

IN STORE SESSIONS



GROUP LEADER'S GUIDE

FIRST CONTACT SESSION



WHO THIS SESSION IS FOR:

This session is for club members who are new or relatively new to Warhammer and is to help them discover the worlds of Warhammer and receive hands on hobby guidance with the help of our knowledgeable staff.

You will find some club members have more experience. Where this is the case, we will ask them to be team captains or give them additional responsibilities / objectives around supporting the rest of the group.

Sessions are only for Secondary Age Schools and Colleges, no Primary Schools, Youth Groups, Scouts / other groups can do the sessions. They will take place during normal opening hours.

BEFORE THE SESSION

The store will email the group leader to arrange the session date and time. However, please feel free to make contact with the store using the contact details provided in your application email. The store will provide three options for you to choose from that are available in the store. Please be aware that our stores only have limited time slots available for these activities.

Your resource pack will be delivered to your chosen store for you to collect as part of your first session.

GROUP LEADERS:

Group leaders must support the store team in running the activity, by being engaged and being responsible if the store team needs to step away to help someone else in store.

The store team are not responsible for managing the behaviour of your group.

The store team also do not count towards your supervision ratios.

Our store teams are DBS checked to an enhanced level.

We are able to provide our standard in store activity Risk Assessment upon request – you will need to adapt this for your school.

FIRST CONTACT SESSION



AIM OF THE SESSION:

To provide a fantastic first experience with Warhammer for all group members, using the Warhammer Alliance Resource Pack. Providing a base of experience for them to continue Warhammer back in their school.

- Everybody builds one miniature
- Everybody learns how to apply a base coat
- Everybody gets to experience a game of Warhammer.

60 minutes 90 minutes

SESSION INTRODUCTION:

10 mins 10 mins

- Store team introduces themselves
- Health and Safety Briefing
- Session Introduction
- Create Activity Teams

BUILD ACTIVITY:

10 mins 10 mins

- Each team member builds a model for their faction. If there is time and there are enough miniatures, they can build more than one.

PAINT ACTIVITY:

15 mins 30 mins

- Each team member learns the skills needed to finish their model at their club
- Team members can paint as much of the model as they are able within the time frame.

PLAY ACTIVITY:

15 mins 30 mins

- Each team will be given an objective to achieve within the time limit.

Example Play Activity Introduction:

"The Lord Guilliman of the Imperium of Man has tasked your force of Space Marines with recovering as much of the Blackstone as possible, so that it may be used in protecting the Worlds of the Imperium against the Chaotic taint of the Great Rift"

"Meanwhile your Necron Warriors are the last remnants of the ancient tomb which once existed on this world, before the Great Rift devastated it. Your hard-written directives are to intercept and destroy all invaders and protect the sovereign land of the Silent King. As the first Space Marines set foot on this world, your Warriors awaken from stasis. The battle has begun..."

Whichever team controls the majority of the Blackstone Obselisks at the end of the game will be declared the winner."

SESSION WRAP UP:

10 mins 10 mins

- Thanks for coming
- Time for questions
- What next?

IN STORE SESSIONS

MONSTER HUNT AND WRECKIN' KREW



AIM: For the group members to show their knowledge of the rules, while fighting against the toughest Earthshakers in their chosen universe (Warhammer: Age of Sigmar or Warhammer 40,000).

GAMING SCENARIO:

"None of you are quite sure how you arrived here. There is a strange tingling in the air, a crackle of tension, a feeling that any moment a spark will ignite something huge. Even in the dim light you can see there are others, they all look as confused and disorientated as you. Those of you with comrades step just a little closer together. A strange sound fills your head with noise, something akin to a humming or buzzing. Then the rumbling begins. The floor beneath you begins to tremble. What kind of creature can shake the earth right under your feet?"

Group members vs. the Store Manager and Club Leader

Each participant must bring a unit of their choice with them to the session to fight a monster/vehicle known as an earthshaker.

The participants units form a single army, with all movement and attacking happening at the same time.

The store team and teacher will have one or two large Earthshakers to use, provided by the store team.

Game objective:

Timed challenge - who can bring the Earthshaker down the quickest.

Deployment:

The Earthshaker(s) start in the centre of the board. The other players may deploy their units around the outside of the ring shown.

Game Balance:

In the event that the game is unbalanced and finishes quickly, you will be invited to play a second game. The balance shifts in game 2, with the most powerful participants using their units as the Earthshakers and the rest of the class trying to take them down.

Participants may also be invited to fight amongst themselves once the battle is over to be claimed as the overall victor.

Objectives:

The primary objective is to take down the earthshakers. However, other objectives / obstacles may be put in the participants' way before they can get to them.