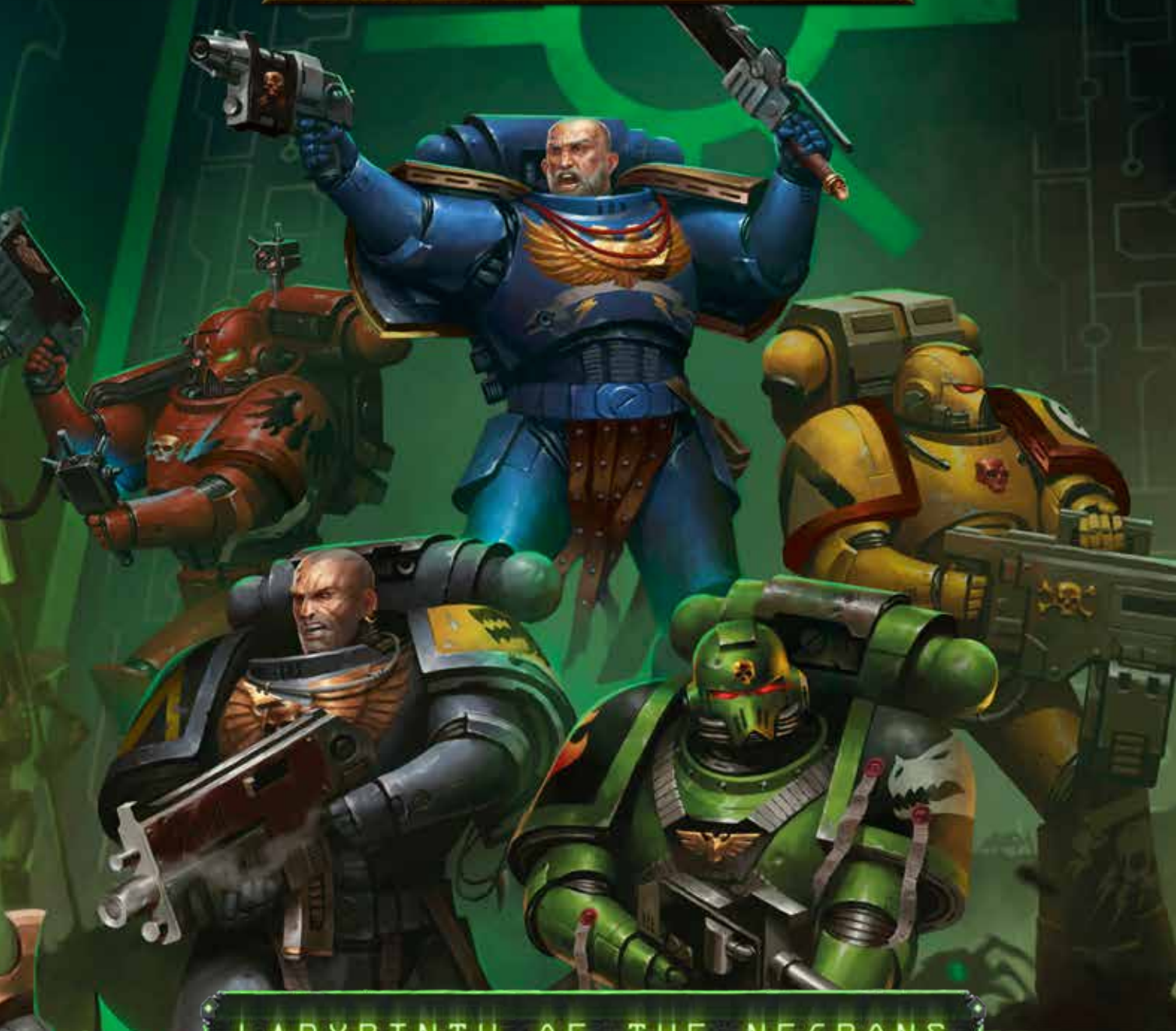# SPACE MARINE
ADVENTURES

LABYRINTH OF THE NECRONS

THE NECRON OVERLORD HAS ARISEN, AND HE SEEKS TO TAKE OVER THE GALAXY! STANDING BETWEEN THIS MECHANICAL MANIAC AND HIS ULTIMATE PRIZE ARE FIVE SPACE MARINE HEROES — MIGHTY BATTLE-BROTHERS WHO HAVE SWORN TO HALT HIS EVIL PLANS. NOW THEY MUST FIGHT THEIR WAY THROUGH THE OVERLORD'S LABYRINTH IN ORDER TO DEFEAT HIM ONCE AND FOR ALL!

SPACE MARINE ADVENTURES

Labyrinth of the Necrons is a cooperative game. The players all win or lose together, and team decisions should be made collectively. You control a squad of superhuman Space Marine warriors who must journey through an ancient labyrinth and defeat the tyrannical robotic aliens – known as Necrons – that dwell within. Excitement and adventure await!

OBJECT OF THE GAME

There are three levels to complete that you can choose from, each offering a different challenge. Level 1 is the easiest and recommended for your first adventure, whilst level 3 is the hardest and where you will confront and attempt to defeat the Necron Overlord. In order to win the game you must successfully fulfil the mission objective for each level of the labyrinth.

COMPONENTS

In addition to this rulebook, Labyrinth of the Necrons contains the following components:

Space Marines

Each of these five coloured plastic frames features one Space Marine, a superhuman champion hailing from a warrior brotherhood known as a Chapter. You will need to remove the components and assemble your Space Marines before playing the first game. Go to pages 13 and 14 now to assemble your Space Marine heroes.

Game Dice

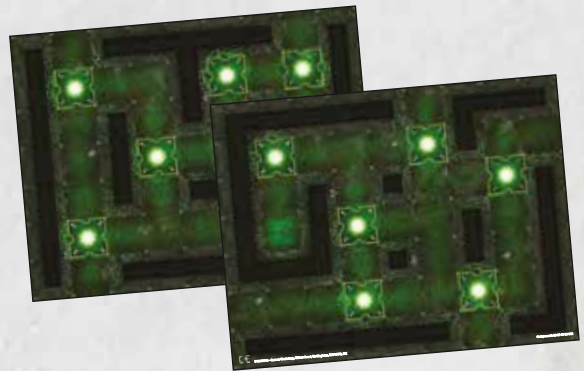There are five coloured six-sided dice included, one for each Space Marine.

Reinforcement Bag

Necron minion counters are placed in the reinforcements bag and randomly drawn from the bag throughout the game.
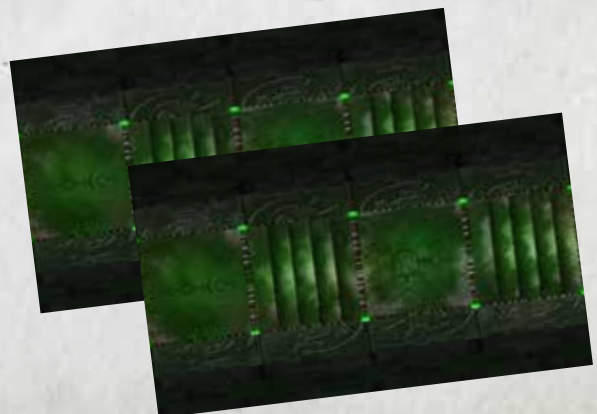
Labyrinth Boards

There are three double-sided boards. Each is a maze of corridors that the Space Marines will need to navigate through.
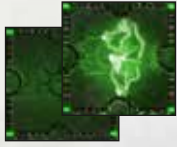
Labyrinth Stairwell Tiles

There are two double-sided labyrinth stairwell tiles. These let the Space Marines enter and exit the labyrinth, and are also used to connect the different levels.
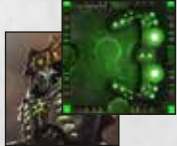
Counters

There are four types of counters:

Portal Counters

These three counters are double-sided; two show a closed portal on both sides and one shows a closed portal on one side and an open portal on the reverse.

Objective Counter

This counter is double-sided and shows a control console on one side and the Necron Overlord on the reverse.

Overlord Damage Counters

These three counters are used to keep track of damage to the Necron Overlord.

Necron Minion Counters

These are the minions of the Necron Overlord: twelve rank-and-file Warriors, five powerful Immortals and five elite Lychguard.

Cards

The cards included in the game are split into five separate decks. The deck labelled 'Open Now' can be opened right away, but the others should not be opened until you have read the rules and are instructed to do so. There are six types of cards:

Space Marine Datacards: There is one double-sided datacard for each Space Marine. The reverse side of each card is the 'wounded' side of the card. Each side of the card shows the following information:

- **(A) The Space Marine's name and Chapter symbol**

- **(B) A photograph of the Space Marine**

- **(C) How many 'Actions' that Space Marine can perform**

- **(D) The range of the Space Marine's weapon**

- **(E) The Space Marine's wargear ability**

Necron Datacards: There is one datacard for the Necron Overlord and one for each of the three types of Necron minion. Each card shows the resilience value of that Necron.

Activation Cards: There are two activation cards for each Space Marine and six for the Necron Overlord and his minions. The Space Marine activation cards show the corresponding Space Marines Chapter symbol. The Necron cards are all the same and show a Necron 'Ankh' symbol.

Mission Briefing Cards: These three cards tell you what you will need to do to complete each level of the labyrinth.

Special Cards: There are twenty-eight special cards that the Space Marines can use during the game. These represent additional wargear or special abilities the Space Marines can call upon.

Labyrinth Cards: There are three decks of labyrinth cards, one for each level of the game – the Level 1 deck has 24 cards, the Level 2 deck has 29, and the Level 3 deck has 30. These are revealed during the game each time a Necron activation card is turned over.
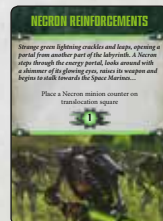
SETTING UP THE GAME

Now that you have familiarised yourself with the components, it is time to gather your Space Marines and prepare them for your first adventure. These pages will explain how to get started. This is very quick, and soon you'll be ready to descend into the labyrinth. We recommend that you start with Level 1: Enter the Labyrinth. Details for playing levels 2 and 3 can be found later in these rules.

LEVEL 1: ENTER THE LABYRINTH

If you haven't done so already, remove the labyrinth stairwell tiles and all the counters from the included punch board. To start your adventure on level 1, follow these six steps:

1 **Set up the Labyrinth**
Choose one of the three labyrinth boards and place it in the middle of the play area (A). The team should then decide to place the board face-up or face-down.

Now the team chooses one of the four entry/exit points on the board. These are the squares on the edge of the board that are not walls. Place one of the stairwell tiles adjacent to the chosen square (B).

Randomly place the three portal counters, closed side facing up, on the other three entry/exit squares (C). It is important to do this without looking at which of the three counters has the open side on its reverse.

Finally, place the objective counter, console side facing up, on the objective square (D). This square is marked with a Necron Ankh symbol. ☥

2 **Deploy Space Marines**
The team should choose the four Space Marines they want to use for the game. These should be shared out amongst the players so that each miniature is controlled by a player. The fifth Space Marine is not used in this adventure.

Each player takes the matching datacard and coloured game dice for their Space Marines and places them on the table in front of them (E). The wounded side of the Space Marine datacards should be face-down.

The Space Marine miniatures are then placed on the four squares of the stairwell tile in any order the team chooses (F).

3 — Populate the Labyrinth

Place a Warrior minion counter on each of the six numbered translocation squares on the labyrinth board (G). These squares represent locations where Necrons can be transported to the labyrinth to stop the Space Marines.

Place the remaining Warrior minion counters, along with the Immortal minion counters, in the reinforcements bag. This should be kept within easy reach of all players (H). Place the Necron Datacards for each type of Necron that will feature in this adventure next to the board.

The Lychguard minion counters are not used on level 1, so should be set aside for now.

4 — Prepare the Labyrinth Deck

If this is your first time playing level 1, then you should now open the cards labelled 'Level 1'. First, remove and set aside the mission briefing card. Then shuffle the rest of the deck and place it face-down next to the board.

If you have already played through this level, then gather all of the level 1 cards into a single deck.

In either case, place these cards near the labyrinth board with the level 1 mission briefing card on top (I).

5 — Prepare for Battle

The activation cards will be used to determine the order that the Space Marines and Necrons have turns.

Construct the activation deck by taking the two corresponding activation cards for each of the Space Marines on this adventure and four of the Necron activation cards. Shuffle these all together and place the activation deck face-down next to the labyrinth board (J). Set aside any unused cards; they won't be used for the rest of this level.

Now, shuffle together all of the special cards before randomly selecting two cards per Space Marine. The team look through all the cards selected, and must choose one card for each Space Marine to have on their adventure. Place the chosen card next to each Space Marine's datacard (K). The remaining special cards are not used for the rest of this level and should be set aside.

6 — Begin the Adventure

When you are ready, one player reads the level 1 mission briefing card aloud and follows all its instructions. The mission briefing tells you how to successfully complete the level and win the game. It also tells you how you can lose.

You are now ready to play level 1.

HOW TO PLAY

Now that you have prepared the labyrinth and deployed your Space Marines, it is time for the adventure to begin. These pages explain how to play. These rules are very simple to use, and you'll be exploring the labyrinth and defending yourself from its robotic inhabitants in no time.

GAME SEQUENCE

Labyrinth of the Necrons is played in a series of consecutive rounds. At the start of each round, shuffle the activation deck and place it face-down beside the board. To begin a round, turn over the top card of the activation deck:

- If the card shows a Space Marine symbol, the corresponding Space Marine with that symbol on their datacard gets a turn to perform actions (see below). If that Space Marine is no longer present, nothing happens.

- If the card shows a Necron symbol, turn over the top card of the labyrinth deck and resolve its effect (see page xx).

In either case, the revealed activation card is then placed in a face-up pile next to the activation deck. Once you have resolved the effects of one activation card, turn over the next card in the activation deck and resolve its effect as above. If there are no more cards in the activation deck, a new round begins. Shuffle the face-up pile of activation cards and place it face-down, as a new activation deck, next to the board.

SPACE MARINE ACTIONS

When it is a Space Marine's turn, they can perform a number of actions. The number of actions they can perform is determined by the 'Actions' characteristic on their datacard – when Sergeant Cassius has a turn he can perform four actions, when Brother Grimm has a turn he can perform three actions, and so on. Some cards or abilities allow Space Marines to perform one or more 'free' actions. Such actions do not count against the number of actions that Space Marine can normally perform – Cassius could perform a free action and still perform his normal four actions that turn, for example.

HINTS AND TIPS

Wargear Abilities: Each Space Marine has a unique ability granted to them by their wargear. These are listed on their datacard. Don't forget them during the game – they will prove very helpful to you in your adventure.

Out of Actions: Sometimes you will find that a Space Marine cannot perform an action, either because he cannot see any Necrons, they are all out of range, or he is blocked from making any moves. In such cases, your turn is over.

Turn to Face Me: It doesn't matter which way your Space Marine is facing during the game, but you may find it more fun to have them facing the direction they are moving and attacking.

A Space Marine can perform several different actions – the two most common ones are 'move' and 'attack'. Other actions will be explained on cards as you play through the game. :

Move

Move your Space Marine one square on the board. He cannot move diagonally, through closed portals or through Necrons. He can move through other Space Marines, but cannot end his move in the same square as another Space Marine, so must perform two or more consecutive move actions to do so. If he does not have enough remaining actions to move past another Space Marine, he cannot make that move.

Example (below): Sergeant Cassius is performing a move action. He cannot move through a square occupied by the Necron minion (A), nor can he move diagonally or through the wall to the square labelled B. He can move through the Space Marine next to him, but only if he uses two actions to reach the empty square beyond (C). Alternatively, he can use one action to move into the empty square labelled D.
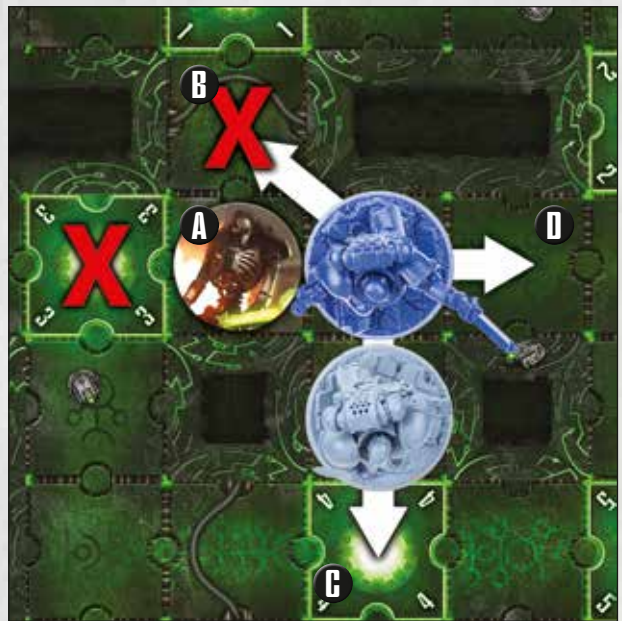
Attack

Your Space Marine attacks a Necron minion. To do so, you must first be able to see the target. You can see the target if you can draw a straight line (including diagonals) from the square your Space Marine is in to the square the Necron is in. This line can cross over other Space Marines (they kneel or otherwise make room) but cannot pass through a wall, a closed portal or a Necron.

Secondly, your weapon must be in range. A Space Marine's range is shown as the Range characteristic on their datacard. If the number of squares between you and the target is less than or equal to this number, you are in range.

If you can see the target and it is in range, roll a dice. If the result on the dice equals or beats the Resilience of the target Necron the attack is successful, and the Necron is destroyed – a Necron's resilience can be found on their datacard and is also shown on their minion counter. When a Necron is destroyed, place its counter back in the bag. Otherwise, the attack fails and nothing happens.

Example (below): Sergeant Cassius has line of sight to the Necron minion labelled A, as his fellow Space Marine does not block his view. He also has line of sight to Necron minions B and C. He does not have line of sight to Necron minion D, as a wall obstructs his view.
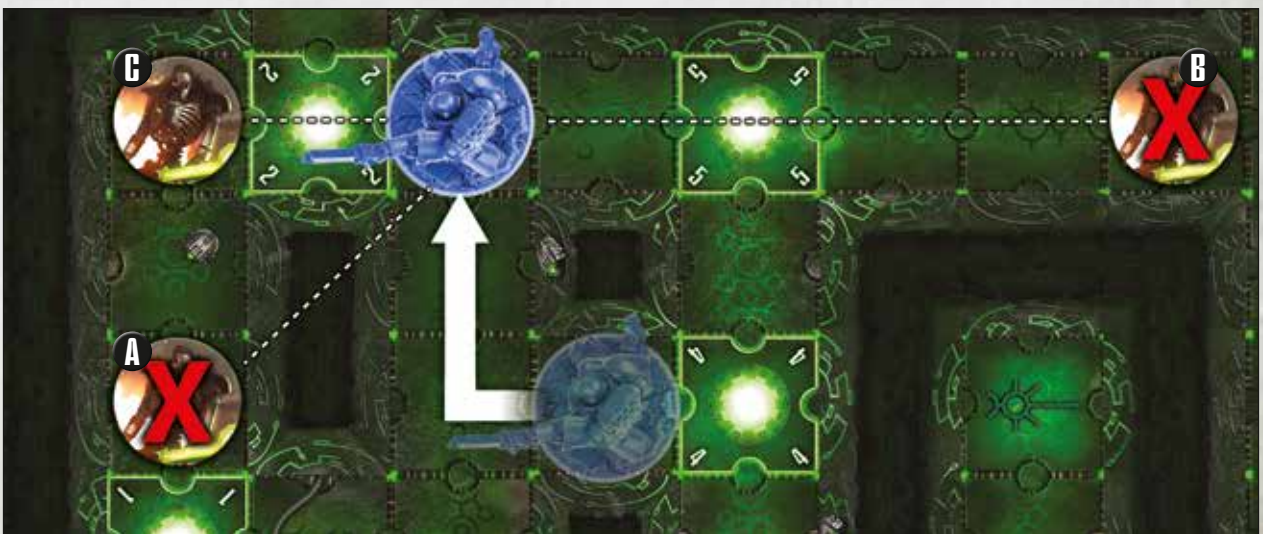

SPECIAL CARDS

Each Space Marine starts a level with a special card, which will say when it can be used. It does not cost any actions to use a special card. When the card's effects have been resolved, it is discarded and placed back in the box. It cannot be used again during this adventure.

FRAG GRENADE

The Space Marine fires a frag grenade a[...] explodes with a loud bang and a cloud [...] Nearby Necrons are flung through the a[...]

Use this at any time during this Space [...] Pick a Necron within 4 squares of this [...] and in a straight line from him. Roll a [...] were attacking that Necron, and then [...] Necron that is in a square adjacent to [...] if you were also attacking them (no b[...] can be applied to these dice). For each [...] that Necron is destroyed.

SUFFER NOT THE ALIEN TO LIVE

Space Marines are powerful warriors who will never abandon their quest. As they adventure their way through the Necron labyrinth, they know that the fate of the galaxy is in their hands. With so much at stake, the Space Marines fight extra hard against their Necron enemies and refuse to let a single Necron stand in their way.

Use this at any time during this Space Marine's turn. Until the end of the round, if this Space Marine attacks a Necron and the attack fails, you can re-roll the dice. You can only re-roll a dice once.

Example (below): It is Sergeant Cassius' turn. He performs three move actions and then an attack action. He cannot target Necron A, as it is out of sight, or Necron B who is out of range. He targets Necron (C), a Necron Warrior with a Resilience of 3. A 5 is rolled for the attack so the Necron minion is destroyed.

NECRON REINFORCEMENTS

Strange green lightning crackles and leaps, o... portal from another part of the labyrinth. A... steps through the energy portal, looks arou... a shimmer of its glowing eyes, raises its w... begins to stalk towards the Space Marin...

Place a Necron minion coun... translocation square...

1

INVASION BEAM

The ground shudders. Green lights pulse alo... the walls as energy builds and the invasio... is activated. Blinding lights flash and flar... thunder booms along echoing corridors... storm of light and sound, multiple Necr... into the action.

Place one Necron minion counter on translocation square 1, and then place one Necron minion counter on translocation square...

REANIMATION PROTOCOLS

The Necron Overlord extends his mighty will to repair the damage to his servants, making the Necrons fighting for him even more difficult for the Space Marines to defeat.

Until the end of the next round, the Resilience of all Necron Warriors is increased to 4.

Place this card face-up next to the board until the end of the next round as a reminder.

4

THE LABYRINTH DECK

When you reveal a labyrinth card you should resolve its effect, as described on the card. Most of these are straightforward, but there are some additional rules for placing Necron reinforcements, as noted opposite.

HINTS AND TIPS

No Space Marines to Command: If a player's last Space Marine is taken out of action they can still help to advise the other players as they bravely fight on – remember that everyone wins if the mission is completed. We also suggest that players whose Space Marines have all been taken out of action are then placed in charge of turning over cards and placing any further Necron reinforcements.

Necron Reinforcements

When a card instructs you to place one or more Necron minions on the board, one of the players must first reach into the reinforcements bag and randomly select a minion counter for each square indicated on the card.

- If the square is empty, place the minion counter on it.

- If the square is already occupied by a Necron (including the Overlord), further Necron reinforcements appear – place one minion counter on each square adjacent to that occupied square. If some or all of the adjacent squares are also already occupied by a Necron, place a minion counter in the next empty adjacent square along the line in that direction instead, as shown in the example below. Do not place a minion counter if you reach a wall.

- If you have to place a minion counter in a square occupied by a Space Marine, no minion counter is placed. Instead, the Necron minion attacks the Space Marine, wounding him. The first time a Space Marine is wounded, flip its datacard over to show the wounded side. The second

time a Space Marine is wounded, it is taken out of action – remove it from the board and return its special card(s) to the box.

- If you have to place a minion counter but the reinforcement bag is empty, nothing happens. No minion counter is placed and the Space Marines receive a brief reprieve.

Note that you can place minion counters on the control console square, and on the stairwell tiles. Counters cannot be placed on top of closed portals.

Example (below): A labyrinth card is revealed instructing players to place a Necron minion on translocation squares 1 and 3. Translocation square 1 is empty, so a minion counter is placed on the square.

There is already a minion counter on translocation square 3, however. As such, random minion counters should be placed in each adjacent square (not including diagonals) – i.e. (A), (B) and (C). There is another minion already in square (A), though, so the new counter is placed in the next free square along this line (D). Additionally, a Space Marine is standing in square (B) – no minion counter is placed there and that Space Marine is wounded.
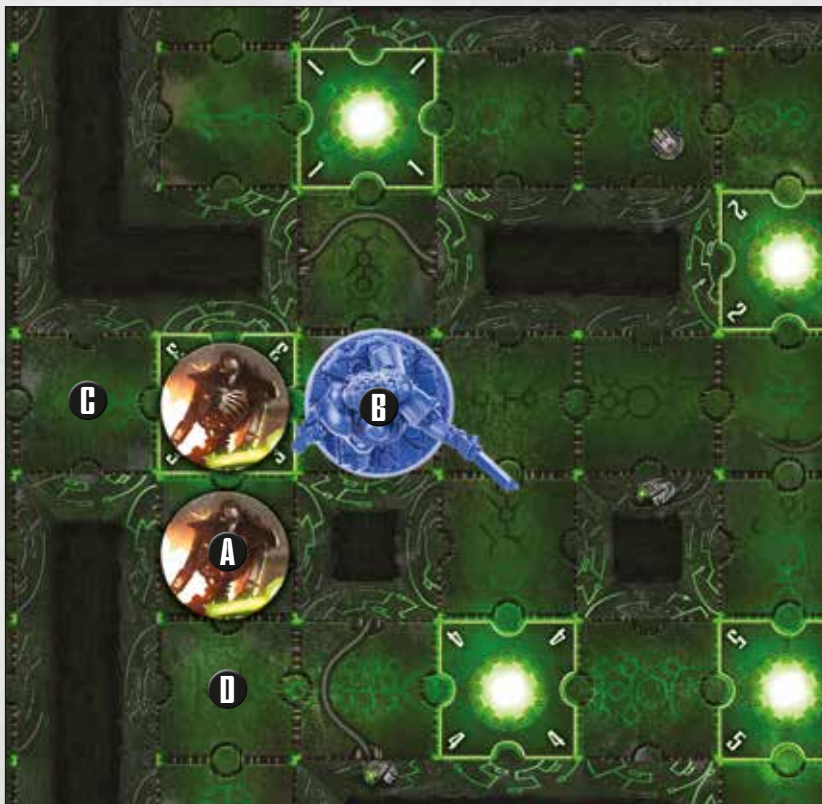
ADVANCED RULES

If you desire a harder challenge, open the card deck labelled 'Advanced'. This contains a few different kinds of cards, which can be used when playing a single level or a campaign:

Advanced Labyrinth Cards: There are two cards for each level of the labyrinth. These cards can be added to the labyrinth deck to increase the difficulty of the game. It is up to the team to decide which to include before you create the labyrinth deck before starting the game. Advanced Labyrinth cards are marked with this icon:

Challenge Cards: These describe extra mission objectives that the team must complete in order to proceed through to the next levels of the labyrinth. They provide an extra twist and add an extra level of difficulty. If you want to use these cards you can either choose one as a team before the game begins, or you can shuffle them together and randomly pick one.

True veterans of Space Marine Adventures may want to use several challenge cards during their game, and all six when playing a campaign (see page xx)!

Place any challenge cards being used next to the mission briefing card for the current level so the extra rules for them are clearly visible to all players.

Extra Necron Activation Cards: These are used if you are using certain challenge cards, and are added to the activation deck during the game when used.

Challenge cards

LEVEL 2: THE ELITE GUARD

To start your adventure on level 2, simply follow these six steps:

1. Set up the Labyrinth

Set up the labyrinth as you did for level 1.

2. Deploy Space Marines

Deploy Space Marines as you did for level 1.

3. Populate the Labyrinth

One of the players rolls a dice and places a Lychguard counter on the translocation square whose number corresponds to the result. Then they place a Warrior minion counter on the remaining five translocation squares.

Place all of the remaining minion counters, including the Lychguard that weren't used in the first mission, in the reinforcements bag, and place the relevant datacard for each type of Necron featured in this adventure next to the board.

4. Prepare the Labyrinth Deck

If this is your first time playing level 2, then you should now open the cards labelled 'Level 2'. Remove the mission briefing card, shuffle the rest of the deck and place it face-down next to the board.

5. Prepare for Battle

Construct the activation deck and choose special cards as you did for level 1.

6. Begin the Adventure

When you are ready, one player reads the level 2 mission briefing card aloud and follows all its instructions. The mission briefing tells you how to successfully complete the level and win the game. It also tells you how you can lose. The game then proceeds as it did for level 1.

LEVEL 3: LAIR OF THE OVERLORD

To start your adventure on level 3, simply follow these six steps:

1. Set up the Labyrinth

Set up the Labyrinth as you did for level 1. However, this time place the objective counter on the objective square with its Overlord side face-up.

2. Deploy Space Marines

Deploy Space Marines as you did for level 1.

3. Populate the Labyrinth

Place all of the minion counters in the reinforcements bag. One player then draws six minion counters from the bag and places them on each of the six numbered translocation squares of the labyrinth board. Then place all the Necron datacards, including the Overlord, next to the board.

4. Prepare the Labyrinth Deck

If this is your first time playing level 3, then you should now open the cards labelled 'Level 3'. Remove the mission briefing card, shuffle the rest of the deck and place it face-down next to the board.

5. Prepare for Battle

Construct the activation deck and choose special cards as you did for level 1.

6. Begin the Adventure

When you are ready, one player reads the level 3 mission briefing card aloud and follows all its instructions. The mission briefing tells you how to successfully complete the level and win the game. It also tells you how you can lose. The game then proceeds as it did for level 1.

PLAYING AN EPIC CAMPAIGN

Once you have played all three levels of Labyrinth of the Necrons individually you can attempt to play the three back-to-back in a campaign. Doing so is the true test of your ability to work together as a team to complete your mission.

Playing a campaign is very easy. Start by playing level 1 as normal, but this time use the level 1 mission briefing card labelled 'Campaign Level 1'. For levels 2 and 3, follow the instructions below.

SETTING UP LEVEL 2

Upon successfully completing level 1, leave the labyrinth board for level 1 and all counters and miniatures in place.

The Labyrinth

The team chooses one of the two remaining labyrinth boards to be the level 2 labyrinth, and places it face-up or face-down. The team then chooses one of the four entry/exit points on that labyrinth board and places the board so that the chosen entry/exit point is adjacent to the stairwell on the level 1 board on which the surviving Space Marines are standing.

Next, remove all portal counters from the level 1 labyrinth and flip them over so that they all have the closed side face-up. Shuffle them and place them on the other three entry/exit squares on the level 2 labyrinth. Then, take the objective counter from the level 1 labyrinth and place it with the console side face-up on the objective square of the level 2 labyrinth.

Place all level 1 labyrinth cards back in the box and remove all the Necron minion counters from the level 1 labyrinth board. Remove the level 1 labyrinth board and the entry stairwell tile. Leave the exit stairwell tile in place, with the surviving Space Marines still on it.

Space Marines

Instead of deploying the Space Marines as normal, players continue to use the survivors from level 1. All wounded Space Marines remain wounded (with the wounded side of their datacard face-up), and any unused special cards remain next to that Space Marine's datacard for future use.

If any Space Marines were taken out of action in level 1, the team can call for reinforcements. If they do, take the unused Space Marine from the box along with its datacard and dice. One of the players takes control of this miniature and places it on the stairwell tile next to the other Space Marines.

Final Steps

Follow instructions 3-6 from the Level 2 section on the page opposite, except that in stage 6, you should use the 'Campaign Level 2' mission briefing card. Note that in stage 5, each Space Marine receives a new special card, even if they already have one or more next to their datacard.

SETTING UP LEVEL 3

Upon successfully completing level 2, leave the labyrinth board for level 2 and all counters and miniatures in place.

The Labyrinth

The team takes the one remaining labyrinth board to be the level 3 labyrinth, and places it face-up or face-down. The team then chooses one of the four entry/exit points on that labyrinth board and places the board so that the chosen entry/exit point is adjacent to the stairwell on the level 2 board on which the surviving Space Marines are standing.

Next, remove all portal counters from the level 2 labyrinth and flip them over so that they all have the closed side face-up. Shuffle them and place them on the other three entry/exit squares on the level 3 labyrinth. Then, take the objective counter from the level 1 labyrinth and place it with the Overlord side face-up on the objective square of the level 3 labyrinth.

Place all level 2 labyrinth cards back in the box and remove all the Necron minion counters from the level 2 labyrinth board. Remove the level 2 labyrinth board and the entry stairwell tile. Leave the exit stairwell tile in place, with the surviving Space Marines still on it.

Space Marines

Instead of deploying the Space Marines as normal, players continue to use the survivors from level 2. All wounded Space Marines remain wounded (with the wounded side of their datacard face-up), and any unused special cards remain next to that Space Marine's datacard for future use.

If any Space Marines were taken out of action in level 2, the team can call for reinforcements, but only if they did not do so at the end of level 1. If they do, take the unused Space Marine from the box along with its datacard and dice. One of the players takes control of this miniature and places it on the stairwell tile next to the other Space Marines.

Final Steps

Follow instructions 3-6 from the Level 3 section of the page opposite, except that in stage 6, you should use the 'Campaign Level 3' mission briefing card. Note that in stage 5, each Space Marine receives a new special card, even if they already have one or more next to their datacard.

VICTORY

If you defeat the Necron Overlord, you win an epic victory. The names of your Space Marines shall live on in their Chapters' histories as true warriors and heroes of the Imperium.

SPACE MARINES

Sergeant Cassius of the Ultramarines carries a roaring chainsword

Brother Infernus of the Salamanders wields his flamer with amazing skill

Brother Frostclaw is a Space Wolf, brave and ferocious in equal measure

Brother Gabriel is a noble Blood Angel, who seeks for the enemy with his auspex

Brother Grimm is a stubborn Imperial Fist, and he wields a powerful heavy bolter

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ASSEMBLY GUIDE

This box contains five finely detailed Citadel Miniatures, representing the Space Marine heroes in this game. The models come unassembled and unpainted, although you will notice that they are pre-coloured, meaning that even if you don't paint them, you'll easily be able to tell the heroes apart at a glance! If you've never assembled plastic models before, don't worry, just follow the step-by-step guides on these pages.

Before you can assemble any of your miniatures, you will need to remove them from the plastic frames. It's best to remove your miniatures from the frames one at a time. If you take everything off at once, it's very easy to lose pieces or get confused as to what goes where.

All of the miniatures in this set have been designed so that the pieces push off their plastic frames and can be pushed together snugly enough to stay together during play – you don't need to glue them.

PUSH OFF FRAME

PUSH-FIT ASSEMBLY. NO GLUE NEEDED
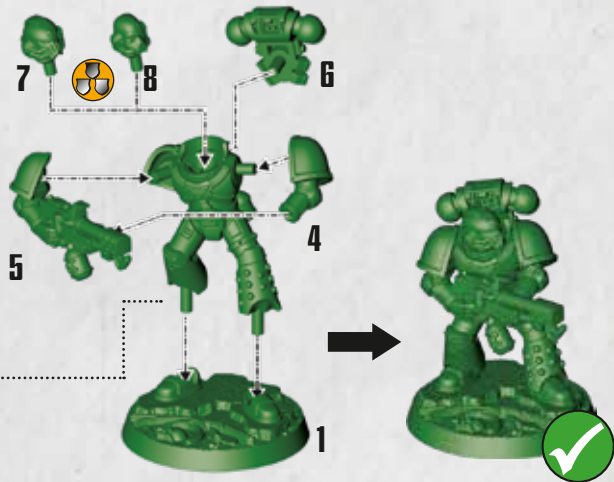
BROTHER INFERNUS OF THE SALAMANDERS

SERGEANT CASSIUS OF THE ULTRAMARINES

BROTHER FROSTCLAW
OF THE SPACE WOLVES
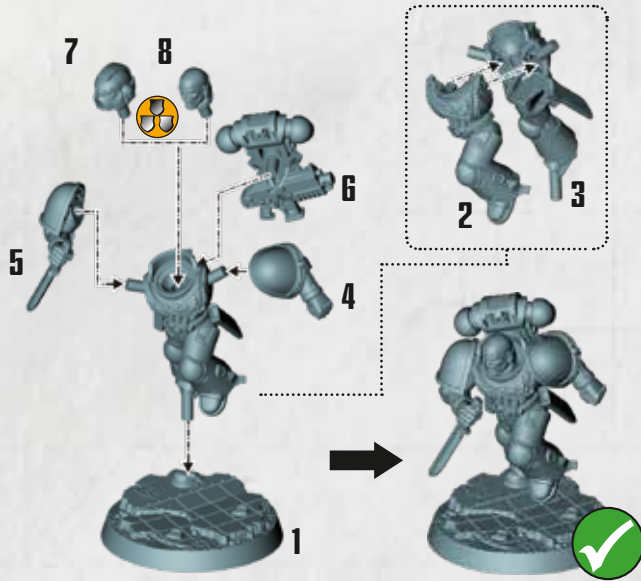
BROTHER GABRIEL
OF THE BLOOD ANGELS
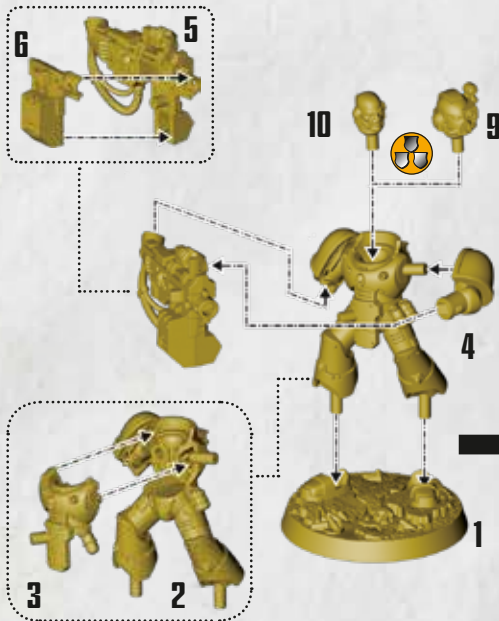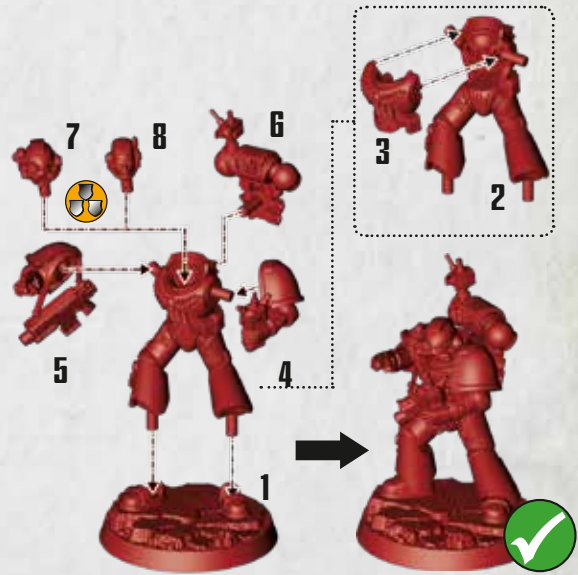
BROTHER GRIMM
OF THE IMPERIAL FISTS
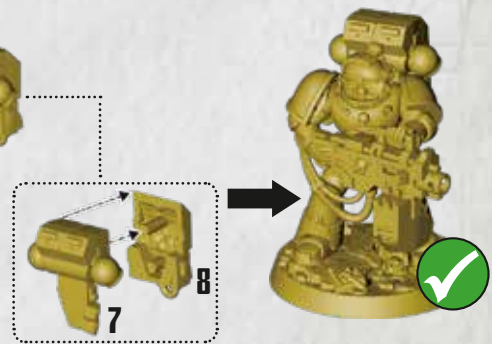
CHOICE OF PARTS

FULLY ASSEMBLED

WARNING. Small parts. Sharp points.
Product for ages 8+ only.

ADVERTENCIA. Partes pequeñas. Puntas afiladas.
No apto para menores de 8 años.

ATTENTION. Petits éléments. Pointes acérées.
Produit destiné aux enfants de 8 ans et +.

RULES REFERENCE

Here you will find a quick summary of how to play Labyrinth of the Necrons. We suggest that after you have read through this booklet you keep this close to hand for quick reference during play.

PLAYING A ROUND

Shuffle the activation deck and place it face-down beside the board.

1) Turn over the top card of the activation deck.

- If the card shows a Chapter symbol, the corresponding Space Marine can perform actions.

- If the card shows a Necron symbol, turn over and resolve the top card of the labyrinth deck.

2) Place the activation card in a face-up pile next to the board.

Repeat steps 1-2 until there are no more cards in the Activation deck, at which point the round ends and a new one begins.

SPACE MARINE ACTIONS

When a Chapter symbol is revealed, the corresponding Space Marine can perform actions. The number they can perform is determined by the 'Actions' characteristic on their datacard.

Move

Move your Space Marine one square on the board as one action.

Attack

Your Space Marine can attack a Necron as one Action. If you can see the target and it is in range, roll a dice. If the result equals or beats the Resilience of the target Necron the attack is successful – the Necron is destroyed and its counter is placed back in the reinforcement bag. Otherwise, the attack fails and nothing happens.

Using Special Cards

You can play a special card your Space Marine has next to his datacard. The card will say when it can be used. When the card's effects have been resolved, the card is placed back in the box.

Space Marine Wounds

During the course of a game, Space Marines can be wounded. The first time a Space Marine is wounded, flip their datacard over to show the wounded side. The second time a Space Marine is wounded, he is taken out of action – remove him from the board and return his special card(s) to the box.

THE LABYRINTH DECK

Each time you turn over a card from the labyrinth deck you must immediately resolve its effects before continuing with the round.

Necron Reinforcements

When a labyrinth card instructs you to place Necron minions on the board, one of the players must reach into the bag and randomly choose a minion counter, before placing it on the square instructed by the card.

- If you cannot place a Necron on a square because a Necron is already occupying that square, place extra Necron counters onto each adjacent square (excluding diagonal squares). If another Necron is already occupying one of these squares, place the new Necron into the next available square along the line in that direction (do not place a Necron if you reach a wall).

- If you cannot place a Necron on a square because a Space Marine is occupying that square, no Necron is placed but that Space Marine is wounded.

- If you cannot place a Necron counter on a square because the reinforcements bag is empty, nothing happens and the round continues.