

COMBAT ARENA

The background of the cover is a dynamic, painterly illustration of a battle. In the center, a Space Marine in blue and silver armor is the focal point, holding a large, curved sword. Behind him, a large, orange, mechanical creature with a circular sensor or eye is visible. To the right, a green, spiky alien creature is engaged in combat. The scene is filled with smoke, fire, and the glow of various weapons and armor, creating a sense of intense action.

CLASH OF CHAMPIONS

RULEBOOK



In the grim darkness of the 41st Millennium, the Imperium of Man teeters on the brink of destruction. Long ago, Humanity established a domain that stretched across the galaxy, but its thousands of worlds are now beset by the malefic entities that dwell amongst the stars. The only hope for survival lies with those brave Imperial warriors who fight tirelessly to drive back the enemy without and the enemy within.

In Combat Arena, you control warriors stolen away from their comrades and forced to do battle by an evil alien overlord. Each hails from a different part of the galaxy, and each boasts their own unique fighting style as they vie to best their opponents in the Combat Arena.



THE ARENA AWAITS

One after another, the fighters step from the shadows and into the harsh glare of the arena. They grip their weapons, eyeing their opponents and seeking any weaknesses they might exploit. Using a combination of wargear, wits and the dangerous arena itself, you must eliminate your opponents and so escape from the clutches of Trazyn the Infinite.

Combat Arena is a fast-paced combat game, pitting a variety of characters against each other in their attempts to defeat their rivals and win their freedom. Each of the fighters is a powerful hero, snatched from the battlefields of the 41st Millennium, and each has their own unique attacks and weapons. Whichever you choose, your objective is simple: be the last warrior standing.

This booklet lists the components found within this game and explains how to use them. It includes the rules for fighting battles in the Combat Arena within the sanctum of Trazyn the Infinite, 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 in the arena.

CONTENTS



Fighter Reference cards x 4



Dice x 6



Initiative cards x 16



Critical Injury cards x 12



Action cards x 24



Energy tokens x 4



Health markers x 4



Injury Markers
x 35



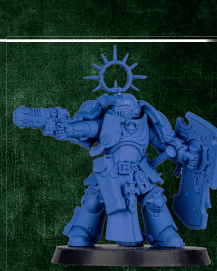
Brother Rafelo



Teknoth the Dread



Refulgus Gruel

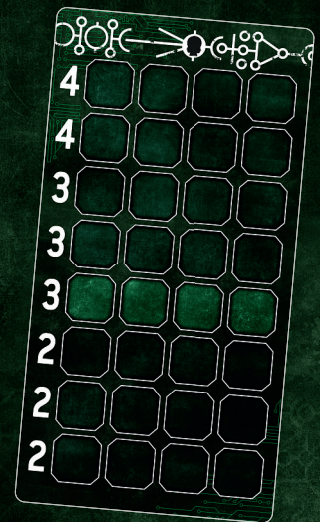


Lieutenant Castus

CITADEL MINIATURES x 4



Damage
markers x 11



Energy track

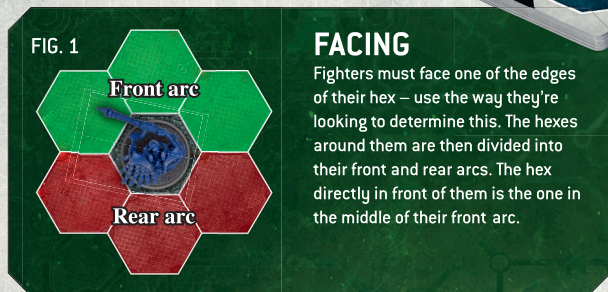
PREPARE FOR COMBAT

SETTING UP

Pick which side of the arena board you want to use and place it face up in the middle of the playing area, where everyone can reach it. Place the Energy track and Injury markers next to it. Shuffle the Critical Injury cards and put them face down next to the arena. Each player then 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 the tokens that have their fighter's symbol marked on them (one circular Energy token, one small Health marker and three Damage markers). Note that if a player selects Brother Rafelo, they will only have two Damage markers). They also take the four Initiative cards with their chosen fighter's symbol marked on them.

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 and Damage markers on it as shown in 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 choose any facing for their miniature (see Figure 1). Finally, they place their Energy token on the highlighted space on the Energy track (see Figure 3).

Once they have done so, the player who picked their fighter second does the same, and so on, until all players have picked 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!



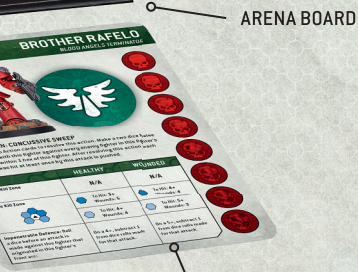
HOW TO PLAY



CRITICAL INJURY CARDS



STARTING HEXES



ARENA BOARD

FIGHTER REFERENCE CARDS

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 together 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. Discard any remaining cards.

Then, each player puts as many Initiative cards forward as their current Energy level (see Figure 3). Shuffle these Initiative cards together and put the resulting Initiative deck next to the arena.

STAGE TWO: FIGHT

Draw 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.

After that player has resolved their action, 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.

As you draw each Initiative card, place it face up on top of the last one that was drawn. Only the most recently drawn card should be visible – you cannot look through the pile to see which ones have already come out!

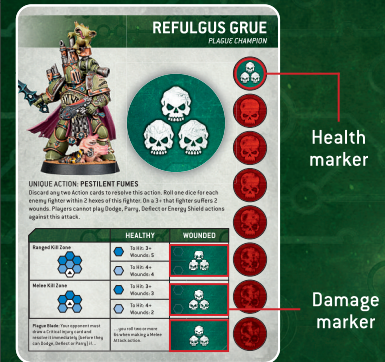
FIGHTER REFERENCE CARDS

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

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

Each fighter has a unique rule described on their reference card.

FIG. 2



Health marker

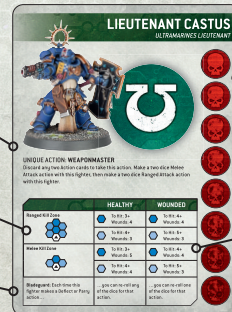
Damage marker

Put a Damage marker over each of the 'Wounded' spaces at the bottom of your card, and a Health marker at the top of the Health track.

FIG. 3



Everyone starts in the same place on the Energy track, so for the first turn, everyone puts in 3 Initiative cards.



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

These are the damage boxes. At the start of the game the boxes under the 'Wounded' column will be covered by Damage markers, so use the relevant rules in the 'Healthy' column.

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, choose 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 Dodge or Deflect, 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 printed on their Fighter Reference card.

When you discard Action cards, place them into a face-up pile next to the arena board.

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



Energy Modifier icons

You cannot move your token off either end of the Energy track; if your token is in the bottom space, for example, and you resolve an action with a -1 Energy Modifier (like the one shown above), your token 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 can't move into a hex that is occupied by another model, or an arc-snare. Once you've moved, set your facing according to the facing icon on the action you chose (see Figure 6 opposite).

ATTACK ACTIONS

To resolve an Attack action, you must first pick whether you want to make a Melee or Ranged Attack action. The Kill Zone diagrams on your Fighter Reference card show where you can attack – the white hex shows your position, and the arrow shows your facing (see Figure 4).

Pick an enemy in your Kill Zone and roll the number of dice shown by the action. Each dice that scores your To Hit value or higher is a hit. If you score no hits, move your Energy token up one space as your fighter readies themselves for a counter-attack! You'll find the To Hit value on your Fighter Reference card. Some Attack actions have different To Hit values depending on where your target is (see Figure 5).

Each hit you score inflicts wounds on the target of that Attack action – check the Wounds value on your Fighter Reference card to see how many. Wounds are explained on the opposite page. Before the wounds are inflicted, the player controlling the target can play a Deflect, Parry, Dodge or Energy Shield Special action, if they have one in their hand, by discarding that Action card – these represent the fighter deflecting a shot with their

armour, parrying a blow with one of their weapons or simply dodging aside. A player can only play one Special action card for each Attack action they make.

SPECIAL ACTIONS

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

NO ACTIONS

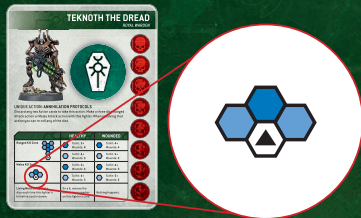
If you wish, you can decide not to take an action when your Initiative card is drawn. If you decide not to take an action, you must still discard an Action card from your hand. If your Initiative card is drawn and you have run out of Action cards to play, your fighter cannot resolve any actions.

PUSHING FIGHTERS

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

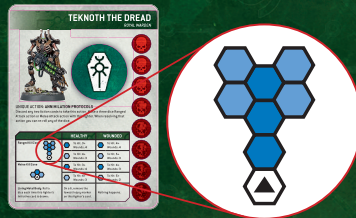
If a pushed fighter cannot be moved, because the arena wall or another fighter is in the way, they suffer D3 wounds instead. If a fighter would be pushed into an arc-snare, the player that controls that fighter rolls a dice. That player can then discard any number of Action cards from their hand. For each Action card discarded, add 1 to the result. On a total of 4 or more, their fighter stays in their current hex. On a 1-3, they are blasted into unconsciousness and are defeated (see opposite!)

FIG. 4



For example, Teknoth the Dread can target the three hexes in front of him when he makes a Melee Attack action.

FIG. 5



Teknoth the Dread can hit fighters further away when making a Ranged Attack action.

DICE

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



FIGHTER ARCS

Some actions specify that you must be in a fighter's front or rear arc to carry them out. 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 Brother Rafelo's facing. All of the green hexes are in his front arc, and the red hexes are in his rear arc. Rafelo's Impenetrable Defence ability can be used against fighters in his front arc. It can therefore be used against attacks made by Teknoth the Dread or Refulgus Grue. Lieutenant Castus is in Rafelo's rear arc, so the Impenetrable Defence ability cannot be used against attacks made by Castus.

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 track for each wound they have suffered. When the marker reaches the bottom space on the track, cover the top space with an 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 track again from this new top space (see Figure 7).

Whenever you add an Injury marker to the track, draw a Critical Injury card. Once you have finished moving the Health marker, resolve any Critical Injury cards you drew.

DEFEAT

If the bottom space of your fighter's Health track is covered by an Injury marker, they are defeated. Fighters can also be defeated as a result of certain Critical Injury cards, or by being pushed into an arc-snare (see Pushing Fighters, opposite). When your fighter is defeated, their miniature is removed from the arena immediately, and their marker is removed from the Energy track. The fighter who defeated your fighter moves their Energy token up D3 spaces.

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 there.

WINNING THE GAME

The conditions of victory are simple: the last warrior standing wins!

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 straight through arc-snares).

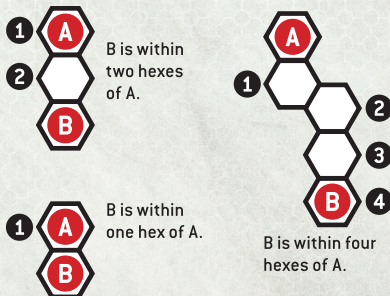
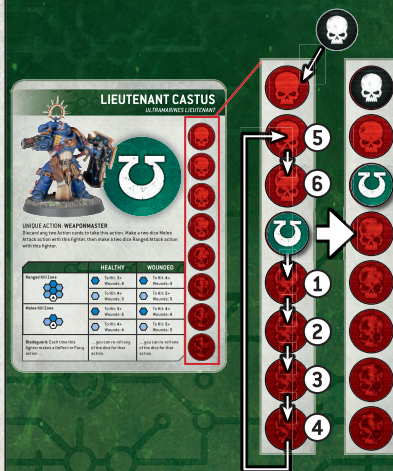


FIG. 6 FACING ICONS

- If an action has this icon, you can choose your facing.
- If an action has this icon, face directly away from the last hex you moved out of (In other words, face in your direction of travel).
- If an action has this icon, face the last hex you 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.

FIG. 7



Lieutenant Castus suffers six wounds. The player controlling him moves his Health marker to the bottom of the track. Because the Health marker is in the bottom space, his player covers the top space with an Injury marker. Lieutenant Castus 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 Injury marker was placed when moving the Health marker, the player draws one Critical Injury card and resolves it.

COMBAT VARIANTS

BROTHERS IN ARMS

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. If both members of a team are slain, the other team claims victory.

Follow all of the rules for setting up and playing, with the following exception. Once per round, when your Initiative card is drawn, you can let your teammate take the turn instead. Take the Initiative card that was drawn and put it in front of you until the end of the round as a reminder that you cannot do this again.

KINGSLAYER

This variant works with between two and four players, with one player taking the role of the Champion, standing alone against the others.

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 Champion. If playing this variant with two players, we recommend that the Challenger selects and controls two or more fighters. If the Champion is defeated, any player whose fighter is still alive is victorious. If all the Challengers are slain, the Champion claims a glorious victory.

Follow all of the rules for setting up and playing as normal, with the following exceptions. In each Prepare stage, the 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 Champion's Initiative card is drawn, they can choose two Action cards from their hand and resolve an action from each of them in whatever order they wish.

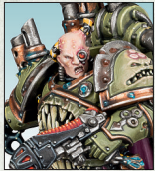
SINGLE COMBAT

If you have two players, this variant adds a little uncertainty to spice up the battle! In the Prepare stage of each round, add an unused Initiative card (belonging to neither player) into the deck before shuffling it. 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.



COMBATANTS OF THE ARENA

Within his hidden lair, the devious Necron Trazyn the Infinite has fashioned a replica of the combat arenas used by fighters of the Imperium. Seeking cruel entertainment, he has abducted four warriors from across the galaxy and made them a promise – whoever defeats their rivals will have their freedom! Through might, resilience, speed or cunning, the chosen champions must now do all they can to prevail.



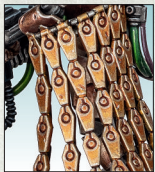
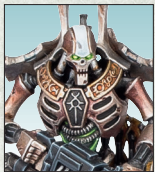
PLAGUE CHAMPION

Refulgus Grue



BLOOD ANGELS TERMINATOR

Brother Rafelo



ROYAL WARDEN

Teknoth the Dread



ULTRAMARINES LIEUTENANT

Lieutenant Castus

TRAZYN'S LAIR

The gladiatorial contests taking place within Trazyn the Infinite's arena are staged for his amusement. Trapped within the reality-warping prison of Trazyn's hidden stronghold, the contenders find themselves battling time and again, never sure whether this will be the final fight that might win them their freedom, or else spell their doom. Even death is not a certain end in this place, for such is the might of Trazyn's alien technologies that he can bring even mortally wounded warriors back from the brink to entertain him anew.

THE SANCTUM

The Necrons are amongst the galaxy's most ancient and powerful races. They possess technologies so advanced they seem like magic to their enemies, from energy rays that tear their victims apart molecule by molecule, to sub-dimensional reality bubbles in which they can raise entire strongholds outside the bounds of realspace. Trazyn's hidden sanctum exists within such a non-space; connected to his tomb world of Solemnace by complex reality-tethers, it is utterly impenetrable – not to mention inescapable – by any but its Necron ruler and his minions.

THE GALAXY AT WAR

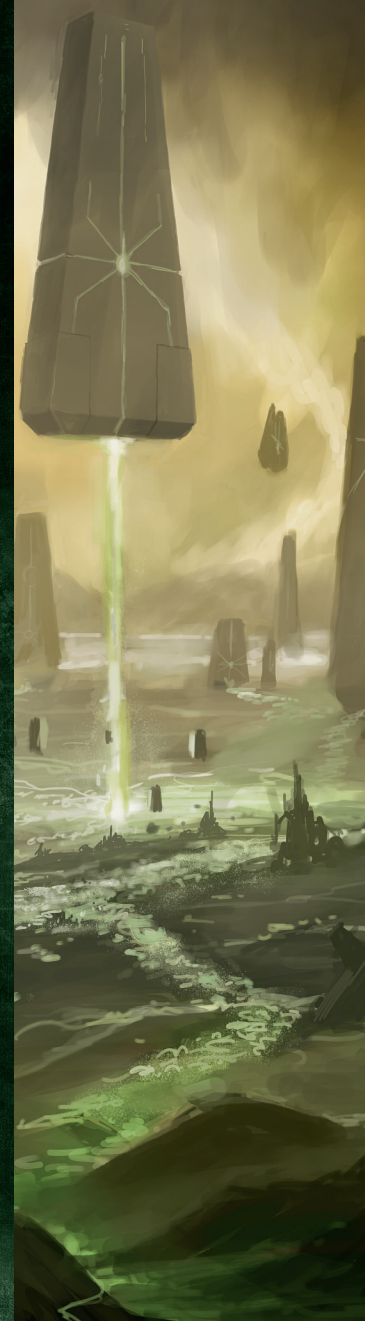
In the 41st Millennium, the Imperium of Mankind stretches out across the stars. It is attacked from all sides, as well as from within, by heretics, traitors, and warlike alien empires. In this dark age of bloodshed, countless peoples do battle with one another across myriad worlds, waging wars that span entire star systems and see armies beyond number hurled into conflict with one another. Amidst such constant mayhem, it is no great challenge for Trazyn the Infinite to find suitable combatants for his arena, and to snatch them away.

THE NECRONS

The Necron empire was once the greatest in the galaxy. Nowadays their dynasties are scattered, many of their technological tomb worlds having been plundered or destroyed while the android aliens slumbered through long millennia of hibernation. Yet for all they have lost, the Necrons are on the rise again. Those dynasties that survive march out from their tomb worlds in an attempt to reconquer the stars, each in their own fashion. To the deathless Necron nobility, the organic races that stand in their way are at best enemies to be defeated, and at worst little more than vermin to exterminate or playthings to toy with.

THE ARCHEOVIST

Trazyn the Infinite rules the tomb world of Solemnace as its Archeovist. An obsessive collector and thief, Trazyn employs reality-bending technologies to abduct not only heroes, saints and scholars, but also entire battlefields' worth of warring armies that he traps in stasis. These he arranges within the sprawling galleries of Solemnace, creating a galactic museum like no other in history. Though he would never reveal the truth to his combatants, Trazyn will eventually select the victor from amongst their number not for freedom, but to take pride of place in his latest exhibit. After all, the Archeovist of Solemnace will accord such an honour to none but the most worthy warrior!







CHAMPIONS OF WAR

Each warrior fighting in the arena has their own reasons to do battle with their opponents, and to survive the trap they have fallen into. Whether it be to prove themselves the most mighty, to make good their escape, or even to revenge themselves upon Trazyn himself, these motivations only goad them on to greater and more savage efforts.

BROTHER RAFELO

'The Red Thirst burns in my veins and drowns my thoughts in rage. Those who wish to live must stand aside. All others shall feel the fury of my hammer.'

The Blood Angels are amongst the most noble and heroic of all the Space Marine Chapters. Their warriors are mighty, their armour ornate, and countless tales are told of their magnificent deeds. Yet the Blood Angels harbour a dark secret, a killing fury known as the Red Thirst. This supernatural rage drives them to charge headlong into battle, heedless of strategy or losses, desiring only to tear their foes limb from limb. Furious as he is at his enforced captivity, Rafelo is losing the fight to restrain his inner beast. Clad in hulking Terminator armour, wielding a crackling thunder hammer and a slab-like storm shield, the Blood Angel stomps forward with his fangs bared, determined to smash a path through anything or anyone that stands in his way.

REFULGUS GRUE

'I am blessed by the Plague God Nurgle, Grandfather of Disease and Lord of Despair. Though all else must come to rot and ruin, I alone will endure.'

This repulsive champion hails from the Death Guard, the Traitor Legion of Chaos Space Marines devoted to the Plague God Nurgle. Beneath his corroded and slime-slick armour, Refulgas' body is a bloated and plague-riddled horror covered in foul buboes and gnawed by daemon maggots. Yet far from weakening him, these repulsive plague-gifts actually render Refulgas immune to pain and almost impossible to kill. Mutated bacterial life surges through his clotted veins, lending him supernatural strength, and in his fevered mind the Plague Champion knows he is the mightiest warrior to step foot in Trazyn's arena. In Nurgle's name he will gladly prove this again and again, blasting his enemies with the searing energies of his plasma pistol and impaling them upon the lethally infectious blade of his plague sword.

TEKNOTH THE DREAD

'Send all the primitive flesh-vermin you want to fight me, Trazyn. They will not stop me from escaping this place, and when I do, you and I will have a reckoning...'

Few Necron dynasties are as haughty, nor as martially accomplished, as the Szarekhan. Teknoth is a Royal Warden amongst their ranks, lieutenant to a great Phaeron, and a renowned battle-champion who has felled countless foes. He makes no secret of his accomplishments, and his constant bragging caught the notice of Trazyn. The Archeovist abducted this champion of a rival dynasty in part because he wanted to see if Teknoth lived up to his reputation, and partly as a jest to annoy the arrogant Szarekhan warrior. Outraged at his confinement, Teknoth stalks the arena with his relic gauss blaster spitting streams of emerald death, determined to prove his superiority before fighting his way free and punishing Trazyn for his presumption.

LIEUTENANT CASTUS

'One of us must escape this place and take a warning to our battle-brothers of this alien's perfidy. Honour and the Codex demand that I do what I must to survive.'

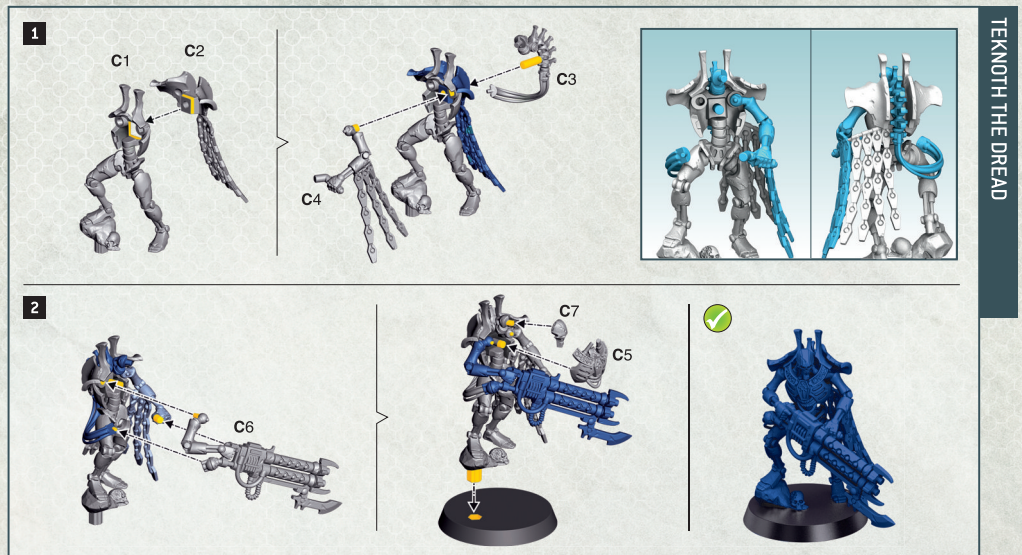
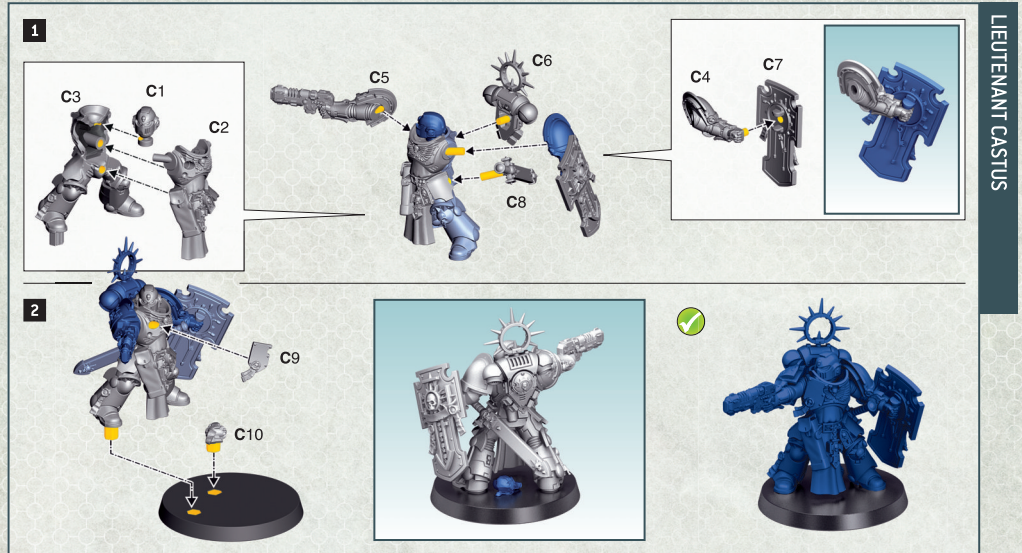
Lieutenant Markus Castus is a hero of the Ultramarines Chapter. He is renowned as the victor of Varogan, saviour of Gathor's Landing and the slayer of Lord Kharag the Bloody. Driven by a sense of duty and an inflexible moral compass, Castus seeks to do the right and just thing for Humanity as a whole, and to uphold what he believes are the higher ideals eschewed by the callous rulers of the Imperium. The Lieutenant is prepared to do whatever he must – even to take the life of a fellow Space Marine, as repugnant as he might find that deed – in order to escape Trazyn's clutches and carry a warning back to his Chapter. Armed with his neo-volkite pistol, power sword and storm shield, and fighting with a clear head and cool tactical skill, Castus may yet succeed in his self-appointed quest.

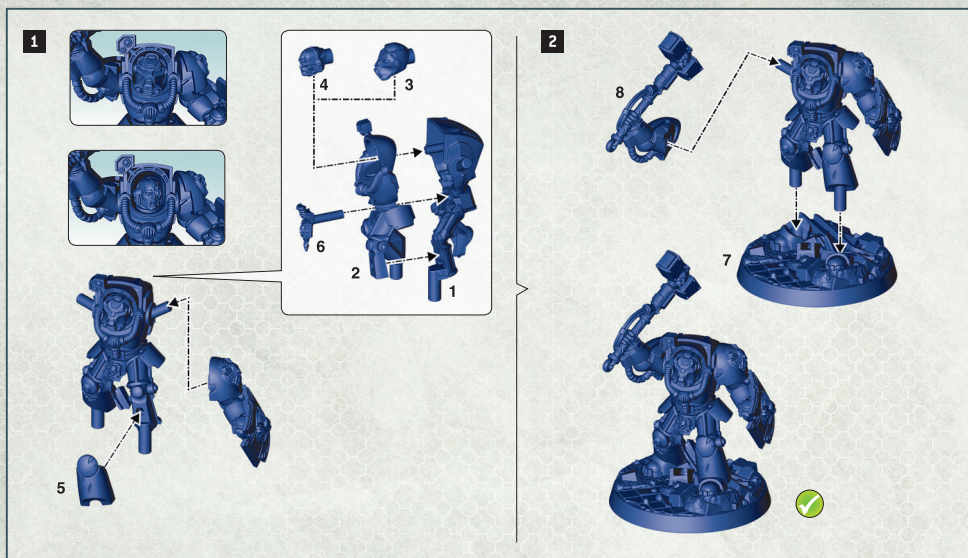
ASSEMBLY GUIDE

This box contains four finely detailed Citadel Miniatures representing the warriors duelling within Trazyn'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.

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.





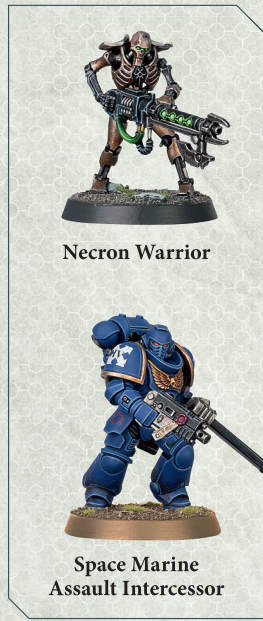
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