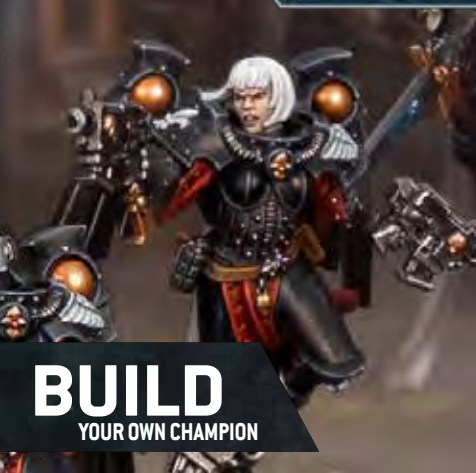




WARHAMMER

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 enemies and the diabolical forces of Chaos. All that stands between Mankind and total destruction are the armies of the Imperium and the superhuman warriors known as 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 as you 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.

SPACE MARINES: FACTION FOCUS 2

The Space Marines are Humanity's greatest warriors. Learn about these super-soldiers and some of their tools of war.

HOW TO BUILD YOUR SPACE MARINE 3

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

A THOUSAND CHAPTERS 4

Each Space Marine is part of an independent army known as a Chapter. Learn about their different livery, markings and battle expertise.

CREATE A CHAPTER 5

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

HOW TO PAINT 6

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

A MILLION WORLDS 8

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

IMPERIAL KNIGHTS: FACTION FOCUS 9

Learn about these towering war machines and design a banner to adorn one.

THE FACTIONS 10

Discover the factions that are at war to control the fate of the galaxy.

CHOOSE A SIDE 12

Will you fight for the Imperium, Chaos or a xenos power? Find your path with this test.

PLAYING GAMES 13

Playing games of Warhammer 40,000 is great fun. Take a look at a collection in battle and learn how to take part.

FLEE THE NECRON TOMB! 14

Can you escape a dire situation with vital intelligence and save Mankind?

MISSION SET UP 15

Embark on your first mission using these instructions to set up the play mat, tokens and Space Marine Intercessors.

DATASHEETS 16

This handy guide will show you how to move and Advance models in a game of Warhammer 40,000. Use these skills to escape the Necron tomb.

MISSION RULES 17

Learn how to play the Flee the Necron Tomb! activity. Will you escape and save Humanity or be slain in your attempt?



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 ago 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 cost, 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 high-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.



COLLECT

SPACE MARINE INTERCESSOR

SPACE MARINES

FACTION FOCUS



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 daemonic abominations alike.

MK X HELMET

This helmet contains technology that helps a Space Marine see and breathe in hostile conditions. It also contains a vox-communicator, allowing them to receive orders and talk to others over vast distances.

ARMoured BREASTPLATE

Made from ceramite, a heat- and shock-resistant material, the thickest area is placed over the chest. This protects the power armour's cables as well as the Space Marine's vital organs.

PURITY SEAL

Purity seals are often inscribed with an 'oath of moment' to reaffirm the vows the Space Marine has sworn to their Chapter and the Emperor. The parchment is fixed to their power armour with a wax seal by a Chapter serf before a battle.

GREAVES

These sections of leg armour include protective knee-pads and stabilisers. The soles of the armour's boots can magnetise, allowing Space Marines to walk on metal surfaces, including in zero-gravity environments.



WRITE A SCROLL

Write an 'oath of moment' that is affixed to your Space Marine Intercessor.



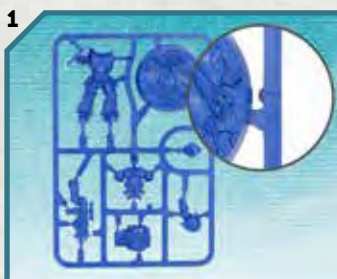


HOW TO BUILD

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 closely and you will see a number on the frame near each piece. This matches the number on the assembly diagram below.



Your Space Marine Intercessor is a push fit 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. !

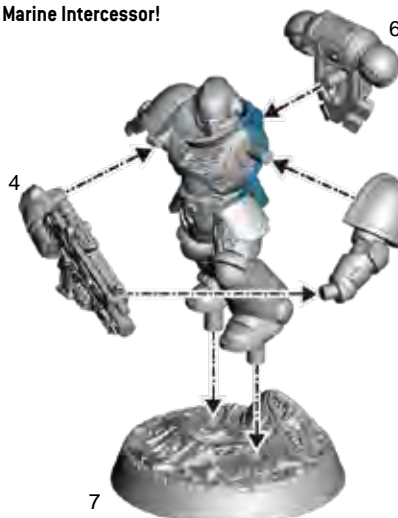
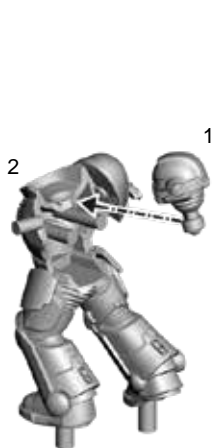


You will need a set of flat-edged modelling cutters to remove the pieces from the frame. Always keep the blades away from your fingers and carefully squeeze the clippers shut until the blades meet to make a cut.



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

5 Assemble your model as shown in the diagram below to complete your Space Marine Intercessor!



WARNING!

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



DISCOVER MORE SKILLS

Check out the Citadel Colour website for more tips on how to build and paint your models.

CitadelColour.com



A THOUSAND CHAPTERS

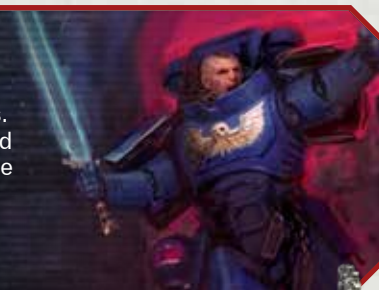


Space Marines are organised into independent armies called Chapters of which there are roughly one thousand spread throughout the galaxy. Each Chapter maintains its own fleet of ships and has a speciality in combat. Distinct colours and markings give each Chapter an unmistakable identity – a symbol by which their enemies will know them!



ULTRAMARINES

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

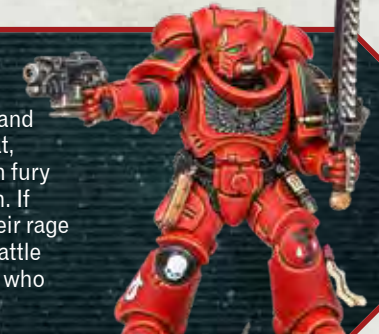


SPACE WOLVES

A proud brotherhood, some see Space Wolves as little more than savages fighting alongside giant wolves. None can deny their mighty deeds, however, and tales of their glorious victories are told from one end of the galaxy to the other.

BLOOD ANGELS

Known for their speed and ferocity in close combat, Blood Angels fight with fury to defend the Imperium. If they are not careful, their rage can overtake them in battle to the point they forget who they are.

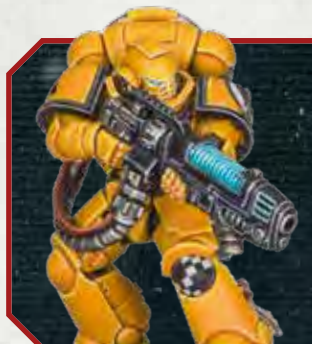


IRON HANDS

Dispassionate and calculating, Iron Hands believe that flesh is weak and machines are strong. They make extensive use of bionic modifications and always strive to be stronger, winning their battles with logic and precision instead of emotion.

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

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

WHITE SCARS

Lightning fast, White Scars are known for their highly mobile hit-and-run attacks. Bearing ritual scars of bravery, they fight with a legendary tribal savagery and are some of the finest hunters found anywhere in the galaxy.





CREATE A CHAPTER

PAINT ACTIVITY

Now your Space Marine Intercessor 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 the Chapter's history of great deeds, battles and what type of world it originated from.

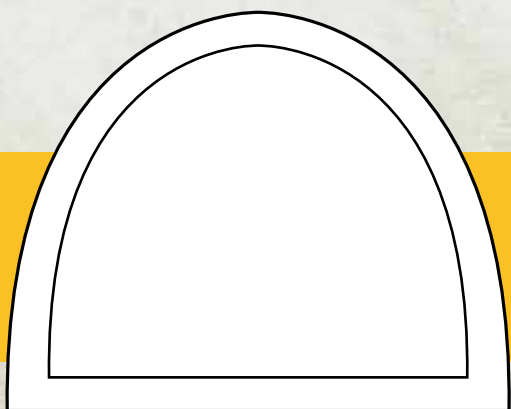
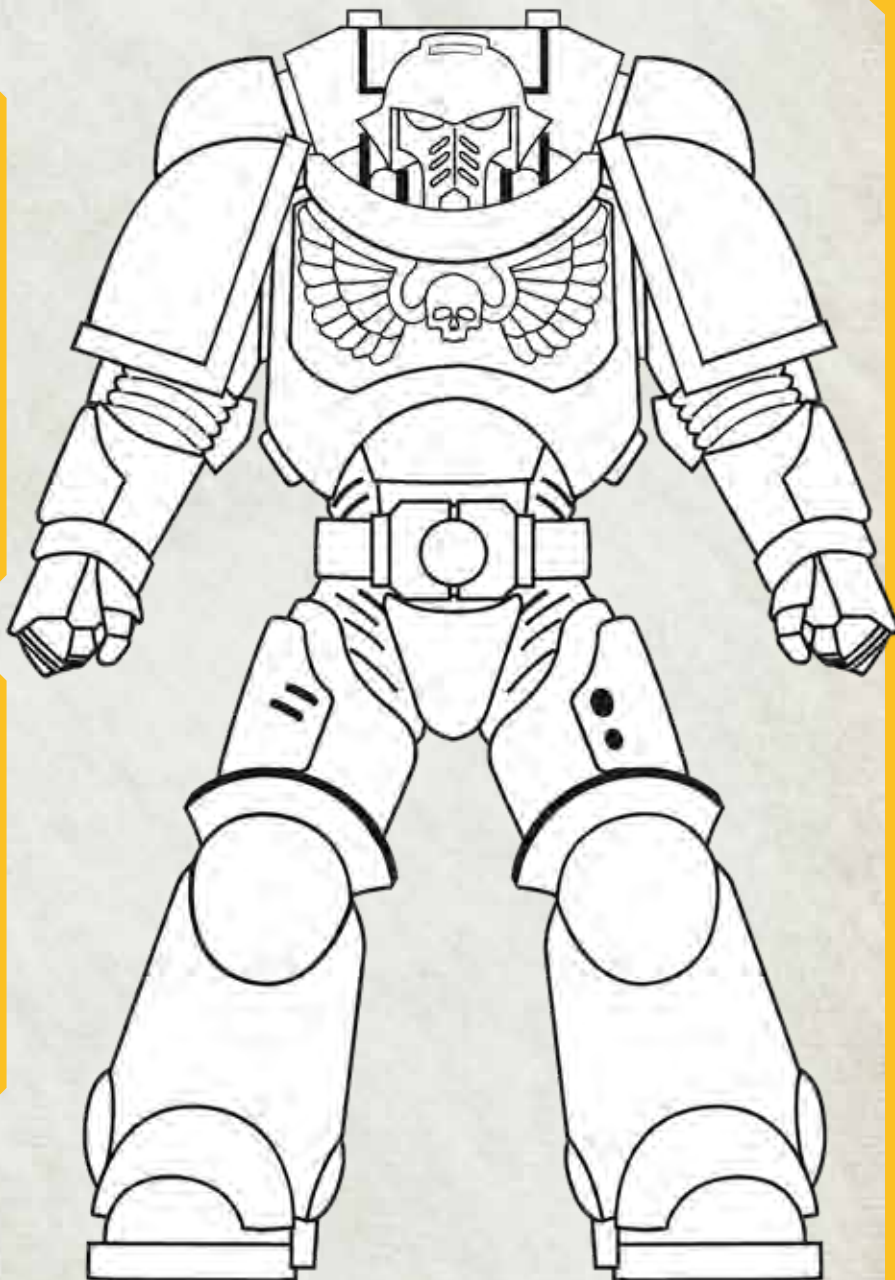
CHAPTER NAME

CHAPTER TRAITS AND SPECIALISMS

DID YOU KNOW...

Space Marines are implanted with additional organs which transform their bodies and give them superhuman abilities, such as:

- Spitting acidic venom
- Putting themselves into suspended animation to heal their wounds
- Operating for long periods without sleep
- Breathing in areas with low oxygen or poisoned atmospheres



SHOULDER PADS – THE 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 own Chapter icon.



HOW TO PAINT

SPACE MARINE INTERCESSOR



SKILL

A basecoat is the first layer of paint you apply to a model, and it forms the foundation for future colours on the model.

YOU WILL NEED



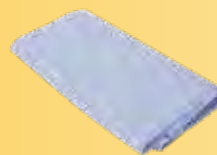
Your Space Marine



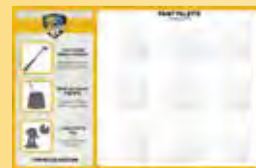
Base Paints



A Pot of Water



A Tissue or a Cloth



A Paint Palette

HOW TO

1



Make sure the lid of your chosen paint is firmly shut and give the pot a quick shake. This should be done for all Citadel paints before you use them.

2



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

4



Paint your chosen colours onto the model following your colour template. Start with the colour that covers the biggest area first. Let each colour dry before you move on to 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.

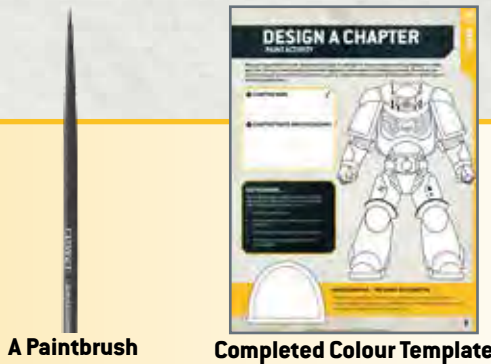
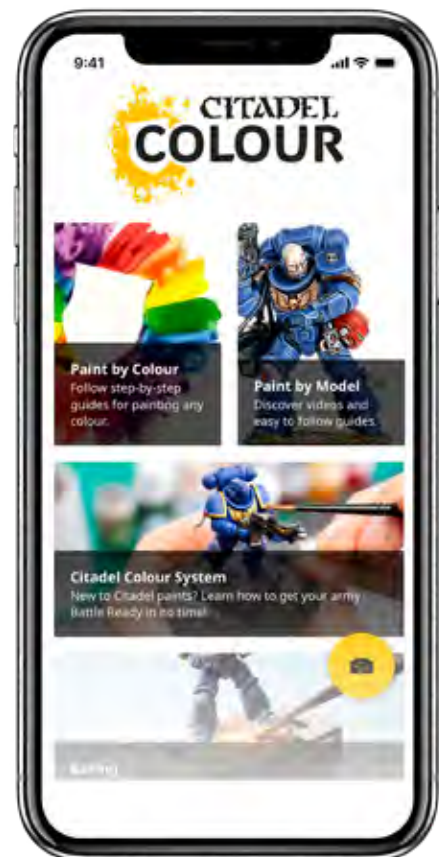


There are loads of Citadel paints to choose from – no matter the colour you want, we’ve got you covered!



Citadel Paint App

Your free painting companion



A Paintbrush

Completed Colour Template



Before you dip your brush into the paint, wet the bristles first. Citadel paints are designed to be watered down a little so paint will go onto the model more smoothly.



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

DOWNLOAD THE APP FOR YOUR PHONE OR TABLET NOW



FREE!



A MILLION WORLDS



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

CHAPTER PLANETS

The headquarters and training grounds for the various 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 the billions of Imperial citizens.

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 many enemies.

DEATH WORLDS

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

THRONE WORLD

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

WAR ZONE PARIAH

Once prosperous and productive, the area of space now known as War Zone Pariah was reduced to haunted decay by the Necrons. Imperial forces responding to the region's sudden silence found planet after planet where cities and factories lay abandoned. Necron war engines and ghoulish android warriors stalked through the ruins, unleashing terrible weapons upon the shocked Imperial armies, who fought back with a mixture of fury and horror. Conflict rages through the region still, fought beneath an oppressive shroud of anti-psyhic energies that threaten to steal the very souls of the Emperor's warriors with every passing moment.



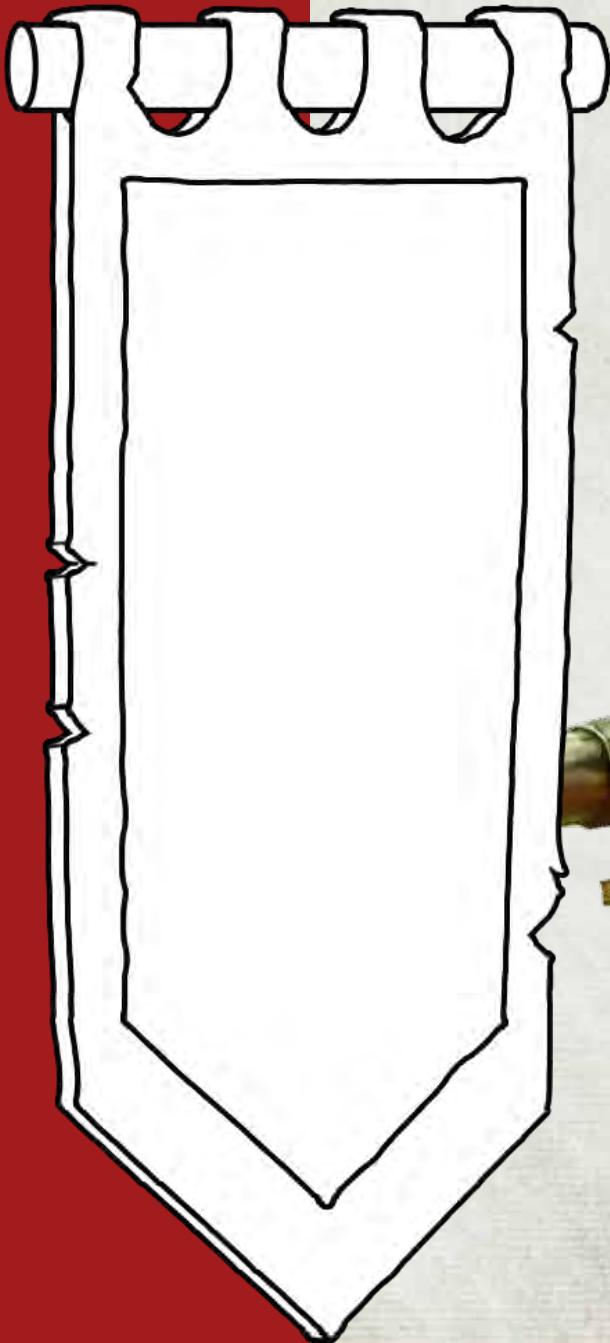


COLLECT

IMPERIAL KNIGHTS

FACTION FOCUS

Imperial Knights are towering war machines that bristle with devastating weaponry. A single one of these huge walkers can turn the tide of battle and conquer worlds in the Emperor's name. Each is piloted by a single noble warrior whose house colours and heraldry are displayed proudly on the armour and banners that adorn it.



DESIGN A BANNER

Imperial Knights bear a banner showing their house crest and a number of their proudest battle honours.

Design an Imperial Knight banner. Consider what colours, symbols and images you will use, and what history that represents in your chosen design.





THE FACTIONS

Warhammer 40,000 is a vast, rich universe full of epic heroes, monstrous villains and a host of unique characters. At its heart lie the factions, each vying for power, territory and glory across the galaxy – the hobby puts you in charge of telling their story. What you collect and build, as well as how you paint and play with your armies, all weaves together to create a tale individual to you.

THE IMPERIUM

Constant warfare has honed Humanity's vast military might, for the galaxy is a hostile place full of enemies. Only by force of arms has the Imperium been held together for ten thousand years. The 41st Millennium 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.



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 some are more like forces of nature. Regardless of their reason, all wish to take the galaxy for their own.



CHAOS

Within the warp reside the four Chaos Gods, along with their immortal daemonic minions, who strive to invade and corrupt the galaxy. Leading their cause in realspace are the Chaos Space Marines – traitors who have turned from the light of the Emperor and embraced the baleful glory of Chaos. Consumed with bitter hatred, these champions of ruin prey upon the Imperium they once swore to defend.





WARHAMMER 40,000

Visit the Warhammer 40,000 website to learn about even more factions.

WARHAMMER40000.COM

SISTERS OF BATTLE

The troops of this devout sisterhood are raised from infancy to believe in the utter righteousness of their cause. Their fanatical devotion and unwavering purity is a safeguard against corruption, and once they have joined the fight, the Sisters of Battle will stop at nothing until their enemies are utterly crushed.



ADEPTUS MECHANICUS

The Adeptus Mechanicus is an ancient organisation of Tech-Priests originating from the planet Mars. They augment their human frames with arcane technology and are obsessed with the acquisition of lost knowledge. Scouring the galaxy for forgotten secrets, they will slaughter anything that stands in the way of their holy mission.



NECRONS

The Necrons are sentient androids who traded away their souls for the gift of immortality. For millennia they have slept within their tomb worlds, but with every passing year more Necrons awaken and begin the process of re forging their dynastic empires, which once ruled the galaxy with an iron fist.



TYRANIDS

The Tyranids are the most alien of the races to infest Imperial space, for they come from beyond the edges of the galaxy. Driven by an insatiable hunger, Tyranids leave nothing in their wake, stripping down and absorbing all living matter they come into contact with, dissolving it into a rich biological gruel.



CHAOS SPACE MARINES

Counted amongst Humanity's greatest foes, Chaos Space Marines – also known as Heretic Astartes – seek the destruction of everything the Emperor built. They are dark mirrors of the Space Marine Chapters, wearing ancient power armour and using desecrated weapons to ravage the worlds of the Imperium.



DEATH GUARD

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





CHOOSE A SIDE

ACTIVITY



Will you defend Humanity with everything at your disposal, seek to conquer the galaxy for the Dark Gods or find your own place amongst the stars? Answer these questions to determine your destiny, then calculate your result.

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

- ☐ AVOID
- ☐ SALVAGE
- ☐ LAY A TRAP

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

- ☐ SEAL
- ☐ WAIT
- ☐ ENTER

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

- ☐ LEAVE
- ☐ TAKE
- ☐ REPLACE

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

- ☐ PROTECT
- ☐ JOIN
- ☐ DESTROY

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

☐ MOSTLY RED - CHAOS

☐ MOSTLY GREEN - XENOS

☐ MOSTLY BLUE - IMPERIAL

Count the number of answers in each colour. The colour with the highest number is your allegiance!

RESULTS



PLAYING GAMES OF WARHAMMER 40,000



Warhammer 40,000 is a game of dark, futuristic warfare and spectacular battles. For many, the goal of collecting a Warhammer 40,000 army is to take it into battle on the tabletop. Playing games is exciting, strategic and social, but most importantly, it's fun!

Tell tales through games with your friends and lead your forces to victory in tournaments against new opponents. Every game of Warhammer 40,000 you play will be unique and enjoyable, an unfolding tabletop narrative full of heroes and villains.



The Ultramarines Chapter of Space Marines and the Black Legion Chaos Space Marines clash amidst the ruins.



Towering Imperial Knights duel with monstrous Daemon Engines for control of this Imperial outpost.



Hordes of courageous Astra Militarum infantry battle against the armoured butchers and cruel killers of the Black Legion.

DOWNLOAD THE BASIC RULES

The basic rules include the core rules for commanding, moving, using psychic powers, shooting, charging, fighting and morale, along with an explanation of how datasheets work and a mission to get you started.

You can download these for **FREE** on the Warhammer 40,000 website!



WARHAMMER40000.COM

FLEE THE NECRON TOMB!

PLAY ACTIVITY

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

MISSION BRIEF

Transmissions off-world have been blocked and your squad of Space Marine Intercessors have been dispatched to find out why. When your squad arrives at the communications array, it appears to have simply been turned off – though there are no signs of who might have done this.

Suddenly, the ground collapses and your unit tumbles into a chasm. As the dust clears, you discover a cold and unwelcoming chamber lit with a sickly green glow. It appears to be a Necron tomb! A droning metallic buzz confirms this as Canoptek Scarabs begin to emerge from the darkness. These insect-like robotic creatures keep Necron tombs functional, and serve as guards, while their masters slumber.

Trapped in the crypt with no visible way out or working communications equipment, the chances of escape look slim. Wave after wave of small, hard metal bodies mindlessly swarm your position, but you and your battle-

brothers fend them off. You soon run out of ammo, but there are still more Scarabs coming after you. You lead your squad quickly through long, black corridors seeking an escape.

Knowing it is only a matter of time before the Scarabs wake their Necron masters, your soldiers look for a place to make a final stand. Finding a room amidst the labyrinth of corridors, you manage to trigger a locking mechanism, and a hulking door slams shut, instantly silencing the hum of the scuttling horde.

You are now surveying another hall, but your enhanced hearing detects the sound of wind – an exit must lay ahead! Necron Warriors in stasis chambers line the walls, however, and the Canoptek Scarabs will surely start the awakening process any minute! The existence of this tomb is a threat to every nearby planet, and you know you must escape with the information, or die trying.



Visit our website for more free play activities to use with your Space Marine Intercessor.

WARHAMMER-ALLIANCE.COM



FACTION FOCUS: NECRONS

For millennia beyond counting, Necrons have been asleep deep inside their tomb worlds. These sprawling crypt-fortresses house billions-strong armies, ranks of deadly war machines, and some of the most advanced technology in the galaxy. Even the lowliest Necron Warrior is incredibly difficult to kill, but the majority of the Necron race are little more than thralls, enslaved to the will of cruel Overlords – themselves driven insane by millennia in stasis – determined to see the Necron Empire rise once more.



MISSION SETUP

FLEE THE NECRON TOMB!

Any number of players can play this activity. Carefully remove the play mat from the middle of the magazine and cut out all of the tokens following the instructions on the token sheet.

EACH PLAYER WILL NEED



1x Space Marine Intercessor



2x Necron Warrior Tokens



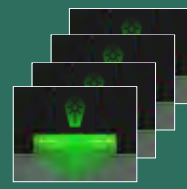
1x Wound Token



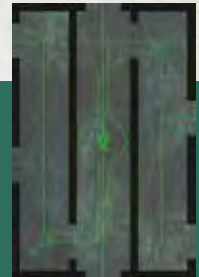
1x Dice



1x Range Ruler



4x Stasis Chamber Cards



1x Necron Tomb Play Mat

THE GROUP WILL NEED



1x First Player Token



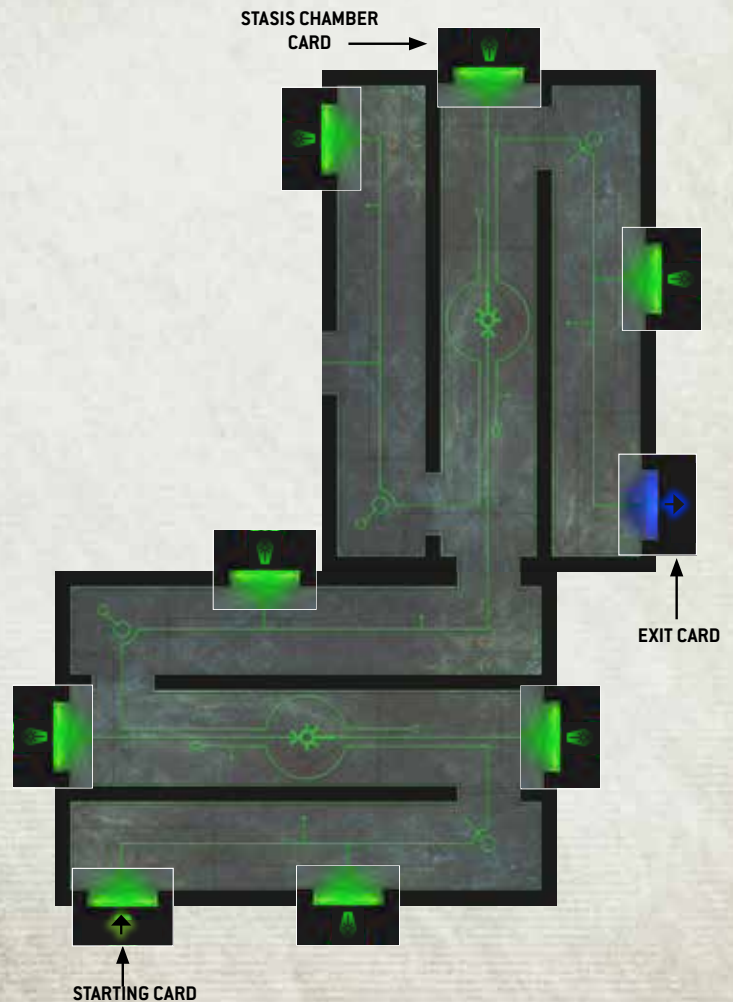
1x Starting Card



1x Exit Card

SETTING UP

1. Each player places their play mat so that a single doorway from each mat lines up.
2. As a group, choose one of the doorways to be the starting point. Place the Starting Card on the play mat covering the doorway and set up the Space Marine Intercessors next to it.
3. Next, determine where the exit will be. This must be the doorway furthest from the Starting Card. If there is a tie, just decide as a group. In games with two or more players, this will be on a different play mat. Place the Exit Card on the play mat covering the chosen doorway.
4. Each player shuffles their Stasis Chamber Cards and without looking at them, places each of their cards on the remaining unconnected doorways on their play mat.



DATASHEETS

FLEE THE NECRON TOMB!



SPACE MARINE INTERCESSOR DATASHEET

MOVE
6"

WOUNDS
2

ARMOUR SAVE
3+



NECRON WARRIOR DATASHEET

MOVE
5"

HOW TO MOVE

1

SPACE MARINE DATASHEET		
MOVE 6"	WOUNDS 2	ARMOUR SAVE 3+

Check the Move characteristic on the datasheet for that model.

2

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

HOW TO ADVANCE

3

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

ARMOUR SAVES

1

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

2

SPACE MARINE DATASHEET		
MOVE 6"	WOUNDS 2	ARMOUR SAVE 3+

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

3

SPACE MARINE DATASHEET		
MOVE 6"	WOUNDS 2	ARMOUR SAVE 3+

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

4

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



MISSION RULES

FLEE THE NECRON TOMB!



To start the game, pick one participant to be the first player and give them the First Player Token.

Each player will resolve a turn with their Space Marine Intercessor, starting with the player with the First Player Token and proceeding clockwise until each player has had their turn.

After all of the Space Marine Intercessor players have resolved their turn, each Necron Warrior must complete its turn.

The player with the First Player Token passes it to the player on their right.

BATTLE ROUND

SPACE MARINE INTERCESSORS

1. Move and Advance your model following the How to Move instructions. Space Marine Intercessors cannot move through walls, other models or Necron Warrior Tokens.
2. If your Space Marine Intercessor ends their move on a Stasis Chamber Card, flip the card over, read the text aloud and resolve the result. Once the card is resolved, or if your Space Marine didn't land on a card, move on to the next player.

TURN ORDER

NECRON WARRIORS

1. In any order, move each Necron Warrior Token towards the closest Space Marine Intercessor. Necron Warriors cannot move through walls or other models.
2. If a Necron Warrior Token touches the base a Space Marine Intercessor, they will stop moving and attack them. The player controlling the Space Marine Intercessor that is being attacked must then make an Armour Save, following the Armour Saves instructions.

HOW TO WIN

Once all the Stasis Chamber Cards have been revealed, the exit door will open. Once open, a Space Marine Intercessor can exit the tomb by ending their turn in contact with the Exit Card. When all of the players have left the tomb, or have been slain in the attempt, use the victory table below to calculate your mission result.

No Space Marines survived.

Mission Failed

Some of the Space Marines survived and escaped the tomb.

Minor Mission Success

All of the Space Marines survived and escaped the tomb.

Mission Success

All of the Space Marines survived and escaped the tomb without suffering any wounds.

Major Mission Success

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TOKEN AND CARD INSTRUCTIONS

1. CAREFULLY CUT OUT THE TOKENS AND CARDS ALONG THE DOTTED LINES.
2. FOLD THE CARDS ALONG THE CENTRE.
3. APPLY GLUE TO THE BLANK SIDE OF THE CARDS AND STICK TOGETHER TO CREATE A DOUBLE-SIDED CARD.

NECRON WARRIOR INSTRUCTIONS

1. CUT OUT THE MODEL TEMPLATE FOLLOWING THE DOTTED LINES.
2. FOLD THE MODEL TEMPLATE THREE TIMES ON THE GREEN LINES.
3. APPLY GLUE TO THE INDICATED TAB.
4. STICK THE TABS TOGETHER TO FORM A TRIANGULAR STANDEE.

