



RESOURCE PACK

TEACHER'S GUIDE

WELCOME

Welcome to the Warhammer Alliance, a network of teachers and youth leaders who are using the hobby of Warhammer to nurture skills in young people across the world. Our aim is to provide you with the tools to support the learning of your group in mathematics, engineering, literacy, art, design and life skills through the hobby of miniature model making, gaming and reading. You'll witness the rise of mighty armies, the conquering of realms and the forging of mighty heroes as your group explores our worlds, makes friends and learns by doing.

This first guide will cover everything you need to use the resources provided in the Warhammer Alliance Resource Pack to get a group of beginners going. When finished, explore our dedicated website for resources that take you beyond, helping you shape a group that supports the learning outcomes for your organisation. From helping Scouts achieve their Model Maker Activity Badge, to supporting young people to complete the skills section of the Duke of Edinburgh's Award or inspiring self-esteem and confidence by playing or painting competitively, there is something available for everyone.

As a leader in the Warhammer Alliance, you are never alone. Access helpful online resources and videos at a click of a button or visit one of our friendly staff in your local Warhammer store. They will be more than happy to work with your groups in their community, from helping you understand how to build your first model, to hosting your group for activity sessions and competitions.

**WE ARE ALWAYS HERE TO HELP,
YOUR NEW
ADVENTURE
STARTS HERE!**

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This is a printer friendly document, capable of being printed from most printers.



START HERE

AIMS This segment will help you practically plan to set up a Warhammer Alliance club and safely take part in the hobby at your meeting place. It should answer questions relating to:

- Planning the launch of your club
- Budgets, funding and inclusivity
- Health and Safety
- Contacting parents

HOW TO SET UP A CLUB

Wherever your meeting place; successful clubs start with great planning and good communication. Use this guide to help you get organised. When setting up your club, think about:

☐ **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? See the next page for more information.

☐ **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.

☐ **Complete a risk assessment if needed.**

Check if your organisation has policies on groups such as this and complete any paperwork and risk assessments as necessary. Health and Safety information on this is included in this section.

☐ **Prepare a parental permission form.**

Most organisations will need a consent form signing for a young person to attend a club, an example of what that may need to contain is provided in this section.

☐ **Advertise your club to recruit 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:

1. What the club is?
2. When and where it is?
3. Why it's fun?
4. Who it's for - are there age restrictions etc.?
5. 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 with the correct number of supervising adults. Refer to the 'Use the Box' section for ready-made session plans. Your plan should also cover:

1. 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.
2. Providing a structure for new starters to feel welcome and be supported to learn.
3. If your organisation covers different ages and abilities, will you offer a variety of sessions?
4. How you will set rules and behaviour expectations.

☐ **Start the club!**

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

FUNDING IDEAS

Budgets and funding should be one of the first considerations of any new club. This page will help you plan for providing activities once these resources are completed. Most young people who have a genuine interest and want to participate in the hobby will provide their own supplies, but consider having a provision of useful generic supplies to support learners. Some recommendations are:

- Charging a joining fee of around £2-3 will ensure that only young people who are genuinely interested attend and will give you a starting budget to provide next-step activities.
- Consider charging members a small attendance fee per session. A token amount such as 50p or £1 will keep the club accessible whilst ensuring a growing pot of money for club supplies.
- If applicable, apply to a Parents Association or a treasurer of your organisation for some funding. They will often give out bursaries for applications that cover the learning benefits to the young people and your organisation.
- Track the learning progress of your attendees. These statistics will help you support future funding applications.
- Run a fundraising activity, such as a club competition with a fee to enter, cake sale or prize draw.
- Promote a Warhammer legacy donation campaign. You'd be surprised at the number of parents and fellow staff at your organisation who are or have been involved in the Warhammer hobby. Advertise for donations of unwanted models, scenery, boards and hobby supplies. Why not invite them to join in a session to share their stories and play a game as thanks?
- Repurpose materials destined for recycling into your club and set projects for making scenery, boards and games with unneeded cardboard, paper and plastics.
- Set challenges such as creating new games, stories, characters or campaigns that focus on writing, drawing and using a computer.

HEALTH AND SAFETY

The following pages will provide you with the information you should need to complete any risk assessment paperwork required for 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 demonstrating 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.

INCLUDED IN THE WARHAMMER ALLIANCE RESOURCE PACK

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.

Safety measure:

Encourage young people to bring old clothes or supply them with aprons in case an accident occurs.



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.

Safety measure:

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.

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 and include this in your risk assessment. We advise that you obtain permission from any young person's parent if they are under the age displayed.



COMMON PRODUCTS USED IN THE WARHAMMER HOBBY

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

CITADEL MOULDLINE REMOVER

A Citadel Mouldline remover is used to remove the raised areas on a model left over from the casting process, or the protrusions left from cutting the model pieces away from the frame.

Safety measure

Many of our customers use a hobby knife for this purpose. The sale of hobby knives is very strictly controlled and you must be 18+ to buy them. We advise you do not allow hobby knives in your club and 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. Provide a tool-box or case to carry tools in and lock this away when not in 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. Spray paints are age-restricted items in the UK and you must be 16+ to buy them.

Safety measure

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. The sale of solvents to under 16's is restricted in the UK if there is a risk they will be abused, but it is not illegal for under 16's to use them for their intended purpose.

Safety measure

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.

SUPER GLUE

Super glue is used to assemble non-plastic miniatures and other items, such as affixing small stones to bases. Super glue acts quickly and can form a bond to most surfaces in seconds, including skin. The sale of solvents to under 16's is restricted in the UK if there is a risk they will be abused, but it is not illegal for under 16's to use them for their intended purpose.

Safety measure

We recommend that superglue is only used by adults in a well ventilated area and is 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.

CONTACTING PARENTS

This page provides you with an example letter home to the parents of new starters to your club. With any letter home, ensure the wording is compliant with the relevant policies of your organisation.

Dear Parent,

Your child has applied to participate in a Warhammer activity club.

Warhammer (also known as Games Workshop) is a hobby that involves collecting, building, painting and playing games with miniature models from science-fiction and fantasy settings.

To find out more please visit www.games-workshop.com.

During the activities, your child will be using tools, paints and glue to assemble and decorate models. We require your permission for them to participate under adult supervision. Many products are recommended for ages 12+ due to the small pieces and the complexity of the activity. Please visit the website to find out more and see some of the products they will be using.

We will also document the session and the progress your child makes in photographs. These will occasionally be shared with Games Workshop (if your child consents) to promote our club's accomplishments.

The club will meet weekly on _____.

It starts at ____ and finishes at ____.

There is a small charge of £____ per session which can be paid for in advance of on the day.

Should you have any questions about this activity, please contact me.

Yours faithfully,

Child's Name _____

Form/session name _____

I give my permission for my child to attend the Warhammer Club. I also give my permission for them to (please tick):

- ☐ Have their photograph taken during club sessions
- ☐ Use tools under supervision
- ☐ Use plastic glue under supervision
- ☐ Travel home alone after the club

Signed _____ (Parent/carer)



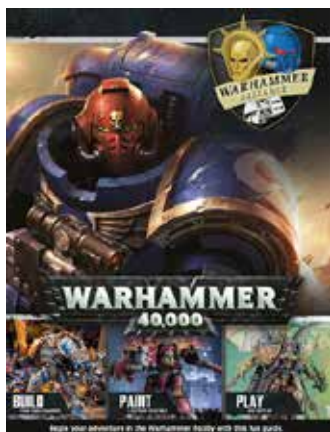
USE THE BOX

AIMS This segment will give you guidance on how to lead sessions for beginners on building, painting and playing games with the resources provided in the Warhammer Alliance Resource Pack. It should answer questions relating to:

- Learning outcomes
- Session structure
- Explaining techniques
- How to adapt and extend the sessions

INSIDE THE BOX

This page will tell you about the contents of the Warhammer Alliance Resource pack, and some recommendations for its use. The resource pack is intended for young people who are new to the hobby and Activity Magazines should be reserved for this purpose. Inside you will find:



12 ACTIVITY MAGAZINE PACKS

Introductions to Warhammer Age of Sigmar and Warhammer 40,000, simply flip it over to change sides.

This contains activities to complete throughout. It also contains:

- A Palette Card
Used to share paint supplies
- Game Tokens and Battle Mat
To be used with the mini-game inside the magazine
- A Black Library sample novel
To introduce young people to some of the amazing stories available

How to use them

The activity magazine should only be used for young people who are new to the hobby. It contains a complete introduction to building, painting and playing games. One magazine pack should be given per new starter.



10 CITADEL BASECOAT PAINTS

How to use them

Citadel provides a complete painting system to add colours, depth and vibrancy to models. Basecoat paints form the first painting stage on any model. Please shake each paint thoroughly before use, and replace lids firmly after use.



2 SETS OF MODELLING CLIPPERS

How to use them

Follow the Session 1 activity plan and always follow your risk-assessment for using tools.



12 STARTER PAINT BRUSHES

How to use them

Give one to each young person who receives a magazine. Consider labelling brushes with the young person's name to promote responsibility for cleaning and caring for it.

INSIDE THE BOX (CONT.)



12 SIX-SIDED DICE

How to use them

These will be needed to play the mini-game in the Activity Magazine. Keep them in a safe place until club members are ready to play.



12 STORMCAST ETERNALS SEQUITORS (GOLD)

How to use them

One frame should be given to each new starter during the Session 1 build activity for Warhammer Age of Sigmar. Keep these in a safe place until they are needed to prevent damage or loss.



12 SPACE MARINES INTERCESSORS (BLUE)

How to use them

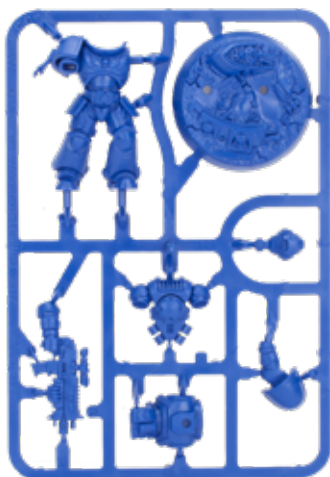
One frame should be given to each new starter during the Session 1 build activity for Warhammer 40,000. Keep these in a safe place until they are needed to prevent damage or loss.

PLASTIC FRAMES

All plastic Warhammer miniatures are produced on a frame. Use the modelling clippers provided to cut the individual components from the frame, and then push them together according to the instructions in the pack.

Please see the how to build video for more details; it can be found here:

<https://www.youtube.com/watch?v=kezpQAX2qNs&feature=youtu.be>



PLAN YOUR FIRST SESSIONS

This page will give you a suggested plan of activities using the equipment provided in the Warhammer Alliance Resource pack for new beginners. The individual session plans are on the following pages. Plan for 3 sessions for Warhammer 40,000 and a further 3 sessions for Warhammer Age of Sigmar.

FIRST

Let your young people shape their sessions. Show them the models and let them choose whether to start with the Space Marine and Warhammer 40,000 (models in blue) or the Stormcast Eternals and Warhammer Age of Sigmar (in gold).

PLAN FOR WARHAMMER 40,000

SESSION 1

Build your Space Marine. Design his armour.
30 minutes/45 minutes with extension

SESSION 2

Paint your Space Marine. Write an oath of service.
45 minutes/75 minutes with extension

SESSION 3

Play a game. Discover the worlds of the Imperium.
45 minutes/flexibly more and additional sessions with extension

TOP TIP If you'd like your sessions to last longer, combine session 1 and 2 and set their extension tasks as activities for the young people to complete at home.

PLAN FOR WARHAMMER AGE OF SIGMAR

SESSION 1

Build your Stormcast Eternal. Design their armour.
30 minutes/45 minutes with extension

SESSION 2

Paint your Stormcast Eternal. Write a memorandum.
45 minutes/75 minutes with extension

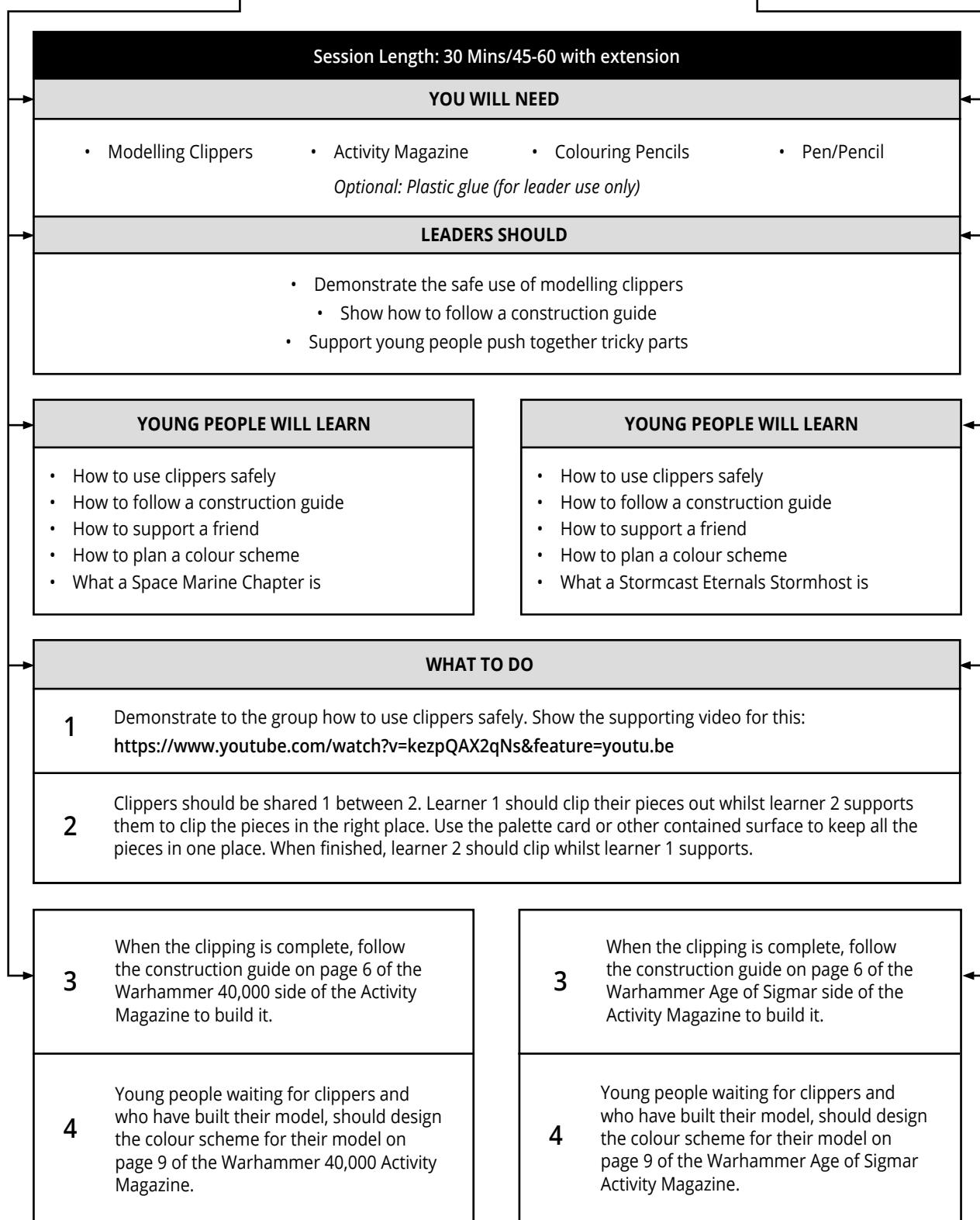
SESSION 3

Play a game. Discover the realms.
45 minutes/flexibly more and additional sessions with extension

TOP TIP To follow on from these beginner sessions or to plan sessions for young people who have already been introduced to the Warhammer hobby, read the Next Steps section for more ideas and ways to develop skills in learners.

SESSION 1 FOR WARHAMMER 40,000

SESSION 1 FOR WARHAMMER AGE OF SIGMAR



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

EXTRA ACTIVITY 1

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

**NAME OF THE GALAXY SECTOR:**

WHAT IS THIS AREA OF THE GALAXY LIKE?

WHAT IS THIS AREA OF THE GALAXY LIKE:
Think of any major assets or threats, what is it like to live here?

WARHAMMER 40,000

EXTRA ACTIVITY 1 (CONT)



DRAW YOUR OWN GALAXY MAP HERE

WARHAMMER 40,000

EXTRA ACTIVITY 1 (CONT)

Cut out and stick onto the activity sheet, or use these worlds and anomalies as a starting point to design your own.

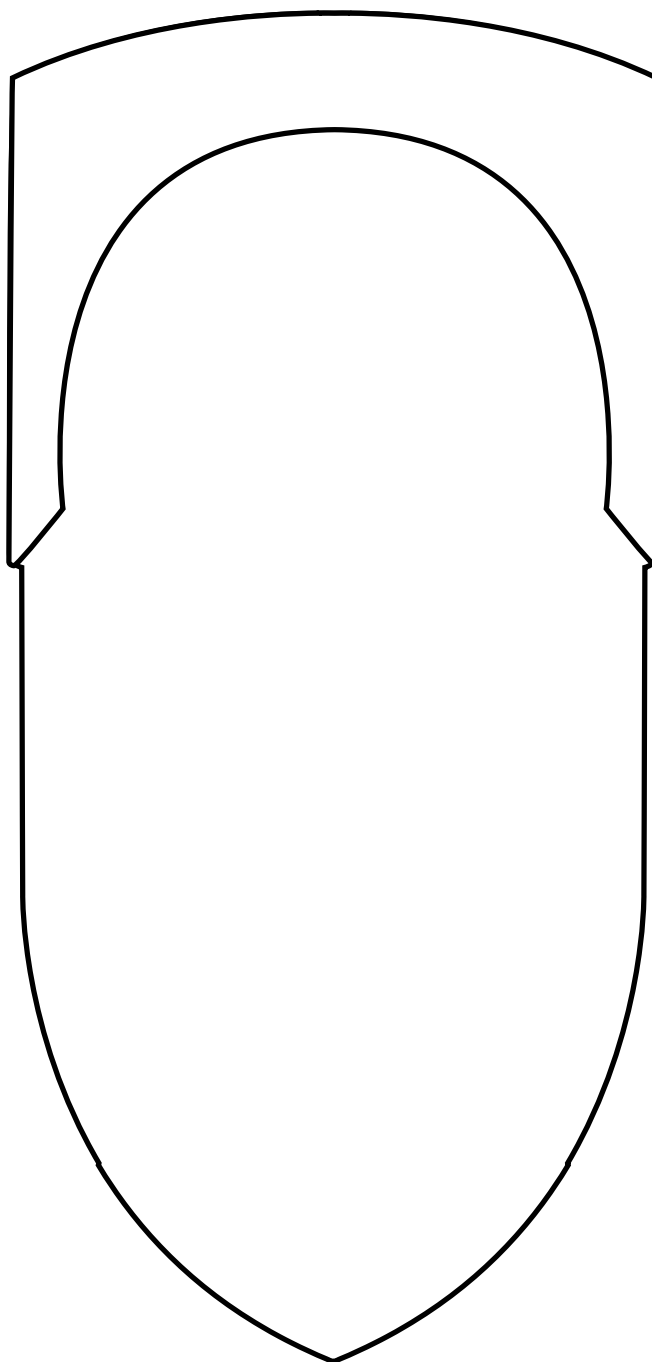


WARHAMMER AGE OF SIGMAR

EXTRA ACTIVITY 1 (CONT)

Each Stormhost has its own symbol that often appears as an emblem on their shield. The model with the Activity Magazine is a Hammer of Sigmar, represented by the iconic hammer and lightning bolts. Use the outline below to design your own shield emblem.

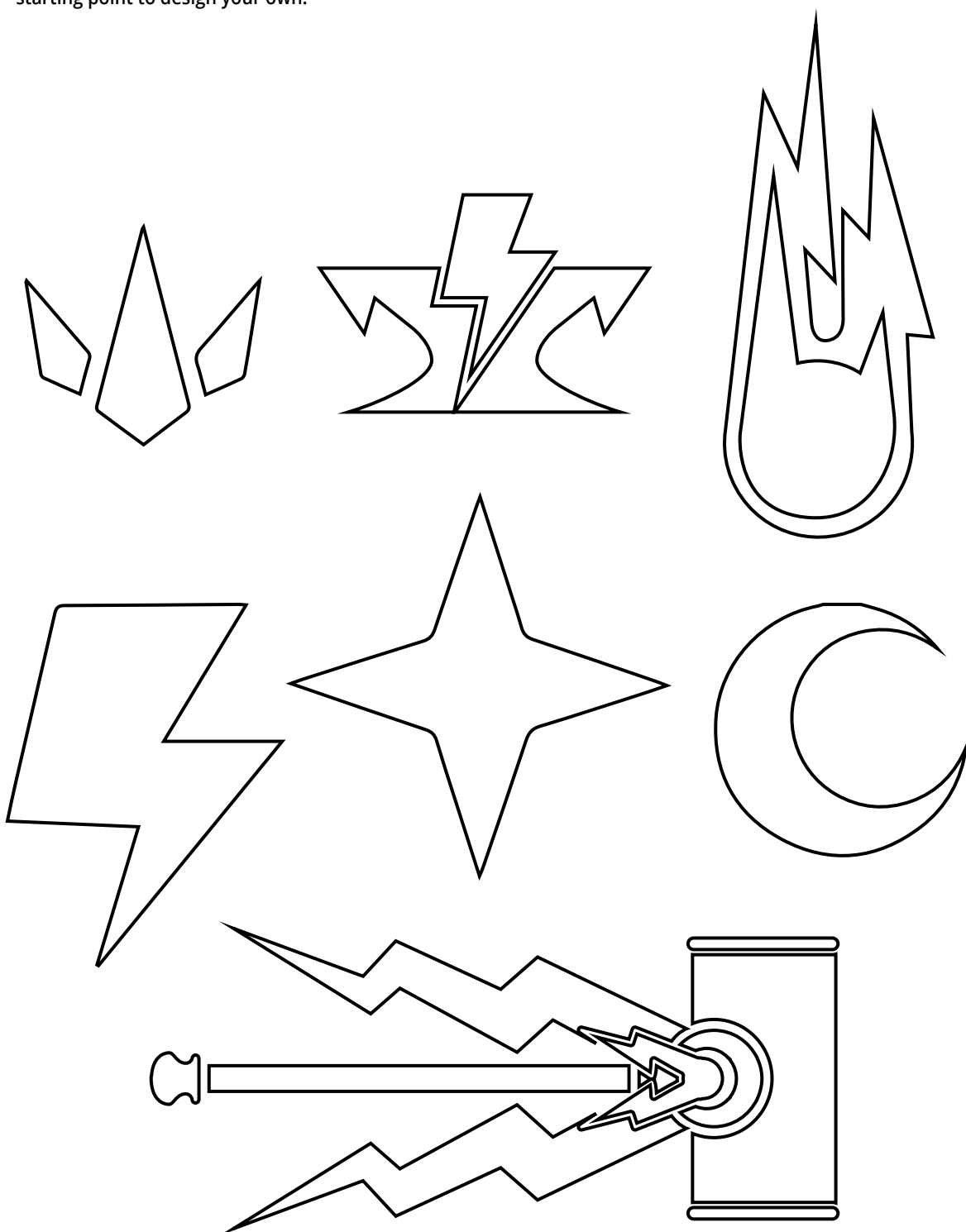
Think about how your symbol can visually convey your chosen Stormhost name and characteristics, and how it will complement your designed colour scheme.



WARHAMMER AGE OF SIGMAR

EXTRA ACTIVITY 1 (CONT)

Cut out and incorporate these shapes into your design, or use these shapes as a starting point to design your own.



SESSION 2 FOR WARHAMMER 40,000

SESSION 2 FOR WARHAMMER AGE OF SIGMAR

Session Length: 45 mins/75 with extension

YOU WILL NEED

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

LEADERS SHOULD

- Demonstrate how to open a paint pot and handle it to reduce the risk of spills.
- Show how to use a palette card and what amount of paint learners should use.
 - Remind young people to wash their brush regularly.

YOUNG PEOPLE WILL LEARN

- How to paint a basecoat
- How to follow a paint guide
- How to use a palette card
- Why they should only use small amounts of paint
- What a Chapter symbol is
- Why Space Marines take oaths

YOUNG PEOPLE WILL LEARN

- How to paint a basecoat
- How to follow a paint guide
- How to use a palette card
- Why they should only use small amounts of paint
- What a reforging is
- Why Stormcast Eternals use memory aids

WHAT TO DO

- 1 Demonstrate to the group how to use the paint, brush, palette card and water pot. Show the following video to demonstrate painting: <https://www.youtube.com/watch?v=AEpNrBEbmio>
- 2 Support learners to paint their models using page 10 of both sides of the Activity Magazine as a guide. Give advice as needed about:
 - Taking time and focusing on all the details
 - Allowing a section to dry before painting another part so paint doesn't mix on the model
 - Using small amounts of paint and adding more
- 3 When complete, put models in a safe space to dry.

4

Once the model is painted, young people should complete the Write an Oath activity on page 13 of the Warhammer 40,000 side of the Activity Magazine

4

Once the model is painted, young people should complete the Write a Memorandum activity on page 13 of the Warhammer Age of Sigmar side of the Activity Magazine.

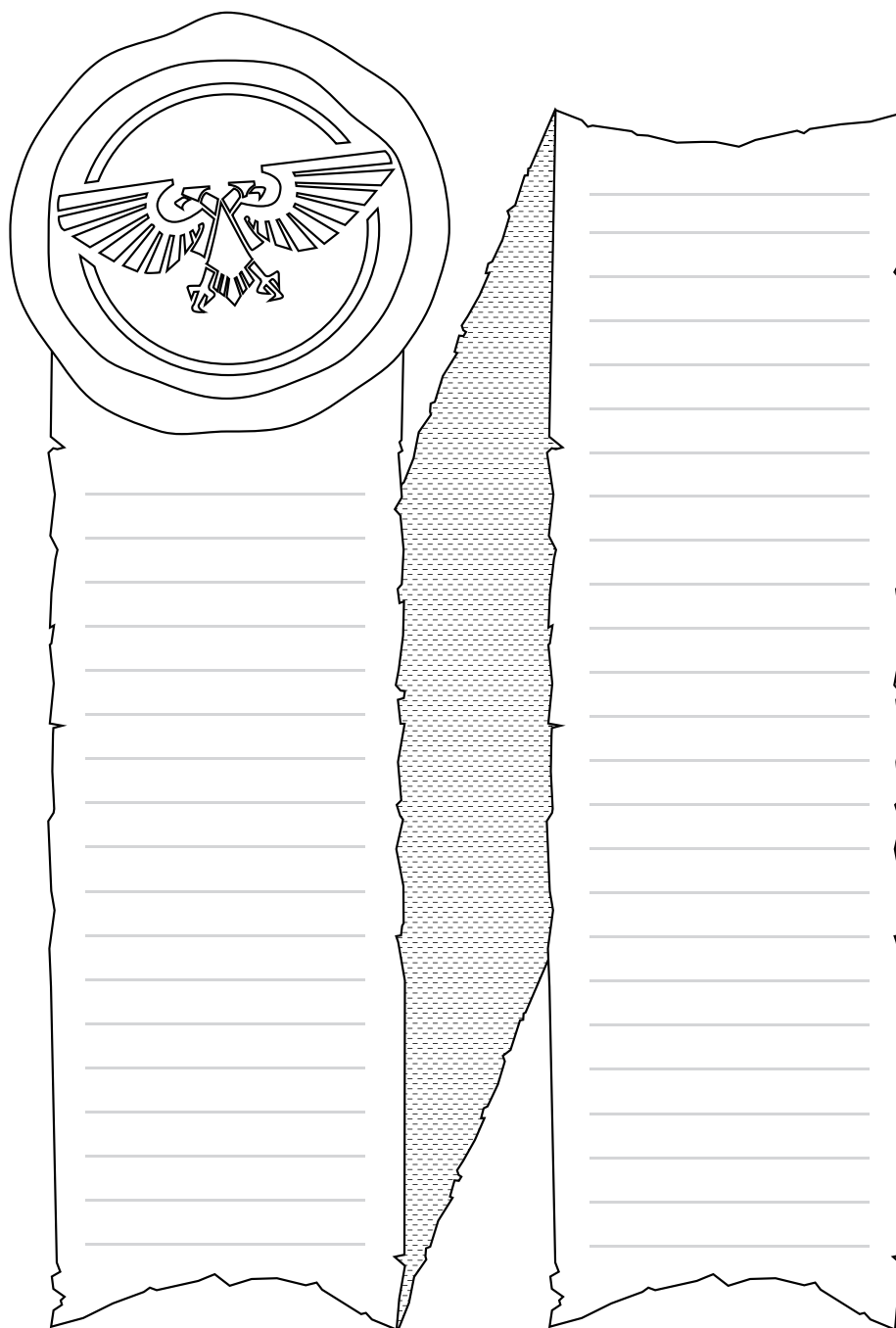
TOP TIP Make the most of the club paint supplies by only allowing young people to use 1 colour of paint at a time. It is likely the paint will dry up before it is used if they take more than 1 colour at a time, requiring twice the amount of paint.

WARHAMMER 40,000

EXTRA ACTIVITY 2

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.



WARHAMMER AGE OF SIGMAR

EXTRA ACTIVITY 2

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.



SESSION 3 FOR WARHAMMER 40,000

SESSION 3 FOR WARHAMMER AGE OF SIGMAR

Session Length: 45 mins/45+ mins with extension

YOU WILL NEED

- Dice
- Game Tokens
- Activity Magazine
- Pen/Pencil
- Battle Mat
- Built Model
- Colouring Pencils

LEADERS SHOULD

- Support young people to read the rules and set up a game
- Encourage young people to be descriptive/tell a story in their game play
- Monitor the group to ensure everyone gets to participate.

YOUNG PEOPLE WILL LEARN

- How to read rules and work as a team to setup and play a game
- How to tell a story whilst playing a game
- How to complete a move action with a Space Marine
- How to advance a Space Marine
- What a Poxwalker is

YOUNG PEOPLE WILL LEARN

- How to read rules and work as a team to setup and play a game
- How to tell a story whilst playing a game
- How to complete a move action with a Stormcast Eternal
- How to complete a run action with a Stormcast Eternal
- What a Glaivewraith Stalker is

WHAT TO DO

- 1 The games can accommodate groups of up to 6. Split the participants into groups, 4's would be ideal. Rules can be found on page 14 of both sides of the Activity Magazine.

- 2 Support the group to decide how they want to learn to play. Options include:
 - To learn the rules by using the individual game first
 - Nominating a game captain who leads the group
 - Being shown by the leader first

- 3 Let the groups discover how to play. Encourage the use of descriptive words and storytelling with questions, such as:
 - What noises are made by the warriors?
 - How do you think your warrior is feeling?
 - Describe what happened when your character moved?

- 4 When the game is complete, offer a choice. Learners can either play again, complete the Factions and Worlds activities on pages 2-5, or complete the next game if you have the optional PDF's.

- 4 When the game is complete, offer a choice. Learners can either play again, complete the Grand Alliances activity on page 2-5, or complete the next game if you have the optional PDF's



NEXT STEPS

AIMS This segment will give you guidance on how to plan Warhammer activities moving forward, or for young people who have already been introduced to the hobby and don't need to participate in the beginners sessions. It should answer questions on:

- Session structure and planning
- Student development using Warhammer
- Documenting progress
- Useful products for your club

SETTING UP YOUR 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 and 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. Rules primers can be found on our website here:

For Warhammer 40,000 - <https://www.games-workshop.com/en-GB/Warhammer-40000-Rules>

For Age of Sigmar - <https://www.games-workshop.com/en-GB/Warhammer-Age-of-Sigmar-Rules>

- **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, DofE candidates and young people who may not have brought their own models or supplies that session.

ORGANISING SESSIONS

Whatever activities your sessions involve, it's important that they are organised well to ensure they are enjoyable for everyone. Some organisational tips include:

- Set club rules to ensure young people know what conduct is expected of them, and what the consequences are for not following them. A rules template is on the following page.
- Ensure there is a safe and secure place for young people to store their equipment and models as soon as they arrive until they leave, to prevent loss or damage.
- Provide an easy way to remind members what they need to bring to the next session. We've provided a 'next session list' for this that you can give out in the last 5 minutes of club time. Learners should be encouraged to write a list of what they will need.

NEXT SESSION I WILL BE



GAMING



PAINTING



BOTH

PAINTING

I WILL BE WORKING ON

I NEED TO BRING



Paintbrush



Models



Paint guide

List of paints _____

GAMING

I have planned a game of _____

My opponent is _____

We have agreed to play _____ points/power level

I NEED TO BRING



Models



Dice



Tape Measure



Rules



Codex



A boxed game

Other _____

NOTES

IMPORTANT

Pack models safely for transport.
Label all equipment with your name.
Ensure all paint lids are fastened securely.



BY COMMAND OF THE EMPEROR RULES OF ENGAGEMENT

By decree of the Emperor, all those participating in an Imperial Gathering **MUST** at all times adhere to the actions and attitudes of the following code of conduct.

ACTIONS

- 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.

ATTITUDES

- Respect everyone else's hobby.
- Let other people finish speaking before joining in.
- Ensure everyone enjoys their time.
- Be responsible with equipment.
- Always help others.

SETTING GOALS

Working towards a goal will help keep individuals and the club focussed and well attended. This is a great way for the group to work together to decide goals democratically. Ideas for goals could be:

- Running a inter-club competition, such as a model painting competition.
- Working to complete the Skills section of the Duke of Edinburgh's Award or the Arts, Design or Personal Project element of the International Baccalaureate programme.
- 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.

RUNNING OF GAMES

Games of Warhammer can last anywhere from half an hour to a full day! We advise only allowing games to be played that can be completed within the time your session runs for. Table-top games are not easily paused, and it may be frustrating if those participating never finish. Some games that can be completed in 1 hour or under include:

- All of the missions on the Warhammer Alliance website
- Keeping games of Warhammer 40,000 and Warhammer Age of Sigmar to 500 points or under.
Normal tabletop games are controlled by assigning the models points values. Limiting the total amount of points a player can use to make their army will limit the time it takes to play – the more points the longer the game!
- Warhammer 40,000 Kill Team
- Warhammer Underworlds: Beastgrave

DOCUMENTING PROGRESS

It's important to help club members reflect on their work, 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
 - Mathematics
 - Art
 - Literacy
- Giving awards for improvements and hard work.

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

THE PAINTS I USED WERE:

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:

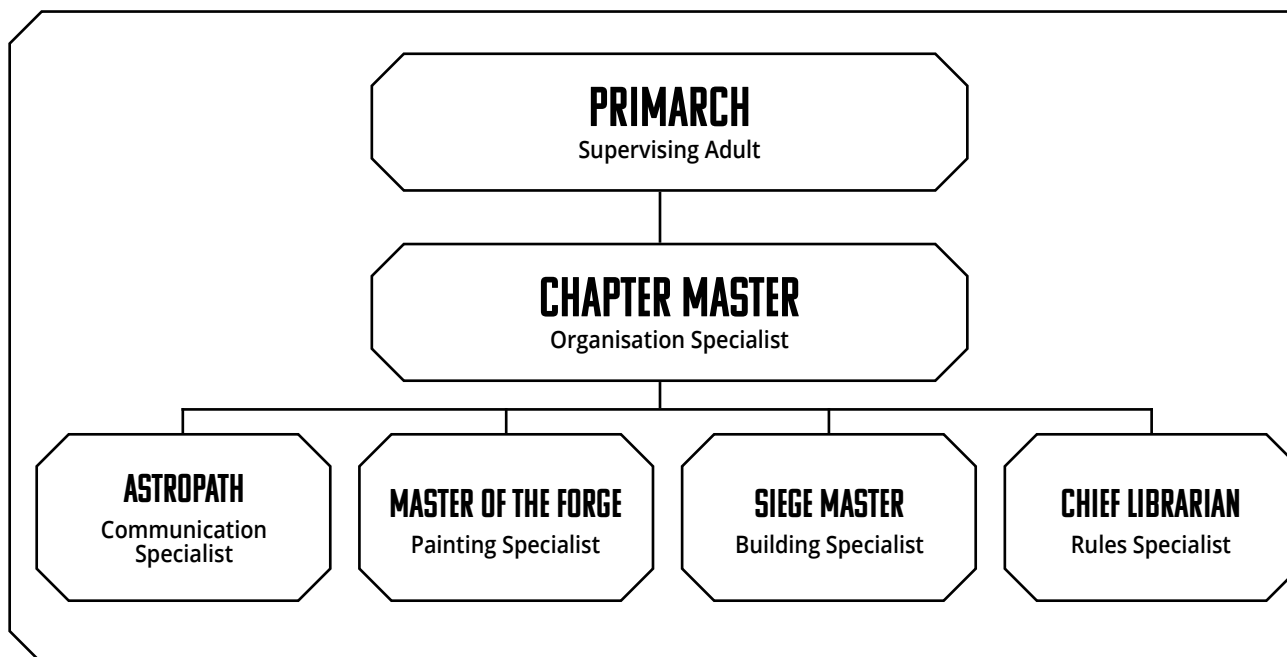
- Provide some basic supplies and boxed games that young people can use if they've forgotten their things, are finding out more, or saving up their money to buy the thing they really want. Read the funding ideas section for help with a budget.
- Utilise general supplies you have access to such as paper, card, scissors and materials destined for recycling to set free and engaging board and scenery design projects.
- Ensure that you hold regular recruitment 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.

LEARNER-CENTRED SESSIONS

This page will show you how to challenge learners by shifting the responsibility of running sessions from the leader to the young people. By putting the planning and running of the club into the hands of the attendees, they will learn personal and professional skills, as well as the practical skills linked with the Warhammer hobby.

ESTABLISH GROUP ROLES

Giving young people specific responsibilities will give them pride and purpose in sessions, helping them to work together and achieve goals. A suggested structure is as follows:



The following pages outline the responsibilities for each role. To differentiate for age, simply assign fewer tasks. If you have a larger club, assign more than 1 young person to each role.

DECIDING ON ROLES AND RESPONSIBILITIES

Deciding on which young people are suitable for the roles can be a wonderful learning exercise. To engage the young people you could:

- Set up a democratic process. Ask for student nominations and hold an election
- Ask for applications and interview candidates to give them employment experience
- Set goals and assign the roles as rewards for dedication and effort

PRIMARCH

Supervising adult

- Support young people to manage their assigned roles.
- Monitor activities to ensure they are safe at all times.
- Mentor members to help them progress personal skills.
- Ensure the club always has an achievable goal to work towards.
- Manage the budget and supplies.
- Set club rules and ensure they are adhered to.
- Manage behaviour in the group.



CHAPTER MASTER

Organisation specialist

- Ensure the other members manage their assigned roles.
- Fairly decide the outcome of disputes.
- Ask for and listen to ideas of activities members want to do during club time.
- Plan and organise activities that include everyone.
- Run events to recruit new members.
- Ensure everyone feels welcome to attend the club.



ASTROPATH

Communication specialist

- Communicate announcements and ensure everyone understands them.
- Ensure changes to venue, dates and times are circulated to everyone.
- Remind members what equipment they need to bring to sessions.
- Create and maintain posters and notice boards to advertise the club.
- Write and share a newsletter to share club successes.



MASTER OF THE FORGE

Painting specialist

- Show new starters how to paint and what the equipment is used for.
- Set up, maintain and pack away club painting supplies.
- Coach and advise club members as requested.
- Create a display about painting and useful techniques to learn.
- Photograph completed models to use in displays and to promote the club.



SIEGE MASTER

Building specialist

- Show new starters how to build models and what the equipment is used for.
- Set up, maintain and pack away club tools.
- Coach and advise club members as requested.
- Create a display about building models and scenery with useful techniques to learn.
- Photograph completed models to use in displays and to promote the club.



CHIEF LIBRARIAN

Rules specialist

- Show new recruits how to play.
- Set up, maintain and pack away club gaming supplies and rule books.
- Answer questions about rules and help manage disputes.
- Match game opponents and ensure everyone feels included.
- Write and create mini-games or campaigns



USEFUL PRODUCTS FOR YOUR CLUB

Here we've included some information about some products that could be a great addition to setting up any club activity area, with some advice about how you could use them in your meeting place.

Our friendly store staff will happily provide information and support on all of our product range, find your closest store with the Warhammer Store finder.

www.games-workshop.com/en-GB/store/storefinder

If you aren't close to a store, why not visit our web store to see more information on these products as well as the other amazing things available.

www.games-workshop.com

HOBBY SUPPLIES

For any club, a great starting investment could be to provide basic materials to build and paint models. This will help new-starters get going or provide supplies for those who may have forgotten to bring everything they need. A few of these sets provide the best value for your club budget and will get your club off to a flying start.



WARHAMMER AGE OF SIGMAR PAINTS AND TOOLS SET

£25

This set includes:

- 1x pair of Modelling Clippers - the same ones we provided to you in your Warhammer Alliance Resource Set
- 1x Starter Brush - the same kind of brush we provided to you in your Warhammer Alliance Resource Set
- 1x Mouldline Remover - just draw the tool along the mouldlines to easily scrape them away and prepare your miniatures for painting
- 13 x 12ml pots of Citadel Paints, including Base Paints and Shade Paints - Shade paints are the next stage in the model painting process and add depth and shadow to your models



WARHAMMER 40,000 CITADEL ESSENTIALS SET

£25

This set includes:

- 1x pair of Modelling Clippers - the same ones we provided to you in your Warhammer Alliance Resource Set
- 1x Starter Brush - the same kind of brush we provided to you in your Warhammer Alliance Resource Set
- 1x 5g bottle of Plastic Glue - see the Health and Safety Advice in the Start Here section for using this in your club
- 13 x 12ml pots of Citadel Paints, including Base Paints and Shade Paints - Shade paints are the next stage in the model painting process and add depth and shadow to your models

RULE BOOKS

Warhammer models can be used in games and having copies of the rule books available to your young people is a great way to provide material to make your club both a maths and literacy enrichment activity. Games of Warhammer provide a strategic mathematical challenge as well as providing a great activity to work on key skills, such as mental arithmetic. Our rule books are also full of wonderfully rich content, elaborating on our stories and challenging readers to incorporate story-telling into every aspect of the hobby. Providing a library of material is one of the best ways to allow your students to develop these skills whilst having a great time!



WARHAMMER AGE OF SIGMAR CORE BOOK

£35

Warhammer Age of Sigmar will take your students on a journey to the realms of another reality. Will they choose to be great heroes or cunning villains, destructive forces or bring chaos to the lands? The choice is theirs and the tales await to be told. A small game will last around 40-50 minutes, each book contains:

- Everything you need to know about building, painting and playing with Citadel miniatures
- The Core Rules for Warhammer Age of Sigmar - they explain everything you need to play
- Three ways to play - each way to play will challenge your students in different ways. Begin them with Open Play, extend their vocabulary with Narrative Play or challenge them with Matched Play
- Almost 200 pages of facts, narrative and information about the setting of Warhammer Age of Sigmar



WARHAMMER 40,000 CORE BOOK

£35

See your young people transported 40,000 years into the future and set the task to save the galaxy, or be its downfall! Few among Mankind's untold population realise the full truth of their situation and your students can tell their story. With small games lasting around 40-50 minutes, each book contains:

- Everything you need to know about building, painting and playing with Citadel miniatures
- The Core Rules for Warhammer 40,000 - they explain everything you need to play
- Three ways to play - each way to play will challenge your students in different ways. Begin them with Open Play, extend their vocabulary with Narrative Play or challenge them with Matched Play
- Over 140 pages of facts, narrative and information about the setting of Warhammer 40,000



WARHAMMER 40,000 KILL TEAM CORE MANUAL

£25

Kill Team is the perfect sized game to complete during club time. With a small model count, games can usually be completed in around 30-40 minutes. Great to play after-school or over a lunch break the core book contains:

- A complete rule-set to play the game - all your members will need to bring is their models and dice
- Campaign ideas to connect multiple games together and see how a story unfolds
- Over 20 pages of facts, narrative and information about the setting of Warhammer 40,000

BOXED GAMES

Providing games where everything you need to play is included in the box is a fantastic way to keep your club inclusive. It will give young people something to do when they first join while providing hours of fun for everyone to enjoy. Perfect for busy meeting places they are easy to use, pack away and store when not in use.



WARHAMMER UNDERWORLDS: BEASTGRAVE

£45

Warhammer Underworlds combines action-packed combat with tactical card deck building. The core box is superb for clubs; containing all the tokens and boards young players would need to play the game. There are two included warbands, made up of a small number of models with accompanying card decks in the box. Each Core box also contains:

- A Kurnoth Aelves warband – Skaeth's Wild Hunt – made up of 5 push-fit, green plastic miniatures and a pre-built deck.
- A Beasts of Chaos warband – Grashrak's Despoilers – made up of 6 push-fit, brown-coloured plastic miniatures and a pre-built deck.
- All the rules you need to play the game
- The boards, tokens and dice needed to play the game

EXPANDING YOUR WARHAMMER UNDERWORLDS GAMES

£20

This game is wonderfully versatile as young people are able to pick from one of fourteen warband expansion sets which add new models, cards and tactics to the game. At £20 each, these additional expansions give each young person the perfect starter hobby project.



GAMING ACCESSORIES

Games of Warhammer 40,000 and Warhammer Age of Sigmar are played on the table-top, or in most Warhammer Alliance clubs, on top of classroom desks! A normal game of Warhammer is played on a special board, shaped like a type of terrain with pieces of scenery placed on it to provide obstacles and cover. Here are some suggestions on how to transform your space into a Warhammer gaming area quickly and easily.



REALM OF BATTLE: BLASTED HALLOWHEART

£50

A complete battlefield in a box, the Realm of Battle: Blasted Hallowheart set gives you everything to start gaming in Warhammer Age of Sigmar. Arriving in a handy box that will keep everything together it contains:

- 4 fold-out double-sided gaming boards, made of extra-thick, hard-wearing card - these can be used for 4 separate games at once or put together for a mighty battle!
- 9 push-fit plastic Azyrite Ruins scenery pieces – no glue required
- 3 Battleplans, designed to be played using the contents of this box
- 1 Warscroll for the Azyrite Ruins, featuring their own rules



REALM OF BATTLE: MOON BASE KLAISUS

£50

The Realm of Battle: Moon Base Klaisus set gives you everything to start gaming in Warhammer 40,000. Transform your meeting place into the future of humanity in only 5 minutes, each box contains:

- 4 fold-out double-sided gaming boards, made of extra-thick, hard-wearing card - these can be used for 4 separate games at once or put together for a mighty battle!
- 4 push-fit plastic scenery pieces – no glue required
- 3 Crucible of War missions, designed to be played using the contents of this box