



Tomb World



NECRON WARRIOR

M	APL	GA
2	2	1
DF	SV	W
3	4+	9

Gauss flayer	4	3+	3/4
Bayonet	3	3+	3/4

Living Metal: In the Ready Operatives step of each Turning Point, this operative regains up to 2 lost wounds.



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Operative

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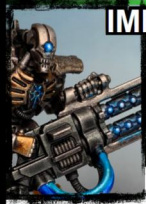


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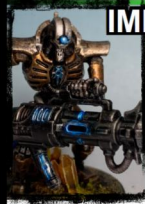


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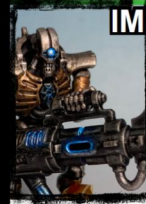


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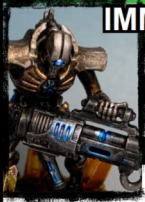
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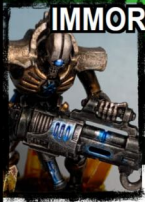


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FLAYED ONE

M	APL	GA
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DF	SV	W
3	4+	9

Flayer claws	5	3+	4/5
			! Rending

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Operative

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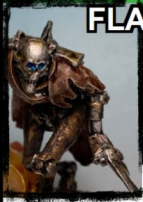
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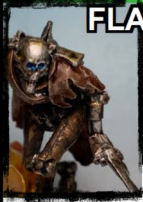


FLAYED ONE

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Player claws	5	3+	4/5
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PLAYED ONE LEADER



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3	4+	10

Player claws	5	3+	4/5
! Rending			

Living Metal: In the Ready Operatives step of each Turning Point, this operative regains up to 2 lost wounds.

DEATHMARK



M	APL	GA
2	2	1
DF	SV	W
3	3+	10

Synaptic disintegrator	4	2+	4/4
Heavy AP1	! MW1		
Fists	3	3+	3/4

Living Metal: In the Ready Operatives step of each Turning Point, this operative regains up to 2 lost wounds.

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Heavy AP1			! MW1
Fists	3	3+	3/4

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DEATHMARK LEADER

M	APL	GA
2 ②	2	1
DF	SV	W
3	3+	11

Synaptic disintegrator	4	2+	4/4
Heavy AP1 Balanced			! MW1
Fists	3	3+	3/4

Living Metal: In the Ready Operatives step of each Turning Point, this operative regains up to 2 lost wounds.



RELENTLESS ONSLAUGHT

Strategic

1CP

Until the end of the Turning Point, each time a friendly TOMB WORLD operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, if the target is within ⑤ of it, you can re-roll one of your attack dice.

Balanced Close

Operative

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Operative

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Tac Op

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Strategic

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DIMENSIONAL CONCEALMENT

Strategic

1CP

Until the end of the Turning Point, friendly DEATHMARK operatives can perform the following action:

DIMENSIONAL CONCEALMENT (1AP): Change this operative's order.

Deathmarks Flip

IMPLACABLE MARCH

Strategic

1CP

Until the end of the Turning Point, each time a friendly TOMB WORLD operative is activated, after determining its order, if it has an Engage order, it can perform an implacable march. If it does, for that activation:

- Add ② to its Movement characteristic.
- It can only perform Normal Move, Charge, Shoot and Fight actions.

Move +2

SKULKING KILLER

Strategic

1CP

Until the end of the Turning Point, friendly FLAYED ONE operatives gain the following ability:

Skulking Killer: This operative can perform a Charge action while it has a Conceal order.

Flayers Charge Concealed

REANIMATION PROTOCOLS

Tactical

0CP

Use this Tactical Ploy when a friendly TOMB WORLD operative is incapacitated. Before removing that operative from the killzone, place a Reanimation token under its base and leave its order token next to it. In the Ready Operatives step of each Turning Point, before resolving the Living Metal ability, roll one D6 for each of your Reanimation tokens. On a 3+ (or a 2+ if that operative is a NECRON WARRIOR operative):

- Set up the operative that Reanimation token was placed for.
- It must be as close as possible to that Reanimation token and not within Engagement Range of enemy operatives.
- It has D3 wounds remaining.
- It has the order of the remaining order token.
- Remove that Reanimation token.

Start Reanimate

Strategic

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Tactical

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LIVING LIGHTNING

Tactical

0 CP

Use this Tactical Ploy in the Roll Attack Dice step of a shooting attack, when one or more critical hits are retained for a shooting attack made with a tesla carbine that a friendly IMMORTAL operative is equipped with. Select one of the following for that shooting attack:

- Treat that weapon's Splash 1 critical hit rule as Splash 2 instead.
- Treat the distance requirement for that weapon's Splash 1 critical hit rule as **3** instead of **(2)**.

Improve Tesla

DEVOURER NANOSCARABS

3EP

The operative is equipped with the following ranged weapon for the battle:

Devourer nanoscarabs	4	3+	3/4
Rng	🔴	Limited Indirect Lethal 5+	

2+ Save

SEMPITERNAL WEAVE

Max: 1

3EP

DEATHMARK LEADER or IMMORTAL LEADER operative only. The operative has a Save characteristic of 2+ for the battle.

2+ Save

STARFIRE CORE

2EP

Select one gauss flayer, gauss reaper or gauss blaster the operative is equipped with. That weapon gains the following special rule for the battle:

Starfire Core: Each time a friendly operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack, if you retain any critical hits, you can retain one of your failed hits as a successful normal hit.

Miss to Hit

Tactical

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Equipment

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2EP

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Starfire Core: Each time a friendly operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack, if you retain any critical hits, you can retain one of your failed hits as a successful normal hit.

Miss to Hit

TESLA WEAVE

2EP

The operative gains the following ability for the battle:

MW When Charged

Equipment

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Equipment

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Equipment

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Equipment

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MINDSHACKLE SCARABS

3EP

This operative can perform the following action during the battle:
MINDSHACKLE (1AP):Select one enemy operative within 3 of and Visible to this operative and roll one D6. If the result is higher than that enemy operative's APL characteristic, subtract 1 from its APL. If the result is more than double that enemy operative's APL characteristic, you can immediately perform a free Shoot or Fight action with that enemy operative as if it was a friendly operative. This operative can only perform this action once.

Control Enemy

HYPERPHASE BLADE

3EP

Select one bayonet the operative is equipped with. That weapon gains the Lethal 5+ special rule for the battle.

Melee Lethal 5+

TOMB WORLD

Seek and Destroy

2 Fireteams in 1 Leader

NECRON WARRIOR FIRE TEAM
5 WARRIORS with Gauss Players or Gauss Reapers

MMORTAL FIRE TEAM
4 IMMORTALS with Gauss Blasters or Tesla Carbines
Gain: Security

DEATHMARK FIRE TEAM
4 DEATHMARKs
Gain: Recon

PLAYED ONE FIRE TEAM
5 PLAYED ONEs
Gain: Infiltration

Faction Ability

Equipment

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Equipment

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Team

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Abilities

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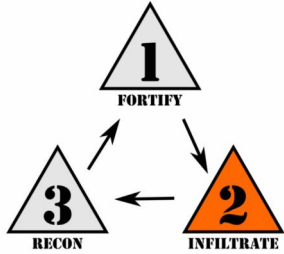
INFILTRATE

Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



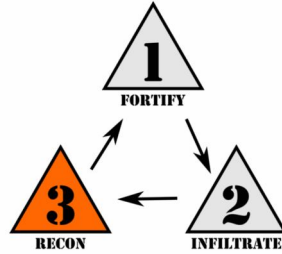
RECON

Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone


Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



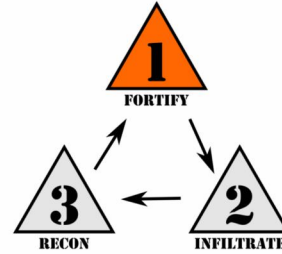
FORTIFY

Matched Play

Set up one additional barricade within  of your drop zone

Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

Scouting

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Scouting

Tomb World

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Scouting

Tomb World

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Matched

Tomb World

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TURN SEQUENCE

- INITIATIVE PHASE
READY OPERATIVES
DETERMINE
INITIATIVE
- STRATEGY PHASE
GENERATE
COMMAND POINTS
PLAY STRATEGIC
PLOYS
TARGET REVEAL
- FIREFIGHT PHASE
PERFORM ACTIONS

SCORE CARD

COMMAND POINTS	SECONDARY	PRIMARY			
				1	
			1	2	
				3	
				2	
			3	4	

PHIL TEAM

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Matched

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Scorecard

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Credits

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