

SPACE MARINE
ADVENTURES

DOOMSDAY

COUNTDOWN



RULEBOOK

GETTING STARTED

Doomsday Countdown is a cooperative game for between one and three players, who fight as a team to save an Imperial hive city from a horde of Chaos Cultists. Each player controls a mighty Space Marine – a genetically enhanced warrior equipped with the best weapons and armour the Imperium can provide. The Chaos Cultists are controlled by a deck of cards that tell the players what each Chaos Cultist does when they activate. The players must lead the squad of Space Marines through the hive city, seal off the Chaos Cultists' escape routes, deactivate the Doomsday Device and then escape to claim victory. This will be no easy task – but if it were easy, they would not have sent the Emperor's Finest, the Space Marines, to see it done.

OBJECT OF THE GAME

In order to win, after a Space Marine activates, each surviving Space Marine must be on the Elevator tile, the deactivation codes token must be on the Doomsday Device tile, and each of the Tunnel tiles must have a sealed tunnel token on them. If all the Space Marines are slain, or the Countdown dice would reach 0, the players lose.

>>ident secure, channel 115X/T, priority alpha-plus, encryption gamma-omegon

>>contact established

Brother-sergeant, your squad are surrounded. The heretics have claimed hive sectors G1c through Q95, but auspex returns show their greatest presence to be in the underlevels. They have secured the hive's primary reactor, and activated a restricted archeotech device. Reports suggest this device is graded ANNIHILATUS class.

You cannot expect our aid – strike force assets are inbound, but you will have to disable the device before reinforcements arrive if the hive is to be saved. I do not need to tell you what rests upon your success. You cannot fail in your mission.

The Primarch's strength is with you, brother. Show these despicable traitors the fate that awaits those who turn from the Emperor's light.



CONTENTS

In addition to this rulebook, Doomsday Countdown contains the following components:



3 Space Marine datacards

3 Space Marines Citadel Miniatures



Brother-Sergeant Artellus



Brother Gallain



Brother Siceran



4 Chaos Cultist datacards



Heavy



Specialist



Champion



4 Initiates



12 Chaos Cultist action cards



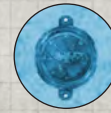
9 wound counters



1 deactivation codes token



3 Space Marine activation tokens



3 sealed tunnel tokens



14 Space Marine wargear cards



32 Base tiles, including 3 Tunnel tiles, 2 Trapped tiles, 2 Pitfall tiles, 1 Entrance tile, 1 Elevator tile, 1 Control Panel tile and one Doomsday Device tile

BEFORE YOU PLAY

Before you can play Doomsday Countdown, you'll need to assemble the Citadel Miniatures by following the instructions on pages 14-15 of this booklet. Then remove all of the cardboard tiles and tokens from the punchboards, and remove the cards from the plastic wrapping.



3 six-sided dice



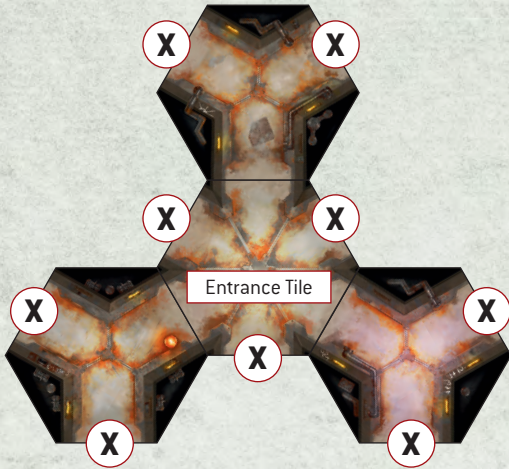
1 twenty-sided Countdown dice

We make day into night and light into dark, for we are the bringers of doom! We are the Space Marines!

SET UP

Follow these steps to set up a game of Doomsday Countdown.

1. Find the four tiles that have blue backs and set them up as shown below. These tiles, and all other tiles touching those tiles, are referred to as 'the battlefield.' Each tile has walkways shown on it – these are paths which models can move along. Each walkway that does not connect to another tile is referred to as an 'open walkway'. The open walkways are marked with an 'x' in the diagram below.



2. Find the Doomsday Device tile, the Elevator tile and the Control Panel tile and set them aside, face-up on the table.

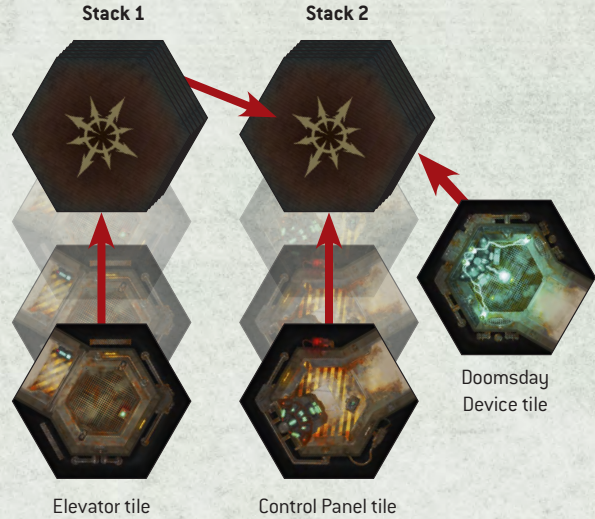


Doomsday Device tile

Elevator tile

Control Panel tile

3. Take the remaining tiles, shuffle them together and then divide them into two approximately even face down stacks of tiles. Into the first stack, shuffle the Elevator tile, face down. Into the second stack, shuffle the Control Panel tile, face down. Then place the Doomsday Device tile face down at the bottom. Finally, place the first stack of tiles on top of the 2nd stack – this combined stack of tiles is called the 'base stack'.



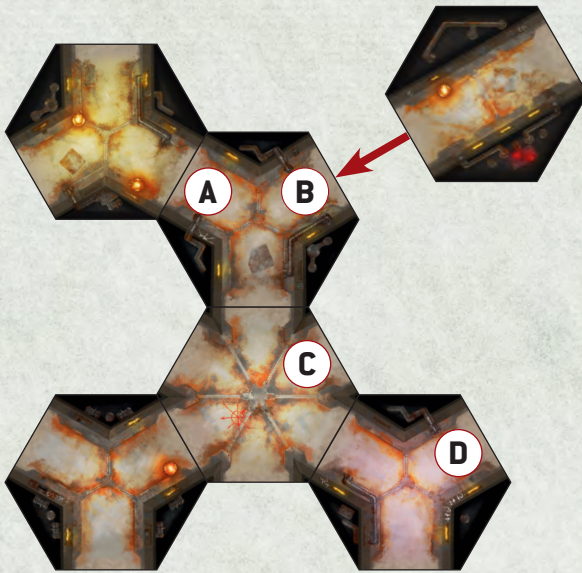
Elevator tile

Control Panel tile

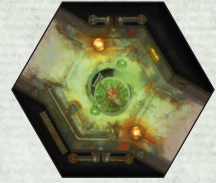
Our standards inspire courage in our warriors and fear in our foes. Our ancient weapons spill our enemies' blood as the sight of them stirs our hearts. Our reliquaries teach us the meaning of sacrifice, brotherhood and steadfastness – and those characteristics are the deadliest weapons in our arsenal.



- Pick an open walkway on the battlefield and draw the top tile from the base stack. Place that tile so that one walkway on it connects to the open walkway that was picked. Other walkways on the tile that was just placed must be open walkways if possible.
- Find the open walkway that is nearest to, and clockwise from, the tile that was just placed. Then repeat step 4, but do not pick an open walkway – use the open walkway you just found to allow the next tile to be added to the battlefield. In the example below, the players chose to start with the walkway marked 'A'. After this, they would place a tile so that it connects with walkway 'B'; then walkway 'C' and so on, working clockwise around the battlefield.



- Repeat steps 4 and 5 until every tile from the base stack has been added to the battlefield.
- Place any one Chaos Cultist model on each Tunnels tile (shown to the right) in any order. Then pick an open walkway, and place one Chaos Cultist model on that walkway's tile. Then, moving clockwise around the edge of the battlefield, find the next open walkway whose tile does not contain three Chaos Cultists, and place one Chaos Cultist model on that tile. Continue until all the Chaos Cultist models have been placed in this way. This may result in multiple Chaos Cultist models being placed on the same tile, to a maximum of three Chaos Cultist models. If it is impossible to place all the Chaos Cultist models, place any remaining Chaos Cultist models to one side.



CHAOS CULTISTS AND HIDDEN CHAOS CULTISTS

The Champion, the Heavy, the Specialist and the Initiates are collectively referred to as 'Chaos Cultists'. While they are not on the battlefield, they are referred to as 'hidden Chaos Cultists'.

- Place the deactivation codes token on the Control Panel tile. Then place the Space Marine models on the Entrance tile. Take the six-sided dice and place them within easy reach of the players.
- Decide which player will control each Space Marine. If there is one player, they control all three Space Marines, if there are three players each controls a different Space Marine. If there are two players then one player will control two Space Marines while the other player controls one. Give each player their Space Marine's datacard and one six-sided dice. Place the datacard(s) in front of you, face up.
- Shuffle the Space Marine wargear cards face down and if there are three players deal two to each player. If there are two players, deal three to each player. If you are playing the game solo, deal six cards in front of you. These cards are kept face up in front of the players, next to their Space Marine's datacard. Place the remaining Space Marine wargear cards back in the game box.
- Shuffle the Chaos Cultist action cards face down, and place this deck face down within easy reach – this is referred to as the Chaos Cultist action deck.
- Then place the twenty-sided Countdown dice on the Elevator tile with the number 20 facing up.
- You are now ready to play. Turn the page to begin.



HOW TO PLAY

A game of Doomsday Countdown is played over a series of rounds, each of which has four steps, as described below. First, the players will pick a Space Marine and activate them, then the Chaos Cultists will activate, then Chaos Cultist reinforcements will arrive, and finally the Doomsday countdown will tick down. Once all four steps have been completed, a new round begins.

THE EMPEROR'S FINEST

Where a rule can be resolved in multiple ways, the players choose how to resolve that rule.

For example, the Ambush Chaos Cultist Action card requires the furthest Chaos Cultist from any surviving Space Marine to be placed beside any surviving Space Marine. If there are multiple Chaos Cultists which fit the condition for the card, the players choose which of those Chaos Cultists is placed next to a Space Marine. They also choose which Space Marine that Chaos Cultist is placed next to.

STEP 1 – SPACE MARINE ACTIVATES

The three Space Marine models are referred to as 'Space Marines'. A Space Marine that has not been slain is referred to as a surviving Space Marine. In this step, the players pick and activate one surviving Space Marine that does not have an activation token (see below).

THE PLAYERS

The player that controls a Space Marine is referred to as that Space Marine's player.

When a Space Marine activates, that Space Marine can make up to three actions. Each of these actions can be a Move action, an Attack action, a Seal action, a Gain Codes action or a Deactivate action, in any order or combination. For example, the Space Marine could make two Move actions and one Attack action, or two Attack actions and one Move action, or even no actions (though this will be rare) and so on.

FREE ACTIONS

Some cards and abilities allow a Space Marine to make a free action. These actions can be used by Space Marines even if they have an activation token, and are in addition to the three actions they make during their activation. The card or ability will explain when the free action can be made.

After you have finished making actions with a Space Marine, place an activation token next to them to remind you that they cannot be activated again until all surviving Space Marines have been activated. Once all the surviving Space Marines have an activation token, remove all of the activation tokens. This means that if there is only one surviving Space Marine, that Space Marine effectively never receives an activation token.

When the game begins, there will be three Space Marines on the Entrance tile. Apart from at the start of the game, no more than two Space Marines can be on the same tile, with the exception of the Elevator tile, which all three Space Marines can be on at the same time. This means that when the first Space Marine activates, they must make a Move action during their activation (see below).

Move Action

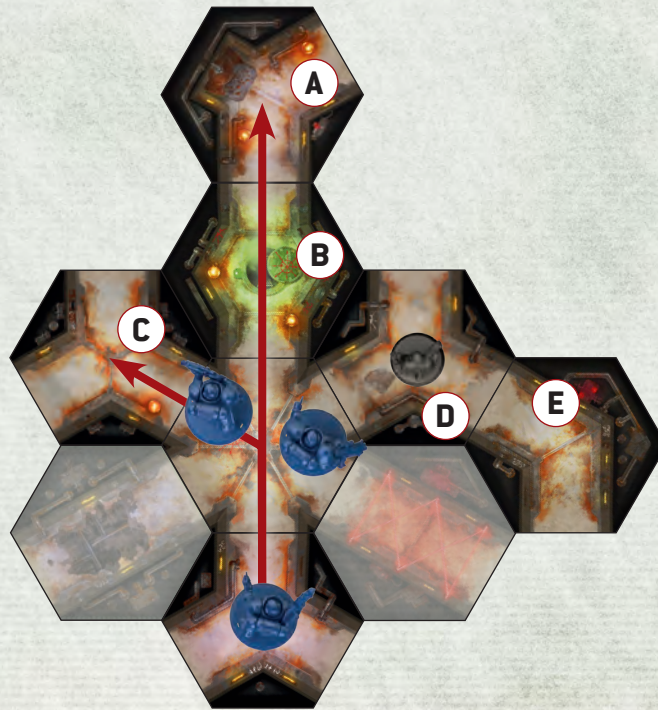
When a Space Marine makes a Move action, they move into an adjacent tile, as long as that Space Marine has line of sight to the tile (see opposite), and the tile does not contain any Chaos Cultists.

ADJACENT TILES

Any tile that is touching another tile is said to be adjacent to it. In addition, if a model is in a tile that is touching other tiles, they are said to be adjacent to those other tiles.

In addition, if a Space Marine would finish a Move action on a tile that already contains two Space Marines, it must immediately make another Move action to move out of that tile. If this is not possible, then the original Move action cannot be made (another action must be chosen instead).

In the example below, Brother Siceran can use his actions to move into the tiles marked A, B or C. He cannot end his activation in the tile that contains the other two Space Marines, and he cannot move into the tile containing the Chaos Cultist (tile D), or past it into the tile marked E.



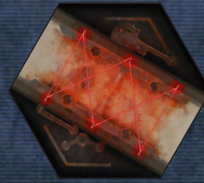
PITFALL TILES

The first time in a round a Space Marine makes a Move action whilst in a pitfall tile, that Move action has no effect. That Space Marine must make a second Move action in that round to move from the Pitfall tile.



TRAPPED TILES

If, after a Move Action, a Space Marine is in a Trapped tile, that Space Marine's player must roll one six-sided dice. On a roll of 1, 2 or 3, that Space Marine is wounded.



Attack Action

If a Space Marine has line of sight (see right) to a tile that contains one or more Chaos Cultists, they can make an Attack action that targets the Chaos Cultists in that tile. When a Space Marine makes an Attack action, that Space Marine's player makes an attack roll by rolling one six-sided dice. If the score on the dice is equal to or higher than that Space Marine's attack value (found on their datacard), one Chaos Cultist on that tile is slain. Slain Chaos Cultists are removed from the battlefield and become hidden Chaos Cultists.



Attack value

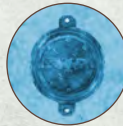
THE RULE OF 1 AND 6

When making an attack roll for a Space Marine or a Chaos Cultist, a roll of 1 is always a failure, and a 6 is always a success, regardless of any subtractions or additions to the score of the roll.

If there are two or more Chaos Cultists on a tile, any Initiates in that tile must be slain first – you cannot pick a Specialist, Heavy or Champion until they are the only options in that tile.

Seal Action

If a Space Marine is on a Tunnel tile, that Space Marine can make the Seal action. If they do, place a sealed tunnel token (shown to the right) on that Tunnel tile. It is no longer considered to be a Tunnel tile.



Gain Codes Action

If a Space Marine is on the Control Panel tile, and that tile has the deactivation codes token on it (shown to the right), that Space Marine can make the Gain Codes action. If they do, give that Space Marine the deactivation codes token by placing that token on that Space Marine's datacard.



Deactivate Action

If a Space Marine is on the Doomsday Device tile, and that Space Marine has the deactivation codes token (see above), that Space Marine can make the Deactivate action. If they do, place the deactivation codes token on the Doomsday Device tile.

LINE OF SIGHT

If an imaginary straight line can be drawn between the centre of one tile and the centre of another tile, and that line does not leave the walkways connecting those two tiles, any models in either tile are said to have line of sight to the other tile. Models always have line of sight to the tile they are in. Models do not block line of sight.

In the example below, Brother Gallain has line of sight to all of the tiles apart from those marked with an 'x'.

Note that line of sight is not broken by models, so Gallain can see past the Chaos Cultist nearest to him to attack the one further away.



Death and Duty are all we must give.

THE DEACTIVATION CODES

If there are two Space Marines on the same tile, and one of those Space Marines has the deactivation codes token, the players can, at any time, change which Space Marine datacard the deactivation codes token is on.

If a Space Marine that has the deactivation codes token is slain, place the deactivation codes token on the tile in which they were slain. If a Space Marine is in a tile that has the deactivation codes token on it, that Space Marine's player may place the deactivation codes token on that Space Marine's datacard.

Note that Chaos Cultists cannot pick up or interact with the deactivation codes token, but they can enter the tile the deactivation codes token is on.

STEP 2 – CHAOS CULTISTS ACTIVATE

When the Chaos Cultists activate, one player draws the top card of the Chaos Cultist Action deck and follows the instructions on that card, often using the rules below to move and/or attack with those Chaos Cultists.

When multiple Chaos Cultists are required to activate, the players must pick one Chaos Cultist on the battlefield that has not made any actions this round and make all the actions required by the Chaos Cultist Action card with that Chaos Cultist. Then they continue to pick Chaos Cultists in this manner until each Chaos Cultist has been picked once. The players can pick the Chaos Cultists in any order.

Move Action

When a Chaos Cultist makes a Move action, that Chaos Cultist moves into an adjacent tile to which they have line of sight. The Move action must bring that Chaos Cultist closer to the nearest Space Marine, unless the action card specifies otherwise.

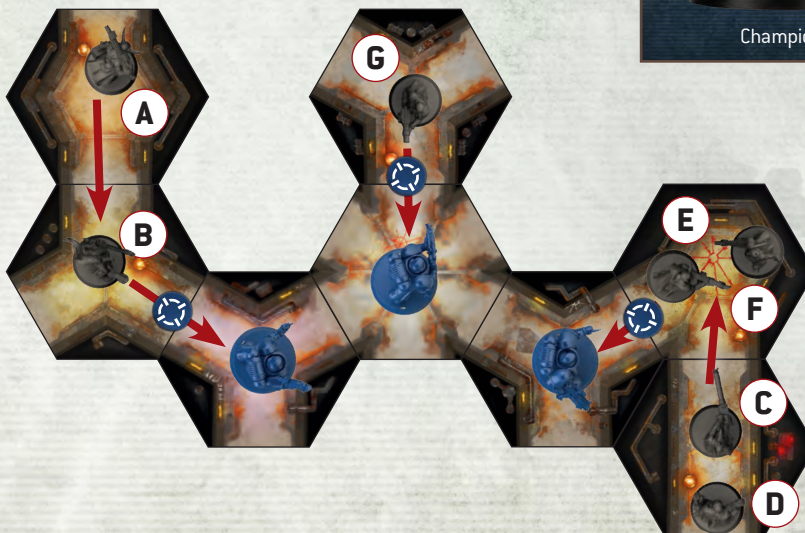
A Chaos Cultist cannot move into, or be placed in, a tile that contains one or more Space Marines – if it would, that Chaos Cultist makes an Attack action against that tile instead (see right). In addition, a Chaos Cultist cannot move into, or be placed in, a tile that contains three Cultists – if it would, that Cultist does not make that Move action, or must be placed in a different tile.

In the example below, the players drew the 'Closing In' Chaos Cultist Action card, so the Chaos Cultists each make a Move action.

Chaos Cultist A moves into the adjacent tile, moving towards the nearest Space Marine. Chaos Cultist B (the Champion) cannot move into the next tile because that tile contains a Space Marine, so it makes an Attack action instead, which targets the tile that contains that Space Marine.

The players want to keep the Heavy (C) as far away as possible, so they choose the Initiate (D) to move first. The Initiate enters the tile with Initiates E and F, after which it is the Heavy's turn to move. As the tile it would move into contains three Chaos Cultists, the Heavy does not move.

Chaos Cultists E and F cannot move into the next tile because it contains a Space Marine, so they each make an Attack action instead, which targets the tile that contains that Space Marine.



Attack Action

If a Chaos Cultist is required to make an Attack action, and that Chaos Cultist has line of sight to a tile that contains one or more Space Marines, that Chaos Cultist makes an Attack action that targets that tile following the rules below, otherwise that Chaos Cultist cannot make that Attack action.

If a Chaos Cultist could target more than one tile that contains one or more Space Marines, it targets the nearest of these tiles.

When a Chaos Cultist makes an Attack action, a player makes an attack roll by rolling one six-sided dice. If the score on the dice is equal to or higher than that Chaos Cultist's attack value (which is found on that Chaos Cultist's datacard), a Space Marine on the target tile is wounded. If there are two Space Marines on that tile, the players pick which Space Marine is wounded.



Attack value

When a Space Marine is wounded, place a wound counter on their datacard. If a Space Marine has as many wound counters on their datacard as the Wounds value shown on their datacard, they are slain. Remove a slain Space Marine's model from the battlefield and place it on their datacard – they will take no further part in the game. The player of that Space Marine can still play wargear cards however, and they should be responsible for moving and attacking with any Chaos Cultists for the rest of the game.



Wounds value



ELITE CHAOS CULTISTS

These Chaos Cultists are armed with dangerous weapons or are fanatical leaders, and have additional rules on their datacards. Make sure to read these before activating these Chaos Cultists.



Champion



Specialist

STEP 3 – CHAOS CULTISTS REINFORCE

If there are no hidden Chaos Cultists, skip this step. In the Chaos Cultist Reinforcements step, pick a Tunnel tile and place one hidden Chaos Cultist on that tile. Repeat this until each Tunnel tile has one Chaos Cultist on it, or there are no hidden Chaos Cultists remaining.

If there is one Chaos Cultist on each Tunnel tile, and there are still hidden Chaos Cultists remaining, pick a tile that does not have each of its walkways connected to another tile and place a Chaos Cultist in that tile.

Then, moving clockwise around the edge of the battlefield from the tile you just picked, find the next tile that has a walkway that does not connect to another tile, and place one hidden Chaos Cultist on that tile. Continue to do this until all hidden Chaos Cultists are placed (this may mean you place more than one Chaos Cultist on certain tiles, to a maximum of three Chaos Cultists per tile).

Chaos Cultists cannot be placed in, or enter, a tile that has three Chaos Cultists or any Space Marines in it.

STEP 4 – DOOMSDAY COUNTDOWN

In this step the player that last activated a Space Marine lowers the score on the Countdown dice by 1. If the score would be lowered to 0, the Domsday Device activates and the players instantly lose.



The march for Macragge!

WINNING THE GAME




After a Space Marine has activated, all players win (including any whose Space Marines have been slain) if the following three criteria have been met:

1. Each surviving Space Marine is on the Elevator tile.
2. The Domsday Device tile has the deactivation codes on it.
3. Each Tunnel tile has a sealed tunnel token on it.

If the Space Marines are all slain, or the Domsday Device activates (see above), the players all lose.

RATE YOUR VICTORY

After playing through your first game, you can measure the level of your victory using the table to the right, based on the number of Space Marines that survived the mission.

NUMBER OF SURVIVING SPACE MARINES	VICTORY RESULT
	Hero of the Chapter: The mission was executed with the skill, determination and courage expected of the Emperor's Finest. Congratulations, Space Marine, you are a credit to your Chapter.
	Noble Warrior: Though your mission was not without cost, you have won a mighty victory this day. The honoured dead shall be remembered, and your name shall be celebrated.
	Bloodied Survivor: Your squad suffered heavy casualties in the execution of your mission, though your efforts saved countless lives. Duty all too often comes at a high price.

CAMPAIGN GAME

A campaign game adds an extra level of difficulty for the players. The players must make their way through a much larger hive to find the Doomsday Device, and race to escape after achieving their mission, but will have more wargear cards to help them do it.

A campaign game has 3 stages – Breach, Doomsday Deactivation and Escape. Each of these is a game of Doomsday Countdown played in sequence. To start a campaign game, set up the Breach game following the instructions below.

STAGE 1 – BREACH

The Space Marines have located the Chaos Cultists' base at the heart of the hive. The squad must breach the main chambers and find the elevator so they can make their way down to the Doomsday Device before the alarm can be raised.

Set up a game following the rules on pages 4-5, with the following changes to set-up:

1. Leave the Doomsday Device tile and Control Panel tile in the game box, and ignore any instructions regarding them.
2. If there are three players, deal 1 additional wargear card to each player. If there are two players, deal two additional wargear cards to each player. If you are playing the game solo, deal three extra wargear cards in front of you.

Completing Stage 1

After a Space Marine has activated, the players complete Stage 1 if the following two criteria have been met:

- Each surviving Space Marine is on the Elevator tile.
- Each Tunnel tile has a sealed tunnel token on it.

If the Space Marines are all slain, or the Doomsday Device activates, the players all lose and must start the campaign again.

Preparing Stage 2

If the players complete stage 1, discard all wound counters from the Space Marines' datacards. Make a note of each Space Marine that was slain during this stage, and which wargear cards the players were dealt but did not use.

STAGE 2 – DOOMSDAY DEACTIVATION

The Space Marines have reached the centre of the Chaos Cultists' lair, deep in the bowels of the hive city. They must now get the deactivation codes to the Doomsday Device and disable it before it is too late.

Set up a game following the rules on pages 4-5, with the following changes:

1. Players retain control of the same Space Marines they controlled in the previous stage.



- When the Space Marines are placed on the Entrance tile, each Space Marine that was slain in Stage 1 is now wounded.
- Do not deal wargear cards to the players when setting up this stage – the players retain any unused wargear cards from the previous stage. If a player wishes, they may discard a wargear card during set up to remove a wound counter from any Space Marine.



Completing Stage 2

After a Space Marine has activated, the players complete Stage 2 if the following three criteria have been met:

- Each surviving Space Marine is on the Elevator tile.
- The Doomsday Device tile has the deactivation codes on it.
- Each Tunnel tile has a sealed tunnel token on it.

If the Space Marines are all slain, or the Doomsday Device activates, the players all lose and must start the campaign again.

Preparing Stage 3

If the players complete stage 2, follow the same rules as for Preparing Stage 2.

STAGE 3 – ESCAPE

The Space Marines have deactivated the Doomsday Device, but now the Chaos base has begun to fall apart around them. They must trap the remaining Chaos Cultists and fight their way to safety before the structure collapses on top of them!

Set up a game following the rules on pages 4-5, with the following changes:

- Leave the Doomsday Device tile and Control Panel tile in the game box, and ignore any instructions regarding them.
- Players retain control of the same Space Marines they controlled in the previous stage.
- When the Space Marines are placed on the Entrance tile, each Space Marine that was slain in Stage 2 is now wounded twice.
- Do not deal wargear cards to the players when setting up this stage. The players retain any unused wargear cards from the previous stage. If a player wishes, they may discard up to two wargear cards during set up. For each wargear card discarded in this way, remove one wound counter from any Space Marine.

Completing Stage 3

After a Space Marine has activated, if each surviving Space Marine is on the Elevator tile and each Tunnel tile has a sealed tunnel token on it, the players instantly win. Completing Stage 3 also means the players have completed the campaign and saved the planet from certain doom – congratulations! This was exceptionally difficult and your efforts are worthy of the highest praise and rewards the Imperium can offer.



COUNTDOWN TO DESTRUCTION

The industrialised world of Garatus was a vital link in the Imperial war machine – its smoke-belching manufactories produced vast quantities of ammunition which supplied troops across the surrounding sector, fuelling their never-ending war against the forces of Chaos. If Garatus was to fall, scores of planets might be lost to those renegades who served the Dark Gods. Little wonder, then, that when Chaos Space Marines of the Black Legion struck at Garatus, the Ultramarines were quick to respond.

The Black Legion warband made planetfall near Vantine Hive, a towering city-spire which was home to a significant proportion of Garatus' workforce. The Chaos Space Marine force was supported by spike-limbed war engines and led by a bombastic Dark Apostle who called on the daemonic servants of the Chaos pantheon in battle. They advanced on Vantine Hive, quickly breaking through the lines of Garatus' planetary defence force. In front of the city's great gates, they would meet a sterner test, for there they were met by a strike force from the Ultramarines 2nd Company.

The battle that followed was hard-fought and not without cost, but the Ultramarines were able to throw back the Black Legion, forcing the survivors into a desperate retreat. Even as the loyalist Space Marines pursued the beaten traitor force, another threat revealed itself. Great swathes of Vantine Hive's population had turned traitor, swearing themselves to the service of the Dark Gods.

The Ultramarines had anticipated fire support from the city's network of macro-cannons during the battle, but these great guns had remained silent throughout. Now the reason became clear; Vantine Hive was no longer under Imperial control.

Rebellious workers seized weapons and raised barricades. Casting down statues of Imperial saints, the cultists daubed eye-searing graffiti in the hive's winding corridors. They knew the Ultramarines would be sent to purge them from the city if the Black Legion were defeated; they had hatched a cruel plan for just this circumstance. Deep in the hive's bowels, they had activated an ancient doomsday device, a weapon which, once powered up, would annihilate Vantine Hive and miles of the industrialised landscape around it. Though the Black Legion had failed, it seemed Chaos would still triumph on Garatus.

The Ultramarines had only one chance to avert the city's doom. Brother-Sergeant Artellus and two members of his Intercessor Squad had entered Vantine Hive during the battle, hoping to activate the city's defensive weapons against the Black Legion. As they investigated the great metropolis, they were quick to recognise the emergent threat of the Chaos Cultists. Initially, Squad Artellus moved to defend the city's loyal worker population. When Sergeant Artellus received word from his commander about the doomsday device, he knew it fell to his battle-brothers to disarm it. They would have to fight their way to the heart of the hive, secure the area against the insurgents, and find some way to deactivate the device.



With unshattering devotion, we commit. With fire in our hearts we refuse the foe all quarter. With the will of the Emperor and the Primarch's guiding our hands, we will never fall in their service.

All of the miniatures on this page have been painted using the Citadel Colour range of paints. For the full range of paints, the latest 'How to Paint' videos, expert painting tips and more, go to citadelcolour.com



Brother Gallain



Brother-Sergeant Artellus



Brother Siceran

Brother-Sergeant Artellus and his squad hail from the noble Ultramarines Chapter. Each is a veteran of battles against alien aggressors and treacherous renegades, and have marched to war in every environment from hive sprawls to death world jungles. These genetically enhanced super-soldiers are stronger, faster and more resilient than the Humans they are sworn to protect. Like all Space Marine Intercessors, they wear Mark X 'Tacticus' power armour, and wield rapid-firing bolt rifles.



Specialist



Champion



Heavy



Initiate



Initiate



Initiate



Initiate

The Chaos Cultists who rose up from amongst Vantine Hive's workforce were numberless – they poured from access tunnels and hatchways to surround the Space Marines. Most carried only autoguns, but some sported grenade launchers and heavy stubbers looted from the city's armouries. Their greatest weapon, however, was their fervour – these fanatics were fiercely loyal to their cause, and would give anything in the service of their dark masters.

Mercy. Compassion. Forgiveness. These words, used only by the weak and the supine, have no place in our order. We must earn redemption through the breaking of vengeance. Any other way is heresy.

ASSEMBLING YOUR MINIATURES

This box contains 10 finely detailed Citadel Miniatures. These miniatures come unassembled and unpainted.

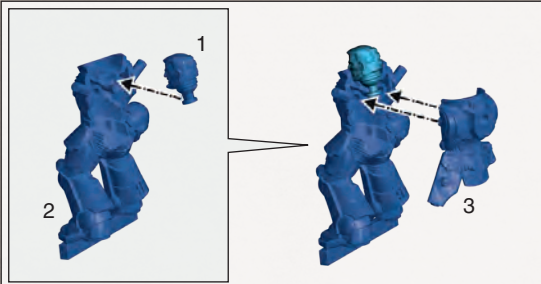
All of the miniatures in this set have been designed so that the pieces simply push together. To assemble your miniatures, follow the step-by-step guides on these pages.

WARNING. SMALL PARTS. SHARP POINTS. NOT SUITABLE FOR CHILDREN UNDER 12 YEARS.

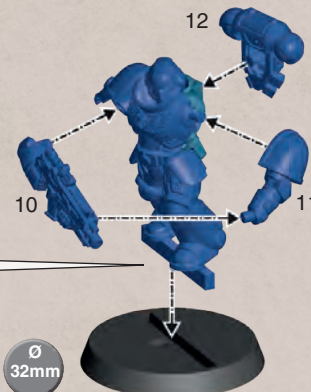
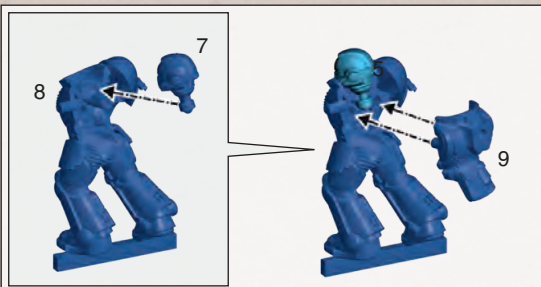
ADVERTENCIA. PARTES PEQUEÑAS. PUNTAS AFILADAS. NO RECOMENDADO PARA NIÑOS MENORES DE 12 AÑOS.

ATTENTION. PETITS ÉLÉMENTS. POINTES ACÉRÉES. NE CONVIENT PAS AUX ENFANTS DE MOINS DE 12 ANS.

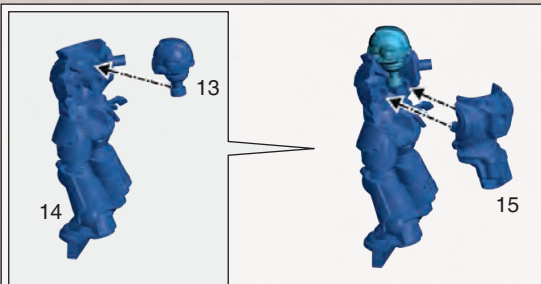
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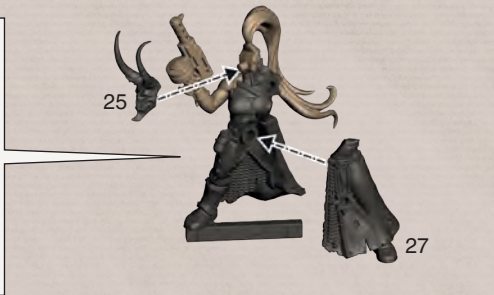
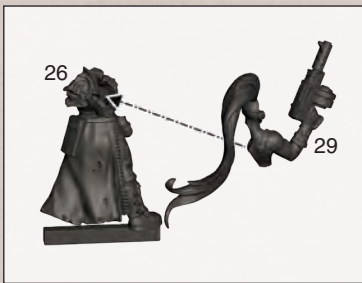
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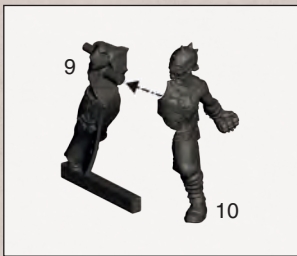
3 BROTHER SICERAN



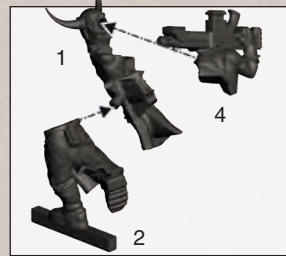
4 CHAMPION



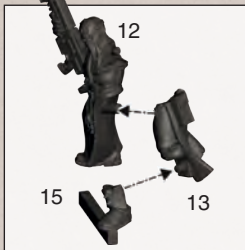
5 INITIATE



6 INITIATE



7 INITIATE



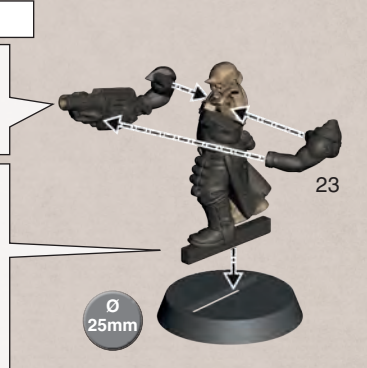
8 INITIATE



9 HEAVY



10 SPECIALIST



ACHIEVEMENTS

Once you've got the hang of Doomsday Countdown, you can track your achievements in the game below – make a note of who claimed each achievement first, and when they achieved it, below. Achievements and penances (see below) are not used in campaign games (pg 10-11) – playing through a campaign is already challenging enough!

ACHIEVEMENTS		NAME/S	DATE
And They Shall Know No Fear	Win a game in which all three Space Marines survive.		
Penitent Victory	Win a game with two or more Pences active (see below).		
Superhuman Resilience	Win a game without any Space Marine being wounded.		
Last Second Victory	Win a game while the Countdown dice is showing a value of 1.		

PENANCES

Players can also choose to test their mastery of the game by playing with one or more of the Penances below. Each Penance restricts a player's actions, or modifies the rules of the game to make it more challenging. Winning while one or more of these conditions is in place is considerably more tricky, and is a worthy achievement in itself.

PENANCES		NAME/S	DATE
Dark Imperium	Win a game without using Brother Sergeant Artellus' Heroic Bearing rule.		
Chaos Wards	Win a game while subtracting 1 (to a minimum of 1) from all of your attack rolls.		
Bloody Victors	Win a game where you began with 1 wound counter on each Space Marine's datacard.		
Purity of Thought	Win a game without playing any wargear cards.		
The Hour is Nigh	Win a game where you began with the Countdown dice set to '17'.		

PRODUCED BY THE WARHAMMER STUDIO

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