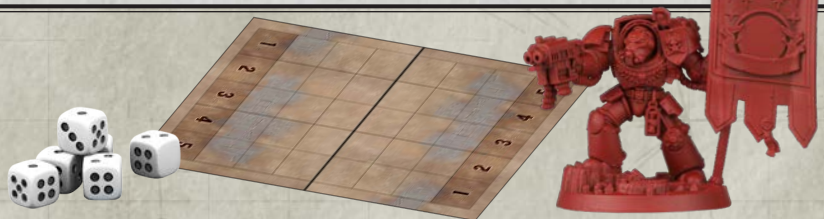


SPACE MARINE HEROES

BATTLE GAME

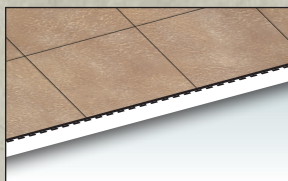
In order to play the Space Marine Heroes Battle Game, you'll need six six-sided dice, a battlefield and ten Space Marine Heroes.



THE BATTLEFIELD

To play the Space Marine Heroes Battle Game, you'll need to create the battlefield over which your Space Marine Heroes will fight. This is very simply done: download a Space Marine Heroes board from spacemarineheroes.com and print it out twice.

The board is provided with a dashed cutting line along one edge (as shown to the right). Carefully remove this edge from both copies of the printed board.



Each player takes one of the printed boards. Join the two boards together to create the playing area. The finished battlefield will look like this:



The battlefield is a grid composed of two halves, one half for each player. There are five columns, one for each of the Space Marine Heroes in each player's army.

THE ARMIES

Each player picks five Space Marine Heroes to be their army. They can use any five Space Marine Heroes that they have in their collection. Note that the Space Marine Heroes in an opposing army are known as enemy Space Marine Heroes.

Starting with the player who last added a Space Marine Hero to their collection, the players then take it in turns to set up their Space Marine Heroes, one at a time, in one of the numbered spaces on their own half of the battlefield. Note that a maximum of one model can be placed in each space.

HOW TO WIN

In order to win, at the end of your turn you must have three or more of your Space Marine Heroes in your opponent's half of the battlefield, and you must have a higher current score than your opponent (see below). The first player to do this wins the battle.

CURRENT SCORE

To work out your current score, count up the number of spaces each of your Space Marine Heroes has advanced from their starting space. The total is your current score. Note that your current score will go up and down as your Space Marine Heroes advance and retreat (see page 3).

BEST OF THREE

Players may play a 'best of three' series of games rather than a one-off game if they wish. Both players must record their current score at the end of each game. At the end of the third game, the players add up their scores, and whoever has the highest total is the winner.

SEQUENCE OF PLAY

Space Marine Heroes Battles are fought as a series of turns. Each player takes a turn, starting with the player who finished setting up their army first. In their turn, a player can make one or more Battle Rolls, and then they may be allowed to make one or more Battle Actions.



First player turn ←

1. *Battle Rolls*
2. *Battle Actions*




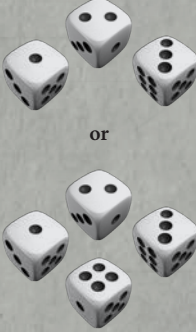
Second player turn

1. *Battle Rolls*
2. *Battle Actions*

Return to first player turn

1. BATTLE ROLLS

To make a Battle Roll, take the six dice and roll them all. You are looking to get at least one of the following scoring rolls:

<p>Lucky Six: A dice that has rolled a six.</p>	
<p>Double Six: Two dice that have both rolled a six.</p>	
<p>Three of a Kind: This simply means three of the same number, not including 6s (three 1s, for example).</p>	
<p>Straight: This is three or more numbers in a row, not including 6s (a 1, a 2 and a 3, for example). Note that you can have more than three dice in a straight, should you wish (a 1, a 2, a 3 and a 4, for example).</p>	

If your Battle Roll doesn't include any of the above scoring rolls, you go bust (see opposite). Otherwise, put one or more of your scoring rolls to one side, and decide if you want to push your luck and carry on making Battle Rolls (see Pushing Your Luck, opposite), or would prefer to make Battle Actions instead (see Battle Actions on the following page). Note that you must put at least one of the scoring rolls to one side, but do not have to put all of them aside if you have more than one – it is up to you how many you keep.

PUSHING YOUR LUCK

If you decide to make another Battle Roll, you can re-roll any of the dice that weren't part of a scoring roll you've put to one side. You don't have to re-roll all the dice; you can leave some as they are and use them as part of the new roll. For example, if you had four dice left, two of which were 1s, then you could leave the 1s and hope to get a third 1 when you roll the other two dice.

If your new roll includes a Lucky Six, Double Six, Three of a Kind or a Straight, then put one or more of the new scoring rolls to one side along with the ones saved earlier, and then decide if you want to push your luck and make another Battle Roll, or if you want to make Battle Actions. Keep on doing this until you decide to make Battle Actions or you go bust (see below).



GOING BUST

If you don't get at least one scoring roll when you make a Battle Roll, then you go bust. If you go bust, all your saved scoring rolls are lost, your turn ends and your opponent's turn begins.

Note that if you go bust, all the scoring rolls you may have saved from previous rolls are lost. This is why making extra rolls is called 'pushing your luck' – the more Battle Rolls you make, the more Battle Actions you'll potentially be able to make, but the greater the chance of going bust and losing everything!

ALL OUT!

You go all out when you manage to put all six dice to one side as part of scoring rolls (e.g. you have no dice left to roll when you have to decide whether to roll again). If you go all out, then you can immediately make Battle Actions with your Space Marine Heroes – after making these Battle Actions, you then get another turn instead of handing the dice over to your opponent!

2. BATTLE ACTIONS

When you decide to make Battle Actions, one or more of your Space Marine Heroes can make a Battle Action, and then your turn is over and your opponent gets a turn (unless you went all out, as described previously).

Each scoring roll that you put to one side allows you to make one Battle Action. The different Battle Actions a Space Marine Hero can make depends on the scoring rolls available, the armour the Space Marine Hero is wearing and the equipment they are carrying, as described below and opposite. Most Battle Actions will allow you to make moves with – and/or make attacks with – the Space Marine Heroes in your army.

MOVES

Many Battle Actions allow you to move one or more of the Space Marine Heroes in your army. Each time a Space Marine Hero moves, they advance one space forwards, towards their opponent's set-up spaces. Space Marine Heroes must always stay in the same column they were set up in – you cannot move diagonally or change columns when you make a move. In addition, a Space Marine Hero cannot use a move to enter a space occupied by another Space Marine Hero.

ATTACKS

Many Battle Actions allow you to attack a Space Marine Hero. A Space Marine Hero that is attacked must retreat one space backwards, towards their set-up space. Space Marine Heroes must always stay in the same column – you cannot move diagonally or change columns when you make a retreat. If a Space Marine Hero that is attacked is already in their set-up space, the attack has no effect on them. **Important:** A Space Marine Hero cannot use an action to make an attack if they are in their set-up space.



TERMINATOR ARMOUR BATTLE ACTIONS

The following Battle Actions can be made by any Space Marine Hero that is wearing Terminator armour, as denoted by the Terminator armour symbol to the top left. In addition, roll a dice each time one of your Space Marine Heroes wearing Terminator armour is attacked. On a roll of 4 or more, they do not have to retreat, and stay in the space they currently occupy.

Lucky Six: Attack an enemy Space Marine Hero that is adjacent to one of your Space Marine Heroes and in the same column.

Double Six: Move one of your Space Marine Heroes.

Three of a Kind: Move your Space Marine Heroes in the column with the same number as your three of a kind roll two spaces forward.

Straight: Move the Space Marine Heroes in the columns with the same numbers as the numbers in your straight one space each. So a straight of 3, 4 and 5 would allow the Space Marine Heroes in columns 3, 4 and 5 to each move one space forward.



BROTHER PHAELLO



BROTHER SANYCTUS



BROTHER FEURRAN



BROTHER-CAPTAIN DONATO



BROTHER EBELLIUS



BROTHER-SERGEANT VICTORINO



BROTHER ARAMUS



BROTHER DYRAEL



BROTHER DARRAGO

EQUIPMENT

All Space Marine Heroes have equipment. The equipment that a Space Marine Hero has is shown on their card as an equipment symbol, and either provides the Space Marine Hero with a special rule or allows them to make an equipment Battle Action. Equipment special rules do not require a scoring roll to activate, while equipment Battle Actions have a scoring roll requirement and a range. To make an equipment Battle Action, you must use the appropriate scoring roll.



Equipment
symbol

Scoring
roll

Range

EQUIPMENT SYMBOLS



Cut Down: Pick a space that is in range. Attack any enemy Space Marine Hero in that space, but instead of retreating one space, they retreat back to their set-up space.



Priority Vox: When this Space Marine Hero is able to make a move, it can either make that move normally, or another Space Marine Hero from their army can make a move instead.



Inspire: Whenever you work out your current score, double the score for this Space Marine Hero. For example, if he had advanced three spaces, he would add 6 to your current score instead of 3.



Scythe: Pick a space that is in range. Attack any Space Marine Heroes in that space or in a space in the same row.



Shield: When attacked, this Space Marine Hero does not have to retreat and can stay in the space it currently occupies on a roll of 3 or more instead of 4 or more.



Shoot: Pick a space that is in range. Attack any enemy Space Marine Hero in that space.

SCORING ROLLS



Lucky Six roll



Double Six roll



Straight or Three of a Kind roll

RANGE



Melee: An adjacent space in the same column



Short: A space in the same column



Medium: A space in the same or an adjacent column



Long: Any space



1

2

3

4

5