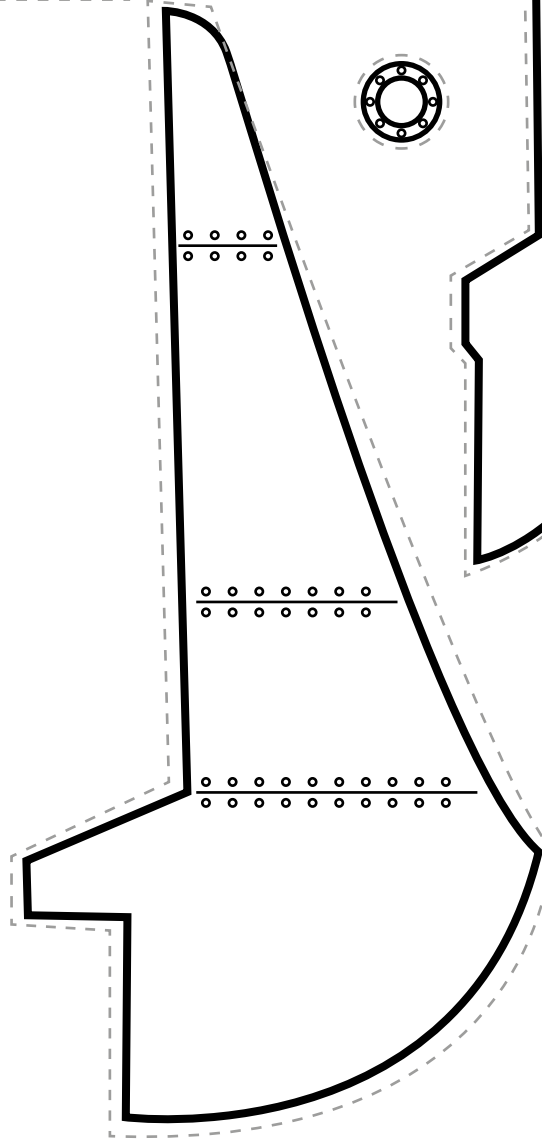
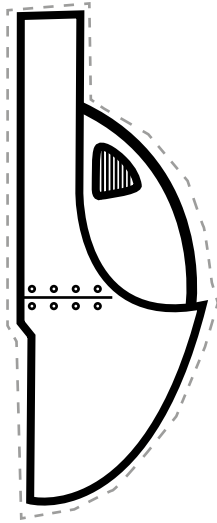
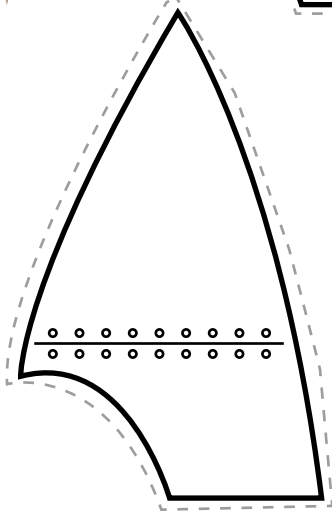
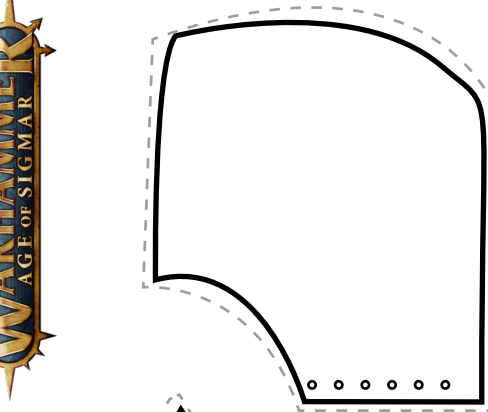
Create a Kharadron Skyvessel

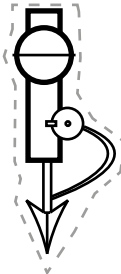
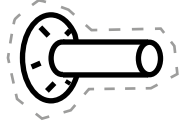
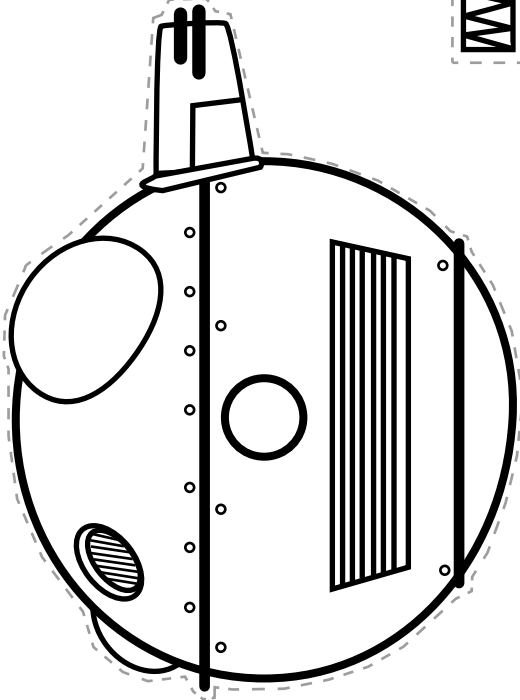
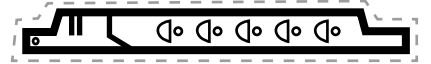
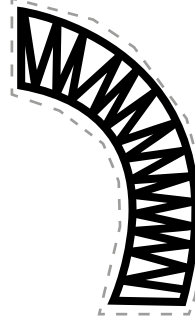
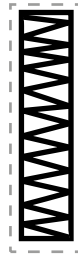
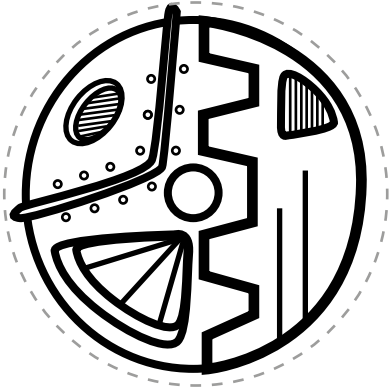
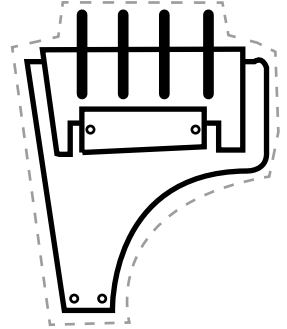
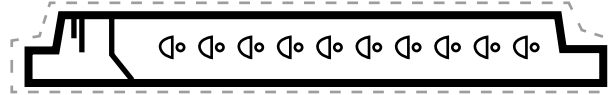
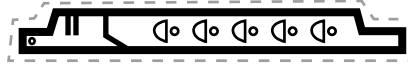
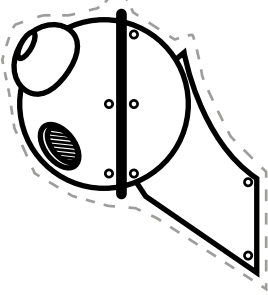
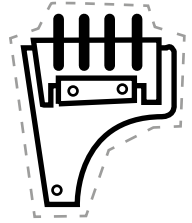
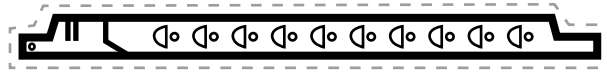
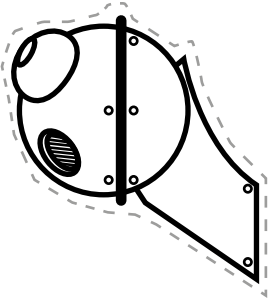


Captain's Name:

Ship Name:

By:





Space Marine

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

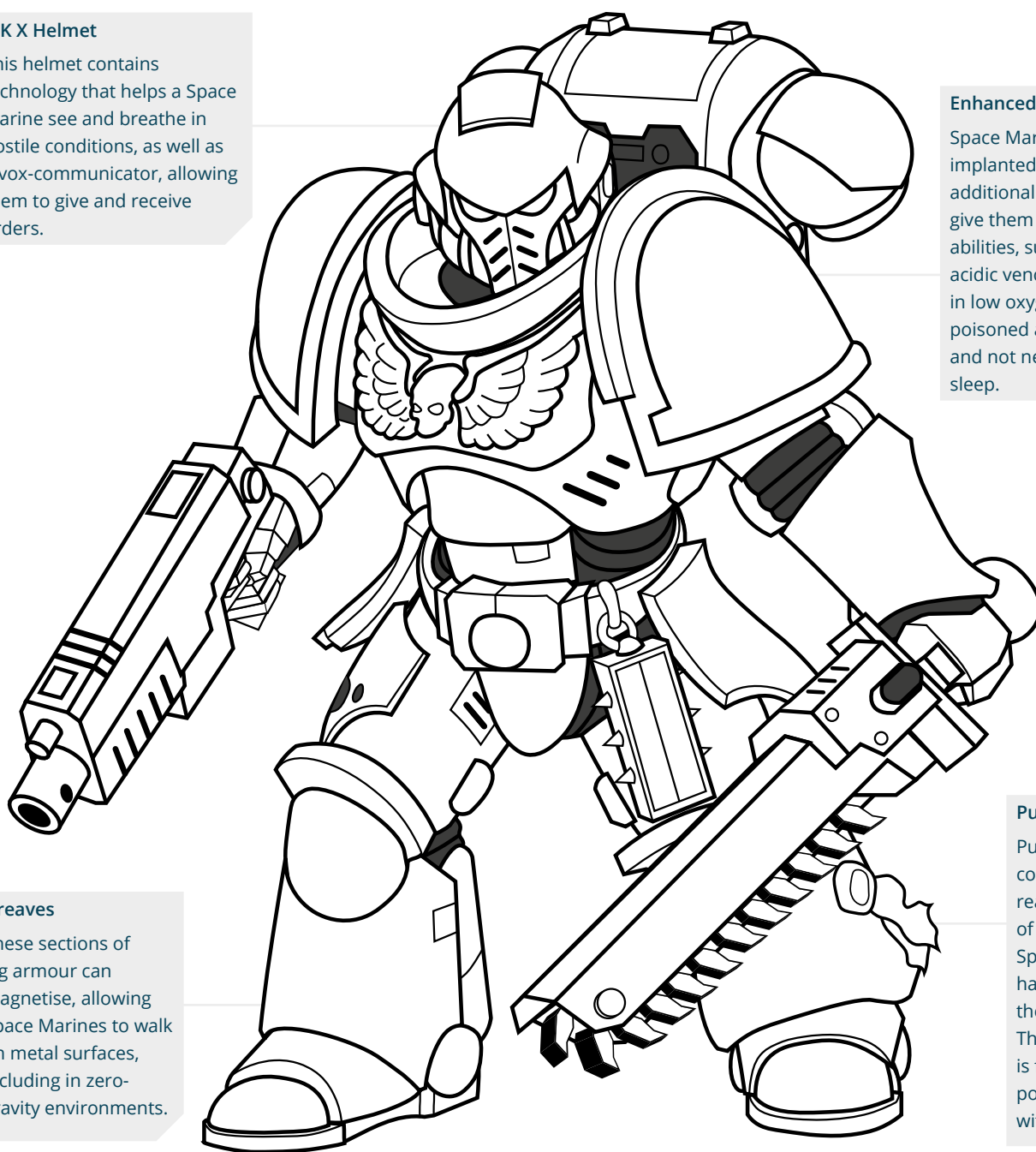
Space Marines are implanted with additional organs which give them superhuman abilities, such as spitting acidic venom, breathing in low oxygen or poisoned atmospheres, and not needing to sleep.

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.



Create a Galaxy Sector



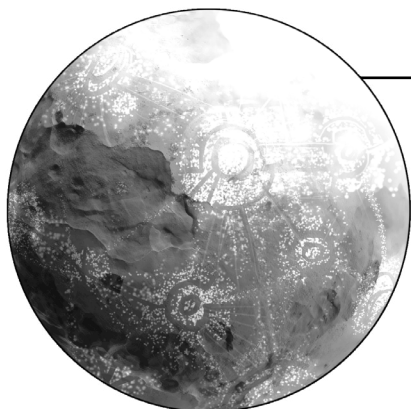
Create a map of the sector of space in which your Space Marine's Chapter Planet is located. Include the surrounding worlds and label them with a name and purpose. For example, your galaxy sector could have several Hive Worlds that are excellent recruiting grounds for your Chapter's ranks.

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:

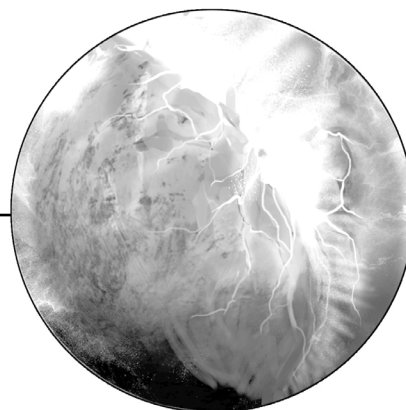
A large rectangular area filled with a light gray grid, intended for drawing a map of a galaxy sector. The grid is composed of small squares, providing a guide for scale and layout.

Example Planets



HIVE WORLD

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

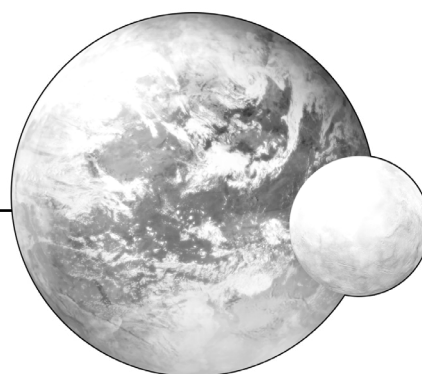


DESTROYED PLANET



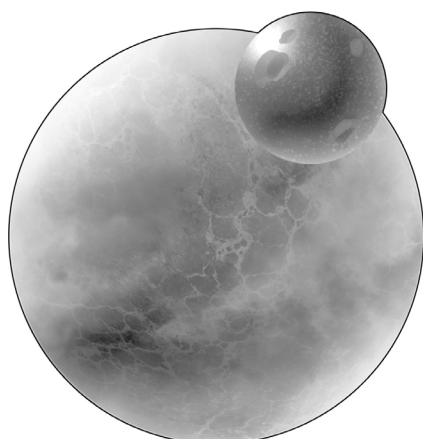
FORGE WORLD

Factory planets that churn out weapons and vehicles for the armies of the Imperium.



AGRI WORLD

Giant food production facilities whose sole job is to feed the billions of Imperial citizens.



DEATH WORLD

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

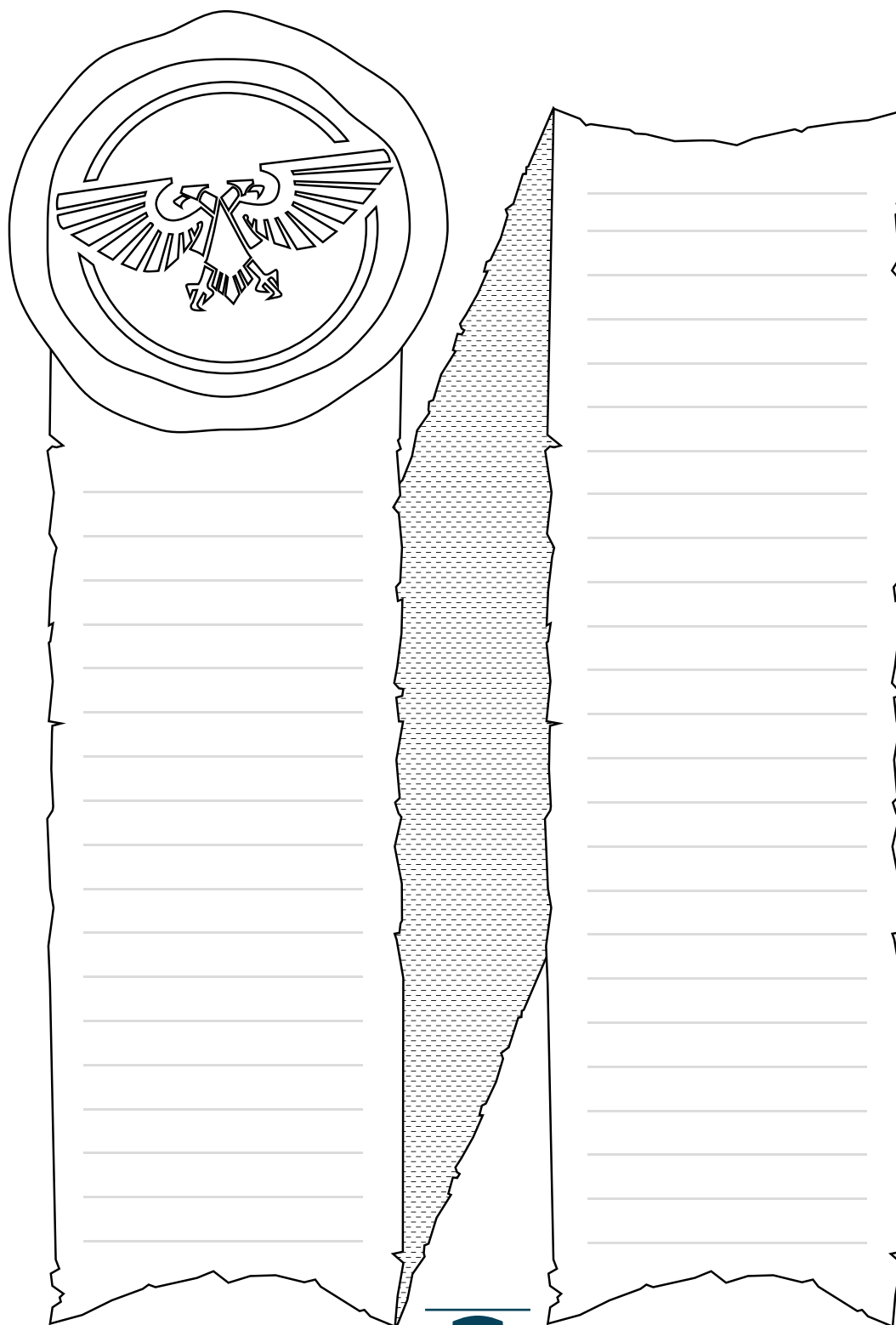
Write Your Chapter's History



Each Space Marine Chapter has ranks of Librarians – senior members who hold an influential position in the Chapter. Amongst other duties, their job is to document and safeguard the history of their Chapter.

Imagine you are a Space Marine Librarian and using multiple copies of this page, create a written log of an important event in your Chapters history. This log could have been written long ago when your Chapter was founded, or from an event in the last few months.

Logs are often written in the third person, but they could also include a first person report or comment.



Create Your Own Ork Racer



When the Great Rift first ripped itself across the sky, it spat out an armada of ramshackle Ork craft that crash-landed in the desert wastes of Vigilus. These were quickly re-used by enterprising Meks and soon hordes of cobbled-together vehicles of all shapes and sizes ventured forth to race the length and breadth of the planet.

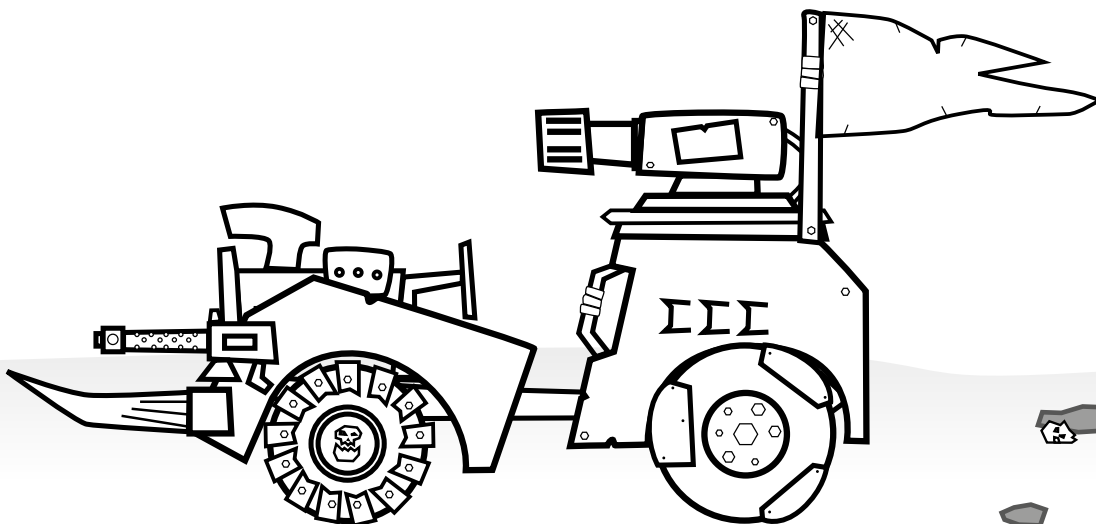
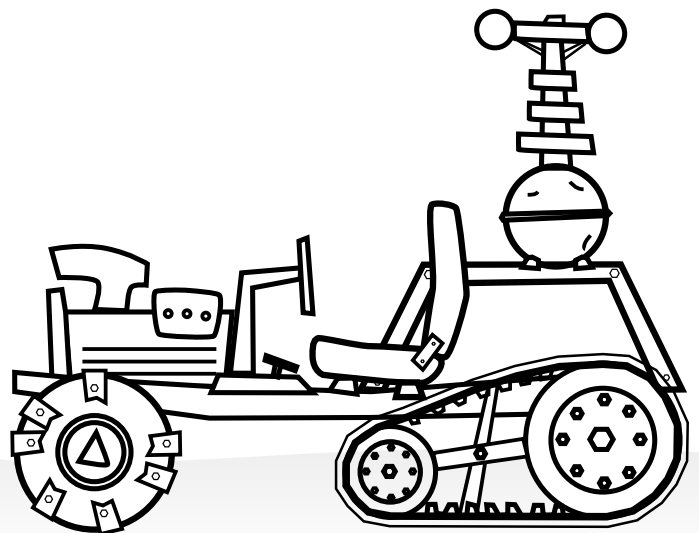
Orks are renowned for being both brutal and kunnin', and their races put both those qualities to the test. If an Ork can win just by going really, really fast, that's great – but if they can take their opponents out with big guns or sneaky traps, that's even better!

Use your Mek skills to create your own Ork racer. Think about adding custom components to make it even sneakier and full of kunnin' traps!

Instructions

1. Select the parts you'd like to use to make your racer 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 racer looks, glue down the pieces.

Example racers:



By:



