



# 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](http://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



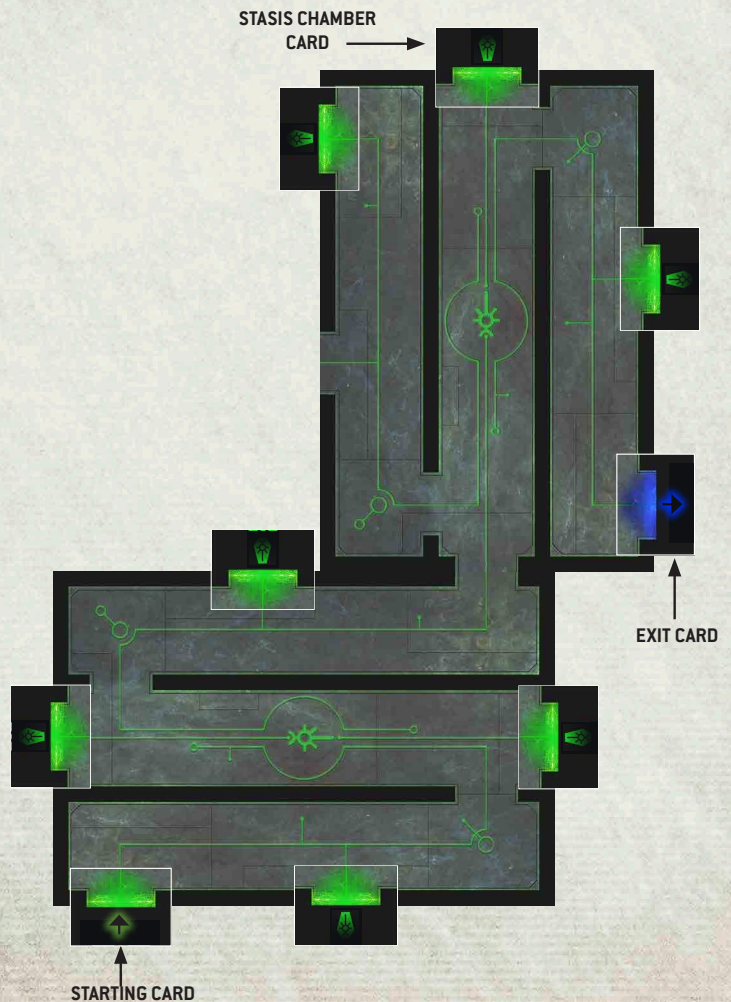
1x Starting Card



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.





NECRON SKORPEKH DESTROYER



# 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.

## BATTLE ROUND

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.

## SPACE MARINE INTERCESSORS

## TURN ORDER

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.

## 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.

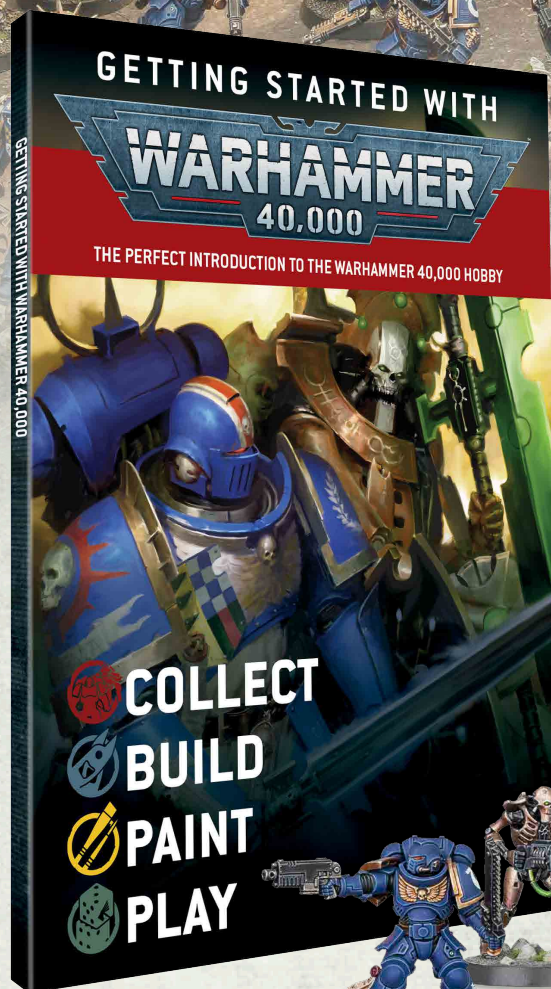
Mission Success

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

Major Mission Success



# ENTER THE FAR FUTURE!



## GETTING STARTED WITH WARHAMMER 40,000 MAGAZINE

Continue your adventure into the galaxy of Warhammer 40,000 with this introductory magazine.

This fantastic guide will take you through how to collect, build, paint and play with Citadel miniatures.

It also comes with a free Space Marine Intercessor and a free Necron Warrior to add to your collection!

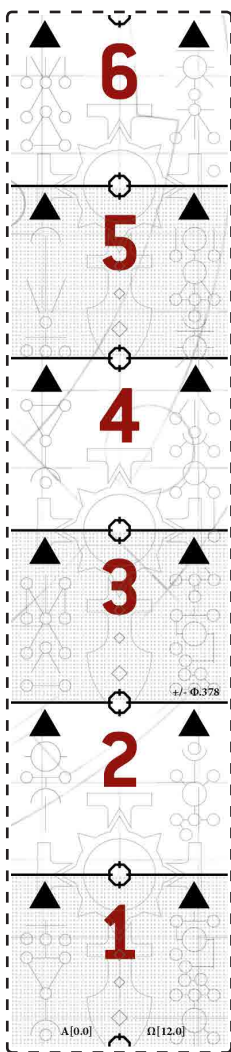


## WARHAMMER 40,000 RECRUIT EDITION STARTER SET

Across the war-torn battlefields of the 41st Millennium, the Imperium of Mankind battles to survive in a galaxy torn asunder.

Perfect for beginners, this set will guide you through your first steps in the Warhammer hobby. It includes 20 push fit miniatures and everything you need to start playing, including a play mat and your first terrain piece!





#### 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.

