COMBAT ARENA

LAIR OF THE BEAST

RULEBOOK

In the grim darkness of the 41st Millennium, the Imperium of Man teeters on the brink of destruction. Humanity's huge empire was founded thousands of years ago and stretches across the galaxy, but its million worlds are under greater threat than they have ever been. In the vast gulfs between the stars, malefic entities, terrifying aliens and cunning heretics lay their plans against Humanity, whose only hope for survival lies with those brave Imperial warriors fighting to drive them back.

In Combat Arena, you control warriors who have been drawn from across the galaxy to brave an ancient alien space station, seemingly abandoned by its creators, but in which a burrowing monstrosity has made its lair. Whether having sought the beast out with grim purpose, or chanced upon its lair by accident, each fights with unique skills and equipment as they vie to best the creature – and each other.

THE AMBULL STIRS

The fighters emerge from tunnels into the subterranean gloom of the nest. They grip their weapons, eyeing their rivals and the slimy walls heavy with quivering egg sacs before the Ambull itself crawls from a pit, massive mandibles gnashing in a challenge! Using a combination of wargear and skills, and exploiting the ferocity of the Ambull, you must eliminate your opponents and the beast, and so seize glory.

Combat Arena is a fast-paced combat game, pitting a variety of characters against the dreaded Ambull – and each other – in their attempts to defeat their rivals and accomplish their goals. Each of the fighters is a powerful hero and each has their own unique attacks and weapons.

This booklet lists the components found within this game and explains how to use them. It includes the rules for fighting battles in the Ambull's Lair, and also offers alternative ways to play the game, from team games to deadly one-on-one battles.

The game takes place over a number of rounds, during which players will have several chances to take actions. Each player has a hand of Action cards that they can use to make attacks with their fighter, manoeuvre them around the arena to avoid their opponents' blows or resolve more unusual effects. Their fighter also has a store of Energy that will rise and fall as they make attacks, use certain actions or are wounded.

CONTENTS

Critical Injury cards x12

Action cards x24

Initiative cards x20

Health markers x5

Fighter Reference cards x11

Critical Injury markers x35

Explosives markers x6

Energy markers x4

Dice x6

Energy Track

UR-025

Amallyn Shadowguide

The Ambull and Borewyrms

Sergeant Vennaro

Janus Draik

Taddeus the Purifier

Espern Locarno

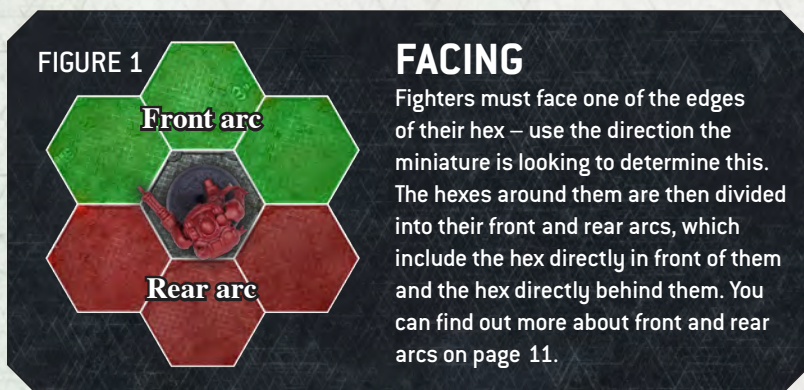Pious Vorne

Dahyak Grekh

Rein Gaffar

Raus Gaffar

PREPARE FOR COMBAT

SETTING UP

Select which side of the Ambull's Lair board you wish to use and place it face up in the middle of the playing area. Place the Energy Track and Critical Injury markers next to it. Shuffle the Critical Injury card deck and place this face down next to the Energy Track. Finally, place the Ambull miniature next to the Ambull's Lair board and place a Health marker on the top space on the Ambull's Fighter Reference card, then place the two Borewyrm miniatures in each of the marked hexes. Next, each player rolls a dice, re-rolling ties. The player with the highest score selects one of the available fighters and takes the miniature for that fighter, along with their Fighter Reference card and an Energy marker and Health marker. They also take a set of four Initiative cards.

The player who selected the first fighter places their Fighter Reference card face up on the table in front of them and puts their Health marker on the top space of the Health Track (Figure 2). They then select one of the empty starting hexes (these are marked with green lights around their outside) and set up their miniature in that space. They can select any facing for their miniature (Figure 1). Finally, they place their Energy marker on the highlighted space on the Energy Track (Figure 3).

Once they have done so, the player with the second highest dice roll selects a fighter, following the same process, and so on, until all players have selected a fighter, placed their Fighter Reference card and set up their miniature in a starting hex. Once each player has set up their fighter, the game begins!

ENERGY TRACK

ENERGY TOKENS

CRITICAL INJURY CARDS

STARTING HEXES

INITIATIVE CARDS

DICE

ARENA BOARD

ACTION CARDS

HEALTH MARKERS

FIGURE 1

Front arc

Rear arc

FACING

Fighters must face one of the edges of their hex – use the direction the miniature is looking to determine this. The hexes around them are then divided into their front and rear arcs, which include the hex directly in front of them and the hex directly behind them. You can find out more about front and rear arcs on page 11.

HOW TO PLAY

ROUNDS

The game is split into rounds, each of which has two stages: Prepare and Fight. Once you've completed both stages, a new round begins.

STAGE ONE: PREPARE

Shuffle the 24 Action cards and deal five to each player to form their hand. Each player's hand should be kept secret from the other players. Place any remaining Action cards face down next to the Energy Track to form a discard pile. Each time an Action card is discarded (such as once a player has resolved an action on it), that card is placed face down on top of the discard pile. If a player discards more than one card simultaneously, they can select which order to place these onto the discard pile.

Then, each player puts a number of Initiative cards forward equal to their current Energy Level (as shown on the Energy Track). One player collects these from each player, then adds the four Ambull Initiative cards and shuffles these together to form the Initiative deck for this round. Place the Initiative deck face down next to the Energy Track.

STAGE TWO: FIGHT

One player draws the top card of the Initiative deck. The player whose card is drawn takes a turn. On their turn, they resolve an action with their fighter – how to resolve actions is described over the page. If an Ambull Initiative card is drawn, the Ambull takes a turn instead, using the sequence described on page 10.

After that turn has been resolved, players draw another Initiative card and repeat the process above. If there are no cards remaining in the Initiative deck, that round ends, and a new one begins.

RULEBOOK

CRITICAL INJURY TOKENS

FIGHTER REFERENCE CARDS

FIGURE 2

Put your fighter's Health marker at the top of the Health Track.

FIGURE 3

Each player starts in the same row on the Energy Track, so for the first turn, each player puts forward three Initiative cards to create the Initiative deck.

FIGHTER REFERENCE CARDS

AMALLYN SHADOWGUIDE
AELDARI RANGER

Your fighter's health is measured by a Health marker that travels down this Health Track.

These boxes show the essential information for each fighter's weapons. Each weapon has a column giving its name, its Kill Zone (the area of the board that weapon can affect) and its Hit and Wounds values to use when resolving Attack actions made with that weapon.

Each fighter has an ability.

These Kill Zones show which hexes the fighter can target with their ranged or melee Attack actions.

Swift Scout: Each time a fighter makes an Attack action that targets this fighter, after any dice have been rolled you can subtract 1 from the result of one of those dice.

WEAPON	KILL ZONE	VALUES
Ranger Long Rifle		Hit: 3+ Wounds: 5
		Hit: 4+ Wounds: 4
Power Blade		Hit: 3+ Wounds: 3
		Hit: 4+ Wounds: 3

UNIQUE ACTION: SNIPER SHOT
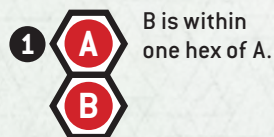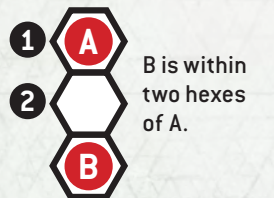Discard any two Action cards to resolve this action. Make a four-dice Attack action using this fighter's Ranger Long Rifle. Add 1 to each dice roll.

Each fighter has a Unique action, which only they can perform (see Actions opposite).

COUNTING DISTANCES

These diagrams show you what the rules mean when they refer to distances. When counting the distance between two hexes, count the shortest distance possible (which can be through fighters or Borewyrms).

① A ② ⬡ B — B is within two hexes of A.

① A B — B is within one hex of A.

A ① ⬡ ② ③ B ④ — B is within four hexes of A.

DICE

Combat Arena includes six six-sided dice. If a rule asks you to roll a D3, roll one dice and halve the result, rounding up. If you are told to re-roll any dice, roll those dice again, ignoring the previous result. You can never re-roll a dice more than once.

FIGURE 4

SERGEANT VENNARO
BLOOD ANGELS SERGEANT

Sergeant Vennaro can target the three hexes in front of him when he makes an Attack action with his chainsword.

SERGEANT VENNARO
BLOOD ANGELS SERGEANT

When using his Grav-pistol, Sergeant Vennaro can target fighters in hexes that are further away, but cannot target as many hexes that are close to himself.

ACTIONS

On a player's turn, they can resolve an action with their fighter in one of two ways:

- They can reveal an Action card from their hand, select one of the three actions printed on it and resolve that action. Each Action card has three actions: a Move action at the top, an Attack action in the middle, and a Special action at the bottom (note that some Special actions, such as Energy Shield, specify when they can be used, and cannot be used at other times). They then discard that card.

- They can discard any two Action cards from their hand (ignoring the actions printed on those cards) to resolve the Unique action described on their Fighter Reference card.

Some actions printed on Action cards have an Energy Modifier; move your Energy marker up or down the Energy Track accordingly before resolving that action.

[⬇1] [⬆2] Energy Modifier icons

You cannot move your energy marker off either end of the Energy Track; if your energy marker is in the bottom space, for example, and you resolve an action with a -1 Energy Modifier (like the one shown above), your energy marker stays where it is.

MOVE ACTIONS
When you resolve a Move action, you can move your fighter up to the number of hexes shown by the action. You can move in any direction but you cannot move into a hex that contains another fighter. Once you have moved your fighter, set their facing according to the facing icon on the action you chose (Figure 5).

ATTACK ACTIONS
To resolve an Attack action, you must first select one of your fighter's weapons. Each fighter is usually equipped with two weapons. Each weapon will also have a Kill Zone diagram; this shows which hexes that weapon can affect. The white hex shows your fighter's position and the arrow shows your fighter's facing (Figure 4).

To resolve an Attack action, select a fighter in that weapon's Kill Zone to be the target of that attack, then determine whether that fighter is in one of the lighter or darker hexes of that Kill Zone.

Roll the number of dice shown on your selected Attack action. Each dice that scores equal to or higher than the Hit value shown for the hex the target is in is a successful hit.

If you score no successful hits, move your Energy marker up one space as your fighter readies themselves for a counter-attack!

Each successful hit you score inflicts wounds on the target of that Attack action based whether the target is in one of the lighter or darker hexes – check the appropriate Wounds value of that weapon to see how many. Before the wounds are inflicted, if the player controlling the target has an Action card with the Energy Shield special action shown, they can play that card as described on the card. A player can only play one Special Action card against each Attack action.

SPECIAL ACTIONS
When you resolve a Special action, follow the text on the card.

NO ACTIONS
If you wish, you can decide not to take an action when your fighter's Initiative card is drawn. If you decide not to take an action, you must still discard an Action card from your hand. If your Initiative card is drawn and you have run out of Action cards to play, your fighter cannot resolve any actions.

PUSHING FIGHTERS
Some actions (such as Shove) let your fighter push another fighter. The pushed fighter is moved one hex directly away from your fighter, without changing their facing.

If a pushed fighter cannot be moved, because the arena wall or another fighter is in the way, they suffer D3 wounds instead.

FIGURE 5
FACING ICONS

If an action has this icon, you can select your facing.

If an action has this icon, face directly away from the last hex your fighter moved out of (in other words, face in your direction of travel).

If an action has this icon, face the last hex your fighter moved out of (you are effectively backing out of the hex).

Actions with either of these icons can't change your facing if you don't move.

WEAPONS
Each weapon on a fighter's reference card has a Kill Zone consisting of light and dark hexes, as well as a white hex containing an arrow, representing that fighter's position.

WEAPON	KILL ZONE	VALUES
Grav-pistol		Hit: 3+ Wounds: 4
		Hit: 4+ Wounds: 3

Each weapon also has a set of Values, which are split into two boxes. The top box gives the Hit and Wounds value to use if the target of that Attack action is in one of the darker hexes in that weapon's Kill Zone. The bottom box gives the Hit and Wounds value to use if the target of that Attack action is in one of the lighter hexes in that weapon's Kill Zone.

In the example above, Sergeant Vennaro is making a Strike Attack action using his Grav-pistol against Raus. Sergeant Vennaro rolls two dice for a Strike Attack action. Because Raus is in one of the dark hexes of that weapon's Kill Zone, for each roll of 3+, Sergeant Vennaro will inflict 4 wounds on Raus.

THE AMBULL

The Ambull is a terrifying alien creature, tunnelling up from beneath the ground to defend its lair against the player's fighters. The Ambull is considered to be a fighter for all rules purposes, except that it cannot be selected by a player during the Setting Up sequence.

Note that the Ambull does not have an Energy marker, so any effects which would move its Energy marker on the Energy Track are ignored.

ACTIVATIONS

Each time an Ambull Initiative card is drawn, follow the sequence below to determine it's actions for that turn.

1. DETERMINE CONTROL

To determine which player will resolve the Ambull's turn, check the following, in order:

1. If a player has been defeated (see opposite), that player controls the Ambull this turn. If more than one player has been defeated, these players roll off, re-rolling ties. The winner controls the Ambull this turn.

2. If no players have been defeated, the players compare how many Critical Injury markers are on their fighter's Health Track. The player with the most will control the Ambull this turn. If the number of Critical Injury markers is tied, the player in the lowest position on the Energy Track will control the Ambull this turn. If this is also tied, all tied players roll off, re-rolling any ties. The player with the highest result controls the Ambull this turn.

2. CALL BOREWYRMS

The Ambull's controller activates the Ambull's Call Borewyrm ability (described on the Ambull's Fighter Reference card).

3. SET-UP

If this is the first time the Ambull has been activated during this game, the Ambull's controller must set it up on the Ambull's Lair board. When they do so the Ambull can be placed into any empty hex on the Ambull's Lair board. The Ambull's controller then selects the Ambull's facing.

4. MOVE

The Ambull's controller draws the Action card from the bottom of the discard pile and resolves the Move action on that card for the Ambull, ignoring any rules on that action that state a fighter cannot move within a specified number of hexes of another fighter.

• The Ambull must finish this move within 1 hex of another fighter, if possible.

• If the Move action on that Action card allows a fighter to select another Action card and resolve that Action card's Attack action, ignore this ability.

After moving the Ambull, that Action card is discarded as normal onto the top of the discard pile.

5. ATTACK

The Ambull's controller then draws another Action card from the bottom of the discard pile and resolves the Attack action on that card.

• If there are any fighters within the Kill Zone for the Ambull's Deadly Claws, resolve that Attack action against each of them following the normal sequence (see Attack Actions, page 9), using that weapon.

• If there are no fighters within the Kill Zone for the Ambull's Deadly Claws, it will instead resolve that Attack action using its Parasite Swarm. This weapon does not have a kill zone. Instead, resolve this attack against each other fighter on the Ambull's Lair board.

Designers Note: *If the player controlling the Ambull needs to resolve an Attack action against their own fighter, it is perfectly acceptable to ask another player to roll any dice for that Attack action if they wish.*

WOUNDS

Each time any wounds are inflicted on the Ambull, resolve these as normal. The player whose fighter is inflicting those wounds moves the Ambull's Health marker. Critical Injury cards are never drawn for the Ambull.

BOREWYRMS

Each time a fighter moves into a hex that contains a Borewyrm miniature, remove that Borewyrm miniature. If that fighter is the Ambull, nothing happens.

For any other fighter, that fighter's controlling player then rolls six dice. For each result of 1, that fighter suffers D3 wounds.

FIGHTER ARCS

Some actions specify that you must be in a fighter's front or rear arc. In order to be in a fighter's front or rear arc, the hex your fighter is standing in must be within that area, as shown below.

In the example above, the arrow shows the Ambull's facing. All of the green hexes are in its front arc, and the red hexes are in its rear arc. Amallyn Shadowguide's controlling player wishes to use the Backstab Attack action. Because Amallyn Shadowguide is in the Ambull's rear arc, that player will roll additional dice for that Attack action.

END OF ROUND

When there are no cards left in the Initiative deck, the round ends. Each player takes back their Initiative cards and discards any Action cards remaining in their hand. Then a new round begins.

WOUNDS & INJURIES

When your fighter suffers any wounds, move your fighter's Health marker one space down the Health Track for each wound they have suffered. When the Health marker reaches the bottom space on the Health Track, cover the top space with a Critical Injury marker. That space is now lost and can no longer be used. Then, if you have not yet moved the full number of spaces required, move your Health marker to the new top space and continue moving

down the Health Track again from this new top space (Figure 7).

Whenever you add a Critical Injury marker to the Health Track, draw a Critical Injury card. Once you have finished moving the Health marker, resolve any Critical Injury cards you drew, in the order you drew them.

DEFEAT

If the bottom space of your fighter's Health Track is covered by a Critical Injury marker, they are defeated. Fighters can also be defeated as a result of certain Critical Injury cards. When your fighter is defeated, their miniature is removed from the Ambull's lair immediately, and their Health marker is removed from the Energy Track. The fighter who defeated your fighter moves their Energy marker up D3 spaces on the Energy Track.

Despite your fighter's ignominious loss, you may yet have a chance for revenge. Turn your Fighter Reference card over and read the Fate of the Defeated rules.

WINNING THE GAME

As soon as the Ambull is defeated, the players determine the winner. Each player scores Victory points for each of the following they achieved:

• Each player scores 10 Victory points if their fighter has not been defeated when the Ambull is defeated.

• Each player scores 5 Victory points for each fighter (excluding the Ambull) that was defeated by their fighter.

If a fighter was defeated by moving into a hex containing an Explosives marker, Raus Gaffar is considered to have defeated that fighter. If a fighter was defeated as a result of being pushed into a hex containing an Explosives marker, the fighter that pushed the defeated fighter counts as having defeated them, and score 5 Victory points as described above.

The player with the most Victory points is the winner!

FIGURE 7

Sergeant Vennaro suffers six wounds. The player controlling him moves his Health marker to the bottom of the Health Track. Because the Health marker is in the bottom space of the Health Track, his player covers the top space with a Critical Injury marker. Sergeant Vennaro still has two wounds to take, so his player moves his Health marker to the new top space (for one wound) and moves it down one more (for the last). As one Critical Injury marker was placed when moving the Health marker, the player draws one Critical Injury card and resolves it.

COMBAT VARIANTS

TEAM BATTLE

If you have four players, this variant lets you play a two-on-two team battle.

Split the players into two teams, however you see fit. Follow all the normal rules for setting up and playing, with the following exception:

• Once per round, when a player's Initiative card is drawn, they can let their teammate take a turn instead. Place that Initiative card in front of that player until the end of the round as a reminder that they cannot do this again.

• Once the Ambull is defeated, do not total Victory points as normal. If there are no fighters from one team remaining on the arena board, the other team is victorious. If there fighters remaining from both teams, the game continues.

• Once the Ambull has been defeated, ignore any Ambull Initiative cards that are drawn for the rest of that round. At the start of the next round, do not add any Ambull Initiative cards to the Initiative deck.

Once only one team has fighters remaining on the arena board, that team is victorious and declared the winner.

HUNTER SUPREME

This variant works with two to four players. Instead of battling against the Ambull, players instead battle each other until only one remains!

The Ambull does not take part in this game. As such, the following exceptions apply:

• During Set-up, do not place the Borewyrms in the marked hexes on the Ambull's Lair board.

• During the Prepare stage of each round, do not add any Ambull Initiative cards to the Initiative deck.

The game ends when there is only one fighter remaining on the Ambull's Lair board. The player who controls that fighter is the winner.

If you have two players, and wish to add a little uncertainty to this combat variant, in the Prepare stage of each round, add an unused Initiative card (belonging to neither player) into the Initiative deck before shuffling. When that card is drawn, each player rolls a dice. The player that rolls the highest can take a turn, as though their Initiative card had been drawn. If both players roll the same number, they must each discard a random Action card from their hand, and the next Initiative card is drawn.

LONE CHAMPION

This variant has the same objective as Hunter Supreme, with the exception that one player will be the Lone Champion, and must defeat the other players.

Determine which player will be the Lone Champion in any way you see fit. The remaining players are the Challengers, and must work together to slay the Lone Champion. If playing this variant with two players, we recommend that the Challenger selects and controls two or more fighters. If the Lone Champion is defeated, any player whose fighter is still alive is victorious. If all the Challengers are slain, the Lone Champion claims a glorious victory.

Follow all of the rules for Hunter Supreme, with the following exceptions:

• In each Prepare stage, the Lone Champion is dealt two additional Action cards if there were two Challengers at the start of the fight, or four additional Action cards if there were three.

• Whenever the Lone Champion's Initiative card is drawn, they can choose two Action cards from their hand and resolve an action from each of them in any order they wish.

COMBATANTS IN THE LAIR

Within the bowels of an ancient space station, an alien Ambull has burrowed out a cavernous nesting site. Four warriors seeking glory, forgotten artefacts or mysterious secrets aboard the space station have converged on the Ambull's lair. The creature's burrowing endangers the entire station, but there are riches even within its nest – if they can defeat their rivals to claim them!
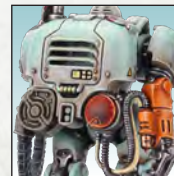
DENIZENS OF THE BLACKSTONE FORTRESS
The Ambull and Borewyrms

BLOOD ANGELS SERGEANT
Sergeant Vennaro

AELDARI RANGER
Amallyn Shadowguide

IMPERIAL ROBOT
UR-025
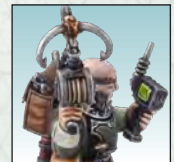
RATLING THIEF
Raus Gaffar

THE BEAST'S NEST

The Ambull's nest lies deep inside a vast space station far from civilisation in the western reaches of the galaxy. The creature's continued tunnelling is threatening the station's structure and thus its other inhabitants. Some station explorers have placed a bounty on the creature's head, others offer great reward for samples of the Ambull's flesh or of some of its slimy egg sacs, or even seek technological wonders from the nest. Ambulls are known to gorge themselves on radiation, exotic energy and rare minerals – as well as flesh – and some explorers believe its nest may be littered with fragments of arcane relics.

THE SILENT STATION

Nobody knows how many thousands or millions of years old the space station is. It is far older than Humanity, or any other race still alive in the galaxy. The first explorers to brave its depths assumed it abandoned, powerless and inert – they were never seen again. Other individuals came later, more wary but no less driven, and they discovered a multitude of lurking denizens, sentient defence systems and even the station's habit of shifting into new layouts of chambers and passageways. Parties of explorers would vanish, trapped within the changing interior or caught by the entities that call the station home, but enough tales of others escaping with ancient treasures drew more explorers to try their luck.

THE GALAXY AT WAR

In the 41st Millennium, the Imperium of Mankind stretches out across the stars. It is attacked from all sides, as well as from within, by heretics, traitors, and warlike alien empires. In this dark age of bloodshed, countless peoples do battle with one another across myriad worlds, waging wars that span entire star systems and see armies beyond number hurled into conflict with one another. In such campaigns, any advantage at all is keenly sought out. When rumour spread of the abandoned space station, covetous bands soon sought it out, keen to seize anything of power within.

AMBULLS

Ambulls are destruction made manifest. Wherever they are encountered – and they have been found on numerous planets, moons, mining platforms and the dark corners of void ships – they sow ruin. With their huge strength and claws harder than steel, they can burrow their way through earth, rock and metal with equal ease, leaving tunnels strewn with rubble and bodies in their wake. Ambulls are incredibly resilient; thick chitin covers their body and they drip with symbiotic rad-maggots that help to heal any injuries they suffer.

INFESTATIONS

A single Ambull is a catastrophe for a ship or city; an infestation of them is a death sentence. The alien's eggs hatch with alarming speed into larvae known as Borewyrms. Almost as big as a Human, bearing powerful mandibles, they are extremely dangerous. They grow quickly, digging out nest sites themselves and rapidly breeding yet more of their kind. A ship or planet host to a single Ambull can soon be infested with them, and the death and destruction they cause is terrible. The Imperium forbids any contact or dealings with aliens, but this has not stopped some radicals from studying them, seeking to glean the secrets of their incredible endurance or to learn how better to exterminate them, and so Ambull eggs are highly prized across the galaxy.

BEAST HUNTERS

Each warrior who finds themselves in the vile nest of the Ambull has their own reasons for battling the hulking horror as well as for confronting any other souls they find there. Whether it is to claim the creature's skull or its Borewyrm larvae, prevent others from doing the same or simply to make good their escape, all are fiercely motivated and driven to ruthless extremes in the pursuit of their goals.

AMALLYN SHADOWGUIDE

'It is not my fate to pass into the next realm just yet, nor my race's. The stars once lived and died at our command, and will do again when the foolish races are brought to heel.'

Amallyn is one of the graceful and enigmatic aliens known as the Aeldari and a deadly sniper without peer. As one of her people's Rangers, she is used to operating far from her home, hunting down enemies of the Aeldari and seeking ways to return her dwindling race to its former glory. Amallyn first came to the space station to seek out millennia-old remnants of her race's technology. Yet on hearing of the Ambull, Amallyn's warrior-heart surged with hopes of fulfilling an ancient prophecy, one that spoke of an Aeldari world of old, stolen and settled by Humans, a world she would see returned to her people. Amallyn hopes to take a terrible gift to that world: an Ambull egg. There, she plans to unleash it, to wreak destruction on the younger race's cities. When the Humans are gone, fate willing, there will still be a world for the Aeldari to reinherit.

SERGEANT VENNARO

'The infestation ends here! I will rip open this beast's alien hide and cut apart its abhorrent progeny one by one if I have to. I will see the Emperor's realm purged.'

Brother-Sergeant Lukan Vennaro is a noble exemplar of the Blood Angels Chapter. Deployed to the mysterious space station with the rest of his squad on a mission to cleanse it of alien presence, Sergeant Vennaro was cut off from them by the station's shifting geometries. Undeterred, the selfless warrior forged on alone. The purity of his mission fills Vennaro with a courageous determination and he sees it as representing everything his Chapter strives for: strengthening and ennobling Humanity by cleansing it and its realm of corruption. He hopes to see Mankind rise to greater standards of virtue, and he stands ready to embody them with every fibre of his being, even if that means striking down other Imperial servants who seek to use the alien for their own impure ends.

UR-025

'This alien specimen is designated as an asset of the Machine God. Do not impede my function, or it will not be the only creature I remove a sample from.'

Clad in thick metallic plating and bearing devastating weaponry, UR-025 is no living, armoured warrior. It is a sentient robot dating back to Humanity's ancient past. Such constructs are forbidden by the Imperium's technological elite who worship their Machine God, and so UR-025 hides its true nature by claiming to be their servant, ready to kill to protect its secret. The robot seeks to harness the technologies of the space station itself, but it has recognised even its iron hide is threatened by the dangers here. In order to gather the tools and influence it needs to continue its quest, UR-025 has sought out the Ambull's nest and the egg sacs that it knows others prize. Once it has collected them, it will exchange them for power cells, energy coils and weapons in order to delve even deeper into the station.

RAUS GAFFAR

'Wherever you are, you'll be sorry you missed this, brother – I'll make a fortune! Don't worry, I'll look after your share, if I can wriggle my way out of this without you.'

Ratlings are a genetic offshoot of Humanity, small of frame but nimble, sure-footed and keen-eyed. Their kind has an unfortunate reputation for being light-fingered thieves and Raus Gaffar certainly lives up to it. Along with his twin brother, Rein, Raus has managed to amass a number of valuable artefacts in his time on the station – some taken from other explorers! Yet for several days, the nimble acrobat has been alone, ever since his brother disappeared down a twisting shaft with a scream. Employing his specialist grapnel launcher and incredible agility, Raus climbed, swung and squirmed his way through one branching tunnel after another until he dropped unexpectedly right into the Ambull's nest. His expert eye soon latched onto the throbbing egg sacs, recognising their worth, all thoughts of his brother's safety forgotten with the prospect of growing rich.

ASSEMBLY GUIDE

This box contains thirteen finely detailed Citadel Miniatures representing the combatants in the Ambull's lair. The models come unassembled and unpainted. If you've never assembled plastic models before, don't worry, just follow the step-by-step guides on these pages.
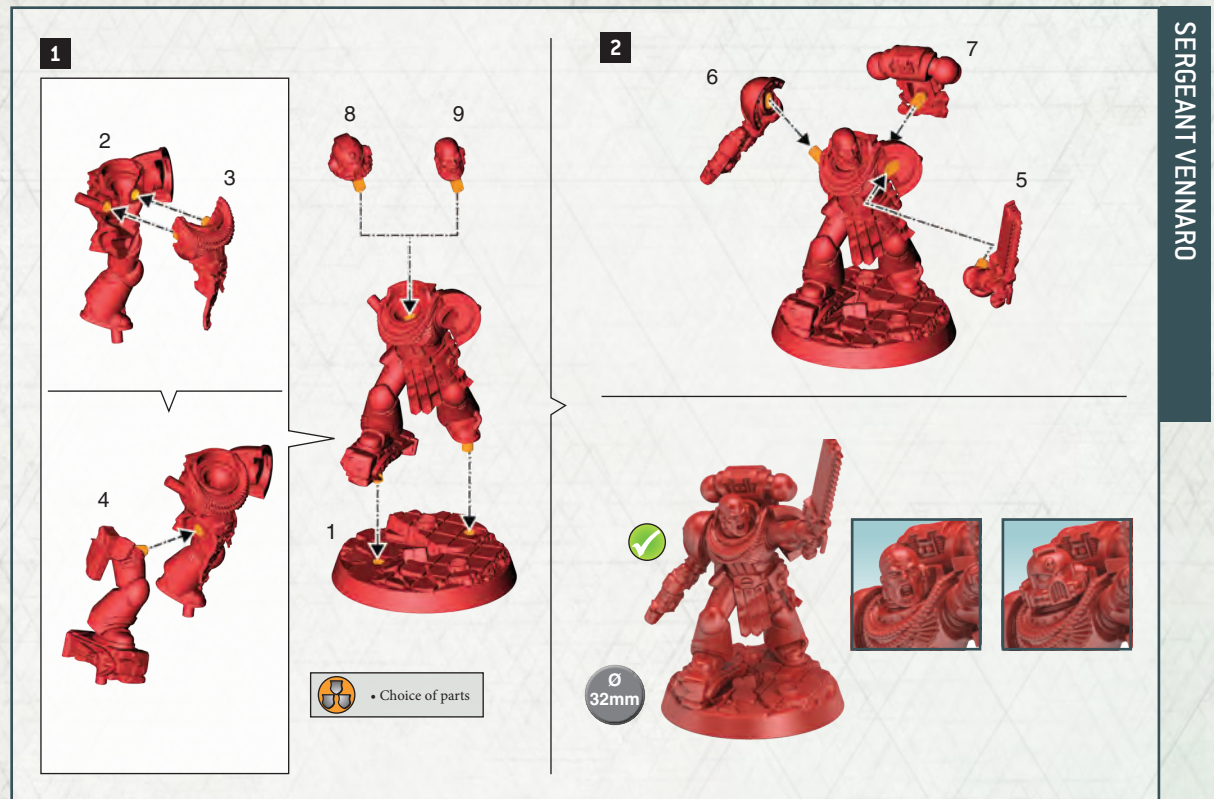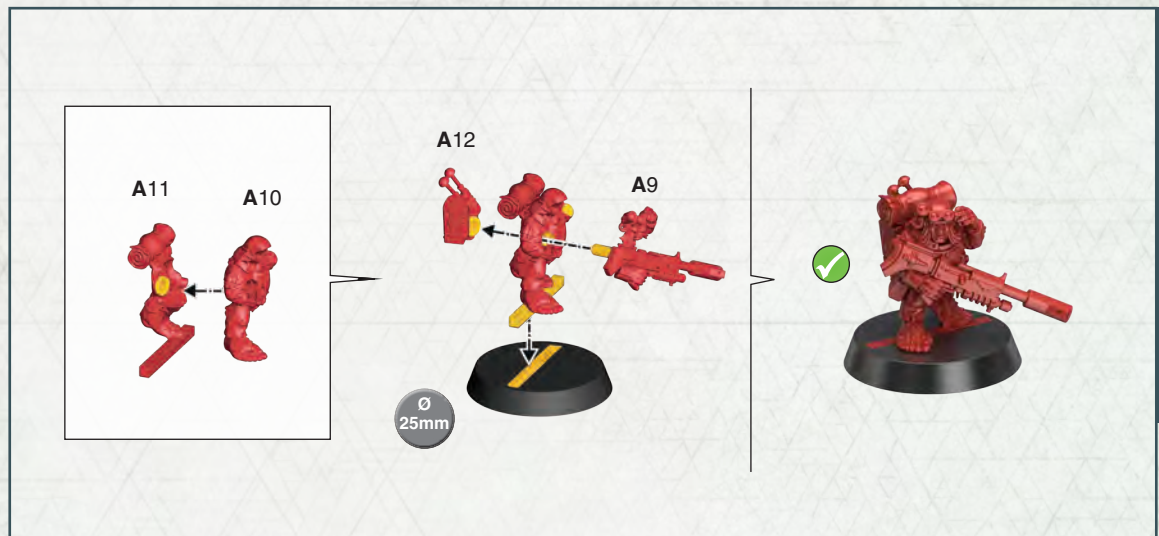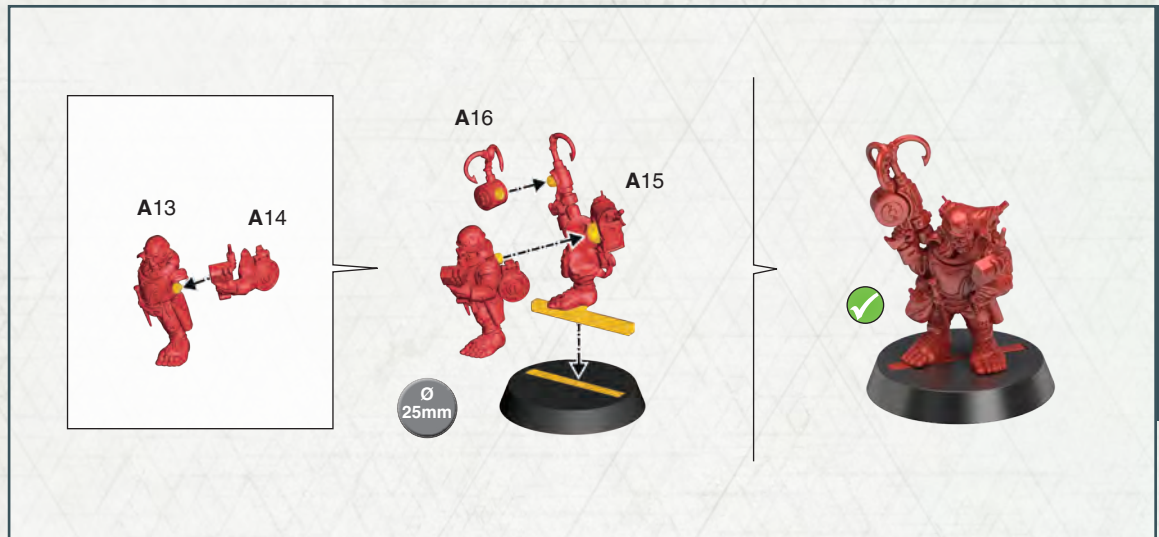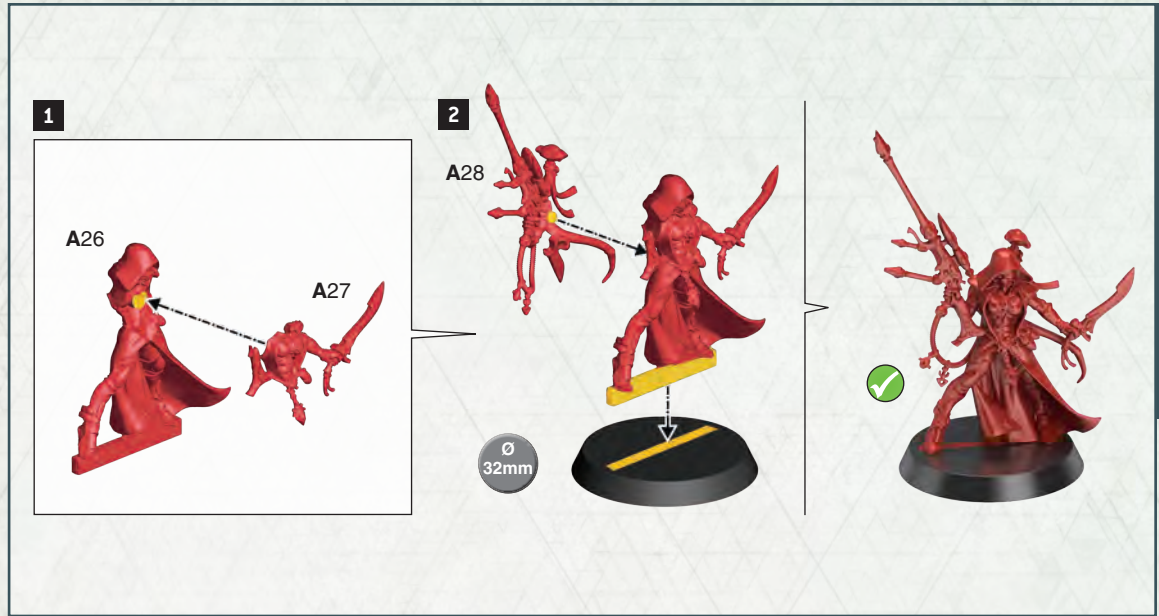
EXPLANATION OF SYMBOLS

Choice of parts   ✓ Stage complete

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 together snugly enough to stay together during play.

SERGEANT VENNARO

1
2
3
8
9
4
1
• Choice of parts

2
6
7
5
✓
Ø 32mm

UR-025

1
A34
A33
A32

2
A35
A36
Ø 32mm
✓

1

A26

A27

2

A28

Ø 32mm

✓

A13 **A**14

A16

A15

Ø 25mm

✓

A11 **A**10

A12

A9

Ø 25mm

✓

1a

1b

1

2

3

4

1c

1b

5

1d

6

2a

8

7

2b

2a

3a

10

9

3b

3a

Ø 50mm

A3 **A**4

A1 **A**2

Ø 32mm

A6 **A**5

A7 **A**8

Ø 32mm

A22
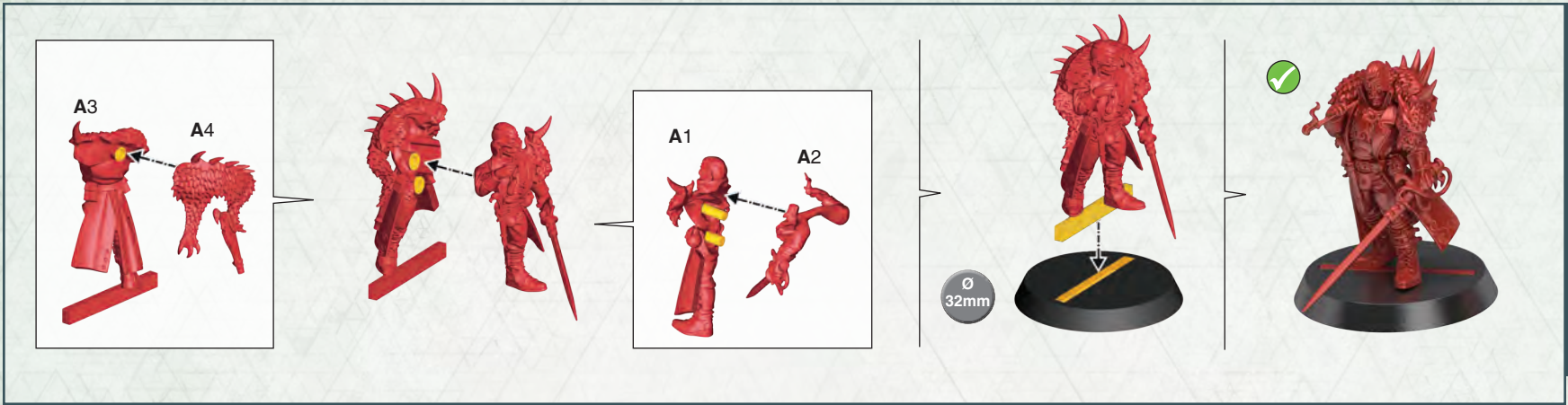
A23 **A**21 **A**25

Ø 32mm

A3
A4

A20

A19

Ø
32mm

✓

A31

A28

Ø
32mm

✓
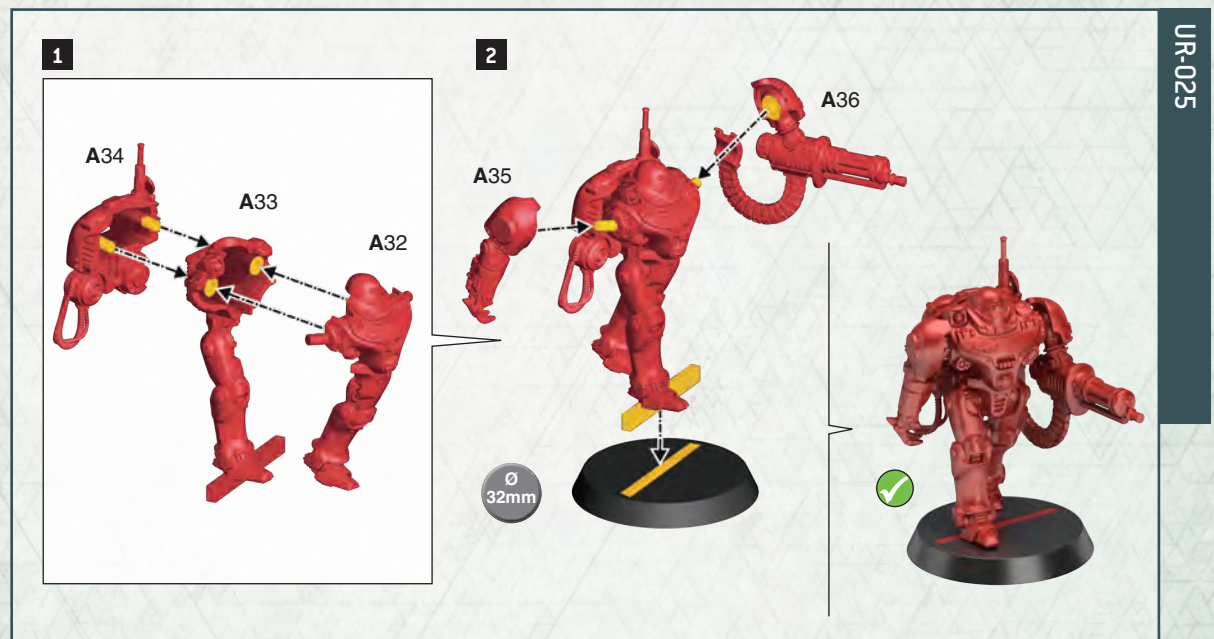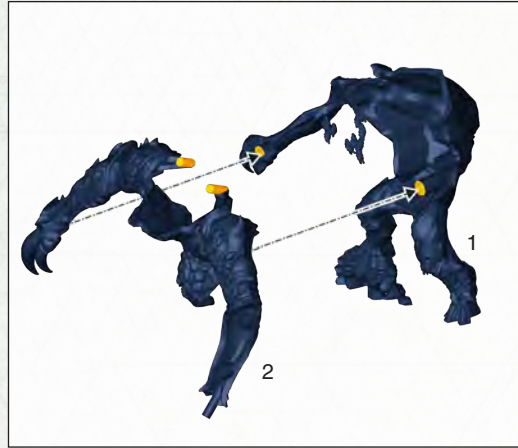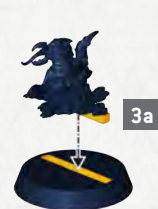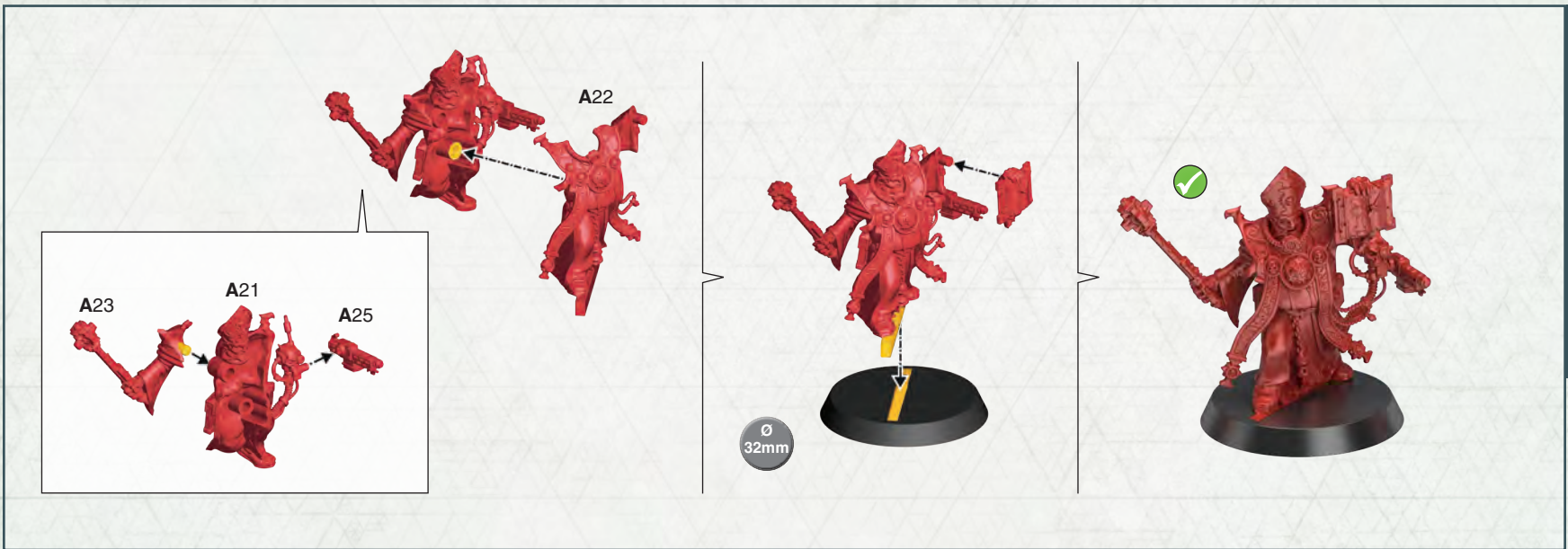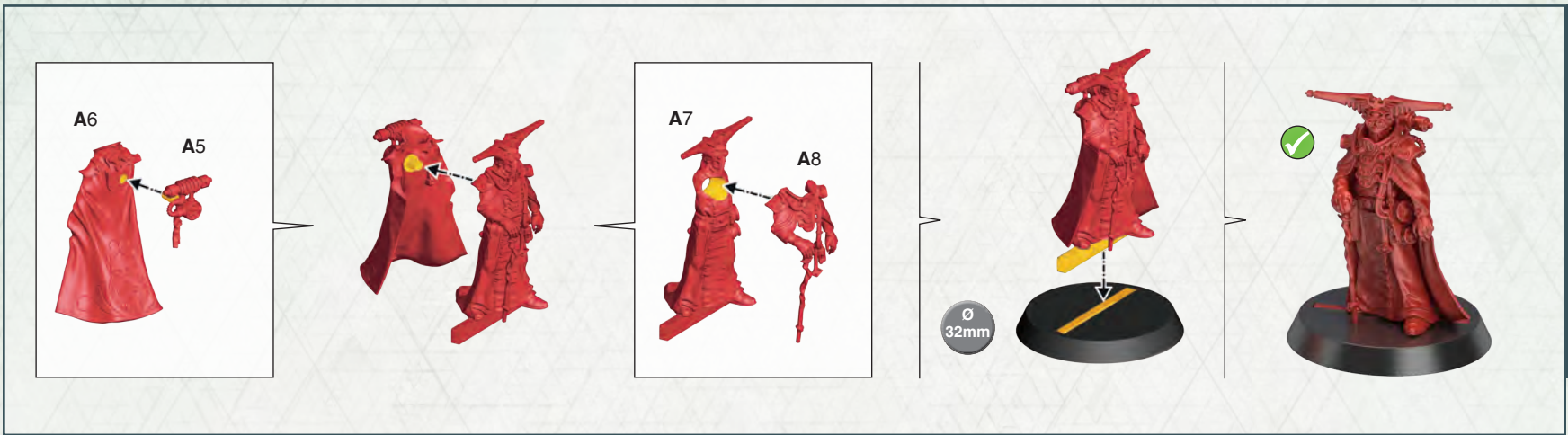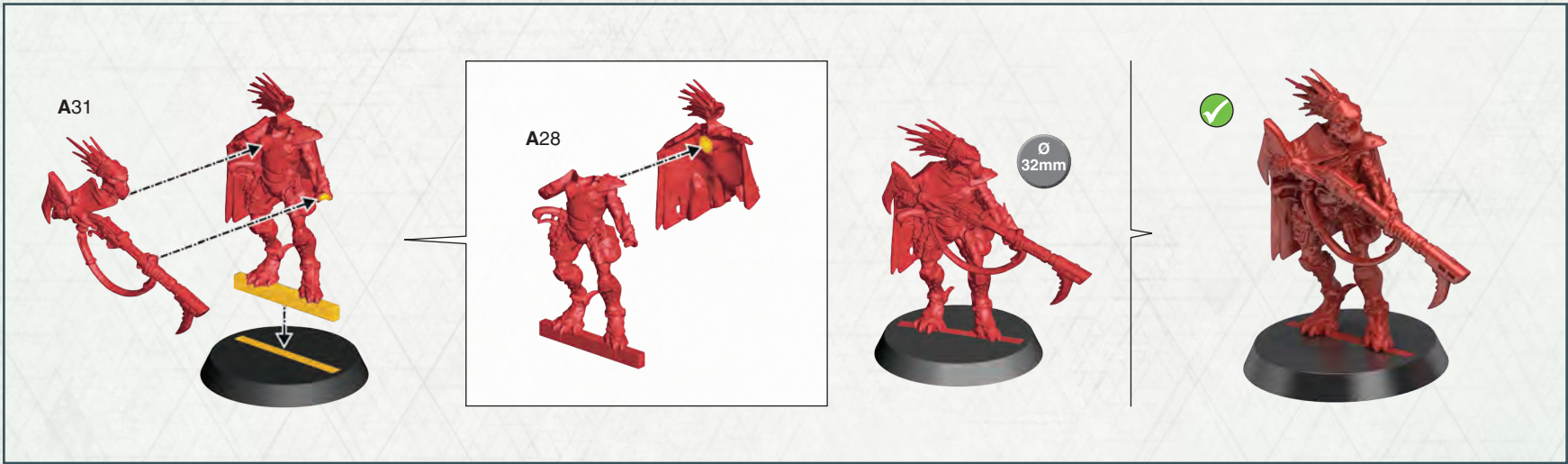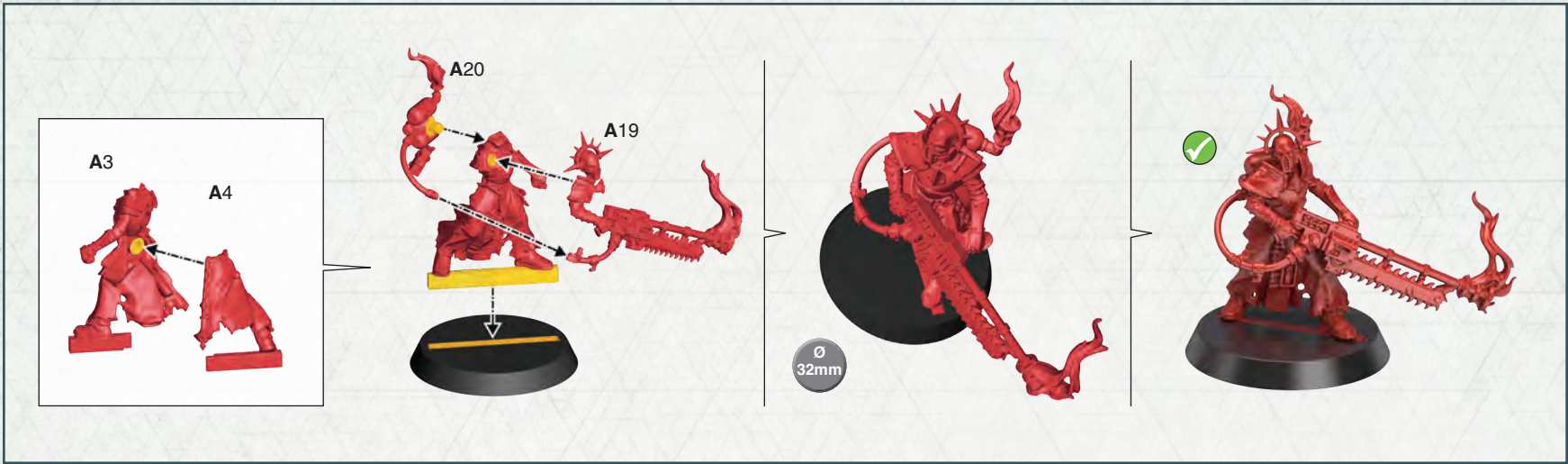
WARHAMMER 40,000

CONTINUE YOUR ADVENTURES WITH
WARHAMMER 40,000: INTRODUCTORY SET

Infernus Marines

Termagants
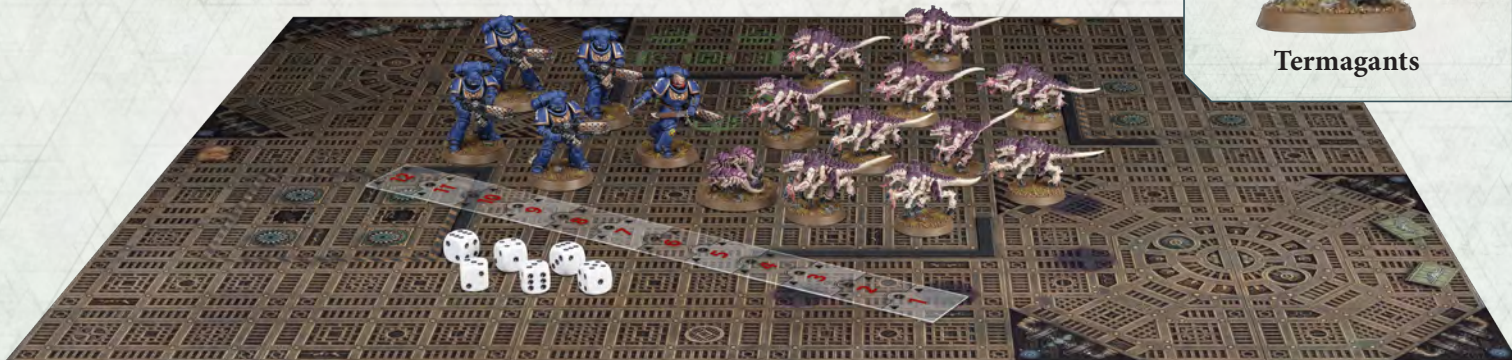
- **16 push-fit plastic miniatures – Space Marines versus Tyranids.**

- **Double-sided battle mat.**

- **The Introductory Manual – a 64-page guide to battle in the 41st Millennium.**

- **Includes everything you need to start playing.**

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