



WARHAMMER 40,000



BUILD

YOUR OWN CHAMPION



PAINT

A FACTION YOUR WAY



PLAY

EPIC BATTLES

Begin your adventure in the Warhammer hobby with this fun guide.

YOUR WARHAMMER HOBBY STARTS HERE

In the 41st Millennium, Humanity must battle for survival against powerful alien armies and the diabolical forces of Chaos. All that stands between Mankind and total destruction are the armies of the Imperium and superhuman warriors known as the Space Marines.

The Warhammer hobby has something for everyone, so whether you like organising and assembling stunning collections, building intricate models to test your creative talents or you want to show off your artistic skills through painting, it's all here. There's also a whole world of playing games, in which you'll make new friends and test your best tactics and strategies against each other.

By using this helpful booklet, you'll learn all about Warhammer and take your first steps in each of the cool activities it has to offer. Your new hobby starts here!



COLLECT



BUILD



PAINT



PLAY



READ

Collect, build, paint play and read are the five keys to the Warhammer hobby. Each page of this booklet relates to one of these five activities.

WELCOME TO THE FAR FUTURE 1

Discover a galaxy at war, as Mankind battles for survival against alien races and the dread forces of Chaos.

THE FACTIONS 2

Choose your own path as you discover the Warhammer 40,000 universe. Will you fight for Humanity, Chaos or an alien power?

THE WORLDS 4

In the far future, Humanity has settled the stars. A million worlds of every type find their home within the Imperium.

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Put your artistic talents to the test and design a banner for your own world in the far future.

HOW TO BUILD YOUR SPACE MARINE 6

Assembling models is one of the most satisfying parts of the Warhammer hobby - it's time to build your own Space Marine.

A CHAPTER FOR WAR 8

The Space Marines are Humanity's greatest warriors. Learn about these super soldiers and their armies: the Space Marine Chapters.

CREATE A CHAPTER ACTIVITY 9

Put your own stamp on the Warhammer universe by creating your very own Chapter of Space Marines.

HOW TO PAINT 10

Brushes at the ready - it's time to unleash your creative flair by painting a Space Marine Intercessor.

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Learn about the honour and duty that enables the Space Marines to fight without fear.

WRITE AN OATH ACTIVITY 13

Create your own oath, a pledge that can be recorded on a scroll to remind you of your values and beliefs.

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Playing games is great fun! Here's your a chance to use tactics, skill and a little luck to triumph on the tabletop.

CRUSADE MISSION 14

Discover the brief for your mission - a challenge that will see you face the dreaded Poxwalkers.

PLAYING GAMES: HINTS AND TIPS 15

A handy guide to show you the basics of playing a game. You can refer to this any time as you play.

CRUSADE MISSION: HOW TO PLAY 16

Use your Space Marine in your first-ever mission - the Imperium needs you to deliver an antidote to a deadly virus outbreak.



WELCOME TO THE FAR FUTURE

Warhammer 40,000 is set in the far future of our galaxy, in a distant time where Humanity must battle for survival against untold horrors. Aliens, monsters and traitors constantly seek to destroy Mankind, and only through the courage and strength of their armies can Humanity hope to survive.

Humanity now exists as part of a massive empire known as the Imperium. Founded ten thousand years before by a legendary leader known only as the Emperor, the Imperium took to the stars and brought thousands of worlds into the Imperial fold. But a terrible betrayal began a brutal civil war that wracked the whole galaxy. Although the traitors were eventually defeated at great costs, that ancient, galaxy-spanning conflict left the Imperium weakened and divided.

For ten millennia since then, Humanity has survived in a state of constant warfare, surrounded on all sides by enemies of every kind. The greatest foes of Humanity are the forces of Chaos – foul traitors who turned against their friends in the hope of gaining unholy powers. Their lust for glory has driven the followers of Chaos to make dark pacts with the Daemons of Chaos, otherworldly beings who thirst for the chance to invade reality from their nightmare dimension, known as the warp. Chaos lurks everywhere in the galaxy, and Humanity must always be ready to battle against it.

But Chaos is not the only threat to menace Mankind, for they share the galaxy with a multitude of aliens, many far older than Humanity itself. The Aeldari are the remnants of an ancient xenos race who once ruled the stars, and they long to reclaim it. The Necrons are

ancient foes of the Aeldari who traded their souls and mortality for nigh-impervious bodies of living metal. Orks are savage barbarians who live only for the joy of battle and the chance to have a good fight, while Tyranid hive fleets travel the void like a giant swarm, devouring all living things in their path. The T'au Empire is just getting a foothold in the galaxy as they use advanced technology to carve their own domain from the fringes of the Imperium. Humanity is surrounded by enemies great and small – and must fight every day to survive.

But all is not lost – for Humanity's greatest strengths are the courage of its people and their will to survive, regardless of what terrors the galaxy throws at them. Loyal Space Marines defend the Imperium from every danger that threatens it. Each Space Marine is a genetically enhanced super-soldier, far tougher and stronger than a mere mortal. They wear the best armour, carry the deadliest weapons Mankind possesses and they know no fear. Even though there is fewer than one Space Marine for every world in the Imperium, they continue to fight – inspired by the honour and bravery of those who have come before them.

The Space Marines do not fight alone either: Mankind's largest armies are those of the Astra Militarum, vast regiments of men and women ready and willing to battle against the horrors of the galaxy. They are joined in the fight by other specialist troopers, such as the devoted Sisters of Battle, towering Imperial Knights, and more.

To survive in the grim darkness of this far future, Humanity will need all the warriors it can find... for there are a million battles to fight and a million stories to tell.



THE FACTIONS

The Warhammer 40,000 galaxy is filled with different forces all vying for power, territory and glory. Thrown into the war, you must decide on a cause to fight for. Will you defend Humanity with everything at your disposal, seek dominion and unleash a flood of chaotic warp energy across space or carve out your own future amongst the stars? Explore the galaxy in your craft and respond to events on your flight path to determine your destiny. Simply tick your chosen response and calculate your result at the end. Choose wisely, brave adventurer...

START HERE

+++TRANSMISSION+++

>> Source: Unknown "...we are under attack, outnumbered and overwhelmed, help..."

Do you respond and help, ignore the transmission or take advantage?

- HELP**
- IGNORE**
- TAKE ADVANTAGE**

You encounter a partially destroyed ship of an unknown design floating in space. Do you salvage the technology, avoid it with suspicion or lay a trap for the next vessel to find?

- SALVAGE**
- AVOID**
- LAY TRAP**

You find a cache of medical supplies in a beacon. Do you replace the vaccines with disease, add them to your ship's supply or leave them for those in need?

- DISEASE**
- TAKE**
- LEAVE**

A Rogue Trader offers to sell you fuel. Do you pay the asked price, raid the ship and steal it, or enslave the crew to serve you?

- PAY**
- STEAL**
- ENSLAVE**

Space tears open in front of you and a warp storm rolls in. Do you try to seal the tear, enter the warp to investigate, or wait to see what emerges from within?

SEAL | **INVESTIGATE** | **WAIT**

Scanning, you see a pirate fleet approaching a small colony on a nearby moon. Do you protect it, join the pirates or destroy the colony to remove the target?

PROTECT | **JOIN** | **DESTROY**

A civilian transport is stranded, their engines broken. You offer to help fix it. Once on board, does your engineer sabotage the ship, take the crew hostage or repair the engine?

REPAIR

HOSTAGE

SABOTAGE



MOSTLY RED?

UNLEASH CHAOS

Within the warp reside the four Chaos Gods and their minions. Formed with fragments of their essence, the Daemons and humans that serve in their armies embody the traits of their masters. Chaos, by its very nature, strives to destroy and contaminate every plane of reality. Whether they fight for the thirst for blood or the joy of disease, all the galaxy know they are an implacable force that cannot be negotiated with.



MOSTLY BLUE?

UNITE THE IMPERIUM

Over ten thousand years of constant warfare has honed Humanity's vast military might, for the galaxy is a hostile place full of enemies, and only by force of arms has the Imperium been held together for ten thousand years. It is an age of constant battle, and only the strong can hope to survive. Out amongst the stars, there can be no mercy, no weakness and no respite from the unending war for survival.



MOSTLY PURPLE?

TAKE FOR XENOS

Mankind is not the only race to walk among the stars. Since humans first travelled beyond their own star system, they have encountered many alien races, most of which have proven hostile. While some are ancient beyond reckoning, others are fledgling powers only now leaving their home planets, and others are more like forces of nature. Regardless of their reason, all wish to take the galaxy for their own goals.



THE WORLDS

Spread across the galaxy are over a million planets claimed in the name of the Imperium – a huge number, but many more lie unexplored by Humanity. Some worlds are clustered together, while vast distances and voids of space separate others. As long as each pays the Imperial Tithe, a tax charged to each planet, most are left to self-govern. In such a vast and sprawling empire, the dangers and uncertainties of travel and communication ensure that no single governance structure could be established. However, a classification system of worlds is used to assess each asset to the Imperium.



CHAPTER PLANETS

The headquarters and training grounds for the different Space Marine Chapters.



HIVE WORLDS

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



FORGE WORLDS

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



AGRI WORLDS

Giant food production facilities whose sole job is to feed billions.



MINING WORLDS

Planets abundant in raw materials that are gathered and sent to the forge worlds.



FORTRESS WORLDS

Defensive strongholds that safeguard the Imperium against its enemies.



DEATH WORLDS

Planets deemed too dangerous to support conventional human settlements.



THRONE WORLD

Known as Terra, this is where the Emperor sits immobile on his Golden Throne.

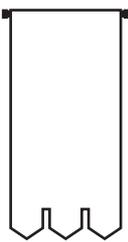
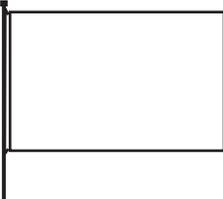
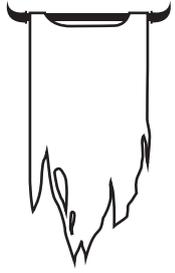


REGIMENTS OF THE IMPERIAL GUARD: THE HAMMER OF THE EMPEROR

While the Space Marines are the greatest warriors of Humanity, many other armies also fight to defend it, such as the Sisters of Battle and the Adeptus Mechanicus. The most numerous human armies are the Astra Militarum: human soldiers recruited on worlds across the galaxy. There are Astra Militarum regiments from every imaginable culture. What they all have in common, though, is that they must rely on courage and teamwork to win.

DESIGN A BANNER

Regardless of its classification, each world in the Imperium has a Planetary Defence Force. These soldiers' sole job is to defend their world's citizens against the constant threats of war in their daily lives. Find out more about the type of world you like and design a banner the Planetary Defence Force would carry into battle.

	BANNER EXAMPLES
	
	 



WHAT WORLD CLASSIFICATION DID YOU CHOOSE AND HOW DOES YOUR DESIGN REFLECT IT?

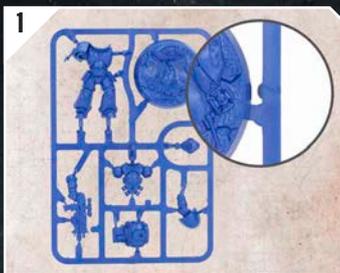
EXTRA ACTIVITY

Every type of landscape imaginable can be found somewhere in the million of planets of the Imperium. These are represented in games by the surface you play on. Thinking about the world classification you have chosen, create a top-down picture taken from your world. If you make this A3-sized, you could even use it as a game mat to play a game of Warhammer 40,000 on. Your creation can be a 2D drawing, or for a bigger project, you can use recycled materials such as cardboard and plastic containers to create a 3D tile.



HOW TO BUILD SPACE MARINE INTERCESSOR

Assembling miniatures is a really fun part of the Warhammer hobby. Just follow these instructions to assemble your Space Marine Intercessor, and you'll have your model ready for action in no time. The diagrams show how the pieces fit together.



Citadel miniatures come attached to a plastic frame. Look and you will see a number on the frame near each piece. This matches the number on the assembly diagram on the right.



Your Space Marine Intercessor is an 'Easy to Build' model. This means it has pegs that, when pushed together, secure the model without needing glue. It is important that you do not cut these pegs off.



You will need a set of flat-edged modelling cutters to remove the pieces from the frame. Always keep the blades away from your fingers and carefully squeeze the clippers shut until the blades meet to make a cut.



Using the plastic cutters, carefully snip all the components from the frame one at a time, being sure to remove as much of the frame connection as you can. The flat edge lets you get very close.

Assemble your model as per the assembly diagram to complete your Space Marine!



WARNING!

Under 16 years old?
Make sure you ask permission from a responsible adult before you use any tools, including modelling cutters.

WATCH MORE BUILD TUTORIALS
TO FIND MORE BUILD TUTORIALS FOR YOUR
MINIATURES, CHECK OUT:
WWW.WARHAMMER40000.COM/BUILD-PAINT

THE ARMIES OF

WARHAMMER 40,000

FACTIONS OF THE IMPERIUM



SPACE MARINES
PRIMARIS CAPTAIN



ASTRA MILITARUM
CADIAN OFFICER



ADEPTUS CUSTODES
ALLARUS CUSTODIAN



ADEPTUS MECHANICUS
TECH-PRIEST ENGINEER

FACTIONS OF CHAOS



CHAOS SPACE MARINES
CHAOS LORD IN TERMINATOR ARMOUR



THOUSAND SONS
AHRIMAN



DEATH GUARD
LORD OF CONTAGION

FACTIONS OF XENOS



T'AU EMPIRE
COMMANDER



TYRANIDS
HIVE TYRANT



AELDARI
FARSEER



NECRONS
OVERLORD



HARLEQUINS
HARLEQUIN PLAYER



GENESTEALER CULTS
ABOMINANT



ORKS
RUKKATRUKK SQUIGBUGGY

A CHAPTER FOR WAR



In the earliest days of the Imperium, the Emperor made the Primarchs. These were his gene-sons, warriors and leaders of incredible power. From their genetic material, twenty Legions of Space Marines were created to defend Humanity. Now, in the 41st Millennium, the Legions have been split into smaller forces known as Chapters. Each Space Marine Chapter has history, teachings and specialities in war. Distinct colours and symbols separate the Chapters, and their legendary ability in battle is known throughout the million worlds of the Imperium.



ULTRAMARINES

Ultramarines are amongst the best-known and most honoured of all the Space Marine Chapters. They are known for their courage, loyalty and are expert strategists. Their royal blue armour is recognised across the Imperium as a symbol of courage and honour.



SPACE WOLVES

A proud brotherhood, some in the Imperium see them as little more than savages. Loyal and fierce, they are amongst the most notorious of all Chapters. None can deny their mighty deeds, even if their boastful ways rangle others in the Imperium.



BLOOD ANGELS

Known for their speed and ferocity in close combat, Blood Angels fight intensely to defend the Imperium from its foes. A Blood Angel must forever rein in his fury, holding his blood-madness at bay.



GREY KNIGHTS

A cloud of secrecy surrounds the Grey Knights. Powerfully psychic, they are reclusive yet devoted to their duty. Privy to the darkest secrets of Mankind, they seek and destroy the most horrible of Daemons.



DARK ANGELS

The Dark Angels were the first Space Marine Legion, and have held a place of honour in the Imperium ever since. They fight with righteous fury, but some say their history hides a mysterious secret.



IMPERIAL FISTS

Specialists in siege warfare, the Imperial Fists held the Imperium together in the bleakest of times. Their stubborn resilience makes them seem like an unbreakable wall on the battlefield.



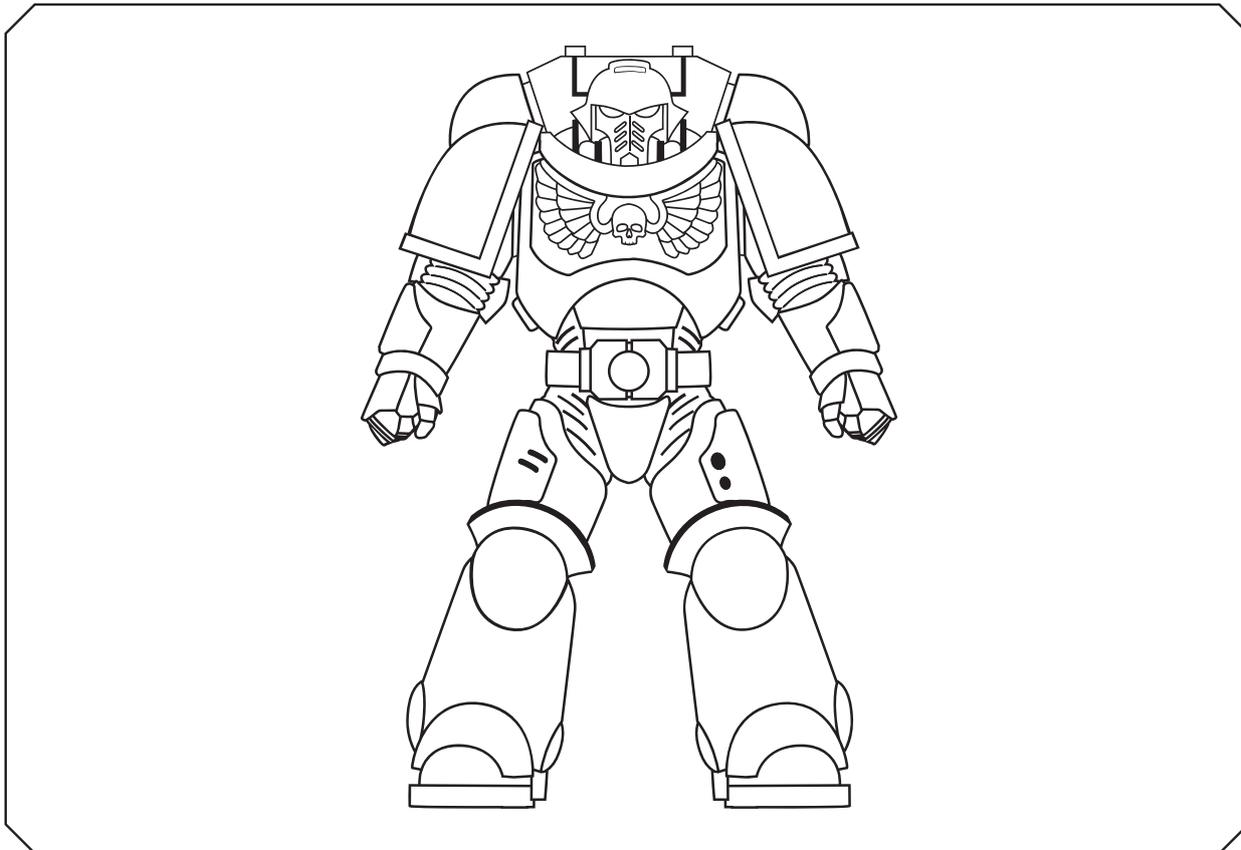
DEATHWATCH

Each Deathwatch Space Marine is a specialist alien hunter recruited from another Space Marine Chapter. They paint their armour black, except for their original Chapter badge, which they wear with pride.

MISSION COMMAND X447-66:

CREATE A CHAPTER

Now your Space Marine is built, decide which Chapter he will fight for. You can research existing Chapters or create your own. Once you have decided, colour in the diagram to create a plan for painting your model. The colours you use to paint your model will tell a visual story, such as a Chapter history of great deeds and battles and what type of world it originated from.



CHAPTER NAME



CHAPTER TRAITS AND SPECIALISMS

EXTRA ACTIVITY

On an A4 sheet of paper, create a map of the sector of space your Space Marine's Chapter Planet is in. Include the surrounding worlds and label them with a name and purpose. For example, your 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, suns, moons and space stations may be located.



HOW TO PAINT

LESSON 1: BASECOATING

The colours of a warrior show who he or she is on the battlefield – a symbol by which their enemies will know them! Using your Chapter colour scheme on page 9, paint a basecoat onto the model. Some hints are included here, but for the best painting results, follow one of the handy painting tutorials on the Warhammer 40,000 website.

YOU WILL NEED:



Your Space Marine



A Paintbrush



Base Paints



A Pot of Water



Tissues or a Cloth



Paint Palette card

A BASECOAT

A basecoat is the first layer of paint you apply to a model and forms the foundation for each colour on the model.



1 Make sure the lid of your chosen paint is firmly shut and give the pot a quick shake. This should be done with any Citadel paint before you use it.



2 Using a clean brush, put a small amount of paint on the palette card provided. Using a palette card will allow multiple club members to easily share paint.



3 Before you dip your brush into the paint, first wet the bristles. Citadel paints are designed to be watered down a little and paint will go onto the model easier this way.



4 Paint your chosen colours onto the model following your paint guide. Start with the colour that covers the biggest area first. Let each colour dry before you move onto the next.



5 Don't forget to wash your brush thoroughly between each colour you use. Getting the paint out of the bristles keeps your colours clean and preserves the brush.



6 After all the areas are painted, finish the model by neatening up any areas as required. It's OK to go back and tidy up areas that you think you can improve.

WATCH MORE PAINT TUTORIALS

To find more paint tutorials to make your miniatures look battle ready, log onto:

WWW.WARHAMMER40000.COM/BUILD-PAINT

CITADEL[®] PAINT

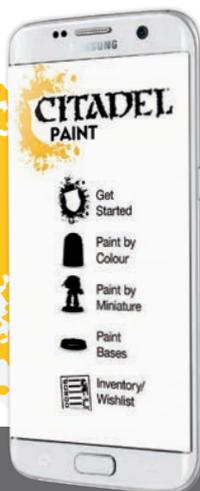


The ideal paint sets to start your collection of fearless Ultramarines or the gruesome Death Guard.

Each contains 3 Easy to Build Space Marines or Plague Marines, the 6 essential paints you need to paint them, a painting guide and a brush.

They don't even need glue, just assemble them and start painting!

There are loads of Citadel paints to choose from – no matter the colour you want, we've got you covered!

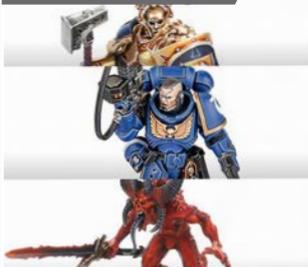


Citadel Paint App - Your free painting companion

Pick the right colour



To paint any model



From basics to bases



Regularly updated
With new models



**DOWNLOAD THE APP NOW
FOR YOUR PHONE OR TABLET**



FREE!



READ

PRIMARIS LIBRARIAN

AN OATH TO SERVE



Space Marines are genetically enhanced super-warriors and, although some are created artificially in chambers, most were once ordinary human youths. Chosen to serve, they are taken to a Chapter Planet where they swear oaths of fealty and service to Humanity.

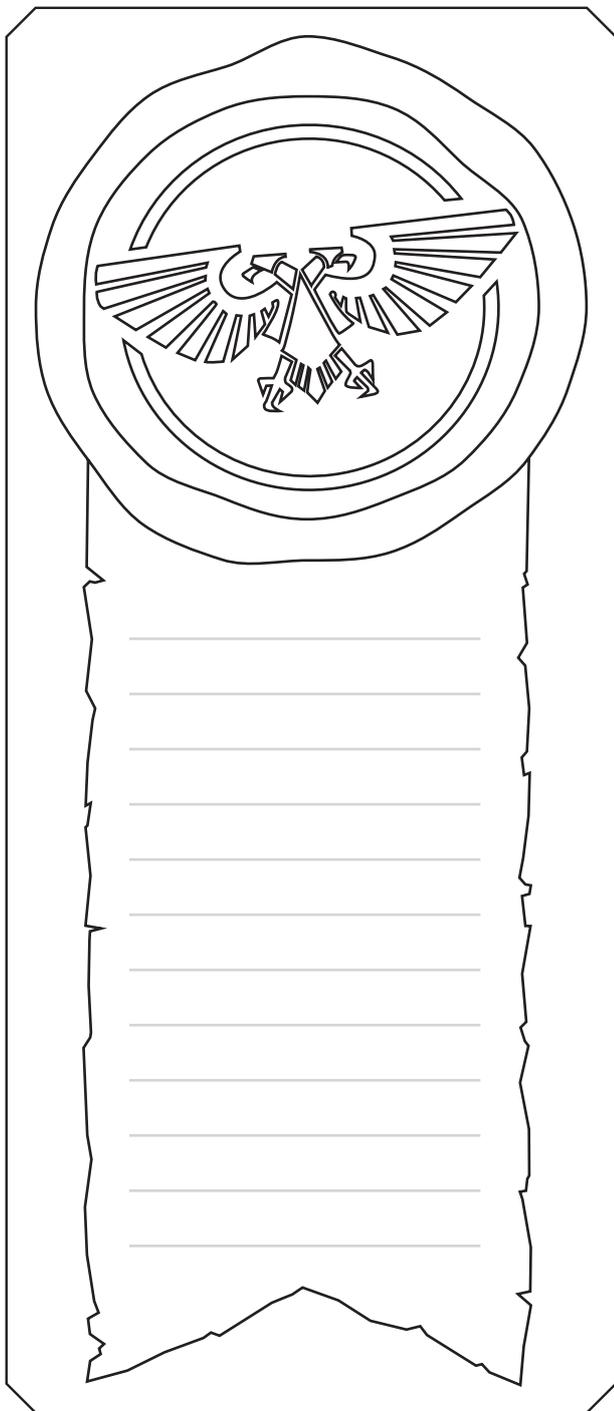
Armed and armoured with the best equipment the Imperium can provide, they are the Emperor's most elite fighting forces. Known as the Adeptus Astartes in High Gothic, the aristocratic language of Imperium, the Space Marines are sent to fight in the most desperate and vital battles in the galaxy.

PURITY SEALS

Only the stern, the true and the pure are chosen to receive the blessings written on the purity seal's scroll. Chaplains, the spiritual leaders of the Chapters, pass through the ranks chanting litanies of faith in the Emperor's name. Only honoured Space Marines receive these protective blessings, which are affixed to their armour or weapons with giant wax seals.



WRITE AN OATH



Now your Space Marine has been created and has studied the Codex Astartes, the written doctrine of the Space Marines, he must pledge his life and service in the Chapter's inner sanctum. Write the oath that your warrior will take before he is shipped out to protect the Imperium!

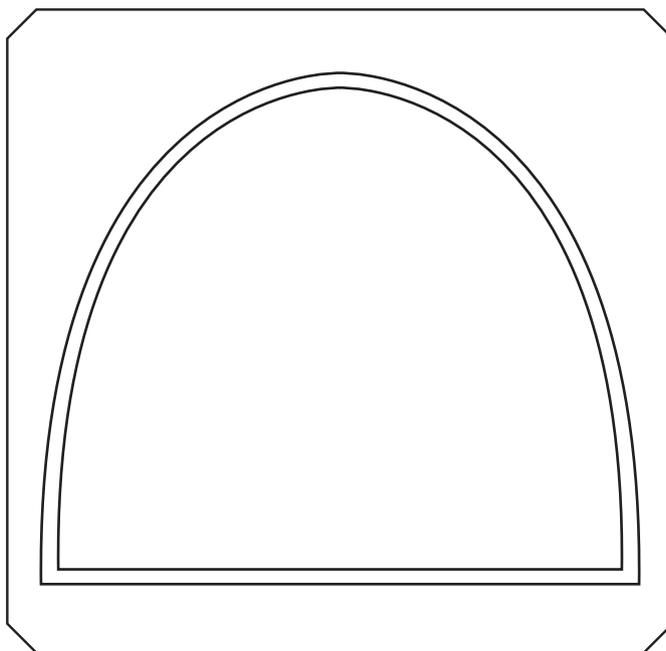
An oath is a written promise that is read aloud. It could contain:

- Values and beliefs to uphold
- Inspirational statements
- A pledge to take specific actions



SHOULDER PADS - MARK OF A CHAPTER

The left shoulder guard of every Space Marine's armour displays their Chapter symbol. A proud icon, it identifies which Chapter they fight for. Use this space to design your very own Chapter Icon. What does it tell us about the history, warriors and traditions?



EXTRA ACTIVITY

Each Space Marine Chapter has ranks of Librarians. Amongst other duties, their job is to document and safeguard the history of their Chapter. Imagine you are a Space Marine Librarian and create a written log of an important event in your Chapter's 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.



PLAYING GAMES



One of the great things about Warhammer 40,000 is the chance to play games with your friends. There are lots of different ways to play – your game might be a contest of tactics and skill, or a story-telling experience where you and your friends create your own narrative through the unfolding battle. As long as everyone participating enjoys the game, you're doing it right!

What you'll find on the next few pages is a special game for you to play with your club, called 'Crusade Mission – Out of Ammo'. It's a great introduction if you've never played Warhammer before. Out of Ammo includes all the rules you need to play – so you'll be able to follow along and play with your friends.

CRUSADE MISSION OUT OF AMMO

Nurgle, the Chaos God of pestilence and disease, wishes to cover the universe in plague. In his latest plot, he has despatched Mortarion, Primarch of the Death Guard, to conquer and despoil a sector of the galaxy known as Ultramar. Home to five hundred worlds, Ultramar is known as the Realm of the Ultramarines and their Chapter Planet, Macragge. Awoken after nearly ten thousand years in stasis, Roboute Guilliman, Primarch of the Ultramarines, has at last returned to counter this most desperate threat.

Disease spread by the servants of Nurgle has devastated planets in this sector, but the war is not lost. An antidote has been developed for a terrible strain of pox that has ravaged an important forge world. Roboute Guilliman has tasked your Space Marines with the most important job: you must transport the medicine from the medical facility on Macragge to the forge world. A weapons factory there has shut down due to illness and production must start again if the Imperium is to stand a chance at repelling the invaders!

Hearing of the plan, Mortarion sent an army of Death Guard to ambush you en route to the transport. A ferocious battle ensued and your Space Marines were victorious. Now, just a few city streets lie between you and the transporter that will take your warriors to the off-world evacuation site. Out of ammo, you must protect the antidote and get safely away.



FACTION FOCUS: DEATH GUARD

Once Space Marines, the Death Guard are traitors to the Imperium of Man. They are hulking fighters, bloated, rotten and riddled with disease. Trudging implacably into war, they bear plagues that turn unwilling victims into cursed tools of Nurgle, all the while chanting praise to their gruesome patron.



PLAY

OFFICIO PRAEFECTUS COMMISSAR



PLAYING GAMES: HINTS AND TIPS

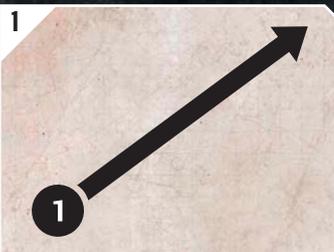


SPACE MARINE DATASHEET

MOVE
6"

WOUNDS
2

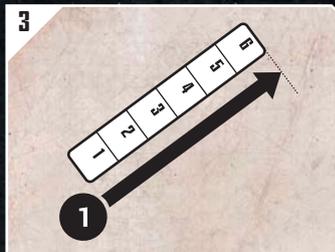
HOW TO MOVE



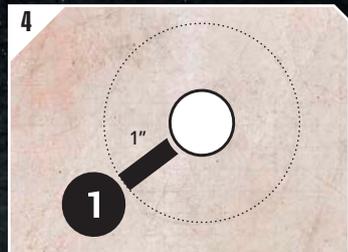
You may move each model in your army once, only on your turn.



Check the Move characteristic on the datasheet for that model.

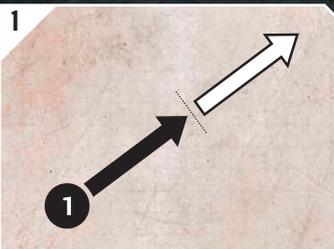


Use a range ruler to move that model up to the number of inches shown in the Move characteristic.



You must not finish your move within 1" of an enemy model, or move through or over other models.

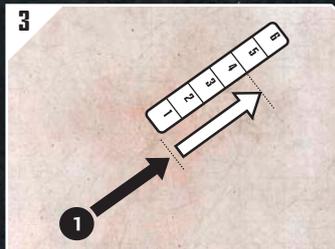
HOW TO ADVANCE



After it has moved normally, a model can make a special move called an Advance - roll a dice.



The score on your dice roll shows how far your model will Advance - a high roll is better!



Next, use your range ruler to move your model the distance that you rolled on your dice.





CRUSADE MISSION

HOW TO PLAY



Up to six players can join in playing this Crusade Mission. Each player will need:



1x Space Marine
per player



2x dice



1x Primaris Repulsor
(only 1 needed per game)



3x Antidote Tokens
per player



3x Poxwalker Tokens
per player



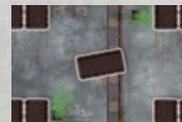
1x First Player Token
(only 1 needed per game)



1x Range Ruler



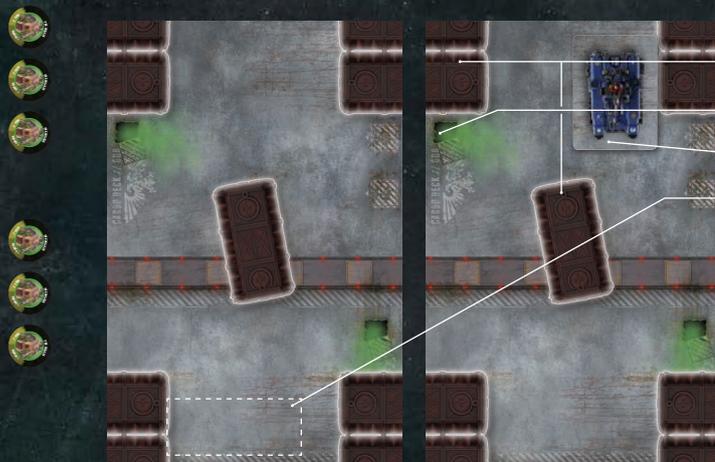
1x Encounter Table Card



1x Plagued Streets Battle Mat
per player

1. SET UP

This set-up guide is for a game with two players. If you have more players, simply add one extra battle mat per player to create a bigger play area. There should be one Primaris Repulsor token in each game and this should be placed as far as possible from the start position. Each player must add three Poxwalker tokens to a pile near the board. No more Poxwalkers may be used in the game than there are tokens available. Each player places three Antidote tokens in front of them to represent the vials of antidote they are carrying.



CONTAINERS (SCENERY)

SEWER GRATE

PRIMARIS REPULSOR

STARTING AREA

TIP: SCENERY

When playing games of Warhammer: 40,000, sometimes there will be scenery. These are objects that models cannot move over. The scenery in this game is highlighted with a white outline to let you know the areas your models cannot move through.

2. HOW TO PLAY

This game is played in rounds. To start the game, pick one participant to be the first player and give them the First Player token. After each round of play, pass the token to the person on the right, who will then take the first turn. Continue passing the First Player token around the group so each player gets a chance to go first.

3. TURN SEQUENCE

To complete a round, each player will resolve their turn. After every player has resolved their turn, each Poxwalker must complete their turns. The next round will then start.

SPACE MARINE TURN ORDER

- 1 Roll a dice. Look at the encounter table and resolve the result.

- 2 Move and advance as per the instructions on your Space Marine Datasheet (page 15).

- 3 If the Space Marine ends their turn touching the Primaris Repulsor token, they have safely boarded the ship and are removed from the game.

POXWALKER TURN ORDER

- 1 Measure and locate the closest Space Marine model.

- 2 Move the Poxwalker its total move allowance towards it, following the shortest possible route.

- 3 If the Poxwalker contacts a Space Marine's base, it's movement ends and it contaminates a vial of antidote. If no Antidote tokens remain, that Space Marine loses a wound. Reduce the Wounds characteristic on their Datasheet (pg 15) by 1. If no wounds remain, the model is removed from the game.

4. HOW TO WIN

To win this game, at least one Space Marine must reach the Primaris Repulsor token still carrying at least one vial of antidote. If successful, all players should add up their points and use the table to find out their result.

1 victory point for each Space Marine to make it safely to the ship.

1 victory point per Antidote token on the ship.

1 PLAYER	2 PLAYERS	3 PLAYERS	4 PLAYERS	5 PLAYERS	6+ PLAYERS	RESULT
1 VP	1 - 2 VP	1 - 3 VP	1 - 4 VP	1 - 5 VP	1 - 6 VP	The forge world is doomed. You have not recovered enough antidote, and without the weapons produced there, the invaders will prevail.
2 - 3 VP	3 - 6 VP	4 - 9 VP	5 - 12 VP	6 - 15 VP	7 - 18 VP	You have delivered enough antidote to the forge world to save it, but not enough to help everyone. The fight with the Death Guard continues.
4 VP	7 - 8 VP	10 - 12 VP	13 - 16 VP	16 - 20 VP	19 - 24 VP	The Emperor's blessings are upon you. You have saved enough antidote to help the whole population. The Imperium is victorious!

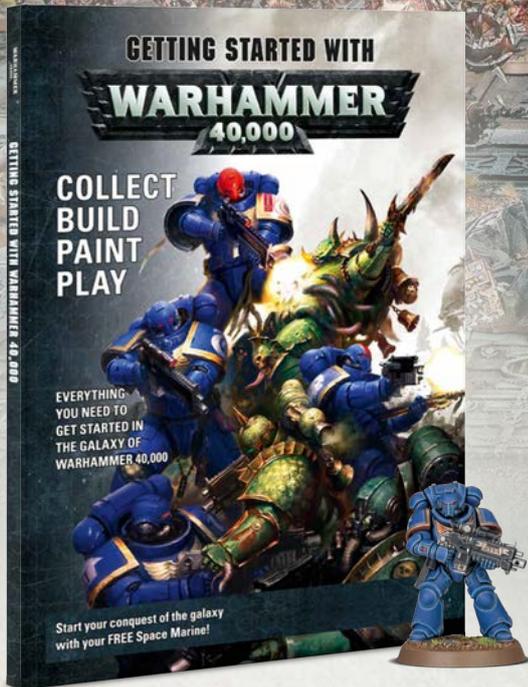
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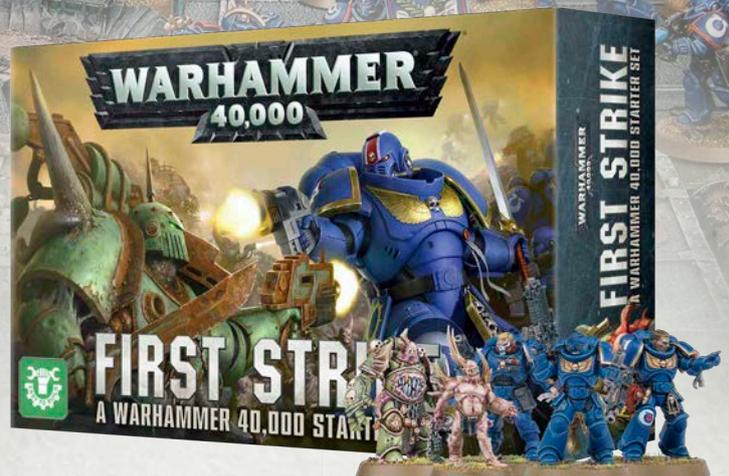


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